

METAL GEAR SOLID TOMB RAIDER III B-MOVIE
ODT LIBERO GRANDE COOL BOARDERS 3 TOCA 2

issue forty two

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PLAY

プレイステーション

The UK's Best Unofficial PLAYSTATION Magazine

LEGACY OF KAIN 2
SOUL REAVER
The undead at Crystal Dynamics spill the blood on this beast!

EXCLUSIVE

COLONY WARS
VENGEANCE
We boldly go and evaluate the ultimate space opera!

REVIEWED

FIFA '99
Full net-ripping review!

FREE CHEATS BOOK WITH THIS ISSUE

148 PACKED PAGES!

issue 42 1998 reviewed TOCA 2 COOL BOARDERS 3 COLONY WARS: VENGEANCE METAL GEAR SOLID FIFA '99 ODT B-MOVIE & more...



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TOMB RAIDER III
ADVENTURES OF LARA CROFT

hard
believe
just get
tter and
better

Lara is back in Tomb Raider III and she just gets better and better.

Is it due to her new weapons and vehicles?

Or the challenges she faces in new locations?

It may be her new outfits and the moves she's learned?

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PlayStation

EIDOS

LEGACY OF KAIN: SOUL REAVER

22 We provide you with exclusive new pictures and information straight from the Crystal Dynamics headquarters on how this epic vampire saga is shaping up!





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 90

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 100

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

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ARENA 132

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 136

Reviews and scores of every PlayStation game ever covered in PLAY, plus our Playback top tens, recommended games, the best peripherals, long-term tests and much more. It's a hall of knowledge.

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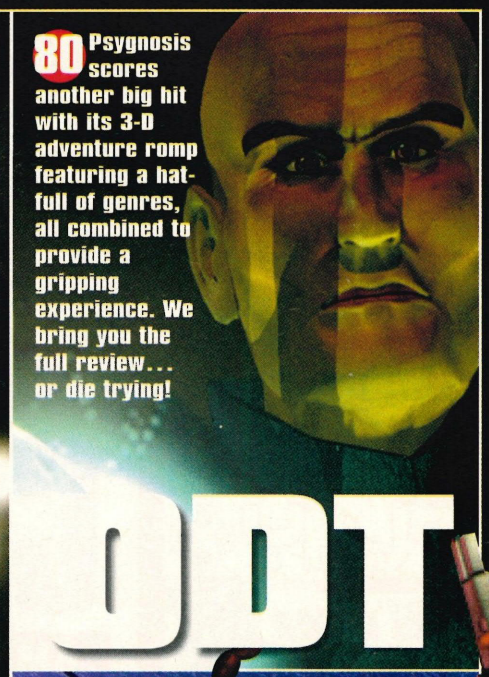
The UK's Best Unofficial PLAYSTATION Magazine!

COLONY WARS VENGEANCE



PLAY CLASSIC

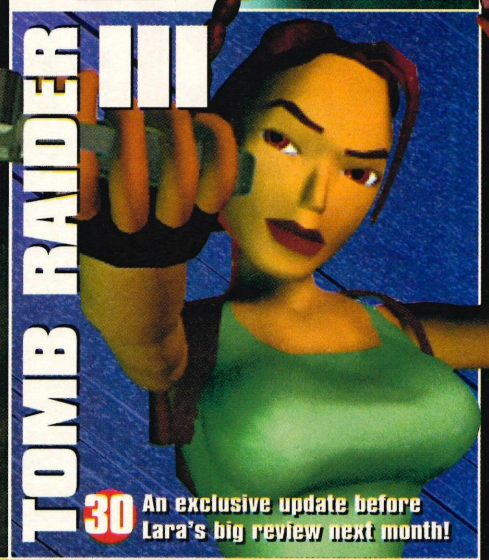
64 One of the greatest shoot-'em-ups to grace the PlayStation has spawned a sequel... and it's much, much better than its predecessor! Get ready for revenge!



80 Psygnosis scores another big hit with its 3-D adventure romp featuring a hat-full of genres, all combined to provide a gripping experience. We bring you the full review... or die trying!

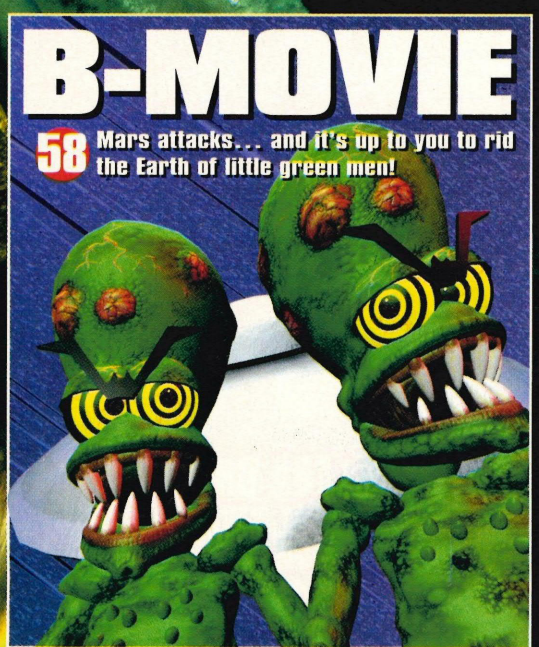
ODT

TOMB RAIDER III



30 An exclusive update before Lara's big review next month!

B-MOVIE



58 Mars attacks... and it's up to you to rid the Earth of little green men!

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ANOTHER COLLECTION OF TOP-NOTCH SOFTWARE THAT'LL BE LANDING ON PLANET PLAYSTATION VERY SOON. THIS MONTH'S WIRED UP SECTION FEATURES MICHAEL OWEN'S WLS '99, LIVE WIRE, AND MANY MORE!

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PLAYSTATION wired



CHIPPING WAR!

AMAZING FACTS ABOUT NAMCO'S DRIVER REVEALED!

Could the days of the grey importer be numbered? Well they certainly would if Sony had its way because the console giant is declaring war on the 'chipping' of PlayStations by introducing new hardware into American stores, and if successful, the new units may even creep into Britain!

The new PlayStations will apparently make it near-impossible to modify them due to a revised BIOS chipset, tamper-proof casing and a smaller motherboard. The new hardware is called the SCPH-7500, as opposed to the previous SCPH-7000, and like we said, the latest model is already in stores across the US.

Obviously, this is terrible news for PlayStation enthusiasts that are unwilling to wait for the major releases to arrive in the PAL territories... but no doubt the hackers are already hard at work trying to find a way around this seemingly impenetrable security system as you read this.

We also heard rumours that actual games were getting wise to the chipped PlayStations – in particular the recent *Medievil* release. As the rumour went, it would be impossible to gamers using modified PlayStations to get past level three of the game before it seized up. But of course we tested this and it turned out to be complete twaddle.

The news comes on the back of the UK release of *Tekken 3*, that reportedly didn't sell as well as was originally expected. The finger of blame for this pointed squarely at the import scene for bringing Japanese and American copies of the game into this country months before the eventual European release. When the game first emerged in Japan in March, many eager gamesplayers rushed out and bought import copies, mainly because the PAL version wasn't scheduled to arrive for a another six months.

One 'chipped' PlayStation user spoke to us on the subject: "There's no way that I was going to twiddle my thumbs for six months waiting for the PAL version, and I'm sure that many other gamers felt the same. Also, the import versions are always of far superior quality to the crappy PAL versions, with no borders and a quicker pace."

Let us know your feelings on the subject!



[Above] Could it have been *Tekken 3* that started Sony's war against 'chipping'?



MERRY bloody Christmas! Sorry, but it's very hard to get enthusiastic about the Yuletide season when there's nothing particularly exciting coming out, game-wise, on PlayStation. No disrespect to Ms Croft, but it's very hard to wax-lyrical about her latest exploits when we've seen it all before. *Spyro* emerged, not so much with a burst of flames, rather a pathetic 'puff'! Oh yeah, and *Metal Gear Solid* isn't coming out until February for some bizarre reason. So what's going on in the world of PlayStation? Is the reservoir of software finally drying up? Could the PlayStation 2 be closer than we think? Or is Sony now placing all its eggs in the PocketStation basket? Whatever, all we know is that things aren't as they should be! On a brighter note, you can pick up some bargains now if you get in early enough. Electronics Boutique for instance is offer a PlayStation, pad, *Tekken 3* and *Gran Turismo* for a measly £149.99! So even if the recent software is lame, Sony could still enjoy another very merry Christmas this year!

■ **Ryan Butt** Editor

WIRED UP contents

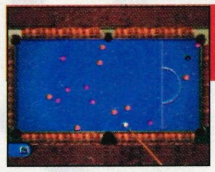
JACKIE CHAN 08
We test Sony's new beat-'em-up based on the kicking exploits of action movie star – Jackie Chan... and we wished we hadn't! Read what we've got to say...

LARA CROFT 09
The cyber-babe has been a very busy girl this month – launching her own fashion range and getting selected for Millennium status by some very important people!



IT'S A FACT!

Last month in PLAY we trashed a light gun that we said was made by Max Play. However, we like now like to set the record straight on our blunder. Max Play doesn't produce the gun, only distribute it. Sorted!



IT'S A FACT!

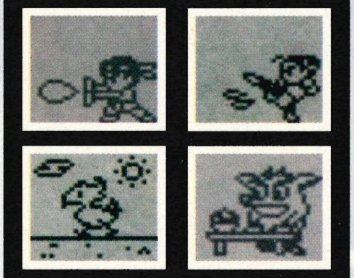
Just as this issue was going to press, we were informed by Mirage that *Pool Shark* will now include an aiming line to make potting those balls so much easier. So ignore our criticism, okay!

TITCHY!

POCKETSTATION GAMES

Sony of Japan used the recent Tokyo Game Show to push its cute new device, the PocketStation (see page 142 for the full low-down!). There were plenty of new titles on display that will utilise the device including Crash Bandicoot 3: Warped, Final Fantasy VIII and Street Fighter Zero (AKA Alpha) 3.

These are just a few of the games that will be given a new level of interaction by the PocketStation – take Crash 3 for example. With the addition of the new time trial artefact mode, gamers will be able to download their best times onto the PocketStation and carried around. These can then be swapped with other PocketStation users in a kind of ranking system scenario – there is a downside though! As usual, us westerners have to suffer because apparently there are no plans for the American and European versions of the game to carry the PocketStation support mode. Of course, in regards to the previous story about the combating of 'chipped' PlayStations this would mean that gamers will be more tempted to splash out for the Japanese version of the game with the mode included and... well, is it just us or is there a vicious circle originating here?



[ABOVE] Pint-sized pocket stars – Ryu, Chun-Li, Chocobo from FFVIII and Crash Bandicoot.

BUSTER'S BACK!

MORE INSANE POPPING WITH BUB AND BOB

Acclaim recently presented us with the very latest addition to the long-running *Bust-A-Move* series. This game is the fourth installment of puzzle bubble mayhem – and it's still looking great and playing better than ever!

Bust-A-Move 4 still features the same modes present in the last game (Challenge, Story, Vs etc.), but uses a lot more special effects to enhance the feeling of obliterating opponents by stringing together those all-important devastating combos. There are also new characters to choose from (each with their own strengths and weaknesses) and a brand new Dual Shock rumble mode whereby you can really feel the agonising creaking as the bottom of the screen creeps up on you!

The game is due out in time for Christmas, so expect to see the full review in next month's PLAY.



[ABOVE] A brand new pulley system adds more suspense as you battle to keep the scales level.



[ABOVE] There are ten characters to choose from, some old, some new, some borrowed... etc!



[ABOVE] If you pull off a particularly extravagant combo, new special effects will cut-in and pile even more misery on your hapless opponent. Things are looking bleak for the gal in the stupid furry hat!

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.

The PlayStation 2 may not be backwards compatible, but that shouldn't be a problem as Sony have been working on reducing the original PSX architecture to a tiny size. This means a hand-held PlayStation is now possible (the PlayMan), as well as integration into Sony DVD players and even televisions. Lovely.

There is a big push by Sony towards MiniDisc as the top recordable format in your home stereo, but rumours are emerging that the next sony console may use MDs for storage of data, like a memory card. The benefits are of about 130Mb of space on each disc, plus Sony would suddenly have MiniDisc players in millions of gamers' homes...

Here's something that would prove to be very interesting if anyone could prove it. After completing RE2 with Tofu you then start the game again, kill the first two zombies in the police station and go back outside. Push and search at the same time next to the first wall you get to and it collapses revealing Rebecca Chambers fighting off a zombie. Her secret mission then begins! Apparently the photos of her dotted around were clues to her difficult to reach mission. If anyone has done this send us photographic proof... now!

Other RE rumours concern a Cammy cameo in Resident Evil 3. Apparently the Street Fighter starlet is part of an elite squad of zombie hunters, and she shows up to offer help and advice in the next Capcom horror fest. When is it out? Sadly, we've no idea. Yet.

DARKSTALKERS 10
Full report as we play *Vampire Savior: Darkstalkers 3* for the very first time. Read what we think about one of the most exciting fighting games for ages.

ABE'S OSCAR 12
The depressed little alien has finally got something to smile about after being nominated for an Academy Award. Read the full, unbelievable story.

MGS 14
We uncover more hidden secrets in *Metal Gear Solid* – courtesy of our adventurous readers. The highlight is seeing Meryl in her pants... read on!

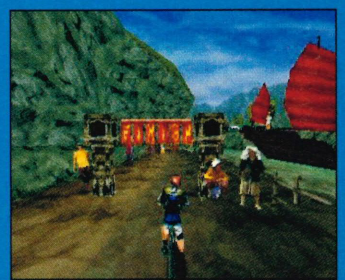
ENTERTAINMENT USA

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!



Hi guys! The first of this month's games is one for all you outdoor types! **Rushdown** brings the outdoors into your own home and features all sorts of dare-devil sports like Kayaking, Mountain biking and skiing! I would love to give it a go but I may break a nail! It's out in the last quarter of this year and should satisfy you guys who can't get out much!



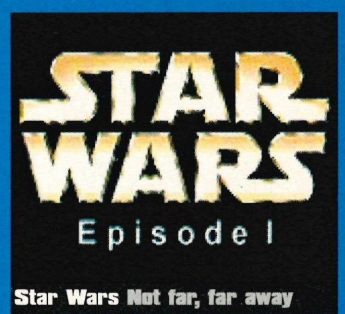
Rushdown The great outdoors



Big Air Downhill all the way!

Big Air is the other outdoor game that's taking us by storm. It's a serious snow boarding game that will make you guys weep. We've got over 25 musical talents working on the soundtrack and get this, you can customise it for your own listening pleasure! Big Air also has some top clothes designers working on it as well as board designers. It's looking kinda cool wouldn't you say?

Nintendo recently signed an exclusive deal to produce games relating to the **Star Wars**. Luckily though the PlayStation may still have the potential to release games. Although Nintendo would like to claim to have exclusivity a spokesperson from LucasArts said that they would be foolish to license their products off to a single console. Looks like the 'force' really is with us!



Star Wars Not far, far away



Thunder Force 5 Blasting fun!

I don't rightly remember the original Thunder Force (ancient Mega Drive game)but this game **Thunder Force 5** is out soon state-side. The action centres around blowing up as many enemies as possible which can't be bad for all us gung-ho Americans! If you get a release I'll write with more details. But until then, here's a super-frantic action piccy to drool over until someone over there gives it the green light.

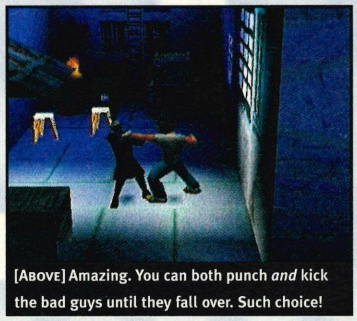
GIVE CHAN THE CHOP

A PERSONAL PLEA FROM PLAY TO SONY

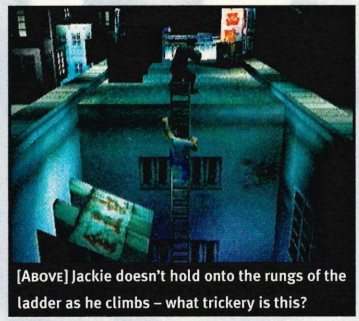
Since it was first spotted at the E3 trade show in Atlanta, the peculiar game of *Jackie Chan's Stuntmaster* has had us just a bit worried. Now that it's getting closer to completion and we have our own early version to play at will, we have to say this isn't the foundation of a good Sony game!

Now, we're not against Jackie himself, in fact we're big 'Chan fans' and don't want to see him in a painfully bad videogame. Yet you control a digital representation of the high kicking Hong Kong cinema star in *Stuntmaster*, who speaks with that unmistakable broken English. You begin running along the flat rooftops of a city, where several goons are positioned to hold you back at every turn. They can be easily got rid of with a few bone splitting strikes, but with only one punch button and one kick button it seems impossible to believe that this is most of what you do. There are bigger problems with the scenery and surrounding objects. At the edge of the first building, you die by attempting the small jump to the next rooftop, later to find that a big grey slab nearby is inexplicably springy (oh, it must be a... mattress?) and that these are on every roof for some reason. Next it's a big black, um, shape you find on the concrete. An oil splat maybe? A puddle? A hole leading to the room below? It's a hole alright, but of course it doesn't drop you into the top floor apartment for some special items, everything just goes black and Jackie lets out a long yell. Life lost. Another surprise is with thin grey strips that confront you at the edge of some buildings. It's impossible to tell where in 3-D space they are, so you just plunge into the blackness (they're 'bridges' apparently).

This kind of thing is a return to Sony's early videogame days of *The Last Action Hero* and other abysmal licenses – very upsetting! After only a few minutes of this, our own editor said, "It's not fun. It's the worst game I've ever seen." So come on Sony, have mercy and think twice about this one!



[Above] Amazing. You can both punch *and* kick the bad guys until they fall over. Such choice!



[Above] Jackie doesn't hold onto the rungs of the ladder as he climbs – what trickery is this?



[Above] The fun never starts: two or three enemies may attack you at once, but when you have to dispatch them all with the same two moves and no combos, there is little for Jackie to be happy about.

MILLENNIUM DAME

LARA CROFT SEDUCES THE PRIME MINISTER & LAUNCHES HER OWN FASHION RANGE!



A woman's work is never done... and Lara Croft has been very busy of late. For starters, she has caught the eye of Tony Blair after he challenged British businesses to demonstrate that our nation is the creative powerhouse of the world. The famous cyber-babe, and her adventures in *Tomb Raider I*, *II* and *III*, has been granted Millennium Product status by the Design Council.

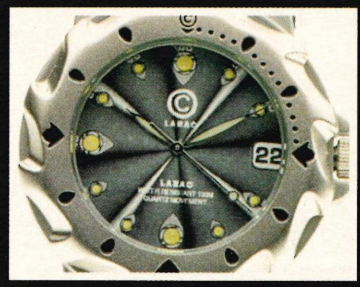
The news was announced by Trade and Industry Secretary, Peter Mandelson, at the CBI Conference in Birmingham whereby he presented a small selection of hand-picked recipients with the award... and *Tomb Raider* maker, Core Design was one of them! The award comes after staggering worldwide sales of the *Tomb Raider* games, which stand at over eight million copies since December 1996 – and these are set to rocket further with the release of *Tomb Raider III* later this month (tune in for the full review next issue!).

Jeremy Smith, Managing Director at Core Design commented: "*Tomb Raider* is one of the major UK business success stories in the past decade. It's worldwide sales prove that the UK is a major force in the development and distribution of computer games."

Lara has also just launched her own fashion range of 'street wear'. Designed and manufactured exclusively foe Eidos by Animal Promotions Ltd, the LARA© range is designed with comfort and durability in mind and is branded only with the subtle 'LARA©' logo.

The LARA© range includes t-shirts, Polo shirts, sweatshirts, fleece jackets, dressing gowns, baseball caps, briefcases,rucksacks, towels, CD cases, wallets, watches, and key fobs. There is also the Diffusion range that features images of Lara herself and her signature. Items in this range include figures, calenders, posters, mousemats, watches and t-shirts. To order these items, you will find a catalogue tucked inside any Eidos game onsale after November!







FANCY STALKING ME?

VAMPIRE SAVOUR: DARKSTALKERS 3 SINKS ITS TEETH IN THE PLAYSTATION!

Capcom continues to show its dominance in the beat-'em-up area with a sackful of fighting games including *Rival Screens*, *Street Fighter Collection 2*, *Star Gladiator 2* and this... *Vampire Saviour: Darkstalkers 3*. This is undoubtedly one of Capcom's most ambitious arcade conversions to date as the arcade machine was huge!

The cuts made to *X-Men Vs Street Fighter* made us think that perhaps this game would suffer similar omissions, but it's not the case as the game is a near-perfect port-over and one of the most spectacular fight games we've seen since, well, *Rival Schools*. The game features 18 playable characters including three brand new ones.

There are three modes of play – Training mode allows players to fine-tune their combat skills, the usual Versus two-player mode , and the Visual Story mode that allows players to fully explore the wonderful and bizarre world that these creatures of the night inhabit. The story line focuses on the Dark Realm who has lost its monarch and been thrown into complete chaos. The only hope of salvation for the helpless souls is offer by Jedah, a lone soul resurrected from the bottom of oblivion to create a closed battle stage known as the 'Damned Dimension'. So the battle commences once more, but this time the combatants are fighting for their souls!

Darkstalkers aficionados will savour some marvellous new inclusions in the gameplay that included *Killer Instinct*-style endurance rounds (whereby life carries over between the rounds, and the first to lose two full bars snuffs it!) and the new 'Dark Force' attacks. When using these, the background changes and the character performing it is granted new abilities such as speed, armour, extra power or a illusion doppleganger. Extra Specials (enhanced versions of the special moves) and EX Specials (awesome super attacks) are also possible to make the bouts more entertaining for all involved! Expect to see a full review of *Vampire Saviour: DarkStalkers 3* very soon.







PLAYBOYS

Come on folks, give 'em a hand! These are the crazy guys behind this publication... but what are their hair-styles like?



Ryan Butt

He hasn't actually been to a hairdresser's for about five years, so his hair is long, unkempt and flooding with natural oils and parasites... hmm, nice!

ryan@paragon.co.uk



Graeme Nicholson

His used to be like Ryan's until he saw the light and went barber-wards. Now he likes like Rick Parfitt from Status Quo (circa 1981)... hmm, rockin'!

silencio@paragon.co.uk



Tom Sargent

He has an alarming tangle of head-fur for someone so old. Tom's hair is thick & curly with a mind of its own. Most of the time he hides it with a cap though... hmm, secretive!

tomsargent@paragon.co.uk



Ben Lawrence

Captain Sensible's hair is always by the far the most well-groomed of the pack (who's he trying to impress then?). It's a short back 'n' sides... hmm, cheesy!

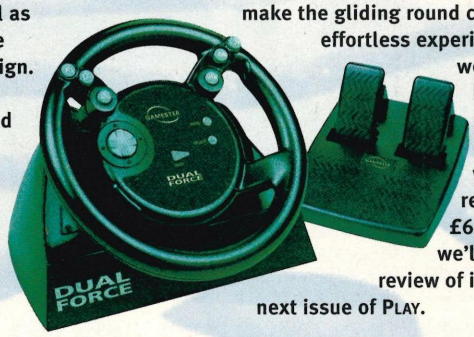
benl@paragon.co.uk

WHEEL OF STEEL

NEW DOUBLE RUMBLY GAMESTER WHEEL!

PlayStation peripheral manufacturer, Gamester LMP has recently expanded its range with the new Dual Force steering wheel. This device is different from the previous Gamester LMP steering wheels in the sense that its now a fully rounded wheel as opposed to the half-circle design. It comes with foot-pedals and rumbles like nothing we've ever experienced before! It is compatible with all Dual Shock games and even has its own mains supply to power the immense rumbling force.

We've spent the month testing it on various games and generally speaking it is one of the best we've tested, but we did feel that it was perhaps a bit too stiff in the turn to make the gliding round corners the effortless experience we would have hoped for. The Dual Force wheel retails at £69.99 and we'll have a full review of it in the next issue of PLAY.



PLAYSTATION MAKES A STAND

TWO NEW STORAGE RACKS SLUG IT OUT!

Are you a stickler for tidiness? Would you rather have your teeth pulled with rusty pliers than see your PlayStation strewn across the floor with cables everywhere? If so then there are two new storage devices available to house your 'Station and avoid having it clutter up the place. Firstly there's the Marquadian Console Tidy from Cotswold Exports (priced £19.99), a dayglo green metal frame that has protruding joypad holders. Then there's the Space Station from Logic 3 (also £19.99), an attractive plastic drawer unit that pulls out and folds down to reveal a neatly-packed PlayStation and ample room for controllers. It even sits snugly under your TV and looks the business.



[ABOVE] The Marquadian Console Tidy – Complete with it's own booker and card holder!



[ABOVE] The Space Station – Highly attractive, futuristic storage device for your PlayStation.

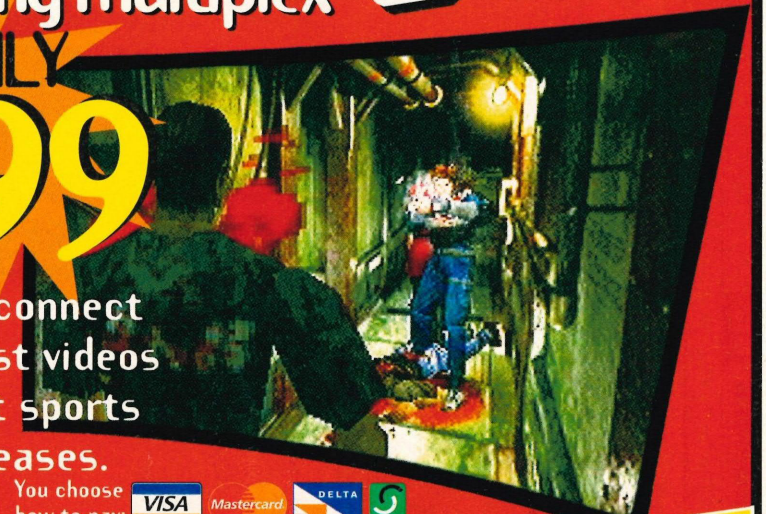
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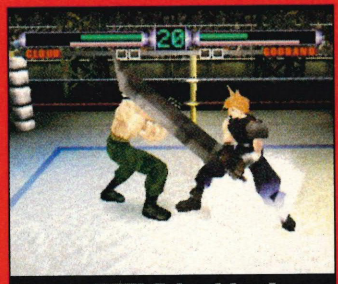
JAP'S EYE



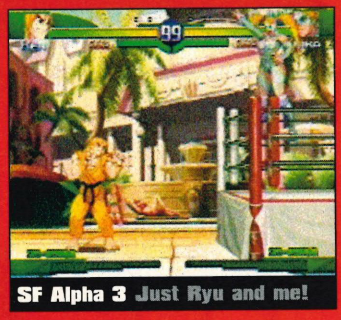
ALL THE LATEST GAMING NEWS FROM JAPAN, THE HOME OF THE PLAYSTATION!

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!

Funny name, top game. Featuring graphics to die for, Square's **Ehrgeiz** is the latest game from Dream Factory, creator of the exquisite Tobal games. With full freedom of movement, this 3-D polygonal beat-'em-up lets you fight from different heights and each character has dozens of combos and specials. Quest mode allows you to go on an RPG adventure. Due out in Japan about nowish.



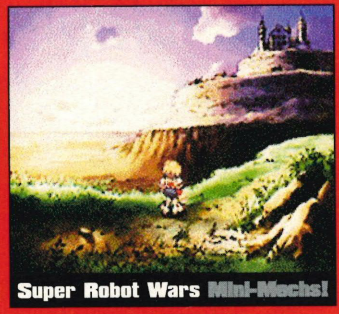
Ehrgeiz FFVII fists of fury!



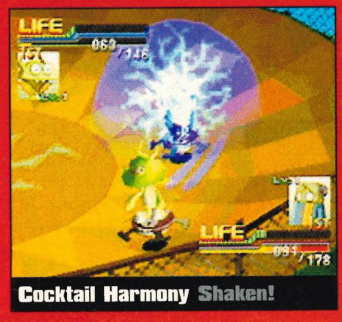
SF Alpha 3 Just Ryu and me!

The third game in Capcom's series **SF Alpha 3** is coming along nicely and that's all you need to know! From what we've seen it looks fabulous and there are an estimated 25 characters in there. Blanka's back too along with most of the other favourites. The game will use the new ISM system, which let's you customise the Super Bar. Modes that weren't in the arcade version will be in too. March '99 release.

Square's upcoming **Saga Frontier II** looks a world away from the original. In the first game, Square used high-quality pre-rendered images as backgrounds, but for the sequel, they have a distinct 'water colour' appeal. You play a chap called Gustave – a prince. The battle system is very similar to the original, all the characters are 2-D sprites which rotate around on a 3-D field. Due out Spring '99.

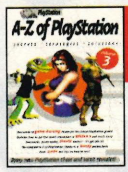


Super Robot Wars Mini-Mechs!



Cocktail Harmony Shaken!

Sony Japan releases **Gangway Monsters**, You choose which monsters scrap it out for titles while spinning around on tops. Er, okay. Raise a three-monster team from a selection of over sixty creatures and enter them in tournaments. They have different abilities and attributes such as kicking, punching, spell casting and conjuring other monsters. The beasts can also advance levels through training and battles.



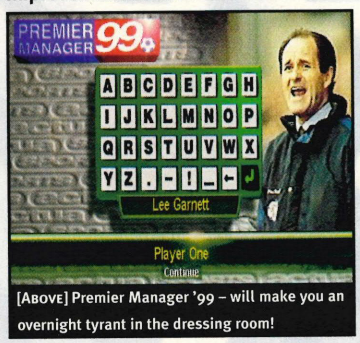
OUT NOW...

A-Z of PlayStation Secrets, Strategies, Solutions Volume 3 (ISBN 1-873650-42-6) contains thousands of tips, cheats, passwords and winning strategies for over 300 PlayStation games including *RE2*, *Tekken 3* and *GT*! Priced at £9.95 and available from all good bookshops!

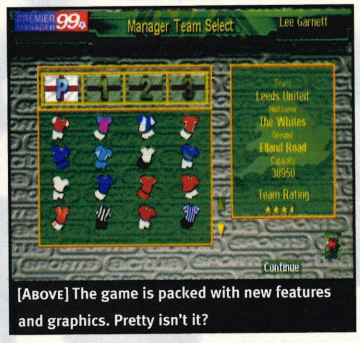
PREMIER LEAGUE

GREMLIN'S PREMIER MANAGER '99

The last was a success story, boasting some of the highest pre-orders for any PlayStation game... ever. Now Gremlin is back with *Premier Manager '99*, a new and improvement version of the football management game. It features updated stats and enhanced gameplay with new tactics and better player AI. The game will be out in early 1999, but stay tuned next month when we'll have much more information!



[ABOVE] Premier Manager '99 – will make you an overnight tyrant in the dressing room!



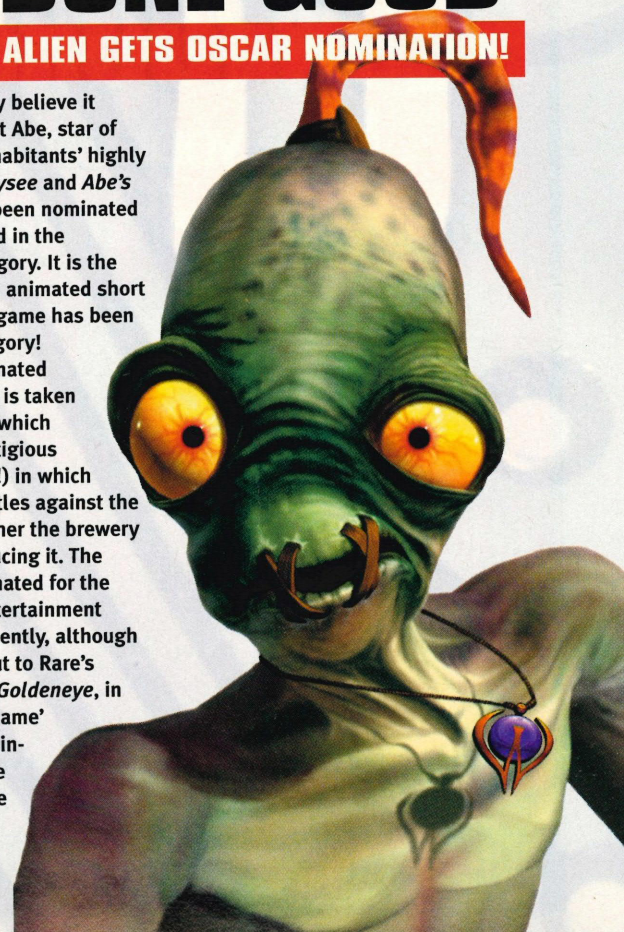
[ABOVE] The game is packed with new features and graphics. Pretty isn't it?

ABE DONE GOOD

DEPRESSED ALIEN GETS OSCAR NOMINATION!

We can scarcely believe it ourselves, but Abe, star of Oddworld inhabitants' highly successful *Abe's Oddysee* and *Abe's Exoddus* games has been nominated for an Academy Award in the 'animated short' category. It is the first time ever that an animated short derived from a video game has been entered into the category!

The computer-animated sequence in question is taken from *Abe's Exoddus* (which receive a highly prestigious 92% rating from PLAY!) in which our unlikely hero battles against the evils of drink... or rather the brewery responsible for producing it. The game was also nominated for the BAFTA Interactive Entertainment awards in London recently, although it narrowly missed out to Rare's stunning N64 game, *Goldeneye*, in the 'Best Computer Game' category. But still, chin-up little fella because soon you could be the latest bright young thing in Hollywood!





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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...

B-MOVIE

We've been attempting to rid the world of little green saucermen... and failing miserably. In fact, so far we've killed vicars, and maimed cattle. Then we started playing this!

CRASH 3

We've nearly done it... we've nearly beaten Crash 3. In fact, we've completed 99% of it... but don't know how to get the last Crystal. It's an early version, so you probably can't get it!

PARASITE EVE

Hooray! An English version at long last. We've spent hours ploughing through this epic adventure... only to get bored it it and give-up halfway through. Such a pity!

MORE MGS REVELATIONS!

PLAY READERS SEND IN THEIR OWN HIDDEN FINDINGS!

Ever since we printed some secret findings in *Metal Gear Solid* last month, many of our readers have been frantically plugging away in an effort to uncover more. So it is with great thanks to Oliver Fry from Birmingham for providing us with these excellent discoveries!

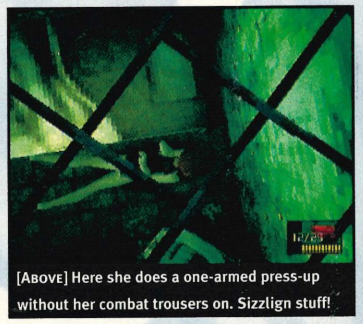
First of all, did you know that by beating the game twice using the same memory card slot (keep over-writing the same game file), the third time you play, Snake will shed his diving gear in the lift only to be clad in a Bond-style tuxedo? There's more... such as when you first see Meryl exercising in her cell (when Snake is crawling through the vent and looks down through the grate), if you gaze at her and then go back to the original ladder and re-enter, she'll be doing something different. The sequence is as follows: sit-ups, single-arm push-ups, stretching, sit-ups in her underwear, stretching in her underwear, and then back to the original sit-ups again!

Also, you can get around the complex quicker by jumping in the cargo truck and hiding in one of the cardboard boxes. By doing this, you'll be driven to the area noted on the side of the box (there are three different boxes in total). It is also possible to take ghostly images on the camera (which can be found on floor B2 near to where you fought the first boss). For this you must have at least two free spaces on your memory card, then by photographing different things you'll sometimes get mysterious images of programmers in the background!

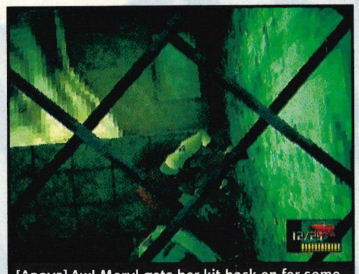
Other less impressive revelations include catching Meryl unawares in the loos. When she enters the toilets dressed in the guard uniform, if you get to the last cubicle in under five seconds, she won't have had a chance to change properly, and will conduct the first part on the conversation in her knickers. Then you can make her shy by constantly looking at her in the first-person view! We'll have more next month, and if you find any, send them in!



[ABOVE] Meryl gets her kit-off for the lads! By repeatedly playing the peeping-tom, you can see the lovely lass performing a series of gruelling exercises both with and without clothes on. It's the little touches!



[ABOVE] Here she does a one-armed press-up without her combat trousers on. Sizzlign stuff!



[ABOVE] Aw! Meryl gets her kit back on for some stretching manoeuvres against the wall.

BANNED!

IMPORT WAR

Konami has got tough with the UK's major importers by sending out threatening letters stating that the importation and distribution of US copies of `could result in legal action being taken against the shops.

We were sent one of the letters from a concerned importer and it warns of *MGS* being a registered trademark of Konami, and that it holds the rights to sell the game in the UK. This copyright, according to Konami, would be breached if the game was to go on-sale.

This is an interesting situation because Konami is perhaps trying to avoid the dent in UK sales that games such as *Tekken 3* have suffered as a result of European delays and the availability of the product in other countries. But the fact remains that such action will undoubtedly encourage more people to buy pirated copies of the English-language US version because the import shops are unable to sell the fully packaged versions, and punters with 'chipped' PlayStations eager to get their hands on a English-language version will be forced to head underground for their fix. This is the first time that such drastic action has been taken, and clearly shows that Konami is taking *Metal Gear Solid*, and its marketing very seriously indeed. We'll keep you updated with any further events in the run-up to *MGS's* February 1999 UK release.

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.

BUST-A-GROOVE

The language factor was never really a problem in the Japanese version, the main difference between the two is the soundtrack. For some reason, we all preferred the pounding Japanese-pop to the Stock, Aitken & Waterman UK equivalent!



ZERO DIVIDE 2

Why Sony chose to release this pack of dis-jointed nuts 'n' bolts shortly after Tekken 3 is anyone's guess. Now it has finally arrived on PAL and the only people who need apply are lobotomised fools who would buy any old s***! Stay well away.



ROGUE TRIP

Turbo-charged fun courtesy of the team behind the awesome Twisted Metal games. The PAL version of Rogue Trip is as fast and furious as the NTSC version and packs a real punch in the multi-player mode, as our countless bouts proves!



FORMULA-1 PILE-UP

PLAY READERS RIP INTO PSYGNOSIS' FORMULA 1 '98

It was a tough call, but it seems that you lot support us with our less than favourable review of *Formula 1 '98* in issue 41. We've had people calling up who were pulsing with rage after buying the game, including one irate gentleman who told us it deserved no more than nine percent!

For a feel of the games buying public's view, you only had to drop into the always honest realms of the 'uk.games.video.playstation' newsgroup on the Internet. Only days after *F1'98's* release, here is what some customers had to say in the open discussion forum.

"I have been conned. If this game was supposed to be an upgrade of *F197* then someone is taking the piss! The cars are undriveable and impossible to set up. It does not matter how much you tweak the set-up the car does not improve. Psygnosis have got it seriously wrong!"

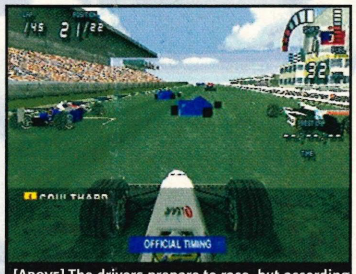
"I rented it first, thank god what a complete load of shit, the car handling is crap."

"My hope is that *F1 98* fails because of how poorly it plays, looks, and feels. And so Psygnosis learns that we want realism, more than what was in *F1*, more than *F1 '97*, and more than in *Gran Turismo*. Simple as that!!!"

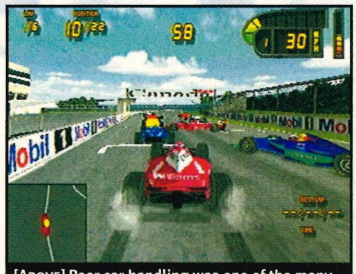
The cleverest bloke said, "Read all about it here, it pays to do your homework," and gave a link to our review on the totalgames.net website!

The controversy continues...



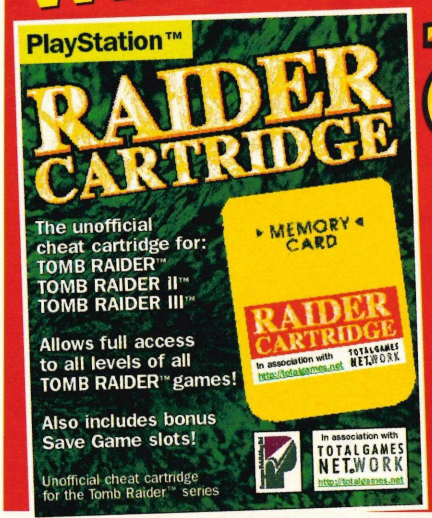


[ABOVE] The drivers prepare to race, but according to you, it was a none-starter!



[ABOVE] Poor car handling was one of the many faults... but have you ever driven a real one?

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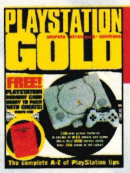
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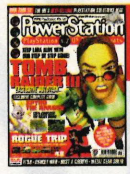
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PlayStation SSS GOLD [ISBN 1-873650-46-9] is the most explosive PlayStation tips book ever created! At over 480 pages, it is the largest collection of full solutions in the world, and includes a FREE memory card – all for only £14.95!



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PowerStation [ISBN 1362-5047] is now available from all good newsagents priced just £3.95. Issue 29 features guides to *Tomb Raider III*, *Spyro The Dragon*, *Formula 1 '98*, *Rogue Trip*, *Bust-A-Groove*, *Unholy War*, *GTA (Platinum)*, and many more besides!

PREDICT!

AND WIN £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, *Formula 1 '98* topped the charts this month 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 15 December. Any entries that arrive later than the stated date will not be entered into the draw. Got that? Get on with it then!

CHARTS

In association with GAME

Pos	Game	Developer	Publisher	Score
1.	Formula 1 '98	Visual Sciences	Psygnosis	68%
2.	Spyro The Dragon	Insomniac	Sony	88%
3.	Duke Nukem: TTK	GT	GT	87%
4.	Tenchu	Sony Japan	Activision	77%
5.	Actua Golf 3	Gremlin	Gremlin	76%
6.	Tekken 3	Namco	Sony	94%
7.	ODT	Psygnosis	Psygnosis	92%
8.	Medievil	Sony	Sony	86%
9.	Ninja	Core Design	Eidos	78%
10.	The Unholy War	Crystal Dynamics	Eidos	70%

READERS' MOST WANTED

VOTED BY THE PLAY READERS BY FAX, EMAIL OR LETTER...

Pos	Game	Developer	Publisher
1.	Metal Gear Solid	Konami	Konami
2.	R4	Namco	Namco
3.	Gran Turismo 2	Sony Japan	Sony
4.	Final Fantasy VIII	Square	Sony
5.	Time Crisis 2	Namco	Namco

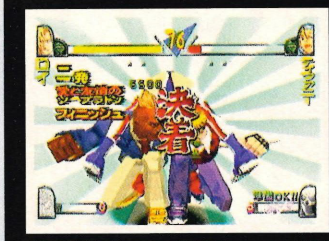
PLAY CLASSIC RECOMMENDS



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



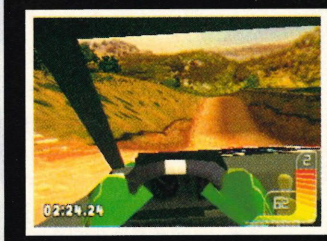
Metal Gear Solid [94% PLAY 40]
The ultimate spy thriller!



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



Future Cop: LAPD [94% PLAY 40] EA's best game for ages!



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

YOU GOTTA ROLL WITH IT

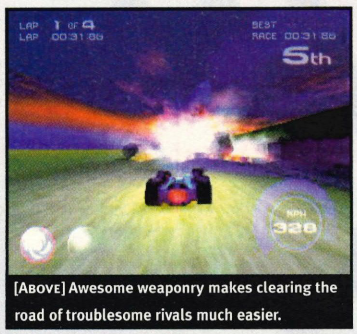
PSYGNOSIS' ROLLCAGE SET TO BE NEXT YEAR'S WIPEOUT!

Psygnosis looks set to bounce back after the disappointment of *Formula 1 '98* with a new high-octane racer that takes the genre one step further with plenty of thrills, spills and skidmarks. *Rollcage* is touted by the developer as being "the most explosive and outrageous game on wheels" and is due out on PlayStation in the Spring of 1999. The main difference between Rollcage and other racing games is the actual vehicles. These low-slung mean machines achieve incredible speeds and pull off some outlandish manoeuvres. The immense G-forces mean that even if they are flipped upside down, they'll still keep on going relentlessly.

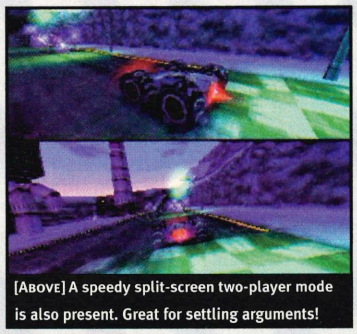
There is plenty of weaponry to pick-up along the tracks as well which can be used directly on other cars or to crumble road-side constructions – sending tones of concrete tumbling down on you rivals. Full report next month.



[ABOVE] There is a lot of competition to outwit in order to take that crucial first place spot.



[ABOVE] Awesome weaponry makes clearing the road of troublesome rivals much easier.



[ABOVE] A speedy split-screen two-player mode is also present. Great for settling arguments!


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Rian Hughes at Device.



win! handycam WORTH £600!

Those kindly folk at Gremlin want to celebrate the imminent release of *Actua Soccer 3*, which is hardly surprising as it scored a whopping 92% in this action-packed issue (page 78-79) by giving away a splendid Sony Handycam worth a knee-trembling 600 nicker!

1ST PRIZE
Sony Handycam and a copy of *Actua Soccer 3*.

RUNNERS-UP
2 runners-up will each receive a copy of *Actua Soccer 3*.

To be in with a chance of getting your safe hands on the prizes, simply answer the question below, send it off to us and cross your fingers, toes and anything else that's physically possible...

Alan Shearer scored a hat-trick on his league debut, but which team was it against?

When you think that you've got the answer (and it isn't Darlington) write it on a postcard or sealed envelope and send it to: It's Alan's Actually, PLAY Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS. All entries must arrive by 18 December 1998 at the very latest. Good luck!



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- EXPOSURE DIAL
- ACCESS SHOE

The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or its suppliers, Gremlin, may not enter. All entries should be sent to arrive no later than 16 December 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.

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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!

SOUL REAVER



THE BIG GAME

22 Tread the eerie confines of Crystal Dynamics' gorgeous gothic shocker in our monster 5-page WorkStation. We sink our teeth into Soul Reaver, one of the most promising games for the new year.



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. Genre fans should check them out though.

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

0-35 Complete tripe. Duly awarded the PLAY Putrid. Be warned, these are games that are liable to induce severe depression!

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 *ISS Pro '98*

Steering/Analogue eg *Colin McRae Rally*

Mouse compatible

Uses A Memory Card (for save games)

Split-Screen eg *Bust-A-Move 2*

Link Cable Compatible eg *Formula 1*

Light Gun eg *Time Crisis*

Dual Analogue eg *Gran Turismo*

ES

EVIEWS ▸ WORKSTATIONS ▸ WIRED UPS

The GAMES THAT Time Forgot

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

PLAY REVIEWS

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

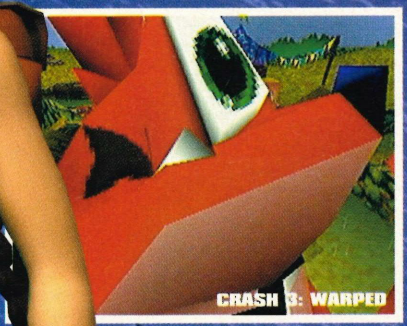
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WORKSTATIONS



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

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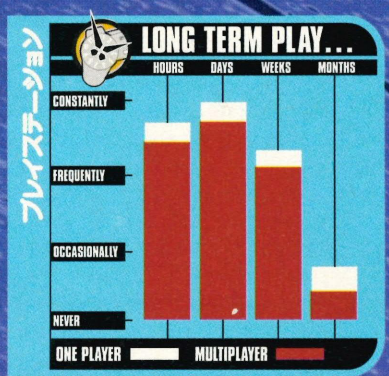
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Challenge Box

This designed to show you instantly how long a game will last based on the review. The one player game (in red) will more often than not be lower than multiple players because it's more fun playing a friend than the computer.



LEGACY OF KAIN SOUL REAVER

BOLT THE DOOR, LOCK UP YOUR DAUGHTERS AND SMEAR YOURSELF IN GARLIC 'N' HAWTHORNE-FLAVOURED JAM. CRYSTAL DYNAMICS RETURNS WITH A VAMPIRE'S VENGEANCE...

Written By TOM SARGENT

Holy violent

vampires! The most satisfying thing about the original *Blood Omen: Legacy of Kain* was the fact that you took on the role of an unashamedly evil vampire on a mission to avenge his own savage demise at the hands of an angry mob. The fact that you murdered countless innocent villagers by audibly sucking-out their lifeblood before tossing the withered cadavers aside, only added to enjoyment.

Add to that the wonderfully-scripted story, complete with Shakespearean dialogue and voice-overs and you can see why it was so favourably received by the press. We loved it so much that everybody came to work clutching a crucifix and speaking with an Austrian accent for weeks afterwards. In hindsight, the graphics – detailed and atmospheric for an that kind of arcade adventure – weren't exactly mind-blowing. They worked well in a *Zelda* kind of way, but when you see what Crystal dynamics has hidden under the cape for the sequel, you won't believe your bloodshot eyes.

Blueprint

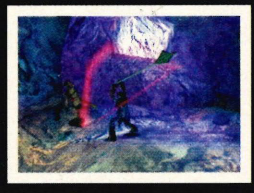
- Publisher: **Eidos Interactive**
- Developer: **Crystal Dynamics**
- % Complete: **85%**
- Exp. Release Date: **March '99**
- Origin: **US**
- No. of Players: **1**







"Some vampires in Soul Reaver reclothe themselves with their victim's skins..."



SOFTOGRAPHY

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

BUFFY

A millennium has passed since Lord Kain set his capital in the ruins of the Pillars of Nosgoth (the mythical setting for the original game) and began his conquest of the world. You play a similarly deceased bloodsucking loner called Raziel and as one of Kain's recently ensnared lieutenants, you were supposed to prowl the twilight of purgatory gathering souls to create an army of vampires to rebuild and pillage Nosgoth. For a few hundred years, everything goes to plan. Humans are, to all intents and purposes, 'domesticated' (bar a few vamp hunters on a holy war brandishing pointy sticks and garlic crucifixes). But the new dark age becomes boring and all that Raziel and the other lieutenants have to look forward to is the time when another stage of vampire evolution occurs. It always transpires that Kain changes first of course, but one dark night the unthinkable happens – you evolve to a higher state before the master. Horror of horrors!



This incenses him to such a degree, that he casts you into a bottomless pit for all eternity (PLAY Towers?) The spoilt brat! Just because you had a new pair of wings and he didn't. Cue 'hilarious' Claire Rayner reference. But through the torment of your fall, a big, booming voice – that of 'The Elder' – offers Raziel the chance to rise again and help him reclaim his rightful place as ruler of Nosgoth.

FANGTASTIC

Phew, what a story. Original, scarier than *Salem's Lot* and bigger than David Soul's flares. We can empathise with poor old Raziel though, because it seems like an eternity since we first caught a glimpse of this fabulous looking third-person adventure.

Yes, Kain's world has been transformed into a masterpiece of architectural delight played-out in the third dimension. *Legacy Of Kain: Soul Reaver* is the official follow-up to *Blood Omen: Legacy Of Kain* and was well documented in last month's sneak

"The vivid realism of architecture makes Soul Reaver quite different..."

WorkStation, but that was before we got our fetid hands on these exclusive new screen shots and threatened the 27 strong team at Crystal with sharpened stakes unless they spilled the bloodied beans on possibly the most promising game of next year. Put simply, *Soul Reaver* is already shaping up to be an incredibly fluid, cinematic *Tomb Raider* derivative – stunningly rendered in hi-resolution (512 x 240) and brimming with great ideas. But any comparisons with Lara's ass-waggling antics end there. What makes it different from that and other PlayStation titles, though?

"The quality of the artwork, the realism of the architecture and environments. Since he's a creature of the spirit

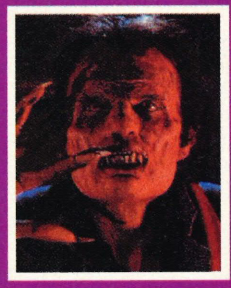
[ABOVE] Raziel contemplates his next move as the real-time light dances around the elaborate gothic architecture.

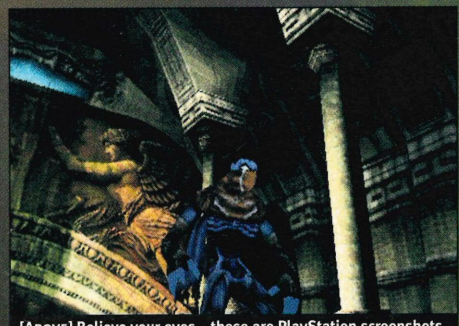


[Above] Pan the camera around Raziel to get a full view of the ornate surroundings. The same zoom-in-and-look-around system used in Crystals *Gex 3D* has been tweaked especially for *Soul Reaver*.

ARE YOU A VAMPIRE?

Feel a bit different than your pals? Maybe you're one of the children of the night! Here are the giveaway signs...
1. Crosses scare you.
2. Running water burns.
3. You can't go out in daylight.
4. The sight of Holy water gives you the willies.





[Above] Believe your eyes – these are PlayStation screenshots. Aren't they just stunning? Especially that bird on the wall.

world, Raziel has the ability to shift between two modes of reality, the Material and Spectral planes."

THIRSTY WORK

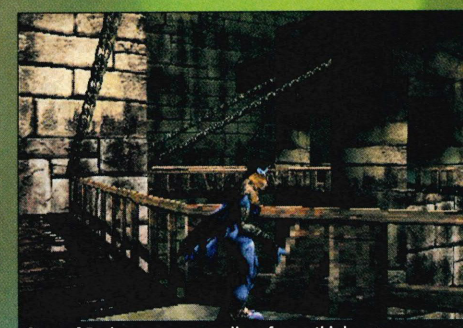
As the player shifts between the planes, the environment (including the geometry, textures and lights) morphs in real-time around them; enemies fade in or out depending on where they're standing. The effect will be quite stunning. Additionally, the 'streaming' technology will omit the need to stare like a gormless fool, while chunks of data load in.

"The game environments are loaded continuously and seamlessly off the CD as you travel from area to area." Interestingly enough, *Soul Reaver* won't exactly have levels in the traditional sense of the word.

"Because all of the game's regions are interconnected – with no discernible load times – the game is technically one big level."

There will be 16 uniquely-themed areas within the game, which correspond to different circumstances, vampire clans and bonus areas. Many of the levels are themed according to their inhabitants – for instance, the 'skinner' clan of vampires reside in an area heaving with abandoned human catacombs and vast graveyards; the 'Aluka' (the Susan Vega undead fan club?) hang out in a derelict gothic abbey half submerged by flood waters. Other regions will focus heavily on story and appropriate architecture.

"The Underworld [your stomping ground] is a



[Above] Explore your surroundings from a third-person perspective – a wee bit like *Tomb Raider III*. But not a lot.



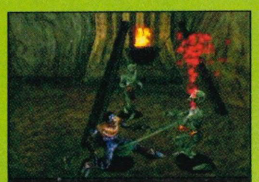
[Above] Attack enemies with the default 'Soul Reaver' or burn their eyes out with a flaming torch. Mmm, nice way to die.



[Above] There are thousands of frames of animation on the main character, Raziel, ensuring he's one of the most fluid and agile videogame characters we've seen, with heaps of style as he ventures about...



[Above] There's an uncanny resemblance between Raziel and a certain Sixties cartoon character. Holy lookalikes, Batman!



[Above] A geyser of blood leaves another hapless soul. Slurp!

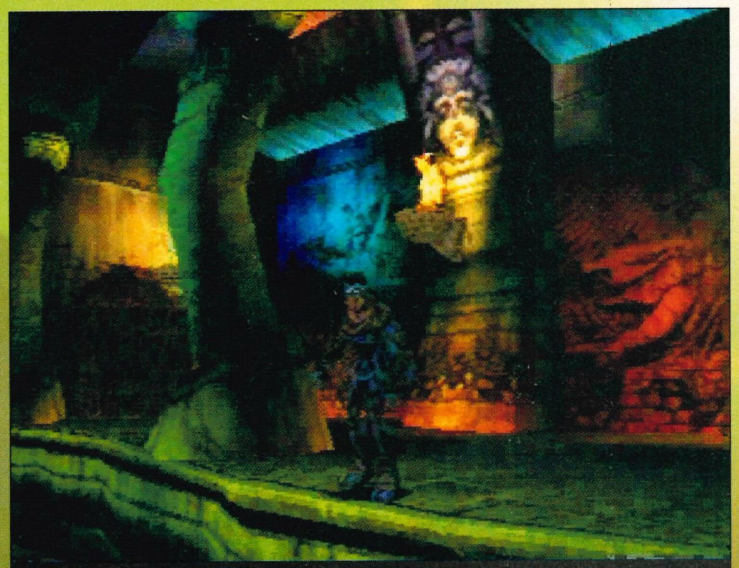


[Above] There are no loading times – the game is one long level split into different regions and constantly spooled from the CD.





[Above] During combat you'll lock-on to an enemy and circle around them, whilst trying to take chunks out of their limbs.



[Above] Each of the 16 regions will have a unique style of architecture. Many of the influences came from eastern and middle-eastern styles. The gothic designs look amazing too.



[Above] The whole reason for Raziel being cast into the dark pit of the Underworld is down to the fact that he evolved wings (and the ability to glide) before his master. A case of sour grapes if you ask us.

"The Underworld is a vast lake that sits at the centre of the world, the hub to which all other areas are attached like spokes."

vast lake that sits at the centre of the world, the hub to which all other areas are attached like spokes."

BLOODY RARE

A big part of *Soul Reaver* is the exploration of the world and consequently Raziel's a pretty flexible chap. His animation is staggeringly good, comprising of seamless animation and more moves than a card shark. Besides shifting between planes, he can ride thermals or jump from cliffs and soar to explore new locations, manipulate environmental objects.

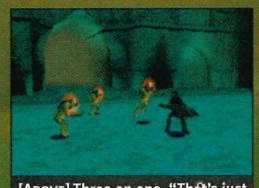
The combat interface is a novelty in itself: by holding one of the shoulder buttons Raziel can lock onto an enemy and circle them at will. Using your default weapon, the bad-ass 'Soul Reaver' and a host of others that can be accumulated along the way (torches and spears etc) take on over 20 different types of enemy and capture their souls. These weapons can't morph between planes, but the Soul Reaver can – it's part of your soul, see.

"Your primary enemies are the vampires that plague Nosgoth. In the game you'll encounter five different clans of vampires."

Within each tribe are several evolutions of vampire – fledglings and adults, as well as 'pupating' vampires (those in a chrysalis state between fledgling and adult) and occasionally a super-evolved vampire (which has the ability to drain Raziel's soul energy). Each clan has a leader, one of Raziel's former brethren whom he has to take out.

"One vampire clan, the Skinners, have such a weak portion of Kain's original vampire soul that their fragile immortality can't even sustain their flesh. The result is they not only have to take their victims' blood, but their skins as well (to replace their rotting flesh and 'reclothe' themselves)."

They're not exactly the highest ranking citizens of Nosgoth. The other tribes – 'Aluka', 'Ears', 'Ronin' and 'Slaugh'



[Above] Three on one. "That's just bloody unfair, that is."





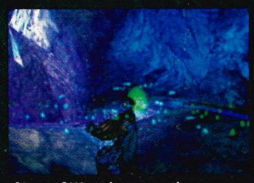
RAISING KAIN

Kain, once the heroic blood-sucking anti-hero of the first game (Legacy Of Kain: Blood Omen – a mighty-fine game in its own right) is your final adversary in Soul Reaver. Just because you happened to evolve into a Super-vamp with wings, he lost his rag and tossed you into the abyss. The selfish git.









[Above] Warp between the Material and spectral Planes.



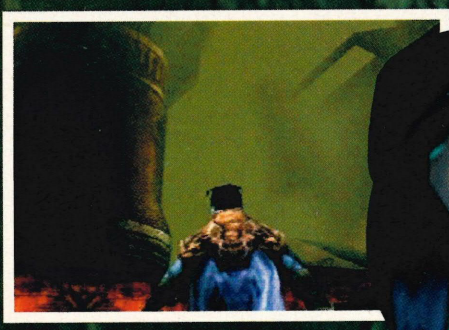
occupy various other distinct regions such as water and spectral plane (Raziel's home) and employ specific patterns of attack.

STAKE-OUT

For instance, a single Slaugh won't engage Raziel in combat, but a pack of 'em will attack. There are several types of human enemies in the game, too. Vampire worshippers revere the vampires as deities and will defend their masters to the death. Vampire hunters stalk Nosgoth trying to stamp out the vampire curse. Villagers are average, everyday folk – if you like them, they'll leave you alone, but if you like them medium rare, they run away screaming.

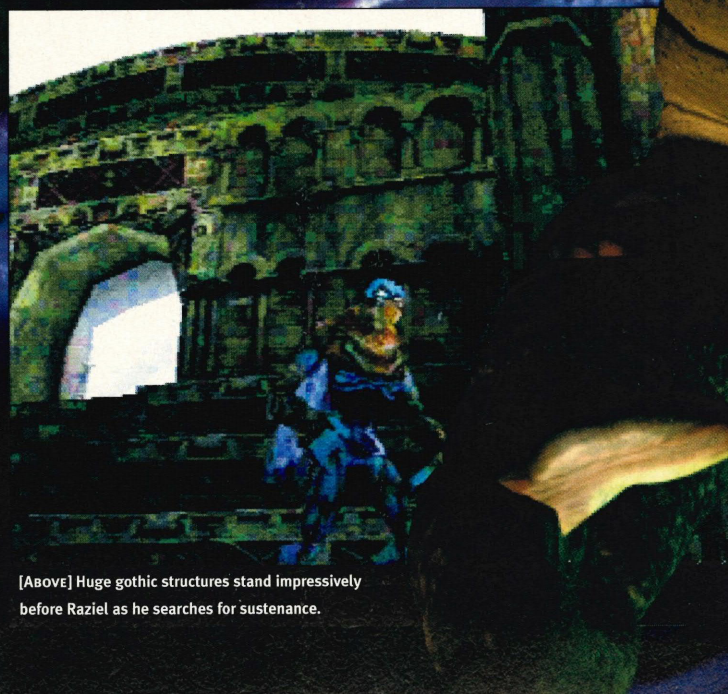
The influences are many and the team read loads of mythology and tried to employ recurring mythological themes that will resonate with the player.





'We wanted to create environments that felt 'true' and convincing as well as draw from sources not usually seen in video games (far and middle-eastern architecture, for instance)."

Is *Legacy of Kain: Soul Reaver* going to be a life-altering epic or a soulless wannabe? We'll plump for the former – after all, you've a rich story, paired with some of the best PlayStation graphics. *Tomb Raider III* watch out, there's a new boy in town...



[Above] Huge gothic structures stand impressively before Raziel as he searches for sustenance.

"Shift between the Material and Spectral planes as you explore Soul Reaver..."

THE OFFICIAL 4 PLAYER MULTI-TAP.



OFFICIAL MULTI TAP

NO COMPETITION.



Official Mouse



Official Colour Hand Controllers



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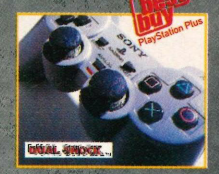
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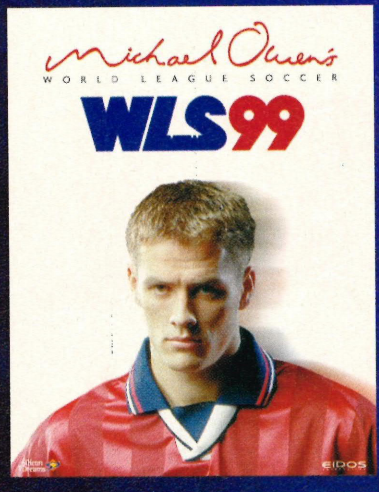
"Possibly the next best thing to a box seat at Wembley"

Official Playstation Magazine - Oct 98

"Looking tastier than a tasty pie"

Playstation Plus - Oct 98

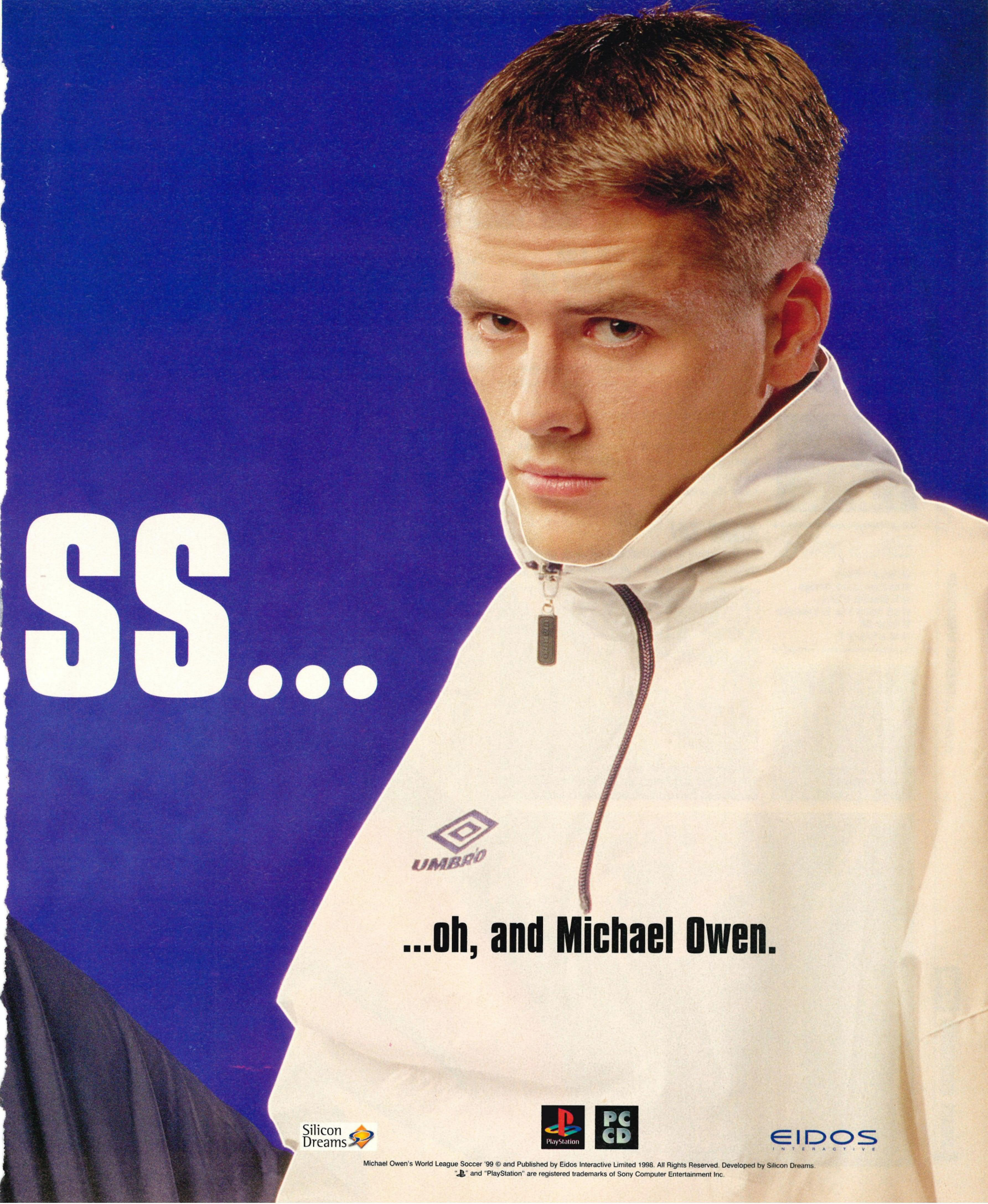
World cla







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TOMB

WELCOME TO THE JUNGLE! GO ON THE MOST FRIGHTENING SAFARI OF YOUR LIFE WITH AN IMPOSSIBLY STACKED ADVENTURESS AND A BAG OF GUNS.

Written By GRAEME NICHOLSON

Can you feel that anticipation? It was there last year you know, and the year before. A few days from now, enormous quantities of a particular CD will be distributed to every game store in these British Isles and much of Europe. You and people you know will queue up to exchange large sums of legal tender for it. What is this disc that can relieve a person of their funds with such ease? It's *Tomb Raider III* of course!



Blueprint

- Publisher: Eidos
- Developer: Core Design
- % Complete: 100%
- Exp. Release Date: 27 November
- Origin: UK
- No. of Players: 1

SOFTOGRAPHY

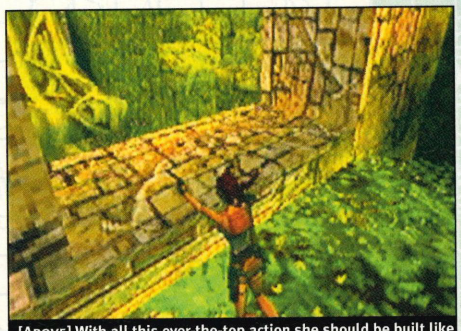
THUNDERHAWK 2
SHELLSHOCK
VIRTUAL GOLF
BLAM! MACHINEHEAD
TOMB RAIDER
SWAGMAN
FIGHTING FORCE
TOMB RAIDER II
NINJA

KOBE TAI

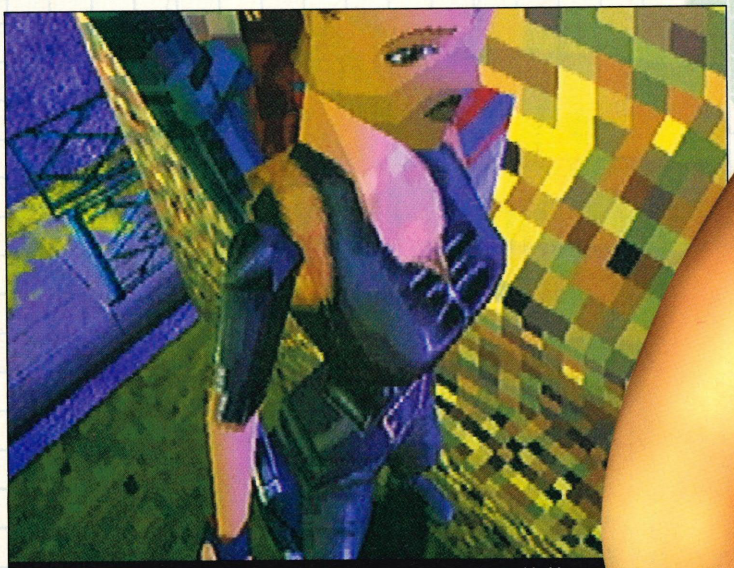
For the young generation, the calendar of events towards the end of each year looks like this: 31 October, Halloween; 5 November, fireworks night; end November, new *Tomb Raider*; 25 December, Christmas day; 31 December, New Year's Eve. Pretty soon it'll be marked in daily diaries and the like. It should become a public holiday, with greetings cards and perhaps an associated food, eaten nationally like turkey is at Christmas – veal maybe, or shark?

However, it's here again, and you want to know what it's like before you join the thousands who will take home an apparently new and improved Lara over the next few weeks.

Unfortunately it's not that simple. We should be reviewing *Tomb Raider III* for you right now, but due to a rather nasty exclusion period enforced by the folks who look after Ms Croft, most reviews will be gagged until *TRIII* goes on sale. Still, it can't hurt to give our opinion on the game...

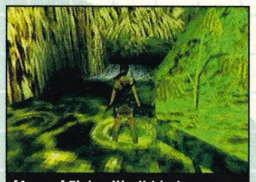


[Above] With all this over-the-top action she should be built like a tank by now, but Lara retains her synthnetic humanoid form.

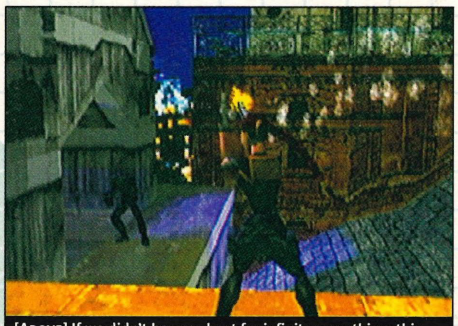


[Above] All the titilating rubbery clothing you could need to look at is provided in *Tomb Raider III* thanks to frequent costume changes between each location.

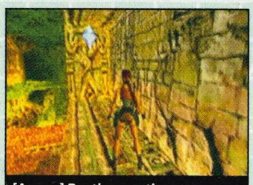
RAIDER III



[Above] Fish will nibble her delicate little toes in some rivers.



[Above] If we didn't have a cheat for infinite everything, this could be seen as wasting ammo, spraying it around like this.



[Above] Restless natives are around every corner out here.



[Above] Sure hope she applied the underarm anti-perspirant today.

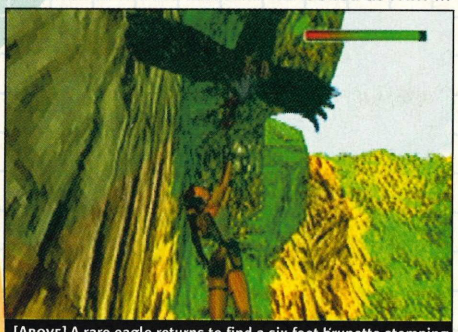
TAWNI PEAKS

The word that keeps cropping up is 'atmosphere'. *Tomb Raider III* has a lot of it you see, bags more than the previous games. Most likely this is down to the subtle use of natural sounds and realistic dynamic lighting, although the latter tends to make for extended areas of darker surroundings to clearly show off the lighting tricks. It's a welcome break to get into the South Pacific sunshine after the dim patches around London!

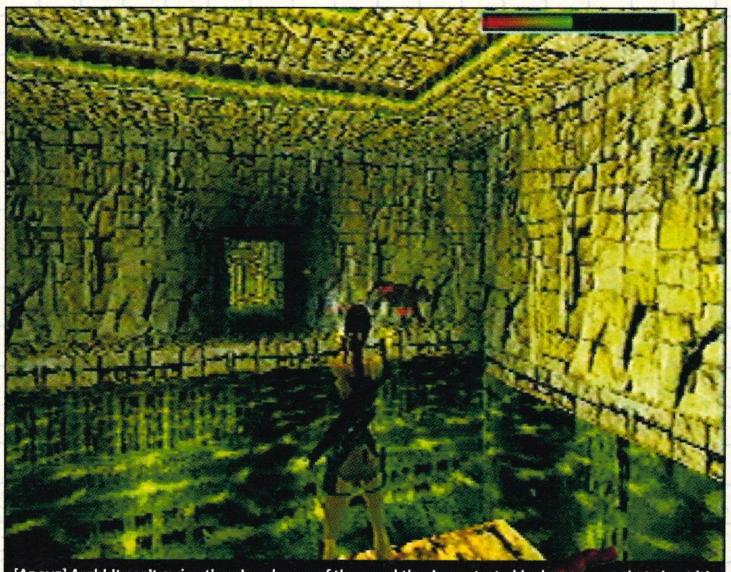
Owing to the fairly difficult gameplay and the new restricted save system, you tend to spend a long time in each location, so the surroundings can get a bit stale. While the views are often impressive in the grand settings of the game, you only have to spend a short time playing to notice how each place is still constructed from very obvious blocks that are too big to achieve the organic look.

The sense of adventure you get from a Tomb Raider game is guaranteed...

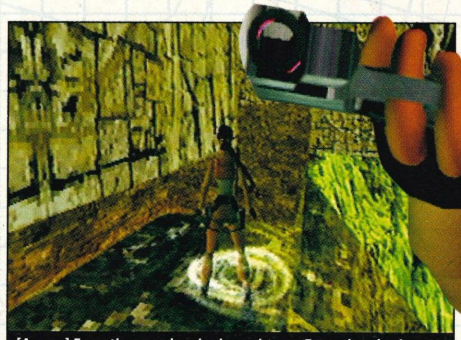
As for weaponry, the chunky Desert Eagle automatic pistol is easily one of the best guns Lara has had the good fortune to shoot. It does damage like a portable cannon and has a huge sound to match. The vicious Colt M16 that was so much fun to fire the last time we looked at *TRIII* in issue 40, has been replaced with a less butch MP5. It's about half the size, and so a bit more believable that Lara can keep it hidden away in that deceptively proportioned back pack, but does the job of hacking lumps out of soldiers admirably well.



[Above] A rare eagle returns to find a six foot brunette stomping around near its young. Naturally, it has to die a nasty death.



[Above] Argh! It can't swim, there's only one of them and they're protected by law anyway, but shoot it! The tiger represents serious danger for you, with your sack of weapons, and has to be slain.



[Above] From the people who brought you Footprints in the Sand and Smoke from the Guns, it's Ripples in the Water.

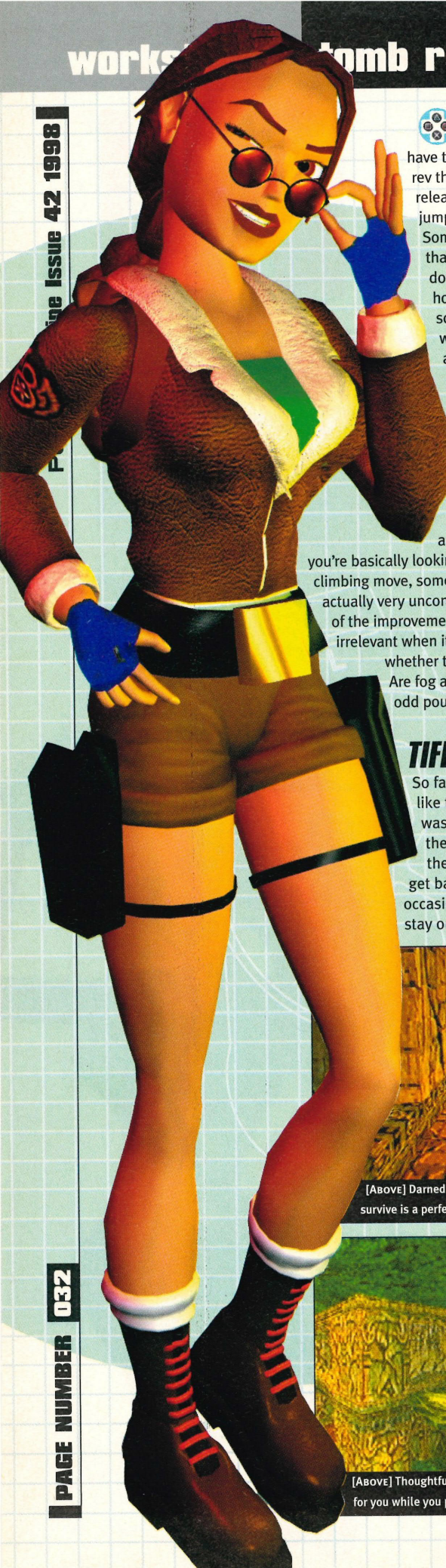
LOLA FERRARI

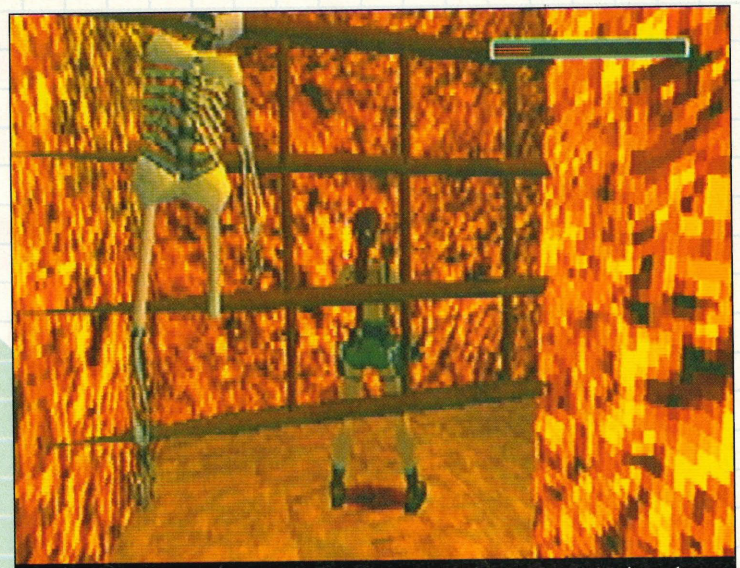
There's more than a couple of new guns to play with though, namely a new toy in the form of a quad motorbike that makes *Tomb Raider II's* little Venice power boat look pretty wet. You can mess around with it, in the game itself or on the new miniature racetrack which has been constructed next to Croft Mansion. As well as being a quick getaway vehicle, the quad is essential for some level areas specifically

designed to bring it into use, like when you have to keep the brake held and rev the engine to a suitable level, release the brake and (hopefully) jump across a dangerous river. Something of a bonus feature that they probably don't mention down at the Honda dealership is how the quad is perfect for squashing wild monkeys! Why waste boxes of valuable ammunition trying to catch the slippery blighters when you can safely and efficiently mash them into the earth under your wheels? Totally new ideas such as the quad are dangerously thin on the ground though. For things you haven't seen in a *Tomb Raider* game before, you're basically looking at a monkey swing climbing move, some quicksand sections that are actually very unconvincing, and the bike. The rest of the improvements seem just a little bit irrelevant when it comes to the decision of whether to get *Tomb Raider III* or not. Are fog and footprints worth forty-odd pounds?

TIFFANY TOWERS

So far we have not seen anything like the artificial intelligence that was supposed to be controlling the new human enemies, making them run off when wounded to get back-up, just that you can occasionally sneak by them if you stay out of their line of sight.

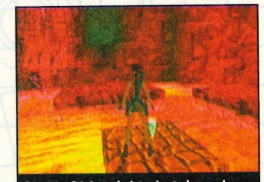




[Above] On passing, you find that the last brave adventurer who came this way wasn't quite so sharp-eyed when it came to powerful spikey booby traps. Doesn't scare our heroine for a second though.

The question for Tomb Raider III is: are fog and footprints really worth 40-odd pounds?

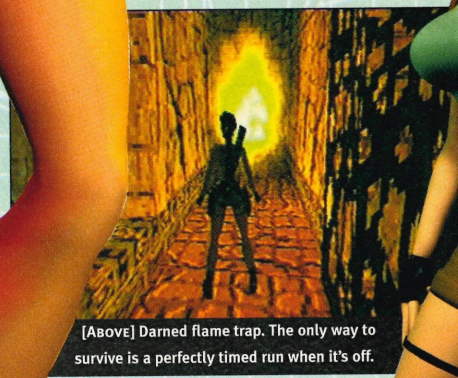
The sense of adventure you get from playing a *Tomb Raider* game is guaranteed, but do you really want something that is quite so similar to the first and second games in the series? If you are without any Croft titles in your collection, however, then this is the perfect place to start, being the most technically up-to-date and graphically attractive of the bunch. Unless you are such a huge fan that you are badly craving another fifteen or so levels however, there is not much reason to add *Tomb Raider III* to the previous games in your possession. Especially when this could be money towards a *Metal Gear Solid* purchase!



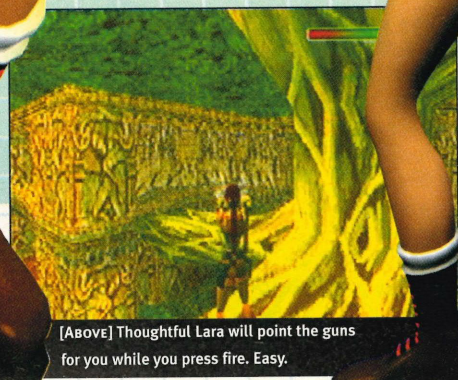
[Above] It's mighty hot down here, lucky she's almost naked.



[Above] Oh, you can make her crawl under stuff too. Cor.



[Above] Darned flame trap. The only way to survive is a perfectly timed run when it's off.



[Above] Thoughtful Lara will point the guns for you while you press fire. Easy.



[Above] A paparazzi shot of Lara Croft in her bikini top reveals that her ten-inch waist is not the result of a hula hooping accident as previously believed – she really must have been born like that.



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SHADOWMAN

HAVE YOU DREAMT OF BECOMING A VOODOO GOD, STALKING UNDEAD SERIAL KILLERS TO PREVENT THEM FROM BRINGING ABOUT THE APOCALYPSE? YOU HAVE? WELL, YOU'RE JUST THE KIND OF SICK PUPPY THAT IGUANA UK IS LOOKING FOR...

Written By STUART TAYLOR

As comic book

superhero origins go, ShadowMan got a bit of a bum deal. Whilst Spider-Man was merely nibbled by a radioactive spider and Batman simply worked out and bought some unique gadgets to fight crime, poor old Mike LeRoi had to die before he could obtain superhero status. Oh, and he had a mask woven into his ribs by a voodoo priestess as well.

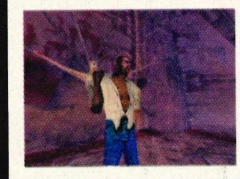
However, the one thing that ShadowMan has over his spandex-wearing superhero brethren is that, in the real world, he probably would scare the bejeezus out of any common-or-garden criminal. Let's face it, would you be intimidated by a guy dressed in a figure-hugging, red and blue costume with spider patterns on it? Now how would you feel if you were confronted in a dark alley by a gun-wielding undead hitman with a mask welded to his chest? Exactly.

Blueprint

- Publisher: **Acclaim**
- Developer: **Iguana UK**
- % Complete: **70%**
- Exp. Release Date: **Easter '99**
- Origin: **UK**
- No. of Players: **1**

SOFTOGRAPHY

FORSAKEN (N64)



[Above] Mike LeRoi: hitman, dead, and the unfortunate guy who's got a voodoo mask welded to his chest.

IGU-WHO?

IGUANA UK WAS ORIGINALLY KNOWN AS OPTIMUS SOFTWARE, AND WAS FOUNDED BY JASON AND DARREN FALCUS IN FEBRUARY 1988. THE FALCUS BROTHERS MET WITH IGUANA US IN JANUARY 1993, AND SHORTLY AFTER, CHANGED THE COMPANY NAME TO BECOME THE UK ARM OF THE COMPANY.

IGUANA UK HAS DEVELOPED FOR MOST MAJOR PLATFORMS OVER THE YEARS, STARTING ON MACHINES LIKE THE SPECTRUM, AMSTRAD AND AMIGA, MOVING ON TO CONSOLES LIKE THE NES, SNES, MEGADRIVE (GENESIS), PLAYSTATION, SATURN, AND N64. SOME NOTABLE GAMES INCLUDE *NBA JAM* AND *NBA JAM TE*, TO NAME BUT A FEW. IGUANA WAS ALSO DEVELOPING *Bloodshot* BEFORE IT WAS CANNED.

IF YOU DO VOODOO...

So, we've established that ShadowMan isn't your average superhero, and it looks like Acclaim's latest comic book licence is shaping up to be not your average PlayStation game. The plot of the game, which is being developed by Iguana UK, begins with the ShadowMan – otherwise known as the Lord of Deadside – learning from Nettie, a voodoo priestess, that the Apocalypse is coming.

"It's basically about dead people," explains Iguana UK's Guy Miller, "your hero's a dead guy, and all his enemies are dead too – dead serial killers. Mike's voodoo mask allows him to travel at will to Deadside, where he becomes ShadowMan.

"Nettie's had a dream about the Apocalypse – about a great, dark citadel, called the Asylum, that's appeared in Deadside, a cathedral to pain that's been built by all the legions of dead serial killers and bad people. It seems that these legions of dead baddies are trying to get across to our world – called Liveside – and bring about the Apocalypse. And only ShadowMan can stop them. Game on..."

Game on indeed. *ShadowMan* has been in development for about a year now, and Iguana UK feel justifiably proud of its "single player interactive experience" so far. But what can your average PlayStation gamer expect from *ShadowMan*?

"A scary experience," declares Miller. "With dead people. Lots of dead people... dead scary people. It's scarier, darker, gorier, more mature and, hopefully, better than all other PlayStation titles."

It sounds promising so far. But what feature of *ShadowMan* is Iguana UK particularly proud of?

"The best feature – if I can call it that – is our proprietary game engine," says Miller. "Called VISTA, it allows the player to see as far as the horizon, without the need for a depth-cueing fog. Thereby allowing vast exterior locations and epic landscapes not seen in any other game of this type. The other features I'm particularly proud of are the exploding heads. Nicely unpleasant and not at all gratuitous. Oh, no. Not at all."



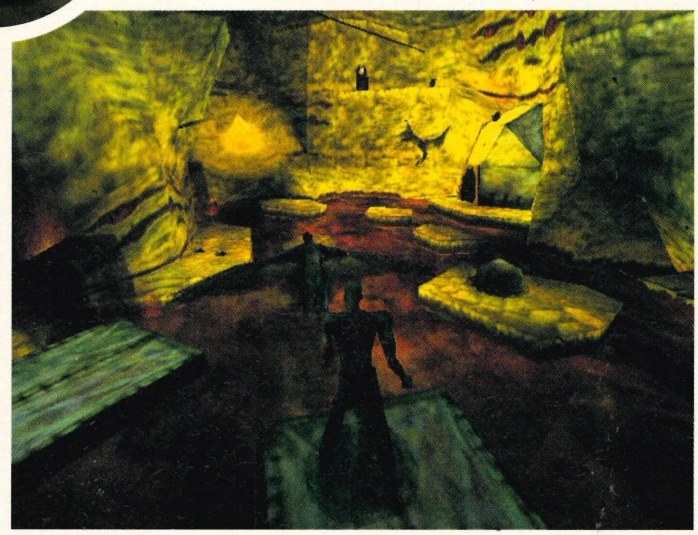
[Below] There are 16 levels within ShadowMan, some of which take place in the 'real world' or in Deadside.







[Above] The titular ShadowMan has to confront a veritable army of undead serial killers, the latter of whom are based on real people. Tasteless? Probably. Adding disturbing depth to an already scary game? Definitely!



...WHO DO YOU DO VOODOO WITH?

ShadowMan boasts an impressive 19 levels, which are accessed in a non-linear manner. Six of these levels are set in the 'real world', five of which represent the lairs of known serial killers (nice, family-orientated chaps like Jack The Ripper, etc).

"The remaining 13 levels are situated in various locations in Deadside" says Miller, "inside the Asylum, in the Wastelands, and in the various Voodoo Temples." Suffice to say, *ShadowMan* looks set to rival the likes of *Resident Evil* and *Parasite Eve* in the brown trouser stakes, with Miller eager to advise players on how to get the most out of the *ShadowMan* 'horror' experience:

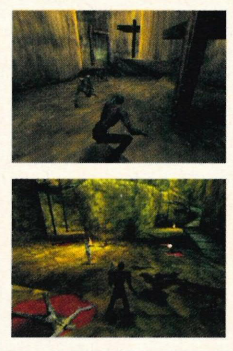
"Horror is best experienced on your own. In the dark. With the wind howling outside."

If that hasn't scared you off, Miller then went on to describe what the in-game music will be like. Rumour has it that the dark tones of The Doors' *The End* would be included, is that true or false?

"I really can't comment on which tracks will be used in the game as we're still negotiating this aspect. But we do hope to have a Tarrantino-esque inclusion of pertinent and ironic musical 'interludes' to punctuate scenes of gross violence and terror."

Ah, truly music to our bitter and twisted ears! *ShadowMan* looks set to join the ranks of early-1999 releases like *Legacy Of Kain: Soul Reaver* and *Metal Gear Solid* heralding a Golden Age of PlayStation gaming.

"I'm particularly proud of the exploding heads... not at all gratuitous. Oh, no." Guy Miller, Iguana UK



[Above] ShadowMan's eerie atmosphere could rival the likes of Resident Evil and Parasite Eve. Iguana UK has a rep for producing quality games, so let's hope that ShadowMan lives up to its nightmarish promise!

GROLIER INTERACTIVE

V2000 BY DAVID BRABEN

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

PlayStation

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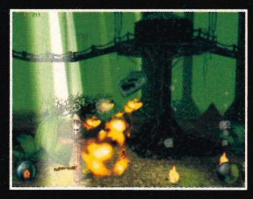
"The game is a pleasure to delve into. There's so much to see, and so many ways to achieve goals....."
EDGE

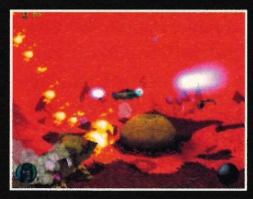
"If you're a dedicated, experienced gamer who likes a challenge, or even better, a fan of the original game, you'll love V2000."
OFFICIAL PLAYSTATION MAGAZINE

"An intelligent blast-fest that mixes Defender with Elite and Command & Conquer."
TOTAL PLAYSTATION

"....classic gameplay with PlayStation graphics."
STATION

"It's a timeless update that appeals straight away."
EXTREME PLAYSTATION





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FRONTIER DEVELOPMENTS

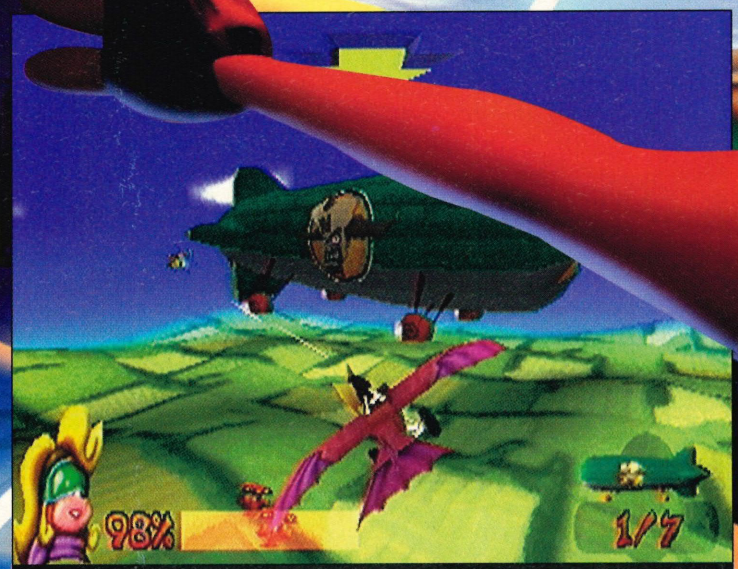
CRASH BANDICOOT 3 WARPED

THE PLAYSTATION'S LONGEST RUNNING PLATFORM HERO RETURNS FOR WHAT WILL PERHAPS BE HIS LAST OUTING. SO HOW IS THE BANDICOOT'S SWAN-SONG SHAPING UP?

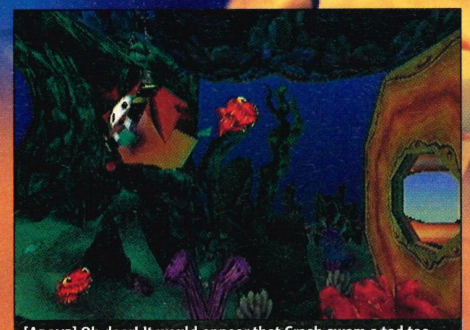
Written By RYAN BUTT



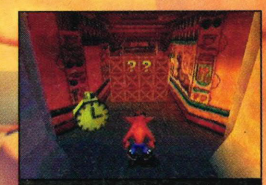
[Above] Armed with the super-duper new apple bazooka, Crash can target troublesome enemies from great distance and then fire off a couple of Granny Smiths to vanquish them. Highly satisfying.



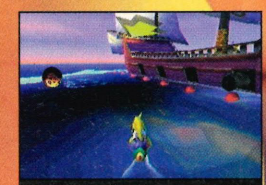
[Above] Piloting her fetching pink plane, Crash's sister Coco must shoot down seven blimps in order to complete the level. This isn't easy though, when you're constantly having to engage in dog-fights.



[Above] Oh dear! It would appear that Crash swam a tad too close to those highly poisonous fish... and turned into a bloater!



[Above] This clock icon will trigger the time-trial mode.



[Above] Another Coco level, this time she has to ride a jet-ski.



[Above] This is the Rings Of Power level, one of the hidden ones that you'll be able to tackle after beating Dr Neo Cortex.





Three years is a long time in console history. Hell, we've even seen a promising new platform curl up and die in less time. Three years though is all that California-based developer, Naughty Dog, has had to invent and nurture one of the PlayStations most popular mascots – a feisty over-sized rat by the name of Crash Bandicoot.

Now Naughty Dog has fulfilled its three-game contract and so the questions now need to be asked – has Crash run his course, and should he now be able to die with dignity and not have to suffer the agonising post-death limbo experience of changing makers and having to front all manner of half-hearted sequels?

The answers are to be found in *Crash Bandicoot 3: Warped*, the latest platform adventure to feature the multi-talented rodent, and arguably his best outing to date. First though, a brief bit of history...

Crash first bounced out at us two years ago when there was very little

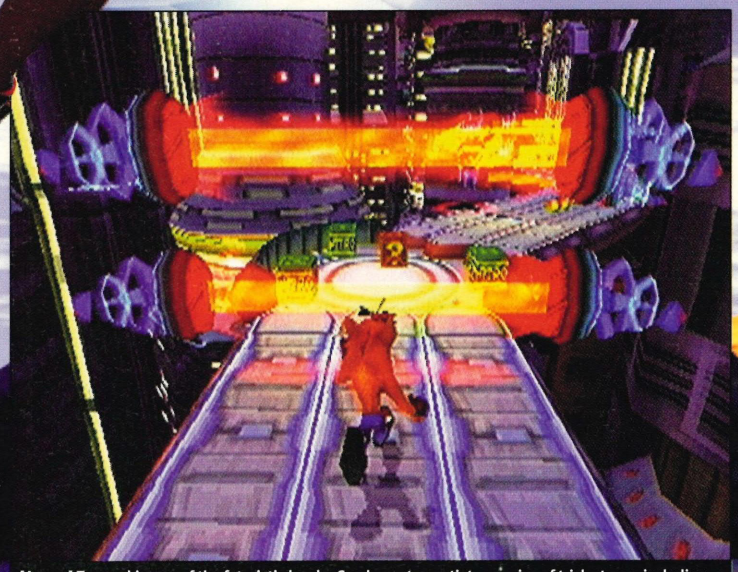
Blueprint

- Publisher: Sony
- Developer: Naughty Dog
- % Complete: 100%
- Exp. Release Date: Dec '98
- Origin: US
- No. of Players: 1

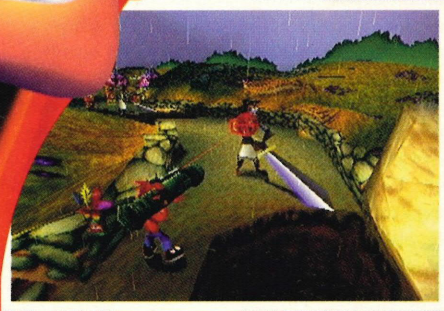
Should Crash now be able to die with dignity and not suffer agonising post-death limbo?

SOFTOGRAPHY

CRASH BANDICOOT
CRASH 2: CORTEX STRIKES BACK



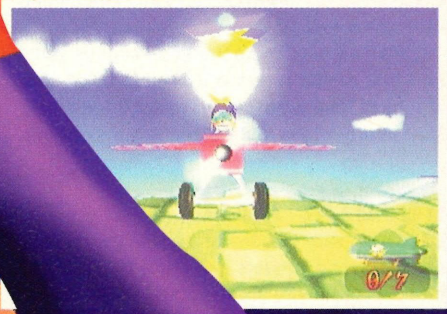
[Above] Trapped in one of the futuristic levels, Crash must negotiate a series of tricky traps, including these perilous heat rays suspended over a conveyor belt. Worse is yet to come though, so watch it!

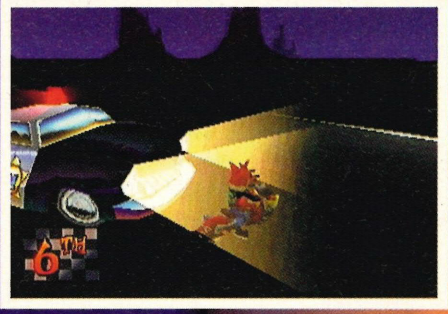




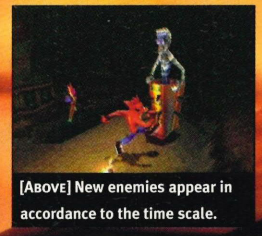


[Above] On some levels, the Nitro crates need to smashed.









[Above] New enemies appear in accordance to the time scale.



COLLECTIBLES

There is much booty to collect than ever before in Crash's latest adventure. Here is the full collector's guide to what you could win!

CRYSTALS
THERE'S ONE PER LEVEL AND THEY CAN BE COLLECTED SIMPLY BY DASHING THROUGH AND SNATCHING THEM ON THE WAY TO THE EXIT. THERE ARE 25 OF THESE UP FOR GRABS.



GEMS
THESE ARE HARDER TO GET. EACH LEVEL HAS AT LEAST TWO AND THEY CAN CONSIST OF CLEAR OR COLOURED GEMS. COLOURED GEMS WILL PROVIDE PLATFORMS ON OTHER LEVELS TO GET TO HIDDEN AREAS, AND THE CLEAR ONES ARE OBTAINED BY COLLECTING ALL OF THE CRATES.



POWERS
CRASH NOW HAS EXTRA SPECIAL ABILITIES THAT HE ACQUIRES LATER IN THE GAME, AND THESE INCLUDE DOUBLE JUMPS, HOVER TWISTS AND THE ESPECIALLY HANDY APPLE BAZOOKA THAT CAN BE USED TO KNOCK-OFF ENEMIES.





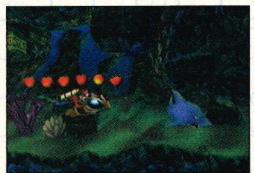


[Above] Argh! It's the return of the nasty downwards scrolling chase levels. This time there's a Triceratops in hot pursuit!

by way of gripping platform action to be seen on the PlayStation. The way in which he could walk in and out of the screen was perhaps the first 'next gen' trait to be evident in such a game on this bright new platform.

The minor faults were ironed out, the best bits extended, and the whole caboodle made bigger for *Crash Bandicoot 2: Cortex Strikes Back*. This sequel offered entertainment on two levels; firstly there was the straightforward dash to the end, whereby players could take great delight in mowing through the vast selection of levels before giving arch-enemy Dr Neo Cortex a clawy kick up the butt. Then there was the obsessive route, the route favoured by us in fact. This consisted of completing the game fully – snatching every single gem (each level had at least two that were obtained in various ways) and getting to watch the 'good ending'. Which ever path appealed to you will determine how much enjoyment you'll derive from this latest romp.

The levels in Warped are all over the place and don't follow any particular set path...



[Above] Use this mini-sub to fire torpedoes up shark's arses!

TIME WARP

Crash Bandicoot 3: Warped is supposed to be a trip through the space-time continuum with the hero skipping through all kinds of time zones to foil the dastardly Cortex once more. But you wouldn't really grasp this from playing it because the levels are all over the place and don't follow any particular set path. There are six worlds, but instead of being stacked like in the last game, they are presented on the same plain, albeit on a-complete-one-world-and-get-the-next type scenario. And like we said, each world doesn't follow a set path of periodic zones, you just get one pre-historic, one medieval and so-on. Crash aficionados will appreciate the scattering of new features that have been worked into this game though – the most noticeable being the new abilities. Crash starts the adventure with pretty much the same repertoire of moves he had in the last game – spin, slide, belly-flop etc. But as he progresses, new abilities become available to him such as double jumps (handy for clearing greater distances), super spins (enabling Crash to spin for a much greater length of time, and even hover in the air) and best of all, the apple bazooka which allows Crash to target and lock-on to any enemy and blow them away!

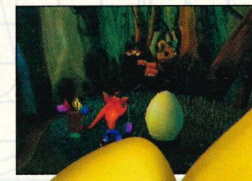
These help enhance the gameplay as you'll find that earlier levels will need to be re-visited at a later time when you have acquired a new skill in order to complete and see everything.



[Above] Coco doesn't get to have all the fun... Crash also gets a turn at flying. His level consists of shooting down Red Baron planes. There are five to bag, and plenty of other aircraft to contend with.



[Above] Coloured gems provide platforms on certain levels.



CRYSTAL HAZE

Of course, with this being a *Crash* game, there are still many crystals and gems that need to be collected if you are to complete the game with a 100% 'perfect' record. As before, these consist of purple crystals that are collected by merely dashing through the levels, clear gems that are obtained by smashing every crate found on the levels, and extra gems that are collected by doing something else (this varies from level to level). Admittedly, the difficulty of the game seems to have been

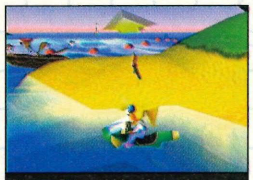


[Above] By performing a barrel-roll whilst going through a hoop, you'll get a lot more speed coming out of it. Good for time-trials!



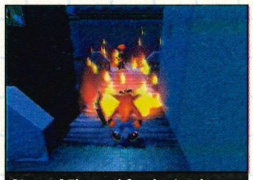


[Above] The futuristic levels are packed with hazards. This demonic missile launcher will fire three missiles before you are able to attack it, but there are many tougher adversaries to contend with.



[Above] Coco hides from the vicious pirate boaters.



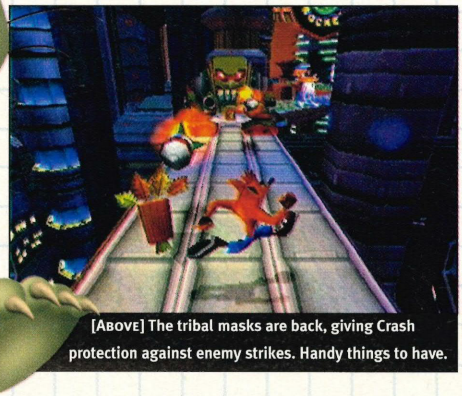


[Above] Fire and fur don't mix, so watch out for angry natives.

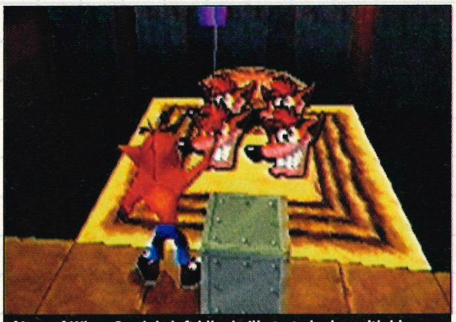
toned right down. You see, whereas before in the last game you had a secret 'Warp Room' that was accessed via several secret and exceedingly tough to find portals, and gave entrance points to existing levels that you were previously scratching your head about how to complete – now it is a lot more straight forward and friendlier for less skilled gamesplayers (a hammer blow for fans such as us!)

Perhaps to counter-act this though and in a bid to prolong the experience, Naughty Dog has cunningly come up with the 'Artefacts'. These relics are present on every level (except for the boss levels) and are obtained by completing a time-trial dash from start to finish. When a level has been completed once, the player may choose to re-enter it, upon which they will see a new clock icon near to the start. If this clock is collected, a timer will start ticking up in the bottom corner of the screen, and the player must get to the finish in as little time as possible. This is no easy task on some levels as the same time-consuming hazards and enemies still crop up. Luckily, certain crates offer time deduction, and so by smashing the crates marked with either a '1', '2' or '3', the corresponding amount of seconds will be deducted from your time.

When you make it to the end, you'll be invited to input your initials for future records and will be presented with an artefact if you made it through fast enough. Super-fast times will earn you a Gold artefact, and there are also Platinum and Bronze awarded for less respectable times.



[Above] The tribal masks are back, giving Crash protection against enemy strikes. Handy things to have.



[Above] When Crash is left idle, he'll start playing with his new yo-yo. He's actually pretty good for a rodent.

CHOCKS AWAY!

The levels in *Crash Bandicoot 3: Warped* are, thankfully, a lot more diverse than previous outings. Whereas in the past the levels have remained in the style in which they were started (side-scrolling, upwards and downwards scrolling etc) this time round they are spliced together meaning that a level could start out as being a top-scrolling, only to switch to a side-scrolling interlude before finishing with a frantic downwards scrolling chase... edge of the seat stuff!

There are also more vehicles and quirky fun levels than before. There's still the familiar 'ride an animal' levels in which Crash's sister, Coco does the honours astride a sickeningly cute fluffy tiger cub. Then there are more adventurous and slightly more free-roaming jet-ski water levels, motorbike racing levels and even hugely impressive flying levels whereby Crash and Coco pilot a WW1 bi-plane and must shoot down Red Barons and blimps. It is levels such as these that Naughty Dog has taken pride in, and rightly so because they look stunning.

TIME DELAY

Delays in the finished code meant that *CB3:W* was available for the full review this month. But instead we have taken the time to play through the entire game to get an accurate picture of how challenging it's going to be.

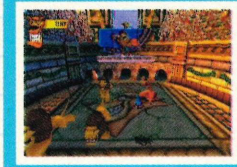
There's no denying that there is much here to see and do, but it's a great shame that much of the really secret stuff that made the last game so compelling has been omitted in favour of more obvious and 'in yer face' bits. The graphical appearance has been boosted significantly though, and Crash now has a lot more quirky death scenes and animation's for when he is left idol. It's stuff like this that makes you think that this game offers more of a rounded package, but deep down there's a certain amount of sophistication lacking that, judging by the last game, was the way forward for Crash. But we can't say too much about that until the full evaluation next month!

We'll have the full review for you next issue, but until then you can all savour these new screenshots that we guarantee nobody will have seen before!

BIG BOSSES

As usual, each area houses a boss that Crash will have to confront and defeat if he is to unlock the next world. Some you'll be familiar with, others you won't, so here are the introductions and re-acquaintances...

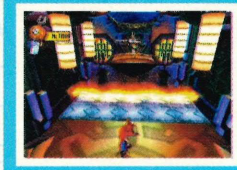
TINY A big tiger that fancies himself as a bit of strong-man. Watch out for the pack of lions he sets upon you.



DINGODILE A cross, rather predictably, between a dingo and a crocodile. Watch out for his monster laser gun!



N TROPY A mad doctor that brandishes an alarmingly huge tuning fork. Watch out for his high-pitched sonic blasts.



N GIN You're familiar with this midget fella. Watch out for the bloody huge space suit he hovers around in.



DR NEO CORTEX Your old sparring partner is back to try and undo Crash for the final time. Watch out for the warring voodoo masks.







TOCA TOURING CARS 2



WHAT A SCORCHER! IF ANYBODY HAS YET TO BUY YOUR CHRISTMAS GIFT, TELL THEM YOU WANT TOCA 2 AND YOU WANT IT NOW!

Written By GRAEME NICHOLSON

Can you improve on perfection? *TOCA* was one of the finest driving games to reach us, sporting unparalleled heights of simulation for a console title and races that were more than a little stimulating in the adrenal department. Now that the sport has moved on, the Codies once again hope to capture every last aspect of it for your enjoyment, and in doing so have come up with something above and beyond the call of duty. This is the most realistic sim yet.

Realism is at a maximum when playing in the helmet cam mode that lets you see exactly what a Touring Car driver sees during a race: dash with operational rev counter, outstretched hands clutching the wheel, working windscreen wiper and wing mirrors just big enough to be useable. You can even look towards the left and right windows, peering out to see who that is nudging you closer to the grass, which is the kind of feature you normally only see in the cockpit of detailed PC flight sims.

PLAY information

Publisher: Codemasters
Customer support: 01926 814 132
Price: £44.99
Release date: November





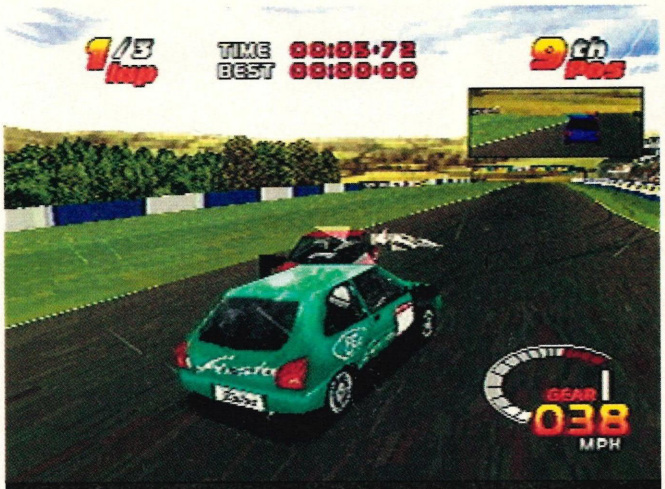




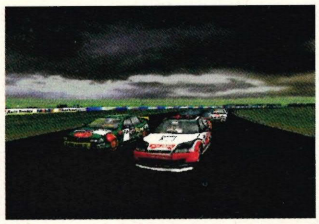
BURN OUT

Such is the emphasis put on giving you the most realistic Touring Cars experience from this perspective, that when you press your 'look behind' button the camera just sort of leers over ever so slightly to show you the rear view mirror. It's as if to say "this is what real TOCA drivers have to do – you will learn to do the same."

It's extremely enjoyable to play from here, even though the extra detail starts choking the life out of the PlayStation when many other cars are within sight. Be prepared for a real challenge though, because all you can see of the coming track is contained between a tiny gap from the top edge of the dashboard to the horizon.



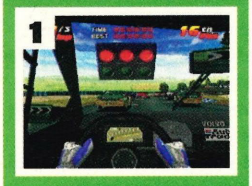
[Above] Should you possibly manage to get bored of the official Touring Car Championship, you can take part in the support car races with many novelty vehicles. Then smash them up.



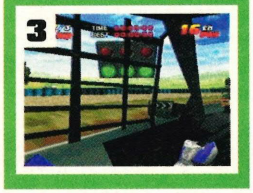
[Above] Touring car drivers are not known for their light touch – skid out and they'll plough right through you to get past, tossing your car around like a rag doll. [Inset] Most weather types are included, and change in-game.

EAGLE EYE

Now that's what I call simulation. The lower shoulder buttons let you pan the driver's field of vision right [2] and left [3] to see what's going on around the cockpit.

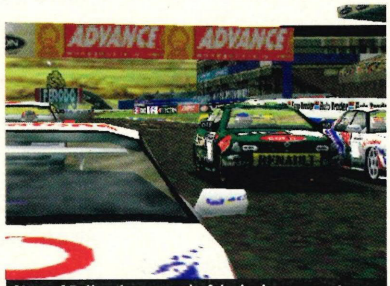




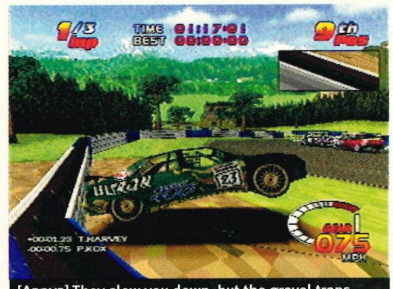


"*TOCA 2* is the most realistic driving sim yet!"

A couple of third-person tracking cameras are there, as well as a hood-mounted one, and there's even the exact view inside the car that you get when watching TOCA races on TV. The pursuit of total realism is evident in many places throughout this incredible game. Sound is completely believable and authentic, with details like stones pinging off the underside of the car when you spin into a gravel trap (which happens a lot).



[Above] Relive those wonderful winning moments with instant replays of each entire race.



[Above] They slow you down, but the gravel traps don't always keep you from slamming the walls.

As the engine rises to the redline of the rev counter in each gear, your Dual Shock pad slowly begins trembling in synch, to simulate what you'd feel via the steering wheel as the engine shakes the car! Compulsory pit stops have been adopted too, just like the real thing, meaning you and every computer-controlled driver must pit at least once, and your crew will stay in touch by way of the radio – "Don't pit in, your team mate's just come in!"

FUEL DUMP

At first, only the major crashes seem unrealistic because, though the cars show an amazing amount of real-time damage, they won't tumble over. However, this is only temporary – you later win a code to switch proper 3-D collisions on and off, among a great many other things including nine secret tracks! The only area where it is possible to fault *TOCA 2* in how it captures the real-life sport, is in perceived speed. Not a problem with the frame rate, but with how fast you feel you are travelling. Most cars get up to around 140 miles-per-hour, but it seems like you're moving at less than half of that. Stick *Rage Racer* on after a round of *TOCA 2* and it seems



[Above] *TOCA 2* requires such levels of skill and concentration that all it takes is your girlfriend to briefly dart in front of the screen and you've got a major accident on your hands!



[Above] As if you don't spend enough time sliding across the grass when you are still learning the sensitive controls, the atmospheric cockpit view makes life even harder with a tiny viewing area. It all pays off though.

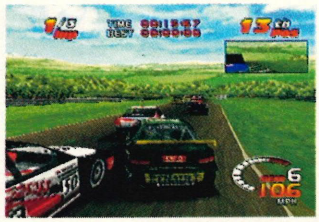
WIDGET FIX

A clean, simple new interface makes it very easy to fiddle around with car set up stuff. The most important thing to get right on each track are downforce and tyre type.





[Above] Autoglass would make a fortune, as the windscreens never last a whole lap without shattering.

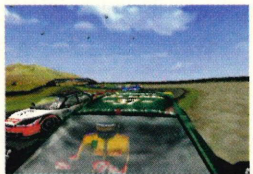




[Above] The hill-side track situated in the French Alps gives some of the best races of the game, because it's fast, easy to remember, and always sunny! [Inset] This is how it starts, with a nudge. Then there's trouble.



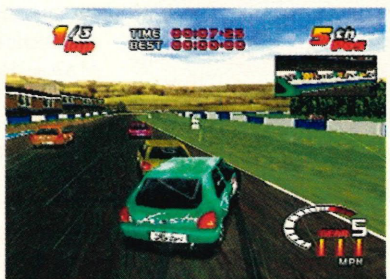
[Above] Damnit! A minute's misjudgement and it's all over!



[Above] Creepily, you can see the drivers in their cars now, steering.



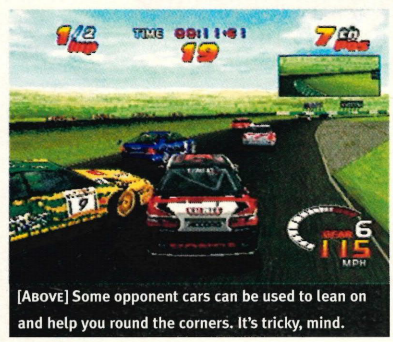
[Above] "Eh, what way is the finish line mate? You're kidding."



[Above] Fiestas are totally different to your big touring cars, and make a great change to drive.

like those little Namco cars are moving at warp speed!

If it was faster though, it would probably only mean more time on the grass – *TOCA 2* is a bitch to control, but oh so rewarding when you get the hang of it. Analogue control, preferably Sony's Dual Shock pad, is not a luxury but an absolute necessity when it comes to taking the wheel of these fine vehicles. Even then, such care and precision is required merely to keep from bailing into the tyre wall at every turn, that you may be put off. Don't be. Yes, you need to be uncommonly precious with the steering, moving the thumb-stick in tiny increments of single millimetres to hold the road, but the payback in terms of personal satisfaction is enormous. Sliding out so easily, the cars feel heavy and are challenging to tame, which is why you can't help but be well and truly elated with every hard-earned victory.



[Above] Some opponent cars can be used to lean on and help you round the corners. It's tricky, mind.

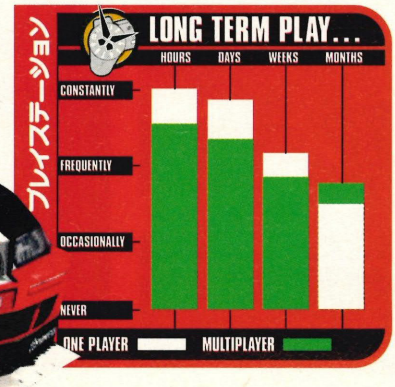
WHISTLING TURBO

Just because the level of simulation is so remarkably high, there's no need to be any big fan of the sport – you will love it anyway. Besides, there are bonus championships in non BTCC cars including heavenly Lister Storm races or a competition between a pack of ten Ford Fiestas. Split-screen and link-up modes, which can be used together for up to four players, are enormous fun for anyone too, whether you're a Touring Car nut or not. *TOCA 2* is an astonishing sequel, and one that stands up to many hours of play.

With the *Formula One* series being out of the way this year, you need make no decision about where your money should go for a superb and realistic racing experience. The more time and practice you put in, the more you get back, resulting in the kinds of races you desperately want to tell people about, should you find someone kind enough to listen. The unforgiving controls are going to frustrate those people newer to virtual racing, but apart from that there's no reason not to buy *TOCA 2* as soon as you can. Recommended.

"There's no reason not to buy this right now!"





PLAY

LOOKS	8
SOUNDS	9
GAMEPLAY	9
VALUE	8
CORNERING	10

94%

Non-stop clutch burning bliss!

Alternatively:
TOCA Touring Car 92%
Colin McRae Rally 93%

Total Control!



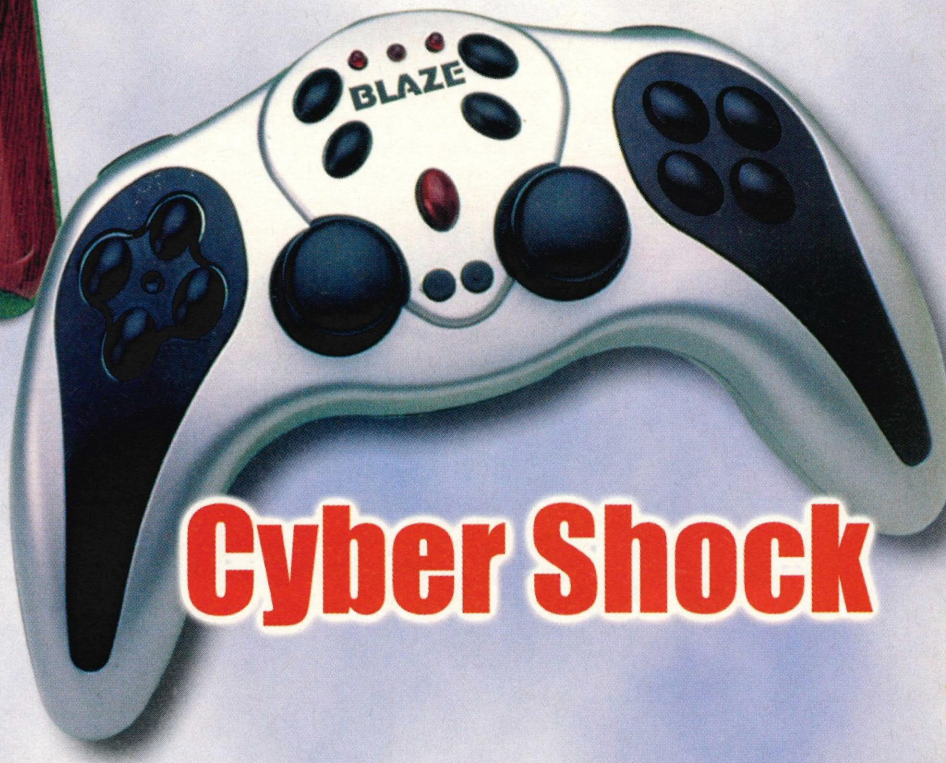
Colours available
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Metallic Silver

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TALES OF DESTINY

AS NAMCO LOSES ITS RPG VIRGINITY, IS THERE ANYTHING MARKEDLY DIFFERENT THAT WE HAVEN'T ALREADY SEEN IN OTHER ANIME-INSPIRED EFFORTS? WELL, NOT REALLY...

Written By TOM SARGENT

PLAY information

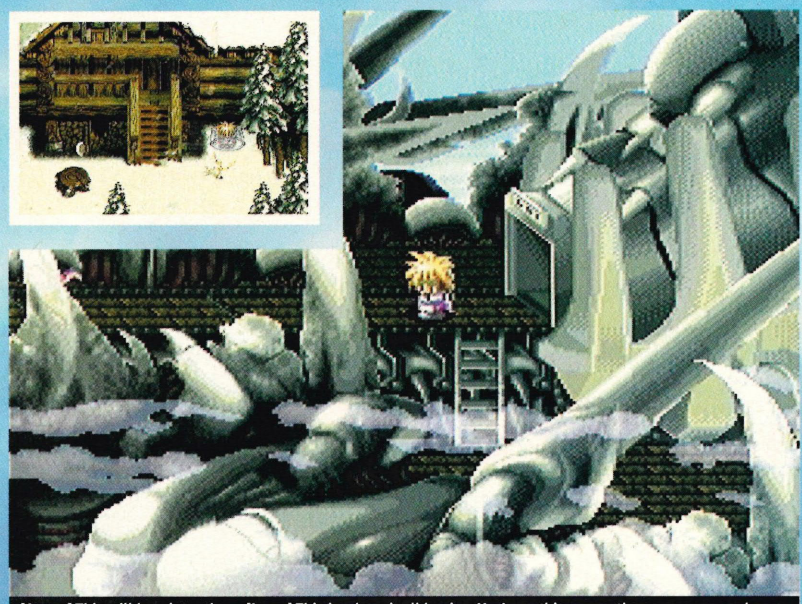
Publisher: Namco
Supplied by: Department 1 on 0171 9168440
Price: £49.99
Release date: Out now (import)

ONE PLAYER MEMORY CARD

It beats us how all the characters in those loveable little Japanese role-playing games turn out to be so violent. Just look at them – sugar wouldn't melt in their mouths, but before you can say "Do you want to see some puppies?" they're hacking great chunks out of each other.

You could've knocked us down with a feather when we discovered that Namco's first ever action RPG, *Tales Of Destiny* was no different than just about every other anime-inspired RPG.

Blending fantasy with science fiction, it's another one of those coming-of-age stories, where you play a doughty stowaway called Stahn Aileron (who thinks of these names?) and his adventures with a talking sword imbued with its own personality (don't ask).



[ABOVE] This will be winter then. [INSET] This is where it all begins. You're nothing more than a scurvy mop boy hand swabbing the sick off the decks. You'd better find that talking sword so you can start to make a bit of a living.

"No different to any other animie-inspired RPG..."

EXCALIBUR

Following a gorgeous introductory cartoon sequence, the game begins with the discovery of said sword and your involvement with a chain of events that threaten to decimate the planet... blah, blah. We won't bore you with the details, suffice to say that your talking mentor (a Swordian calling himself Dymlos) offers you friendly advice and takes it upon himself to teach you how to unleash 'special' and 'sacred' skills as experience points are gained throughout the quest.

You also meet up with other winsome characters, some of whom join you at



[ABOVE] Whaddaya wake me up for, ye schmuck? Stuff your quest.



[ABOVE] Interact with the scenery. These boxes need shoving out of the way in order to get to your sword.



[ABOVE] Two grunts capture as you stow away onboard a giant Dragon ship, and throw you in front of the Captain. He reckons that you're trying to steal some valuable cargo. The git.



[ABOVE] The cute little graphics are reminiscent of *Alundra* and *Wild Arms*. We like this, but the story soon becomes predictable and goes thus: "Save X from Y to open the magic gate at Z." Fun, but formulaic.

MADE UP NAMES



STAHN AILERON Left his family and town behind in search of adventure against his family's wishes.



GARR KELVIN Cool, calm, and collected in a jam, and has a knack for seeing straight into the heart of complex matters.



CHELSEA TORN Her archery skills are astounding to say the least. She's wise beyond her age, and sometimes surprises others with her insight. Quite a smug tart then.



RUTEE KATREA Crazy for Lens and anything else that might turn her a tidy profit- a profiteering thief instead of a heroine?



LEON MAGUS Leon appears to be level-headed on the surface, but he tends to be an impatient emotional firecracker with a very short fuse.



MARY ARGENT Rutee's partner in crime, Mary is a warrior who can only remember her first name. Not the brightest of birds...



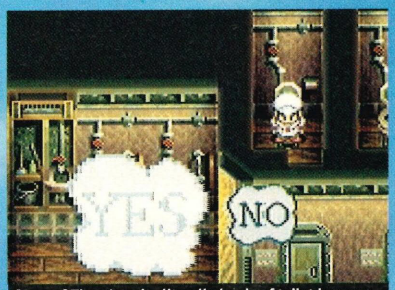
PHILIA FELICE An ex-priestess from Straylize Temple who used to research the secrets of the Ancients. Brainy bird who needs a good seeing to, perhaps?



KARYLE SHEEDEN He wanders the world playing his songs to anyone who's willing to listen.



BRUISER KHANG An expert in the use of all kinds of weapons and armour, but he really prefers to take out his enemies with his bare hands! Sadistic and all that...

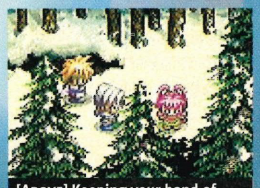


[Above] There's quite literally loads of toilet humour in the game. Just try having a number two... Plop!



specific points in the story for a bit of argy-bargy, and others who's sole purpose is to pad-out the story. They may seem important at the time – insisting that you stay in their cosy log cabin receiving-special-treatment-from-their-buxom-daughter-until-you-recover type scenario – but that's the last you see of them.

It has to said, the game is incredibly user-friendly right from the start. Orderly menus can be accessed without fuss showing all the usual 'status', 'item' and 'hit-point' details. The only disappointing details concerning *TOD* are the graphics.



[Above] Keeping your band of chums on the straight and narrow takes up most of your time...





[Above] The only way off the gigantic Dragon ship is by scuttling into one of the escape pods. By this point, you accumulated a fair bit of experience to take on the baddies below.







[Above] By the time you reach the frozen wastes below, you've met a couple of characters who team up with you. You can have up to four party members attack at once. [Inset] The mighty head of the Dragon ship.

The characters are 2-D sprite-based, the action is viewed from a top-down perspective... the sense of déjà vu is strong; this is *Alundra* all over again.

If Namco intended to knock-'em dead with this first offering, then it's sadly mistaken – more Mr Muscle than Schwarzenneggar, there's really nothing that we haven't seen in the aforementioned *Alundra* or *Wild Arms*.

This doesn't make it a bad game. RPG fans will love watching their characters grow, use over 200 spells and level-up into mighty conquerors.

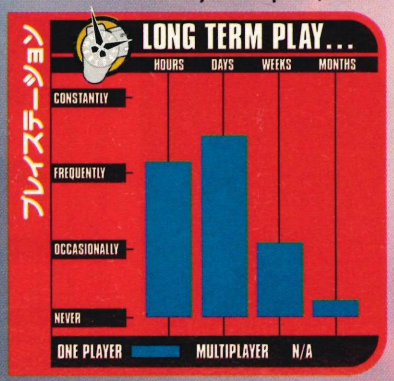


[Above] Check on any one of your characters' statuses at any time. It's dead simple to use you know.

DRAG-ON

There's also tons to do, so if it ain't broke, why fix it, right? Well, to a certain extent this is true and the increasingly popular real-time combat system is used to great effect – a poor man's *Pocket Fighter* sequence it may be, but you can nip in and out avoiding or getting clobbered by bizarre, but endearingly-cute enemies. Even some of the nastier creatures such as the Grizzly bears seem to smile at you as they tear you to shreds.

TOD has already sold about a million copies in Japan, but that's because they can't get enough of role-playing games over there. And that's just our point; it's a totally different market – there isn't the clamour for massive graphical enhancement, though the *Final Fantasy* franchise is pushing the genre in the right direction. What matters more than anything is a user-friendly interface, wonderful characters and an anime cartoon link. If you're a like-minded RPG fanatic, look no further.



PLAY

LOOKS	7/10
SOUNDS	7/10
GAMEPLAY	7/10
VALUE	8/10
PLOPS	7/10

77%

Endearing Japanese role-playing hokum

Alternatively:
Alundra 86%
Wild Arms 85%

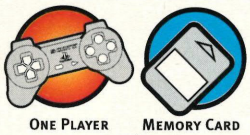
C: THE CONTRA ADVENTURE

ALIENS, ANDROIDS, BUGS, KILLER PLANTS AND DISPOSABLE MINIONS. DOES IT MATTER THAT IT LOOKS LIKE DOG SICK? WELL, YES, SORT OF...

Written By BEN LAWRENCE

PLAY information

Publisher: Konami
Supplied by: Department 1 on 0171 916 8440
Price: £49.99
Release date: Out now (import)



ONE PLAYER

MEMORY CARD



DUAL ANALOGUE

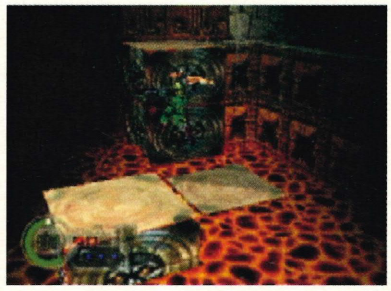
There is a slight revival in the 2-D platform genre as late, and it will undoubtedly last as long as the usual fads such as the need to turn the inside of your jeans up. What's that all about eh? Anyway this isn't an exposé of fashion fads, it's a look at a slightly ancient looking *Contra* game that has wheeled its zimmer frame out to be aired hopefully for the last time.

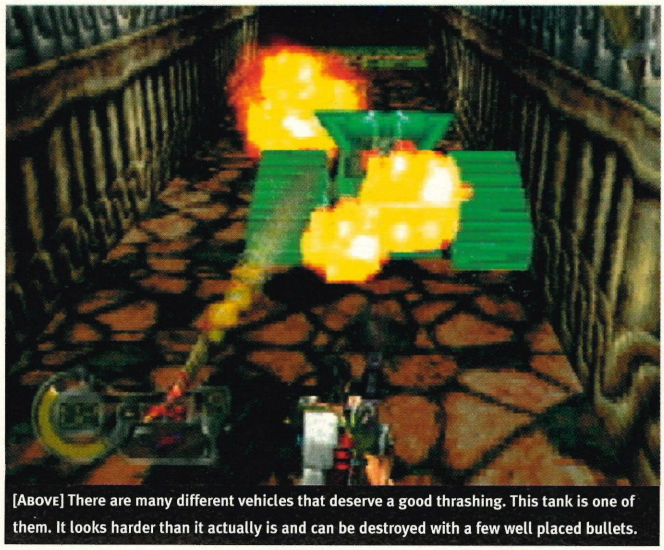
Contra has always seemed to be around in various guises. Often a game is compared to a version of *Contra* just because it happens to be a platform. That's how much it has ingrained itself in the minds of obsessed arcade dwellers. Unfortunately we think it's time this old guy kicked up his heels, began pushing up daisies and provided the worms of this earth with a wholesome savoury snack. For starters the pig ugly appearance of proceedings would give the Elephant Man a shock. God rest his lumpy skull. Konami is a fine producer of games (*Metal Gear Solid*) so you would expect it to realise that if the *Contra* franchise was going to continue successfully then the aesthetics of it would have to change with the times.

"This game only deserves a quiet send off..."



[ABOVE] Dodge the trail of badly animated killer flames or die!





[ABOVE] There are many different vehicles that deserve a good thrashing. This tank is one of them. It looks harder than it actually is and can be destroyed with a few well placed bullets.

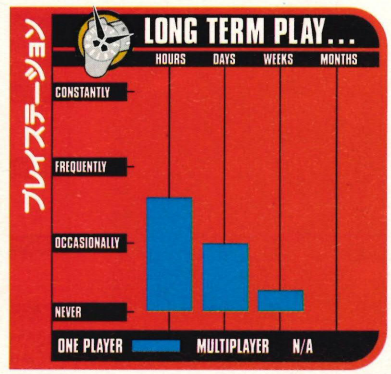


[ABOVE] Run from side to side and blast your red three-way gun at everything. Oh the unending fun! [INSET] The first of the guardians. Run from side to side and blast your red three-way gun... again. It will soon explode.

REST IN PIECES

As far as being able to enjoy the feeling of blowing little alien bits all over the shop goes, *Contra* succeeds, but only within its usual scope of mindless blasting. There are some impressive weapons laying about the place but these are the standard fair: three-way gun, homing missiles, lasers etc. When you pick up a laser your tiny badly animated man shouts "Yeah!" The laser is nothing more than a stream of sprites. It's embarrassing. Whilst running about the place the scenery and environment changes dimensions as with the previous *Contra* game. One minute it's a sideways scroller of dubious ability, the next it's a third-person blaster and then it becomes a bad top-down *Commando* rip off.

If this game was released about ten years ago it would have had it's fair share of teenagers crowding around it. Instead you end up pitying its existence and praying its already eagerly anticipated disappearance mirrors its arrival. This deserves a quiet send off. Let's not talk about it anymore.



PLAY

LOOKS	●●●○○○○○○○
SOUNDS	●●○○○○○○○○
GAMEPLAY	●●●●○○○○○○
VALUE	●●○○○○○○○○
SEQUELS	●●●●●○○○○○

49%

Pray there's never another one...

Alternatively:
Assault 80%
Contra: Legacy Of War 62%

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SMALL SOLDIERS



DO SMALL SOLDIERS MAKE A BIG GAME? YOU'RE ABOUT TO FIND OUT, SO SHRINK VERY SMALL AND COME WITH US TO THE WORLD OF TOY WARFARE!

Written By GRAEME NICHOLSON

The movie was probably not the most enjoyable cinematic experience you've had, but is that any reason to pass on the video game? The answer's no, because *Small Soldiers* is not as bad as it should've been. Everything was against the poor thing from the beginning, but somehow it has pulled through as a perfectly respectable action experience. A general rule is that film licensed games are bad, and if licensed from a bad film, doubly so. *Small Soldiers* was also developed by DreamWorks Interactive, who's last memorable endeavour was with the short-lived entertainment of *The Lost World*.

PLAY information

Publisher: Electronic Arts
Customer support: 01753 549 442
Price: £44.99
Release date: November '98



SMALL FRY

However, the game has arrived from this treacherous journey relatively unscathed, and while it's not going to be breathing down the necks of *Time To Kill* or *Something Else*, it's actually quite fun.





[Above] The tables can turn very quickly in the split-screen two-player mode, if one of you gets hold of a mighty Mech. It turns nice and smooth like this.



[Above] The beefy Commando Elite forces are buzzing with military programming, and will even try kicking you if you get too close to shoot at. [Inset] Zoom up behind Archer and pinpoint anything you want to shoot.

TOY STORY

This toys-as-videogames idea got us thinking. As children of the Eighties, about the best thing you could get would be a game of classic programmable electronic toy, Big Track.

An entire 3-D virtual environment of a detailed house is all you'd need, and Big Track could be let loose after some considered programming to run riot around the place, doing all the things involving stairs and antique furniture that your mother didn't let you do with it.

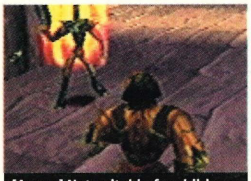
Okay, don't look at us like that, it was just an idea. Sheesh.



[Above] Free the singing blokes, called Chanters, and they'll furnish you with an important key each time.

Playing as a member of the spiritual Gorgonite race (think tiny Native Americans) you are engaged in a heavy high-tech war with the Commando Elite (think Predator-era Schwarzenegger), a team of action figures fitted with secret military chips that make them want to hurt you. First you've got to do everything in your power to thwart their invasion of Gorgon, and then take the fight to their own installations.

This involves a lot of refreshingly unconfined running around flame-lit stony hallways and great big rooms, bumping into these Commando Elite chaps and blowing their little circuits.



[Above] Not suitable for children under 36 months. Fire hazard.

"It's a colourful, explosion filled battle!"

The tools involved in doing this include a few flavours of laser fire from a natty wrist-mounted gun, and enjoyable secondary weapons such as energy mines to chuck in their path and strange mutants which can be summoned to help out in tense combat situations. These stringy-limbed beasts are a blessing when you can't hold off a number of attackers at once, and will keep fighting bravely until the area's clear and you move on.



[Above] Head Commando Elite, Chip Hazard doesn't look so tough now, does he? Die, meat head!

PINT-SIZED

Enemies will have a go at you in a variety of ways, taking pot shots at distance or flying overhead as mechanised ray-spitting ships, which keeps you on your toes. For this reason, the various rapid-fire, homing and explosive bolts discharged from your main weapon can be fired more precisely by holding a shoulder button and panning freely around to shoot anything in the vicinity.



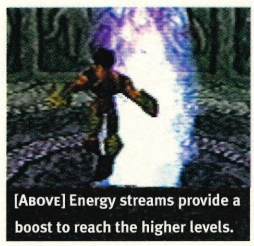
[Above] A big glowing pod-type thing dispenses Archer into the battleground at the start of each level, using some nice movie-style special effects. Looks mean, don't he?



[Above] After helping a wisecracking purple beast out of a rather nasty restraining device, he helps to fight off the remaining enemies by your side! [Inset] Each mission has a clear briefing beforehand.



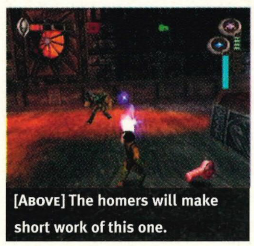
[Above] The scheming Commando Elite are not alone in the battle against the Gorgonites. They have employed the use of several nasty robots as well, but they're not that hard.



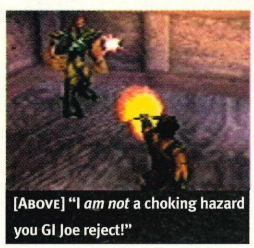
[Above] Energy streams provide a boost to reach the higher levels.



[Above] He won't hurt you, he's a Chanter. Take him home and he'll be ever so grateful...



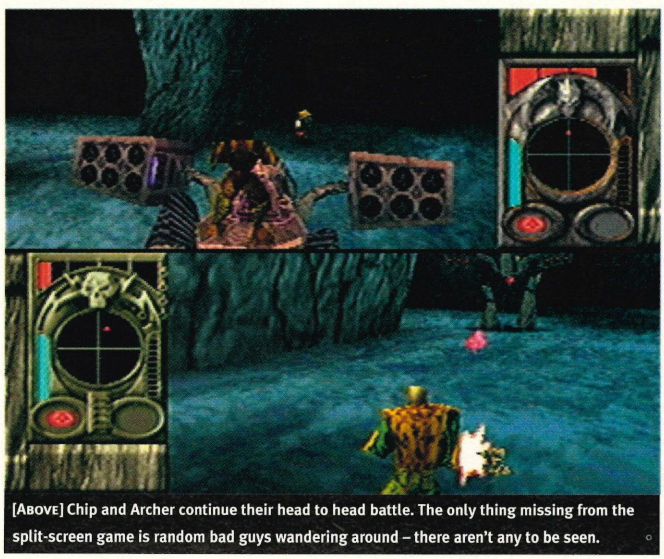
[Above] The homers will make short work of this one.



[Above] "I *am not* a choking hazard you GI Joe reject!"

Most of the time you will find the standard auto-aiming adequate, but this is here for the trickier stuff. Where there are really tough things to destroy, there is usually a conveniently placed static cannon or open-topped Mech (like the walkers in *Return of the Jedi*) that make you an easier target, but heave out such force in their shots that they are always worth using.

The colourful, explosion filled battle is accompanied by a wonderful orchestral score which without doubt enhances the feel of the action, but some elements bring your suspended disbelief crashing back to earth. The draw distance is very poor, and very severe, so you can only see for a short way in a circle around Archer with absolute pitch black on the edges instead of a subtler light fog. Whatever the technical reasons are for this, it makes many pick-ups hard to locate, even though you could be standing close and in direct line of sight of them.



[Above] Chip and Archer continue their head to head battle. The only thing missing from the split-screen game is random bad guys wandering around – there aren't any to be seen.

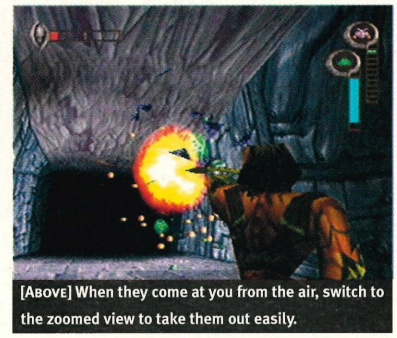


[Above] Use the strafing buttons to keep on the move constantly while in battle, especially when the Commandos are armed with those wretched flamer things. [Inset] Another Chanter freed, another key found!

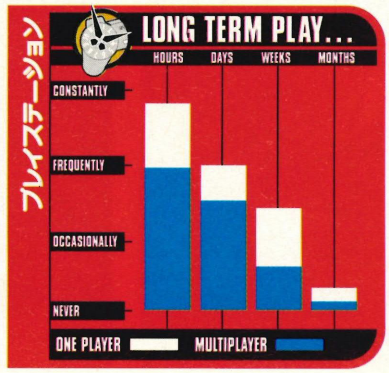
"Forget the movie and try the game out..."

LITTLE MAN

You have to wonder where all the human world battlegrounds of the film have gone, too. Being set in rather vague surroundings that are constructed for the little fellas to live in, you get no sense of them being action-figure height at all. The fact that they were warring toys was the whole point of the movie, but there's no fighting on the kitchen table around an enormous pack of Cheerios, or telephone pole-sized pencils to make anything from this novelty predicament. The potential for some great scenes has been overlooked when such interesting locations would have made for better variation and a closer tie with the film. It's an enjoyable shoot-'em-up though with some pulse racing moments of destruction, and a pyrotechnic flair to match. It may be a bit repetitive for some, but forget the movie and try it out – you could be pleasantly surprised.



[Above] When they come at you from the air, switch to the zoomed view to take them out easily.



PLAY

LOOKS	7
SOUNDS	8
GAMEPLAY	6
VALUE	5
FREAKS	6

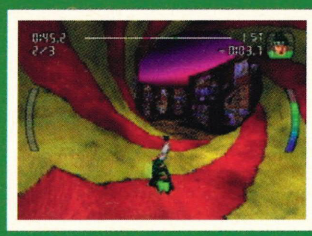
78%

Not at all small on action!

Alternatively:
Apocalypse December '98
ODT 91%


Jordan
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REPSOL
BUZZIN' HORNETS
Jordan
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OFFICIAL JORDAN GRAND PRIX RACING WHEEL. CORNER WITH CARE.
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STREAK



[Above] Pull off stunts to improve your confidence. This means you can go faster, turn quicker and look a greater wally when you wipe out and hurt yourself. [Inset] The funhouse course will have you in fits of laughter.

TOO MANY HOVERBOARDING GAMES SPOIL THE BROTH. HERE'S ANOTHER THAT'S JUST TAKEN A LONG CURLY ONE IN OUR SAUCEPAN.

The trend for hoverboard games is worrying because they're rubbish. A sweeping statement we know, but we've tackled more demanding things straining one out on the bog. This one almost smells as bad, too.

Streak has nothing to do with running across a cricket pitch airing your crown jewels, but rather it consists of a bunch of hoverboarders racing around various courses. Ooooh!

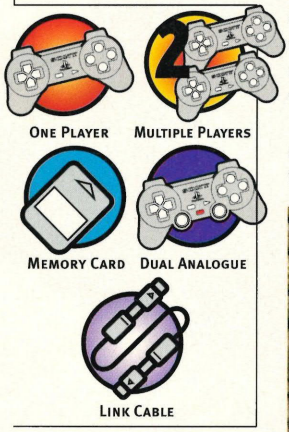
Admittedly the speed at which they race is a merry jaunt and at times could look like a substandard *Wipeout*, but have no delusions, this neither comes near or plays anything like *Wipeout*. For a start there are no power-ups to be collected and no weapons to utilise.

The single most mind-numbing thing about *Streak* is the way that to get around the course you just have to keep your finger on the ✕ button. Steering is optional because if you hit any scenery you easily carry on unscathed and at the same speed. We managed to win a race by just holding the ✕ button and at the same time we managed to complied our Christmas shopping lists.

"Requires the skill of a toe-nail clipping to play..."

PLAY information

Publisher: GT Interactive
Customer support: 0171 486 5099
Price: £39.99
Release date: Out now





NOT JUST FOR XMAS

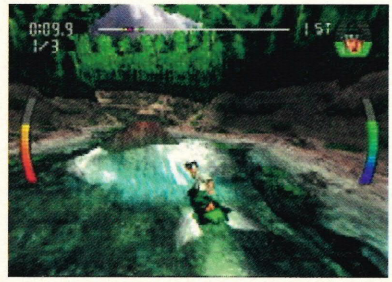
The courses themselves are surprisingly well-crafted especially the castle ruins course which sweeps along through a huge cavernous stonework run. The courses also offer the chance to improve your speed and handling ability by including a few well placed stunt platforms. These platforms mean that when you shoot over them and if you perform a trick then your boarder does better because they've built up confidence. The only problem? R1 and R2 are the trick buttons. Press them when you're in the air and you've done a stunt. It gets only slightly harder when grabbing your board, but no more interesting.

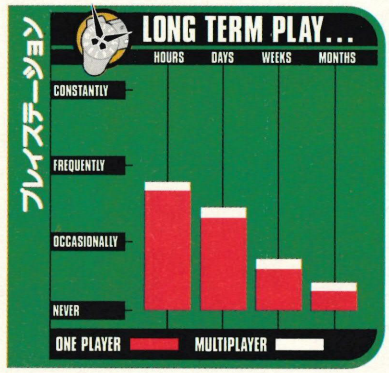
Streak isn't exactly a looker either. It has evaded any pop-up or fogging but somehow looks rough around the edges and could have done with a good polish to eliminate the harsh edges.

If you are looking for a game that requires the skill of a toe-nail clipping to play but rattles along at quite a speed, then *Streak* might just do it. If you fancy a game that requires an iota of brain activity though, *Streak* soon appears to be a waste of forty quid. If you've got half a brain you may not like this.



[Above] On your marks. Get set. Streak! Lining up you can suss the opposition and pull intimidating faces at them. To get away first, hit your boost button to thrust ahead.





PLAY

LOOKS	6/10
SOUNDS	6/10
GAMEPLAY	4/10
VALUE	4/10
CONTROL	3/10

59%

Hum-drum hoverboarding... again

Alternatively:
Jet Rider 2 78%
Psybadek 52%

Written By BEN LAWRENCE

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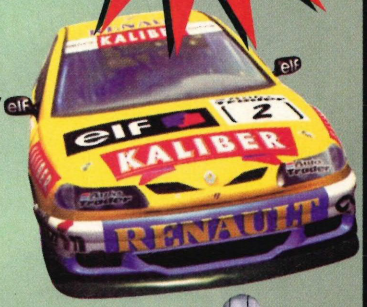


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- Z



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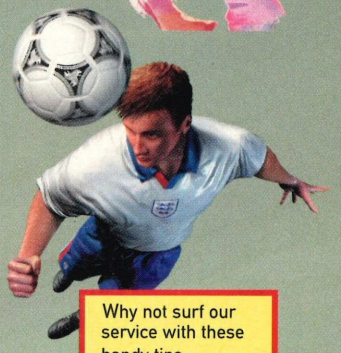
- Abe's Oddysee
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- V-Tennis
- WCW Vs The World
- World Cup '98
- World League Soccer '98
- WWF War Zone
- WWF Wrestlemania

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PSYBADEK



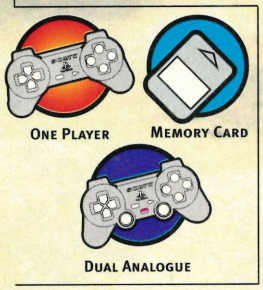
GRAB A WIG AND A PILLOW. YOU'LL BE PULLING YOUR HAIR OUT AND NEEDING A LAY DOWN. ENTER THE HOVERBOARDING CHILDREN.

This looked so promising. A completely (almost) original idea, brightly animated and bursting onto our screens like a funked up Manga-style skate fest. It is deceiving what a splurge of colour can suggest about a game because *Psybadek* plays like a fatherless child – or words to that effect. Let us start at its shining start and work our way downwards.

After Mia and Xako's friends were kidnapped by the evil blue dude, Krakken, they take it upon themselves to rescue their buddies harnessing the extraordinary powers of their floating boards. Bright skateboard culture visuals combined with a thumping funky soundtrack introduce us to Mia and Xaxo the two playable characters, then it is on to the game, or should we say games?

PLAY information

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



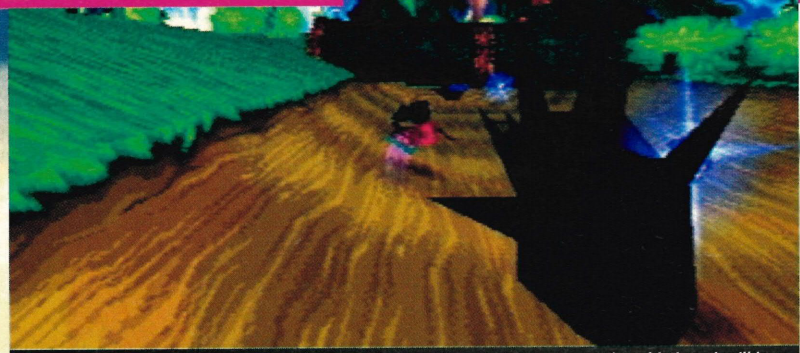


SKATE BORED

The first level you encounter is set in a downward toboggan run, avoiding penguins and collecting stars. At the end of this we expected a natural progression to a harder but similar level. Instead we came straight out of the toboggan run and into a penguin shooting gallery. Admittedly, this was fun, a rare quality in *Psybadek*. After that was completed, instead of reverting back to the toboggan run we had expected, we were racing a giant seal on a ball through a garish, eye-watering, mediocre *Wipeout*-style course. After that we were shooting footballs at the seal whilst it tried to squash us.

"This is a completely missed opportunity..."

So it continued, short unrewarding exercise after short unrewarding exercise, never really promising that anything substantial was going to happen. Also



[Above] During the jungle run, jump over these guys because if you start up a conversation with them they'll bore you to death. By the way, in case you were wondering, they're porcupines. We think they are anyway.



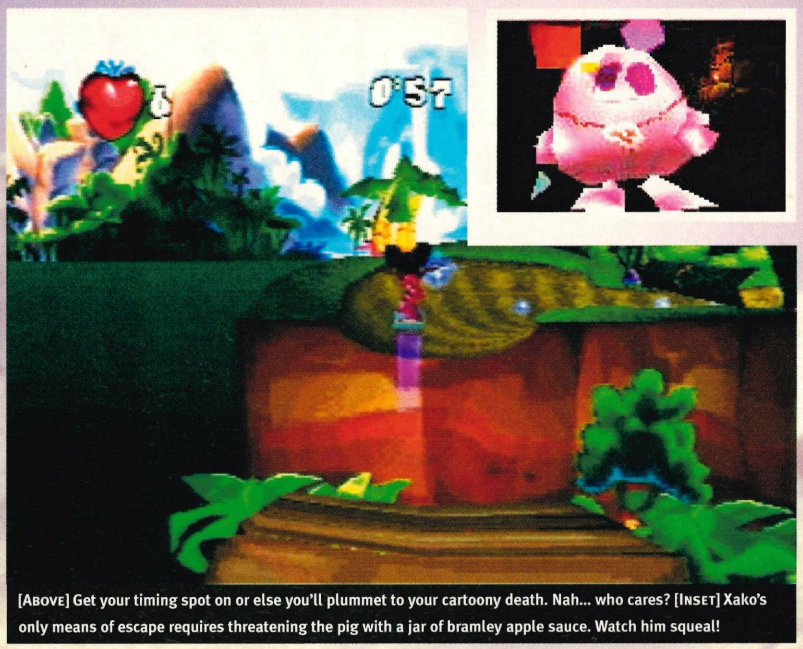
[Above] Jumping through the stars will enable you to open the exit at the end of the run. That's about it for this level. You could always admire the dancing trees if you wanted to. Ho-hum.



[Above] Roll-E the giant ball riding bad guy will squash you flat if you get too near. He is the first bad guy and he makes way for even more annoying creatures who drop dynamite in front of you. Inspired? No.



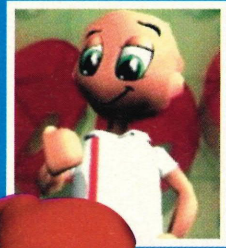
[Above] Notice how the course doesn't exist at the bottom. It's like this throughout, and if you're really unlucky you may find yourself going straight through the run rather that down it.



[Above] Get your timing spot on or else you'll plummet to your cartoony death. Nah... who cares? [Inset] Xako's only means of escape requires threatening the pig with a jar of bramley apple sauce. Watch him squeal!

BALD FACTS

There aren't many things that want to make us pull our hair out but *Psybadek* is one of them. If you have anything that renders you follically challenged and shiny on top, pop it on a postcard to: **I'm A Baldy Fruitcake Comp Play Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, BH1 2JS**



The funniest answers will receive a bundle of hair care goodies paid for out of our own fair pockets. You lucky devils.

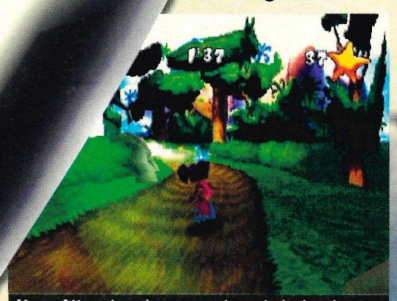


[Above] The races against the end of level baddies don't give the feling that you're going very fast...

only a few of the courses (namely the toboggan runs) actually require the use of the hoverboard and many would have benefited without it. It gets worse.

SIGH, BAD, EK!

Not only are the courses repetitive, the bugs that litter the game could feed a family of aardvarks... for a year. To name but a few, during the ice level when jumping from block to block there is an extra life worth nabbing. If you make a leap for it though, you go straight through the scenery. When racing against a giant ape, should you accidentally go over the edge of the track you disappear from view and never come back. These horrible glitches transform an already shallow game into an infuriating exercise in



[Above] Hoverboard your way through the jungle, avoiding everything... including entertainment.



[Above] Our heroes can be viewed from the front as well. You can't see where you're going, but it's novel!



[Above] Shoot the penguins as they scuttle about quacking. Do penguins quack? Surely they honk...

futility. The polygonal levels suffer from pop-up and the tearing is shocking. To make matters worse the hoverboard is a hindrance to the flow of gameplay. Where *Psybadek* should be about smoothness, every time you stop or get stopped it takes a few seconds to get moving again. In those seconds you'll have either been clobbered by your opponent or lost the lead in a race. Another word of advice: never touch your racing rival. You will die. It doesn't matter if you are ahead, behind, or picking your nose, you will die!

PSY-BUGGED.

To it's credit *Psybadek* is visually appealing and had potential to become a superb entry into platform land. Instead though, it soon becomes monotonous and no amount of colourful animation disguises the fact. *Psybadek* is a totally missed opportunity. It consists of a mast of ideas thrown together, none fully explored or elaborated on which makes it totally scrappy and unrewarding. It's also packed with bugs. God only knows what went wrong.



PLAY

LOOKS	7
SOUNDS	5
GAMEPLAY	2
VALUE	4
IRRITATION	9

52%

Bug riddled, hoverboarding boredom

Alternatively:
Crash Bandicoot 2 86%
Cool Boarders 2 81%

B-MOVIE



INCOMING DATA...UNIDENTIFIED SPINNING THINGS ON STRING ARE ENTERING THE ATMOSPHERE... CITIZENS ABDUCTED. RUN FOR THE HILLS... DON'T FORGET TO PUT THE CAT OUT.

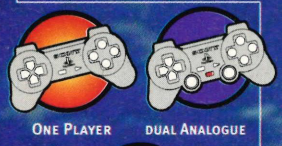
Written By BEN LAWRENCE

If Ed Wood has a PlayStation, which is most unlikely considering that he's dead, he would probably have approved of this game. By Jove we'd be inclined to agree! It's not half bad.

When the inhabitants of Earth found crop circles popping up in their carefully tended fields, the battle-hardened few who were ready for any alien attack stood up to be counted and to fight for freedom. They were an actress, a man with a broken back and a bloke with a pointy nose. The whole of Earth sighed a deep resigning piteous moan.

PLAY information

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





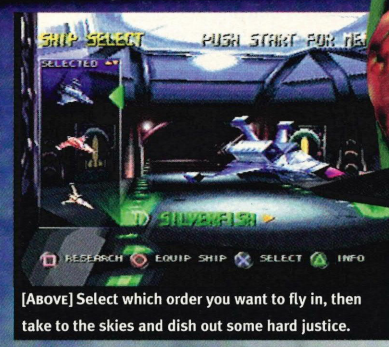
IT'S LIFE JIM...

The action takes place in the wraparound landscape in which you live and where earthlings get on with their daily tampering in all things ET. Complete with buildings, roads, churches it is your job to undertake missions given to you by mission control and try to eradicate any alien threat.

If EA had produced this it would probably be called 'B-Strike' – the mission structure is similar – because you have to complete a series of sub-missions in turn, each becoming harder as you progress. These range from transporting citizens to safe zones, escorting military vehicles and of course, blasting every green skinned B-Stard back to Mars. The major difference though, is that *B-Movie* puts a humorous slant on things. Aliens try and punch their way out of your ship when



[ABOVE] Vast amounts of alien ships line up and beg for a bashing. Resistance is futile, as they say.



[ABOVE] Select which order you want to fly in, then take to the skies and dish out some hard justice.



[ABOVE] Pound your unearthly enemies into the ground with the multitude of weapons you have to earn. Pick up the mad scientists and they will help in your quest to save the world.



[ABOVE] Recharge your ship at the base. Beware of lurking aliens though.



[Above] If they get too close for comfort (ie, you smell their little outer space body odour) then line up your cross-hairs and let them know where they stand. This one needs a soapy bath.



[Above] Track down a craft and watch it perform experiments on earthlings before letting your trigger finger slip and blow it out of the sky. [Inset] Here you can see where the nutty professors work on your ships. Bless 'em!

BAD TIMES

There are some really bad films out there, here's our five worst films ever!

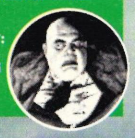
THE AVENGERS
Best Moment: Uma Thurman in a leather costume
Worst Moment: Sean Connery in a teddy bear costume
Pants Rating ★★★★★

BATMAN AND ROBIN
Best Moment: Uma Thurman dressed as a plant
Worst Moment: Arnie dressed as a fridge
Pants Rating ★★★★★

KILLER KLOWNS FROM OUTER SPACE
Best Moment: The candyfloss cocoons
Worst Moment: The popcorn guns
Pants Rating ★★★★★

JAWS THE REVENGE
Best Moment: Clips from the original
Worst Moment: Every scene with the shark
Pants Rating ★★★★★

PLAN NINE FROM OUTER SPACE
Best Moment: When it ends
Worst Moment: When it begins
Pants Rating ★★★★★



you capture them, making it jolt from side to side, wild haired professors skip down the roads and government troopers prefer drinking tea than fighting. The weaponry and equipment is also mighty fine and can all be upgraded with the help of the rescued professors which you suck up in the B-Movie version of the *Strike* series' winch: the Suck-O-Matic.

TAKE ME TO YOUR LEADER!

Despite being named after cheap trash, *B-Movie* certainly doesn't look like it. The game is bold and cartoony and although certain aspects of the environment lack detail, it doesn't detract from the gameplay because you'll be hurtling around at such brake neck speeds you probably won't notice. The frame rate is worth a mention because it is brilliantly fast and gives a real sense of urgency to completing your missions. This won't be easy though because from the outset the missions are hellish. During the end of the first level literally hundreds of different saucers descend upon you and you have to kill or be killed.

"Hundreds of saucers descend... kill or be killed!"

It's not all about blasting though. Assigning your ships in different orders is important for success. If you need to rescue citizens then a ship with a greater cargo capacity would be more appropriate than one with big blazing guns. The three ships all have different attributes and learning how to master them and which parts of them to power up is all part of the fun. Basically, you have to combine frantic ET exterminating with a pinch of intelligence and strategy.

If you're a fan of the *Strike* series, have green skin with eyes on stalks and are after a refreshing change, then *B-Movie* would prove the ideal tonic. It's out of this world!



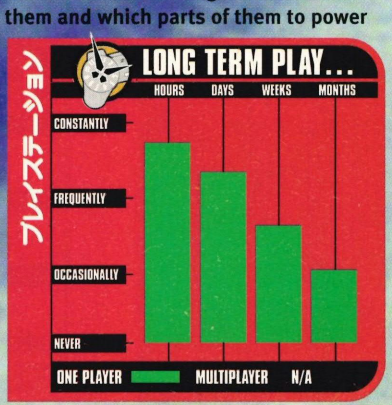
[Above] Escort a convoy to pick up the civilians before they are turned into alien food and sold in bulk.



[Above] The training sim will allow you to get a feel for your craft before you put it through it's paces!



[Above] Make sure every hit counts as you blast your way round in your magnificent flying machines. They won't even stop when they see the other ships blown to a thousand pieces.



PLAY

LOOKS	●●●●●●●○○○
SOUNDS	●●●●●●●○○○
GAMEPLAY	●●●●●●●●○○
VALUE	●●●●●●●○○○
SAUCERS	●●●●●●○○○○

86%

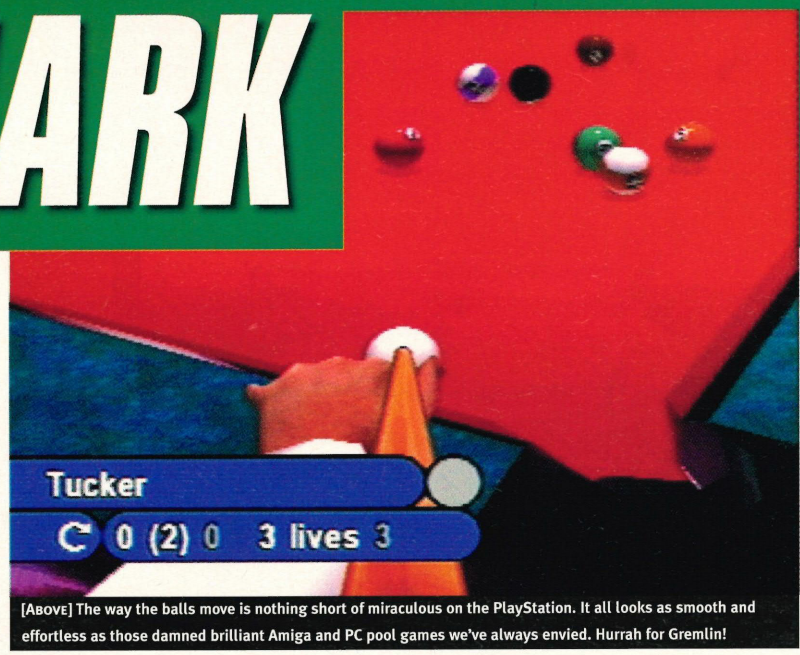
Spaced out Space invaders!

Alternatively:
Nuclear Strike 88%
Virus 2000 82%

POOL SHARK

Written By TOM SARGENT

THE TRIGONOMETRY PROFS AT GREMLIN UNIVERSITY HAVE CREATED THE MOST ACCURATE POOL SIMULATION EVER. BUT HOW DOES IT PLAY?



[Above] The way the balls move is nothing short of miraculous on the PlayStation. It all looks as smooth and effortless as those damned brilliant Amiga and PC pool games we've always envied. Hurrah for Gremlin!

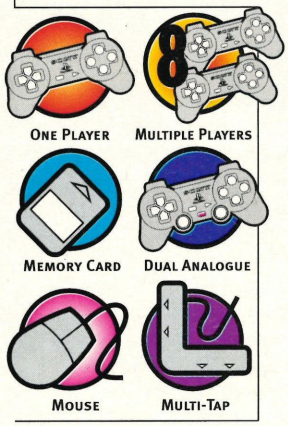
Fact: there's no way that any simulation of pool will ever be as enjoyable as going down to the local and hustling your mates out of a few quid. That aside, Gremlin's *Pool Shark* is getting on for what we'd consider to be the perfect console alternative. The way the balls scatter and respond to every (and we mean EVERY) range of shots is flabbergasting. The nutty professors who worked the algorithms must be pool experts themselves, because the results are so genuinely realistic, they almost defy belief.

If you reckon that you know a thing or two about the great game (we know we do) all of the shots are in there: screw-backs, swerves, jumps and stuns. You name it, you can do it. It gets you as close to the action short of banging the tip of a real cue against the screen, so much so that on occasions, you struggle to pot long balls, because there's no sign of any 'training lines'.

It's tempting to call this a cop out, but we found it really tough potting even the most simple shots. Surely a compromise between the lines showing the trajectory of every ball and their final resting places and giving players some kind of a guide (just from cue-ball to object-ball, even?) would have been fairer.

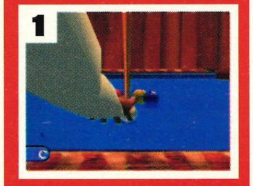
PLAY information

Publisher: Gremlin Interactive
Customer support: 0114 2738601
Price: £39.99
Release date: Out now

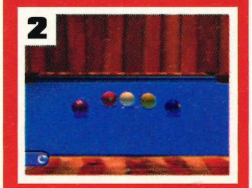


TRICKSTER

A special section devotes itself to trick shots.



A little beauty this. Chip the ball over the balls to the opposite cushion. It hits the lip of the cushion and bounces back in the air...



...Hitting the balls into four different pockets. Cool or what?

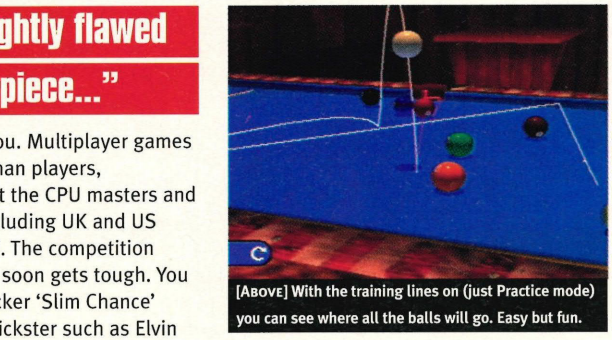
RACK 'EM

It really is guess work half of the time – which is tragic, because this could have been easily rectified.

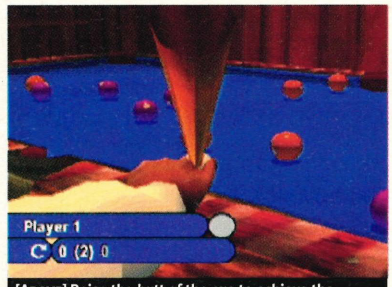
Everything from an options point-of-view has been covered for the discerning sharksters among you. Multiplayer games with up to eight human players, competitions against the CPU masters and every game style including UK and US rules can be toggled. The competition from the CPU player soon gets tough. You may beat the ex-trucker 'Slim Chance' easily, but when a trickster such as Elvin Burger (a jump shot expert) show up, you'd better pray that all your shots go down the pockets.

The views are excellent, but sometimes you feel hampered by the cushions and a compromise to see exactly what's going on has to be made. There's even a mouse option where the strength of the shot is determined by the speed with which you move it forward and backwards. Overall, *Pool Shark* is a slightly flawed masterpiece. You won't find a better version. If only those training lines (other than in Practice mode) had been included...

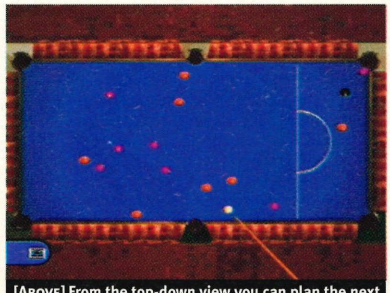
"This a slightly flawed masterpiece..."



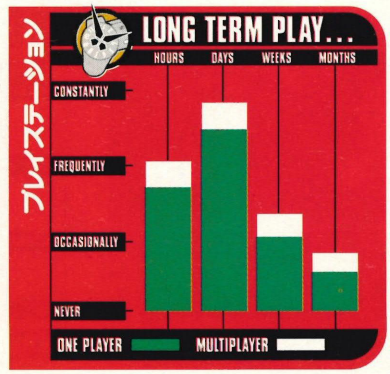
[Above] With the training lines on (just Practice mode) you can see where all the balls will go. Easy but fun.



[Above] Raise the butt of the cue to achieve the desired shot. It works very well most of the time.



[Above] From the top-down view you can plan the next shot. A really handy facility that you constantly need.



PLAY

LOOKS	9
SOUNDS	8
GAMEPLAY	8
VALUE	8
SNOOKERS	8

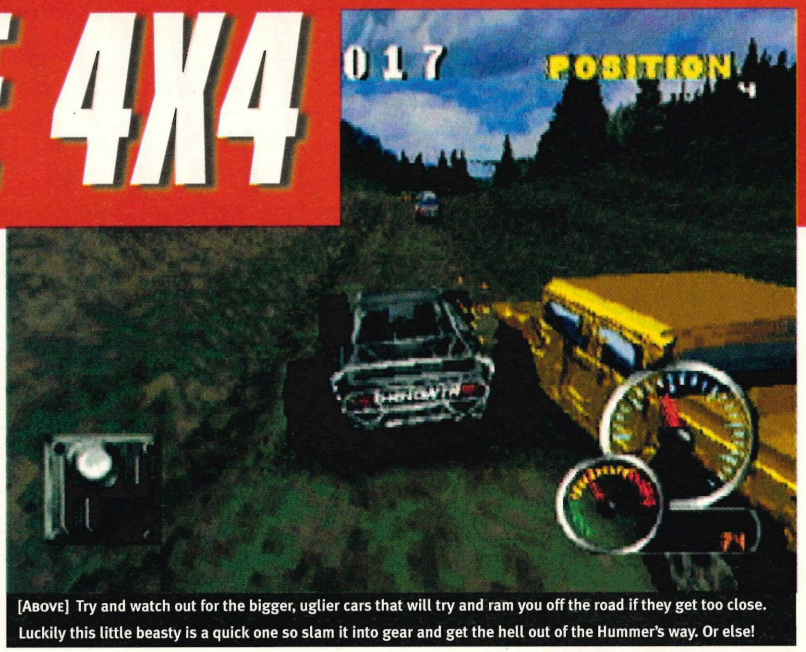
85%

The most realistic pool simulation around!

Alternatively:
Virtual Pool 68%
The real thing!

TEST DRIVE 4X4

START YOUR ENGINES, SHIFT INTO FOUR-WHEEL-DRIVE AND AIM YOUR CAR AT THE WILDLIFE, IT'S TEST DRIVE 4X4!



[Above] Try and watch out for the bigger, uglier cars that will try and ram you off the road if they get too close. Luckily this little beasty is a quick one so slam it into gear and get the hell out of the Hummer's way. Or else!

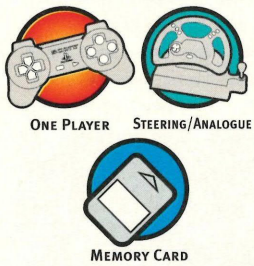
Ploughing up the countryside in a 4x4 may be fun for people called Quentin who wear wax jackets and work the stock markets during the week. For the rest of us though we've got to settle for a poor substitute flickering on our TV screens. Oh the shame of being paupers!

Unfortunately that's all *Test Drive 4x4* ends up being. Not only a poor substitute for owning the real thing, but a poor substitute if you find your local game shop is out of *Gran Turismo* and *Colin McRae Rally*. The basic concept of *4x4* is to race around world dirt tracks in various heavy vehicles and beat other drivers. Short cuts can be made across the scenery and the tracks do vary in width allowing you to take the harder high ground, whilst your opponents sludge it out in the mud below. It's nothing revolutionary though we hear you say. Wrong! *4x4* has one of the most original aspects to be featured in any competitive game. Something so outstanding it will take your breath away. It's one player. Yes, one player!

"This game is just a theme on average..."

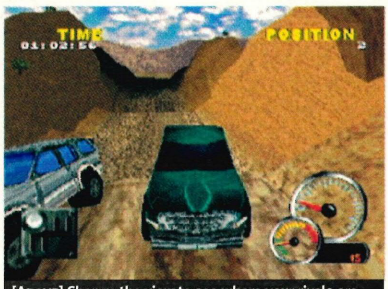
PLAY information

Publisher: EA
Customer support: 01753 549 442
Price: £39.99
Release date: Out now

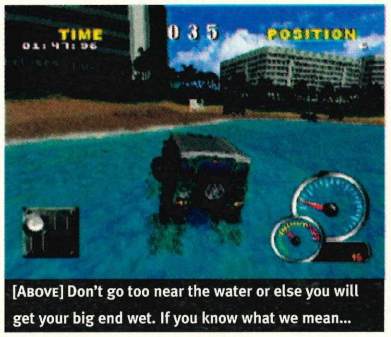




[Above] Get bumped about too much and you'll be up-ended.



[Above] Change the view to see where your rivals are coming from. Very far away by the looks of it!



[Above] Don't go too near the water or else you will get your big end wet. If you know what we mean...

BRUM BRUM

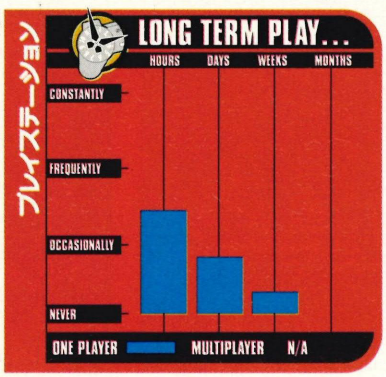
Although it looks as primitive as Captain Caveman's grandad, it certainly doesn't play like him, it plays superbly. No, we're lying, it doesn't. The cars all handle pretty much the same (badly) and when leaping from a ramp you always come safely down thanks to the computer taking control. The courses aren't up to much either and are usually canyons and other riveting geological features such as... er, canyons. The choice of courses do change though as you gain enough experience and learn to unlock them all. Hawaii is fairly impressive, apart from the huge amount of polygon ripping which leaves big blue streaks all over the screen. Wales is a field with puddles.

The classes are fairly impressive ranging from 4x4 snob-mobiles to whopping great Hummers, but there are only a few cars in each class, some of which have to be earned. This soon means the challenge and long-term appeal disappears down the toilet quicker than a dodgy curry.

Why anyone would be attracted to this when superior racers are about is beyond us. *4x4* is just a theme on average. In case you feel sorry for it, we'll again remind you of the factor that knocked at least 20% off it's score. It is only single player.



[Above] Smash your opponents out of the way and head towards the finish line. It's quite a distance away so put the pedal down! Remember to avoid the bathers later on though !



PLAY

LOOKS	●●●●○○○○○○
SOUNDS	●●○○○○○○○○
GAMEPLAY	●●●○○○○○○○
VALUE	●●○○○○○○○○
FLAT TYRES	●●●●○○○○○○

54%

Pointless entry into a saturated market

Alternatively:
Hardcore 4X4 81%
Test Drive Off Road 35%

Written By BEN LAWRENCE

TEST DRIVE 5



[Above] For all of us twentysomethings who grew up watching *Dukes Of Hazzard*, it would be unthinkable to drive the growling Dodge Charger in anything but General Lee orange! All we need is old Rosco out here too!

THE GAME WITH MORE COMEBACKS THAN MICHAEL MYERS HITS AGAIN, BUT SHOULD IT JUST HAVE SLIPPED AWAY QUIETLY INTO THE NIGHT?

This is just getting silly. You'd think that by now it would have gone the way of all the other long running Electronic Arts series and become *Test Drive '99* so you can't tell how many there have been, but no, *Test Drive 5* it is. After the PlayStation's first taste of *Test Drive*, number four at the end of last year, we saw what could be done with the old series on a newer console – but can they keep it up?

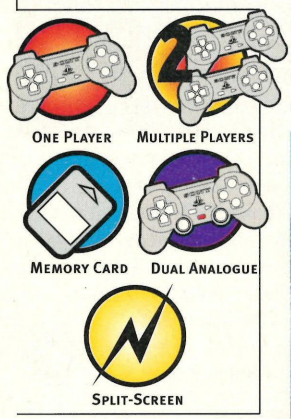
A good deal of effort has been put into the presentation, with the music in particular. There are five real, signed bands that provide a dirty industrial metal soundtrack to the game, including Pitchshifter (who feature in the opening video after *Test Drive 5* loads) and veterans Fear Factory. Probably not to everyone's taste, but there are very few games that have a selection of legitimate bands on their soundtrack, instead of bland rubbish.

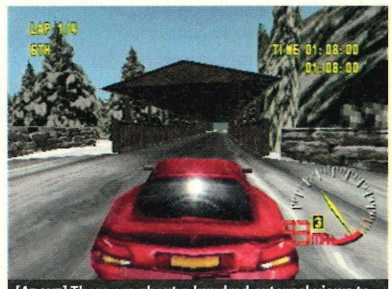
Of course, this is a driving game, and music isn't the most important thing that's been licensed. The selection of pedigree motorcars is something like your dream collection would look after a major lottery win – every one's a classic. Continuing the beauty versus beast premise that was used for *Test Drive 4*, half the cars are Sixties American monsters (the kind that run on crude oil and take up more space than the average London flat) and half are sleek automotive triumphs of the late Nineties.

"Racing isn't as much fun as it should be..."

PLAY information

Publisher: Electronic Arts
Customer support: 01753 549 442
Price: £39.99
Release date: Out now

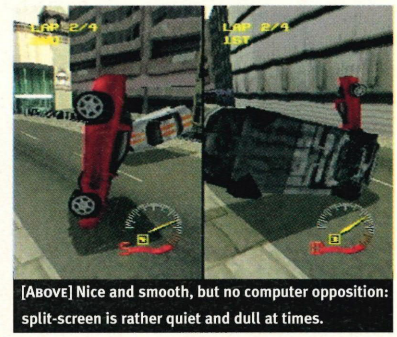




[Above] There are about a hundred external views to choose from, including a snug tracking camera.

FUEL INJECTION

So whether your idea of heaven is getting behind the raw power of a Pontiac GTO or being cradled in the luxury of the Aston Martin Vantage, *Test Drive 5* has something for you. There are about eight cars from each time frame, plus seven cool concept cars (TVR Speed 12, Nissan



[Above] Nice and smooth, but no computer opposition: split-screen is rather quiet and dull at times.



[Above] A tiny bit of playful shunting at the starting line and the buggers smack you so hard you spin into the oncoming race cars. You have lost the race then. Restart, try again.



[Above] Enormous crashes look good, but it takes so long to land and get going again that you have to switch "3-D collisions" off, which is all a bit boring really. Still, where else do you get to hammer a Skyline like this?

Written By GRAEME NICHOLSON



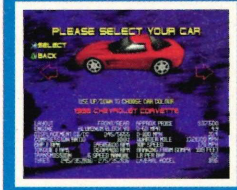
[Above] The grossly over-powered Dodge Viper also featured in *Test Drive 4*, but you can't begrudge the return of something so wonderful. A special GTS-R version can also be won.



[Above] A mighty vicious bunch of individuals, the competitors will knock you about a bit, making things difficult in icy high speed racing conditions. [Inset] Pitchshifter scream their way through the opening video in *TD5*.

REV LIMITS

Check the full car list to see if your favourite motor has been included in Test Drive 5. We'll not spoil it by including the seven lovely secret cars!



Modern Day
'98 Dodge Viper
'97 Chevrolet Camaro Z28
'98 Saleem Mustang
'98 Chevrolet Corvette
'98 Nissan Skyline
'98 TVR Cerbera
'98 Aston Martin Vantage
'98 Jaguar XKR

Old Timers
'67 Pontiac GTO
'69 Dodge Charger
'70 Chevelle
'71 Plymouth Hemi Cuda
'66 Shelby Cobra 4275C
'69 Chevrolet Corvette ZL1
'69 Chevrolet Camaro ZL1
'68 Mustang 428CJ



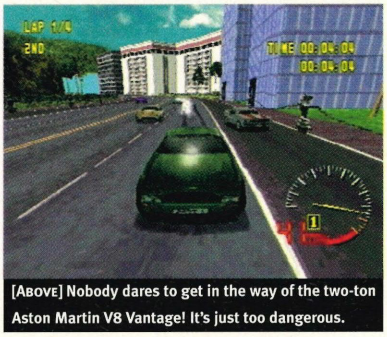
[Above] Even the biggest, meanest American cars are not safe from the floaty physics of *Test Drive 5*.

R390 GT-1 and so on) which must be unlocked by winning the tournaments. You will almost certainly find the performance of that car you've always wanted to drive to be badly lacking though. According to the game, simply choosing a car dramatically lowers its acceleration, as no matter which model you decide to drive it gets left for dead on the starting grid.

From then on it's a total battle to claw your way out of last place. As the five competitors cannot be caught via the conventional method of driving better than them, you have to wait for them to get mixed up in an accident, when you shoot into first or second place. It's great to see computer drivers being a bit human and screwing up in a big crash, but when it's your only way to catch them you miss all the satisfaction. You won't be skillfully negotiating the inside line on a bend to gain a few extra feet – just praying for a slow civilian car to get in their way!

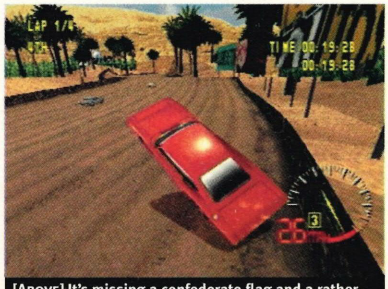
TURBO NUTTER

Test Drive 5 offers a lot, however, with well above average cars, police chases a la *Need For Speed 3*, nice weather effects and 16 good tracks from around the world, most of which are point-to-point instead of circuits. It even has a Cop Chase split-screen mode which allows you to pursue your friends in a cop car...

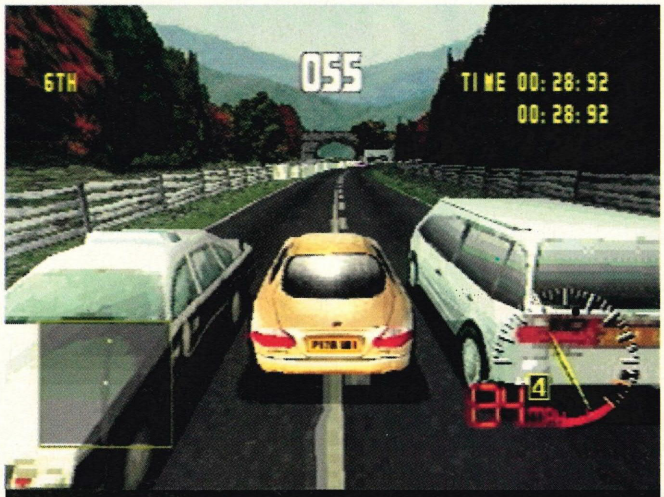


[Above] Nobody dares to get in the way of the two-ton Aston Martin V8 Vantage! It's just too dangerous.

Strange slow motion crashes and the lack of any apparent impact from enormous jumps make the cars feel odd to drive though, without the vital impression of weight or momentum. Sadly racing isn't as much fun as it should be because of this and the problems with those supernaturally quick CPU players. Good, but there are better racers...



[Above] It's missing a confederate flag and a rather suspiciously placed log to jump off, but it'll do!



[Above] The game throws everything it can at you to slow you down and keep you from catching the opposition, so you've got to take some scarey chances on the road. Beep beep!



PLAY

LOOKS	8
SOUNDS	7
GAMEPLAY	5
VALUE	6
CYLINDERS	6

75%

Pipped at the post by the competition

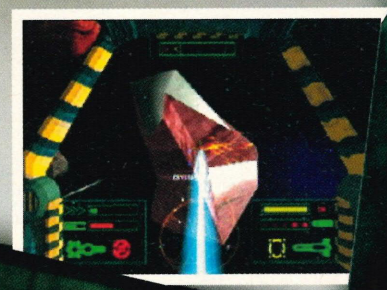
Alternatively:
Gran Turismo 97%
Need For Speed 3 87%

COLONY WARS VENGEANCE

THE SEQUEL TO THE MOST VISUALLY STUNNING 3-D SPACE COMBAT SHOOT-'EM-UP ROARS ONTO YOUR PLAYSTATION AND IT'S BETTER THAN SEX. ERR... MAYBE!



[Above] Tracers from your laser cannons light up the emptiness of space until finally, they find their target. Kabooom!! Farewell etc.



Written By TOM SARGENT

PLAY information

Publisher: Psygnosis
Customer support: 01244 659 286
Price: £44.99
Release date: Out now



ONE PLAYER MEMORY CARD



DUAL ANALOGUE

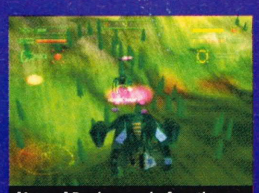
A long time ago... well, about a year or so... in a galaxy far, far away... well, erm, Liverpool... the greatest space combat shoot-'em-up popped-up from nowhere and literally blew us away. *Colony Wars* was a game of epic proportions – beautiful to behold and full of gigantic explosions. Even the sweeping soundtrack, reverberating through the blackness of space, sounded wonderful.

PLAY CLASSIC

It was flawed, though. It looked and played fantastically (wee Graeme couldn't praise it high enough). But on closer scrutiny and after re-attaching our dropped jaws, something wasn't quite right. The missions were plentiful, but really samey and before long tedium reared it's ugly head and the multiple endings served only to confuse the player.

"It's an orgy of intense, satisfying violence..."



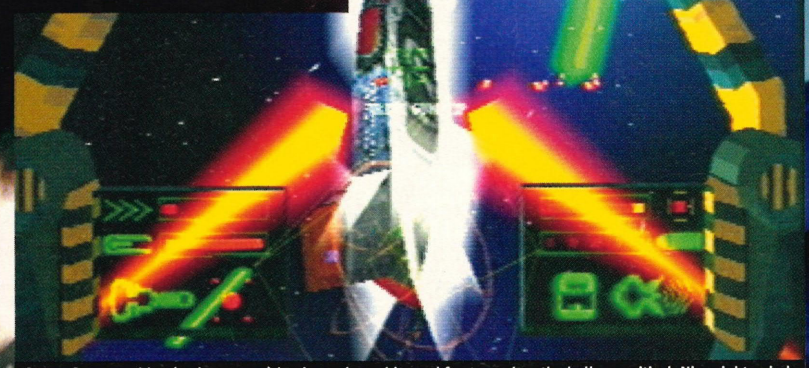


[Above] Dash away before the enemy ground turrets find range...



[Above] Ooomph! Mid-air collisions aren't good. Your shields take a hammering and lose control for a while.





[Above] Enemy ships (and your own) begin to glow white and fracture when the hulls go critical. Nice sight, mind you. [Inset] To spice things up, there's a crackling story introducing new characters and situations.



IN THE NAVY...

In the words of the loveable, but disgracefully camp protocol droid C3PO, "Thank the maker" for the sequel, because *Colony Wars Vengeance* (*CWV*), for what it is, boasts more bells and whistles than a Morris-dancers' convention.

It's flippin' ace and represents everything that the first game should have been. But (and this really saddens me to cast any doubt over its all-round greatness) it isn't *Elite*. It looks better, feels better to control and urges you on through some really tough and diverse challenges.

But just imagine what could be achieved with the freedom to roam wherever you please, when you please – trading and blasting as you go, with the option to link-up with another player? Eeeh, it gets me juices flowin' just thinking about it! But enough of this moaning.



[Above] Shields glow as you deplete them with shots across the bow. Don't let your cannons overheat or they're next to useless. [Inset] Fail to complete too many missions and you join the chain gang for a life of misery.

You now fight for the Navy under the mysterious Kron, taking on the might of the League as they make plans to keep your forces within the Sol System.

CWV delivers big style in all areas, especially with the excellent and purposeful learning curve. Early missions are a cinch, allowing players to ease themselves into the cockpit and get to grips with the views, targeting weapons systems and what have you.

Within an hour or so, you'll be doing it in your sleep – reverse-thrusting in a dog-fight, where you can watch particles ricochet off your craft, lock-on with homing missiles and run the enemy ragged through slinky manoeuvring.



[Above] The graphics are absolutely gorgeous – even better than the original. They're hi-res too.





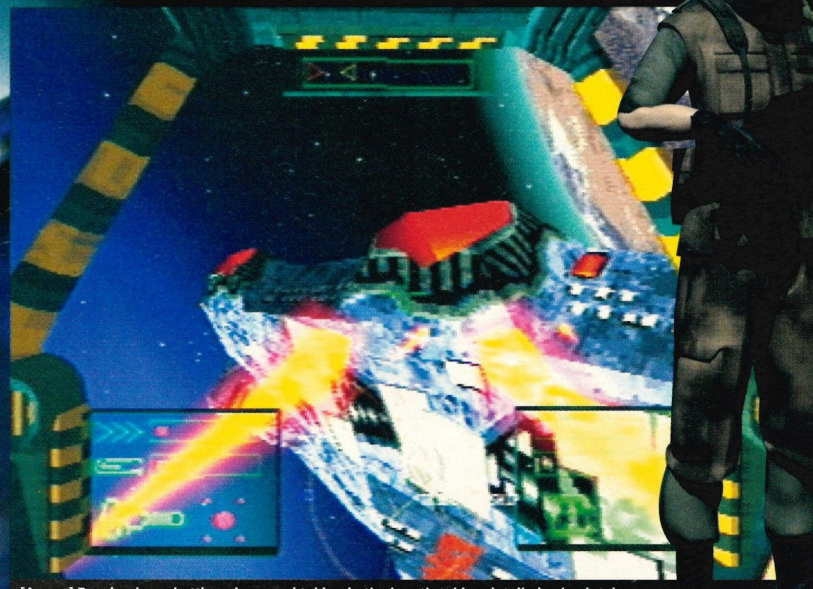
[Above] Kron isn't the man he claims to be and you must take out his cronies in a huge space battle.

BEAM LASER

Where *Colony Wars* failed to deliver, *CWV* serves it up in spades. We're talking variety in the missions, here. Fragging the enemy always was... is outstanding fun. Only, for the sequel, Psygnosis had the foresight to make each one infinitely more appealing.

Instead of just wham, blam thank you mam, there are plenty of fascinating distractions to keep you glued, such as using a grappling hook to tow-away leaking radioactive pods and taking detached gun turrets to specific hard-points on a giant battle cruiser.

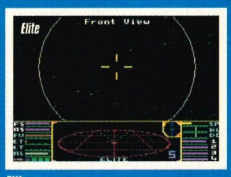
Other tasks include mining crystals buried deep within rogue asteroids using a devastating seismic lance, protection of giant navy battle cruisers, protecting ships, negotiating asteroid fields, and much, much more. For instance, the grappling hook can be used to comical



[Above] Buzzing huge battlecruisers and taking in the breath-taking details is absolutely ace. *Colony Wars Vengeance* continues to amaze from start to finish with no letting up in the action.

OLD STARS...

From the dawn of 8-bit gaming through to today's graphical masterpieces, space combat has been simulated across every format. How many of these classics do you know?



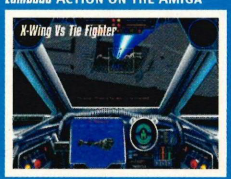
Elite The daddy of them all and conceptually, never been bettered.



Space Rogue A little known 3-D masterpiece on the C64.



Lambada Action on the Amiga



X-Wing Vs Tie Fighter One of the best PC shooters ever made.

IN THE DARK

ONE OF THE TASTIEST MORSELS OF *COLONY WARS VENGEANCE* IS USING THE GRAPPLING HOOK. NOT ONLY CAN YOU HAUL SMALL FLOATING OBJECTS TO AND FRO, BUT FIRE IT AT PASSING SHIPS. INSPIRED GAMING!



Fire the little beauty into the darkness...



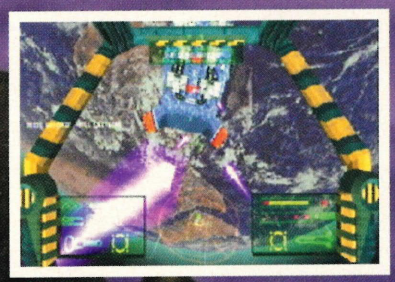
Away she goes... wait for it...



Gotcha! The towing line goes tight and the hook disappears.



A quick look behind and there it is happily on-tow.



effect when fired directly at enemy ships. If in range, it keeps them from fleeing and you can just sit there taking pot-shots at your own leisure as they try to flee in vain. Ground missions were conspicuous by their absence in the first game, but now you can dart along mountainous terrain in the 'Spook' air-to-ground dropship taking out ground installations and on one particular mission an eight-legged metallic arachnid, which scuttles smoothly toward your home-base.

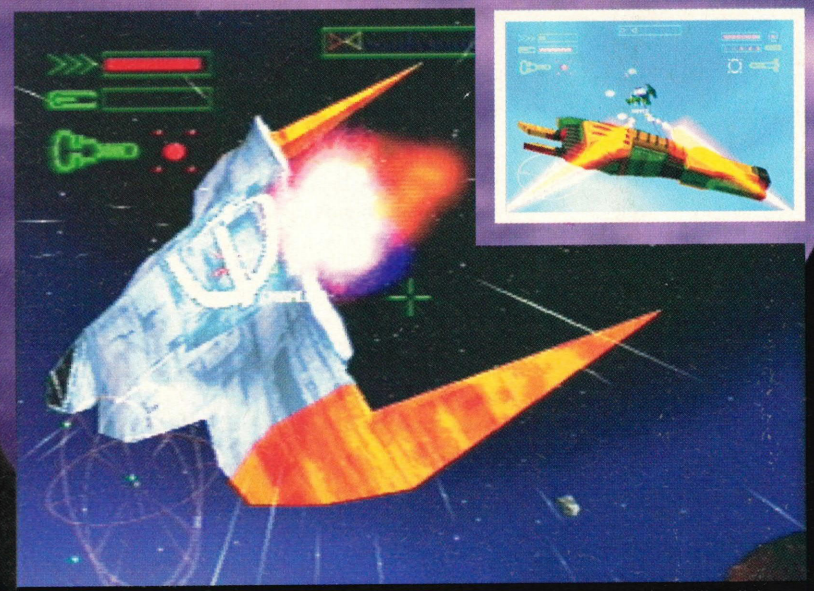
Terrific stuff, and this hasn't been botched together for the sake of appeasing a few fans, either. The ground battles work nearly as well as the space-based battles. Okay, there's a fair amount of 'fogging' on the horizon, but it doesn't detract from the nip-and-tuck tactics that necessitate a successful mission.

HUMAN LEAGUE

Colony Wars Vengeance is a tough cookie to crack and although there are fewer missions than last time, don't be surprised if you find yourself smashing the controller over somebody's head in frustration over lengthy assignments. Quite often you're racing against the clock. For example, on one of the five ground-based missions, you have to knock out the fixed defence turrets before a giant League transport ship arrives to ferry it's prototype fighters from a factory. Looking up at the sight of this behemoth, as its tractor-beams haul up the three craft is nothing short of breath-taking.

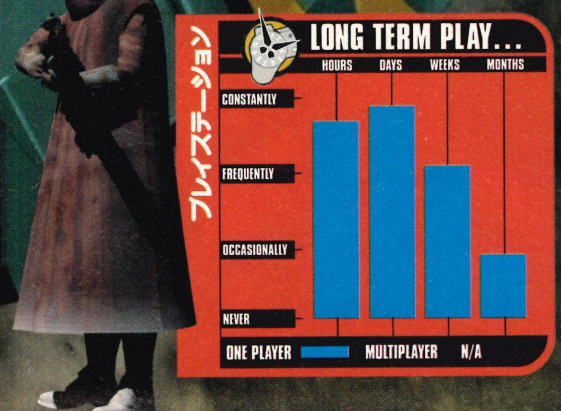
This goes for virtually all of the other missions too. You could pick any one of them out of a hat and bore people senseless with tales of astounding attention to detail and excitement. There's nothing quite like buzzing a huge, lumbering cruiser set against one of the superlative backdrops (planets, black holes, suns) or orbital station and gazing in awe at their sheer size as they bristle with colour and detail.

CWV kicks its predecessor into a Crocket hat. If only Psygnosis would take the game one stage further and create an *Elite*-style universe and perhaps a multiplayer link-up, we could retire and stop complaining. As it is, space combateers have never had it so good – it's an orgy of intense, satisfying violence – so shut up and kick 'em in the asteroids!



[ABOVE] You can even see the Tribe logo on this Stormlord fighter. A nice touch, which makes the killing all the more satisfying. [INSET] Stop this carrier vessel from ferrying this prototype fighter away. It's a spectacular sight.

"A tough cookie to crack!"



PLAY

LOOKS	10
SOUNDS	9
GAMEPLAY	9
VALUE	8
ASTEROIDS	9

93%

A stunningly beautiful space combat blaster

Alternatively:
Colony Wars 92%
Wing Commander IV 67%



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BEATMANIA



GET WI' DA FUNKY BEAT AND JOIN THE HAPPY CLAPPERS AT KONAMI FOR THE PLAYSTATION'S FIRST DJ SIMULATOR.

Written By TOM SARGENT

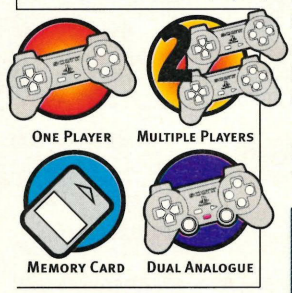
Everybody in the house say Yeaaah! Whistle posse! Konami's conversion of the arcade game lets your wildest DJ dreams come true on the condition that you opt to buy the game with a little dedicated peripheral gizmo featuring five keys and a scratch pad, as if you use a standard controller, the fun factor falls below the pointer marked 'No fun'.

Beatmania is basically a DJ simulator. "A What?" we hear you cry. Like *Parappa the Rapper* and *Bust-A-Groove*, you're supposed to use your natural rhythm while co-ordinating button presses with on-screen indicators. Only, in the case of *Beatmania*, other than a few dance trance images, you get absolutely zip in the way of a visual reward.

Basically the game uses five keys for the left hand and a turntable pad for the right. These must be bashed according to the music and on-screen timing indicators (coloured bars which drop from the top of the screen to the red bar at the bottom). If you're using a standard controller, the keys and turntable controls are assigned to certain buttons, but these can be altered to your own specifications.

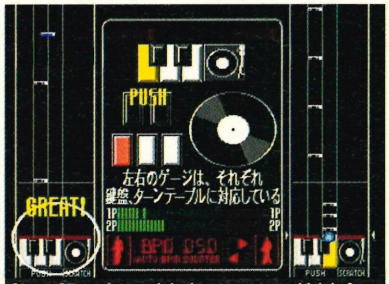
PLAY information

Publisher: Konami
Customer support: Department 1 on 0171 916 8440
Price: £49.99
Release date: Out now (import)

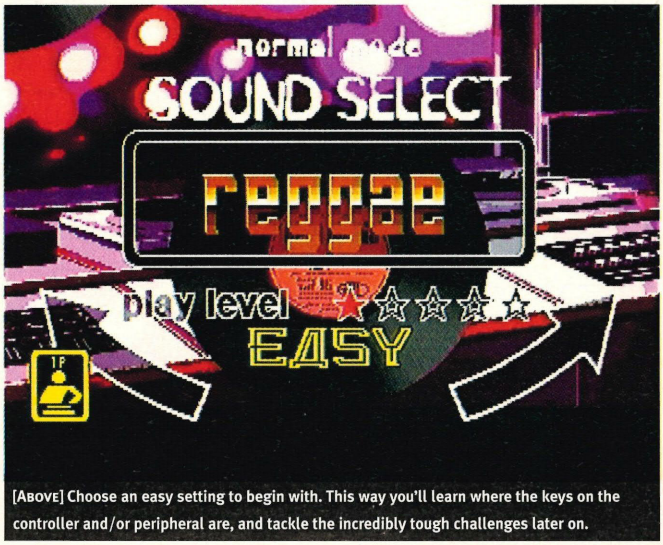




[Above] Clear any stage and you move on to a much tougher mix.



[Above] Two players duke it out at once, which is fun for a while. You can even control two decks at once.



[Above] Choose an easy setting to begin with. This way you'll learn where the keys on the controller and/or peripheral are, and tackle the incredibly tough challenges later on.

[Above] Depending on which genre of music you choose, little images pop-up to provide a bit of on-screen entertainment. They're pretty naff, though and represent more of a fit-inducing distraction than anything else.



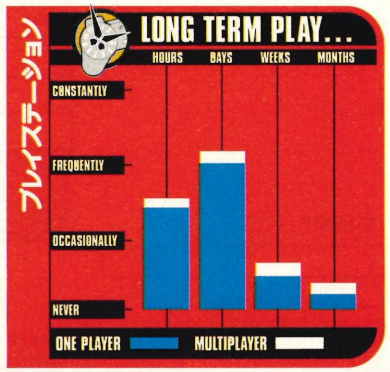
ITCHY & SCRATCHY

The range of styles is pretty comprehensive – there are two CDs crammed with 27 songs – from a wide variety of musical genres including techno, hip hop, reggae, soul, break beats and house 19 of the tracks have been borrowed from the arcade, but there are an additional eight new tunes including the theme tune from *Metal Gear Solid*.

Training mode allows you to practice selected segments and hone the supple finger gymnastics required to take on the Boss DJs. On meeting one of these, you're treated to some of the most appalling animation ever seen. The way their hands use one frame of animation as they 'challenge' you to a scratch-off is insulting. 'Hidden' hides the rhythm pattern forcing the player to rely entirely on his/her sense of rhythm as opposed to reflexes, and 'Double' lets the experts handle twice as much rhythm work.

"Wave your hands in the air like you don't care..."

If you're into the scene and fancy yourself as a funky DJ, there's sufficient material to make you wave yer hands in the air like you jus' don't care, but curious on-lookers will soon tire of the inordinately-high difficulty level.



PLAY

LOOKS	●●●○○○○○○○
SOUNDS	●●●●●●●○○○
GAMEPLAY	●●●●●○○○○○
VALUE	●●●●●●○○○○
DECKS	●●●●●○○○○○

60%

One for the serious DJs only

Alternatively:
PaRappa The Rappa 87%
Bust-A-Groove 89%

The driving force

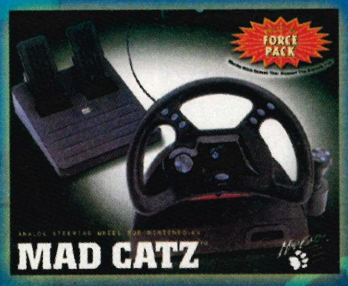
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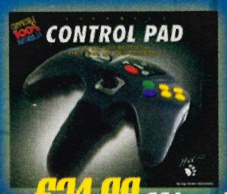
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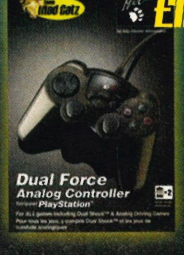


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COOLBOARDERS 3

THE NIGHTS ARE DRAWING IN, THE WEATHER IS GETTING WORSE. SOON IT'LL BE SNOWING AND THEN THE REAL FUN WILL BEGIN!

Written By **BEN LAWRENCE**

Skiing was once the general sport where mountaineers used to climb to the top of a snowy peek. There they'd stand, two poles in hand and two lolly-pop sticks on their feet. There they would survey the world below them then fly back down at breakneck speed. That was until Snowboarding where people wear socks on their heads, cool clothes on their backs and one board strapped to their feet.

Such was the success of Snowboarding, that the PlayStation was treated to its dose of speedy snow surfing in the form of *Coolboarders* and its sequel. They in turn were successful enough to spawn another sequel, *Coolboarders 3*.

"The stunts would make Evel Kneival sob!"

PLAY information

Publisher: Sony
Customer support: 0171 505505
Price: £39.99
Release date: Out now

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



[ABOVE] How anyone can concentrate when they've got headphones on is beyond us. [INSET] Head off down the slopes, stupid grin on your face, the wind in your hair and of course, your finger-warming woollen mittens.



[ABOVE] Woo! What a right show off. Impress the girls and make the guys jealous with your aerial antics!

PLAY MISTY FOR ME

Now, although some games are well into their quota of sequels (*FFVIII*) they have proved to us buying public that they are worthy enough games in their own right and in being released they have brought fresh elements that their predecessors lacked. So, what does *Coolboarders 3* have that the other two didn't? Well, let us enlighten you.

Firstly the quality of *Coolboarders 3* surpasses the other two in leaps and bounds. Studio 989 have taken over where WEP Systems left off and ensured that the boarders actually appear to be gliding down the slopes rather than merely sliding. The movement is almost liquid so when ploughing up the snow ahead of you, a real sense of speed is evident. The slopes are also ideal as they



[ABOVE] Suss out the opposition at the start and you will be in for a good race. To see how you did there is a Replay mode where you can watch every victory and every embarrassing defeat.



[ABOVE] Performing stunts is the name of the game but make sure you don't hit the ragged rocks that often wait below you. These will probably hurt and even if they don't, they will put you off your stride and make you lose.



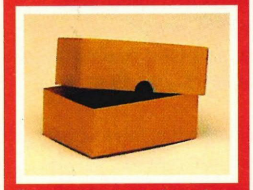
[Above] During some courses arrows will point at the best points to perform tricks. Head towards them, hit the power, sail high in the air like Eddy The Eagle and crash into a tree.



[Above] Try and get as high as you can and you will be able to perform as many stunts as possible. Do enough to make sure that no one else gets the championship trophy. [Inset] The first deadly mountain... they get harder!

COOL AS...

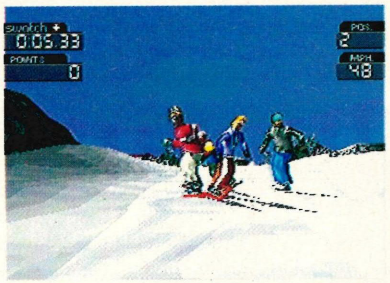
We said that *CoolBoarders 3* made the other *Coolboarders* games look like they were shoe box people but what can you do with a shoe box?



1 An ideal hat for Ascot! Wear it in sunny weather only to be the envy of the rich and stupid. Avoid the rain as it will sag and then fall apart.

2 An ideal pet coffin! Wait until Smudge or Sparky snuffs it then place them in a shoe box lined with toilet roll. Bury it and watch next door's dog try and dig it up! Oh the fun!

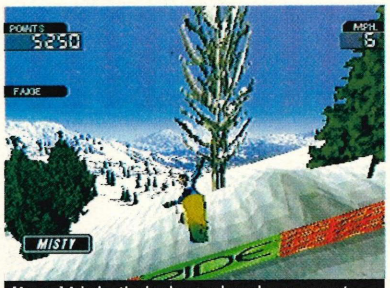
3 An ideal Television! If you don't want to pay your TV licence simply cut a hole in it and bribe next door's children into re-enacting episodes of *Eldorado!* Make sure it's not really plugged in.



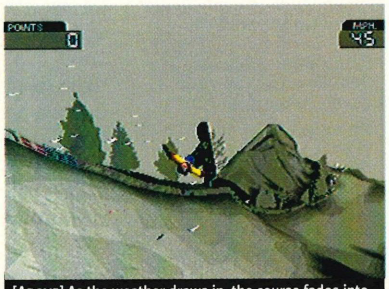


twist and disappear off ahead of you with no hint of fogging apart from when the bad weather sets in.

The boarders in *Coolboarders 3* make the original lot look like shoe box people. One aspect missing is the opportunity to build your own character costumes. Despite this though, the boarders available hold enough variety in handling that the need to dress them up becomes petty. There are other characters to be unlocked as well as other boards and different mountains to hurtle down. This makes for a lasting challenge to those who long for the real thing.



[Above] Admire the backgrounds and you may not land correctly. So just concentrate on the job at hand.

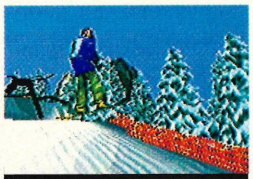


[Above] As the weather draws in, the course fades into the distance. Beware of pit falls when it does.

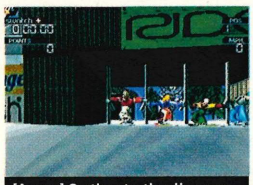
STUNTASTIC MATE!

The amount of stunts would make Evel Kneivel sob like a baby. Each one (when carried out correctly) looks a veritable treat and will earn you enough points to hold aloft the championship trophy. You can also combine them up to five times and if you manage a five stunt combo the points will come flooding in.

To gain points there are specific courses on each mountain that are designed for stunts only, as well as race courses, slalom courses and even courses with huge yellow buses sticking out of the snow that require sliding over! As far as the slopes are concerned there are still those 2-D cardboard cut out trees dotted about but everything else, especially the snow, looks and sounds the business. If you haven't already sampled the delights of bombing it down a snowy peek, we urge you to take a look at *Coolboarders 3*. It improves on the two before it and certainly plays as well but this time with a beautiful sheen and accuracy not before seen in the *Coolboarders* series. Chillin'!



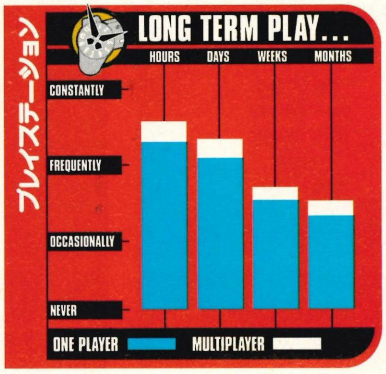
[Above] When you are airborne, do tricks to earn big points.



[Above] On the starting line you are first place. Try and stay there!



[Above] If you get too close to a rival then punch them in the face. They may punch you right back though!





LOOKS	8
SOUNDS	6
GAMEPLAY	7
VALUE	7
CHILLY BITS	9

84%

Cool Boarders just got better!

Alternatively:
Cool Boarders 82%
Cool Boarders 2 81%

FIFA '99







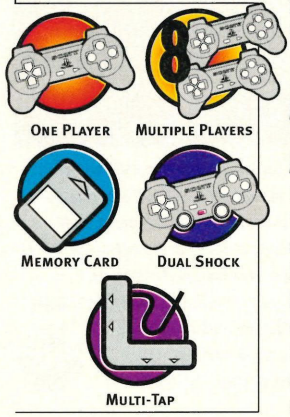
[Above] Sliding in at the last possible moment adds an air of tension, especially if a defender sends a loose one back to the 'keeper. [Inset] The IGM Strategy makes a welcome return. If it 'ain't broken...

IT'S TAKEN FAR, FAR LONGER THAN IT SHOULD HAVE DONE, BUT EA HAS FINALLY DELIVERED A GAME WORTHY OF THE FIFA LICENCE.

FIFA '96, '97, *Road To World Cup '98*, *World Cup '98* and now *FIFA '99*! The people keep buying them and the dollars keep rolling in for EA. This is one horse that has been flogged, put out to pasture, shot and then brought back to life again. It's been a long and winding road, but *World Cup '98* proved that there was life in the old dog yet, and *FIFA '99* is further evidence that EA is committed to taking its ever-improving footie franchise well into the Millennium.

PLAY information

Publisher: Electronic Arts
Customer support:
01753 549 442
Price: £39.99
Release date: Out now



PLAY CLASSIC



FEVER PITCH

In a nutshell, *FIFA '99* is a fabulous addition to a brand which keeps on getting better and better. Cutting right to the chase, it's much smoother than *World Cup '98* – all those quick turns and shots which seemed to take forever happen instantly now, providing players with a new found confidence to build some stunning moves at whatever pace they feel comfortable with.

Phew! Now that we've mopped the sweat from our furrowed brows and put our worst nightmare to bed – the one where all the new CGI front-end and full season options look wonderful, but the players huff and puff through another lethargy-laden treacle-athon, the business of a full season mode, customisable leagues and cups, transfer deals and rumbling controllers can be discussed without talk of the dreaded 'lag'.

For the curious, EA has developed a system where simple passes, sprints, hurdles and through-passes happen instantly if the corresponding button is already held down before the ball arrives to the player in question. Quick taps, full presses, double taps and keeping the facia buttons down for a length of time provide a bountiful array of new and familiar moves.

This worked to a limited extent in the last game, but the new results are quite staggering. It seems impossible at first, but within a



[Above] One of the best features in Player Edit is the Aggression meter. But before you put every player in the team on 'Nutter', bear in mind that you are far more likely to get booked.

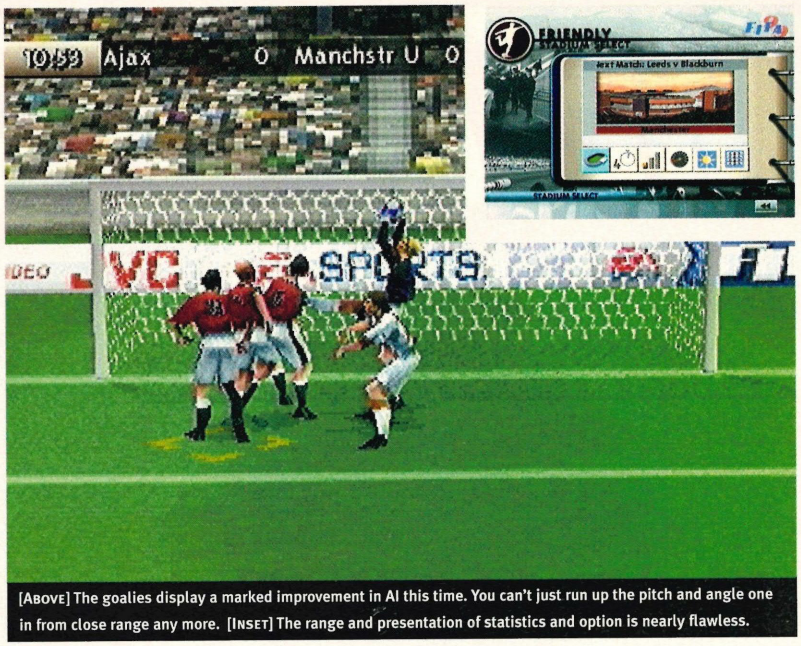


[Above] Leeds are up against it, but maybe Jimmy Floyd Hasselbaink can net one from the set piece in stoppage time. Free kicks and corners take ages to master, but practice reaps its own rewards.

Written By TOM SARGENT



[Above] As players hustle to find the best positions for a corner, you can adjust the big bendy arrow and swing in a wicked ball. It takes good timing (and a bit of luck) to score from here.

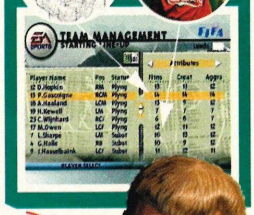


[Above] The goalies display a marked improvement in AI this time. You can't just run up the pitch and angle one in from close range any more. [Inset] The range and presentation of statistics and option is nearly flawless.

LARD WAR?

A new addition to FIFA '99 is buying and selling players. It really adds to the fun, but a cursory glance at the player stats indicates that Gazza is fitter than Michael Owen! We all hope the Geordie idol makes a big comeback, but isn't this a tad premature!!?





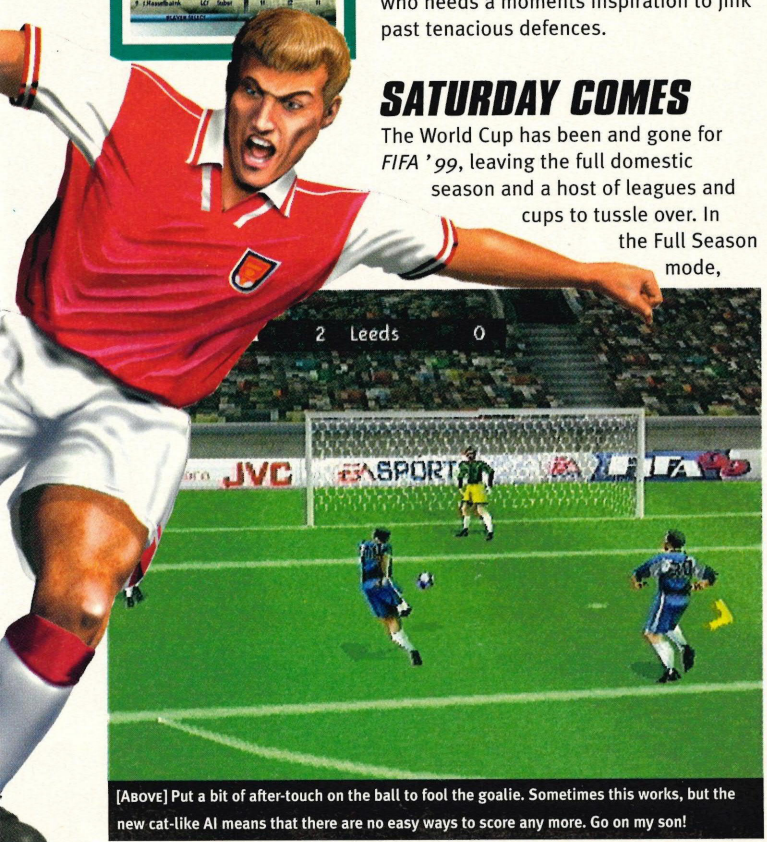


[Above] "Honest Ref, I scraped all the doo doo off my boots earlier." The sideline animations are superb.

short period of time step-over nutmegs, laterals, lassiter flick overs and rainbow kicks not only provide thrills and spills for anyone watching, but genuinely make the difference to an experienced player who needs a moments inspiration to jink past tenacious defences.

SATURDAY COMES

The World Cup has been and gone for *FIFA '99*, leaving the full domestic season and a host of leagues and cups to tussle over. In the Full Season mode, there are over 200 Club teams – kitted-out in the latest strips – with 12 domestic Leagues can be chosen. If you'd prefer to re-live England's glorious exit at the hands of those cheating Argies, 24 International squads have been fittingly left in, too.



[Above] Put a bit of after-touch on the ball to fool the goalie. Sometimes this works, but the new cat-like AI means that there are no easy ways to score any more. Go on my son!

"A fabulous addition to the brand which gets better!"

The angle this time around is primarily on customisation. Cups, leagues, player hair styles and the return of the In Game Management (IGM) means that your options are almost limitless.

There's even a basic Transfer option, whereby each club is allocated a set amount of cash. There's no bidding or counter-bidding involved, you simply highlight the player you want to buy and hey presto, he becomes a fully-fledged member of your squad.

It's far too simplistic to be tarred with the same brush as Champ Manager – you can effectively create your own dream team without breaking into a sweat, but at least it's in there.

FIFA '99 is a real crowd pleaser – the AI of players is markedly better (especially the goalies) and their animations slick and varied. Not quite as smooth graphically as *Actua Soccer 3*, but it plays supremely well and that, sports fans, is what matters most. Which is the best? There's nothing between the two really – they're both champs, but *FIFA's* got thumping music courtesy of Fatboy Slim... which can't be a bad thing.



[Above] Celebratory dances and in-game gestures put icing on the cake. Er, what do call this one?



PLAY!

LOOKS	9
SOUNDS	9
GAMEPLAY	9
VALUE	9
TRICKS	9

91%

Slicker than Des Lynam

Alternatively:
Actua Soccer 3 92%
ISS Pro '98 92%

METAL GEAR SOLID

BECOME A TRAINED KILLER IN THE MOST THRILLING ACTION ADVENTURE TO GRACE THE PLAYSTATION! ONE DAY, ALL GAMES WILL BE MADE THIS WAY.

Written By GRAEME NICHOLSON

The best game in the world just got better. It's true. It probably hasn't escaped your attention that the planet recently went insane with the build-up and subsequent release of a game by the name of *Metal Gear Solid*. Across America and Western Europe crimes were committed by gamers to finance expensive import copies of the game, while at the point of origin in Japan their polite queues stretched all the way from Akihabara to Ginza.

Half a million copies shifted almost immediately, including many to the waiting clutches of UK gamers and one to this office. We loved it, you loved it, the Americans loved it – and that was before any of us could make out a damned word! The release of an English language US version has changed all that, and brought with it another heap of reasons to cherish this wonderful game.

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



COLD FORGED BARREL

Everything that grabbed your attention before is here. The revolutionary stealth-for-health gameplay, the killing from the shadows, unbelievable graphics and a selection of weapons and gadgets that put Q's unlikely contraptions into perspective. But the English speech and text has uncovered a captivating story, previously buried under lines of Japanese characters, more involving than anything you have ever seen before.

Enormous conversations via Snake's implanted radio and extremely long live action scenes using the game engine, build a deep plot of conspiracy that reaches from the original Manhattan Project to the black budget defence contracts of today. There is real character development here, with intricate life stories which weave into the past to include encounters with characters from as long ago as *Metal Gear*



[ABOVE] Peek round corners without getting seen by the ruthless Genome Soldiers – and look buff while doing it. [INSET] Meryl realises there is hope of escape from her dirty prison cell, where she's been working out for days.



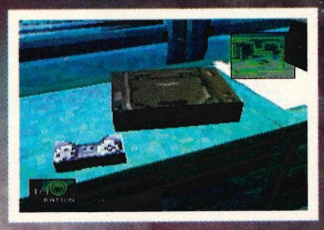


[ABOVE] Owing to her disguise, Meryl and Snake don't meet on the friendliest terms, with a classic tension scene! They make up later when he tells her she has a "cute butt," though.

[ABOVE] Have you got the nerve to sneak right past the sleeping soldier to grab the sound suppressor for your .45? [INSET] Grey Fox takes care of another bad guy for you in style, chopping Ocelot's hand off!



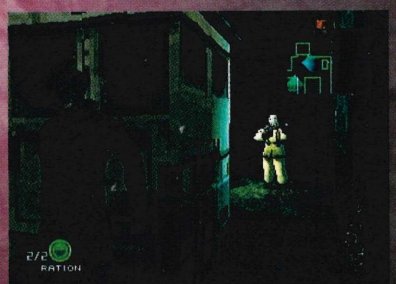
[Above] Friend of Snake, Grey Fox, has become a berserk cyber ninja and left a room full of soldiers like this. Respect. Unfortunately, he's so mad, he has the same plan for you.



[Above] English subtitles run along with every bit of speech, so you don't miss any of the great plot this time. [Inset] On the desk in Emmerich's lab, sits what looks strangely like a Sega Saturn with a PlayStation pad. Eh?



[Above] The pace has just been upped considerably with a stream of gunmen, but Snake's new partner has frozen. She freaks out at being called "Rookie" though, and starts killin'.



[Above] Just starting and already you've got an armed guard dangerously nearby. This gets the pulse racing.



[Above] This guy becomes your captor later on – and he doesn't forget this rather embarrassing incident!



"We loved it, you loved it, the Americans loved it!"

on the MSX computer. Even the voice-over acting is tolerable, which must be the first time for any game, ever. It's more *Days Of Our Lives* than DeNiro, but anything that sounds remotely human is an improvement over the trash we've put up with so far.

SOUND SUPPRESSOR

There were also some surprises. Take for instance the scene where Meryl is under mental control from the psychic freak Psycho Mantis, she sways toward Snake, gun raised, saying, "Touch me Snake. Make love to me. What's the matter, don't you like girls?" Rather than rifling through the inventory for a military issue rubber, you have to beat her unconscious. Moments later, Mantis says he's going to read your mind, which he does by scanning the memory card you've got plugged in! "You have not saved often, you are careless!" he says, which can throw you off a bit in the coming battle. Lose however, and the Colonel radios in to offer some advice: plug the controller into the other port and Mr Mantis won't be able to tell where you are going to move next. We were blind to this before.

In the interests of longevity, there are four difficulty levels to choose from in the US version. Easy throws you a few extra life-saving rations, Normal is equivalent to the only level found of the Japanese version, and Hard removes the utterly vital radar from the top right corner of the screen. As



[Above] The poor guards who wander into the toilets are defenceless while they pee, and are just two muffled shots from death. [Inset] Meryl comes to her senses just in time to catch a wave of soldiers in heavy fire.

metallurgy chronology

Metal Gear Solid isn't some new flash in the pan craze. It's a game with heritage rooted deep in the peculiar MSX home computer, beginning in 1987 with Metal Gear.

METAL GEAR

1987



A cartridge nearly 10,000 times smaller than today's Metal Gear Solid in terms of how much programming code was needed, this game already used some characteristics that are still being used in MGS. Snake begins in the water, has his cigarettes and rations, hops in the back of trucks to hide or get supplies and must steer clear of patrolling guards and dogs.



■ *The original 'Tranceiver', from Metal Gear.*



■ *In-game action, Metal Gear.*

SOLID SNAKE

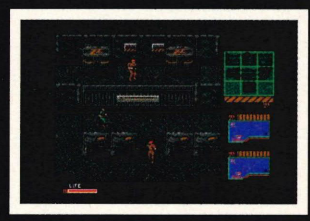
1990



The sequel, 1990's Solid Snake, continues with the top-down theme, but has better line-of-sight intelligence on the guards – they have to be close enough as well as directly facing you. Trucks still provide hiding places, though they are a bit less Tardis-like inside than Metal Gear's, and the communication screen becomes even closer to that which MGS uses today. Konami's Japanese advertisements read "Tactical Espionage Game."



■ *Snake's communications enter the Nineties, in Solid Snake.*



■ *Smarter soldiers patrol Solid Snake.*

METAL GEAR SOLID

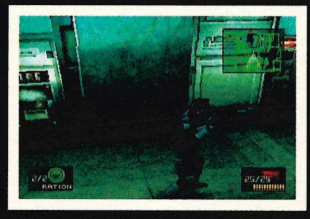
1998



The technology has moved on, both in the gadgets used by Snake and company and the way the game has been built, but signatures from the series are everywhere. In particular, constant references to horrific scenes in 'Zanzibar' by the cast actually refer to the previous game, which was based entirely in Zanzibar. Characters like Grey Fox and the Colonel feature again, and sub-plots are continued from events in Metal Gear and Solid Snake.



■ *Communications are done with an implanted 'Codec', in MGS.*

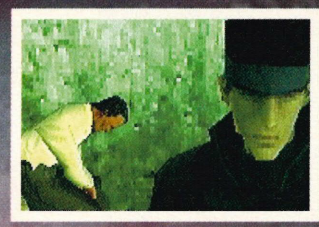


■ *Snake meets the next generation, MGS.*

WHAT TO DO

If you're absolutely mad about Metal Gear Solid, and why shouldn't you be? Then get hold of the original games that started all this off. We did, and filling in the blanks in the story of Snake's life is worth the hassle. MSX machines are not easy to find, but terrific emulators are freely available on the net that turn your Mac or PC into the cult Eighties machine. Temporarily, like.





[Above] The impression you are left with is that *Metal Gear Solid* could be made into the best action film of all time, but who would play the mighty Solid Snake? [Inset] Don't worry mister, soon you'll be dead!

for Extreme, well it's so special we, ahem, couldn't enable it. The educated guess is that the most plentiful enemies, the Genome Soldiers, are constantly on full alert with Extreme mode – a horror you normally only have to endure for ten seconds at a time, when you are discovered by a guard.

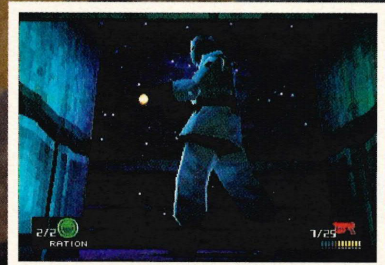
SOCOM SET-UP

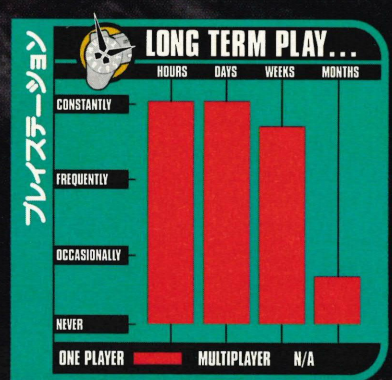
It's almost impossible to recommend *Metal Gear Solid* enough. Ultimately, this is the best version of the year's best game. The story suddenly turns your favourite game into your favourite movie too, in which you play the leading role as a highly-skilled, well-practised reluctant hero. While you have the benefits of the English language version, the code has yet to be butchered for European TV sets, so it's still full speed, full screen like the original. Without a doubt, the best thing you can do with the money without risking venereal infection.

"It's almost impossible to recommend this enough..."



[Above] In a few seconds of muzzle flash and spraying blood, Meryl kills her first three people.





PLAY

LOOKS	10
SOUNDS	10
GAMEPLAY	10
VALUE	10
ESPIONAGE	10

96%

Firearms, combat and tactics paradise. A killer

Alternatively:
Resident Evil 2 96%
Tenchu 78%

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PLAY

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PLAY magazine Issue 42 1998

ACTUA SOCCER 3

AFTER THREE ATTEMPTS, GREMLIN HAS HIT THE SWEET SPOT WITH ARGUABLY THE BEST PLAYSTATION FOOTBALL GAME...

Written By TOM SARGENT

PLAY information

Publisher: Gremlin
Customer support: 0114 2738601
Price: £39.99
Release date: Out Now

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

With everything going pear-shaped for the national squad once more and Hod's faith-healing grasp on his job slipping with each successive poor display against part-time potato pickers, we all need a bit of a pick-me-up.

Well, it's almost a year to the day, but Gremlin has been fine tuning its most ambitious footie game to date and the news is... it's flippin' fantastic! It's prequel, *Actua Soccer 2*, was more like a game of pinball and played at such a frantic pace that it would test the reactions of an insect, let alone a poor old human. The Ed loved it though, but he's eating his words now, because *Actua Soccer 3* (*AS3*) is in a different class. Gremlin has finally got the balance right with three speed settings (ahem, borrowed from *FIFA*, admittedly) and a graphics engine to die for. There's not a hint of slowdown and running around stroking the ball from player to player has never felt so good or looked as splendid.

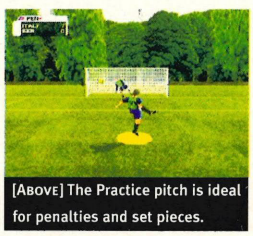
PLAY CLASSIC







[Above] Jimmy Floyd Hasselbaink strokes the ball around with consummate ease as the Villa midfield start to panic. [Inset] The fouls look amazingly real and they happen quickly too.



[Above] The Practice pitch is ideal for penalties and set pieces.



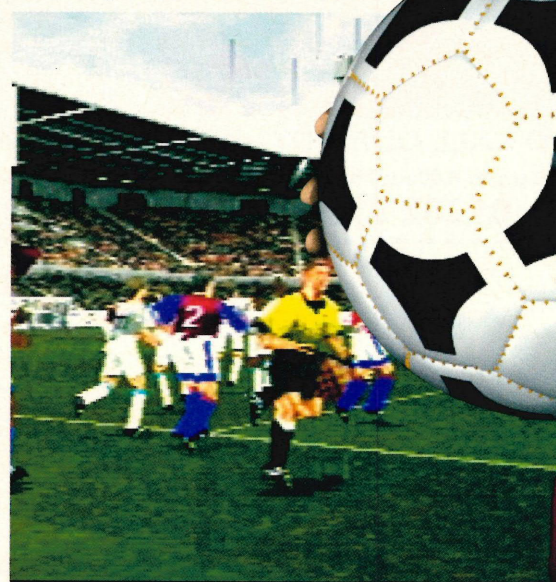
[Above] It's the nearest thing we've seen to *Sensi Soccer* in 3-D – the feel of play is absolutely fantastic.

KEEP THE FAITH

The only other game that comes close in terms of visual excellence is EA's durable *FIFA* series, but even that doesn't match



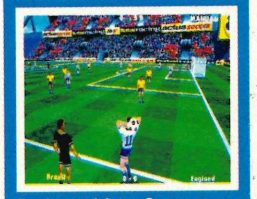
[Above] For throw-ins, you highlight which ever player you want and then adjust the power of the delivery. They've got amazingly-strong throws and some great plays can be created.



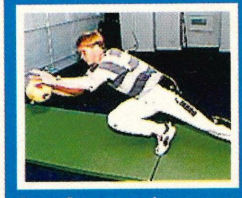
[Above] We've become quite accustomed to this, but it's still pretty cool watching the players run out onto the pitch and go through warm ups.

MO-CAPTURE

Actua Soccer 3 utilises some of the dandiest animation we've seen this side of the dugout. But where did this all this Motion Capture gubbins come from? Well it originates from the United States, but Gremlin was the first company to splash out on ex-England pro, Chris Woods and a packet of ping-pong balls.



The 'divine' *Actua Soccer*, that, erm, wasn't really that good.



Go on Chris, there's still time to get another England cap.



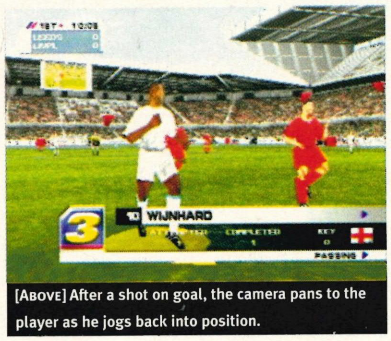


[Above] On the Training pitch or in games, you can zoom in and re-arrange them for corner kicks.

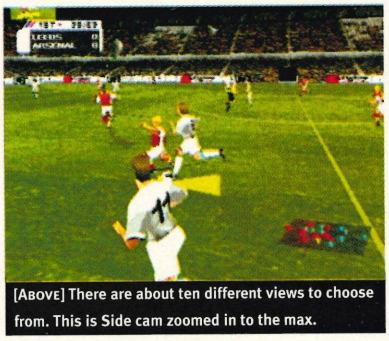




[Above] Even when the camera zooms in to the players running around on the pitch, there's no apparent slow-down. [Inset] Replays can be tweaked and viewed from many different angles, but we've grown to expect that.



[Above] After a shot on goal, the camera pans to the player as he jogs back into position.



[Above] There are about ten different views to choose from. This is Side cam zoomed in to the max.

"Hoofs the competition in the crown jewels..."

the liquid smoothness of *AS3*. There's over 450 teams included plus a selection of special and custom teams – that's over 10,000 international players bristling in glorious hi-res. You'd expect the whole thing to slow down, but it just doesn't happen regardless of which camera angle you play from. Amazing.

As far as we're concerned, there are a couple of vital ingredients by which a footie game lives or dies. Firstly, the fluidity and smoothness is paramount – *AS3* not only gives you full freedom and time to set up killer passes and shots, but considering the superlative levels of detail on each polygonal player (including 50 specific player heads) it's silky smooth at all times. This is a wonderful achievement for what must be pushing the PlayStation's humble CPU to the absolute max. Slightly less important, but crucial for keeping you coming back for more is a user-friendly front-end. Not only does *AS3* deliver, but it does so in style. Flicking between the fabulous array of options is simplicity itself – there's a comprehensive range of game types including cups, leagues and friendlies.

VINDALOO

There are already a few default cups and leagues, but customising a comedy team and creating your own wacky cup will keep you and a few chums amused for hours. The current office line-up of miscreants call themselves the Curry All-Stars and our red-hot striker 'Phall' is really cooking at the moment. Everything from facial hair to kit colour can be toggled – there are literally thousands of combinations to try out.

The Practice pitch is a good place to begin and give players a grasp of the rudimentary skills needed on the pitch, where corners, set pieces and penalties can be sussed with the minimum of fuss.

Although the stadium names haven't been officially licensed, the ten that are in there are beautifully pre-lit and fully gouraud shaded and textured. All the weather conditions are present too; sun, rain, snow, day and night and combined with snappier commentary system featuring Messrs Davis and O'Neil, makes for a truly atmospheric game of football. What can we say? Gremlin has come up trumps with arguably the definitive playing experience – both visually and technically. Areas of criticism are few – perhaps CPU defenders could react to you changing your target man for corners and free kicks, but this is knit-picking. *Actua Soccer 3* is footie perfection and hoofs the competition squarely in the crown jewels.



PLAY

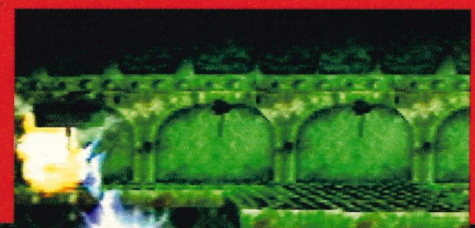
LOOKS	9
SOUNDS	9
GAMEPLAY	9
VALUE	9
NETS	9

92%

The best football game ever... until the next one?

Alternatively:
Actua Soccer 2 90%
ISS Pro '98 92%

OR DIE TRYING



THE DARKEST, MOST DEPRAVED DEPTHS OF HELL ARE HAVING A HOUSE-WARMING PARTY. YOU'RE INVITED, NATURALLY...

Written By BEN LAWRENCE

This has won an award already. The award for the most aptly named game ever. Why? Because laying before you is the most horrific labyrinth of mutants, deadly traps and killing machinery since *It's A Knockout*. There won't be a custard pie in sight here though.

Flying home with a life saving-green pearl to end an epidemic on their home planet, our four hardy adventurers are suddenly struck down in a mysterious storm which causes their air ship to plummet earthbound. This is where the adventure begins and what a blinder it is.



[Above] Climbing into the gun turret your character can then rotate it around the room shooting everything in sight. There's a mutant lurking here that tries to hide to avoid being killed. Don't be soft though, kill him!

PLAY information

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



ONE PLAYER

MEMORY CARD



DUAL ANALOGUE

LARA WHO?

Choosing one of four characters: a weapons expert, a professional fighter, a strongman or a healer, you must undertake the stuff of nightmares and traverse the type of environments that Lara Croft would have to change her knickers in. Firstly, because the airship is damaged, there are dozens of gas cylinders scattered about that need collecting to get you airborne. Secondly you have to find the pearl's protective casing that has also been spread far and wide. Add to these already the mammoth tasks (and believe us they are huge mumma mammoths we're talking about) a host of beasties that are armed to the fangs with heavy artillery and you've got *ODT* – or as we call it – Oh Dear... Trouble.

Luckily your character a few tricks up their sweat-drenched sleeves to help them out, including some vicious spells, more on those later.



[Above] This guy looks lovely as a statue when dead.



[Above] Shooting some objects reveals goodies. Others kill you!

PLAY CLASSIC



[Above] This is one of the smaller explosions. To see mass destruction lay a mine by a pile of oil canisters. Make sure there's a mutant around whilst your doing it, the mess is great!

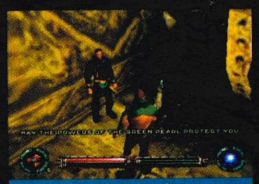
[Above] Change the perspective to home on a target you want to pick off. Obviously this worked because the target is now decorating the walls. You can hide and pick them off if you want but this is more fun.



[Above] Dangle over a ledge and shoot the guy in the shadows.



[Above] Discussing your differences won't work, so just blow them to pieces and carry on smuggly.



[Above] The captain relays your orders. Obey them at once!

DODGING TACTICS

The versatility of the feisty foursome is tremendous and would put Ms Croft to shame as with just about everything in *ODT*. Admittedly the fluidity of movement is nowhere near as smooth as the long-haired Viagra substitute, but what moves there are would knock her pretty little socks off. These guys can out-manoeuvre the wiliest of opponents when mastered not even scuffing their knees!



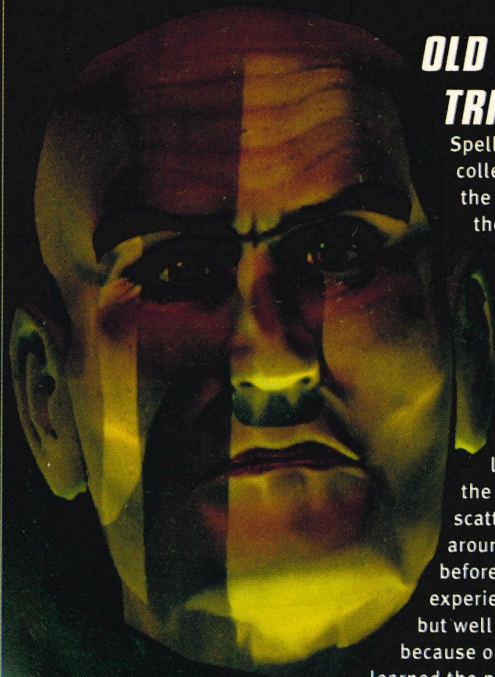
[Above] Hiding behind crates is a good idea if they haven't seen you. If you are caught though, dive out and blast your way to freedom [Inset] The healer is a nosey swine, disturbing the dead is the worst thing he could do!



Somersaulting, then performing a double back-flip to evade a barrage of lasers soon becomes second nature. They can also creep up on the enemies, scurrying from crate to crate, ducking in the shadows and letting a hail of bullets loose before diving a triple forward roll into the darkness again. If you happen to be blasted off a ledge and are quick enough you can hold onto the edge then heave yourself up on your elbows and carry on shooting, dangling above oblivion. A host of other unique moves pop up during the game which your character must deal with before moving on. Climbing

"*Or Die Trying* plays like a devious dream..."

into a huge mounted gun turret then revolving it around the screen blasting everything is a noted highlight. We're not sick, we're just big gunned.



OLD DOVE TRICK

Spells can also be collected to help along the way, but the use of them is limited at first, and this is where the RPG element kicks in. Depending on which character you are, it's possible to gain experience in different areas and learn how to handle the power-ups that are scattered about. Carrying around a host of spells before having enough experience is a prerequisite but well worth the wait, because once a spell is learned the potential destruction is creamy! The AI of the scum that inhabit *ODT* prevents them from being cannon fodder though and the majority will put up a fight when in large numbers. When singled out they may run away screaming like a big mutant mummy's boy. This makes squeezing the trigger even more tempting.



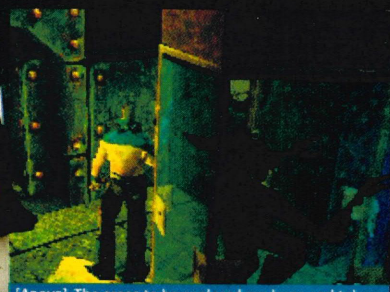
[Above] When cornered or seriously out-numbered use the green weapon. This will make sure every one of those evil fiends feels the pain. Old rope bridges and deep canyons are all over the place. Don't fall. Okay?

DIE LAUGHING

Is Psygnosis trying to scare us or what? Throughout this issue, it has been sending us strange things through the post to hype up *ODT*. The cleverest was a Lara Croft pony-tail dipped in blood with the tag-line "She died trying..." – a dig at Ms Croft perhaps? The other was a squidgy eye... but the less said about that the better...



"You'll enjoy every blood-soaked minute of it..."

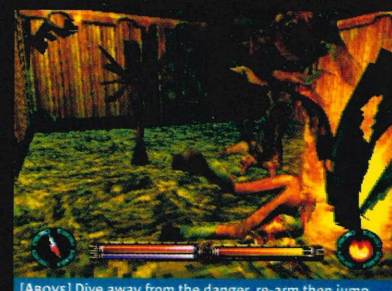


[Above] The areas to be explored are huge and take a while for everything (including secrets) to be found.

OVER-DONE TERRAIN

Although *ODT* plays like a devious dream and is overflowing with the kind of things undertakers rub their palms at, the landscape is sometimes so dark and claustrophobic it makes every step an act of caution. Being able to judge the end of a ledge is often put solely down to faith and if you don't get your distance right then, you're quickly dipped in batter and served at Mr Monster's kebab house.

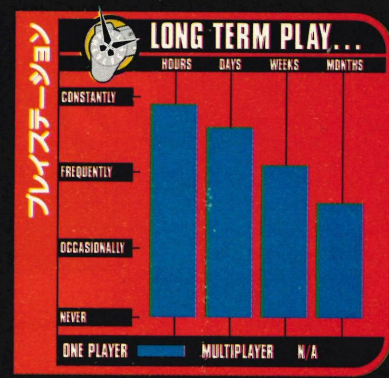
With *Tomb Raider 3*'s omnipresent pair of mammaries looming on the horizon, it had better be bloody good because, although *ODT* is nowhere near as smooth and polished a game as *Tomb Raider*, it's boasting some impressive stats. Mind-twisting puzzles coupled with an atmosphere so eerie baby eagles could nest in it, topped off with the meanest beasts and heaviest weaponry, this monster game is a huge challenge. If you dare to except the challenge of *ODT* it won't treat you fairly, it will confuse you, hurt you and intimidate you. It will treat you like a rag doll and spit in your face. Fight back though and you will enjoy every blood soaked minute of it. It's a lot like life, really (or women).



[Above] Dive away from the danger, re-arm then jump straight back in for some more mayhem! Action!



[Above] One wonderful feature is Julia's bum. So round and firm. It also wobbles nicely when she runs. Oh boy is she's a mean piece of stuff! The other guys love her high kick.



PLAY

LOOKS	9
SOUNDS	9
GAMEPLAY	10
VALUE	9
MUTANTS	10

91%

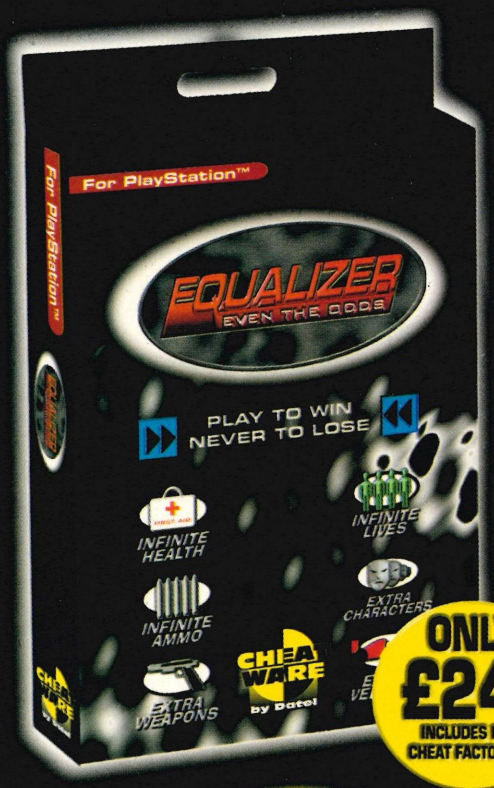
Masterful, unforgiving mutant mayhem

Alternatively:
Tomb Raider 94%
Deathtrap Dungeon 88%

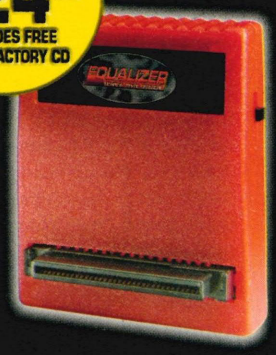
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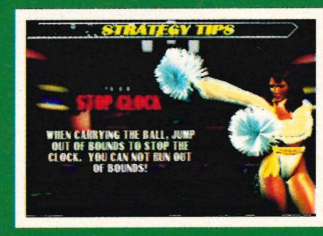
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www.datel.co.uk

NFL BLITZ



[Above] A trail follows the ball when it's passed so you can see where it is heading. To make things even better, the cross hairs say where it will land. [Inset] The cheerleader offers advice at half-time. What does she know?

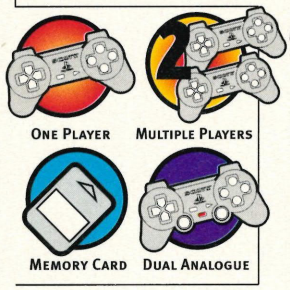
BIG BALLS! BIG, OVAL BALLS! RIGHT, THAT'S THE GAG OUT OF THE WAY. IT'S ANOTHER AMERICAN FOOTIE GAME!

Alright now, somebody get over to the wonderful US and tell them how hard and skilful rugby is. Tell them we don't need their stupid game... oh, hang on, it's actually quite good.

Anyone living in England who says they understand American football is either lying or they're American. *NFL Blitz* not only comes the chance to understand the mystery that is American football, but also an arcade experience that will have you polishing your helmet and wanting to give it a go.

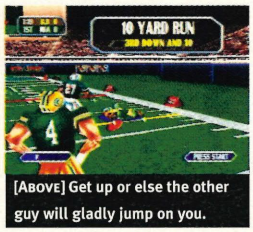
PLAY information

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



SUPER BOWLED OVER

The pleasing thing about *NFL Blitz* is that it's user friendly, offering hints and advice if you want it and it's all done clearly enough to appreciate. The appearance is also wonderful. It's big, brash and pleasing to the eyeballs, which is of course what American football is all about. The players run about like meat heads, they dive on each other, help each other up, then dive on each other again. When all players are locked together in a tussle for the ball you would think that the Superbowl had entered your living room.



[Above] Get up or else the other guy will gladly jump on you.

"Big, brash and pleasing to the eye..."



[Above] Boot the ball to the other end of the field and send everyone flying around in a panic. It normally lands in the opposition's hands though, so get ready to run forward and attack



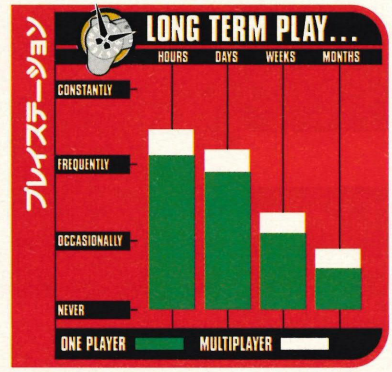
[Above] Choose one of many tactical choices with such names as 'Up The Gut' and 'Hail Mary'. Nice.

The ball control is excellent too (no, that wasn't a joke) because when punting it across the field, tiny cross hairs mark where the ball is going to land so you can either place a man there and intercept it or make sure he's there to carry on up the field. At half-time the cheerleaders come on with their pom-poms and offer more advice if you need it, along with some cheap thrills...

SHOULDER PAD SHINDIG

Obviously, *NHL Blitz* is going to appeal to the beginner with it's accessibility but for the expert, the challenge is also there wrapped up in arcade brilliance. Single match, tournament, right through to the World Championship. Every game is catered for and handled perfectly. The one gripe we do have are the time limits. There seems to be a time limit on almost everything. Choosing which position you are going to play the next move in has a time limit, which is understandable but you only get a few seconds at the start to choose which team you want to be. It doesn't allow enough time to compare team stats, but after a short while of playing it you'll soon discover which teams play well so you won't mind too much about the clock impatiently ticking away.

If you are new to the game of American football and are really that eager to take it up, then take a look at *NFL Blitz*. With loud, colourful visuals and user friendliness that would make *Madden* look like a Mensa challenge, it's guaranteed not to disappoint.



PLAY

LOOKS	8
SOUNDS	6
GAMEPLAY	7
VALUE	6
HELMETS	7

87%

A serious Madden contender!

Alternatively:
Madden NFL '99 89%
Madden '98 82%

Written By BEN LAWRENCE

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LIBERO GRANDE





[Above] Clunk! The huge bloated footballers take to the field... and what a sight they look. Your chosen character will lead the pack out onto the pitch, and they don't look like the fittest bunch it has to be said!

Written By RYAN

PLAY information

Publisher: Sony
Customer support: 0171 505505
Price: £39.99
Release date: December '98

One Player | Multiple Players | Memory Card | Dual Analogue

WITH THE WORLD CUP DEAD AND BURIED, SONY POPS UP WITH ANOTHER LONE STAB AT INTERNATIONAL GLORY... AND WE MEAN 'LONE' IN MORE SENSE THAN ONE!

You may have noticed that it's football fever time again on PlayStation – all of the big players are releasing more hefty slices of footie pie to make you forget about the football games you bought during the World Cup, which in itself was a forgettable event.

The latest *FIFA's* another step in the right direction, *Actua Soccer 3* is playing a blinder and dazzling the crowds, and even the boy Owen is doing good with his own *WLS* game. At the bottom of the league though is *Libero Grande*, a PlayStation conversion of the novel Namco coin-op that we wished had remained a mere sideshow in dingy pier arcades.

GRANDE DAY OUT

Despite the many short-comings (that we'll come to shortly) Namco must be praised for actually taking the soccer genre and bothering to try something radically different. You see, *Libero Grande* isn't a football game in the traditional sense. You don't view the action from the stands, you don't even control the entire team, and you scoring a goal depends on either running at the defence and using silky skills to leave them for dead, or praying that one of your team mates passes the ball to you when

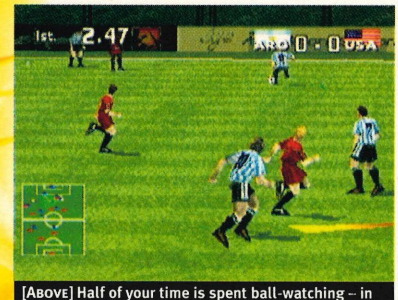
"We desperately wanted to like this game..."

you've wangled yourself into a prime scoring position. That's right, in *Libero Grande*, you control one solitary lone striker... and that's it!

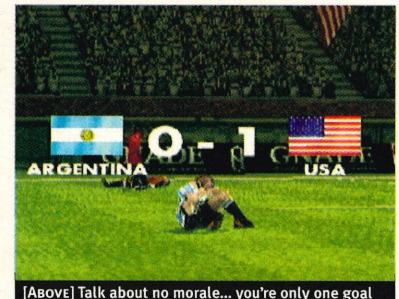
Quite a bizarre concept by anyone's imagination and you can actually get into it for a while. The fact that you only control one player (it has to be a mid-fielder though) ensures that this game is the first genuine football simulation. You spend half your time just running around trying to keep track of where the ball is. Then you have to get into decent positions to receive the ball and either lay it off to an in-coming



[Above] The split-screen two-player game is a very confusing experience, and very disorientating.



[Above] Half of your time is spent ball-watching – in other words trying to see where the hell it is!



[Above] Talk about no morale... you're only one goal down and already the heads have started to drop.

DOUBLE TAKE

What with various licensing and contract laws flying around the place, it is actually quite hard to get the real-life player names into a football game these days. This didn't stop those cunning devils at Namco though. Instead of naming the players by name, Namco simply stuck in portraits that look uncannily like their real-life counter-parts and gave them cryptic names to avoid any hefty cash pay-outs. So here's a little game for you, take a look at the pictures here, study the names and see if you can name the real-life player they're based on. But don't write in... it's just for fun!

1. Alfred Shuffer
2. Antonio Del Pacino
3. Rundolf de Buys
4. Ruimundo
5. Patrizio Mazzini
6. Jordan Kruger
7. Gaston Balmaceda
8. Zennon Zadkine
9. Raffaello Balbo
10. Cornilio Valencia

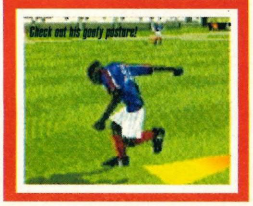




STARVIN MARVIN

One of the players in *Libero Grande* is a freakish, malnourished chap by the name of Philippe Empson. Seeing him play is a truly disturbing experience because he saunters around with a permanent hunch-back and has limbs that look as though they would snap if so much as a tap were to be inflicted by another player. Check him out in all his ghoulish glory!







team-mate, or turn on a six-pence and go for goal yourself.

The only teams available are international sides and you can select who your star player will be from a huge range of curiously-named stars that look uncannily like the real-life giants of the game like Ronaldo, Shearer, Bergkamp etc. In typical arcade style, there is only a handful of options and modes to play in, but when you read our verdict, you'll probably never see or play them anyway!

SPLIT PERSONALITY

Despite the innovative idea behind the game, it all turns pear-shaped when the teams trudge out onto the pitch. They look like teams of vast, bloated Gazzas (pre-detox), and when the whistle blows, they all seem to waddle around like him as well.

Although being the lone play-maker you would expect your team mates to possess a certain amount of common sense... but they don't. In fact, they do absolutely sod-all with out your say-so, even passing is a long drawn-out process that will leave you screaming at the screen in disbelief. Tackling is a particular problem, when you're ball-chasing, you can see your team mates flapping around like gasping salmon trying to get the ball, but they won't commit to a tackle unless you tell them to – what's the bloody point in that?

It probably wouldn't be as bad if the actual game engine was smooth and fluid, but this is just wishful thinking. The bulky players chuck around like runaway trains and the response time when hitting the controls is pitiful – which is most evident when running down the wings. You can see your player on a crash course for running the ball out of play, but you feel powerless to do anything about it, In fact, they will happily trundle in one direction until you double-tap the directional pad to make him do otherwise. At first you over-do it



[Above] "Over here mate... pass the ball to ME!" Just one of the many phrases you'll shout at this game!



[Above] The Ronaldo look-alike uses his highly unresponsive dribbling manoeuvres to make a break for goal... [Inset] ...And here he is again practicing his skills on the training pitch. Complete this and you'll get more players!



[Above] There are only two stadiums to choose from, and three different times of day to play at.

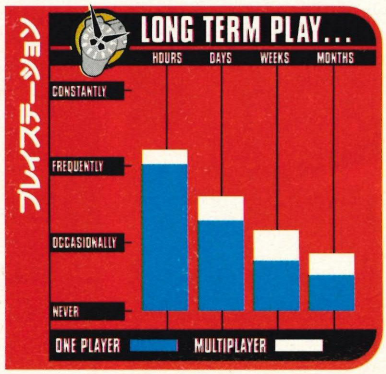


[Above] Here we see an action replay of one of England's finest goals against the minnows of Japan!

because you're thinking, "yeah, it's original, I'll just keep plugging away until something happens" – but the problem is that it seldom ever does.

We desperately wanted to like this game, if only for that fact that it had the potential to add a new twist to an ageing genre. But however good it was on paper, and indeed however much success it enjoyed in the arcades (incidentally, it was a lot smoother than this) it dives and tumbles like a Di Canio–shoved referee when put into practice.

The two-player game heightens the... well (we would say enjoyment but that would be wildly off the mark) experience! But this is mainly because there are two hapless saps running around without a clue what's going on as opposed to one.



This is done via a split-screen, and when playing for any considerable length of time, it makes you feel quite nauseous due to the constant rotation of the view.

Perhaps *Libero Grande* could act as a benchmark of sorts, proving that new ideas can work... but only if the right engine is developed to handle it. As it stands, this is just a mess!

PLAY

LOOKS	●●●●●●○○○○
SOUNDS	●●●●●●●○○○
GAMEPLAY	●●●●●○○○○○
VALUE	●●●●●○○○○○
TEAM-PLAY	●●●●●○○○○○

67%

An interesting concept marred by confusing gameplay

Alternatively:
ISS Pro '98 92%
The real thing!

BLAZE & BLADE

TAKE A MULTI-TAP, ADD FOUR PLAYERS DRESSED IN LEATHER PANTS AND SILLY POINTY HATS AND WHAT DO YOU GET?

Final Fantasy VII was a huge, huge hit and is solely responsible for dragging the RPG genre, that was previously stalked by spotty, unpopular anoraks, chasing buxom damsels and scabby goblins, into the mainstream. But, hey, it's okay to do a bit of dungeon-bashing now, especially as you and three other chums can collectively pull on your tight leather jerkins for some collaborative four-player monster-slaying in FunSoft's latest role-player.

PLAY information

Publisher: FunSoft
Customer support: 0181 441 1003
Price: £39.99
Release date: Out now

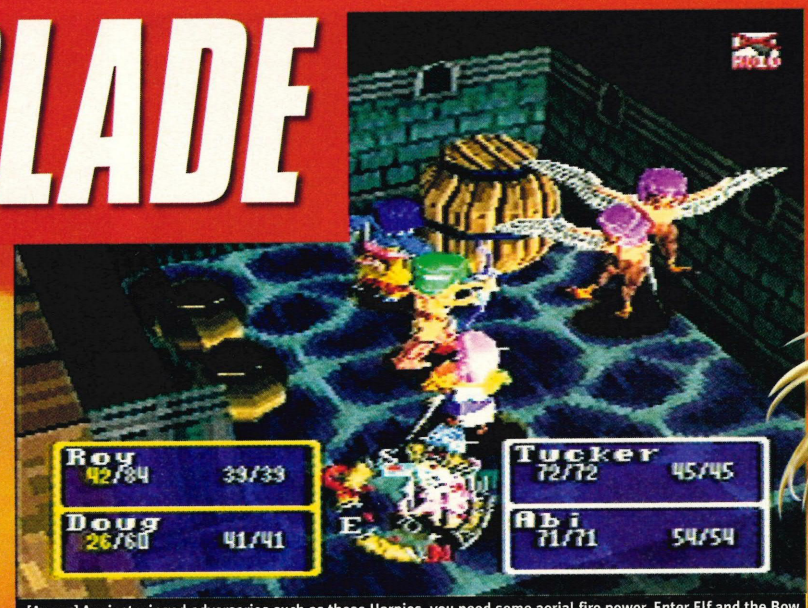
One Player | Multiple Players | Memory Card | Multi-Tap

BED & BREAKFAST

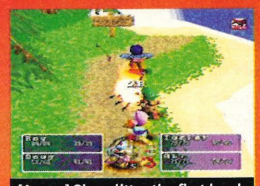
Looks can be deceiving, but *Blaze & Blade* is just a bit different. Yes, at its heart, beats all the elements that make it an RPG through and through, but there's a heavy arcade feel to the way all of the action happens in real-time. There's no laborious exchange of turns until the inevitable 'survival of the fittest' outcome. If four of you are toiling away together in some god-forsaken cesspit, you have room to manoeuvre around enemies a la *Zelda* by cracking them on the noggin with blunt instruments or hurling magic. It's dead simple and embellishes each skirmish with far more urgency, thus encouraging not only the amalgamation of experience points and better offensive capabilities, but a bit of joypad dexterity too.

"A worthy competitor thanks to some twists..."

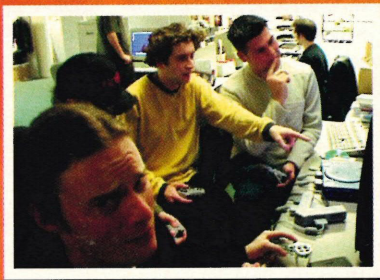
Now for the downside. *Blaze & Blade* looks really awful. The graphics are turgid and the manner by which you manipulate the camera views is rotten. You just can't see far



[Above] Against winged adversaries such as these Harpies, you need some aerial fire power. Enter Elf and the Bow of Justice! Don't try and beat the harder levels too early – it's a waste of time. You need to train first.

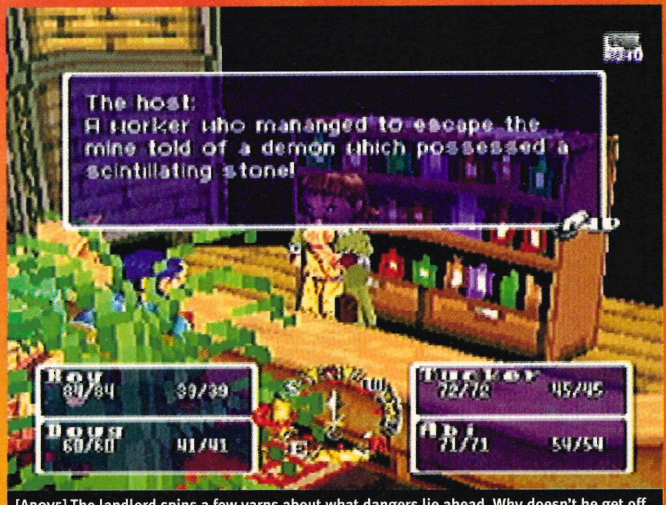


[Above] Signs litter the first level, issuing clues and directions...



[Above] "You run that way, I'll go this way. That's my health potion etc." Ahhh! All playing together nicely.





[Above] The landlord spins a few yarns about what dangers lie ahead. Why doesn't he get off his arse and help if he knows so much? Mind you, he knows a thing or two – so listen.



[Above] Aha! Work together to get the boat through the gates, then sail the high seas. It takes ages to get to this point, but the hurly-burly of battle reaps its own rewards and you'll be stashing the loot before long.

Written By TOM SARGENT



enough into the distance – in fact, half of the time, your party become disorientated and stumble across situations without time to react quickly enough to certain events. The elevation of the land can be altered, but only slightly. A serious flaw and something you have to get used to if you want to discover some of the game's many positive aspects. Things such as secret areas, quests, sub-quests and co-operative puzzle solving. *Blaze & Blade* is stuffed full of good ideas and plays pretty well, especially if you can drag three chums away from shoot-'em-ups and driving games! The computer compensates for the lack of human interaction with NPCs who act by themselves and don't hesitate to sacrifice themselves in a battle.



[Above] It's important to do each level in order. Not essential, but life's much more tolerable that way. [Inset] You had to go through hell to get it, but the key to boathouse door is crucial to your progress.



[Above] Levelling-up happens frequently, but don't forget to save your characters' experience...



[Above] Activate portals ASAP – this way you can cut out the hassle of tracking for miles and getting lost.

BREAD & BUTTER

Before setting foot outside the protective walls of the Roadside Inn, you must create your four party members. The best combination (gender won't effect a thing) is to have two people who fight with weapons and two who can conjure magic.

We found a Dwarf/Hunter/Elf/Fairy combo to be the most effective. As you progress by gaining cash and experience, you can save at given points outside and back at the Roadside Inn. On saving the current state of each player, all the info can be transferred to another memory card, thus allowing you to use your experience on a friend's copy of the game. So if he/she can't get past the OwlBear boss at the end of level one, your saved character may have a stash of health potions to help them. Neat, eh?

If only *Blaze & Blade* had addressed a few of the problems mentioned, it would be a cracker, but sadly, there are stacks of other RPGs which it'll be compared to and consequently, many of the game's endearing features will never see the light of day. A Pity.



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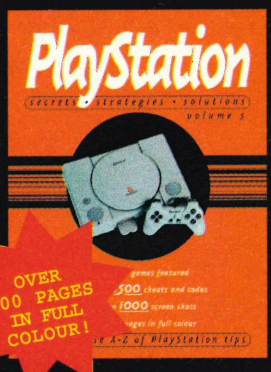




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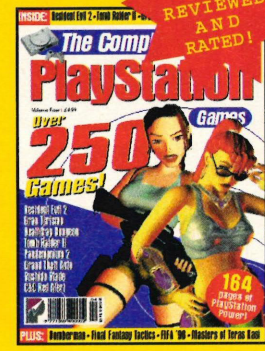
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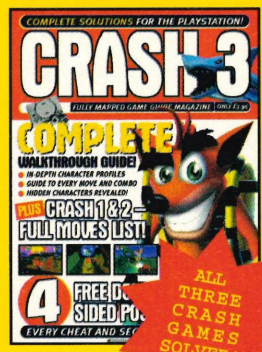
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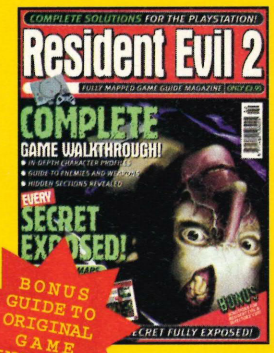
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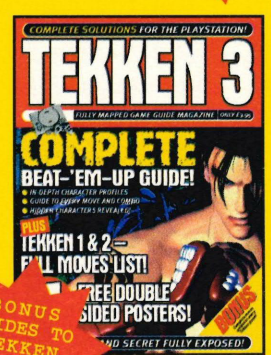
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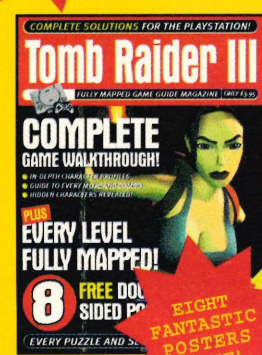
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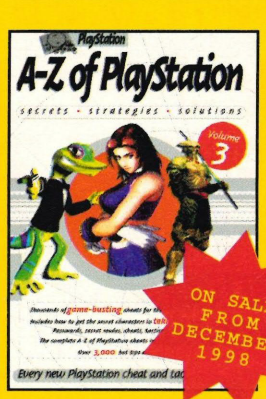


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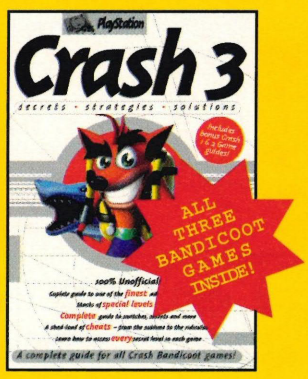
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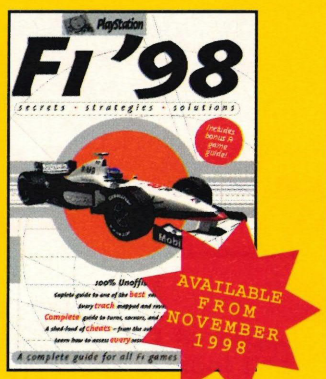
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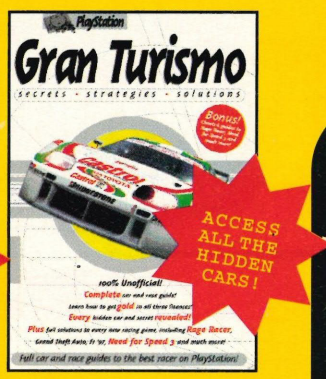
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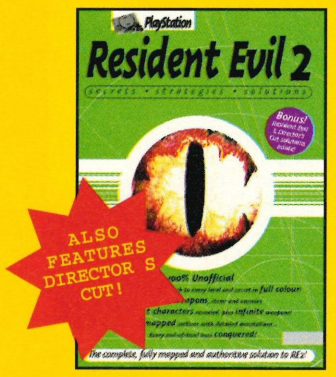
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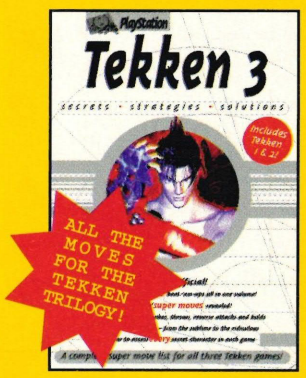
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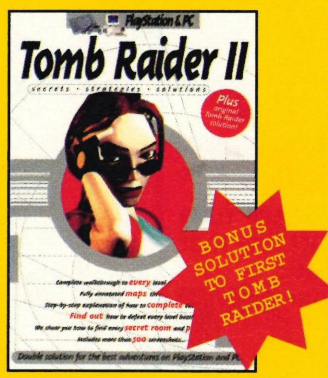
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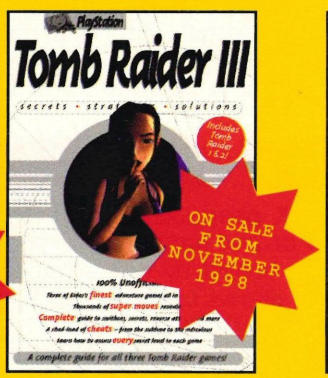
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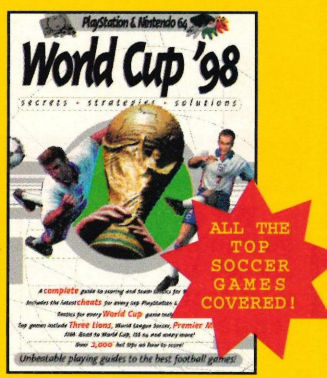
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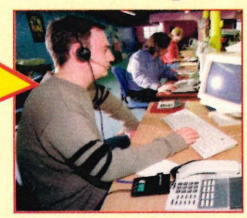
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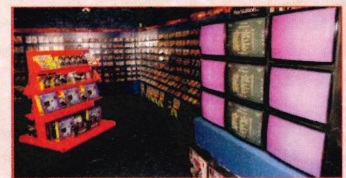
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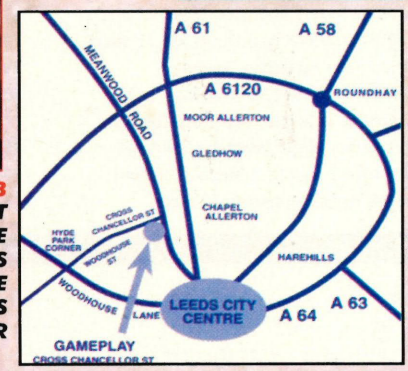




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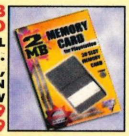


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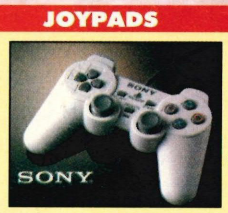


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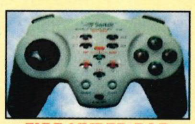


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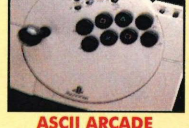
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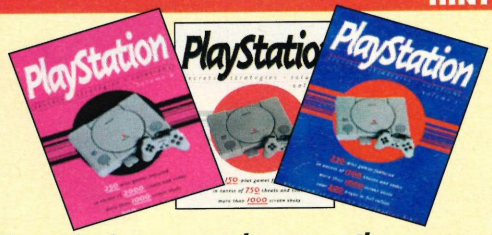


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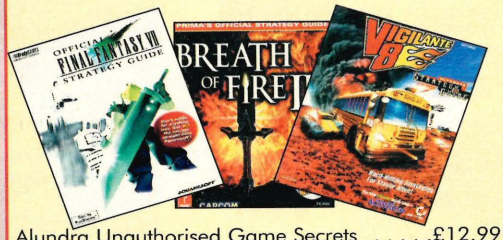
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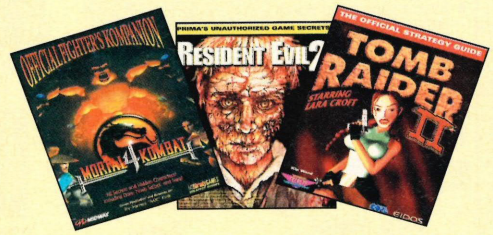
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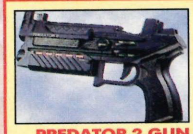
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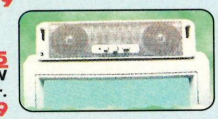
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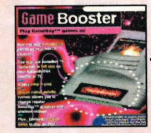
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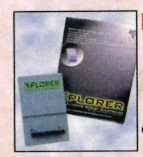




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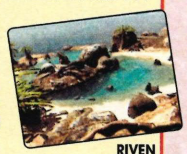


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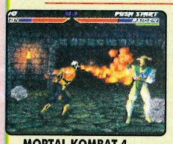
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Batman & Robin	78% PY, 73% PP	£33.99
Deathtrap Dungeon	**86% PY**	**£19.99**
Fade To Black	90% PY, 87% PP	£17.99
Fifth Element	50% PY, 79% PP	£29.99
Frenzy	73% PY	£29.99
MDK	90% PY, 80% PP	£19.99
Medievil	**86% PY**	**£34.99**
Men In Black	35% PY	£31.99
Nightmare Creatures	90% PY, 86% PP	£29.99
Ninja	78% PY, 82% PP	£34.99
ODT	Due 6th November	£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**	**£32.99**
Rosco McQueen	88% PY, 78% PP	£21.99
Small Soldiers	Due 13th November	£32.99
Spawn	49% PY	£22.99
Tenchu	92% PP	£31.99
Tomb Raider	94% PY, 92% PP	**£17.99**
Tomb Raider 2	95% PY, 95% PP	**£24.99**
Tomb Raider 3	**Due 20th November**	**£34.99**

Free exclusive Poster of Nell McAndrew (the real life Lara Croft) with every copy of Tomb Raider 3.


D'DUNGEON


MEDIEVIL


APOCALYPSE

ARCADE SHOOTERS


B MOVIE


ASTEROIDS


CRIME KILLER

Asteroids	Due 4th December	£CALL
Blast Chamber	82% PY	£24.99
Blast Radius	72% PY	£34.99
B Movie	Due 20th November	£33.99
Crime Killer	81% PP	£19.99
Crusader No Remorse	80% PY, 85% PP	£19.99
Future Cop LAPD 2100	**94% PY, 89% PP**	**£32.99**
G Darius	88% PY	£28.99
Hard Boiled	29% PY, 40% PP	£19.99
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
Viper	46% PY	£24.99

3D SHOOTERS


GHOST IN THE SHELL


FORSAKEN


COLONY WARS VENGEANCE

Alien Trilogy	**91% PY, 85% PP**	**£17.99**
Armoured Core	69% PY, 86% PP	£29.99
Assault	80% PY	£28.99
Colony Wars	92% PY, 93% PP	£19.99
Colony Wars Vengeance	**Due 13th November**	**£34.99**
Dark Forces	75% PY, 84% PP	£24.99
Darklight Conflict	79% PY, 87% PP	£14.99
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 Time To Kill	**87% PY**	**£32.99**
Final Doom	82% PY, 89% PP	£19.99
Forsaken	**92% PY**	**£24.99**
Future Cop LAPD 2100	**94% PY, 89% PP**	**£32.99**
Ghost in the Shell	73% PY, 90% PP	£29.99
G Police	84% PY, 93% PP	£23.99
Life Force Tenka	86% PY, 82% PP	£19.99
Mech Warrior 2	91% PY, 83% PP	£19.99
SCARS	82% PY, 83% PP	£32.99

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 £34.99



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 £32.99

CRASH BANDICOOT WARPED



Visit Egyptian tombs, ancient Rome, medievil England, the land of the Dinosaurs and more to defeat the evil Neo Cortex. Play new levels as Crash's sister, Coco. Plus, ride a motorbike, jetski and a plane! New free-roaming 3D levels and 6 new "super-moves".



RRP £39.99

Our Price £34.99



QUALITY SERVICE

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

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DRIVING / RACING

F1 '98 - *All new stats for the new season, plus a brand new game engine and a new 4 player link-up mode!*









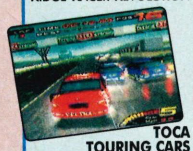
	FELONY 11-79	VIGILANTE 8	MICRO MACHINES 3
Auto Destruct	84% PY, 77% PP		£19.99
Ayrton Senna Kart Duel 2	N/A		£24.99
Buggy	N/A		£30.99
Burning Road	**90% PY**		£14.99
Circuit Breakers	81% PY, 80% PP		£28.99
Colin McRae Rally	**93% PY**		**£33.99**
Destruction Derby	86% PY, 72% PP		£18.99
Destruction Derby 2	82% PY, 89% PP		£18.99
Dodgem Arena	Due 20th November		£29.99
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**		**£21.99**
Formula 1 '98	**68% PY**		**£35.99**
Formula Karts Special Edition	75% PY, 81% PP		£14.99
Gran Turismo	**97% PY!!!**		**£33.99**
Grand Theft Auto (18+)	88% PY, 90% PP		£18.99

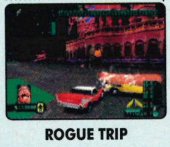






	MOTO RACER 2	COLIN McRAE RALLY	COLIN McRAE RALLY
Impact Racing	87% PY, 82% PP		£12.99
Jeremy McGrath's Supercross 98	67% PY, 52% PP		£32.99
Jetrider 2	78% PY		£24.99
Micro Machines 3	**92% PY, 95% PP**		£17.99
Motorhead	79% PY, **92% PP**		£17.99
Moto Racer	86% PY, 85% PP		£24.99
Moto Racer 2	87% PY, 91% PP		£32.99
N_2O	70% PY, 89% PP		£30.99
NASCAR Racing '99	82% PY, 64% PP		£32.99
Need For Speed 3	87% PY, 89% PP		£24.99
Newman Haas Racing	74% PY, 75% PP		£21.99
Off Road Challenge	N/A		£32.99
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		£14.99
Ray Tracers	74% PY, 73% PP		£14.99
Red Asphalt: Rock N Roll Racing 2	55% PY, 68% PP		£14.99
Ridge Racer	93% PY, 76% PP		£18.99
Ridge Racer Revolution	90% PY, 84% PP		£18.99

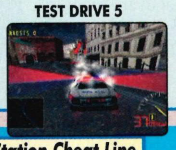






	TOCA TOURING CARS	ROGUE TRIP	GRAND THEFT AUTO
Road Rash	75% PY, 64% PP		£18.99
Road Rash 3D	76% PY, 80% PP		£30.99
Rogue Trip	**92% PY**		**£32.99**
Street Racer	84% PY, 79% PP		£17.99
Streak	Due27th November		£31.99
Supersonic Racer	91% PY, 74% PP		£14.99
Test Drive 4	86% PY, 70% PP		£14.99
Test Drive 5	Due 6th November		£32.99
TOCA Touring Cars *Dual Shock*	**92% PY, 91% PP**		**£17.99**
TOCA Touring Cars 2	**Due 27th November**		**£35.99**
Tokyo Highway Battle	73% PY, 77% PP		£15.99
Tommi Makinen Rally	N/A		£17.99
Vigilante 8	94% PY, 91% PP		£23.99
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
Wrecking Crew	83% PY		£19.99







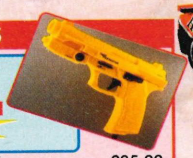
	RAPID RACER	TEST DRIVE 5	GRAN TURISMO

GUN GAMES



DIE HARD TRILOGY & PROTECTOR GUN

£26.99



Crypt Killer	38% PY	£35.99
Die Hard Trilogy	92% PY, 92% PP	**£18.99**
Die Hard Trilogy & Protector Gun	N/A	£26.99
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**





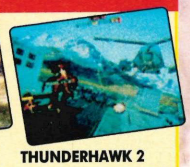


POINT BLANK | TIME CRISIS | DIE HARD TRILOGY

FLYING

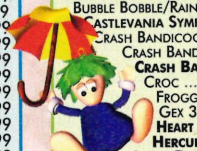






	ACE COMBAT 2	NUCLEAR STRIKE	THUNDERHAWK 2
Ace Combat 2	84% PY, 85% PP		£29.99
Air Combat	81% PY, 65% PP		£17.99
Nuclear Strike	88% PY, 91% PP		**£19.99**
Soviet Strike	83% PY, 92% PP		**£18.99**
Thunderhawk 2	85% PY, 82% PP		£18.99

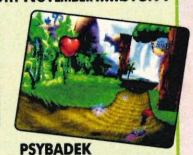
PLATFORM



Agent Armstrong	75% PP	£24.99
Baby Universe	22% PY	£25.99
Blasto	Due end November	£29.99
Bomberman World	85% PY, 83% PP	£29.99
Bubble Bobble/Rainbow Island	85% PY	£22.99
Castlevania Symphony of Night	**89% PP**	**£18.99**
Crash Bandicoot	84% PY, 86% PP	£18.99
Crash Bandicoot 2	86% PY, 87% PP	£29.99
Crash Bandicoot 3	**Due end November**	**£34.99**
Croc	78% PY, 84% PP	£18.99
Frogger	69% PY, 88% PP	£24.99
Gex 3D	92% PY	£24.99
Heart of Darkness	**88% PP**	**£27.99**
Hercules	**63% PY, 81% PP**	**£18.99**
Jersey Devil	90% PP	£22.99
Klonoa	83% PY	£29.99
Lemmings & Oh No! More Lemmings	**Due 13th November**	**£18.99**







	TOMBI	CRASH BANDICOOT 2	PSYBADEK
Lost Vikings 2	72% PY		£22.99
Lost World: Jurassic Park 2	79% PY, 81% PP		£19.99
Lucky Luke	79% PP		£29.99
Megaman 8	82% PY		£26.99
Mickey's Wild Adventure	79% PY		£18.99
Mr Domino	72% PY, 70% PP		£32.99
Oddworld Abe's Exodus	**Due 13th November**		**£32.99**
Oddworld Abe's Oddysey	90% PY, 91% PP		£18.99
Pandemonium	90%		£18.99
Pandemonium 2	72% PY, 91% PP		**£22.99**
Pitfall 3D	70% PY		£19.99
Psybadek	Due end November		£34.99
Rayman	87% PY		£17.99
Rampage World Tour	N/A		£24.99
Rascal	77% PY		£22.99
Skull Monkeys	83% PY		£24.99
Spyro The Dragon	**88% PY, 88% PP**		**£34.99**
T'ai Fu	Due 8th January '99		£31.99
Tombi	79% PP		£29.99
Trash It	55% PY, 57% PP		£29.99
Wild 9	72% PY, 90% PP		£31.99







	CRASH 3	T'AI FU	SPYRO THE DRAGON



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 £32.99





FIFA SOCCER '99

The FIFA series goes from strength to strength. All new stats keep the details up to date and even more advanced animation and Artificial Intelligence ensure the looks and playability stay fresh and impressive. FIFA '99 - you know the score! 1-8 players. Play Classic and Playstation Power Stunna awards winner.

RRP £39.99 Our price £32.99







COOLBOARDERS 3



20 authentic boards to choose from, 5 mountains (including Mt Everest!), hidden avalanche and tree run levels, 34 stunt moves and 20 motion captured real life boarders!

RRP £34.99

Our price £29.99



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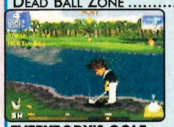
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SPORT



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.

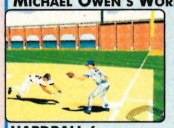
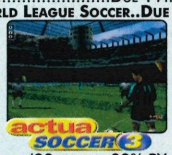
2 Extreme	55% PY	£19.99
Actua Golf 2	**80% PY, 83% PP**	**£17.99**
Actua Golf 3	**76% PY**	**£29.99**
Actua Ice Hockey	91% PY	£17.99
Actua Soccer 2	**92% PY, 93% PP**	**£17.99**
Actua Soccer 3	**Due 27th November**	**£29.99**
Actua Tennis	N/A	£31.99
Brian Lara Cricket	**Due December**	**£35.99**
Brunswick Bowling	N/A	£28.99
Cool Boarders	82% PY, 91% PP	£21.99
Cool Boarders 2	81% PY, 92% PP	£29.99
Cool Boarders 3	Due 27th November	£29.99
Courier Crisis	79% PP	£19.99
Dead Ball Zone	84% PY, 88% PP	£19.99





EVERYBODY'S GOLF — COOL BOARDERS 2

Everybody's Golf	85% PY, 85% PP	£29.99
FIFA Soccer '99	**Due 27th November**	**£32.99**
Int'l Superstar Soccer Pro	84% PY, 92% PP	£17.99
Int'l Superstar Soccer Pro '98	**92% PY, 94% PP**	**£31.99**
International Track & Field	85% PY, 90% PP	£17.99
Jonah Lomu Rugby	86% PY, 84% PP	£20.99
Knockout Kings	Due 4th December	£32.99
Libero Grande	Due 11th December	£29.99
Michael Owen's World League Soccer	**Due 13th Nov**	**£30.99**


HARDBALL 6 — VICTORY BOXING

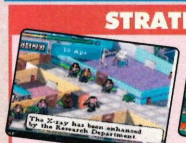
Nagano Winter Olympics '98	83% PY	£20.99
NBA Live '98	87% PP	£24.99
NBA Live '99	Due 20th November	£32.99
NFL Blitz	Due 12th November	£24.99
NFL Madden '98	92% PY, 89% PP	£24.99
NFL Madden '99	N/A	£32.99
NHL Face Off '98	80% PY	£24.99
NHL Hockey '99	**N/A**	**£32.99**
On-Side Soccer	76% PY, 65% PP	£14.99
PGA Golf '98	63% PY, 68% PP	£32.99
Pool Shark	Due 27th November	£30.99
Powermove Pro Wrestling	N/A	£19.99
Premier Manager '98	**89% PY, 92% PP**	**£28.99**
Premier Manager '98 & Actua Ice Hockey		**£31.99**
Pro Pinball Timeshock	89% PP	£22.99
Rushdown	Due Mid November	£32.99
Sensible Soccer Club Edition	Due 11th December	£32.99
Snow Racer	85% PP	£24.99
Tiger Woods Golf '99	Due 4th December	£32.99
True Pinball	85% PY	£17.99
Total NBA '98	92% PY, 85% PP	£29.99
Victory Boxing	90% PY	£21.99
Victory Boxing 2	90% PY	£32.99
WCW Nitro	80% PY	£29.99
World Cup '98	**86% PY, 90% PP**	**£18.99**
World League Soccer '98	**90% PY, 93% PP**	**£18.99**
WWF In Your House	N/A	£19.99
WWF Warzone	85% PY	£32.99





PGA GOLF '98 — VIRTUAL POOL '97 — WWF WARZONE

STRATEGY / SIMULATION





THEME HOSPITAL — CONSTRUCTOR — C&C RETALIATION

Command & Conquer	79% PY	£18.99
Command & Conquer RED ALERT	90% PY, 93% PP	£25.99
Command & Conquer Retaliation	91% PY	£32.99
Constructor	88% PP	£32.99
Monopoly	75% PY, 78% PP	£33.99
Risk	81% PP	£29.99
Sentinel Returns	62 % PY	£34.99
Theme Hospital	**88% PY**	**£24.99**
Theme Park	**86% PY, 85% PP**	**£17.99**
Transport Tycoon	78% PY, 86% PP	£19.99
Unholy War	70% PY, 89% PP	£35.99
V2000	82% PY	£30.99
Warcraft 2	86% PY, 88% PP	£24.99
War Games	60% PY, 90% PP	£31.99
Warhammer: Shadow of Horned Rat	82% PY, 86% PP	£29.99
Warhammer 2: Dark Omen	**85% PY**	**£28.99**
Worms	92% PY, 82% PP	£17.99
Z	85% PY, 80% PP	£29.99

RETRO / COMPILATION / MISCELLANEOUS





R-TYPE — BUST A GROOVE — FLUID



Atari Greatest Hits	81% PY, 75% PP	
Inc Asteroids, Super Breakout, Tempest, Battlezone, etc		**£19.99**
Bust-A-Groove	89% PY, 88% PP	£29.99
Atari Greatest Hits 2	**Out now**	**£27.99**
Fluid	78% PY, 84% PP	£26.99
Midway Greatest Hits 2	N/A	
Includes Moon Patrol, Splat, Spy Hunter, Joust 2, etc		**£24.99**
Music	Due 20th November	£29.99
Namco Museum Volume 2	70% PY, 63% PP	£22.99
Namco Museum Volume 4	79% PY, 67% PP	£24.99
Namco Museum Vol 5	75% PP	£27.99
Parappa the Rapper	82% PY, 89% PP	£18.99
R-Type	Out now	£28.99
Spice World (Spice Girls)	**N/A**	**£18.99**

PUZZLE





SUPER PANG — POY POY — BUST A MOVE 3

Bust A Move 2	88% PY, 89% PP	£17.99
Bust A Move 3	88% PY, 85% PP	£23.99
Caesars World of Gambling	N/A	£24.99
Chessmaster 3D	68% PY, 87% PP	£22.99
Kula World	83% PY, 89% PP	£32.99
Kurushi	88% PY, 68% PP	£22.99
Pet in TV	77% PY	£29.99
Poy Poy	84% PY	£27.99
Super Pang Collection	53% PP	£26.99
Super Puzzle Fighter 2	90% PY, 92% PP	£24.99
Tetris Plus	81% PY, 82% PP	£29.99

GAME BOY



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		TOTAL	£

QUALITY SERVICE

STATION MASTER

Q&A

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

Dear Play,
I'm completely stuck on *Medievil*. It's the glass demon that's bothering me, I've used all my weapons on him and he won't die!
John Grey, Whitehaven



To defeat the demon, first collect enough points to fill the chalice and visit the Hall Of Heroes. Get the crossbow from the statue then you're ready to face him. You can get extra ammo from the Gargoyles. Aim at his heart when he is in the air and it expands from his chest. A few well placed arrows and he'll shatter.

Dear Play,
Do you have any cheats for the arcade classic *Bubble Bobble*?
Peter Morton, London
On the title screen enter ⇩, ⇧, ⇩, ⇧, ⇨, ⇩, ⇦, ⇩, ⇧, ⇩. Press L1 during the game to return a level and R1 to skip a level.

Dear Station Master,
Have you got any cheats for *Tunnel B1* please?
Scott Haynes, Co Antrim
For all weapons and full life press L1, R1, L2, R2, ■, ●, ×, ▲.

Dear Play,
I am a great fan of your mag and buy every issue. [Gee shucks.]

BIGGER THAN SANTA'S SACK, THE CHRISTMAS ISSUE OF PLAY IS BURSTING WITH HINTS, TIPS AND CHEATS. KEEP 'EM COMING TO STATION MASTER, PLAY MAGAZINE, PARAGON PUBLISHING LTD, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS OR EMAIL: PLAY@PARAGON.CO.UK

ROGUE TRIP

Input the following codes as a password



ALIEN SAUCER
Enter R1, ■, ×, ■, L2, ●

PLAY AS GOLIATH
Enter Triangle, L1, R1, ×, L2, L2

PLAY AS NIGHTSHADE
Enter R1, R2, L1, L1, ×, ●

PLAY AS HELICOPTER
Enter L1, ▲, R2, ▲, ▲, R1

DOUBLE PICK-UPS
Enter L1, L2, ●, L1, R1, ■

INCREASED ARMOUR
Enter R1, ▲, R1, ▲, L1, ■

UNLIMITED TURBOS
Enter ■, ×, ●, ▲, R1, R2.
Note: The special bar will still decrease, but turbos will still be available after it runs out.

FUNTOPIA LEVEL
Enter ×, ●, L2, ×, ■, L1 to enable the Funtopia level under Challenge mode.

GULCH LEVEL
Enter ×, ■, ●, L1, L2, ■ to enable the Gulch level under Challenge mode. Alternately, enter ■, ■, ▲, R1, L1, ●

BOSS BATTLE 1
Enter ●, R2, R1, ■, L1, R2 .
Note: Re-enter this password after every Challenge Battle. The first opponent will be a normal, random, character. Your opponent will transform into Goliath after the battle.

BOSS BATTLE 2
Enter ●, ●, L2, L1, ▲, ▲

BATTLE WITH BIG DADDY
Enter ■, ▲, ●, ●, R2, R2

DUKE FMV SEQUENCE
Enter ■, ■, ●, ●, ▲, ▲

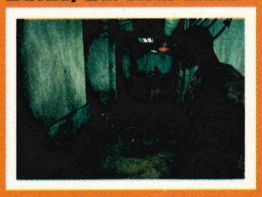
SPECIAL MOVES
Enter one of the following codes during game play to activate the corresponding special move.

MOVE	CODE
Shield	Hold ▲ and press ⇧, ⇨, ⇩, ⇦
Stun	Hold ▲ and press ⇨, ⇦, ⇧
Cash suck	Hold ▲ and press ⇦, ⇨, ⇧
Rear fire	Hold ▲ and press ⇨, ⇦, ⇩
Mine	Hold ▲ and press ⇦, ⇨, ⇩
Jump	Hold ▲ and press L1 + R1
Up on two wheels to the left	Hold ▲ and press ⇧, ⇩, ⇦
Up on two wheels to the right	Hold ▲ and press ⇧, ⇩, ⇨



RE2 DUAL SHOCK

Extreme Battle/Survival mode



Successfully complete the game with Leon, then save the game. Then, play Claire's second scenario, complete the game, and save the game.

ASSAULT

Type the relevant key combination on the *'Assault* – press Start' screen within a three second period. Once a cheat has been activated successfully, the screen will flash white with a 'whoosh' sound effect and the cheat name is displayed at the top of the screen.



Goodies

▲, ■, ●, ⇦, ■, ▲, ■, ●, ⇦, ■

Once activated an additional entry is placed in the options menu at the end of the list. This option allows you to skip levels, set 'infinite all' whereby the player gets all weapons with infinite ammo and view all of the FMV sequences used in-game. This cheat is awarded to the player if the game is successfully completed on PSYCHO difficulty.

Nakomi

⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, X, ●

This cheat flattens the mesh all of the 3-D characters with the exception of the 'boss' character. This cheat is awarded to the player if the game is successfully completed on COMMANDO difficulty.

Big head players

■, ●, ●, ■, ⇧, ■, ●, ●, ■, ▲

This cheat scales up the size of the character's head. This cheat is awarded to the player if the game is successfully completed on SQUADIE difficulty.

Big head aliens

■, ●, ●, ■, ⇧, ■, ●, ●, ■, X

This cheat scales up the size of the heads of aliens (with the exception of bosses and spitters).

Speed run

X, ■, ▲, ●, X, ■, ▲, ●, L2, R2

This increases the speed with which the player's character runs in game and is activated using the ● button. If the player is currently holding an item in the inventory the item will be used and then the run speed will be increased.

Retro

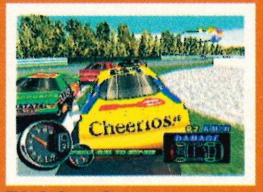
⇦, ⇦, ⇦, ⇦, ⇦, ⇦, ⇦, ⇦, ⇦, ⇦

This code activates a 'sepia' colour scheme. This cheat is awarded to the player if the game is successfully completed on ROOKIE difficulty.

NASCAR '99

Waving driver

Select cockpit view, then hold Select until the driver waves.



Dirt track

Start a race at Charlotte, and go around the finish line five times. A dirt track will appear.

Classic Drivers

Race in a Championship season with at least a 50% race length and finish in the top five on the following circuits to drive as the following classic drivers.

Charlotte track to race as Bobby Allison
Talladega track to race as Davey Allison
Bristol track to race as Alan Kulwicki
Richmond track to race as Benny Parsons
Darlington track to race as Cale Yarborough
Martinsville track to race as Richard Petty

DESTREGA

Alternate costumes

Complete one-player Battle mode with any character under any difficulty level. Highlight that same fighter on the character selection screen and press Start.

JUDGE DREDD

Input the following codes as a name on the High Score screen



Invincibility

Enter !EIKKIN

Deformed characters

Enter !PEMON?

View ending sequence

Enter ?LOVESEXY?

Ten credits

Enter !BEDSTRAW!

PARASITE EVE

Extra ammunition

Return to the police station and open the box inside the weapon storage room to collect 30 bullets. This may be done a total of ten times during the game.

EX Game mode

Complete the game once to enable an option that allows the game to be played in a new mode. This mode also includes access to the Chrysler Building shortly after Day 2.



Extra points

Complete one day without saving the game to receive extra points when the following day begins.

Track the helicopter

Press Select at the city map screen to track the helicopter as it flies around the city.

TENCHU

Restore health

Press Start to pause game play, then press ⇦, ⇦, ⇩, ⇩, ■, ■, ▲, ■. The sound of a shout will confirm correct code entry.

Carry up to 99 items

Hold L1 and press ⇦, ⇦, ⇩, ⇩, ■, ■, ▲, ■ at the item selection screen.

Increased inventory

Hold L2 and press ⇦, ⇦, ⇩, ⇩, ■, ■, ▲, X at the item selection screen. One more of each item will be available every time this code is enabled.

More types of items

Hold R1 and press ⇦, ⇦, ⇩, ⇩, ■, ■, ▲, ● at the item selection screen.

Level select

Select a character, then hold R2 and ⇦, ⇦, ⇩, ⇩, ■, ■, ▲, ■ at the next screen (mission select).

Layout select

Select a character, then hold R1 and ⇦, ⇦, ⇩, ⇩, ■, ■, ▲, X at the next screen (mission select).

Enable Jap voices

Select a character, then hold L1 and press ⇦, ⇦, ⇩, ⇩, ■, ■, ▲, ● at the next screen (mission select). Note: Japanese voice effects will start after the first level; the narrative will remain in English.

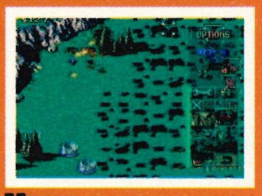
Ayame costume

⇦, ⇦, ⇩, ⇩, ■, ■, ▲, ● at the item selection screen. The armour icon will automatically be selected. Begin game play as Ayame and select her third costume.

RETALIATION

Nuclear attack

Press ● or the Right Mouse Button when the pointer is over '●', 'X', '●', '●', 'X', '■'



Money

Press ● or the Right Mouse Button when the pointer is over 'X', 'X', '■', '●', '●', '●'

Instant loss

Press Circle or the Right Mouse Button when the pointer is over '●', 'X', '●', '■', '■', 'X'

Civilians have names

Press ● or the Right Mouse Button when the pointer is over '■', '■', '●', '●', '▲', '▲'.

Please could you print some cheats for *Duke Nukem*.

Jack Row, Wilford

Destroy any water source (fountain, toilet etc) then stand in the water to slowly replenish your energy. That's about it.

Dear PLAY,

On *Broken Sword 2*, I'm stuck in Ketch's Museum. I've mixed everything and spoken to everyone but I'm still stuck. I've also lost my feather.

Sir David 'Confused' Yearley, Neverneverland

The feather is needed to use on the cat after asking Emily for her cross. Let the cat rip it up then give it to Rio. He will give you a shell in return. Then swap the shell for Emily's cross.

Dear PLAY,

Should I buy *Metal Gear Solid* or *FFVIII*?

Lee McGhee, Liverpool



***Metal Gear Solid, Metal Gear Solid, Metal Gear Solid*!!!**

Dear PLAY,

My little girl adores *Hercules*, unfortunately she can't get past Nessus, we've tried everything but to no avail.

Mrs Gail Squire, Barnsley

To defeat him stay on the rocks on the left avoiding his strikes. When he turns away jump on his back and ride some energy out of him. Get back on the rocks and repeat this a few times. To finish him off give him a super punch in the chops. Good luck Mrs S!

Dear PLAY,

Have you got any cheats for *Theme Park*?

Dan Collins, Grimsby

Enter BOVINE as a nickname for all shops, rides and attractions. For money press ●, ■, × during the game.

Dear Station Master,

I've recently purchased *The Lost World* and was wondering whether you had any cheats for it?

Mark Luckerine, Glasgow

For a level select enter ■, ×, ●, ▲,

Q&A is continued over page

Q&A continued

▲, ×, ■, ●, ▲, ●, ■, ×. Do this three times and ignore the 'invalid' signs.

Dear PLAY,
I'm in a bit of a predicament on the Jap version of *Metal Gear Solid*. Having rescued the old man on B2 and obtaining the Level 2 card and disc I can't get any further. Please help!
David Rose, Pensfield
Press SELECT to call up your radio, then go to the frequency 140:15. You will then talk to Meryl for a while before she signs off. Now go down in the elevator to the main floor (the one with the tanks) and then Meryl will call you back before opening a large gate next to the elevator. Now go outside through the gate, but watch out for the laser beam booby traps.

Dear Station Master,
How do you play as Thanos and Dr Doom in *Marvel Super Heroes*? I've tried and tried but nothing seems to work.
John Ewing, Nowheresville
Complete the game under the default setting. On the character screen press ⇩, then ⇩ again but hold it down. Then press ×, ● and R1 holding them down as you go. "Captain America" will be said but you will be Dr Doom. To be Thanos do the same but press ⇧, ⇧, then L1, ▲, ■.

Dear PLAY,
Please could you tell me some cheats for *C&C Retaliation*?
Marc Linthwaite, Birmingham
Click the 'teams' button menu with ●, then move over the following icons and press the following:
Invincibility ■, ×, ●, ×, ▲, ▲.
Full Maps ▲, ▲, ×, ●, ▲, ■.
Money ×, ×, ■, ●, ●, ●.

Dear PLAY,
Got any cheats for *Time Crisis*?
Neil Tregillis, Cornwall
Yep, but it requires good shooting. On the main screen with the three target boxes shoot the hole in the middle of the 'R' twice, then shoot the cross hairs next to the word 'Time' twice. This will make a cheat menu appear.

Dear PLAY,
This makes the Spice Girl's heads really big. Hold start and press ●, ■, ●, ■ when they walk across the planet during the main title.
Cheaty Spice, Basildon
Thank you, Cheaty Spice.

cheat-cart codes

DATEL GAME PRODUCTS

DARKSTALKERS
Infinite time
800CD85A 0063
Infinite energy Player 1
800BDB00 0090
Infinite energy Player 2
800BDB04 0090
800321E8 0000
80034B3C 0000
80034B3E 0000
80035888 0000
80035B8A 0000
8003BA98 0000
8003BA9C 0000

DESCENT 2
Infinite energy
800E80C6 0064
Infinite escape time
800A9272 003B
All Primary weapons
800E80D4 FFFF
All Secondary weapons
800E80D8 FFFF

EXTREME GAMES
Infinite cash
801E9014 07D0
Infinite energy
8007AB50 0500

GRAND THEFT AUTO
Infinite lives
8002B5F2 0063
Get out of jail free
8002B606 1000
Infinite machine gun and launcher
8002B5FE FFFF

WIPEOUT 2097
Infinite time
80095814 0BB8

INCREDIBLE HULK
Invincibility
80087BEC 0039

VIGILANTE 8
Infinite ammo on weapon selected
8003384C 0000
8003384E 0000
80033184 0000
80033186 0000
800321EA 0000

WORMS
Stop timer
801454AC 0B89
Infinite Cluster bombs
80144E5C 0005
Infinite Homing missiles
80144E54 0002
Infinite Dynamite
80144E70 0002
Infinite Mines
80144E74 0002
Infinite Airstrikes
80144E78 0001
Infinite Teleports
80144E7C 0002

SF ALPHA 2
Infinite time
80190954 6302
Infinite energy player 1
80198824 0090
Infinite energy player 2
80198BB8 0090

ALUNDRA
Infinite health
3012708C 0032
30127090 0032
Infinite money
D21EAB7C 00FF
801EAB7C 270F
Infinite magic
301EAB78 0004

TUNNEL B1
Infinite energy
800C4144 0320
Infinite lives
300C413C 0004
Infinite time
300C41BA 001F

XPLORER
THE ULTIMATE CHEAT CARTRIDGE
FOR USE WITH SONY PLAYSTATION

SKULL MONKEYS
SONY CODE 01090
99 lives
365D083F59BB
Every ball gains a life
8E5D083E59BB
Infinite missiles
8665F458595C

TEST DRIVE
SONY CODE 00948
Infinite time
865BF0BAC862

FELONY 11-79
SONY CODE 00940
Infinite time
865FC5865A83
No damage
865D1EF0595A
Infinite fuel
865FABAC604F

JUDGE DREDD
SONY CODE 00???
Infinite bullets
366457635950
Infinite high explosive
366457615940

G-POLICE
SONY CODE 00082
All weapons
8661575C595A
1663B72C598A
8663B748595A

COLONY WARS
SONY CODE 00860
Infinite sheilds
865AB61C5922
Constant AS Laser
8665F37C595A
Constant Laser
8665F3B0595A
Constant Emp gun
8665F3E4595A
Constant scatter gun
8665F318595A
Infinite AS missiles
8665F3F0595C

EARTHWORM JIM 2
SONY CODE 00343
Infinite lives
866245305955
866245IE5955
Infinite energy
865f1a1859b6
Infinite shots
866041A45C42

MK3
SONY CODE 00???
Infinite health player 1
867211C459F8
Infinite health player 2
8672111C59F8

NHL '98
SONY CODE 00907
99 Goals player 1
865ACC44595A
99 Goals player 2
865ACC0659BB

ONE
SONY CODE 00944
Infinite lives
366597245940
Infinite energy
3665932059A2
Infinite full rage
3E6593205900
Infinite hyperstate
3E65932059F0

RASCAL
SONY CODE 00858
Infinite ammo
865D02EA597A
Infinite energy
865D0318596F
865D031C596F
865D083E596F
Infinite lives
865D02945961

CODE OF THE MONTH

GEX 3D ENTER THE GECKO

XPLORER
THE ULTIMATE CHEAT CARTRIDGE
FOR USE WITH SONY PLAYSTATION

It's still one of our favourite platformers... now you rubbish lot out there can finish it!

SONY CODE 00596
Infinite energy
865DDDEC5956



100% PlayStation 0% fair

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SAY THANK YOU VERY MUCH, HERE IS THE COMPLETE GUIDE TO GET YOU THROUGH SPYRO THE DRAGON AND BEYOND!

TOP TIP

LEVEL SELECT During the game, press SELECT to go to the inventory screen and then press: ■, ■, ●, ■ ⇦, ⇨, ⇦, ⇨, ●, ⇧, ⇨, ⇩. You should now have access to all of the levels.

SPYRO THE DRAGON

GENERAL TIPS

Invaluable advice and tips on how to survive in the crazy world of Spyro the dragon...

DRAGON EGGS

As if having your clan incarcerated in ice wasn't enough, some dastardly thieves have made off with a stash of dragon eggs. They have taken shelter on certain levels (which ones will be revealed in this guide), so when you spot them, give chase until you get close enough to ram them or torch them with your fire. If you've having difficulty keeping up, tap the jump button as you run to gain a little extra pace.

FIRE OR FORCE

Spyro's two main attacking abilities are charging at his opponents or flaming them. However, different enemies are killed in different ways so you'll need to learn their attacks and spot any clues as to how they die (flame-repellent armour for instance) before attempting to take them out.

A BUG'S LIFE

Spyro's energy is controlled by a dragonfly that is constantly buzzing around his head. If Spyro gets hit, the dragon-fly will change colour, and will do so several times before it vanishes and Spyro is left vulnerable to only one more hit. The dragonfly starts off gold, then goes blue, then green before vanishing, so spot the colour and help him out if need be. To recharge the dragonfly, you will need to kill the harmless animals that inhabit each level. Once done, they will release butterflies that the dragonfly will chase and eat before coming back gleaming with health.

SPEED RAMPS

On certain levels, Spyro will encounter speed ramps. These are essentially hills with arrows on that will speed Spyro up to immense velocities if he runs down them. They can be used for two things: firstly to ram into the metal caskets that are hard to break, and also for huge run-ups in order to take off and sour through the skies to distant platforms. The trick to using them is to run at full pelt, then as you take off (preferably at the highest point) hit the jump button to surge higher into the air. For the really distant platforms, use the ramps to get as high as you can, then go into a glide and simply swoop gradually down. Easy when you get the hang of it.

COMPLETE SOLUTION

GRAB ALL YOU CAN

The treasure in Spyro is both straight-forward and devilishly hard to find. Some of it will be lying around in the open, other stuff will be hidden on high platforms or contained in various caskets, so search high and low and you should find it all eventually. Remember also that every enemy needs to be killed to grab it all, so it is best to ensure that every ounce of treasure has been collected before exiting the levels. This way you'll know that every enemy has been defeated because they don't rejuvenate until you either die or return after exiting. So as soon as you arrive in a new world, find all of the treasure before entering into the sub-levels.

OBJECTS

There are loads of things to look out for in the game. Here's a summary of what's what...

Red Gems - 1 treasure
Green Gems - 2 treasure
Blue Gems - 5 treasure
Yellow Gems - 10 treasure
Purple Gems - 25 treasure

CRYSTAL DRAGONS

Walk into these to free the dragons and gain advice. Each level houses a different amount of crystallised dragons, all of which are indicated in this guide.

LOCK AND KEYS

On some of the levels you will come across a box that will need a key to unlock it. These keys can be found elsewhere on the same level, usually concealed in the most difficult places.

DRAGON EGGS

Some levels have just one, some two, and others have none. There are 12 in total to find in the game, follow this guide for levels that you can find them on.

SEALED CASKETS

Most levels contain these sealed caskets that cannot be smashed just by charging into them or with standard fire. They can be smashed by either using a speed ramp in order to gather enough speed to smash them open, also enhanced love fire, firing cannons or fireworks at them work too.

W1 ARTISANS

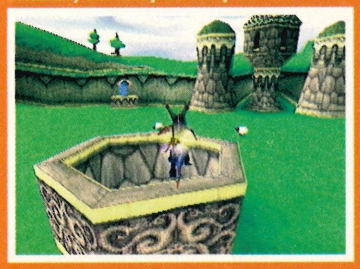
TOTAL TREASURE: 100

The home of the Artisans, this is a world full of green meadows, lush valleys, waterfalls, beaches and cliff-tops. From the top of the hills, you can see right over to the other side of the world, and way out to sea. If you explore the beaches, you may stumble across hidden caves full of treasure. Make sure you don't go for a dip in the drink though, dragons and water don't mix!

DRAGONS TO RESCUE: 4
NESTOR, ARGUS, DELBIN, THOMAS

LEVEL 1: STONE HILL

TOTAL TREASURE: 200
KEYS TO FIND: 1 ☐ EGGS TO FIND: 1
DRAGONS TO RESCUE: 4
LINDAR, GILDAS, ASTOR, GAVIN



■ *Get the key and drop down this well for more hidden treasure.*

Most of the treasure on this level is fairly straightforward to find. However, the cleverer players will no doubt drop down the well in the centre of the level and find a locked casket, but the key to this casket is slightly harder to find.

When you go through the passage leading to the exit point, jump over the wall behind and drop down to the beach. Then walk around the corner to enter a hidden beach cave, and inside you'll find the key and a few extra bits of treasure. To find the dragon egg, you must go through one of the passages to find and then go up through the tower on the other side. Once at the top, glide down to the surrounding meadows and chase the thief. There is also treasure to be found here.

LEVEL 2: DARK HOLLOW

TOTAL TREASURE: 100
KEYS TO FIND: 1 ☐ EGGS TO FIND: 0
DRAGONS TO RESCUE: 3
DARIUS, OSWIN, ALBAN



■ *A secret passage will take you straight to this hidden dragon.*

This level is one of the easier ones. There's no real problems to face, other than not to miss the secret passage leading down to the catacombs. This area is guarded by huge ogres that can only be flamed from behind, so wait until they turn around and start walking away before you attack. In the underground cave, you'll find the key needed to unlock the casket near the starting point, and also another incarcerated dragon and hidden treasure.

LEVEL 3: TOWN SQUARE

Total treasure: 200
Keys to find: 0 ☐ Eggs to find: 1
DRAGONS TO RESCUE: 4
NILS, DEVLIN, ALVAR, THOR

Another simple level. Simply work your way through the by ascending the steps and then gliding over any baron areas. Most of the treasure is easily collected, but there is a fairly tricky point later one. Basically, when you go up the pink staircase and collect all of the treasure at the top (the exit is located here also) go back to the top of the steps and hop onto the green ledge. Now jump off of the steps towards the fountain and then swing around to the right, hugging the wall as you go – you should then land on a new grassy ledge, right in front of the egg thief. Chase him and collect all of the treasure as you go, then collect the last of the dragons and leave.

BOSS LEVEL: TOASTY

TOTAL TREASURE: 100
DRAGONS TO RESCUE: 1 NEVIN

This level is populated by sinister shepherds who'll set their dogs on you. Approach each sleeping dog slowly and flame it from a safe distance, then quickly dash away before they can squat you (if you're quick enough, you can catch them with two successive flame bursts). Now flame them once more to kill them and take out the shepherds. There's some hidden treasure to be found by going through the window in the archway, but the rest should be straight forward to find. Now concentrate on killing old pumpkin-head himself, which is a cinch. Just kill the guard's dog first, trot up to him and bathe him in fire.

BONUS: SUNNY FLIGHT

TOTAL TREASURE: 300

To access this level, you will have to first jump on all of the circular stones in the lake. When you have done this, they will all flash yellow and the scenery in the background will fall to reveal the level's gate. When you start the level, swoop straight down into the cave and collect all of the caskets. Then fly back out and go left to fly through the series of arches. Stop with the arches when you reach the planes and concentrate on flaming all of those before proceeding with the arches. Finally, swoop down to the train track and take out the barrels to complete the level.

W2 PEACE KEEPERS

TOTAL TREASURE: 200
KEYS TO FIND: 1 ☐ EGGS TO FIND: 1
DRAGONS TO RESCUE: 3
TITAN, MAGNUS, GUNNAR

Charge around and collect all of the visible treasure. The whole area is patrolled by soldiers that need killing, so get on their case. Some will dive for cover underneath the tents, no matter, simply torch the tents,



■ *Use the cannons to blast toughened crates and rock formations.*

then torch them as they flash their arses at you! The problematic treasure can be found in the way of unbreakable caskets. For these, simply use the cannons by pushing the barrels around until they are aligned with the target, then torch the fuses to fire them. Also, you will notice that one of the rock formations has a target on it, so use the nearby cannon to blast this away to form a platform to get over to the other side of the canyon. Once over, go right to chase the egg thief. Once done, go back to the arch-like rock and use this as a means to glide down to the cave in the distance, inside you'll find more treasure and a locked casket.

LEVEL 4: DRY CANYON

TOTAL TREASURE: 400
KEYS TO FIND: 1 ☐ EGGS TO FIND: 1
DRAGONS TO RESCUE: 4
CONAN, BORIS, MAXIMOS, IVOR



■ *Catch the sneaky egg thief located behind the starting point!*

When you start, pick up the lashings of treasure and then walk through the crack in the wall to the left to find the egg thief and more treasure. Then proceed as normal and kill all of the shooters on route. When you have rescued Boris, glide down to the ledge in the distance and walk up into the tower. Inside you will see a ledge leading out to some red gems. Hug the walk on the left and jump out and glide left, keep hugging the wall as you swing around and you will land on a new ledge with a walkway leading up to another dragon and the key.

When you've got them, glide down to the tower with the exit in and collect more treasure. Leave via the walkway and proceed back to the point where you met the first dragon. Beyond him you can jump to a new ledge and drop down some steps. Here you'll find plenty of new treasure, so scale the platforms to the tower, jump over to the higher set of ledges to the right and then glide over to the distance ledge in the background. Here you will find the locked casket.

LEVEL 5: ICE CAVERN

TOTAL TREASURE: 400
KEYS TO FIND: 1 ☐ EGGS TO FIND: 0
DRAGONS TO RESCUE: 5
TODOR, ANDOR, RAGNAR, ULRIC

Collect the gems around the starting point and then head full steam ahead. When you come to the cavern, jump on the ledges and then glide out to the area where the locked casket is. From here, you should be able to see a distant platform with the key, so drift down, nab it and then take it back to the locked casket. Some gems need to be collected by ramming the lamps, so take care not to miss and plummet to your doom. The rest of the level is very straightforward and shouldn't give you anymore problems.

LEVEL 6: CLIFF TOWN

KEYS TO FIND: 0 ☐ EGGS TO FIND: 1
DRAGONS TO RESCUE: 3
HALVOR, ENZO, MARCO



■ *Go up the cliff and glide down behind the starting point for more loot!*

This is a relatively simple level to conquer, but there are a few cunning secrets tucked away. Proceed forwards through the town collecting everything as you go, there are plenty of soldiers to kill and cauldron-stirrers to flame (make sure you roast the cauldrons for extra treasure). The egg thief is located on the way to the great steps, so dispose of him before scaling the dizzy heights. Once you're at the top of the cliff, get to the highest point and then glide down over the river and to the cliffs in the distance. Kill all of the birds and then use the height advantage to glide down to the roof-tops to collect the extra treasure. On one roof will be a firework, so torch the fuse and watch it break open the sealed casket on the steps. You should find most of the treasure no problem, but there is some cunningly hidden gems to be found behind the building in which you started, so from the nearby cliffs, sail down and drop behind the building to find it.

BOSS LEVEL: DR SHEMP

TOTAL TREASURE: 300
DRAGONS TO RESCUE: 1
TRONDO



■ *Doctor Shemp attacks with his stick, so the idea is to torch his behind!*

Proceed up through the valley killing everything in sight. Some guards will charge at you, so either charge at them or wait until they run off the cliff before collecting the






treasure. You'll come to a upwards gust eventually that'll allow you to reach a couple more caskets and give you enough height to drift down and kill the ogres on the raised platforms. If you walk past the first upwards gust and behind the tower at the end, you'll find another gust behind it that'll take you to an even higher platform, giving you enough height to drift down to the distant platform and collect a 25 treasure gem.

When all of the current treasure has been collected (198 to be exact), go back to the first gust and go through the gate behind. The Doc himself is easy to kill. On the first platform, wait until he charges at you and then duck behind to singe his bot. On the second platform, wait until he turns to swing his staff before roasting his rear, and then on the final platform, wait until he swings, jump over his staff and then roast him. Use the key you collected earlier to drop down past the exit and unlock the casket that contains 25 treasure.

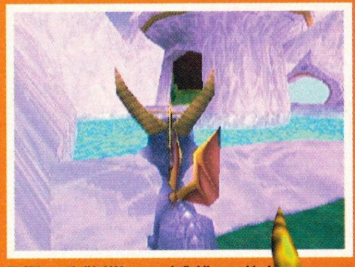
BONUS LEVEL: NIGHT FLIGHT

TOTAL TREASURE: 300

Start the level by zooming through the rings, then bank straight off to the left to collect the chests. Once all of these have been collected, head through the first three arches and then bank back round to illuminate the first few lights. Proceed through the arches and then alternate between arches and lights as you come to them. It shouldn't pose too much of a problem for you.

W3 MAGIC CRAFTERS

TOTAL TREASURE: 300
KEYS TO FIND: 1 ☐ EGGS TO FIND: 1
DRAGONS TO RESCUE: 3
COSMOS, ZANTOR, BOLDAR



■ *Glide over to this hidden cavern to find the secret key!*

When you start the level, go through the first couple of arches and you should see an egg thief straight ahead. By lunging straight forward and hugging the wall to the left, you should be able to bash him just after he starts to run. Proceed on a narrow course and make your way up the hills. You will then come across another egg thief near a speed ramp. Use this ramp to take out the wizard and then maintain the speed to hurtle through the caves and out of the exit to the right. Still at full speed, charge into the sealed casket to grab the gems inside. Now go up the hill and glide over to the ledge on the other side of the lake, You should now see a cave with the key hidden inside. Take this key back to the platform where you met the second egg thief, stand on the edge and look for the cave in the distance. Glide over to this cave and inside you'll find the locked casket. The rest of the home level is easy.

LEVEL 7: ALPINE RIDGE

TOTAL TREASURE: 500
KEYS TO FIND: 0 ☐ EGGS TO FIND: 1
DRAGONS TO RESCUE: 4
ZANE, ELDRID, ZANDER, KELVIN



■ *Just kill, kill, kill in order at complete this level.*

This is a very easy level to complete because all of the treasure is in obvious places. All you've got to do is proceed forwards killing everything in sight. When you reach the first dragon, you can either climb up the wall on the left and glide down to the distant area ahead, or proceed forwards and glide down to the other platform (either way, make sure you return and complete the other before exiting the level). The only real tricky bit to the level is when you have to glide down from the exit to the three platforms with the firework boxes on top. You will have to ignite each one in turn and then jump to the next before they explode. From the first platform, you can jump into the cave and pursue the dragon thief. Then simply jump and glide down to the right to regain for footing for the final furlong.

LEVEL 8: HIGH CAVES

KEYS TO FIND: 0 ☐ EGGS TO FIND: 2
DRAGONS TO RESCUE: 3
CYRUS, AJAX, CEDRIC

When you start the level, turn around and go into the spider caves – but be sure to avoid the spiders because you can't kill them yet. Keep working your way around the tunnels and eventually you'll come to two caves with wizards in as well as spiders. Kill the wizards and go through the hole at the back to meet the love fairy for the first time. This maiden will kiss you, causing you to blush and turn red. When Spyro is red, his fire power is enhanced, meaning that he can now kill the spiders. By dashing back through the caves, he will have enough time to kill all but one of the spiders – and that is the one right back at the start. So to kill this, get kissed and then jump off of the fairy's ledge, gliding back down to the starting position. Now simply enter the cave and torch the first spider to claim all of the spider gems. Later in the level, you'll also come across a speed ramp, use this to get to the caves over the canyon. The first two caves can be reached easily, but to get to the distant ledge with the treasure, you'll need to press the jump button straight after take-off and then go into a glide at the highest point of the jump.

TOP TIP

CRASH 3 DEMO When the title screen is displayed with the "Press Start" message, press L1 + ▲ and the game will switch to a sneak demo of *Crash Bandicoot 3: Warped*, complete with a one level playable demo. Er, great!



■ *Get the gift of the enhanced 'love' fire from this promiscuous fairy!*

LEVEL 9: WIZARD PEAK

KEYS TO FIND: 0 ☐ EGGS TO FIND: 2
DRAGONS TO RESCUE: 3
JARVIS, HEXUS, LUCAS



■ *You'll need to find the hidden mountain paths in order ton get here!*

As soon as you start, look to the left to see a hidden ledge. Jump and glide over to it and then follow the paths around to collect loads of hidden treasure. From the highest points, you can glide down to the wizard alcoves that were too high to reach from the ground. Use the speed ramps (sometimes with the force of two) to gain enough speed to take off for the distant ledges (remember to push the jump button at take-off to gain more height). On one of the distant ledges, remember to look around the back for more gems and an egg thief. There is also a sealed casket that can only be broken with the speed of a ramp, so make sure you grab it. The rest is straightforward.

BOSS LEVEL: BLOW HARD

TOTAL TREASURE: 400
DRAGONS: 1
ALTAIR

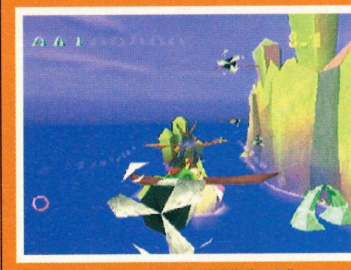
This is undoubtedly the easiest boss in the game to defeat, and indeed the easiest level to conquer because all of the treasure is out in the open. To defeat the boss, all you have to do is walk up to him and torch him with your fire – if he manages to hit you at all, curse yourself for being an exceptionally poor gamesplayer and carry on flaming him. Like we said, a complete and utter doddle.



■ *Negotiate the moving platforms whilst torching the pesky wizards.*

BONUS LEVEL: CRYSTAL FLIGHT

TOTAL TREASURE: 300



■ *You'll need to follow a set pattern to get all the items in time.*

A tricky flying level this one. First of all, go through all of the hoops and then proceed through as many arches as you can before you reach the chests. Takes these all out and then turn your attentions to the planes (making sure to fly into them as opposed to with them). Now go through the other arches.

W4 BEAST MAKERS

TOTAL TREASURE: 300
KEYS TO FIND: 1 ☐ EGGS TO FIND: 0
DRAGONS TO RESCUE: 2
BRUNO, CLEETUS



■ *From this temple, glide over the bog to get the key from the island.*

Simply work your way over the swamps and onto dry land killing everything in sight. When you come to the temple steps, climb up and grab the gems on the ledge, then sail out over the swamp to the distant platform that houses the key. Take this back to the earlier well and use it on the locked casket for more gems. The rest of the treasure is in clumps, so be sure not to miss any before entering one of the sub-levels.

LEVEL 10: MISTY BOG

Total treasure: 500
Keys to Find: 0 ☐ Eggs to find: 0
DRAGONS TO RESCUE: 4
ROSCO, DAMON, ZEKE, BUBBA

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When you start, go behind the wall and kill the goon before stealing his treasure. Proceed along the dry land killing everything that moves (the trees are particularly hard – they shake before charging at you!) When you come to the long jetty full of guards, knock them all down and then jump over to the small island on the left. Jump over to the tree stumps next to it and enter the hidden caves – beware of the bullfrogs and their lashing tongues. Inside the caves will be lots of extra gems and another dragon. When you've got the dragon, go up the steps and glide back down to the starting point before proceeding on your original course. After the jetty, hop on the tree stumps and drop down the hole. When you eventually reach the exit, jump up on one of the posts next to it and glide over to the wall of the ruin to the left. From here glide over to the left again and onto the ruin that looks like a set of steps. Use these to get onto the roof and collect all of the hidden treasure. From the roof, glide over to the distant islands and collect the last of the treasure before heading back to the exit.

LEVEL 11: TREE TOPS

TOTAL TREASURE: 500
KEYS TO FIND: 1 ☐ EGGS TO FIND: 0
DRAGONS TO RESCUE: 3
LYLE, JED, ISAAK



■ *Follow the green thief and obtain the key, then chase him like mad!*

This is probably the hardest level to complete in the whole game as it consist of loads of speed ramps and exceedingly long jumps. Thankfully, a couple of thieves are at hand to show you where to go, and you can see the first green one at the start. If you follow him up (watch out because he wakes all of the monsters as he goes) and through the second window on the left, you will see that he jumps to a distant island with a dragon on. Follow him over and get the dragon, then chase him down the speed ramp and stick close to his tail (remember to press jump at the point of take-off to gain more height). The last jump you'll have to make is a biggie, so get as high as you can and then drift down to the distant ledge. The second thief can be found if you go straight on at the start past the windows, you'll see him on a distant platform, so if you glide down to him and give chase, he will lead you to another secret platform near the exit that contains loads of goodies. The rest of the level is relatively straightforward, so grab all the gems and use a couple of the speed ramps to smash open the sealed caskets.

LEVEL 12: TERRACE VILLAGE

TOTAL TREASURE: 400
KEYS TO FIND: 0 ☐ EGGS TO FIND: 0
DRAGONS TO RESCUE: 2
CLAUDE, CYPRIN

This level is very tightly packed with buildings that conceal hordes of gems, so search far and wide and make sure you kill every baddie. The only real problem with this level comes after you rescue Cyprin. Go up the steps and along the following platforms, then use the upward gust to reach the highest point. From here, sail down to the ledge on the right and you'll see some steps cunningly disguised by colour. Proceed up these and then glide down and around the corner to a new ledge. From here you will be able to jump across the rooftops and ignite the fireworks needed to break open the remaining sealed caskets. Then go back up the upwards gust and go to the ledge on the left to find the exit.

BOSS LEVEL: METALHEAD

TOTAL TREASURE: 500
DRAGONS TO RESCUE: 1
SADIKI

Collect all of the visible treasure and then just before the wooden bridge, gaze down into the slime below and you'll see a crate in the wall, glide down here to find a completely secret area full of gems and a key. Once you've emptied it, head to the upwards gust and you'll be transported to one of the gem-filled rooftops that you were probably

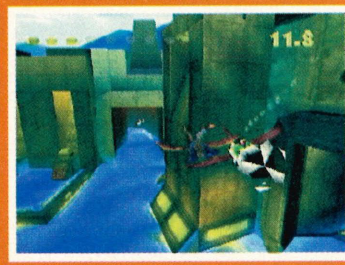


■ *There are many hidden treasures to be found on this level.*

baffled as to how to get too before. From here, glide over to the next one and clean the area completely of gems before confronting the big guy. He is pretty easy to kill, all you have to do is charge into the electric posts – but only when they're green. When all are smashed, he will dash into the next hall, so tail him. Make sure you search each passage for gems, and just as you reach the top of the steps into the second hall, turn to the left and you'll see some ledges to jump onto, these will lead you to the locked casket and a few extra gems. Kill the boss by smashing into the second wave of posts, collect the remaining gems and leave.

BONUS LEVEL: WILD FLIGHT

TOTAL TREASURE: 300



■ *The chests and the planes can be torched simultaneously!*

This is an easy flying level to complete, simply sail down and destroy the boat, then swing around and get the other before verging to the left and sailing up the water passage – taking out every boat as you go. At the top, go through the first two arches and take out the boats (you should get every boat at the this point, then swing back around and take out the arches down the next water passage. You should then arrive back at the start, so smash the crate and then swing around to the left and into the next passage to get the next ones. You'll end up in an area populated by plans and crates, so take them all out at your leisure.

W5 DREAM WEAVERS

TOTAL TREASURE: 300
KEYS TO FIND: 0 ☐ EGGS TO FIND: 0
DRAGONS TO RESCUE: 3
LATEEF, ZIKOMO, MAZI

A world corrupt with sword and sorcery. Much of the treasure here is straightforward to find, but there is also a fair bit stashed away. Make your way around the platforms blasting everything in sight, a laser turret in the centre of the level should reduce all of the larger enemies to titchy squirts – making it easier for you to blast them. When you get to the turret yourself,

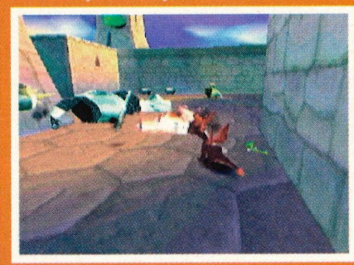


■ *You'll have to do some platform surfing to get over to that extra gate.*

move it around so that you can zap the guards in front of the steps. The only other problem area is the pixies. These cannot be killed, but if you flame them, they will lower nearby platforms, enabling you to hop on top before the pixies come back to life and cause them to rise up once more.

LEVEL 13: HAUNTED TOWERS

TOTAL TREASURE: 500
KEYS TO FIND: 0 ☐ EGGS TO FIND: 0
DRAGONS TO RESCUE: 3
KOSOKO, LUTALO, CAPANO



■ *With the infinite 'love' fire, you can clear the level with ease!*

Proceed forwards and flame the door, then kill any enemies that can be killed (the knights can't be) and keep going forwards to the end tower. In here you will find a love fairy who will kiss you and give you the power to defeat the knights and break down the strengthened doors, so use this to your advantage and use as many times as it takes to get them all. Use the upwards gust to float over to the next section and then go to the castle in the distance for more gems and another dose of love fire. When you're charged up, take out the next set of knights and then go up the slope to the main castle. Use the speed ramp to break down the doors and then use the love fire in one of the rooms to take out the strengthened doors. Now this is the tricky bit. Go back to the top of the speed ramp and then use it to charge back down into the hall. With your speed maintained, go through the second door on the right in the main hall and out into the pond area. When you come out into the open, turn left and jump back down to the bottom of the ramp. Still running, head up the ramp and jump at the peak to sail up into the air, then glide down to a totally new area. Use the upwards gust and then walk into the hallway. You'll have to be quick to scale the steps here before the knights come to life – kill the wizard at the top and then go into the next room to get the never-ending love fire. Now go back down and smash all

of the remaining boxes before dropping through the hole in the floor back down to the main hall. Now go through the first door on the right to get over to the exit.

LEVEL 14: DARK PASSAGE

TOTAL TREASURE: 500
KEYS TO FIND: 0 ☐ EGGS TO FIND: 0
DRAGONS TO RESCUE: 5
KASIYA, AZIZI, BAKARI, APARA, OBASI



■ *Bash the 'fools' to reduce these killer dogs down to size.*

This is one of the more linear levels in the sense that you can find pretty much everything if you just keep your eyes open and keep going straight along the winding passageways. There are some nasty enemies to contend with, especially the dogs, but to get these, simply torch the nearby 'fools' and they'll be cut down to size. Like we said, keep your eyes open and you should be able to find all of the treasure relatively easily.

LEVEL 15: LOFTY CASTLE

TOTAL TREASURE: 400
KEYS TO FIND: 1 ☐ EGGS TO FIND: 0
DRAGONS TO RESCUE: 3
MUDADA, BARUTI, USENI



■ *Flame the suspended cages to free the fairies. They will help you later.*

Start off by scaling the platforms and rescuing the fairies from their caged confines. When three have been rescued, they will form a lift for you to get to higher platforms. The only real problem with this level is the speed ramp jump. When you hurtle down it and take off at the end, hug the wall to the right and swing around to go into a glide and sail down to the distant platform that was slightly out of reach before. Here you'll find the key and some extra gems. The locked box can be found in the narrow valley at the back of the level. When you get into the main castle, you'll have to use the upward gust to get upstairs, then glide off of the edge and flame the fairy cages as you go. You should then be able to get to the speed ram needed to get to the hidden platform.

BOSS LEVEL: JACQUES

TOTAL TREASURE: 500
DRAGONS TO RESCUE: 2
UNIKA, REVILO



■ *This Jacques bloke is hopping mad. Flame him before he does you harm!*

Kill the first few baddies and then torch the 'fool' to raise the platform. Once on the higher ledge, go to the right and torch the 'fool' there, then run back around to the left and do the other one. You will now be able to use the first platform to get up on the ledge, and will see a lowered platform to the left, glide down here and wait until it is raised again to glide over the valley.
Once you've collected everything here, sail back over to the ledge with the high platform on (the one that you glided over from), then jump over to the smaller platform and across the area with the two 'fools'. Torch them both to raise the columns that'll give you enough height to glide into the cave behind and grab the key. The locked casket is right next to the boss entrance, and the big guy himself is easy to kill, just keep following him and flaming every time he stops.

BONUS LEVEL: ICY FLIGHT

TOTAL TREASURE: 300



■ *Get the trains head-on, as chasing them wastes valuable time.*

This is a relatively simple flying section. When you start, grab all of the crates and torch the lights, then fly down the train tracks against the run of the steam engines – this should allow you to get a majority of the barrels. When you come to the open areas, fly around and shoot the choppers, then get any last barrels to complete the level.

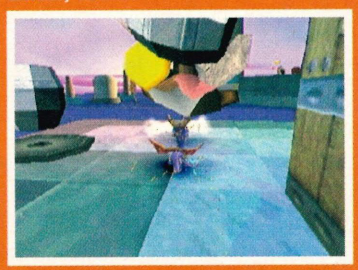
W6 GNASTY'S WORLD

TOTAL TREASURE: 200
DRAGONS TO RESCUE: 2
DELBIN, MAGNUS*

There is nothing to this home world really, it is just a platform with some treasure for you to collect and a solitary dragon to liberate in the centre. You won't be able to collect all of the treasure at first though because you'll first have to complete other levels to open up new gateways that will contain all the remaining treasure in the doorways.
* When you defeat Gnasty Gnorc and complete the game for the first time, Magnus will appear in the centre of the home level.

LEVEL 16: GNORC COVE

TOTAL TREASURE: 400
KEYS TO FIND: 1 ☐ EGGS TO FIND: 0
DRAGONS TO RESCUE: 2
LATEEF, TOMAS

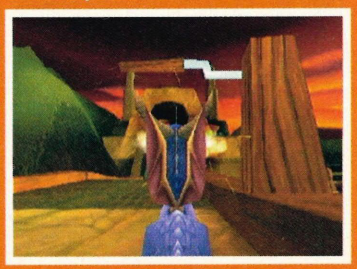


■ *Ram the barrels to topple the hefty pirates. But watch out for the TNT!*

Another of the great simplistic levels. All of the treasure here is laid straight out in front of you, so if you follow the walkways then you'll gather it all no problem. The main thing to take note of in this level is to use the pop-up barrels to kill the large enemies. All you have to do is align yourself with the target and dash into them to cause the barrels to fly through the air and knock-over the huge ogres. When you reach the area section at the end, you'll find the key down one passage and the locked casket down another, so join the two and then go down the third passage to find the exit.

LEVEL 17: TWILIGHT HARBOUR

TOTAL TREASURE: 400
KEYS TO FIND: 0 ☐ EGGS TO FIND: 0
DRAGONS TO RESCUE: 2
COSMOS, CLEETUS



■ *Use fire on this bridge handle to raise it, the use it for a ramp!*

Be afraid of the enemies on this level because they are mean, gun-toting muthas with attitude. When they fire, jump over the bullets and then charge into them. There are plenty of caskets tucked away in the alcoves, so as you progress, be sure not to miss any. When you come to the bridge, get over the far side and torch the handle to raise it. Then get the dragon and go up the speed ramp hill before charging back down and using the raised bridge to propel yourself up into a hidden area. Get all of the treasure here (if you jump out to the right at the far end they'll be an extra life tucked around the corner) including the stash on the small island that can be glided down to, then go back down and lower the bridge. Once again, go up the speed ramp and charge back down over the bridge and across the other side. Still maintaining your speed, charge into the sealed casket to reap the rewards. Now carry on your merry way.

BOSS LEVEL: GNASTY GNORC

TOTAL TREASURE: 500
DRAGONS TO RESCUE: 0

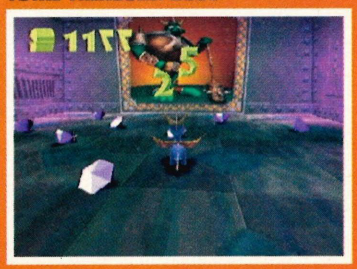


■ *Chase Gnorc up the mountain and bathe him with fire at the top.*

What a easy way to finish the game. The major boss man is a pushover, but you'll have to do a couple of things before you can get to him. Firstly, collect all of the treasure and chase the thief through the passageways. When you bump into him, you'll get a key to use on the locked door in the main section. Open this and you'll have to chase another thief to get another key. This key will unlock Gnorc's platform, so when this is done, chase Gnorc up the hill and then blast him when he settles at the top. He will then dash into a new section – so follow him down and jump across the platforms as quickly as you can (they disappear you see). When he settles at the end, blast him and complete the game.
ENDING 1: So you think you've completed Spyro? Wrong, once you have completed 100% with all 80 of the dragons rescued and all 12 eggs retrieved, you'll be granted access to a completely new level called 'Gnasty's Loot' (well you were probably wondering what that extra entrance in Gnasty's World was for). So once you've been through the first ending and completed 100%, go to this level and prove your worth.

BONUS LEVEL: GNASTY'S LOOT

TOTAL TREASURE: 2000



■ *With 2000 treasure to collect, you're going to be very busy here!*

You'll start on an isolated platform, jump and glide to get across to neighbouring platforms. Collect all of the treasure here and chase the thief for a key. Use it to open up a higher section and then collect all the new gems. On this level is to get higher and higher to get to new platforms, so as long as you keep working you way upwards you shouldn't have too much trouble with it. A trouble spot is when you have to chase the plane through lava tunnels, but if you go the opposite way to the plane, you'll take it down no trouble. The last purple gems can be found down the passage behind the exit.
ENDING 2: As soon as you complete and exit Gnasty's Loot, you'll be treated to the good ending that shows Spyro in shades and dragons playing basketball with a sheep in the background. When it has finished rolling, you'll start back at the beginning with 120% completed... but to do what?







WARS NEVER END, THEY JUST MOVE FROM CONTINENT TO CONTINENT, AS OUR MASSIVE GUIDE TO RETALIATION SEEMS TO PROVE...

CHEATS

1000 CREDITS	×, ×, ■, ●, ●, ●
A-BOMB	●, ×, ●, ●, ×, ■
CHRONOSHIFT	■, ●, ▲, ×, ●, ●
IRON CURTAIN	■, ×, ●, ×, ▲, ▲
REVEAL FULL MAP	▲, ▲, ×, ●, ▲, ■
PARABOMB	×, ×, ×, ●, ▲, ■
NAMED CIVILIANS	■, ■, ●, ●, ▲, ▲

These cheats are activated by pressing ▲ to bring up the side bar, then ● on the appropriate team icons.

C&C: RETALIATION SOLUTION PART TWO

DON'T DRINK THE WATER

Keep your engineers close to your rifle men and move up the trail. If you come under attack, set your men to guard the area and they will hit the deck and return fire. Take the right turn at the branch to avoid the machine-gun nest. Knock out the jeep next to the waterfall, then move the toxic truck to the river. Once the river has been poisoned, wait a few minutes for the Allied forces to die slow painful deaths, before moving down to the base.



■ Burn the bridges to halt the enemy harvesting operation.

Don't worry about the four tanks in the base as they have lost their crew. Capture the chronosphere and a power generator. The MCV will arrive shortly afterwards. If you capture the barracks, build some thieves. Send them to rob the ore silos inside the base, after getting a grenadier to blow open the fence.

When the chronosphere has charged, use it to send the MCV to the northwest corner of the map. Set up your base straight away and build a barracks. Set guards around the base perimeter to prevent any infiltration. Once the ore is rolling in, tesla-coil your base totally. Build another ore refinery and at least two war factories. If you have enough cash left, build an iron curtain. Sell the chronosphere to raise more money and abandon the base south of the river.

When you have about 20 tanks built, send them east to destroy the Allied base. If you're hard pressed, try using the iron curtain and MAD tank combo. After the Allied base has fallen, there will probably be a few units on the other side of the river that need eliminating. Build a shipyard and transport some tesla tanks to that area. They should electrify them a treat.

TESTING GROUND

Deploy your MCV as soon as it hits the beach. Get some power online, then make with the barracks STAT! Allied forces are on their way already so have at least a dozen rifle men waiting to give them a hot reception. The next stage of your plan should be to get some tesla coils up and running. You will need at least four to provide adequate base defence.

When your base is secured behind the coils, it's time to come up with a plan of attack. The best way to assault the Allied base is by sea. Get a wolf pack of four subs into operation and send them to clear the channels on the west side of the map. Build a tech centre and construct a few of the new missile subs. Move your subs to the northwest corner of the island and scout the base there. Move a missile sub to this point, but keep it well away from the shore line so it doesn't get taken out by the turrets there. If you cannot see a target, force-fire with the missile sub on the black parts of the map. After two or so shots you should be able to tell if you're hitting anything.

Decimate the Allied buildings along the coast. Build up your reserves of tanks and



■ Drop the enemy GPS to conceal your approach.

throw in some of the new shock troopers for good measure. If your base gets attacked by those pesky chrono tanks in the meantime, don't worry – your tesla coils will make short work of 'em.

When you have sufficient tanks to ensure victory, send your guys up the centre of the map. Use your shock troops to silence the gun emplacements before using your tanks to eliminate the helipads. With the base's main defences knocked out, nothing should stand in your way. If you get into trouble, don't forget to call on the missile sub for support.

TEST DRIVE

For this mission you get the services of Comrade Volcov. This time, however, he is only armed with a sniper rifle. Move Volcov slightly northeast. Cap the soldiers that attack. Place Volcov in the phase tank and drive it up the west side of the map, avoiding the tanks. If you are low on energy, blow up the church there for a power-up.

Head for the tech centre in the top left corner. Infiltrate the base using the phase tank and park it further up.

Get comrade Volcov to shoot the men in the base. Then quickly run him over to the tech centre and destroy it. If you have time, destroy the barracks as well, but be sure to get him back to the phase tank before reinforcements turn up.

Drive the tank east to the radar station and rush through the base before the machine-gun nests pin the tank down. Get it to a safe corner and use comrade Volcov to eliminate the cursed guards. Blow up the radar dome and the barracks, then retreat Volcov to the safety of the tank.

Spilt the subs into two wolf packs and quickly scout the seas ahead. If you encounter any destroyers, wipe them out using hit and run tactics. If they start to pursue your forces, use the separate wolf packs to attack them from both sides.

When the timer runs down, three transports will arrive. Group the tanks inside and drive to the Allied base in the north. Level it, then work your way east to the second base, using the tesla tanks to burn out any machine-gun nests on the way. With both bases put to the torch, scout the remainder of the map and eliminate any surviving Allies.

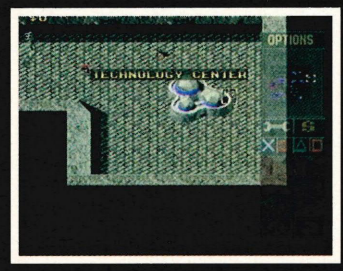
MAKE A STEAL

Head south from the start point and use Chitzkoi to clear out the soldiers. Go east at the branch in the corridor and knock out the first turret, using the terminal. Return to the start point and go east to the lab. Cap the scientists and proceed east. Continue east past the first junction, then head down at the next bend. Access the terminal to knock out the machine-gun nest protecting the research centre. Infiltrate the centre and your health will be restored.

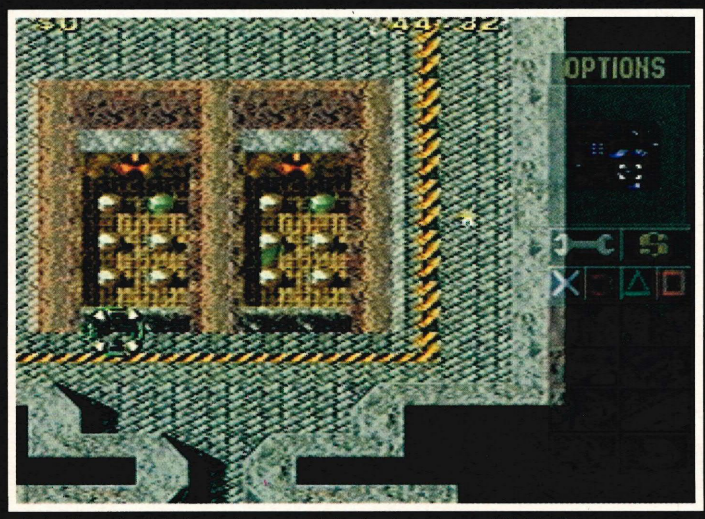
Go back west and go south at the junction. Activate the terminal to destroy the machine-gun nests in the armoury. Head west at the bottom of the corridor and remove all resistance from the armoury.

Walk down through the armoury and continue until Volcov arrives at another terminal. Activate the terminal to destroy the defences near the factory. Go round the top of the factory and activate the terminal in the west corner. Enter the war factory and capture to prototype. Drive west down the corridor and head north at the first turn. Go right at second turn.

Keep going right until you find the reactor room. Head for the bottom of the room. Eliminate Einstein and blow the place sky high. A timer will start when this is done, giving you a scant 45 minutes to get clear of the facility. Drive north from the reactor room and go east. Drive full speed past the turrets and you shouldn't catch much heat. Follow the corridor to the end to finish the mission.



■ By capturing the tech center, Volcov will get the plans.



■ Knock out the power by infiltrating the radioactive energy core. It's the only way to guarantee success in this tricky mission.

soviet missions campaign three france

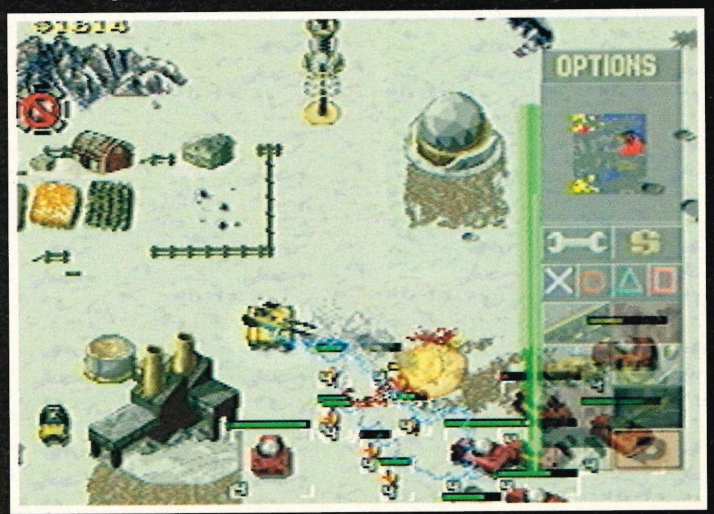
GRUNYEV...

Send in one mammoth tank to crush the first set of civilians. One of them is armed with a nuke so make sure your guys aren't caught in the blast. Once the fist uprising has been dealt with, move your tanks to the northeast corner of the map. An MCV will be placed there. Deploy the MCV and get a refinery built. As soon as you are able, build SAM sites to take care of the constant air attacks that are being sent in from the revolutionaries' base. Rig up some tesla coils to deal with enemy incursions.

When you have enough cash collected, build a sub pen on the north river. Use it to construct a missile sub. After it has finished being built, move it to the northwest corner and start laying waste to the base there. If you can't see any targets, send in a couple of spy planes to spot for you.

When enough of the base has been shot up, move about 15 tanks in to attack it. As your forces begin to attack the base, the revolutionaries will send out trucks full of women and children. Naturally you must ensure that these don't escape!

Once the whole base has been ground to dust, leave about six tanks there to repel any reinforcements that arrive in this area. Build up another force of 15 tanks and send them south and purge the base of revolutionary scum. When this has been accomplished, form a group of six shock troopers and scour the map for survivors to put down the rebellion once and for all.



■ If it moves kill it, if it doesn't move eat it. All's fair in love and war! Well, that's what they say when women screw you over, don't they?

BROTHERS IN ARMS

The hardest part of this mission is getting the spy to the shore safely once the alarm has been raised. When the spy has been dropped in, send him north to the brothers' base. There is only one patrol en route, so you should get there quickly. Once inside the base, walk to the construction yard. Your spy will overhear the brothers talking about a double cross. As their discussion gets more sensitive they will head for the command centre. Don't follow right away as there is a guard dog patrolling the area. Wait a few seconds and enter the command centre. The brothers will soon spot the spy and set the dogs on him. When the spy appears, run him at full pelt towards the beach. Once he arrives, reinforcements will sail in.



■ Hold the beach head until reinforcements arrive.

Set up some air defences and use the shock troops to clear the ore fields next to your base. When your SAM sites are at sufficient strength, start to build a combination of mammoth tanks and shock troopers. Use the mammoth tanks to protect your harvesters from the helicopter gunships that patrol the skies.

Send the shock troopers to destroy the enemy harvesters in the fields to the north. Give them some MIG air cover if they get into difficulty.

Whilst the brothers are trying to break up your attacks on their ore operation, get a sub pen built so you can put a missile sub in the water. Use the sub to pick off the power generators and helipads in the north of the islands. Send tanks in to support the assault on the harvesters and blockade the base.

When the harvesters stop coming, push your tanks to base and destroy everything you see. Knock out the command centre and 'retire' the brothers from active service.

SHOCK THERAPY

Your units for this mission are finite so don't waste them. Move the shock troopers to the southwest village and lay waste to it. If they come under attack from the Allied forces, set them to guard the area they are in, so they concentrate fire-power on each target.

When the village has been reduced to a smoking ruin, a few more shock troops will be dropped in. Rendezvous these men with your original force and march them over to the village in the northeast corner. Remove the village from the map, not forgetting to electrocute any of the dangerous civilians (snigger). A V2 and a demolition truck will arrive, accompanied by a group of engineers. Send all your forces to the base in the southeast corner.

Use the V2 to take out the machine-gun nests. Then send in the shock troops to pacify the defenders. Capture the ore refinery in the base when the harvester returns, so you get use of it. Grab a power generator and the barracks as well.

Build up an attack force and send it to take out the base in the northwest corner. Use the V2 to remove any machine-gun nests as before, then send in the boys to bring the base down.

SITUATION CRITICAL

The worst thing about this mission is the 15 minute time limit. Assign two subs to protect each of the missile subs. Split them into two groups and assign them separate teams. Use a missile sub to obliterate the first tesla coil emplacement. Then send the subs to the northeast and southwest corners of the island to eliminate the remaining coils. Use your torpedo subs to scout for enemy akulas: the latter will torpedo any missile subs that surface, so be vigilant. If your subs encounter an akula, pinpoint its location and use the missile subs to force-fire on it from a distance.

Once all the coils have been removed, Comrade Volcov will drop in, accompanied by a scientist. Use Volcov to eliminate the base defenders and run the scientist to the centre of the island.

Once the research centre has been overrun, use Volcov to obliterate the SAM sites hidden around the base. When the sites have been erased, an air-strike will called in. Volcov and the scientist are in the hot zone so pull them out to the edges of the island. Frags will be landing thick and fast; you must keep the scientist alive in order to complete the mission.

DEUS EX MACHINA

With Volcov captured, it's down to you to attempt a rescue. Secure your base and surround it with SAM sites to beat off the constant air attacks. Start building up a combination of tesla tanks and mammoths, with a few shock troops in reserve.

Build ore silos up to the river so you can construct a sub pen. Start producing missile and regular submarines.

Use the spy plane to uncover the waterways surrounding the islands. Then send in the subs to get control of these areas. Once you have naval superiority, use your missile subs to devastate the Allied shoreline installations.

Saturate the northeastern island with sub fire and make an amphibious assault on the base there, with mammoth tanks. With the base in your hands, you can tear down the radar dome at will.

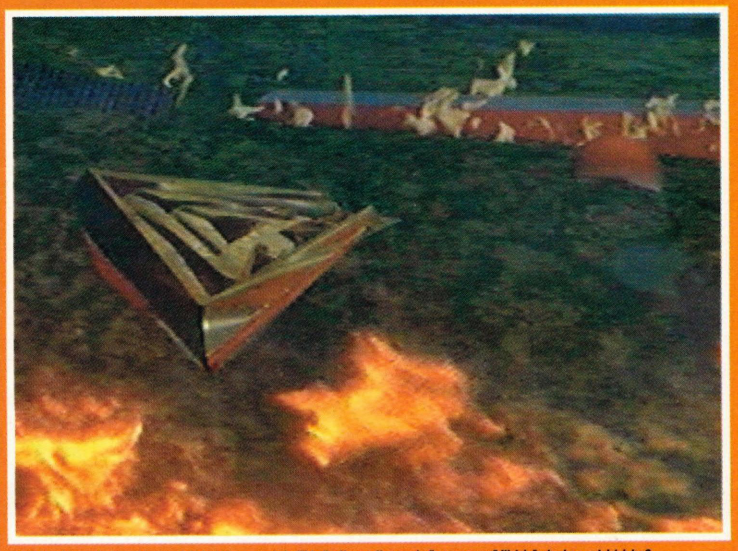
The second dome is located on the north island. You will need a strong force of mammoth tanks and shock troopers to work over this base. Wait until you have enough to fill three transports before moving in. When the dome here has been wrecked, turn your attention to Steve's shack. Grind the huts there into dust and collect the cash beneath.

For the assault on the final base ensure you have at least 20 tanks, backed up by a dozen shock troopers. Don't forget to give them fire support from the missile subs during the attack.

When the last dome is down, Volcov's location will be revealed. Send a couple of engineers to capture the installation containing Volcov to release him. Unfortunately he will be under Allied control so it is up to you to terminate him with extreme prejudice. Use all remaining units to stop Volcov's rampage. He is a harsh barst to put down so spare no expense in silencing him.

SOVIET END

After winning the war for the reds, you get to boot the friendly general into the dole queue. With his nice draughty office at your disposal, you can sit back and watch your country be torn apart by civil war as people realise Karl Marx was wrong and communism just doesn't work on a large scale. A blow for democracy and all that then...



■ Winning the war's all well and good, but what can you do to fill in the time on these wet afternoons now? Watch Eastenders and drink tea?



CRACKDOWN

It is imperative that all the trucks are eliminated prior to any assault on the Soviet base. If any escape, it's going to hard to breathe in Europe for about a thousand years. Get your base up and running and construct a few APCs. Stuff your spies into the APCs and get them to shoot the guard dogs en route to the enemy base. When the coast is clear, send your spies into the radar dome. The convoy routes will then be marked by flares.



■ *Mining the roads is a good way of halting enemy trucks.*

Build a repair bay and a couple of mine layers. Assign a few units to protect the mine layers, then send them in to carpet the convoy route with mines. They are especially useful when placed next to bridges. Ensure the mines are placed close together so there is no chance of a truck evading them.

After the routes have been sufficiently mined, stand off and mass your forces. When nearly all the convoy trucks have been wasted, send your army in to obliterate the base. Leave a squad of APCs guarding the convoy routes just in case any trucks get past the mines and make a break for it.

In case you are thinking of rescuing the civilians on this level, don't bother. Far from greeting you as saviours, the ingrates attack your men with rocks. It's best to just shoot them.

CONTROLLED BURN

Stick your spy, and all the men you can fit, inside the APC. Drive it to the northeast corner of the map quickly. There is a mammoth tank driving in, looking for blood, so don't hang about.

When your APC reaches the base in the corner, cap the dog and the men next to the flame turrets. Drop off the spy and walk him east. Once he has located the power generators and the oil drums next to them, pull him out of there. Send in the APC to blow the oil drums and the power generators will go up a beaut!

With the generators gone, the tesla coils will be offline. An MCV will arrive from the east. Drive it down the trail and park it in the middle of the crossroads. Doing this will put it in reach of two major ore fields. Concentrate on building lights tanks straight away. When you have a good number of them, park the tanks in the ore field in the southwest corner, to prevent the computer from harvesting there.

With three ore fields in your hands, you can start to amass a large force of light tanks. If the spy is still alive at this point, you may want to have him scout the base in the west. When you are ready, attack the base and secure the bio centres using engineers. This shouldn't be too tough. With the base is in your hands, send the remainder of your tanks to scratch the Soviet base in the northeast.

DOWN UNDER

The spy is the most valuable guy in this mission. Use him to scout the terrain ahead. First off, set your man to guard the corridor and eliminate the first wave of guards that attack. Use the spy to hack the control panel and blow up the flame turret. Move your infantry to this area and send the spy to the crossroads ahead.

Walk the spy north, sneaking him past the guards that lie in wait. Then get him to hack the control panel in the reactor room. Return the spy to the crossroads. Send him north to infiltrate the war factory. The spy will come out on the far side of the complex. When he arrives, quickly run him left to the computer terminal to eliminate the second turret guarding the crossroads.

Leave the spy in place and move your men east. Select a single man and move him close to the oil drums there. As the Soviet guards advance on his position, shoot the barrels to burn them all to a crisp.

Get a couple of troops together in a suicide squad and run them south, past the grenadiers. Odds are, one will get capped, but he knew the risks. Use the second man to put down the dog, clearing the way for the spy. Move the spy to the control panel southeast of the grenadiers. Hacking the panel will gas them all.

Move your squad north and get the spy to activate the panel to the left of the tesla coils. The remaining coil will eliminate the tank approaching from the east.

Move your force to the area where the tank emerged. Clear out any dogs, then send your spy to the east side of the chamber. Hack the control panel, so that the two tesla coils in this chamber will activate and erase the mammoth tank.

Move your dudes down the southeast tunnel. Continue south and hack the terminal. The two flame turrets below will explode, freeing Tanya. Send this Russian fox north and eliminate the troops and dogs near the war factory. Stop short of the flame turrets and move your spy into the war factory.

The spy will come out driving a mammoth tank. Follow him as he runs amuck and herd your troops out of the base.

EVACUATION

There is only one way to do this mission: total blitzkrieg! Build two ore refineries and a barracks to defend your base. Then get at least three war factories to start producing tons of tanks.

When you have about thirty tanks built send them down to secure the ore fields to the south. Knock out any harvesters that enter the fields an ensure all opposition has been removed from these areas. When the fields are secured, circle the Soviet base with tanks.

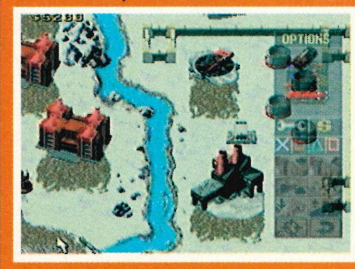
Make sure your tanks are on full strength then send them in to attack the base. During the attack leave the sub pen and the construction yard standing. Infiltrate the sub pen, with a spy and capture the construction yard. Build a shipyard in the water next to the base. Construct a couple of destroyers and activate the sonar pulse that should be charged. Wipe out the subs in the river and ensure that the island is clear of Soviets.

Now you can begin to evacuate the civilians. Move your forces into the villages and herd the civilians towards the beach. Transport them to the secure facility on the island and the mission will be finished.

C2: SIBERIA

WASTELAND

A nice simple mission, this one. Just waste all the Soviet forces in the area. From the start, build bazooka men to protect your base from air-strikes and para drops. You should also assign some bazooka men to protect your harvesters from the gunships that constantly attack.



■ *The Soviet base is well protected from air assault.*

Build up a force of 30 medium tanks and split them into three groups of ten. Use each group to take one of the ore fields near the Soviet base. Blockade the Soviet bases and consolidate your strength by building another 15 tanks. Assign bazooka men to protect the tanks guarding the fields. Move your additional tanks to rendezvous with the ten tanks guarding the ore field on the left. Move this massed force to take the first Soviet base. Repeat this method for the remaining bases and victory will be yours

FRESH TRACKS

Seven convoys have to be destroyed in this nightmare mission. First get a couple of mine layers, light tanks, and APC constructed. Basically, any vehicle that moves at speed should be built quickly.

Next get a few medium tanks together and start searching the edges of the map for escape routes. Kill all the Soviets guarding the roads off map and lay tons of mines on each path.

Your next objective should be to eliminate all the bridges on the map. Either plant mines on them or force-fire with all your tanks. With the area mined, the trucks should stand little chance of getting through. Just in case any bypass your mines, have a few fast-response APCs scattered in groups around the map.

When a truck is destroyed, it will leave a crate behind. Don't be tempted to collect the crate, unless you want to glow in the dark, as it is packed with a booby-trapped A-bomb.

The fifth convoy is a nasty bugger. It drives right through your base. Sell your turrets as it passes through so there is no chance of having the trucks explode. When they get out of your base, hit them with everything you've got to stop them getting away.

PERSONAL WAR

That damned spiv Stavros has got himself into some bother and it's up to Tanya to help him out. Move Tanya east and have Stavros follow her at a distance. Get Tanya to the village as quickly as possible. Shoot up the Soviet paras that drop in. With the village secured, push on north. Soviet armour will soon arrive to pursue Stavros but will be held up destroying the village.

After arriving at the base, an A-bomb launch will be detected. Get Tanya, Stavros, and any infantry units out of the base before it gets bombed out of existence. Walk to the centre of the map and a group of tanks will arrive on the coast. Use the tanks to scout the terrain ahead and let Tanya bring up the rear.

Roll the tanks down to the south of the river and hold the ford until Tanya and Stavros catch up. Some paras will be dropped in. Use them to waste the oil drums next to the tesla coil and ace it.

Move all your units to the far west side of the map. Head north and cross the ford that leads to the Soviet base. Rush the tesla coil on the other side of the ford with your tanks. Once it has been knocked out, move Tanya and Stavros across the ford. Slash and burn the entire Soviet base with the tanks and move Tanya and Stavros to the waiting chopper during the confusion.

TRAPPED

Word has arrived that the Soviet nuke trucks are trapped in a base southeast of your position. Set your base up as soon as you are able and get a repair bay in the works so you can build some of those mine layers.

During the early stages of the game, the Soviets will begin to attack you from the sea using landing craft. Send regular patrols to the beach to repel these invaders.



■ *Make sure you have the roads well covered.*

The next act of aggression by the Soviets will come from the air. Don't bother building AA guns as they can easily be put out of commission when there is low power situation. Instead train ten bazooka men to guard your compound from air-strikes.

Build some spies next and use them to find any exits from the map. Once detected, send some tanks in to clear a path for your mine layers. Have some APCs on standby in case any of the trucks decide to do a runner.

When the routes off map have been effectively sealed, take the ore fields and start crippling the Soviet harvesting operation. Reinforce your tank battalions and tighten the net on the enemy base. While you are waiting, crush the airbase in the northeast corner.

When you have enough men, roll your tanks through the base and end the threat forever.

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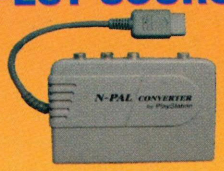
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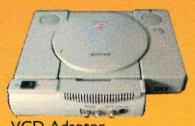
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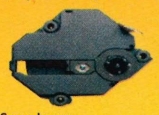
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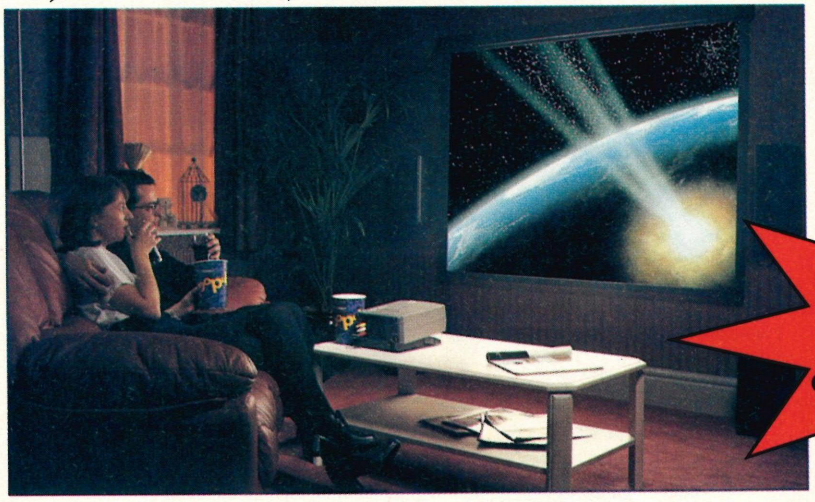
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CAUGHT...

Move Tanya to the transport and sail her east, using the gunboats to deal with any marauding subs. Disembark her on the centre island and reinforcements will arrive from the building on the left. Hold this position for a while. The Soviets will air-strike the village to the north, revealing a health crate. Shoot the paras that rush your position and return to the transport.



Mine the fords and blow up the bridges so that no trucks can pass.

Move the transport to the next island along. When your men hit the beach, a transport chopper will fly in and more units will arrive, hotly followed by enemy aircraft. Select the transport chopper quickly and move it away from the fire zone. This must be done quickly to avoid destruction. Use Tanya to clear the paras off the island.

Head for the east island and use Tanya and the rest of the men to destroy the research centre there. When the centre is gone, pack your guys aboard the boat and sail them the northeast island. Get Tanya to shoot the guard dogs and use bazooka men to infiltrate the base. If you have collected the spy, use him to mess with the commie radar dome. This should get you some tanks and destroyer reinforcements

Use the destroyers to knock out the tesla coils, then roll the tanks in to pacify the base. When the coast is clear, send in Tanya to dynamite the final research centre.

PRODUCTION DISRUPTION

You have only 20 minutes to complete this mission so shift your butt. First of all, get your rifle infantry front and centre. Wait for the enemy troops to attack, then shoot them. After defeating the first wave, approach the power generators north west of your position, but be careful to steer clear of the active tesla coils.

Kill the guards inside the generator compound. Then blast them with your bazooka men. When the power is down, two demolition trucks and some engineers will arrive by boat. Move the trucks north to destroy the two flame turrets and send the engineers to join your main force.

Once the flame turrets are gone, send your dudes north to the river and capture the radar to get a good view of the Soviets' facilities. At this point some chrono tanks will arrive south of the sub pens. Drive one of the tanks through the base and locate the sub pen. Northwest of the sub pen is a small island. Land a chronotank on this island and shoot the sub pen to win the battle.

NICK OF TIME

An hour and a half is allocated for you to complete this mission. Group your tanks and bazooka men together and get them to clear a path to the tesla coil in the southwest. Rush the tesla coil with your armour whilst using expendable infantry to distract it. When the coil is down, some chrono tanks will drop in. Send them to help your initial force dispose of the mammoth tanks guarding that all-important bridge.

When the bridge is held, push your forces to the northeast corner and capture the barracks there. Build another engineer and loads more men with the little money you have.

Leaving the engineer just behind your main force, attack the Soviet base in the west. Whilst keeping their forces occupied with your tanks, sneak the engineer in and get him to release the scientists. Move the scientists south across the bridge and run them to safety.

HARBOUR RECLAMATION

When your base has been set down, build a barracks and get some rifle infantry trained. Send the infantry to patrol your base as you fortify your position. When the spy is revealed, eliminate him as soon as possible. If he reports to the Soviets they will come after you 'loaded for bear'.

Set down some machine-gun nests to prevent any sneaky para incursions. Then move your remaining rifle men to the southeast corner and burn down the village there. Whilst this is happening, get some rocket troopers trained to protect yourself against the usual air attacks.

Have at least three war factories built and start constructing tanks like there was no tomorrow. Once you have about 20 tanks, start knocking out the enemy harvesters. Your tanks will probably come under air attack so have a few bazooka men around them. In this mission you also get access to field engineers. Pack some into and APC and have them on standby near the tanks just in case they need a lick of paint.

When the ore fields are secure, send in some tanks to roll up the left flank. If they start catching heat from the tesla coils there, pull them back and build some artillery to force-fire the hell out of them.

When the base perimeter has been breached, send more tanks to reinforce your assault. But leave a custodial force in the ore field in case the Soviets build another harvester. Keep pushing right and storm the Soviet base, capturing the boatyard to win the mission.

C5: FRANCE

TIME FLIES

When the village in the middle island comes under attack, two chrono tanks will shift in. Use these to beat off the enemy and rush them north to the bridge. Quickly shoot the oil barrels to kill the infantry units before they wipe out the bridge.

Shift the tanks to the first set of flame turrets and knock them out with missiles. Destroy the radar dome and the SAM sites nearby will explode. Collect the health crate from the ruins of the radar dome.

Shift to the next radar site and take out the flame turrets as before. After destroying the second dome, the chrono tanks will come under attack from Soviet armour. Either teleport them out of there or collect the health from the crate and fight them off.

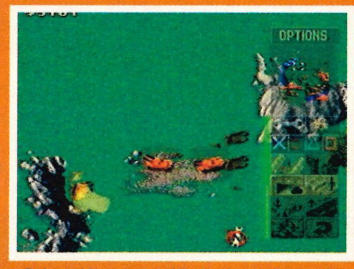
With the SAM sites out of commission, Tanya will drop in. Shoot the line of troops blocking the road, then pick off the oil drums. They will burn the flame turret blocking the route, allowing Tanya to destroy the power generators ahead.

The MCV will now arrive. Build air defences and bazooka men to repel the repeated Soviet attacks and start building loads of tanks. Use the tanks to capture the ore fields.

With the ore fields in your hands, all that remains is for you to build up a superior force and drive the commies into the ground.

ABSOLUTE M.A.D.NESS

Sell the chronosphere and the machine-gun nest to bring power back online. Build more power generators and half a dozen machine-gun nests to protect your base. Get some bazooka men trained up and ready for AA duty. When you have sufficient defences, build three APCs to transport the spies to the research centres.



The iron curtain can prove a real threat used on more than one unit.

Use the APCs to clear away the dogs that are in the base before sending the spies in. Once the three centres have been infiltrated, the research centre will be revealed. Send the chronotanks in to destroy the control centre and bring the MAD tank attacks to an end.

With the primary objective met, it's time to deal with the remaining enemy forces. First of all, locate the iron curtain with a spy and send the chronotanks in on a suicide run to take the damn thing out.

With the last serious threat removed, you can start capturing the ore fields and beginning your assault in earnest. Hold the fields and build a ton of tanks. Beginning from the left, work your forces right, crushing the Soviets into the mud as you go.

PAWN

You have to hold the Soviet forces off for 25 minutes until reinforcements arrive. The best way to do this is with the mine layer. Knock out the bridges and mine the rest of the tracks with a wall of claymores. Protect the mine layer at all cost – if you lose it, your chance of success is greatly reduced.

After the clock has run down, an MCV will arrive. Get cash back on the fake structures and the walls. Place a squad of infantry in an APC along with a spy and use them to destroy the oil drums surrounding the base. This should unearth some cash. Send the APC and the spy north to search for the radar dome.

You only have a limited amount of cash so build an engineer to help sustain your tanks. Keep pushing your tanks towards the radar dome and use your mechanics to repair any damage they take. Continue like this and assault the radar dome to bring the mission to a dramatic conclusion.

NEGOTIATIONS

Move Tanya east and clear out the guards en route, There is a flame turret blocking progress east so you will have to destroy the two SAM sites close by. Doing this will allow some longbows to blast the turrets, clearing the way to the meeting point.

Follow the dude to the river and a Soviet patrol will arrive. Eliminate the patrol, using the trees as cover. Continue following the guide and rescue the hostages by killing the guards at the village.

When the hostages have been freed, it is up to Tanya to take them to the southeast corner and leave them at the church. Pull Tanya back to the drop zone and some armour will arrive. With the assistance of Tanya, mopping up the remaining reds will bring the mission to a close.

MONSTER TANK MADNESS

Destroy the Soviets that attack and drive north to the base. Stay just out of range of the flame turrets and shell them with tanks. Use the thief to rob the ore from the silo. Start shooting at the power generator and the sub pen. When they are both on yellow energy, capture them with the engineers.

Build a transport with the stolen credits. Move your armoured units across the water and destroy the V2. Drive them north to find the Allied base. Bring the base back online and sell the old structures on the other side of the river.

Build an APC and put two spies inside. Send the APC to the northeast base and eliminate any guard dogs. Drop off the spies and send one of them into the radar dome and the other into the research centre. This will cause the scientist to drop a signal flare at the village in the south.

Build four APCs and group them together. Send them to the village and outrun any pursuit. Collect the scientist with the APC that has suffered the least damage. Send the other three APCs to attack the tanks. This will allow the fourth APC to get back to base with the scientist. Once it is back at base, the dude will be evac'd.

ALLIED END

After witnessing the most drunken game of golf in your life, you return to the Russian wilderness to watch tanks rust. The people of the world are, once again, free to consume vast amounts of junk food and waste their spare time in nightclubs.

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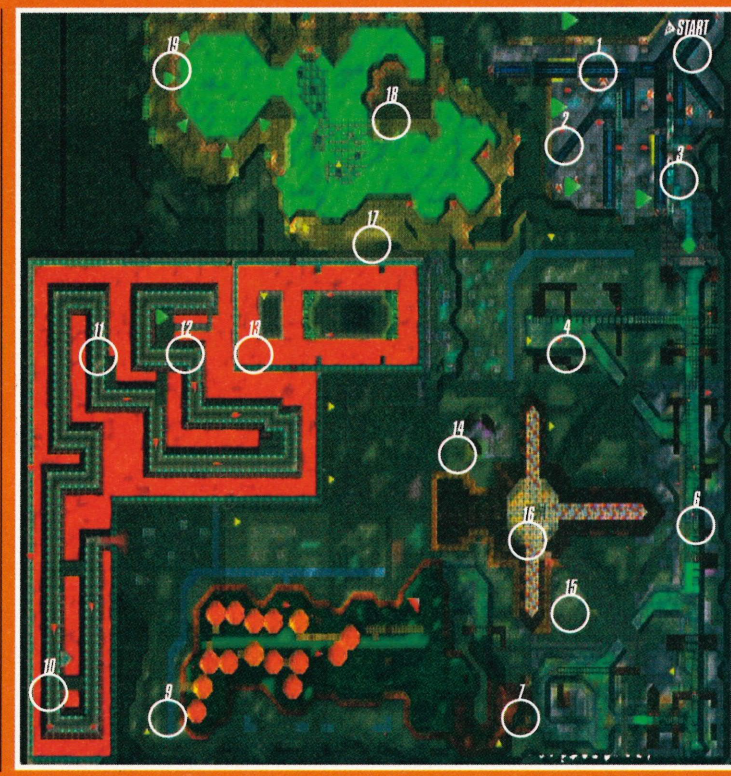
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SOLUTION PART TWO

CRIME WAR

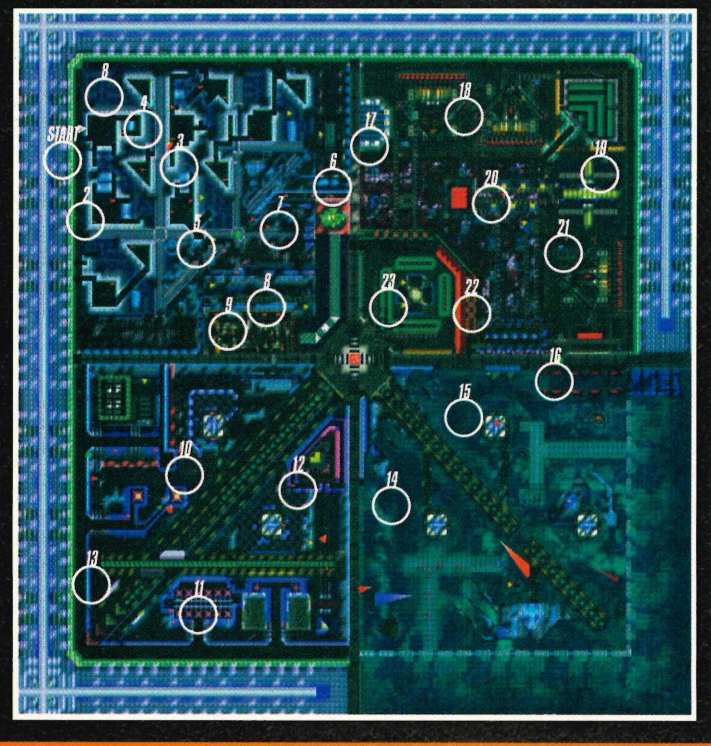
STUDIO CITY

1 Shoot guards and turrets as you proceed west along the ledge. Destroy the large control towers to the north and south to deactivate green barriers.
2 Jump south over electric rails to destroy turrets and another control tower. Jump SE over rails, then west to destroy fourth control tower. Return to north ledge and west to flick switch in corner.
3 Return to the start and jump over rails to head south up the small ramp, past the deactivated barrier to reach the small elevator. Ride it up and head south over the high bridge to reach the sewer.
4 Blasting the giant 'spiders', take the west fork. Blast the turret at the end and collect the shield. Then activate the elevator there and ride it up.
5 Follow the metal bridge east, then south along sewer, blasting turrets, to pass over green barrier below. Take the elevator down, then flick the switch at south end to activate second elevator. Ride it up to next metal bridge section.
6 Follow bridge south, then west. Drop down to north to collect heavy ammo, then take west elevator up to next metal bridge section. Proceed round it flick the switch to drop the gate barrier.
7 Drop carefully down to ground level and head west through opened gate. Grab special power-up, then head north for some crowd control.
8 Jump west to wooden ramp rising out of gas. Jump to the first pair of mushrooms and stop here to battle it out with bats, turrets, and soldiers. Then continue jumping round the mushrooms.
9 Follow the mushrooms round to the gap in the west wall. Battle the robot there, using the doorway for cover, only grabbing the south shield when needed. Once he's a goner, head north and through the west gap onto the ledge in the lava.
10 Follow the ledge south, blasting turrets. Go round the corner and into the teleport to reach the first switch. Take the elevator down, then enter the next teleport to flick the second switch.
11 Head north past the swinging gates and follow the path round to the next teleport and switch. Head south and east to the fourth switch.
12 Continue round to final teleport and switch. Then head round and up the slope to the activated pod. Enter the teleport there.
13 Destroy the turrets, then time your jump via the moving platforms, past the swinging blade. Now flick all four switches, via sliding platforms, to activate the dome teleport. Enter it.
14 You're teleported into a crowd control situation, so get blasting, keeping away from the green barrier. Then head SW, and east along the ledge.
15 Continue around the south and east ends of the castle, blasting cigar heads. Collect the gun ammo and flick the switch. Return around the east end to find the opened door into the castle.
16 Inside, dodge shots to hit three switches. Exit and return W and N through deactivated barrier.
17 Corner west to collect heavy power-up. Blast over gas at jetpacker and robot. Don't jump to the metal grill platform – head east along the wall and follow it round to the north, shooting turrets.
18 Head west onto the peninsula where the robot was and blast jetpackers and building. Go down to metal grill for shield, then north to the next ledge.
19 Follow it west to the green pool, where the boss robot appears. Keep strafing him with heavy and special weapons until he blows.



LAX SPACEPORT

1 Head north round corner and flick switch to deactivate nearby power field. Use heavy/special weapons on the aircraft and turrets.
2 Proceed S and W to next switch, then W and S to another. Head south and blast the turrets.
3 Continue eastwards to flick next switch and help your troops battle enemies. Head east to next switch.
4 Proceed north to top of map, then west to a switch. Go south, but don't touch malfunctioning switch – flick the next one and head east.
5 Flick switch there and grab shield. Flick next switch and be ready for a serious battle with turrets and aircraft. Then grab heavy ammo and go north.
6 Corner east, then head north for shield. Control the crowd, then head south up ramp to take out the turrets and power generators ahead. Collect the special ammo before dropping north.
7 Proceed SW past broken highway, to next switch. Head east into car park, blasting enemy vehicles (and cue OJ Simpson joke!). Grab the special power-up.
8 Head south through the tunnel and collect the heavy power-up round the corner before dealing with the troops and turrets to the west.
9 Collect shield, then blow south side of building. Enter and proceed up wall, blasting turrets, then control tower. Jump through gap to reach south area.
10 Take out turrets and cars as you go south to first switch to turn off. Battle west along road. Before heading south, take a detour north for a shield (and flick the switch to let out the helpful critters).
11 Head south, battling more enemy troops and vehicles, then turn east under the bridge. Jump up the ramp to flick the switch there.
12 Continue east, then corner north and up slope, blasting vehicles and turrets. Collect shield down other side. Battle north and up to switch to flick it.
13 Now go back up the slope and west to the end of the lower runway to initiate the launch sequence. You're fired over the wall into the harbour.
14 Collect the NW special power-up to help you sink the enemy gunboats and subs. Then collect shield.
15 Head NE through gap in the runway to blast more enemies. Grab the gun power-up from the NW to help you out. Then hit the north switch to open the lock.
16 Go east into the lock to rise up, then blast the cabin to the north to enter the loading dock. Battle your way NW to get on the elevator to conveyor belts.
17 Go north against the belt to reach the area with shield and gun power-up. Return to lift and conveyors to go south, then north up the next one.
18 Head east across the stealth plane, then along the conveyor belts around the second one, timing your moves past the flames. Jump north to the next conveyors to head east.
19 Continue east along the wall (past elevator) to take conveyor belt south, jumping before low pipe. Jump the gap to south roof to collect special ammo.
20 Drop to the conveyors and take the left one west till it's blocked, then jump to the other one. Go round the wall above the lava, then take the elevator down to collect the shield.
21 Go back up elevator and south along conveyor to the ledge, then north along next conveyor. Jump east to the next one, then east at the junction to reach the stealth plane. Head south along it, then over the conveyor, jumping the gap over the lava.
22 Head west along the ledge to the red chequered area, then north to collect the special power-up. Return south and head west through the small gap.
23 Shoot droids and blast four corners of central building to reveal power-ups. Head south along conveyor to unleash flying saucer, then return. Blast cronies, then aim for central target on saucer to destroy it.



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LONG BEACH

1 (For fun, head north and flick the switch to hear about the Queen Mary.) Sail west to reach the land in the SW corner and transform to walker. Take out the turrets and proceed north, then east to flick the switch. Take the elevator up to the roof and flick switch.

2 Get east shield and special ammo only if needed – otherwise save for later. Head north through the security fence, where you will be locked in; knock out the west and east turrets with the plasma launcher first, then blast the static barrels (don't worry about the trucks). Exit via the NW corner.

3 Head north along the water to collect the heavy power-up, then return to blast the gun turret. Flick the nearby switch to ride the elevator up to the ledge. Grab the shield (if needed) and flick the switch to turn off the SE security fence. Drop down and go through it.

4 See those four missiles launching? They're about to come down on your head! Move around to avoid their tracking beams, while blasting through the largest windows (with red dots either side) of the four silos to knock out the radar dishes. Exit east.

5 Go up the north metal ramp to flick the first control panel. Cross south across the cleared road and up the south slope.

6 Knock out any nearby turrets and run over the four floor switches to reveal the generators – take cover, then leg it south to the elevator to avoid their missiles.

7 Ride the elevator up and get the south heavy ammo. Then head west onto the ramp. Jump the gap north to the walkway and follow it to reach shield and next control panel.

8 Head east over the newly cleared road and under the bridge to perform some crowd control. Go up the north ramp for a gun power-up, then head south through the open doorway.

9 Fend off the bugs and blast away at the giant queen. Exit south and follow the ledge round. Climb up to the control panel. Jump east to the shield if needed. Head north along the cleared road (save the shield at the end till later).

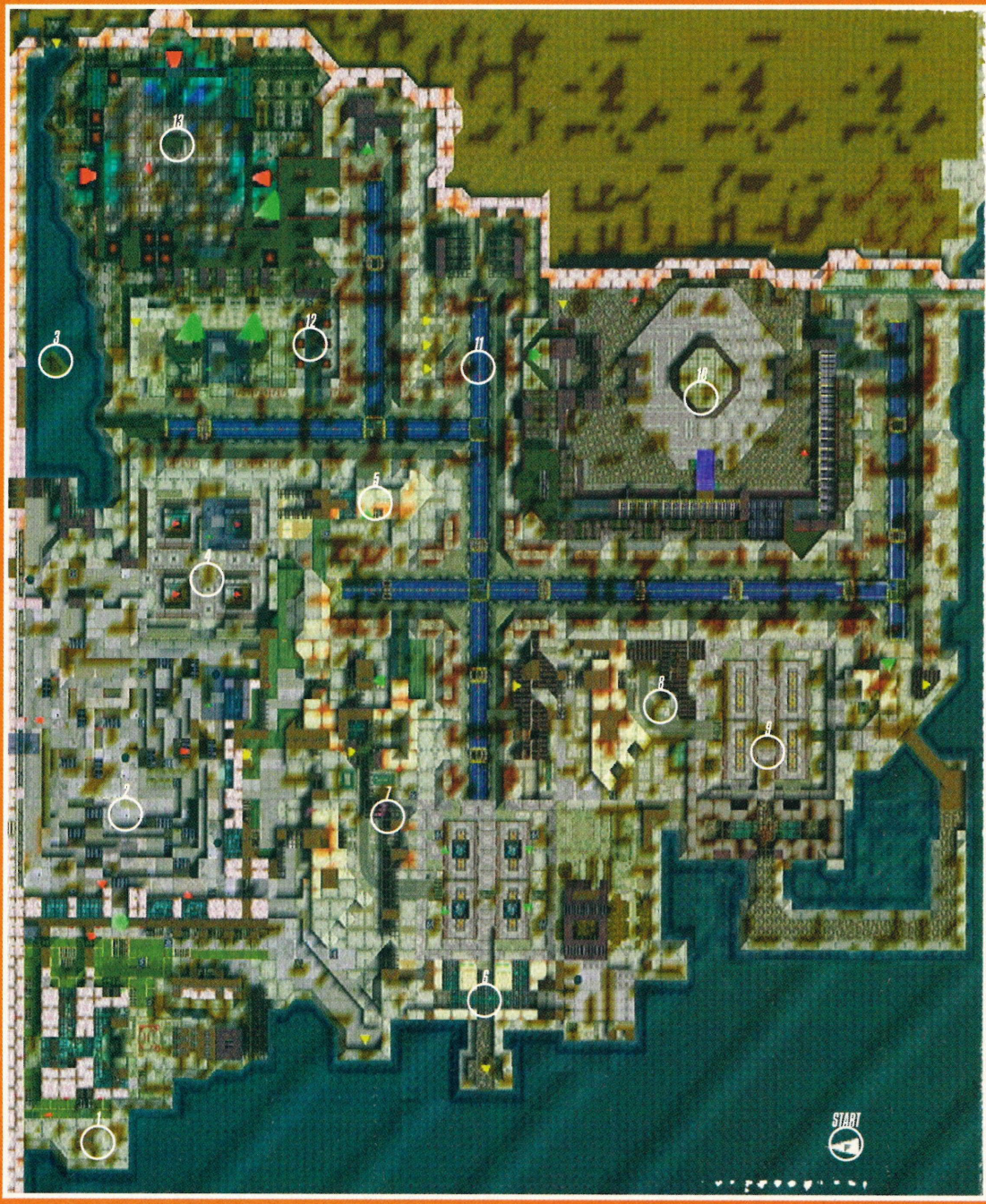
10 Go west into the compound. Blast the enemies and collect the NW special power-up. Jump from the raised platform onto the spinning crane to flick the switch on top of it. Now head south along the east conveyor, ducking and jumping to avoid the high and low rollers. Corner west over the lifts and onto the next conveyor, timing your moves past the crushers.

11 Head up the slope and north past more crushers to reach the control panel. Drop to the newly cleared road, blasting mini saucers, going up the west slope for the shield and heavy and special ammo. Then continue north to the final control panel.

12 Head south along the cleared road and west into the compound. Fend off the enemies as you destroy the three purple dynamos – use a special to reach the one to the north. Then head up the SE steps (solar panels) to get to the green roof.

13 Drop into the NW computer compound and fend off the mini saucers as you destroy the three machines generating them in turn.





WEAPONS



Powered Mini-Gun (7,500 ammo)
The bog-standard gun weapon for the first mission, it's poxy but has decent range.



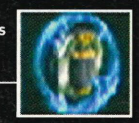
Flamethrower (3,750)
Now this is more like it! Great for frazzling soldiers at close range, although lacks range till upgraded.



Gatling Laser (6,250)
Emitting rapid high-powered laser fire, it looks really impressive and boasts good range. Eat laser.



Electric Gun (3,750)
Easily the most powerful gun, it zaps soldiers and smaller laser turrets with ease. Electrifying!



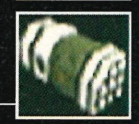
Riot Shield (750)
Easter Egg weapon (see cheats). Used sparingly, this shield protects you and is also deadly to enemies.



Hellfire 2000 Missile (181)
The bog-standard missile has a pretty decent range, but you usually need several to take out turrets. Not too useful really.



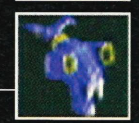
Concussion Beam (93)
This packs a bigger punch than Mike Tyson and can knock out enemies from long range.



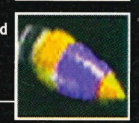
HyperVelocity Rockets (150)
These missiles make mincemeat out of most enemies, especially once upgraded. A real joy to use on everyone.



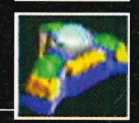
Fusion Torpedo (50)
You don't get much ammo, but then one torpedo is often enough to take down large turrets and aircraft.



K-9 Robo-Dog (31)
Easter Egg weapon (see cheats). An amusing 'missile', this barking mad weapon has plenty of bite.



Mortar Launcher (31)
This is great for hitting targets behind walls etc, and blowing up whole groups of soldiers when upgraded. Bombs away.



Bounce Mines (37)
Okay when in a crowd, but we didn't find them that useful, preferring a missile weapon. Don't bother with them.



Plasma Flare Launcher (37)
The best missile weapon of the lot , it boasts all the advantages of the mortar launcher, with more power.



Shockwave Generator (25)
Brilliant for when you're closely surrounded to take everyone out, but a missile weapon is better for Crime War missions.



Grenade Launcher (37)
Easter Egg weapon (see cheats). Bounces towards its target and explodes with lots of power.

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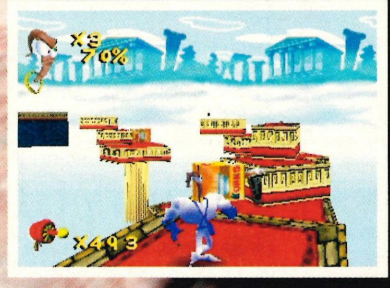
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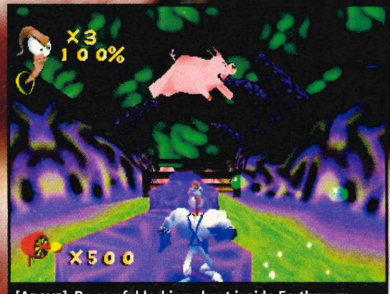
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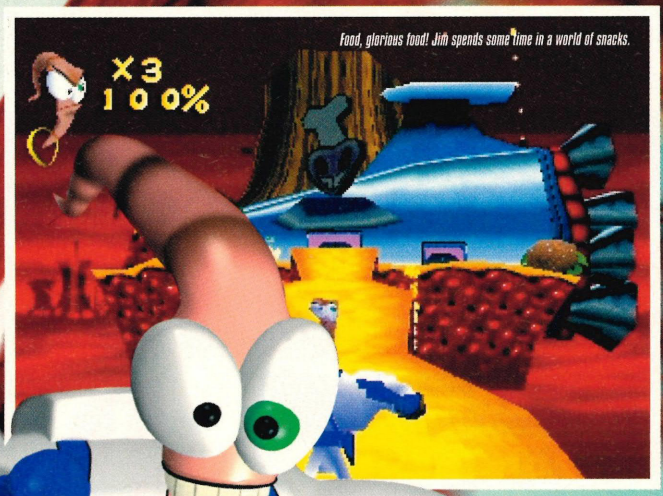








[Above] Be careful larking about inside Earthworm Jim's frontal lobes. He might wake up barking mad.



Food, glorious food! Jim spends some time in a world of snacks.

We had hoped to be playing a full version of this as early as September this year, but the workload of three versions (Nintendo 64, PC and PlayStation) being simultaneously produced might just be slowing VIS Interactive's progress.

What everyone's most anxious to find out is how *Earthworm Jim 3D* plays when compared to the previous 16-bit games in the series. Though not being coded by the same team, the oddball humour is staying firmly put in Jim's first three-dimensional escapade, seeing him doing all manner of freakish things from over-feeding an Elvis impersonator to surfing a pig down a river of green protoplasm! An equally bizarre arsenal of weapons to shoot and frighteningly peculiar bad guys complete the picture, but the lack of any *Mario 64*-style exploration might fall short of what some long-time fans are hoping for.

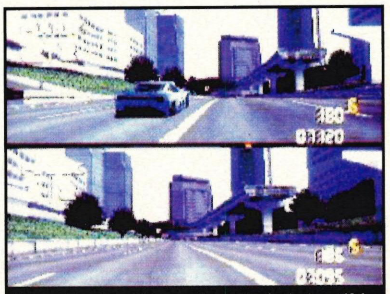
The pink guy does look very good now that he's made from delicately shaded polygons instead of flat animation frames though, and being set in his own twisted psyche you should get to know him better than ever before. But is that really such a good idea?

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RELEASE DATE:	December'98

THE BEST RACER EVER? GET YOUR MOTOR RUNNING...

RIDGE RACER 4

Gran Turismo may be left sitting in the pits when this baby pulls out and starts its engine. The fourth in the *Ridge Racer* series *R4* comes as quite a departure from its predecessors in that the appearance has become less cartoony and far more realistic. The cars have been designed on previous *Ridge Racer* cars but now they look set to laugh in *Gran Turismo*'s face. Running at 60 fps what we have seen of the game is extremely impressive. Not only that though, because *R4* hopes it will better *GT* in the playablity factor as well!

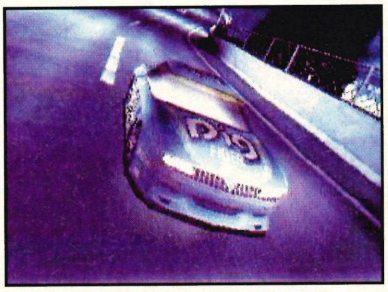


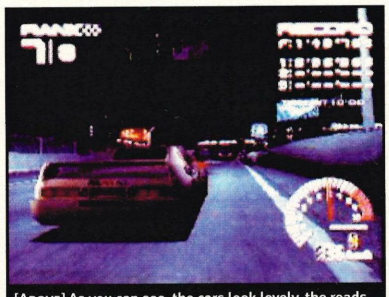
[Above] Even in spilt-screen the action looks beautiful and just makes us want a copy... now, now, now! Vroom!

Being released in conjunction with the JogCon (a control pad with built-in wheel, see issue 41) Namco hopes to make it a true racing expérience and one that relies on actually winning the world championship rather than earning licenses and purchasing cars. To do this, the main bulk of the game will be the Grand Prix mode where you play a free-lance driver whose job it is to join a team and make your way to the top. As you progress you will earn points and drive dozens of faster and more impressive cars.

The stats on this are awesome already and we can hear the revving of its powerful engine getting set to blow *GT* apart.

PUBLISHER:	Namco
GENRE:	Racing
PLAYERS:	1-4
% COMPLETE:	90%
RELEASE DATE:	December '98





[Above] As you can see, the cars look lovely, the roads look lovely, everything looks lovely! We can't wait.

TOTAL MOTORING MADNESS MAKES A WELCOME RETURN

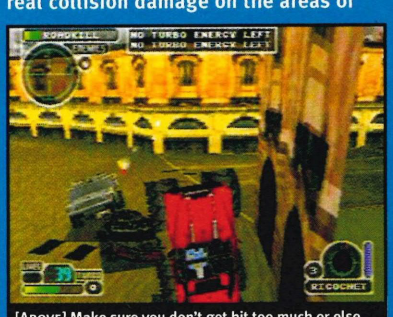
TWISTED METAL 3

The unofficial sequel to *Twisted Metal 2* was *Rogue Trip*, a rather good game we thought! We say it was the sequel because it was written by the same team. *Twisted Metal 3* however, is bought to us by a completely new team that is trying its hand at it for the first time. It doesn't look too bad either.

Featuring a host of new cars and weapons *TM3* is more arena based than the previous two outings meaning that the combat will come thicker and faster. The weapons have been improved too and now come in a vast range suitable for all your destruction needs! They are also far faster than before and produce real collision damage on the areas of the car they hit. As far as the cars go they are designed to look slightly more realistic than before and all have new control physics. Our sources say that the cars are slower than before but the speed has been sacrificed for accuracy and improved enemy AI. The arenas are supposedly following on from where *TM2* left off and take place all over the world. This includes the now ever present Area 51 and no doubt a bundle of aliens. Original! However the final copy turns out, we will be performing handbrake turns to get a load of it. Keep watching this space as more details emerge...



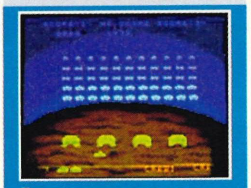
[Above] Two player mode looks promising because you can kill one another! What more could you ask for?



[Above] Make sure you don't get hit too much or else your car will end up worse for wear. Good job too!

PUBLISHER:	Sony
GENRE:	Driving/Shooter
PLAYERS:	1-2
% COMPLETE:	75%
RELEASE DATE:	Spring '99

SPACE INVADERS 2000!



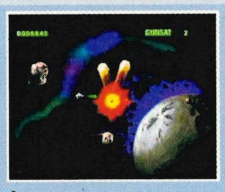
Two decades after its conception, the very first arcade classic, *Space Invaders* is back for its anniversary. The game is going to remain exactly the same as the original (you'll probably have to feed ten pence pieces into your TV) and is being released in Japan for around a tenner. If it gets a release over here it will probably shift at the same price as the platinum range. We can hear white-haired old women up and down the country reaching for their pensions!

TOMORROW NEVER DIES



Following on from the film, *Tomorrow Never Dies* features oodles of brand new dangers for good old Jimmy Bond to find himself in during his daring adventures to save the world... again. The game won't just be a *Goldeneye* rip-off but it will take place in various altered perspectives. The different aspects include skiing and flying which certainly didn't appear in the film! Maybe he'll get it together with Michelle Yeoh a bit more, that would be well worth watching!

ASTEROIDS 3-D



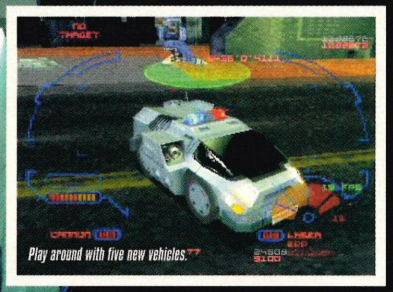
Another age old arcade classic makes its comeback! This time, instead of a wire frame triangle-shaped spaceship you will have a choice of ships, weapons and even planets to protect. There are also huge end of level guardians that have to be shot. Whatever happened to the good old days? There is a sequel already in the pipeline called *Emeroids*. It involves shooting bunches of grape-like monsters inhabiting someone's pants. No, we made that one up. Apologies...

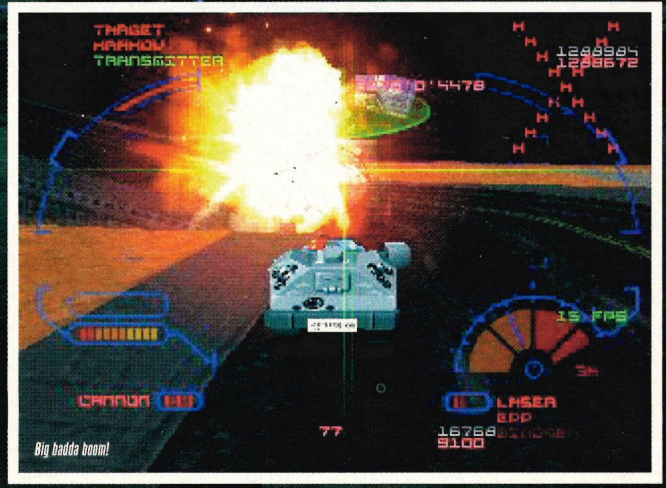
YOU'RE NICKED YOU SLAAAAG! IT'S THE SEQUEL WITH THE STUPID NAME!

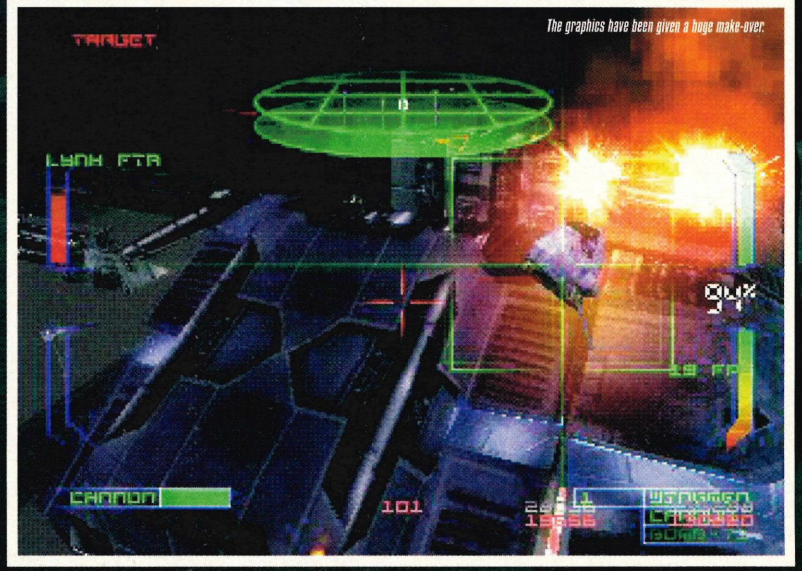
G-POLICE 2: WEAPONS OF JUSTICE

PUBLISHER:	Psygnosis
GENRE:	3-D Action
PLAYERS:	1
% COMPLETE:	75%
RELEASE DATE:	March '99

The original immersed players in a pulse-raising futuristic dystopia similar to the rain-drenched streets seen in *Blade Runner*, but the graphics were painfully short of the mark. *G-Police 2: Weapons Of Justice* promises more of the same criminally playable mission-based action, but with infinitely superior graphics. This time, gamers will be in charge of five craft, each of which adds uniquely different styles of play. The G-Police now have control, but expect treachery, sub-plots and mysteries as you decide the fate of Earth against the dastardly crime syndicates. There are 30 new missions and 25 weapon types with which to dispense justice – more than enough for you and your wingmen to rid the streets of numerous types of vehicular scum. Enemy AI shouldn't be underestimated either – they work together, attacking without mercy in packs, even setting up ambushes in tunnels between domes. You'll agree, *GPWOJ* really looks the part – building on the concept of the original, but adding much needed lick of paint. Everything from improved mission briefings and in-game voice-overs to Dual Shock Analogue controls imply that this is going to be a sequel that won't take any prisoners come March.







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DEAD IN THE WATER



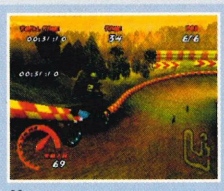
IMAGINE *TWISTED METAL* IN THE WATER AND YOU HAVE THIS LITTLE GAME. GREENPEACE WOULD FLIP ITS LID IF IT COULD SEE THE DEATH AND DESTRUCTION THAT IS GOING TO HAPPEN ON THE WAVES. WE HOPE IT HAS THE SAME SENSE OF HUMOUR AS *TWISTED METAL* BECAUSE THERE'S NOTHING LIKE LAUGHING AS YOU BLOW SOMEONE TO KINGDOM COME! ARMED WITH TORPEDOES, MINES AND PROBABLY A FEW MUTANT SEA BASS WITH LASERS ON THEIR HEADS, *DEAD IN THE WATER* LOOKS GOOD. OH, BEHAVE!

EGGS OF STEEL



LOCKED IN A FACTORY OVERNIGHT, EVERYTHING STARTS COMING TO LIFE AND GOING WRONG. IT IS YOUR JOB AS CHARLIE THE UNFORTUNATE NIGHT-WATCHMAN, TO GET TO THE POWER SWITCH AND TURN THE LOT OFF. FEATURING MASSES OF MAD DOUGHNUTS, CRAZY COGS AND JUST ABOUT EVERY OTHER DANGER UNDER THE SUN IT MAKES YOU WONDER WHAT THEY WERE MAKING AT THE FACTORY IN THE FIRST PLACE! WHY IT'S CALLED *EGGS OF STEEL* IS ANYONE'S GUESS... MAYBE THEY MAKE THOSE TOO.

KAWASAKI MOTORCROSS



MOTORBIKE GAMES ARE ON THE INCREASE IN PLAYSTATION LAND AND HERE COMES ANOTHER COVERED IN MUD AND WITH ST JOHN'S AMBULANCE IN TOW. FEATURING A GAMES ENGINE WHICH ACTUALLY DUPLICATES A SCRAMBLER'S HANDLING, *KAWASAKI MOTORCROSS* CERTAINLY LOOKS PROMISING. IF YOU ARE TOO YOUNG TO EXPERIENCE THE REAL THING THEN KEEP YOUR EYES OPEN FOR THIS. WE'LL GIVE IT A SPIN AS SOON AS WE CAN, 'COS WE ALL LOVE A GOOD MOTOR RUNNING BETWEEN OUR LEGS AND A BUMPY RIDE OVER SOME ROUGH... EH GIRLS!

WHAT A LITTLE NIPPER... GEDDIT? IT'S A PLAY ON WORDS

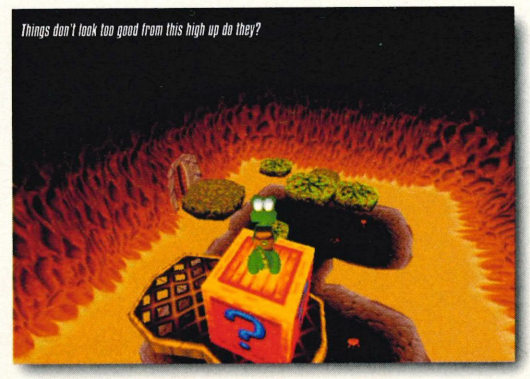
CROC 2

The original *Croc* was a decent enough game backed up with a huge marketing campaign that ensured enough sales to warrant a sequel. Some people would say that.

Well, now that feisty young fashion accessory is back and this time he's travelling to the mainland to find his long lost parents. Featuring brand new areas to inhabit, the cold blooded hero that warmed many a child's heart must face new dangers, solve different puzzles and will probably end up wrestling Paul Hogan.

There will be new Gobbo friends that Croc (that's hardly an original name for a crocodile is it?) will meet, so things aren't looking that bleak for him and he may just be able to stay out of middle-eastern gift shops for a little while longer.

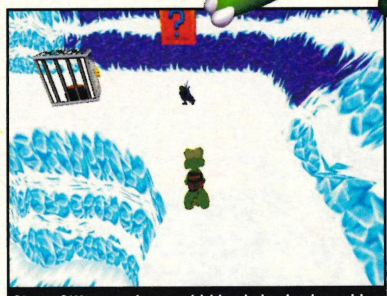
Whether this living handbag can carve a place for himself again in the platform market has yet to be seen because *Gex 4* is on the horizon and *Spyro* has already taken a fat juicy chunk of people's cash.



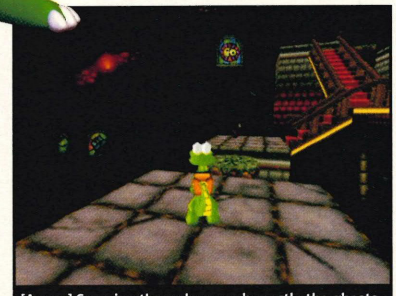
Things don't look too good from this high up do they?

To make sure that Croc can withstand the heat, the programmers have included numerous different levels that are spread out around the globe as you can see by the screenshots. The appearance of proceedings is apparently going to be improved too, with greater detail being added to the various environments and the creatures the little green skinned hero will face. The soundtrack also promises to be a treat.

Look out for a full review as soon as we pull our fake croc-skin boots on and wade in to the fray!



[ABOVE] We never knew cold-blooded animals could exist in the Arctic. Apparently they can on the PSX!



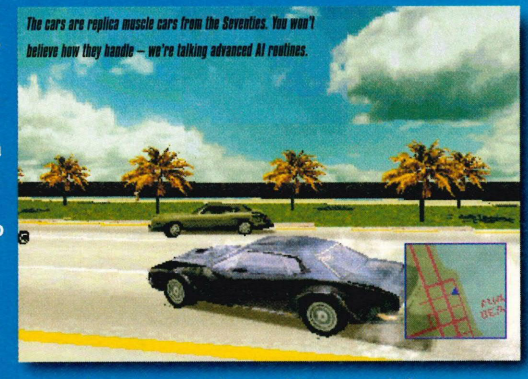
[ABOVE] Creeping through a spooky castle the ghosts would no doubt be frightened faced with this guy.

PUBLISHER:	Electronic Arts
GENRE:	Platform
PLAYERS:	1
% COMPLETE:	80%
RELEASE DATE:	December '98

BULLITT MEETS THE ITALIAN JOB ON THE PLAYSTATION!

DRIVER

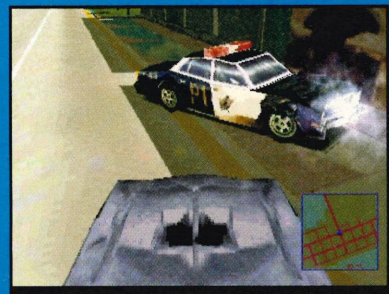
Reflections is probably best known for the car wrecking smash-athon, *Destruction Derby 2*, so it comes as no surprise that the Newcastle based developer is currently putting the polish on the fantastic-looking *Driver* – a high-octane, seat-of-the-pants city racer. Predictable comments regarding its undoubted similarity (in concept) to BMG's *Grand Theft Auto* will abound, but *Driver* has been in production for a long, long time and throws the player into a stunning 3-D environment. Playing a getaway driver you tear up the tarmac through an urban landscape, free to go anywhere you please, at any speed.



The cars are replica muscle cars from the Seventies. You won't believe how they handle – we're talking advanced AI routines.

If you fancy straying from busy high streets and freeways, try tearing up the turf across parks, pavements and packed car parks. Unfortunately, try as you might, it'll be impossible to knock down pedestrians – they'll always dive out of the way. Bah! And before any anti-road-rage protesters write in, we can say that as its a videogame and acts as escapism and in no way influences people's behaviour in the real world... okay?! Normal rules apply for other cars of course. They'll drive in the correct lanes, at the right speed and stop at traffic lights, but this doesn't mean that you have to follow these sedate rules, so have a bit of fun, put your foot down and cause a bit of rush-hour mayhem, it's fun!

Expect amazing collisions, perfect car physics, multi-vehicle pile-ups and beautifully-detailed cityscapes. Bound to be good!



[ABOVE] I didn't mean to repeatedly smash into your shiny new car Mr Police officer. Honest I didn't.

PUBLISHER:	TBA
GENRE:	Racing
PLAYERS:	1
% COMPLETE:	45%
RELEASE DATE:	March '99

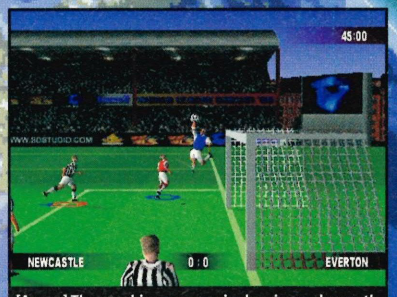
LOOK OUT FOOTBALL FANS, THIS MAN'S G-OWEN ALL THE WAY!

MICHAEL OWEN'S WORLD LEAGUE SOCCER

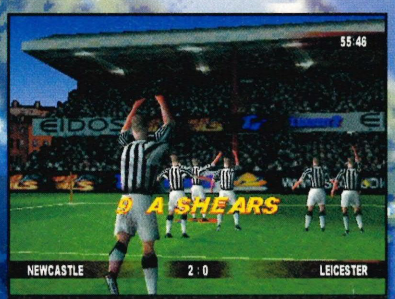
With a dream endorsement from diminutive footballing prodigy Michael Owen, and a fantastic new arcade-quality game engine, Silicon Dreams is justifiably enthusiastic of the imminent release of *Michael Owen's World League Soccer*, despite a spate of impressive football games already reviewed this month, namely *Actua Soccer 3* and *FIFA '99*.

The competition may be hotter than a Mexican's lunch, but *Michael Owen's World League Soccer* boasts a list of new features that reads like a Christmas wish list. The most obvious improvement hits you like a Stuart Pierce free kick, and that's the better resolution of the graphics (640 x 256). Other new features include 200+ teams from International teams to national leagues in England, Scotland, Italy, Germany, France, Spain and Holland. AI for goalies and outfield players has been tweaked; polygon break-up has been eliminated with a new (ouch!) 'skinning' technique; 23 special combination moves; new stadium plotting with active crowd movement, improved floodlights and real-time pitch shadows.

There will also be a special training section, where the lethal Liverpool and England maestro shows us a thing or two and lets you try everything from curling out free kicks to taking penalties. Various modes of Play including customisable Leagues, Cups and Seasons as seen in *FIFA '99* are guaranteed to ensure longevity and at long last, the players will have their real names. After all, nobody wants to play a game endorsed by 'Mykle Owin'. Limber up for the diminutive review next issue.



[Above] The graphics are amazingly crisp and smooth considering the move to a much higher resolution.



[Above] Real names are included and there's even a special training field hosted by Michael Owen.



[Above] There are even more combination moves (23 in total) to try out, improving the gameplay twofold.

PUBLISHER:	Eidos
GENRE:	Sports Sim
PLAYERS:	1-4
% COMPLETE:	85%
RELEASE DATE:	December '98

MY GOD, MISTER! YOU DON'T WANT TO TOUCH THAT, IT'S A...

LIVE WIRE



Forever tormenting us with the possibility of *Carmageddon* on PlayStation, publisher SCI has thrown us a bone meanwhile in the form of *Live Wire*, a weird 3-D puzzle game.

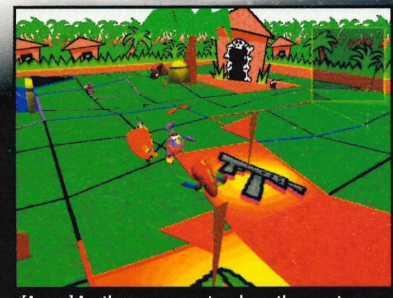
Probably not as exciting as bloodily running people down with a big mean car, but SCI reckon it's as addictive as *Tetris* with "the best 3-D puzzle game graphics ever seen" and you've got few options other than to believe it until we grab a playable version.

The rapid gameplay takes place on polygon-based landscapes which have exposed wire frames. Controlling a rather speedy and unconventional looking creature, you race along the lines of the wire frame, being careful to dodge any nasty objects strewn in your path. The marker trail emanating from your character's tail colours the route you have taken and changes the enclosed terrain to your property, as well as any missiles, bombs or power-ups laying there.

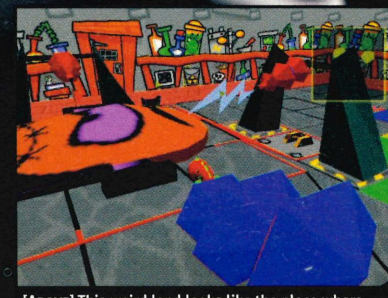
WIth 100 levels over ten themed worlds (Seventies disco, wild West, outerspace...) it'll be a lasting challenge, as will the enemy AI. The plans are also to include link-up play. Sounds good – but we still want *Carmageddon*!



	SCI
	3-D puzzle
S:	1-4
MPLETE:	90%
EASE DATE:	Novmeber '98



[Above] Another square captured, another meaty weapon won for the vicious fight ahead!



[Above] This weird land looks like the place where Parappa must have grown up before making it big.

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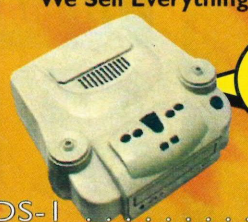
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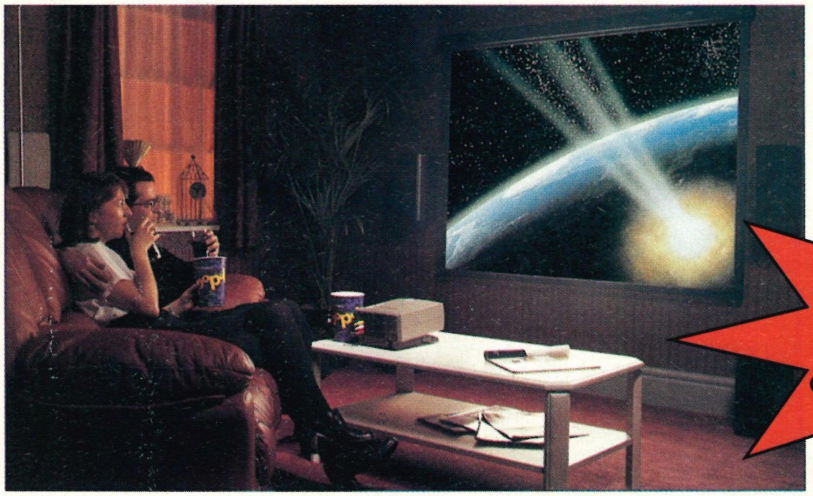
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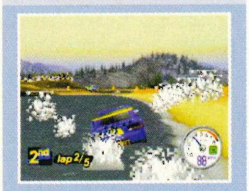
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MONKEY HERO



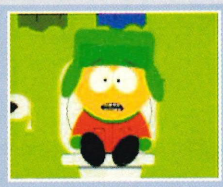
This top-down adventure come platformer has been on the cards for quite some time now, but it is getting nearer! After the three worlds (Dream, Waking and Nightmare) start merging it is up to our hero to stop the Nightmare world from entering our own and taking over. There will be huge pink David Mellor's on tricycles everywhere! Let's hope he doesn't fall asleep on the job.

RALLY CROSS 2



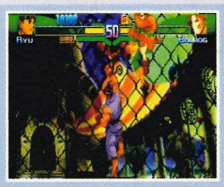
Once the best rally game on the PlayStation, *Rally Cross* gets it's second and long overdue outing. Featuring new tracks, cars and an improved games engine could this little game beat the reigning *Colin McRae*? Find out soon.

SOUTHPARK



Oh my God, they killed Kenny! Soon you will be able to shout those very words. We now know that the PSX version will not follow the first-person perspective of the N64 game, but take an entirely different approach. The N64 version uses the game engine from *Turok* see – too much for PSX to take...

SF ALPHA 3



The original master of fighting games is returning and with it comes new characters, new moves and a new generation who will see this for the first time. Not only that but all the forgotten favourites like... er... well, we can't wait... Honest.

TO MANAGE OR NOT TO MANAGE... THAT IS THE QUESTION

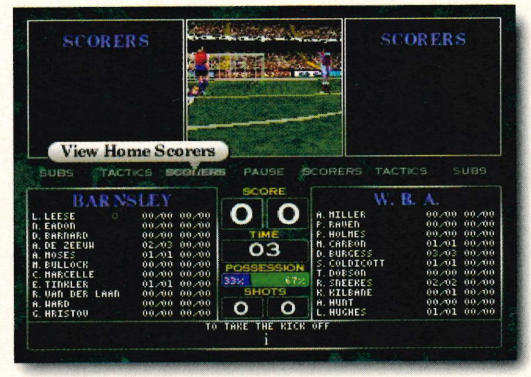
FA SOCCER MANAGER 2

Other than Gremlin's well received *Premier Manager '98*, management simulations have been strictly the territory of PC owners. Eidos wants to change all this, so in an attempt to even the balance, *FA Soccer Manager* – officially endorsed by the Football Association – will hit the shelves around January '99. Working closely with the FA, developer Krisalis has gleaned a realistic appraisal of players' contracts, wage and bonus structures and 'behind the scenes' wheeler-dealing in order to create what should be the most complete soccer game we're ever likely to see on our beautiful console. Veteran commentator Brian Moore talks you through the innovative menu system, where budding armchair managers can buy, sell and loan players. The player database apparently contains accurate information on all four English leagues together with the GM Conference and many non-league squads. Even the top European clubs have been included enabling the player to buy foreign talent.

Additionally, before playing any game you'll have the opportunity to pick the team and game plan using the pre-game Tactigrid. Will this be the PlayStation's answer to *Champ Manager 2*? It's a game of two halves, but we'll bring you the full report in next month's 'reet rivetin' review.



[Above] You're gonna have to be shrewder than Frank Butcher to get the best deals on top strikers.

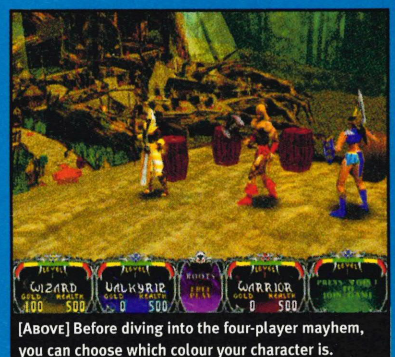


PUBLISHER:	Eidos
GENRE:	Sports Management
PLAYERS:	1
% COMPLETE:	80%
RELEASE DATE:	January '99

FOUR-PLAYER MAYHEM AS ANOTHER ATARI CLASSIC ARRIVES

GAUNTLET LEGENDS

Gauntlet Legends, Atari Games' 3-D take on of its classic Eighties arcade series, is currently on test in the good ol' US of A. Gameplay will be very similar to the original *Gauntlet* and *Gauntlet 2* and many of the original elements have been retained, such as chests, lobbers, food (you won't be able to shoot the nosh anymore though) monster generators, and the scythe-wielding pest, Death. In keeping with tradition the four basic character classics are still there (Warrior, Magician, Archer and our own favourite... Valkyrie). Characters now have a special move, or spell, which is used once their power bar has built up. Power-ups include three and five way shots, time stop and x-ray vision. There are four main worlds followed by two final boss levels. News of a complete version hasn't frittered down as yet, but as soon as it materialises, you'll know whether Atari's quest to revamp yet another classic has paid off. Gauntlet is one of our all-time favourites, so we're praying that the programmers don't change the formula too much.



[Above] Before diving into the four-player mayhem, you can choose which colour your character is.





PUBLISHER:	TBA
GENRE:	3-D Action
PLAYERS:	1-4
% COMPLETE:	70%
RELEASE DATE:	TBA

OOPS! ANOTHER NUCLEAR HOLOCAUST MEANS FUN WITH GUNS!

WARZONE 2100

When the West's nuclear defence system went out on Friday night it came back a bit tipsy and killed around six billion people. A regrettable incident that probably left a few people with headaches.

Luckily though everyone had been watching *Mad Max* that evening so a collection of scavenging communities sprang up across America and began the fight to rebuild their beloved country to the former land of fatties and baseball games just like before.

Warzone 2100 looks like some serious hardware and is all about your struggle to build back a civilisation when others are trying to do the same. To help you obliterate the opposition you must learn which tactics work best, how to manage factories, troops and the terrain about you. There are over 100 different weapons, 400 technologies to research and around 2000 units to design and utilise, so it looks like a huge challenge! The action we have seen certainly looks impressive and when battles were taking place they were all in real-time and all extremely fast. The effects were realistic too, and watching a convoy of tanks trampling all over a small outpost was most satisfying!



[Above] Destroy the stockage and nick all their supplies. It's all in the name of survival you know!





Build a power generator. You heard what it said... now get to it!

YOU'RE IN THE ARMY!

The action takes place over three gigantic map areas each divided into smaller map areas. These areas are a desert, an urban jungle and the Rocky Mountains, and in these different environments different strategies will have to be used if you are to survive. You must build factories to concentrate on construction, weaponry, radar posts and anything else you consider building in your fight for supremacy.

Warzone 2100 has been careful not to concentrate too heavily on strategy though because when it comes down to it we all love a good knees-up with grenades between our teeth and mortars whistling past our ears. Add to this the ability to link up your PlayStations and fight with friends and you'll be diving for cover quicker than you can say "Vanessa Phelps." The action and combat looks red hot and we'll be reviewing it soon!

PUBLISHER:	Eidos
GENRE:	Strategy
PLAYERS:	1-4
% COMPLETE:	80%
RELEASE DATE:	Early 1999

UP-RISING X



The PC favourite that combined blasting with strategy is finally coming to the PlayStation. Taking part as a senseless insane pilot set some time in the future, it is your job to kill everything you possibly can and mind your butt doesn't get fried. Sounds like a right bundle of laughs and looks pretty damn impressive. Expect a Workstation soon.

PAC-MAN 3-D



Yet another retro game gets the once over! This time it's Pac-Man the ball gobbling guy and he's gone and got himself all 3-D. Bouncing around approximately 30 levels the Pacster will be running, flying and swimming around and all in his never ending quest to get rid of those pesky ghosts! Let's hope the old guy doesn't need a zimmer frame. Imagine the humiliation.

NBA LIVE '99



A new games engine that produces fluid player movement, detailed court action and texture mapped faces, all are included in in EA's latest Basketball game.

DRAGON VALOUR



Namco releases its 3-D action RPG in Spring '99. With its roots firmly in the old classic arcade action game *Dragon Buster*, you play a lone warrior who cavorts around the world butchering troublesome dragons.

THOSE GUYS WERE FAST AS LIGHTNIN'! THEY WERE... YOU KNOW

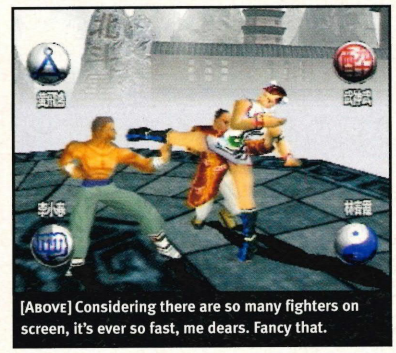
SHAOLIN

Set across the sweeping plains and ornate temples of the Canton Province in 18th Century China, *ShaoLin* is an ambitious beat-'em-up, which aims to knock the wind out of the entire fighting genre. We've been looking at it in various stages of development and the most recent version that we've been punching to pieces zips along quicker than a Bruce Lee leg breaker. Developer Polygon Magic's dream of a four-player simultaneous beat-'em-up now looks like a reality – just watching the frantic tumult that allows three players ganging up on one is an inspired concept. One player can fight against up to six CPU-controlled opponents at once, which is another first.

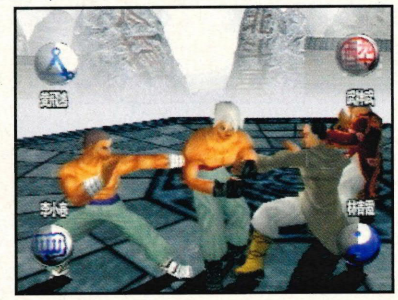


[Above] In four-player simultaneous mode, you can gang up one player if you want. Highly recommended.

A major aspect of *ShaoLin* is the Scenario option, where you visit various locations smashing opponents to a pulp and learn new skills. Call it a kind of spiritual blood-letting, which should provide players with the kind of longevity only seen in *Soul Blade* and *Tobal No 2*. Expect to battle 12 characters, each accurately representing six martial arts techniques. We sit in deep contemplation until the arrival of the full review in a couple of months.



[Above] Considering there are so many fighters on screen, it's ever so fast, me dears. Fancy that.



PUBLISHER:	THQ
GENRE:	Beat-'em-up
PLAYERS:	1-4
% COMPLETE:	75%
RELEASE DATE:	February '99

TACTICAL WARFARE ISN'T JUST FOR THE SUPERPOWERS

WORMS ARMAGEDDON

Back in the early days, Team 17's *Worms* was the best example of multiplayer fun on the PlayStation. Even though it was turn-based tactical play, there was an addiction to it quite unlike much we've seen since.

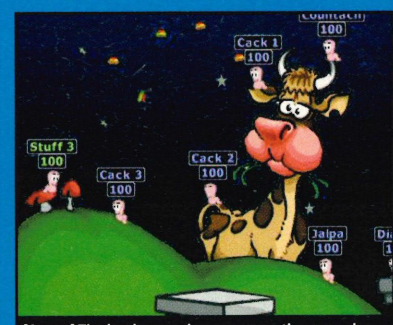
Working so well on the console, it was tough news for worm-heads all over the world that *Worms 2* used far too many frames of animation per wriggler to be possible on PlayStation – an outrage!

It's a different story this time round however, as the ultimate in grub warfare, *Worms Armageddon* is coming to PSX next year! Apparently the last game to feature the little guys, *Armageddon* is stuffed with offbeat enhancements like the French Sheep Strike and Indian Nuclear Test weapons.

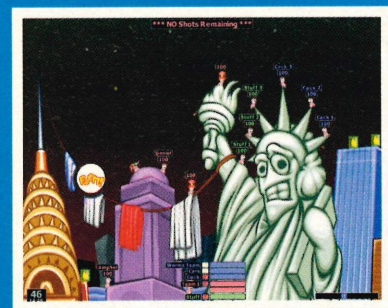
There's also a new Euthanasia game mode that lets you kill old ladies, and when the last member of a squad dies they leave behind a donor card to donate their special weapons and abilities. The whole package should be fresh with different looking scenarios for the random scenery generators to use. The themes include Workshop, Hospital, Urban, Dungeon, and about 15 others not including those in the Training section. Worm on!



[Above] With a list of improvements and innovations longer than a tape worm, *Armageddon* should rule!



[Above] The landscape changes every time you play, meaning nobody can hide in a 'favourite' place.



PUBLISHER:	Team 17
GENRE:	Strategy
PLAYERS:	1-4
% COMPLETE:	35%
RELEASE DATE:	April '99

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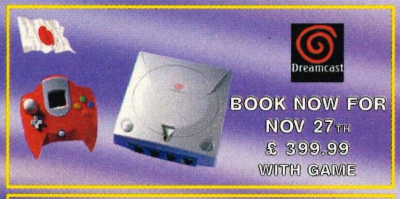
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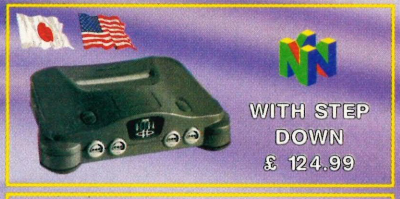
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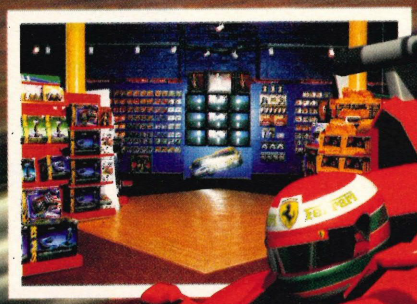
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"WHAT THE HELL WERE YOU DOING PUTTING *FORMULA 1 '98* ON YOUR FRONT COVER? HAVE YOU LOST IT COMPLETELY?" JON BARRON

PLAY COVER UP?

Dear PLAY,
Normally you lot are an oasis of sense and reason for me. Review scores are spot on compared to your rivals, and you make an effort to smash the idiotic rumours that seem to surface every now and then.

But, I have to ask, what the hell were you doing putting *Formula One '98* on your front cover? Have you lost it completely? To gain such an honour as being placed on the cover of the greatest PlayStation mag ever, a game should have to be premium quality, real PLAY Classic material. What were you up to with this obvious turd?
Jon Barron, email

Sorry Jon, we didn't mean to betray you so badly! The fact is that people (that's you lot) were still very interested in *F1 '98*, which doesn't seem so crazy after the success of the previous games. We thought it was worth advertising the first unbiased review on the thing – don't you?

RATED R

Dear PLAY,
I'm not the youngest PlayStation owner, being 14, but I still need to listen to my parents a lot. They seem to hate my PlayStation.

They reckon the games are overpriced and a waste of money because they're not educational. They also think it takes a massive amount of electricity and they don't even agree with me when I say the PlayStation and its accessories are the cheapest on the market today. They constantly complain that I'm using it too much and too often and that it will affect my school work, but the truth is that the time I used to spend watching TV, I now spend playing on my PlayStation.

They even seem to believe that video games can still cause epilepsy! Even when I play in a well lit room and take a break every hour as Sony advise, they think it's another big company trying to take advantage of kids. I've tried everything and you're my last hope. If they won't listen to me, perhaps they'll listen to you?

Please help,
Karl Smith, Liverpool

Being the nasty gits that we are, always urging you to spend all your money and time on that heinously addictive console, it's our duty to come down on your side with this one. But games really are overpriced, they really can trigger epileptic fits in people with photosensitive epilepsy and Sony really is another big company trying to take advantage of kids! That's how they make money! Come on though Karl's mum and dad, computers classically use less power than a regular light bulb, and would you prefer he was out joy-riding and chucking rocks at coppers?

GAMEPLAY

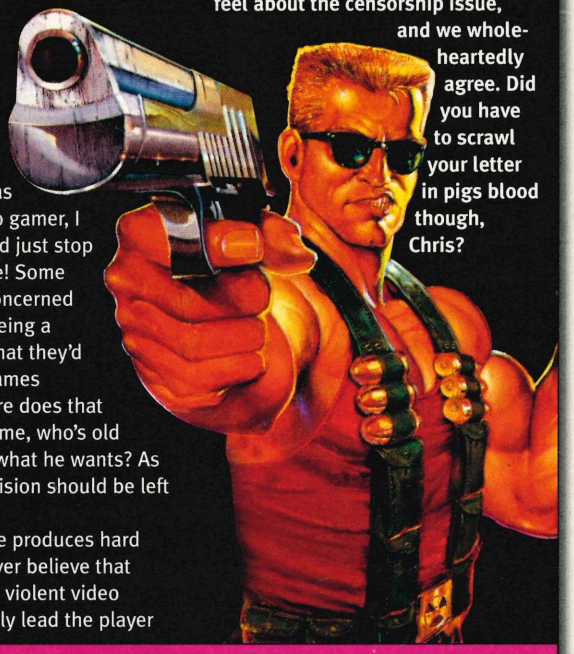
SCREW THE CENSORS

Dear PLAY,
It's funny how, after years of debate on the subject of violence in video games, we're still arguing the exact same points with no new facts. There still isn't any hard proof that playing violent games will make a person more violent. There have been countless studies, but the only thing they've been able to prove is that people get excited by playing games, and their adrenaline level rises. Doh! And who decides which games are too violent? After getting rid of the *Mortal Kombats*, which games would be targeted next to be cut? Is *Crash Bandicoot* too violent? He does 'kill' countless enemies after all.

I believe that the people who would censor violence from games only have good intentions. But as a hardcore video gamer, I really wish they'd just stop screwin' with me! Some people are so concerned about a child seeing a 'mature' game that they'd abolish those games altogether. Where does that leave a guy like me, who's old enough to play what he wants? As for kids, the decision should be left to their parents.

Until someone produces hard evidence, I'll never believe that simply playing a violent video game can actually lead the player to commit a violent act in the real world. I cannot believe it, because of my own past experiences. I've been exposed to violence my entire life, in games, movies, comics, whatever. Still, I have to turn away from graphic, violent images on the news. I'm not a violent person, and I know the difference between reality and fantasy. And I hope the BBFC reads this as we won't stand for it much longer.
Chris Heslop, Lancashire

You have to turn away from violent images on the news? Wuss! Really though, we get the impression that this is how most articulate gamers feel about the censorship issue, and we wholeheartedly agree. Did you have to scrawl your letter in pigs blood though, Chris?



WINS £150 VOUCHER FROM GAMEPLAY!

SOCCER SCHIZO

Dear PLAY,
May I present to you a situation which may arise in the near future. A man who has recently purchased a PlayStation walks into a shop to buy a football game. Not wanting to take the advice of the acne-ridden Neanderthal behind the counter he is armed with the latest issue of PLAY Magazine, which comes replete with a list of all games they have ever reviewed giving ratings and comments for each. He begins an alphabetical search of the list and to his joy he is very soon rewarded with *Actua Soccer 2*. This is described as "the best football game on PlayStation!" Wahay, thinks the man. Hardly any eyework involved at all. He removes the correct sum of money from his wallet and proceeds to the counter with said game.

Being a thoroughly sensible sort however, he stops to check and gloat over the opposition mentioned in the list. He stops aghast and almost drops his money when he reaches *FIFA: RTWC '98* which is described as "the best all round football game yet!" Surely this cannot be. He double checks and there is no mistake. There are TWO best football games on the PlayStation. Hyperventilating,

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.

Can you claim off Sony for developing rheumatism in the thumbs?
Garry Etchells, West Yorkshire
■ **You can certainly try, Garry, but you'd need an outstanding team of lawyers, and then they might all die individually in mysterious circumstances. Your call.**

Gex 3D* is rated for 3-11 year-olds, but with all the swearing he does I'm surprised it isn't an 18! Like when he says, "Was it you who fed out of Camp Nightmare?"**
Ashley Habel, Warwickshire
■ **That's "flunked," you dweeb.**

Your magazine has never let me down, but could you maybe include a few hints and tips in it? Okay, I know it's a reviews magazine, but some other magazines include tips. Overall, your magazine is the best though.
Tony Woodock, Hove
■ **There's an entire section every month called Station Master which includes the latest and greatest tips and cheats, and extensive playing guides in the pages that follow. We'll try not to be hurt that you didn't bloody notice.**

I'd like to make a tiny complaint about a very frustrating bug that I've found in *Colin McRae Rally*. Enter any of the Super Special stages in Time Trial and as soon as you cross the start/finish line the game locks up and I have to reboot the machine.
Mark Williams, Wrexham
■ **As this is the only letter we've received about such a bug, we suspect an old ailing PlayStation that needs to be turned upside down, or a pirate version using non-final code, in which case you'd deserve the frustration!**

Gremlin, what is their problem? *Actua Soccer* – great, *Actua Soccer Club Edition* – adequate, *Actua Soccer 2* – superb, *Premier Manager '98* – total sh*t! Where did they go wrong?
M Cole, Norfolk
■ **Not everyone feels that *PM'98* was quite as bad as you M, but if you can only think of one bad game from a publisher then they're not doing so badly are they! Most publishers would kill for that image, but they've all had their *Hard Boiled* and *Batman Forever* periods.**

he reads on fearing the worst, then literally sh**s himself into schizophrenia at *World League Soccer*'s comment: "Plays the opposition off the field. The best!"

Frantic, he devours the information, looking for a reason to buy one game over the others. A gibbering wreck, he is taken from the store screaming, "Why can't they just say which one I should buy?"

Am I making my point? Am I asking too much? Football games, unlike some other types of game, can be compared directly and one of them must be the best. So come on PLAY, tell us, along with all the other sports sims and driving games. We're not made of money and we want to know.

Sorry to rant on and on, but a lot of people take the word of independent magazines as gospel when it comes to buying games. I always have since the days of the spectrum and I want to continue. Ratings have a place in the initial review but after that we want the bottom line. Which football/driving/beat-'em-up should we buy. We know you're unbiased. Just become uncomplicated.
Martin Collier, Blackpool

Okay, the game's up, we've been rumbled! Eloquently put Martin, although a quick peek at the Playback section, run conveniently along side the huge A to Z, would have told you that we personally rate *ISS Pro '98* higher than all the other football games, *Gran Turismo* higher than all other racing games and *Tekken 3* over all beat-'em-ups!

HERETIC HOWE

Dear PLAY,
Is it me or are some games on the PlayStation made by Satan? Evil, anti-god games such as *Hexen*, *The Unholy War*, *Legacy of Kain*, *Tenka*, *Doom*, *Exhumed*, *Deathtrap Dungeon*, *Resident Evil 2*, *Final Fantasy VII*, *Mortal Kombat 4*, *Diablo*, *Nightmare Creatures*, *Duke Nukem* and *Quake II*.

It seems very clear that we don't need these kind of games. They're probably made for those who worship the evil one, and those who like to hear the Devil of Music Marilyn Manson. But people like them, they love them, they're hooked. The kids will play them regardless of age ratings. I reckon they should sort something out – they're taking us to hell!

Well, I've got a point haven't I?
Glynn Howe, Sheffield

In a word, no. And what's *Final Fantasy IIV* doing in there you weirdo?

GAMEPLAY ALL HAIL GIRL POWER

Dear PLAY,
I am writing in complaint of my brother who is two years older than me and owns a PlayStation with seven games. When he said that he might get *Tomb Raider III* and *Metal Gear Solid* for Christmas I said, "well, I will get *Tekken 3* with my birthday money," and he laughed at me saying, "you! Get *Tekken 3*? You must be joking!"

But what is so funny about me getting a game for the PlayStation? Is it that I am a girl? Well if it is I think that girls should have just as much rights as boys do. What do you think PLAY?
Anne Cleary, age 10, Ireland

That's a mean brother you've got there Anne. We support the female gamer at every opportunity, and you are no exception! Keep your birthday money for something else, as we have organised for Gameplay to send you *Tekken 3* for free! Practice on it whenever your brother is out, then surprise him with the game and beat him to death. On the game, of course. Or we could just send you the fantastically girly *Spice World*...



WINS £50 VOUCHER FROM GAMEPLAY!

GEAR GHOSTIE

Dear PLAY,
Having just finished an import copy of *Metal Gear Solid* I attained a rating of 'Jackal' with the special items 'Camera' and 'Stealth'.

I started up a new game with 'Camera' and 'Stealth' available from the beginning. Using the invisible stealth unit I went into the toilets at the second enemy base just before you face Psycho Mantis. I stood on the left-hand side of the guard having a slash and took his picture. Saved the picture and moved on. Defeated Mantis and took another picture of Meryl just before the sniper shoots her and saved that picture. Saved the game.

When I came back to the game I loaded up the two pictures. Meryl's picture was fine. However, when I loaded up the picture of the guard I found a ghostly image of what looks like a figure striking a dramatic pose over a 'thumbs up' hand sign. You also have the option to 'exorcise' the image from the picture along with adjusting the name and colour.

I am hoping you can shed some light on this as I'm the only person I know who has completed *MGS* and I know what I reliable top magazine you are.
Matthew Sheppard, Chippenham

Never heard of it Matthew, but we're deeply intrigued. Send us a picture of one of these spirits and we'll rummage through the office for some awful novelty item that none of us want, and mail it off to you. If anyone else has had a similar supernatural experience with "one of the greatest games ever made," *Metal Gear Solid*, write in!

DULY SHOCKED

Dear PLAY,
I am writing to you to express my disappointment with my new Sony Dual Shock controller. I would be interested to know if other readers feel the same, or am I being over critical?

I'd read much hype about the Dual Shock controller and how good it was so I decided to take the plunge and purchase one. I rushed home with the controller in my sweaty little mitt, furiously plugging it in to enjoy every bump on *Colin McRae Rally*.

Disappointing. The stick looks good and feels very solid to hold, but the Dual Shock aspect is very underwhelming, it just sits in my hand and intermittently wobbles like an arthritic jelly, not at all as effective as I expected. Also, there is a distinct lack of games that are compatible, will this improve? Meanwhile the Dual Shock sits gathering dust in the corner, although my girlfriend has suggested an alternative use.
Simon Wormley, South Yorkshire

Actually Simon, you're the first of our readers to speak of displeasure with the quirky Sony peripheral. The vibration feature is only part of the product. You're overlooking the incredible amount of control two analogue thumb sticks can bring, at least for the people that understand how to use them properly. The shock mechanism seems to differ from game to game. Sometimes it's very powerful, sometimes subtle. Try it with something else! If that doesn't work, try the Nugen or new Interact third party vibrating pads. They both have much more powerful motors than Sony's – and shook our arms out of their sockets on *Rogue Trip*! Mind, the Nugen made such a racket we feared it was going to shake itself apart, be warned.

THE PLAY DEBATE

WHERE THE READERS DECIDE

BIG SCREEN BLUES

It would appear that none of you want anything as simple as a particular film made into a game. Heaps of you built a case for never releasing another film licensed game ever again, but most were interested in turning the tables and making a movie from a PSX game. *Tekken 3* featured quite heavily (of course) but one of the most realistic was a computer animated feature starring Crash Bandicoot, which could work as a full length film or as a series like *Donkey Kong* which is currently running on Fox Kids.

BAD BOYS

Continuing the theme from our star letter this month, what is your experience with video game violence? Now that *Thrill Kill* has been cancelled on moral grounds, the time is more appropriate than ever. Have you seen anything truly shocking on any game, any system? Do you think anyone you know has been affected by exposure to violent software? Or are the censors just full of it?

arena

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

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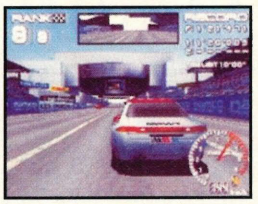
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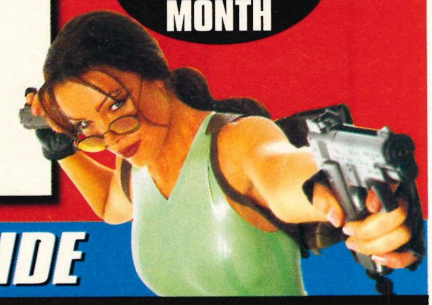
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PLAY magazine Issue 42 1998

PLAYLIST

UPDATED EVERY MONTH



THE ULTIMATE PLAYSTATION BUYER'S GUIDE

PLAYBACK TOP 10'S 137
The very best of every genre listed and scored so you know what to buy...



LONG TERM TESTS 140
Blasts from the past are dusted down and re-evaluated. Including GTA



ADD-ON ACTION... 142
All the latest PlayStation peripherals reviewed and rated! Sony's PDA this month



INSIDE OVER 300 GAMES REVIEWED & RATED!



SPYRO VS CRASH BANDICOOT 138

The cutest platform mascots in the industry draw their claws for the ultimate battle...

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!
Abe's Exoddus	1	●									41	92%	Supersedes Oddysee as the must-have platformer!
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 Golf 3	1-4	●								●	41	76%	The best Actua Golf game to date, by jingo.
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%	Great at first, but the appeal soon evaporates.
Actua Tennis	1-4	●	●							●	41	76%	Not quite an ace, but still hits the spot.
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	1-2	●								●	40	80%	A nostalgic B-movie bug blaster.
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.
Azure Dreams*	1	●									40	70%	Weird. Odd. Strange. Bizarre. And quite good!
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.
Biofreaks	1-2	●									41	78%	Mutated, mangled, muddled, mayhem.
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.

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 Mode** eg *Bust-A-Move 2*
- **Link Cable Compatible** eg *Formula 1/Wipeout*
- **Light Gun Compatible** eg *Time Crisis*
- **Dual Analogue Compatible** eg *Tekken 3*

PLAYBACK

PLAY'S TOP 10...

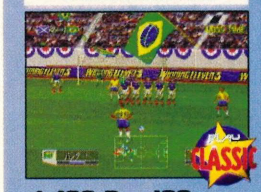
These are our very own top tens for each category and do not conform to the rating they were originally given. It's simply what the team feels are the best games on PlayStation at the moment.

ARCADE STYLE SHOOT-'EM UPS



1. Vigilante 8 94%
2. Time Crisis 90%
3. Future Cop: 94%
4. Point Blank 90%
5. Colony Wars 92%
6. MDK 90%
7. Die Hard 93%
8. Twisted Metal 2 88%
9. DN: Time To Kill 87%
10. G-Darius 88%

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

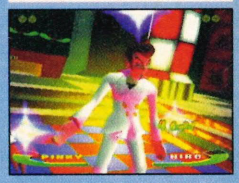


1. Metal Gear Solid 94%
2. Resident Evil 2 96%
3. Final Fantasy VII 93%
4. Parasite Eve 87%
5. Tomb Raider II 95%
6. FF Tactics 90%
7. Alundra 86%
8. C&C: Red Alert 90%
9. Broken Sword II 90%
10. Resident Evil 95%

PLAYBACK

PLAY'S TOP 10...

PUZZLE & PARTY GAMES



1. Bust-A-Groove 89%
2. Puzzle Fighter 90%
3. Bust-A-Move 3DX 88%
4. Kurushi 88%
5. Worms 92%
6. Puyo Puyo Sun 87%
7. ParRappa 82%
8. Poy Poy 84%
9. Micro Machines V3 88%
10. Circuit Breakers 81%

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. Spyro 88%
2. Gex 3-D 92%
3. Abe's Oddysee 90%
4. Crash 2 86%
5. Klonoa 83%
6. Jumping Flash 2 86%
7. Heart of Darkness 81%
8. The Lost World 79%
9. Dracula X 84%
10. SkullMonkeys 83%

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
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-Groove	1-2	●								41	89%	Platform wearing party gaming!
Bust-a-Move 2	1-2	●			●					08	88%	Simple, yet totally addictive puzzler.
Bust-a-Move 3DX*	1-2	●								30	88%	Once you pop, you can't stop!
Buster Bros Collection*	1-2	●								22	86%	Pang gets the 32-bit treatment.
Capcom Generations 2*	1-2	●							●	41	85%	This pack features 'Ghost 'N' Goblins. Quite Fab!
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.
C&C: Retaliation	1-2	●		●		●				41	91%	Er... the 'new' last word in real-time war games!
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.
Crisis Beat*	1-2	●							●	40	45%	A rather arthritic *Fighting Force*.
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.

HEAD TO HEAD

SPYRO THE DRAGON VS CRASH 3

TWO OF THE BEST PLATFORM GAMES DO BATTLE!

Before *Spyro*, platform games were stuck in a rut. Only Gex 3-D managed to make up some ground on Nintendo's *Mario 64*... until the camp dragon burst onto the scene. The game was a huge free-roaming explorational fest that featured pretty much all of the standard platform requirements including vast landscapes, special abilities, collectables by the truck-load and of course, a sickeningly cute central character. Although the challenge wasn't up to much in the long run, what's on show was still great to dash around and some of the secret bits did baffle for a long enough duration to prove that it isn't just for kids. *Spyro The Dragon* is a fine game, but just lacks the hard edge and depth of the bandicoot's folly, which is a pity!





Who's the hero? A dragon	A large rat Who's the hero?
Side-kick A dragonfly	His sister Side-kick
Vehicles None	4 Vehicles
Number of levels? 35	35 Number of levels?
Attacks 2	5 Attacks
Secrets Quite cunning	The best around! Secrets
Babe count A load of fairies!	Coco? Babe count
Is it linear? Pretty much	Yes, very Is it linear?
Hard bosses? No way!	Hard-ish! Hard bosses?
Cuteness Factor Sickeningly so!	A bit rugged! Cuteness Factor
Large & beautiful, great for kids!	*Large & challenging. A must-buy!*

We were extremely bitter about *Crash Bandicoot* going AWOL from the reviews section this month – especially seeing as we'd already completed 70% of it. But still, we've still had a chance to play through a good proportion of it and so know the content of the game very well. It is undoubtedly Crash's biggest romp to date and features a whole host of new vehicles never before seen in a *Crash* game. As a sequel though, it doesn't seem as difficult as the last in the series – mainly because many of the secrets are a lot more straightforward and easier to fathom out. Many improvements have been made to the visúal appearance though. Crash now has many more death sequences and special abilities – the best being the apple-bazooka. So the future's looking bright for the over-sized rat who looks set to out-do the camp dragon in every department!

GAME TITLE											PLAY ISSUE	SCORE	WE SAY...
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!
CLASSIC 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.
CLASSIC 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.
CLASSIC 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.
CLASSIC 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.
CLASSIC 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.
CLASSIC 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.
CLASSIC 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
CLASSIC FIFA: Road to World Cup 98	1-4	●	●							●	29	91%	One of the best all-round football game yet!
Fifth Element (The)	1	●								●	40	50%	Thoroughly disappointing – rent the movie instead!
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.
CLASSIC Final Fantasy VII	1	●									27	93%	The final word in adventure!
CLASSIC 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!
CLASSIC Formula 1 '97	1-2	●			●			●		●	26	90%	Well upgraded and stuffed with excitement!
Formula 1 '98	1-2	●		●	●			●		●	41	68%	Enormously disappointing – get F1 '97 instead!
Formula Karts: SE	1-2	●			●			●			28	75%	Too simplistic for mass appeal.
CLASSIC 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.
CLASSIC Future Cop LAPD	1-2	●			●					●	40	94%	The best isometric blaster we've ever seen!
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.
CLASSIC 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.

PLAYBACK

PLAY'S TOP 10...

PLATINUM RANGE TITLES



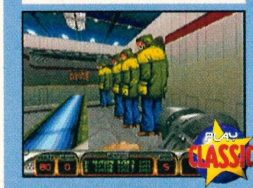
1. Tekken 2 95%
2. Tomb Raider 94%
3. Resident Evil 95%
4. Die Hard Trilogy 92%
5. Wipeout 2097 93%
6. Micro Machines V3 92%
7. Soul Blade 96%
8. Final Doom 84%
9. ISS Pro 84%
10. MK Trilogy 92%

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

NEED FOR SPEED 3
REVIEWED PLAY 33



Now, it's no secret that we're pro *Need For Speed* around here, after a lasting love affair with the first game in the series. But with recent wonder-titles such as *Gran Turismo* and *Colin McRae Rally* invading the office, it has to be said we have neglected the old beast. So, out came *Need For Speed 3*, a Dual Shock controller and a Sony TV.

As it happens, the game was still a lot of fun, responding perfectly to dual analogue control (though no vibration) and sporting the great track design which has always set the series apart from the rest. The handling feels very good, but what really stinks on reflection is the false crashes that flip your car right round to land facing forward on all four wheels far too often. This extremely unrealistic aspect makes *NFS3* a little disappointing.

VIGILANTE 8
REVIEWED PLAY 36



With the recent advent of *Rogue Trip*, the unofficial third *Twisted Metal* game by Single Trac, you might be wondering how diesel-drenched blaster Vigilante 8 is holding up. Is it still worth investing the necessary readies in this '70s influenced run-and-gun car killer? We'd have to say, "yes!"

Rogue Trip opens up your options in this relatively new genre and is packed with some explosive gameplay, but *Vigilante 8* can still show it a thing or two. Much smoother movement, even in busy battling situations, well clearer graphics on the cars and terrain, unbelievable special effects in the pyrotechnics department... it's still outstanding!

Owing to this more tasty appearance, *V8's* arenas are noticeably quite a bit smaller than *Rogue Trip's* at times, but that keeps the action moving at the arguably small expense of a few secret areas to explore. Gas-guzzling gorgeous!

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
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.
Gunbarl*	1-2	●						●		40	83%	Addictive shooting sequel to *Point Blank*.
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.
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!
Legend	1-2	●								41	79%	Hack 'n' Slash as it used to be.
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...

* 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...
Maximum Force	1-2							●		32	37%	Pales into insignificance beside Time Crisis!
CLASSIC Mechwarrior 2	1	●								19	91%	Top class big robot shoot-'em-up!
Medievil	1	●							●	40	86%	Death has never looked so appealing.
Mega Man 8*	1	●								21	82%	Playable and colourful, but ultimately shallow.
Men In Black	1	●								37	35%	Painfully unplayable movie tie-in.
CLASSIC Metal Gear Solid*	1	●							●	40	94%	Truly exceptional, but loses a lot in Japanese.
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!
CLASSIC 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.
CLASSIC 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.
CLASSIC 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.
Moto Racer 2	1-2	●			●				●	40	87%	A superb sequel that's huge entertainment.
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.
CLASSIC Music	1	●								41	90%	The very last word in music making!
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.
Nascar Racing '99	1-2	●			●		●		●	41	83%	The definitive Nascar experience.
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!
CLASSIC 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?
NFL Xtreme	1-2	●							●	41	61%	There's nothing Xtreme about it.
NHL '97	1-8	●	●							15	86%	Intense ice hockey action – smooth and fast.
NHL '98	1-8	●								27	71%	Cool graphics, slushy gameplay.
NHL '99	1-8	●							●	41	81%	Smooth, hard, fast and very cool
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!
CLASSIC 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!
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.
CLASSIC 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!

LONG TERM
THE TEST OF TIME

GRAND THEFT AUTO
REVIEWED PLAY 30



This game arrived amidst a stinky skid-mark of controversy, and despite the considerable hype proved to be one of the most original games to arrive in years. There was just something so satisfying about speeding around crowded city centres in a stolen car of your choice mowing down innocent civilians whilst being tailed by virtually the entire local police department. The game was flawed though, and these flaws are heightened if you have ever had the good fortune to road-test the PC version that offered so much more. Annoying little bugs and the lack of rail service meant that this disappointed a lot of people when it was first released. Now though, you can snap it up on the Platinum range — and it's definitely worth the knock-down price!

LEGACY OF KAIN
REVIEWED PLAY 18

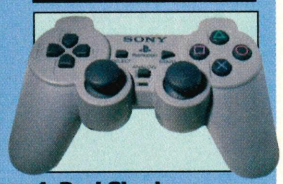


With the epic *Tomb Raider*-inspired sequel due early next year, let us now look back at the game that started this whole vampire saga. *Blood Omen: Legacy Of Kain* was a fantastic breath of fresh air at the time. You played an unfortunate bloke who was slain in the way home from the boozer one evening, only to return from beyond the grave to get revenge on his killers. So far so good, but it was the way in which Kain need blood to survive on a day to day basis that really captured our attention. For this he had to butcher innocent peasants who screamed for mercy seconds before getting their jugulars ripped out — so sinister, so good!. The game contained loads of RPG elements and was a great challenge but it was undoubtedly the sheer brutality of it all that made it a cult hit amongst many PlayStation owners. A wealth of weapons (the best being the Flay that skinned victims alive) meant that it had a '15' certificate, but this made it more desirable!

HARDWARE

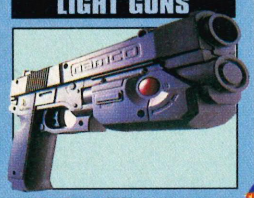
TOP 5 PERIPHERALS

JOYPADS



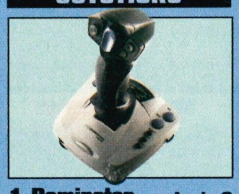
1. Dual Shock	Sony
2. Dual Analogue	Sony
3. Analogue +	Joytech
4. PSX 1	LMP
5. Station Master	Logic 3

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	Namco
5. PS Arcade	Interact

STEERING WHEELS



1. Top Gear	Logic 3
2. RS Racing System	Act Labs
3. Rumble Force	LMP
4. NegCon	Sony
5. Jordan GP	Joy Tech

FREAKSHOW



THE GLOVE — Reality Quest

High in price, low in comfort. Just don't, okay!

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Parasite Eve*	1	●							●	41	89%	Slick and disgusting 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.
Pet In TV	1	●								40	77%	The best virtual pet in the land!
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.
CLASSIC 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.
CLASSIC Pro Pinball: The Web	1-2	●								10	90%	Was the best pinballer around, but now there's...
CLASSIC Pro Pinball: Timeshock	1-2	●								34	90%	...This baby! Tommy would go nuts for this!
Project Overkill	1	●								13	89%	Violent, bloody, but repetitive and no two player!
Psychic Detective	1	●								06	75%	Wholly FMV erotic fantasy. Utter tosh.
Psychic Force	1-2									21	73%	Unusual floating beat-'em-up. Nothing special.
Puyo Puyo Sun*	1-2	●			●					31	87%	Hugely addictive party fun!
Quarterback Club '96	1-8	●	●							04	80%	Yet again, who cares?
Raiden Project, The	1-2	●								01	68%	Dazzling, but ultimately weak shoot-'em-up.
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!

INCOMING POCKETSTATION

Dodgy light guns and cheap third party joypads are asking for it, but you can bet that this is one PlayStation add-on that won't find itself under the mighty Doc Marten of the Iron Man peripheral test — we love it too much!

Clever research and development people at Sony Computer Entertainment Inc. are giving us a nice little Christmas gift. The PlayStation's cutest and weirdest peripheral, the PDA you have seen pictures of in PLAY, will be available in Japan on December 23!



Final details were released about the Personal Digital Assistant along with the confirmed launch date, giving us a much better idea what this thing will actually do. Now named PocketStation, the PDA has three main uses. Firstly, an in-built calendar allows compatible PlayStation games to incorporate "time-release" features as seen in some arcade machines. A new car could be unlocked every month in a driving game, a fighter in a beat-'em-up and so on. This may also be done on a seasonal basis, as with your PocketStation plugged in to the Memory Card slot your PlayStation will "know" when it's summer, autumn, winter or spring!

Its second use is as a stand alone system for when you're on the move. After downloading PocketStation software from your PlayStation's CD drive to the PDA via the Memory Card port, you can unplug it and use it independently of the console. A little Gameboy-type screen, five buttons, lithium battery and mono speaker make this possible, but it is still uncertain whether the software will come in the form of games or more boring

■ *Sony PocketStation: buttons too fiddly to operate with fake nails, best handled by straight men.*

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Rally Cross*	1-4		●	●		●		●	●	19	89%	First class off-road antics. Two and four player!
Rampage World Tour	1-3			●						29	77%	Flawed in places, but enjoyable.
Rapid Racer	1-2		●			●		●	●	26	87%	Powerful and glossy, but repetitive...
Rapid Reload	1		●							01	71%	Cutesy side-on cartoon shoot-'em-up. Dated.
Rascal	1		●						●	33	77%	Accomplished platformer, good for the kids!
Rayman	1		●							01	87%	Colourful platform game, now looking tired.
Ray Storm*	1-2									19	75%	Overwhelming two player space shoot-'em-up.
Ray Tracers	1		●							23	74%	Super fast Chase HQ-style racer. A bit basic.
Re-Loaded	1-2		●							17	61%	Actually worse than the original. Sloppy.
Rebel Assault 2*	1		●							18	60%	Star Wars shoot-'em-up. Boring and repetitive.
Reboot	1		●						●	33	68%	Easy on the eye, short-term fun.
Resident Evil	1		●							08	95%	Gothic horror adventure – recommended!
Resident Evil: Director's Cut*	1		●							27	83%	Marginally better than RE, but dated.
Resident Evil 2*	1		●							32	96%	A truly spectacular sequel and utterly terrifying!
Return Fire	1-2		●			●				07	84%	Average 3DO split screen army romp.
Revolution X	1-2							●		08	40%	Dire Aerosmith mouse shoot-'em-up. Bad.
Ridge Racer	1		●				●			01	93%	Launch game, now looking very sad indeed.
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.
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.
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!
Rogue Trip	1-2		●						●	41	92%	Motoring madness with knobs on.
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.

stuff like databases. Infrared technology allows two PocketStations to trade the stored information, whatever it turns out to be.

The last application of the PDA is as a Memory Card for storing saved game data. Don't forget, however, that this marvellous little lump of technology can also be the last word in fashion accessories for the PSX generation – the 'Original Handy Strap' which comes as standard with each PocketStation lets you hang it round your neck you see. Just wait – everyone will be doing it. Maybe.

Available in white or transparent casings, the PocketStation will sell for 3,000 yen, which is about £15 at the moment. We've just got to have one!

■ Firmly mounted in the memory card housing, PocketStation blasts a death ray at your head from its laser bay.



PDA SPECIFICATIONS

The PocketStation isn't the only console PDA system coming out – the impressive looking Dreamcast has it's own Visual Memory card that is very similar. Compare...

SEGA VMS	SPECS	SONY PDA
¥2500 (£12.50)	PRICE	¥3000 (£15)
27 NOVEMBER 1998	LAUNCH	23 DECEMBER 1998
8-BIT PROCESSOR	CPU	32-BIT RISC PROCESSOR
128 KILOBYTES	MEMORY	128 KILOBYTES
80 X 47 X 16	DIMENSIONS	64 X 42 X 13.5
45G	WEIGHT	40G
HKT-7002	MODEL NAME	SCPH-4000

MORE PDA NEWS NEXT MONTH

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!



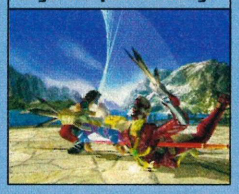
SEGA RALLY 2

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.



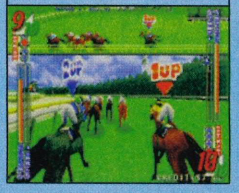
SF ALPHA 3

The series may be older than Vera Duckworth's stockings, but it still works. This latest smasher is proof enough!



DARK HORSE

Experience the joys of being a jockey without having to be short and dress in stupid clothes!



IRON-MAN

PERIPHERAL OF THE MONTH

A bit of a change this month. Instead of smashing up joypads, we take a look at two PlayStation storage devices that are of similar price and evaluate how they perform... oh sod it, we'll just break two more pads!

SPEED PAD



This may be called the 'Speed Pad' but it certainly wasn't fast enough to escape our heavy-duty, steal toe-capped regimental standard issue combat boots! For a seemingly fragile see-through pad this one was tough cookie. We started the durability test with the now-standard "Damn it, I've lost at *Tekken 3* again, I'll think I'll slam the pad to the floor" test, and after several 'slams' not a dent was seen on this 'ard-nut. We then tried twisting it to see if any creaking could be heard in its now weaken frame... but no. Rapidly running out of steam, we invited the hefty N64 mag ogre over to jump on it from a great height, and it coped very well up to a point. But nothing lasts forever and eventually this pad lost the will to live. But what a true iron-man great it proved to be. Quite magnificent!

IRON-GIRL

NOT PERIPHERAL OF THE MONTH

BLAZE HYPER



After pro-longed use in the office, this Hyper Controller began to offend us because the snazzy gold lacker started to stick to our clammy hands... needless to say, it had to go. We had a good laugh at the Hyper Controller's expense because no pad has ever crumbled so easily in the short history of this column! When tested to see if it could endure the '*Tekken 3* slam', the under-side of one of the handles immediately detached and struck a by-stander in the face. Appaled, we then stood on it a couple of times and it instantly disgraced itself further by shattering into a zillion pieces, ending up as yet another statistic in the quest to find the most durable PlayStation pad!

GAME TITLE		PLAY ISSUE	SCORE	WE SAY...
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!
San Fransisco Rush	1-2	41	45%	Not quite the worst racing game of all time.
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!
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.
Spyro The Dragon	1	41	88%	A polished platformer, but devoid of challenge.
Stahlfeder*	1	06	65%	Old-style vertical shoot-'em-up – too easy.
Star Gladiator	1-2	16	88%	Competent beat-'em-up from Capcom.
Starblade Alpha	1	02	68%	Lots of blasting action, no control at all...
Starfighter 3000	1	08	85%	A decent stab at a sci-fi shooter/strategy.
Star Wars: Masters of Teras Kasi*	1-2	30	74%	A great licence, but somewhat wasted.
Starwinder	1	13	77%	Linear space-based racer. Lacks excitement.
Steel Harbinger	1	13	80%	Controlling a violent nympho isn't much fun.
Steel Reign	1-2	30	58%	One to rent, not to buy!
Street Fighter Alpha	1-2	07	93%	Classic 2-D beat-'em-up, now been replaced.
Street Fighter Collection	1-2	29	67%	Some stones are best left unturned!
Street Fighter Ex Plus	1-2	25	91%	It's absolutely EX-cellent!
Street Fighter: The Movie	1-2	01	35%	The original PLAY score was a misprint! Crap!
Street Fighter Zero 2*	1-2	12	94%	Simple, colourful graphics – total gameplay!
Street Racer	1-8	14	84%	Childish Mario Kart wannabe, good multi-player.
Strikepoint*	1-2	14	54%	Shoddy and unconvincing helicopter sim.
Striker '96	1-4	01	73%	Extremely playable, but now extremely dated.
Suikoden	1	16	80%	Endearing and lasting Manga RPG.
Super Puzzle Fighter 2*	1-2	18	90%	Fan-bloody-tastic Japanese puzzler!
Supersonic Racers	1-8	11	91%	Chaotic Wacky Races-style multi-player romp.
Swagman	1	21	82%	Proficient cutesy overhead cartoon adventure.
Syndicate Wars	1-4	22	85%	I love the smell of napalm in the morning!
Tail Of The Sun*	1	22	84%	Innovative caveman adventure. Badly presented.
Tekken	1-2	01	84%	Was the ultimate 3-D beat-'em-up, still decent.
Tekken 2*	1-2	07	95%	Ultimate 3-D beat-'em-up – essential purchase!
Tekken 3*	1-2	34	97%	Undoubtedly the greatest beat-'em-up around.
Tempest X3	1-2	16	86%	Ancient coin-op brought up-to-date. Good fun.
Tenchu	1	40	77%	Dark and deadly assassination action.
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.
Time Crisis*	1	24	90%	Stupendous light gun shooting action. Top.
Tobal No. 1*	1-2	12	94%	Cracking high res beat-'em-up with quest mode.
Tobal 2*	1-2	22	92%	Highly advanced sequel. More of everything!
Tokyo Highway Battle	1	20	73%	Great concept, let down by low overall speed.
Tomba*	1	31	56%	Unrewarding, dated platformer/RPG.
Tomb Raider	1	14	94%	Superb Indiana Jones-style 3-D adventure.
Tomb Raider II	1	28	95%	A fine sequel that easily surpasses the first.

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
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!
Unholy War (The)	1-2	●			●				●	41	70%	Flawed, but offers pretty exciting two-player combat.
V2000	1	●							●	40	82%	Uncompromising, thinking man's shoot-'em-up.
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.'
CLASSIC Victory Boxing 2	1-2	●							●	40	90%	Frantic flying fist action in a corking sequel.
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%	Captures the hype of the event... but it's all over now!
World Cup Golf	1-8	●								05	71%	Wholly rendered golf sim. Better than average.
CLASSIC World League Soccer	1-4	●							●	35	90%	Very playable, but lacking in long term challenge.
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.
Zero Divide 2	1-2	●								41	53%	For die-hard robot wars fans only!

WANTED

PLAY'S TOP 10...

METAL GEAR SOLID
MARCH 1999



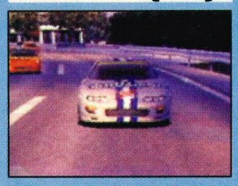
Having now seen the superb US version of this spy epic, we now know that it's gonna blow you away!

FINAL FANTASY VIII
XMAS 1998 (JAP)



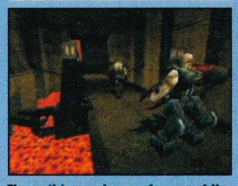
We should be reporting back next month with the very first import review. Will it be the mutt's nuts?

R4: RIDGE RACER
DECEMBER (JAP)



How will the PlayStation's oldest racing genre cope against the competition of *67*? Well we hope!

QUAKE II
DECEMBER



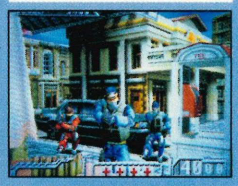
The wait is nearly over for one of the most sought-after PlayStation games of the year. Full report next month!

SOUL CALIBUR
TBA



Could a PlayStation conversion of Namco's sword fighting game be on the cards? Watch this space!

TIME CRISIS 2
TBA



It's definitely going to happen, so get ready for the ultimate shoot-a-thon!

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PLAYED OUT...

NEXT MONTH IN PLAY



CRASH 3 WARPED

The long-awaited review finally arrives complete with the ultimate playing guide to ensure that no boss remains undefeated and no crystal goes unfound!

RIDGE RACER 4

World exclsuive review of Namco's four-player, high-octane mega-rush!

TOMB RAIDER III

Yes, we promised it last month... but the game just wasn't ready in time. Catch Lara in all her glory next month!

FINAL FANTASY VIII

First review! We decide whether or not us westerners can cope with another intense Jap RPG!

GRAN TURISMO 2

Full report on the racing game that's getting everyone in a spin!

PLUS!

Silent Hill, Roll Cage, South Park, Gex 4, Omikron, Sabateur, Michael Owen's WLS '99, G-Police 2, FIFA '99, Time Crisis 2, Godzilla, and much more!

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