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PLAY

プレイステーション

The UK's Best Unofficial PLAYSTATION Magazine!

RIDGE RACER 4

We road-test Namco's latest arcade racer!

REVIEWED

PRINCE NASEEM

Boxing clever with the fresh prince

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EXCLUSIVE

CARMAGEDDON

Full blood 'n' guts report on the game they tried to ban!

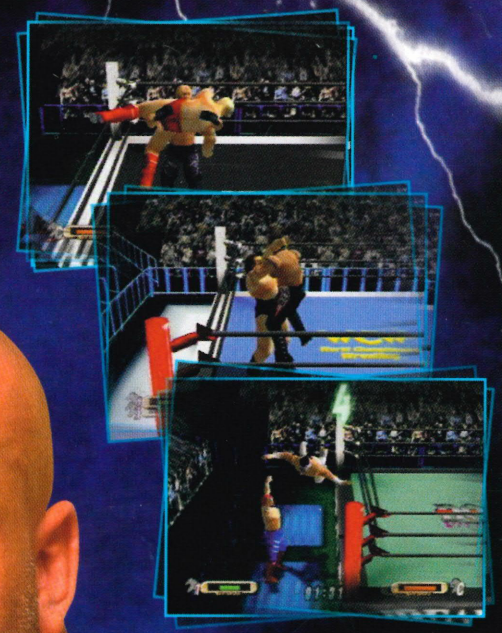
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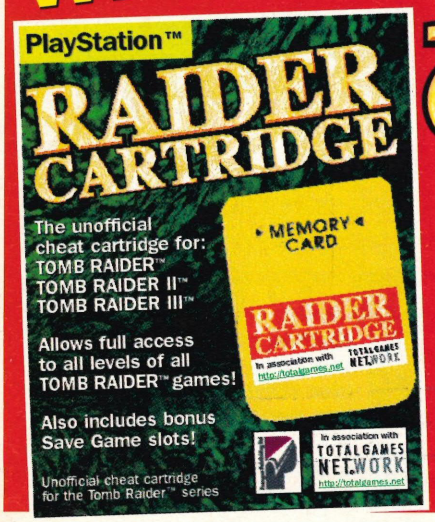
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CARMAGEDDON



PREVIEWED

42 Exclusive report on how the most controversial game of the year is shaping up. We go behind the scenes to bring you the very first news and pictures!

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 78
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 86
The very best solutions every month. Maps, cheats, tips and all your gaming queries answered

CHEATS & CODES 86
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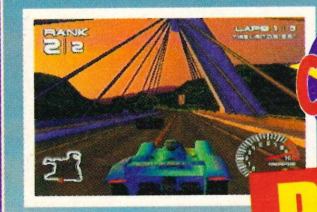
ARENA 116
This is where you get a chance to talk to the staff on PLAY and air your views to fellow PLAY readers and the industry chaps that read the mag. Send us your views now, the more controversial the better!

THE PLAYLIST 120
Reviews 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.

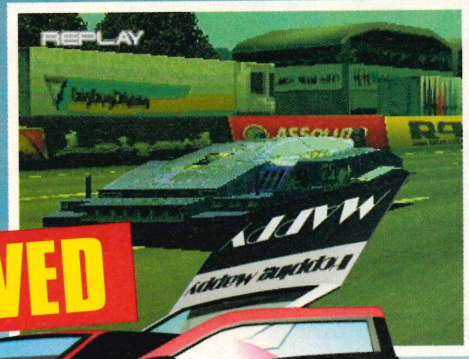
PLAY プレイステーション

The UK's Best Unofficial PLAYSTATION Magazine!

22 Buckle-up for the fastest racing game on the PlayStation. Is it better than *Gran Turismo*? Find out in our review!



PLAY CLASSIC REVIEWED

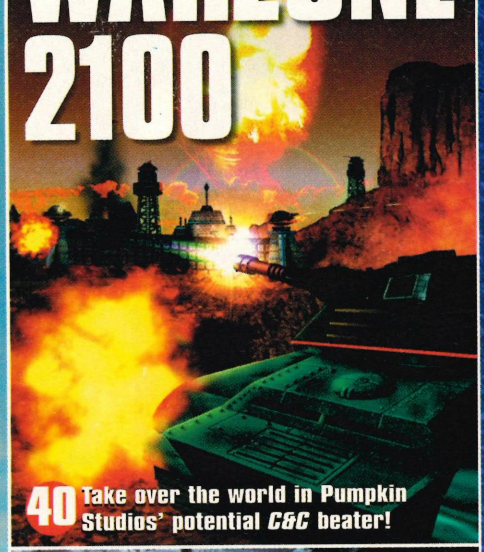




THE BIG GAME

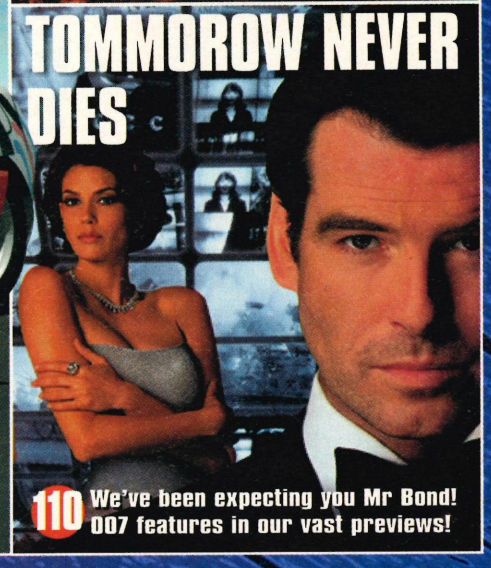
RIDGE RACER TYPE 4

WARZONE 2100



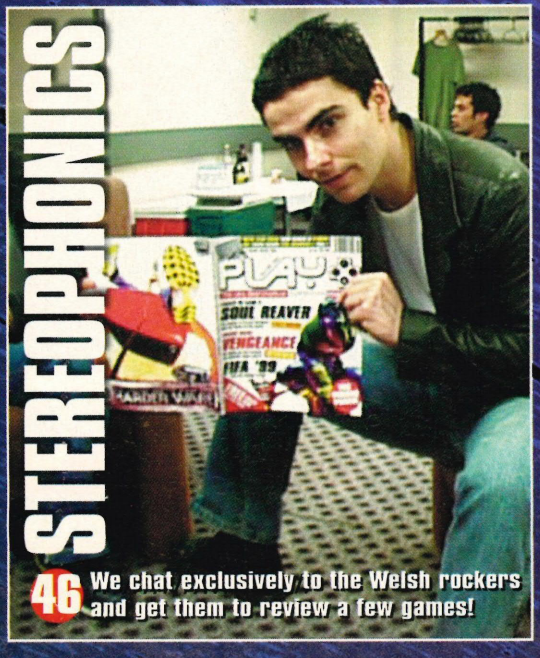
40 Take over the world in Pumpkin Studios' potential *C&C* beater!

TOMMOROW NEVER DIES



110 We've been expecting you Mr Bond! 007 features in our vast previews!

STEREOPHONICS



46 We chat exclusively to the Welsh rockers and get them to review a few games!

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WIRED UP 104

ANOTHER COLLECTION OF TOP-NOTCH SOFTWARE THAT'LL BE LANDING ON PLANET PLAYSTATION VERY SOON. THIS MONTH'S WIRED UP SECTION FEATURES PAC-MAN 3D, TOMMOROW NEVER DIES AND MORE!

PLAY REVIEWS

EVERY NEW RELEASE REVIEWED AND RATED

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PLAYSTATION wired



WELCOME TO '99!

ANOTHER RECORD-BREAKING CHRISTMAS FOR SONY

If you bought or received a PlayStation over the Christmas period, then you perhaps don't know how lucky you were! For as soon as we entered into the chilly month of December, the demand for PlayStations once again reached fever pitch, and like last year, supplies looked like drying-up as those crucial shopping days ticked by.

If you recall, last Christmas the supplies of Sony PlayStations had stemmed to a trickle by the end of the first week of December, and so many shoppers, eager to please loved ones, had to settle for the less than satisfactory substitute of a Nintendo 64! This year has been a different story altogether though, with Sony breaking more records.

During December, the firm was shifting 120,000 units a week which is phenomenal considering that the machine was originally launched in 1995. It's safe to say that Sony successfully fended off the threat of Nintendo for another Christmas, despite the release of *Zelda 64* wowing the nation. Even more unbelievable is that the PlayStation has been devoid of major-league software to sell it. Okay, *Tomb Raider III*, *Spyro The Dragon* and *Crash Bandicoot 3: Warped* are all great games, but originality was conspicuous by its absence!

With games such as *Metal Gear Solid*, *Legacy Of Kain: Soul Reaver*, *Ridge Racer Type 4* and *Gran Turismo 2* on the horizon, at least it looks as though the PlayStation can enjoy yet another year of unrivalled success... or has the Sega Dreamcast got something to say about that? We know who we'll be backing!



[Above] The Sony PlayStation – still the people's choice, and enjoying yet another record-breaking Christmas with sales of 120,000 units per week. Come and have a go if you think you're hard enough!

WELCOME all you PlayStation newcomers that have chosen the hallowed magazine of Play – the gamer's choice – as your videogame buyer's guide for the duration of your intrepid journey through console heaven! If you're serious about PlayStation, or even if it's just a passing fancy, everything contained within these pages is written by gamers for gamers. This is coupled with the most unbiased review policy in the business, so you'll always know where you stand with us Playboys!

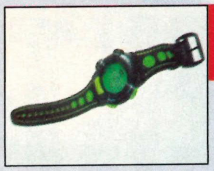
That's the formal welcomes done and dusted then, and after another phenomenal Christmas, it's all systems go as we charge straight into the new year with all the latest reviews – including the eagerly awaited evaluation of the Japanese import *Ridge Racer Type 4*, and what a mover it is too. Then there's our exclusive report on the game they tried to ban – *Carmageddon*, full work-in-progress reports on *Warzone 2100* and *Prince Naseem Boxing*. We also talk shop with Welsh rock sensations – The Stereophonics and preview all the hot new products that're coming soon! Enjoy our efforts!

■ **Ryan Butt** Editor

WIRED UP contents

GEX IS BACK 08
More screenshots and news on *Gex 3: Deep Cover Gecko*, including one treasured snap of his glamourous new c-star, who also appears in *Baywatch*!

MONACO F-1 09
After the disappointing *Formula 1 '98*, another software company emerges with a possible contender for the Grand Prix racing crown. News and pictures!



IT'S A FACT!

Swatch has launched the Swatch Beat, a new united piece of time without zones specifically for cyberspace. Launched with the help of Lara Croft, the Swatch Beat allows net-surfers to communicate easier.



IT'S A FACT!

Wipeout 3 will be appearing on the PlayStation! Although nothing has been confirmed as yet a spokesperson said, "There's strong anticipation that we will be working on a third *Wipeout*." Here's a picture!

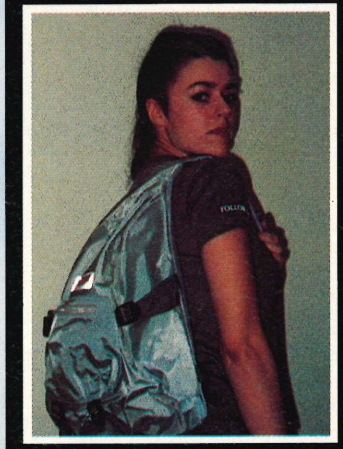
WIN!

ABE GOODIES!

Following on from last month's mini-competition, GT has once again offered us some groovy gear to give away. Just in case any of our female readers were left feeling a bit left out when we gave away the bloke's T-shirts last month, GT have given us five female *Abe's Exoddus* T-shirts to bung your way. As if that wasn't enough, we're also chucking five very fetching *B-Movie* one-strapped rucksacks into the bargain.

All you have to do to win is answer the following question and send it along with your name and address to: Abe's Girls Competition, PLAY Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS. All entries must arrive by 20 February.

Question: What drink is featured in Abe's Exoddus?



CUP A LOAD OF THIS!

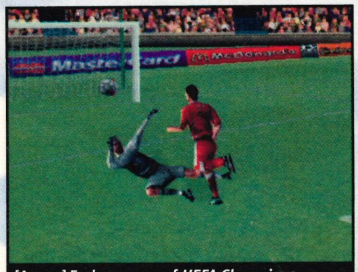
EIDOS ANNOUNCE LATEST FOOTBALL BLOCKBUSTER

After the success of *Michael Owen's WLS '99*, Eidos Interactive has achieved another amazing coup with the announcement that it has signed a deal with ISM (International Sports Multimedia) to publish the forthcoming PlayStation football game, *UEFA Champions League*.

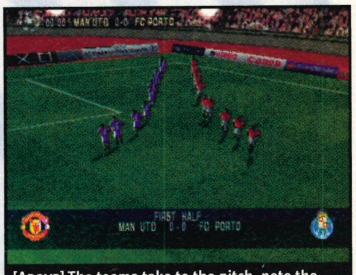
The game is being developed by Silicon Dreams and is due for release in the spring. It will feature arcade-quality motion-captured graphics, real-time multi-commentator commentary, dramatic action replays and a mini team management mode.

An Eidos spokesperson commented: "With the Championship Manager franchise, the signing of Michael Owen for *World League Soccer*, and the announcement of UEFA Champion League product, Eidos will have the strongest line-up of football games in the entertainment software industry."

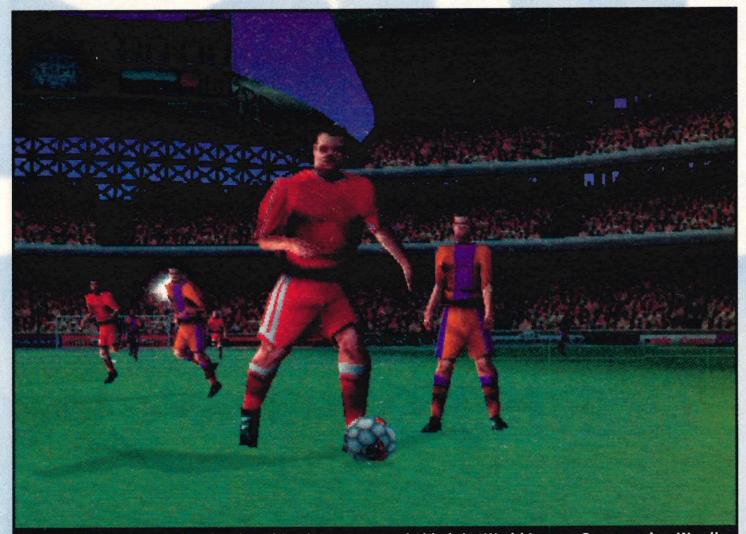
Full preview in the next issue.



[ABOVE] Early screens of *UEFA Champions League*, still room for improvement we think.



[ABOVE] The teams take to the pitch, note the authentic Euro-style flares in the stands.



[ABOVE] The game is being developed by the same team behind the *World League Soccer* series. We all know that the gameplay is unquestionable, but the graphics have always been a bit of a let-down.

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.

After much all round good effort on the last Crash Bandicoot *game, US developer, Naughty Dog, has begun work on 'Project X' which, according to them will be: "A high-tech, free-roaming PlayStation tour-de-force. It will not be a character based platform game." It is expected that the game will be showcased at this year's E3 show.*

Eidos has apparently pre-booked the rights to own websites under the names of 'Tomb Raider 4' and 'Tomb Raider 5'. Could this suggest yet further instalments of the slowly subsiding heroine, or are they just pulling our legs?

Gran Turismo *has become the biggest selling PlayStation game ever in PAL territories. It has sold five million copies worldwide and half a million in the UK alone, and it is still riding high in the console charts.*

NewKidCo made a deal with The Children's Television Workshop to produce Sesame Street *for the PlayStation! The package will be aimed at being both educational and entertaining. All the favourites will be making appearances and they include Elmo, Grover, Big Bird and the infamous Cookie Monster! Us here at* PLAY *could do without that particular trip down memory lane though!*

SOUL CALIBUR 10
Shock rumours that Namco's coin-op sequel may not make it to PlayStation. We try and get to the bottom of this tragedy, and talk to Namco!

SOUL REAVER 13
More exciting screenshots and news as we finally get our sweaty hands on a copy of the nearly-finished game. How does it play? 'Bloody' marvellously!

PSX 2 15
More news on the PlayStation 2 as we discover news that it may accommodate MiniDisc technology over DVD. Read all about it in our full report!

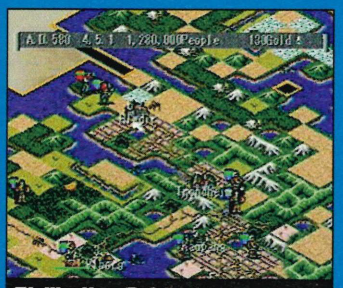
ENTERTAINMENT USA

with Cat Bucannon

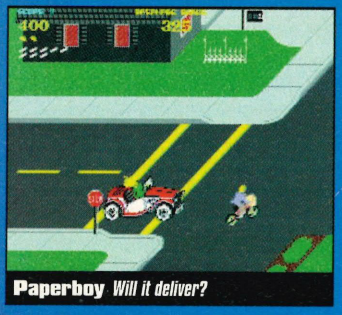
Regular monthly reports about the happening events in the land of the free from the PLAY American correspondent, Cat Bucannon. Each month, she will infiltrate secret meetings, and seduce corporate big-wigs for scorching exclusives!



A bit of culture is heading our way in the form of Activision's **Civilization II**. The turn-based strategy masterpiece is already a smash hit on PC and features heaps of scenarios. You must choose from one of 27 civilisations and basically stomp all over your opponents, erecting monuments and inventing new weapons and machines as you go. Released in February.



Civilization 2 *Cultural*



Paperboy *Will it deliver?*

Midway is taking advantage of its Atari license by working on a 3-D update of the classic arcade game **Paperboy**. High Voltage Software is the lucky developer, but according to Midway, the PlayStation version, is still in it's infancy, but the N64 version is looking pretty peachy. *Paperboy* won't be complete until well into next year, but we'll keep practising those BMX stunts until then.

Capcom is set to play homage to the scrolling beat-'em-up *Final Fight* by throwing it into 3-D. Re-titled **Final Fight Revenge** (arcade version only at present) it features ten characters and many of the familiar gameplay elements. Cody, Guy and Hagar make a triumphant return and they'll all have special and super-moves this time. If and when it ports from the arcade, you'll hear about it here first.



Final Fight Revenge *Brutal!*



Marvel Super Heroes *Showdown!*

The mighty **Marvel Superheroes Vs Street Fighter** is 90% finished and bristling with all the usual features we've come to expect from Capcom. Modes include Training, Vs, Cross-over, and an option menu, besides two new features, Hero Battle and Gallery. Hero Battle mode pits characters in a survival scenario, in which you fight against the characters that you didn't pick. Full review soon.

GEXCELLENT

GET UNDERCOVER WITH SPECIAL AGENT GECKO!

The lizard king is back in another tongue-in-cheek, free roaming platform adventure! *Gex 3: Deep Cover Gecko* will be released on PlayStation in March, and the game is shaping up to be a bit of an epic.

As an international secret agent for hire, Gex's mission is to find the beautiful Agent Xtra, who has been kidnapped be Gex's arch nemesis, Rez. Why would you want to do that you ask? Well, Agent Xtra is none other than the stunningly curvy Marliece Andrada from *Baywatch*, who can communicate with Gex via her government issued video watch.

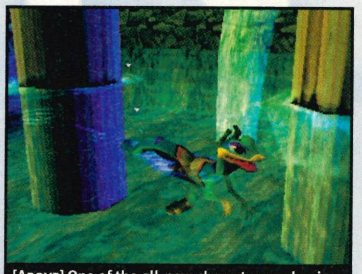
As is tradition, *Gex 3* features loads more witty references to pop culture, television and movies, with a selection of extremely bizarre levels including Pirates of the Caribbean Twisted North Pole (with Santa's evil twin, Satan), Fairy Tale worlds gone bad with a breakdancing Dumpty Humpty, Cowboy Eastwood's spaghetti westerns, and Saving Private Gex in military missions. To make the new levels more exciting, developer Crystal Dynamics has programmed all-new character mechanics including scuba diving, gliding, snowboarding, the ability to throw fireballs, control burros, crocodiles, camels, army tanks, and loads more besides!

The camera angles that proved a bit too taxing in the last game have now been rectified with a more intuitive 3-D system, and there are also two new secret playable characters to find, as well as multiple bonus rounds, and over sixty new enemies to confront.

From what we've seen so far, *Gex 3: Deep Cover Gecko* looks and plays a lot better than its predecessor and will provide platform fans with a real lasting challenge. Unfortunately, the lizard will still be sprouting those cheesy one-liners on loop... but praise the lord for the volume control! We'll have the full review next month.



[ABOVE] Gex in his Cowboy Eastwood guise gets to round around on a donkey. Marvellous!



[ABOVE] One of the all-new character mechanics has Gex swimming in water. Er... great!



[ABOVE] Ditch the slimy green guy, honey! Marliece Andrada from *Baywatch* makes a guest appearance in *Gex 3: Deep Cover Gecko*, as the missing Agent Xtra. Your mission is to find her and save her from Rez.

A WINNING FORMULA

LOOKING FOR THE DEFINITIVE FORMULA ONE RACING GAME? THIS COULD BE IT!

A brand new racing simulation from Ubi Soft is soon to be tearing up the tarmac. *Racing Simulation Monaco Grand Prix* (RSMGP) is heading to a pitlane near you around April '99 is a fuel-injected 700 bhp Formula 1 game.

Although not an officially endorsed license, it aims to play, feel and smell like the real thing. Featuring single race or full season, complete with all 16 circuits and 11 stables (that's 22 cars), *RSMGP* hopes to create the most realistic physics ever seen along with changeable weather conditions, smoke, sparks, grit etc. Other likely inclusions will see three levels of damage, four-player link-up and garage fine-tuning. After the disappointment of *Formula 1 '98*, the road is clear for a definitive GP game to come and steal the chequered flag, could this be it? Stay fine-tuned for a full preview next month.



This is a PC screenshot of the game. The PlayStation version is shaping up nicely, too!





SEE WHAT WE'RE MISSING!

SOPHITIA AND THE REST OF THE *SOUL CALIBUR* CHICKS MAY NOT APPEAR ON PS

Shock news from the rumour mill this month is that Namco's smash-hit coin-op sequel, *Soul Calibur* may not arrive on the PlayStation! The follow-up to the sword-based fighting game, *Soul Edge* (aka Soul Blade), features several new characters and a wealth of new moves and combos. Unfortunately, when this story broke, there was nobody available to comment at Namco's UK headquarters. The response from the US offices shed little light on the predicament: "We cannot confirm that Namco is working on a PlayStation version of *Soul Calibur*..." said a Namco spokesperson. So at present nobody is any the wiser about the situation. However, we'll be reporting back next month when hopefully we will have got to the bottom of the matter. So until then, here is the lovely Sophitia, as seen in *Soul Calibur*!







PLAYBOYS

Come on folks, give 'em a hand! These are the crazy guys behind this publication... but what are their new year's resolutions?



Ryan Butt
After a yuletide season of drinking, smoking and eating crap, Ryan fully intends to go on a health binge and repair some damage... well, maybe next year eh?
ryan@paragon.co.uk



Graeme Nicholson
After a yuletide season of watching television, Graeme fully intends to watch much more in the new year. This means waiting for more channels to be established!
silencio@paragon.co.uk



Tom Sargent
After a yuletide season of doing bugger-all, Tom fully intends to do more work in the new year... but that was before he saw the extremely tight deadline schedule!
tomsargent@paragon.co.uk



Ben Lawrence
After a yuletide season of prowling the Bournemouth clubs, Ben fully intends to stem his libido and stay in more... but he's too busy coming out all the time!
benl@paragon.co.uk

WIN! ABE GETS FREAKY

ACTUA GOODIES!

Students at Bournemouth University were recently treated, to a night of Actua gaming as Gremlin and PLAY sponsored the official Rag Christmas Charity party. Up for grabs were over 100 PlayStation games, Actua mini radios with the overall winner receiving a Playstation and a year's subscription to PLAY magazine.

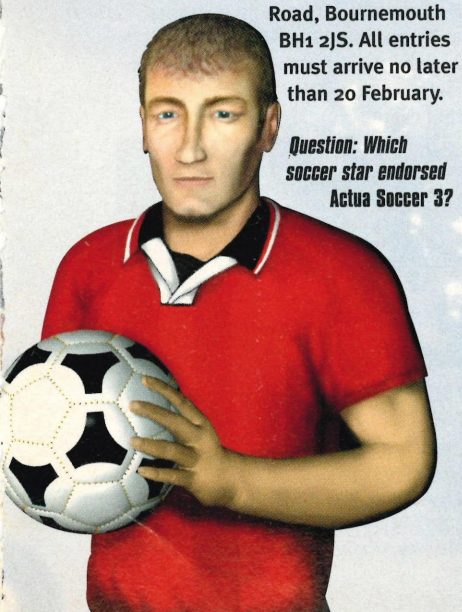
Contestants had to slug it out in *Actua Soccer 3* penalty shootouts, with the winner's spoils increasing as they made it through the heats.

Event organiser Martin Klipp said: "Everybody on the team has worked really well and with the help of Gremlin and PLAY we have raised over £900 for charity!"

Gremlin has also given PLAY ten Actua sports packs to give away with one lucky winner getting a sports pack plus a Dual Shock Playstation.

Each pack will consist of copies of *Actua Tennis*, *Actua Golf*, and the new *Actua soccer 3* plus a sports radio and spongy stress ball.

To win, simply answer the following question and send it along with your name and address to: Student Grant Competition, PLAY Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS. All entries must arrive no later than 20 February.



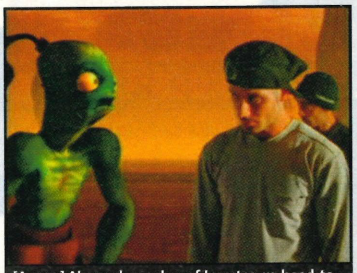
Question: Which soccer star endorsed Actua Soccer 3?

PSYGNOSIS ANNOUNCES NEW ADVENTURE FOR KIDS!

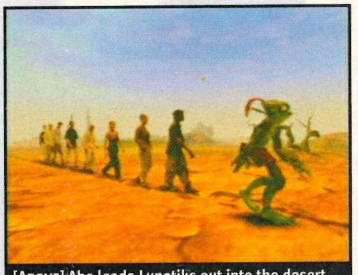
Oh dear, just look at what those Germans been up to now! The folk at GT Interactive Germany have been very busy of late. With the help of Oddworld Inhabitants, they've created a monster of epic proportions.

The offending article is a song by a band called Lunatics, that apparently went straight into the German music charts at number five. The track features none other than the mighty Abe and all his Oddworld chums, accompanying the Lunatics on vocals and even appearing in the video. PLAY's music expert, Delbert Nicotine had this to say: "The song is quite obviously crap, and the phrase 'Get Freaky' could easily apply to *Tekken* or indeed any other game, I think Abe just happened to be in the right place at the right time for this band to cash-in." He then went off on one, "The track itself is an instantly forgettable affair featuring some of the worst rapping I've heard since MC Tunes. Abe's contribution to the track the only redeeming feature, as he quite obviously has more talent than the Lunatics put together!"

The video for the single features all of that lovely FMV from the game (that has been nominated for an Academy Award for 'Best Animated Short') with the band stuck on top doing silly dances and interacting with Abe. Oddworld Inhabitant's own Lorne Lanning (voice of Abe and many of the other characters found in *Oddworld: Abe's Oddysee* and *Oddworld: Abe's Exoddus*) supplied additional voice-overs for the tracks – there are four in total including the original single edit, Maxi Version, Elephant Club Mix and Melina Remix. There is no news of the single being released in the UK, which you can all be thankful for, but the accompanying press release did contain one last threat: "But hey... you just never know with Abe!"



[ABOVE] Abe and member of Lunatcs go head-to-head in the final of 'Mr Stupid-Looking 1999'.



[ABOVE] Abe leads Lunatiks out into the desert... hopefully to leave them there for all eternity.



[ABOVE] "Just raise your arm, smile sweetly and stare into space luv... we'll do the rest later!"



[ABOVE] See how the band have been super-imposed over the top of the FMV footage. We bet George Lucas and Industrial Light and Magic must be s***ing themselves at such dramatic special effects!



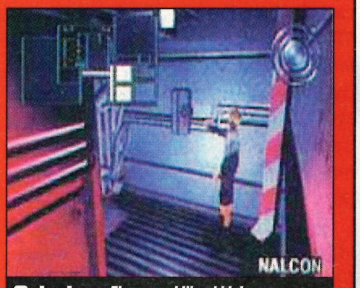
JAP'S EYE



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!

ASCII is feverishly beavering away on a new 3-D action adventure called **Galerians** scheduled to release in March '99. The graphics are very reminiscent of *Resident Evil 2*, utilising computer generated (CG) background and 3-D characters. It's set in the future and revolves around the battle against a super computer. The main characters are psychics called Leon and Lilia. Sounds awesome.



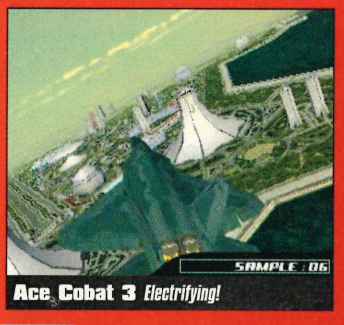
Galerians *Those meddling kids!*



Chocobo's Mysterious 2 *Magical!*

Square's **Chocobo's Mysterious Dungeons 2** is finally out. You now have the ability to summon guardian beasts and throw empty bottles to non-boss enemies, which turns them into different herbs and medicines. There's also a data disc called Mysterious Data Disk Vol 2, featuring demos of Saga Frontier 2, IS Internal Section, Chocobo Racing and Cyberborg. It's gotta be worth a look.

Namco has announced the highly anticipated **Ace Combat 3**. The gameplay is in essence the same as the last game, but dogfights are now more realistic and the graphics infinitely enhanced. The game is set during the future, but the actual enemy is currently a mystery to us. There will be a large number of planes to choose from, including those created by Namco themselves. Coo.

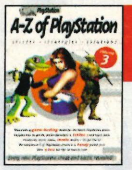


Ace Cobat 3 *Electrifying!*



Bloody Roar 2 *Animal magnetism!*

The long awaited sequel to Bloody Roar is hitting our shelves very soon. **Bloody Roar 2: Bringer of the New Age** features new characters, new moves and a zoo-load of wild animal people. Hudson announced that it will be better and faster than it's predecessor and *Bringer Of The New Age* will certainly be a contender for the 2-D beat-'em-up crown. I'll get you more news as soon as I can!



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 *G7*! Priced at £9.95 and available from all good bookshops!

KING OF IRON FIST

TEKKEN 3 TOURNAMENT ANNOUNCED!

Sony Europe has teamed-up with Namco and Namco Station to present the world's first *Tekken 3* Championship.

The event takes place on 27 January at Namco's UK centre in County Hall, London. Tempting prospective entrants is the star prize of a *Tekken 3* arcade machine (worth about £6,000) and £5,000 prize money. Runners up can expect to walk away with PlayStations, *Tekken* merchandise and Paul Phoenix leather jackets.

Wannabe *Tekken* masters can apply for the competition via Sony's website (www.playstation-europe.com/allcomers/tekcomp_allcomers.html) and 200 of them will be randomly selected to compete against 20 of the best *Tekken 3* players on 20 January. The numbers will then eventually be whittled down until there are only 32 players left by the final rounds on 27 January. None of us will be competing though, because we simply don't have the time. Shame really!



ILL COMMUNICATION

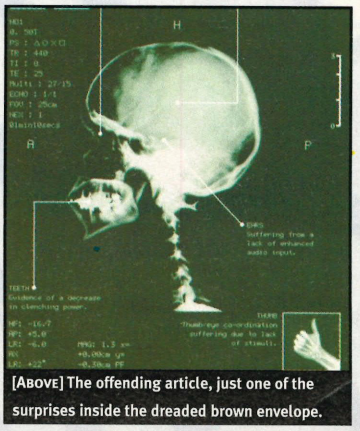
SONY GOES TOO FAR WITH ITS MARKETING

Hats tipped to Sony for being original, but it would appear they it went just a bit too far with its recent promotional campaign for the latest wave of PlayStation games.

Folk who registered their PlayStations were treated to suspicious-looking brown envelopes marked 'Private and Confidential' and 'Test Results'. Hmm, very curious. Inside the envelope was a series of X-rays and a medical card signed by – and this is when the penny dropped – Dr Bosconovitch [shouldn't that be Boskonovitch? – Ed] from *Tekken 3* fame.

Of course, gamers wouldn't be fooled by such scary promotional tactics, but that's more than can be said for Graeme's poor mum! She phoned the boy Nicholson from Scotland with a shakey voice and told him that there was some urgent mail waiting for him. Intrigued, he instructed his mother to open the envelope there and then to find out what the fuss was about... only for the phone to go deadly silent for a minute or two. No, she hadn't keeled over and died because of the shock that was inside, she merely spotted the joke.

Although some people certainly didn't see the funny side. BBC's *Watchdog* programme recently ran a story on other unsuspecting gamers that actually had a serious illness, and who found the whole thing immensely disturbing. That'll be the last time Sony tries anything like that then!



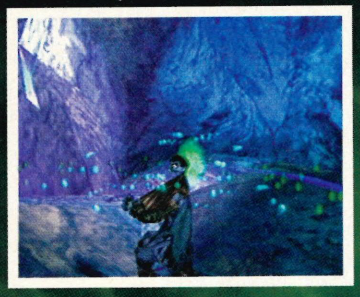
[Above] The offending article, just one of the surprises inside the dreaded brown envelope.

THE VAMPIRE CLOSES IN!

WE GET TO PLAY THE VERY LATEST CODE OF LEGACY OF KAIN: *SOUL REAVER*

One of 1999's most eagerly anticipated PlayStation games is nearing completion, and we've finally got to play the latest version. *Legacy of Kain: Soul Reaver* by Crystal Dynamics is being released by Eidos in March, and it's shaping up to be every ounce the epic blockbuster that we forecast it to be.

Graphically, the game is way better than *Tomb Raider III*, with a lot more textures on the surroundings and amazing animation as the anti-hero, Raziel impales his victims on huge metal spikes and leaves them to die slowly. The game is also very fast – the action is constantly streamed off of the CD to eliminate loading times – and Raziel prowls around with devastating menace as he switches between the spectral and material realms in search of souls to steal. Hopefully, we'll have the full review for you next month, but until then, here are some brand new screenshots to savour whilst this game undergoes the final tweaks before our blood-thirsty reviewers set about it!









ON THE CARDS

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

AKUGI

Mystic voodoo magic, hearts being ripped out, what a laugh! We've been maiming natives like a hyped-up, trigger-happy Michael Caine all month: "Zulus, fousands of 'em . . ."

APOCALYPSE

Bruce Willis only knows what this is still doing polluting our treasured memory cards. Needless to say, it was wiped along with all memory of the exceedingly cack game.

RR TYPE 4

This is our most treasured memory card slot of the month, our data that has recorded numerous cars that we've unlocked in the game, as well as all of the extra tracks. Marvellous stuff!

THE *WLS '99* XMAS CHALLENGE

WHO CAME OUT SMELLING OF GLORY IN THE ULTIMATE CONTEST?

Friday 20December, and just as this issue of PLAY was nearing completion, the man from Eidos arrived, crate of beer in tow, to take us all on at *Michael Owens WLS '99*. The mini league was held between us Playboys and sister magazine, *PowerStation* – with the Eidos bloke earning a wild card to compete as an extra bit of goal fodder.

The stage was set, all limbs were suitably warmed-up, and so it began – *The Michael Owen's WLS '99* Christmas Challenge... there can be only one!

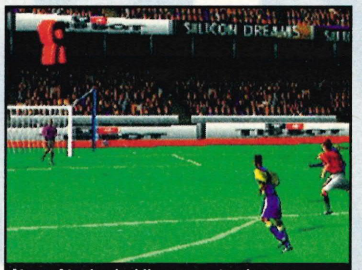
Four competitors took part in the competition, each choosing their supported team: Ryan Butt (PLAY) chose Blackburn Rovers, and was hoping for more luck than the real team have had recently. Paul Morgan (*PowerStation*) chose Manchester United, he's from Bournemouth, so that figures! Phil King (*PowerStation*) chose the mighty Leicester City, and Steve Starvis (Eidos) chose Leeds United.

The first round went horribly wrong for Ryan, falling behind to a disastrous 'bug' goal from Paul whereby he hoofed it from the half-way line, only for it to bounce straight to the goalie who was behind the goal-line when he picked it up. With head dropped, Ryan went on to lose 4-1. Phil had a lucky win against Steve, so *PowerStation* were off to a flyer! The next game was a moral booster for PLAY because Ryan thrashed Phil's Leicester 5-1, Paul beat Steve though, so that evened things up for *PowerStation*. Then disaster happened, Ryan drew with steve in the next game when really he should have won. This dented his title hopes! Phil then beat Paul to go top of the table.

Needing a win against Paul to put him back on track, Ryan then cocked-up again and lost after going 2-0 up. Phil then drew with Steve to keep things very tight in the table. But after losing against Steve, all Ryan could do was beat Phil again to make it a dramatic finish. If Steve had beaten Paul, he'd have won the booze. But he didn't, so Phil won.



[ABOVE] Tense stuff! The hopefuls battle it out. From left to right: Steve Starvis (Eidos), Ryan Butt (PLAY), Paul Morgan (*PowerStation*), Tom Sargent (PLAY, looking lost!) and the eventual winner Phil King.



[ABOVE] In the deciding game, Leeds score a spectacular goal against Man Utd, but still lose!



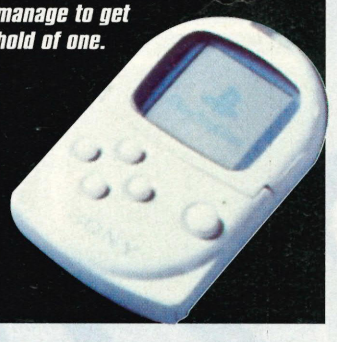
[ABOVE] The final table, and it didn't go too well for Ryan's Blackburn Rovers – how apt!

PD-HEY!

POCKETSTATION DELAYED!

Following weeks of rumours circulating across the Internet, Sony has been forced to come clean about the much anticipated PocketStation's release date. It was originally due on 23 December in Japan, but had slipped to the 23rd of this month. No official explanation was given as to why the gizmo slipped a month, but with lots riding on it and a string of games in the pipeline that utilise the PocketStation's technology, the anticipation grows even greater.

The unit will come with a selection of applications such as personal organiser, clock and address book. Users will also be able to use it as a memory card to save data from games such as* Ridge Racer Type 4, Street Fighter Zero 3 *and* Crash Bandicoot 3: Warped *(Japan only) and beam it via infra-red to a friend's PocketStation. We'll be reporting back next month with a full feature on the gadget, just as soon as we manage to get hold of one.



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.

LIBERO GRANDE

A strange thing happened! When we played a Jap demo of this game that came with #4, we found that it was a lot better-looking, smoother, and faster than our crappy PAL version. We still wouldn't recommend buying it though!



BUST-A-MOVE 4

The PAL version of this addictive puzzle game is practically exactly the same as the US NTSC version. Speed and borders would hardly spoil the action anyway. If you have the extra dosh lying around though, this version is naturally better defined.



COOLBOARDERS 3

We played the American version recently and it plays a lot smoother than our PAL copy. With no boarders and more action on-screen, it also looks much better. Speed-wise we didn't notice too much difference. So it's purely a vanity thing!



MINI MARVEL

PSYGNOSIS ANNOUNCES NEW ADVENTURE FOR KIDS!

Although all rumours to date have pointed to DVD as the format of choice for PlayStation 2, trade newspaper *MCV* has reported that Sony Computer Entertainment's European and American arms are lobbying for MiniDisc. According to *MCV*, piracy concerns are one of the main reasons for the enthusiasm for MiniDisc, but in reality this seems a relatively minor point set against far more radical differences in the two technologies.

In brief, MiniDisc has the advantage of being a relatively mature (eg. cheap) technology which can record as well as play. If PlayStation 2 comes with Internet support, then the ability to download demos, upgrades and other files onto MiniDisc would be a key selling point of PlayStation 2. On the downside, standard MiniDisc has a capacity of just 140MB as compared to 640MB for CD and up to 17GB for DVD! Given that the much derided N64 DD add-on drive offers 64MB of storage, and Dreamcast uses a custom CD-ROM variant offering over 1GB of storage, it will be a bold move if Sony does select MiniDisc over DVD.

Other details about PlayStation 2 are more in line with expectations. Again according to *MCV*, Sony's new machine will offer Internet software, can handle six million polygons per second (double Dreamcast's specs) and supports real-time tessellation. The latter is one of a range of new graphic technologies that are beginning to emerge on PC. Shiny Entertainment is using tessellation for its *Messiah* game, which in demos and screenshots offers a much smoother and realistic look than conventional polygon graphics.



Although tessellation can be done in software, with custom hardware support, it might just offer PlayStation 2 the leap in graphic performance required to set it apart from Dreamcast. We'll keep you updated with more details soon.



[Above] *Messiah* from Shiny Entertainment uses Tessellation, which offers a much smoother and realistic look. If the PSX 2 can manage such effects, who knows what the games will be like!

HISTORY OF THE MINIDISC

First released in 1992 as an audio format, MiniDisc was designed from the start as a replacement for audio tape and a record function was built into the launch specification. Recordable discs use magneto-optical technology, like Zip or Jaz, while pre-recorded discs are conventional optical discs much like normal CDs. To offer 74 mins of playing time on these tiny 64mm discs, MiniDisc is reliant on advanced audio data compression which removes 'hidden' audio data – sounds which are inaudible to the human ear because other sounds obscure them. Initially in competition with Philips' now abandoned Digital Compact Cassette technology, MD was at first only a limited success in Japan. However, as the technology has matured, with ever smaller portable machines, lower prices and more advanced audio compression enhancing sound quality, MD is steadily winning acceptance in the West as an audio format. However, as yet the computer data variant shows little sign of mainstream success.

HISTORY OF THE DVD

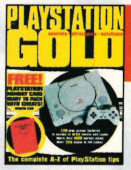
Originally Digital Video Disc, the new format was rechristened Digital Versatile Disc to reflect the importance of its computer data versions. The final read-only format was only agreed after a bitter battle between Philips-Sony and a rival consortium led by Matsushita. The latter won and the unified format was launched in 1997, with players and software appearing on UK shelves in time for last Christmas.

Using a range of new technologies, including double-sided discs with two layers of data on each side, DVD offers a data capacity of 17GB – 26 times the 650MB of conventional CD-ROM. For movies, even 17GB is miniscule and DVD movies use MPEG2 compression which means over 90% data can be thrown away. That said, DVD movies are already outstripping LaserDisc as the choice for cinephiles with roughly double the resolution of VHS, numerous enhancements such as including standard and widescreen versions on a single CD, as well as multilingual soundtracks.

Unfortunately, DVD's future isn't without a few dark clouds. To seriously rival VHS as a mass market product, a record feature is essential and while there are multiple standards under development, no single recordable DVD format has yet been agreed upon.

Further confusion has been sown by proposals for a 'better-than-CD' audio format based upon DVD technology: again there are multiple formats and it seems as if the most likely successor won't be compatible with existing DVD players.

For gamers, DVD's appeal is obvious: lots of storage with extremely fast access speeds. On the downside, its costly technology with relatively high licensing fees which Sega, for one, decided it could do without for Dreamcast. There's also the lack of a read-write option which severely limits the potential for downloading files from the Internet.



OUT NOW...

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!



OUT NOW...

***PowerStation* (ISBN 1362-5047) is now available from all good newsagents priced just £3.95. Issue 30 features guides to *Tomb Raider III* (including cheats!), *Crash 3*, *Apocalypse*, *Rival Schools*, *Wild Arms*, *NBA '99* 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 recently 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 31 January. 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.	FIFA '99	EA Sports	EA	91%
2.	Tomb Raider III	Core Design	Eidos	94%
3.	Crash Bandicoot 3	Naughty Dog	Sony	91%
4.	Brian Lara Cricket	Codemasters	Codemasters	78%
5.	Spyro The Dragon	Insomniac	Sony	88%
6.	TOCA	Codemasters	Platinum	92%
7.	Abe's Exoddus	Oddworld	GT	92%
8.	TOCA 2	Codemasters	Codemasters	94%
9.	Crash Bandicoot	Naughty Dog	Platinum	84%
10.	Tekken 3	Namco	Sony	94%

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.	LOK: Soul Reaver	Crystal Dynamics	Eidos
4.	Gran Turismo 2	Sony	Sony
5.	Silent Hill	Konami	Konami

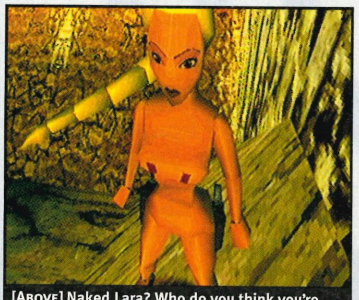
NAKED LARA

SHE GETS 'EM OUT AT LAST, BUT WAS IT WORTH IT?

The long-history of console cheat codes has achieved something of a technical milestone, while simultaneously plumbing new depths of adolescent sadness. Ever since the release of *Tomb Raider* back in 1996, sexually-frustrated male gamers have been clamouring for a cheat mode that would allow them to see Lara Croft in the flesh.

Eidos and Core has both long declared that such a mode did not – and indeed, would not – exist... ever. It still doesn't, but Fire International has produced 96 Xplorer cheat codes which colour shift Lara's costume to flesh colour and create some unconvincing nipples. They also turn Lara's hair blonde, a somewhat unfortunate side-effect really. The code is also restricted to the game's first level, and it bugs out if she swims.

At the end of the day it may be technically impressive but is still deeply disappointing erotically (all those polygons definitely looked better clothed!) So our advice is to stop being such a bunch of saddos and get proper girlfriends!



[Above] Naked Lara? Who do you think you're kidding? Nice nips by the way!

DIE HARD 2

SEQUEL ANNOUNCED!

There is news of a sequel to *Die Hard Trilogy*. Fox Interactive is responsible for a brand-new testosterone-driven arcade action romp featuring the unluckiest man that ever lived, John McLane. This time dear John's up to his neck in the smelly stuff somewhere in Las Vegas, chasing down a gang of International terrorists who are threatening to induce a prison riot and blow up everything in sight unless their demands are met.

The sequel is being handled by a new squad of elite programmers, N-Space, but the same three-games-in-one package that made the original so fantastic will be retained. One new feature is the use of five damage quadrants on enemies, where accurate shooting will render certain limbs useless. More news next month.

PLAY CLASSIC RECOMMENDS



Tekken 3 [97% PLAY 34]
Smooth and engaging fighting.



Metal Gear Solid [94% PLAY 40]
Technically brilliant spy thriller.



Future Cop [94% PLAY 40]
Truly excellent space shooter.



Crash 3 [91% PLAY 43]
The finest platformer in ages.



FIFA '99 [93% PLAY 37]
Great football for everybody.

START AS YOU MEAN TO GO ON.



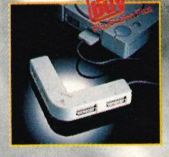
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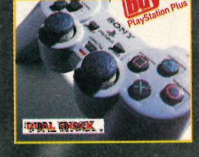

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Use of unofficial product may invalidate your console warranty

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

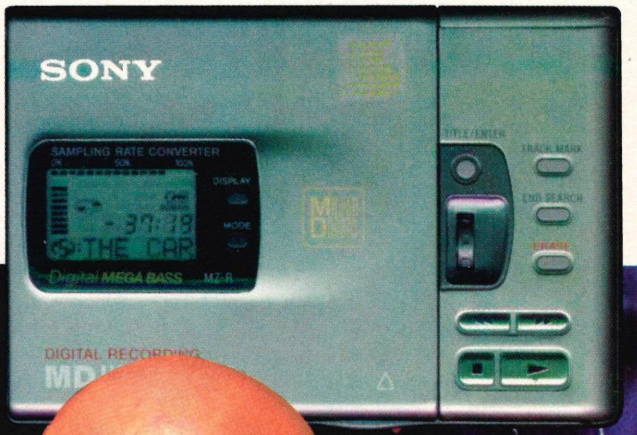
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PlayStation

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PLUS COPIES OF WCW/NWO THUNDER



Didn't get what you wanted this Christmas? More pullovers and less leading edge electronics? Now you can rectify the situation, thanks to THQ! To celebrate the release of WCW/NWO Thunder (reviewed on page 60), THQ is giving away two Sony MZ-R35 personal MiniDisc recorders to you, our beloved readers.

Two prize winners will each receive a MiniDisc Walkman, a PlayStation signed by the pro wrestlers themselves, and naturally a copy of the game. Three runners-up will bag copies of the game too. And all you have to do is answer a question...

What does 'NWO' stand for?

1. New Walkman Organisation
2. New World Order
3. No Waltzing Owls

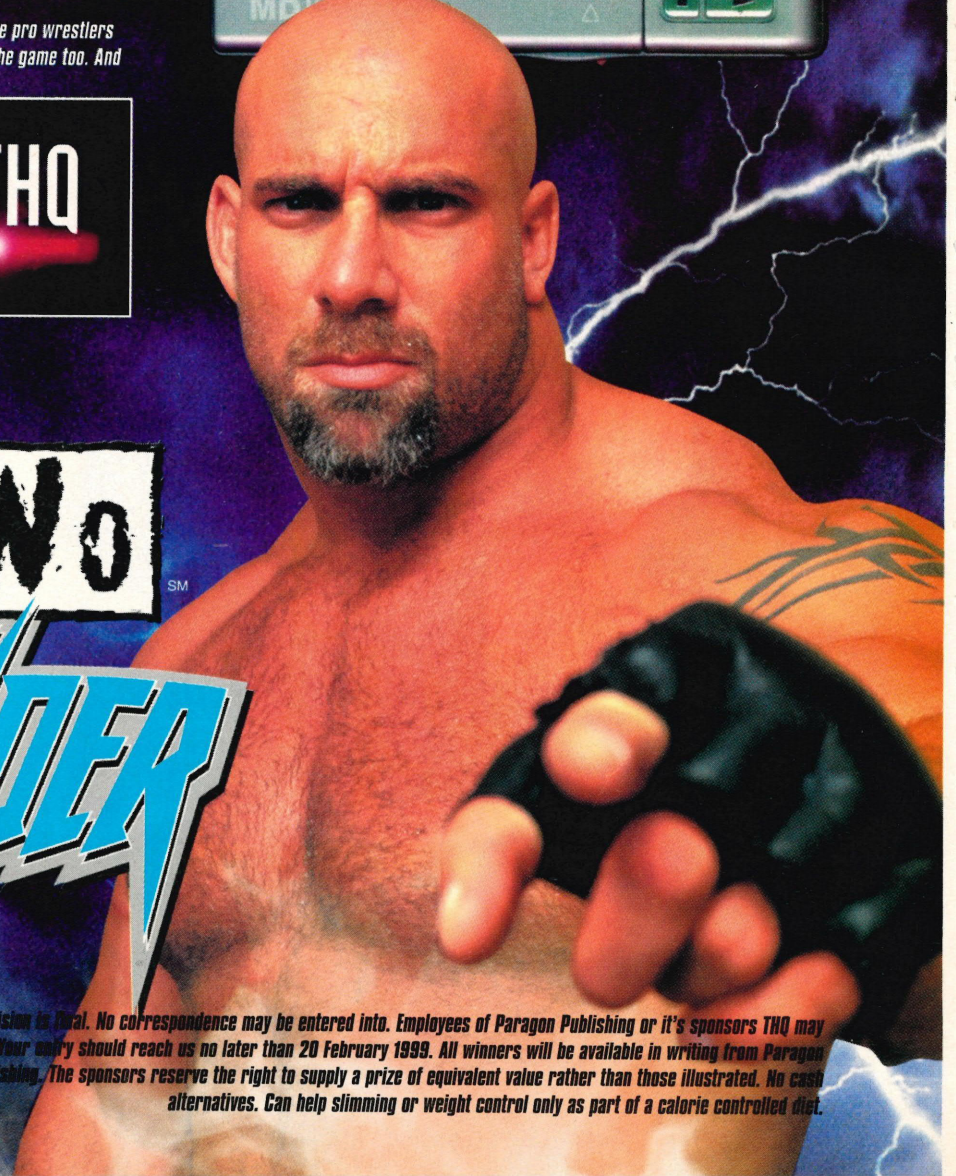
Answers on a postcard or the back of a stuck down envelope to:

Wrestlemania
PLAY Magazine
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THQ

WCW nWo SM

THUNDER



The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or it's sponsors THQ may not enter. Your entry should reach us no later than 20 February 1999. All winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply a prize of equivalent value rather than those illustrated. No cash alternatives. Can help slimming or weight control only as part of a calorie controlled diet.



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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!

R4
RIDGE RACER TYPE 4



THE BIG GAME

22 The wait is over, Ridge Racer Type 4 has arrived on Japanese import, and we're all well impressed. What can only be described as the fastest PlayStation racing game of all time is packed with cars to win and a great four-player link-up mode. Check it out now!



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%.

90-100 If a game scores this highly it's an essential purchase and receives the PLAY Classic logo as a stamp of approval.

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

76-84 A decent, solid and dependable game which offers good value for money and won't disappoint fans of the genre. There are some flaws, but nothing too serious. Worth considering.

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

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

0-35 Complete tripe. 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*
- Multi-Tap compatible
- Mouse compatible
- Uses A Memory Card (for save games)
- Split-Screen eg *Bust-A-Move 2*
- Link Cable Compatible eg *Formula 1*
- Light Gun eg *Time Crisis*
- Dual Analogue eg *Gran Turismo*

ES

The GAMES THAT Time Forgot

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

REVIEWS ▸ WORKSTATIONS ▸ WIRED UPS

WORKSTATIONS



YOU WANT IN-DEPTH FEATURES ON THE LATEST SOFTWARE? YOU GOT IT! THE LATEST GAMES EXPOSED...

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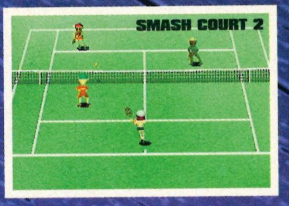


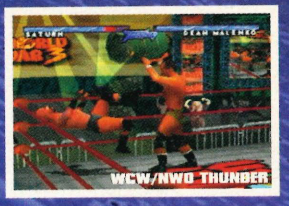
PLAY REVIEWS

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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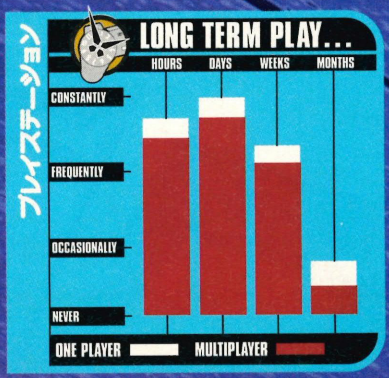


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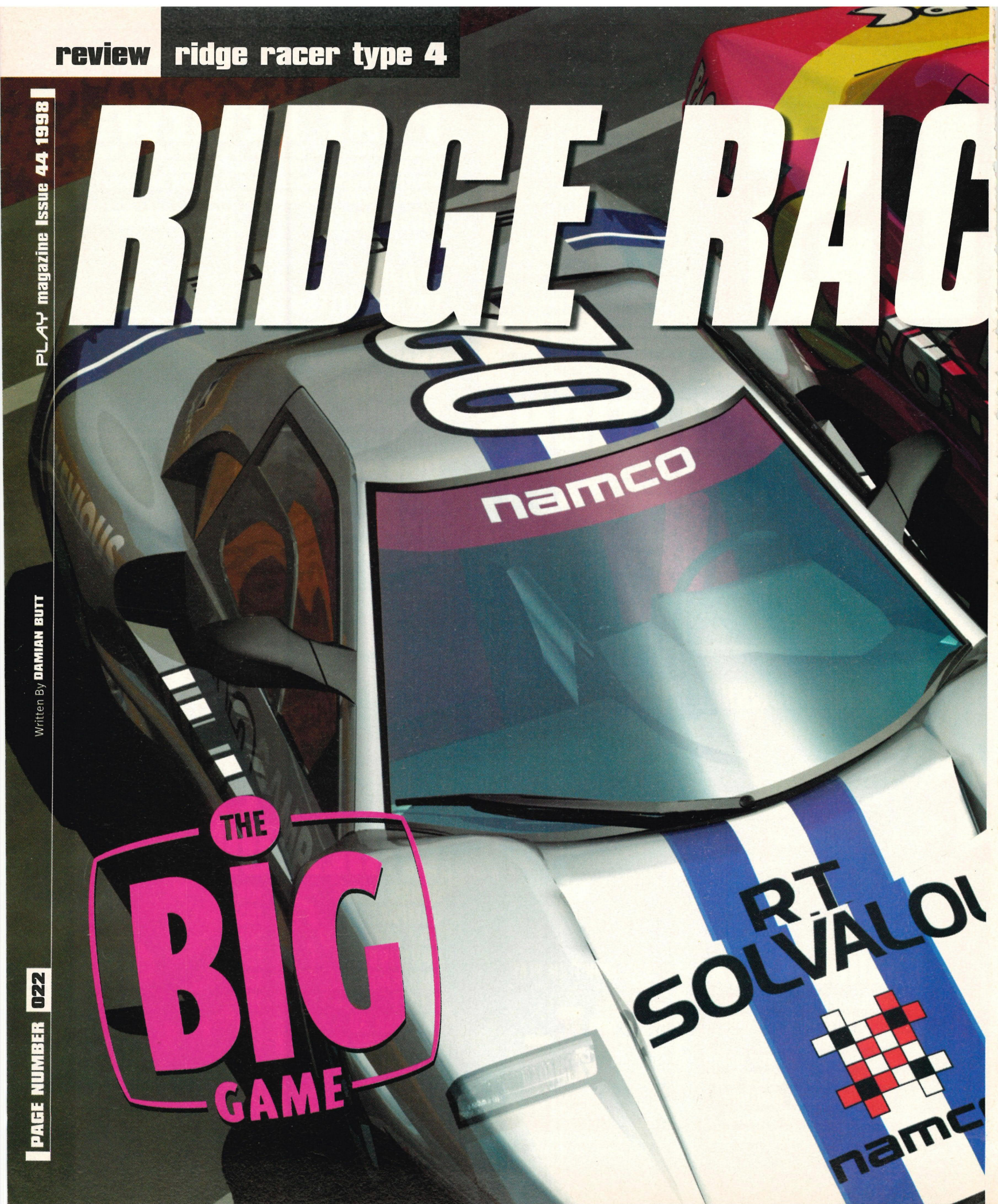
This designed to show you instantly how long a game will last based on the review. The one player game (in red) will more often than not be lower than multiple players because it's more fun playing a friend than the computer.



RIDGE RAC

PLAY magazine Issue 44 1998

Written By DAMIAN BUTT



THE BIG GAME

ER TYPE 4

GRAN TURISMO'S HAD A GOOD INNINGS. NOW IT'S TIME FOR THE ARCADE MASTERS TO TAKE BACK THE TROPHY...



[ABOVE] The eight tracks in *R4* are significantly better looking and more challenging to master than those in *Gran Turismo*. The colours are more subtle as you can see from this shot showing a suspension bridge at dusk.

PJ O'Rourke once said that the fastest car in the world is a hire car. Well having played *Ridge Racer Type 4* and its closest rivals non-stop for two weeks, I can state with absolute certainty that the fastest game in the world is a Namco game.

First some history. Namco was the master of arcade racing. The adrenaline-injected *Ridge Racer* set the arcades on fire and sold a million PlayStations. *Revolution* was its pumped-up more mature brother; boasting a link mode that nobody played because no-one really knew it was there. Finally *Rage Racer* was the 1997 update which completely changed the graphics, added cash for race wins, car upgrading and trophies. It was and still is fantastic.

Just when it looked like the future of PlayStation racing games was forever Namco, those cheeky upstarts at Sony shook the world with *Gran Turismo* – a hyper-fast but also incredibly realistic driving simulation which featured more and better cars, mechanical tuning and a split-screen two-player mode. How could this happen? Namco, bettered in every department by a



[Above] As with all the *Ridge Racer* games, the cars are divided into 'drift' and 'grip', and this refers to the ease at which you can sling the back end out in the corners.

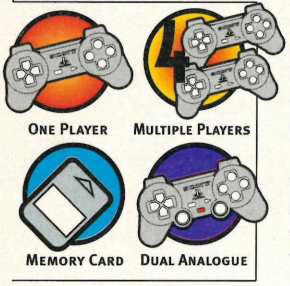




[Above] 'Stunning' is the only word to describe *R4*'s multiplayer races. Not only do you get two-player split-screen, but also four-player split-screen link-up. *And* you can all load up your custom garages for the ultimate duels.

PLAY information

Publisher: Namco
Supplied by: Department 1
Price: £59.99 (Also comes with a pack containing the JogCon)
Release date: Out now (import)



developer whose only credit until then was *Motor Toon GP2*! Something had to be done...

And that something is *R4: Ridge Racer Type 4*.

START YOUR ENGINES

The difference between *R4* and *Gran Turismo* is fundamental. One is a purebred arcade racer built for speed, the other is a driving simulation which sacrifices all-out pace for visual effect and realism. Is your PlayStation big enough for the both of them? That's what we're going to find out.

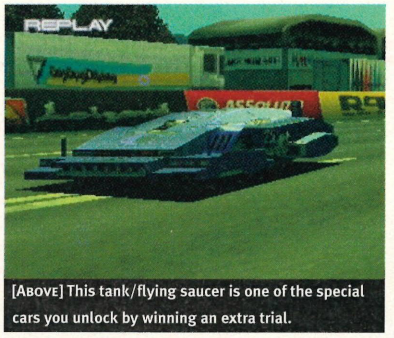
As with all Namco games, *R4* begins with a sumptuous rendered intro showing a foxy chick walking the streets while a hectic road race takes place. Typically slick and featuring quite the most realistic rendered gal this reviewer has ever seen, it sets the tone perfectly and proves that no-one makes a teaser like Namco.

Once loaded, it's familiar *Ridge Racer* territory. There are options for time trial, garage, two-player battle and (provided you have a link cable connected) link battle, plus the much vaunted Grand Prix, which is the one player tournament mode. Once selected you get to choose from one of four teams: Micro Mouse Mappy (MMM), Pac Racing Club (PRC), Racing Team Solvalou (RTS) and Dig Racing Team (DRT), and each of these acts as the difficulty level for the game.

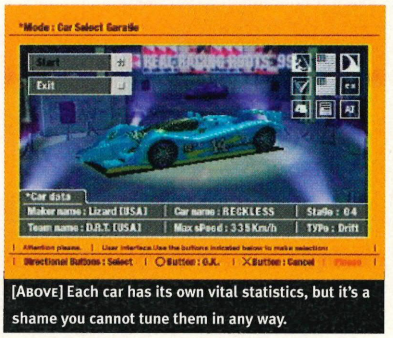
Next up are the variations of car manufacturer: Assoluto (drift), Lizard (drift), Terrazi (grip) and Age Solo (grip) – three of which remain from *Rage Racer*. Once through the selection process and having been introduced to your team boss who gives you advice, it's time to take to the tarmac in a four stage eight track mini GP.

What is it that makes a good or a bad track? Namco obviously knows because *R4* upholds a great tradition of superbly designed courses which test every ounce of your motoring metal and subjects the cars to Herculanian g-forces once you've learnt them. Forget the Nurburgring, try the Wonderhill – it's a killer!

Like *Rage Racer*, for each car maker and team you must complete a certain number of twisty-turny tracks before going flat-out on an extended oval. Unlike *Rage Racer*, *R4* has eight courses instead of one big one (admittedly two of those are just variations), but you also get reversed ones, so that's 16 in total.



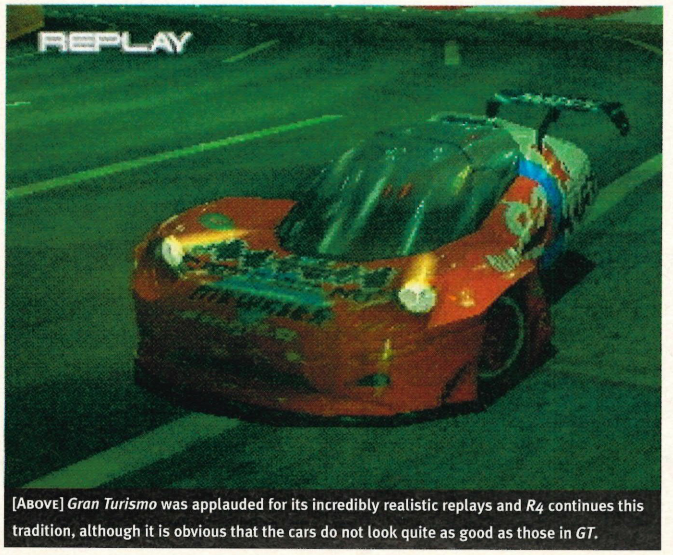
[Above] This tank/flying saucer is one of the special cars you unlock by winning an extra trial.



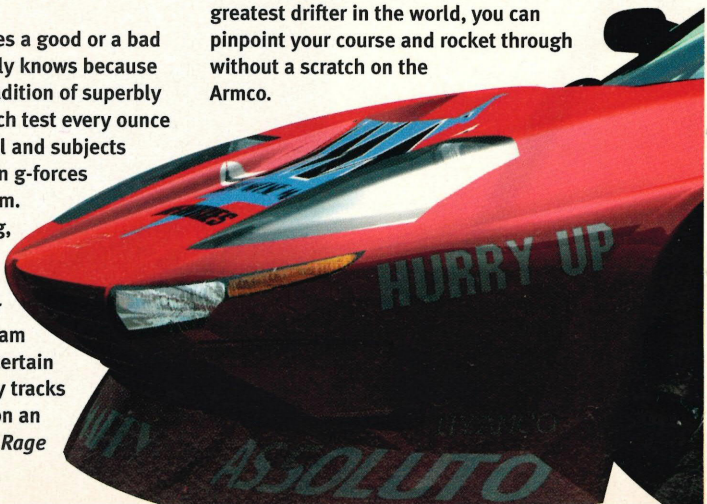
[Above] Each car has its own vital statistics, but it's a shame you cannot tune them in any way.

COURSE YOU CAN

What makes these tracks so much better than those in *GT*, *Colin McRae*, *Need for Speed 3* and even *Rage Racer*, is that you get a true sense of depth and a belief that they are actual roads, not just pixels on an artist's digipad. Remember, the eight tracks on offer in *R4* have to be just as playable whether taken at 190kph or 350, and it is important that if you are the greatest drifter in the world, you can pinpoint your course and rocket through without a scratch on the Armco.



[Above] *Gran Turismo* was applauded for its incredibly realistic replays and *R4* continues this tradition, although it is obvious that the cars do not look quite as good as those in *GT*.

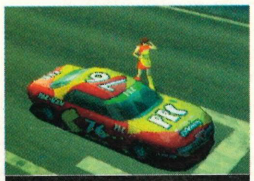


REALITY CHECK

Now there's a lot of loose talk these days about racing games being realistic and having advanced driving models, but anyone who can actually drive real cars in the real world might find this term confusing. Gran Turismo, for example, is considered the last world in realistic driving games, and yet it plainly, isn't. Let's take a close look at some of the happenings in R4 and you'll see what we mean...

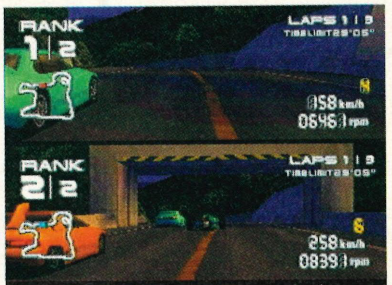


WHAT HAPPENS IN R4?
After a perfect tail slide around a tight hairpin you slam up a gear, the tyres grip and you're away into first place.
AND IN THE REAL WORLD...
You completely hash up the entry, slide wide, panic, stand on the brake pedal, lock the wheels and end up wrapped around a lampost!
WHAT HAPPENS IN R4?
You hit another car and it wobbles slightly before letting you pass
AND IN THE REAL WORLD...
You hit another car and spend ten minutes at the roadside lying about your address whilst trying to obscure your number plate.
WHAT HAPPENS IN R4?
Every two races you get given a brand new sports car which goes faster than the previous one.
AND IN THE REAL WORLD...
You are stuck with the same old rust bucket for four years and have to pay such crippling finance and insurance payments that you can't actually afford to drive the bugger!



[Above] Before each race the camera pans around the car and the accompanying chick.





[Above] Two-player split-screen has absolutely no slowdown, despite up to four cars on-screen at once.



[Above] The great looking cars are a slight step up from those in *Rage Racer*, and like the previous game, some do look like real life models. Neat touches like the brake lights which glow rather than switch on and off are appreciated.

In *Gran Turismo*, you never got the feeling that the tracks were anything but on the flat, but those in *R4*, particularly Heaven and Hell, has you plummeting into a deep chasm before souring over the crest of a hill and then down into a tight right hand bend. Where else do you get such a rollercoaster ride? And it is made all the more exhilarating with the roar of your V6 at full chat and the torturous squeal of your tyres scrabbling for grip; right on the limit of disaster. Show me a game that can make you feel like Steve McQueen as much as this one.

"*R4* is *the* multiplayer game in the Play office!"

BLUR

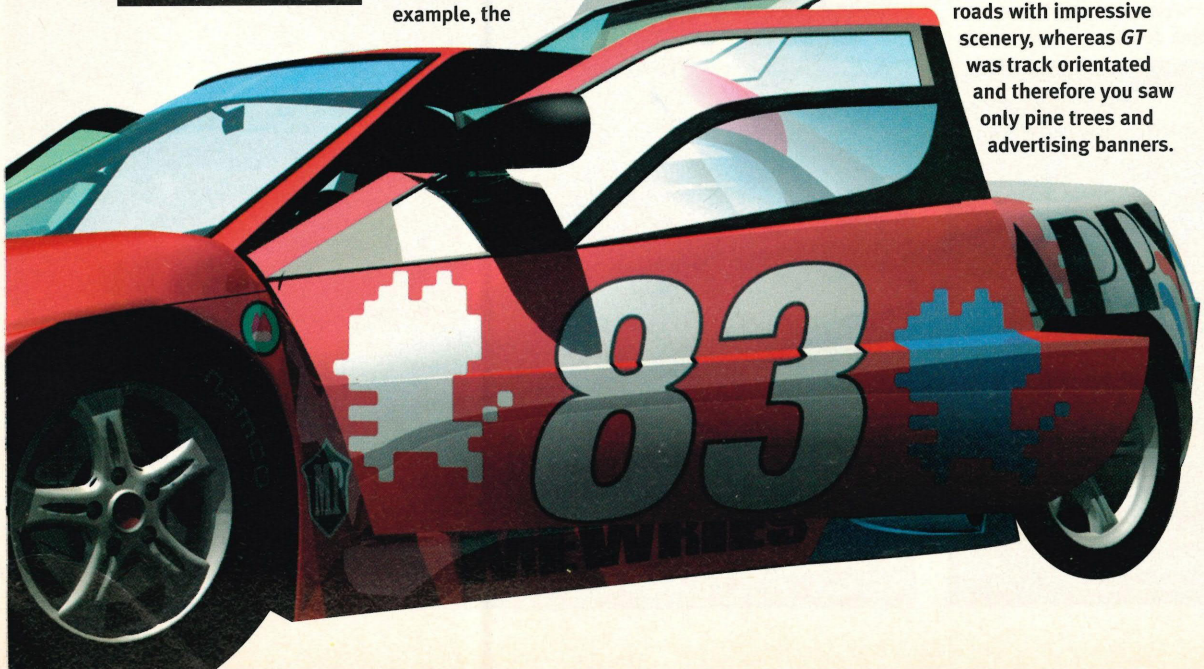
Graphically, *R4* offers a small improvement over *Rage Racer*, and the differences are mainly to do with subtle lighting effects. For example, the taillights blur when you change direction, and your car turns on its headlights when it enters a tunnel. Sadly there's no light sourced beams to help you see in the dark during the race – it's just to look cool in the replays.

R4 uses the same realistic muted colours of *Rage Racer* and this helps to make it look radically different to the two previous games, while at the same time competing directly with *Gran Turismo*. For my money, *R4* is the better looking game, mainly due to the shading and the fact that many of the tracks are based on normal roads with impressive scenery, whereas *GT* was track orientated and therefore you saw only pine trees and advertising banners.



[Above] Could a Mr B Atman please go and move his car, as it is blocking someone in. Thank you.

At last Namco has got the drifting right. Of course it took being shamed by Sony, but finally a *Ridge Racer* game allows you to flick your car into a graceful and controlled slide without fear of slamming into the wall in front of you (*Ridge Racer 1* & *2*) or suddenly losing all your speed for no apparent reason and thus making the slide absolutely pointless (*Rage Racer*). In *R4*



RR ANTHOLOGY

R4 has a long and proud lineage, with many of the traits of the original game surviving until the present day. Here's a quick look at how the entire Ridge Racer collection has evolved.

Name	Tracks	Cars	Multiplayer
Ridge Racer	3 & reversed	13	None
Revolution	3 & reversed	15	Link
Rage Racer	4 & reversed	13	None
R4	8 & reversed	320	Link & Split











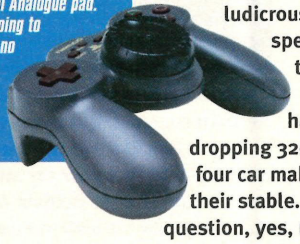
[Above] Like *Rage Racer* you start off in crappy little converted family saloons and must win races to acquire the really hot stuff. Only 146kph – come on, you can go faster than that!



[Above] Night brings its own dangers, not least the fact that visibility is down and the mass of neon serves to blind you at every turn. Great for spectators though and it looks sensational in the replay.

GO JOGGING

Just released in Japan is the new JogCon controller from Namco which is fully compatible with R4 and indeed can come bundled with it. What's the difference between the JogCon and the Sony Dual Shock controller? Simple. The JogCon has a small steering wheel in the centre of the pad which actually moves by itself and generates genuine force feedback which is perfect for driving games, especially as R4 does not work with Sony's Dual Analogue pad. At the time of going to press, PLAY has no confirmed release date for the JogCon in the UK.



you simply turn in keenly, lift off the throttle to make the back end go light, then re-apply the gas and opposite lock your way out of the hairpin – simplicity in itself, and about time too. No more is the perfect slide the preserve of Japanese kids with the reflexes of a coked-up-to-the-eyeballs cat! Now even mere mortals can control half of the game's 320 cars.

"What was that?" you say. Yes it's true (well sort of). *R4* has upped the garage stakes and the racing game equivalent of penis envy takes another step towards ludicrous. Win all the grand prix, special trials and no doubt tons of other secret stuff and you'll eventually have access to a jaw-dropping 320 cars! That's four teams X four car makers – each with 20 cars in their stable. Wow! And to answer your question, yes, many of them do look very similar just with different paint jobs, and no, they're not as realistic as those in *Gran Turismo*. But who cares when they're as bonkers as this?

You want crazy secret cars? How about a tiny pink disabled vehicle which can do 0-300kph in 1.5 seconds and only has one gear? Or a pixel-perfect version of *Thrust 2* that accelerates with such ferocity that your eyeballs are jammed into the back of your skull causing your vision to resemble kaleidoscope!

If you want spoilers the size of surfboards, tyres as wide as the Atlantic, and Day-Glo paint so vivid that even Huggy Bear vomits at the sight of it, this is the game for you.



[Above] Take some areas of the track too fast and you'll lift off! Make sure you're pointing the right way.

"The fastest game in the world is a Namco game..."

UH-OH!

The disappointments come early on though and these serve to make the not too distant memory of *Rage Racer's* brilliance even harder to replace. One of the worst offences is that instead of awarding you with cash for winning races and allowing you to beef-up the cars yourself, you are now given cars automatically at certain points in



[Above] Unlike all previous *Ridge Racer* games, where the cars all have four wheels, *R4* gives you some ultra-cool three wheelers to muck about in. Rodney you plonker!



[Above] When all the cars in *R4* enter covered areas or tunnels, the lights automatically illuminate. Sadly this makes no difference to the game because there are no light-sourced beams to light the way.



[Above] This is a great shot of the speed blur on the taillights which give the game an added sense of urgency. It also lets you see an opponent's distance far easier.





[Above] The tracks in *R4* are by far the best we've ever seen. Namco are still on top.

the GP, and there is no scope for further improvement; just outright replacement. This is a shame because a great deal of fun in *Rage Racer* was derived from gradually building up your trusty machine; adding spoilers and tuning the engine as you progressed through the grades.

This player involvement emphasised the personal decoration aspect of the game, which remains in *R4* (you can choose pre-set stickers or draw your own and also change the hue of the car) but is muted because there are so many cars available. Why spend time customising your trusty Renault 5 Turbo when you can just have a Fastabastard 5000 at will?

Other touches that helped to differentiate the cars in *Rage Racer* have also now been mysteriously dropped. The engine sounds are for the most part monotonous drones until you reach the higher vehicles, and instead of having different rev counters for each manufacturer, you now have to make do with an extremely bland clock face which has changed little since the original *Ridge Racer*.



[Above] Thankfully Namco has now perfected the *RR* driving model and so perfectly controlled powerslides can now be performed by mere mortals instead of just hyped-up Japanese kids.

The Grand Prix is a bit of a con too. In the early press releases for *R4*, Namco said that this mode would "enable you to experience the life of a racing driver," but this is not the case because in order to collect cars you must re-start the season from scratch. In a kind of Groundhog Day scenario you are condemned to stay in the Racing Roots '99 season for all time.

Surely it would have been more fun to have had a career which spans many seasons so that you could build up your CV as a driver; swapping between teams as new cars become available? As it is, the GP mode in *R4* is somewhat repetitive and unrewarding, with no sense of true progression. A great shame considering that the rest of the game is so polished.

PHEW!

Where *R4* will really reel in the eager owners though, is the two multiplayer modes, something that was badly missed in *Rage Racer*, and here makes a welcome return featuring not just a two-player split-screen, but also four-player split-screen link-up – how good is that!

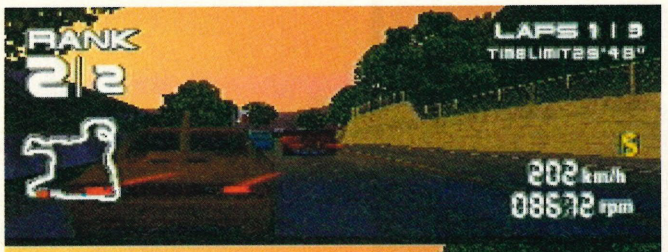
If you've got two TVs, a link cable, two PlayStations and four pads, you can experience some of the most competitive racing since *Mario Kart 64*!

Any slowdown? You must be joking, those clever chappies





[Above] The Grand Prix mode means you must pledge allegiance to one of the four teams and then take part in an eight-stage tournament. At certain stages you are given new cars to help you compete, but it's all very shallow.



[Above] Welcome multiplayer improvements include the option to have two computer drones blocking your way and the ability to select the number of laps for sprints or endurance races.



[Above] When you start reaching Stages three and four, the cars begin to get meaner, with wider skirts, lower profiles and outrageous spoilers to aid downforce. The engine noise also becomes noticeably aggressive.

NO 'I' IN TEAM

You can race for one of four teams in R4 and once you've completed a Grand Prix, you must then go back and try a different one to access the many hidden cars. These are the four team bosses who give you advice and let you know how things are going. Depending on your race wins and final positions, different cars will be awarded.



at Namco have tweaked the game engine to mean super-smooth action, even with some of the supercars found later on in the game. All you lose is the ability to view the car from the outside, and the traditional rev counter which is reduced to a digital display. The programmers have even still managed to leave in the speed blur from the taillights, and all this with four cars hurtling around the various tracks at over 30 frames per second with no background pop-up or loss of detail. Hats are duly doffed.

It doesn't just end there, because the game allows you to plug in four different memory cards with four completely varied personal garages and then race them all together. You can spend hours customising your speed machines with new paint jobs and stickers and then prove your worth against your mates. This is a PlayStation first and excellent fun; making *R4* the multiplayer game in the PLAY office.



PERFECTION

R4 plays its ace card however when you flip open the box to reveal two shiny CDs. One is the normal game disc and the other is – can it be true? – a high resolution version of classic *Ridge Racer*, which runs at 60fps and is identical to the original arcade version. We are talking value for money here on an unprecedented scale – a free game which is even better than the one that's currently doing the Platinum rounds.

So to the original question. Is *R4* better that *Gran Turismo* and does it belong in your PlayStation, either now on import, or in March when it comes out officially? Quite obviously given the evidence presented here, the answer is yes, but both games offer different driving pleasures.

GT is slower but has more cars on-screen at once, real life vehicles and a host of tuning opportunities. *R4* has its eight CPU opponents spread out so that you rarely see two at once, but it's much faster, has better designed tracks and boasts two superb multiplayer modes compared to *GT's* barely passable one.

True, in some ways bits of it are worse than *Rage Racer*, and it is fair to say that the one-player game soon gets tiresome due to lack of involvement and lasting career mode. But, and it's a big but, you do get the best multiplayer racing game on the PlayStation and (please Namco UK) a free hi-res version of *Ridge Racer*. A package more desirable than Neve Campbell wrapped in a lottery cheque!



[Above] The key to success in *R4* is knowing when to overtake and when to hold back and choose your moment. Don't just barrel into your opponent, out-think and out-drive him.



PLAY

LOOKS	9
SOUNDS	7
GAMEPLAY	10
VALUE	10
MULTIPLAYER	10

91%

Stunning, but lacks one-player appeal

Alternatively:
Gran Turismo 97%
Rage Racer 94%

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PLAY magazine Issue 44 1998

Written By GRAEME NICHOLSON

MAX POWER RACING



DO YOU STILL FEEL THE NEED FOR SPEED AFTER LAST YEAR'S LATEST AND GREATEST CAR GAMES? YEAH? TRY THIS ON FOR SIZE!

Appearing at the same time that *Ridge Racer Type 4* soaked up all attention from gamers internationally, *Max Power Racing* could have used some better timing. Just as people were willing to look past *Gran Turismo*, too! *MPR* has its own definite angle on motor sport though, and as you may have guessed from the particular endorsement in the game's title, it's based entirely on the boy racer mentality.

You know, those lads who like to buy a women's shopping car then spend thousands of pounds and countless hours artificially inflating its size with body kits. Then they fit wheels meant for the British Touring Cars and torture the engine with tools and non-standard parts until the performance matches that of a Le Mans vehicle, or at least makes a bloody good noise. The ones that haven't ripped out three of the four seats in order to accommodate a sound system normally used at the Superbowl, like to transport six or seven of their friends on endless laps of the town centre. You might not know how many are in there, because opaque windows are also highly valued, but it's always a lot.

Blueprint

- Publisher: Infogrames
- Developer: Eutechnyx
- % Complete: 99%
- Exp. Release Date: January '99
- Origin: UK
- No. of Players: 1-2

RIPPER

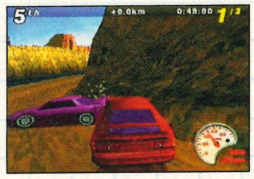
Whether the boy racer is a suitable subject for glorification is questionable, but it sure is fun trying out their cars! *Max Power Racing* has more than 20 individually licensed road huggers in it,

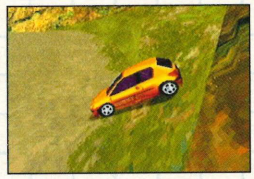


[Above] If you're not a very good driver, then the downside to all this trackside freedom is that you can often find yourself leaping to your death. We're good drivers like, but did this to demonstrate. Ahem.



[Above] With the little beginner's cars you tend to get pushed about a fair bit by the big pros. Just wait, they'll be sorry.





SOFTOGRAPHY

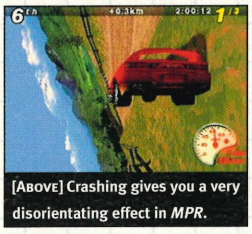
TOTAL DRIVIN' MOTOR MASH

and you get to race them with complete abandon all over the world. They range from common hatchbacks to import-only specials that you can only dream about when you begin the game with a Micra and a 1.6 Clio. Your collection will quickly expand thanks to a far less severe awarding system than most driving games have.

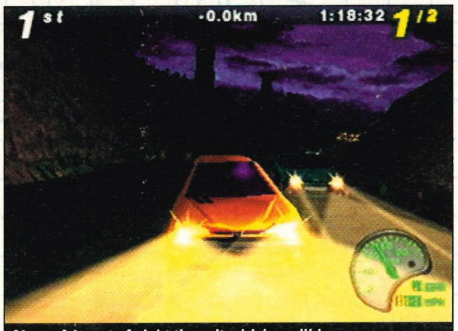
On your first run through the GTI Amateur championship season (there's also a GTI Pro, High Performance Amateur and High Performance Pro, but they're locked at first) you may only manage a third place overall due to excelling at the easy courses and sucking at the tricky ones. Yet a fiesty Peugeot 206 and some kind of Skoda would be awarded for your efforts, and subsequently driven to glory to take the championship on the second attempt! This way, you won't lose interest as easily but you won't win right away either – everybody should be happy.



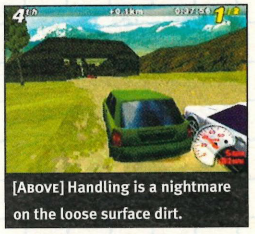
[Above] Don't get washed away running through the rapids!



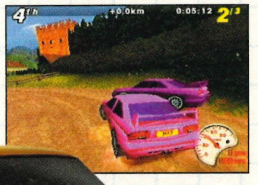
[Above] Crashing gives you a very disorientating effect in *MPR*.



[Above] A spot of night time city driving will keep you on your toes, relying completely on your headlights to succeed.



[Above] Handling is a nightmare on the loose surface dirt.



The graphics in MPR aren't the hottest you'll see, being quite plain at times

TORN UP

The graphics aren't the hottest you'll see, being quite plain at times and with a sort of membranous track surface that jiggles about. Incidental effects seem good though, with mud being picked up and stuck to the car on the heavier offroad sections, which can then be washed off by splashing through a ford crossing the track. Night races are included as well, where you really will be depending on the light cast by your own car to weave safely





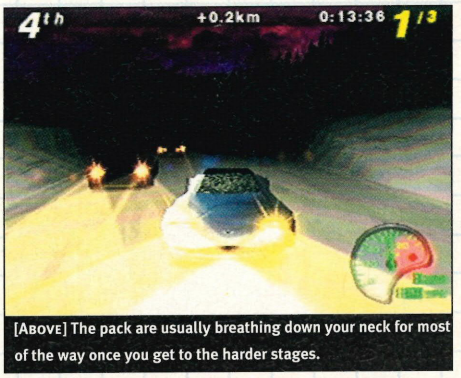
[Above] The mighty Max Power car would cost most boy racers more to insure than they will ever make in their lifetime, but now they can take it out for a spin across the globe.



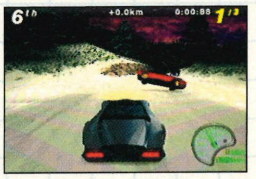
[Above] Dealing with different track surfaces that change many times during a single race is part of the challenge in *Max Power Racing*. They all affect the cars in their own way.

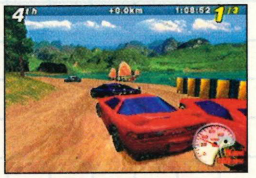


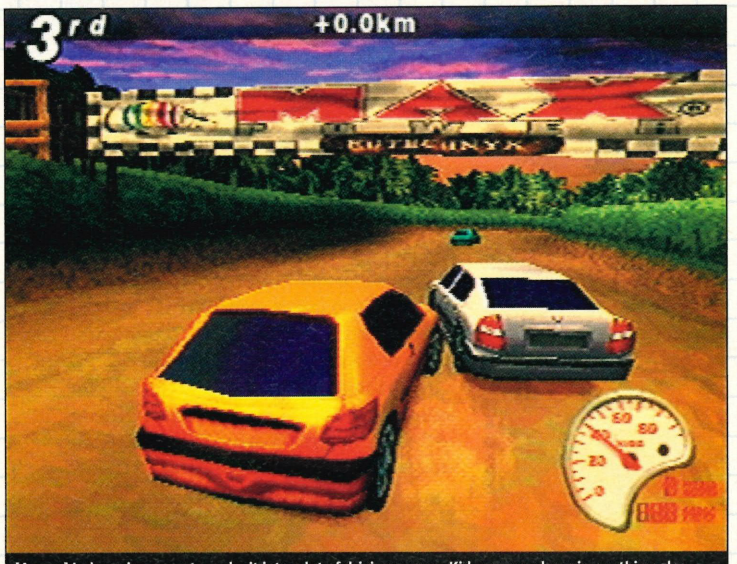
[Above] Through the modern wonder of memory cards, you can tweak your favourite car to performance heaven over a period of time, then face it off against a friend's in split screen mode.



[Above] The pack are usually breathing down your neck for most of the way once you get to the harder stages.





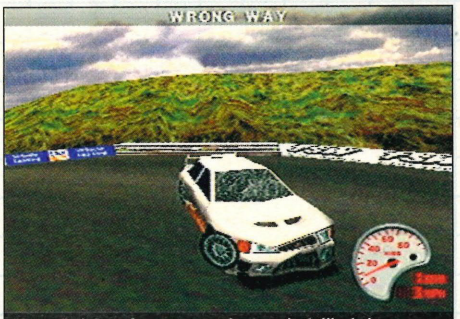


[Above] Indonesia seems to make it into a lot of driving games. Kids grow up knowing nothing else about the place other than it apparently has a lot of winding dirt roads.

WIDE MODE



If you've got a big TV set (and if you haven't, why the hell not?) it is worth checking out the Wide Mode. This uses the PlayStation's true high resolution mode and produces stunningly sharp images, but in a letterboxed format. This is separate from the Widescreen TV Mode, which elongates the picture so that it appears in correct proportion when your Widescreen TV squashes the picture back down. They've thought of everything!

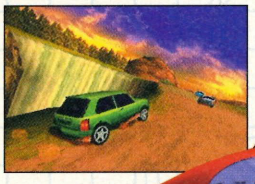


[Above] High performance wonder cars don't like being damaged too much. Kiss your rental deposit goodbye.

down the road, with the novelty of full beam, dipped or switched-off headlights.

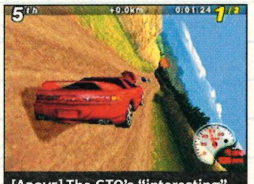
There are 30 tracks, spread across countries like the US, China, Brazil and they've even managed to squeeze three tracks into the tiny principality of Monaco. In the sometimes harsh settings, the cars won't just get dirty or wet. They gradually show the effects of impact damage over the race, with twisted body panels and cracked windows.

There's freedom to drive off the sides of the track, often off a cliff and into a river!





The less destructive driver will be happier with the fact that you can pause the game to fiddle around with options such as steering, suspension and gear ratio attributes. Get that classic boy racer look by dropping the ride height all the way down so that even light can't get between road and body kit, never mind a mechanic! The finished product of your experimentation can be saved to a memory card for all time, allowing you to try it out against a friend's in the split-screen mode. This time there is no link-up option, unlike Eutechnyx's previous *Total Drivin'* which also let you link two consoles in split-screen mode for four player gaming like this month's *R4*. You do however get full replays and some great freedom to drive off the sides of the track, often cleanly off a cliff and into a river! Okay, so it's not *Gran Turismo*, but *Max Power Racing* is packed with drool-worthy cars and features. Perhaps it qualifies for some of that Christmas card money?



[Above] The GTO's "interesting" handling comes with some racing problems. But it does look cool.



[Above] The ultimate dream of the higher-end road race enthusiast is the Nissan Skyline, and Max Power Racing lets you drive it, crash it and tune it. This is a might faster than the more affordable Micra!

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NO FEAR DOWNHILL

FOREGOING THE PREDICTABLE PHRASES THAT APPEAR SYNONYMOUS WITH EXTREME SPORTS, PLAY CHECKS OUT CODEMASTERS' LATEST RACING SIM, NO FEAR DOWNHILL MOUNTAIN BIKING. "WHOA, DUDE!"

Written By STUART TAYLOR

Codemasters has built up a formidable reputation amongst PlayStation gamers in the past year, largely due to its in-depth, highly-polished and immensely playable racing simulations like *Colin McRae Rally* and *TOCA Touring Car 1* and *2*. Not content to rest on its proverbial, Codemasters is set to bring a different racing genre, mountain biking, to vivid technicolour life during 1999.

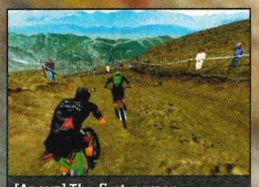
Bearing the rather long-winded title of *No Fear Downhill Mountain Biking* (we'll call it *No Fear* though), Codemasters new pedal-powered racer claims to be the first authentic interpretation of the popular extreme sport. The game is being developed in Sweden by UDS (as in "I've never heard of...") who apparently has a critically-acclaimed PC racing game called Ignition to its credit.

Blueprint

- Publisher: Codemasters
- Developer: UDS
- % Complete: 65%
- Exp. Release Date: Spring '98
- Origin: Sweden
- No. of Players: 1-2

SOFTOGRAPHY

IGNITION (PC)



[ABOVE] The first-person perspective puts you in the action.

OVER THE TOP

The *No Fear* heading may seem familiar, as it is the brand name for a range of clothes and sports equipment aimed at the die-hard followers of all



[ABOVE] Codemasters and *No Fear*'s developer, UDS, have spent a great deal of time ensuring that the mountain bikes handle much like the real thing – better get a pair of those padded shorts then!

Codemasters new pedal-powered racer claims to be the first authentic interpretation...

MOUNTAIN BIKING



[Above] It looks like this racer is steadily gaining on his opponent. The question now is whether he can overtake him before they hit the oncoming corner. The detailed graphics look very promising.

No Fear looks like it might be up there with the likes of TOCA 2 and Colin McRae Rally

things extreme sports-like — if the advertising bods are to be believed, followers of such life-threatening activities are prone to spout 'hip' phrases like "gnarly," "bodacious," and "dude," but we don't believe that at all, do we?

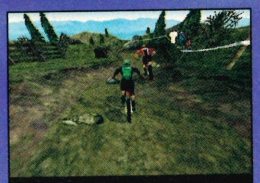
Codemasters has signed up the No Fear brand to give *Downhill Mountain Biking* an added kick on the marketing side of things. However, don't think that the endorsement tag is there to dress up a sub-standard game, as *No*



[Above] It's a nice touch that the snow has track marks on it.



[Above] Looks a bit cold out. Player two is a tad close here, and it looks like they are both going to end up with a faceful of snow. The variety of courses and weather conditions certainly adds to the fun.



[Above] *No Fear* will have some top tunes to add to the sensation.

Fear looks like it may well be up there with the likes of *TOCA 2* and *Colin McRae Rally*, no, we're not joking. As with any racer, the quality of the game is based on the variety and amount of tracks, and whether there is a genuine feeling of speed. It is perhaps too early to judge the latter, but Codemasters and UDS seem to be on the right track (sorry!) on the former: there will be ten international locations in

The mountain bikes themselves in No Fear can be tweaked to suit the various terrains...



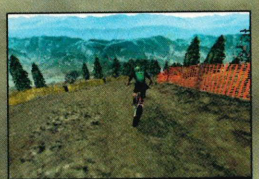


which to downhill race, including the toe-burning sensations of a Japanese volcano and the dry-as-a-camel's-codpiece Moroccon desert. If that's the kind of terrain that downhill mountain bikers have to contend with it's no wonder they call it Extreme Sports (although we feel that it is more appropriate to refer to such activities as either 'I'm Not Doing That, It's Too Bloody Scary Sports' or simply 'Brown Trouser Sports').

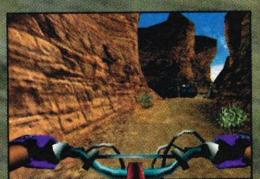
Similar to racing car simulators, the mountain bikes themselves can be tweeked and adapted to the varying terrains. If you win a race, you are rewarded with the option of upgrading your two-wheeler, ensuring that you can confidently chuck up dirt from your back wheel into your opponent's face. Talking of opponents, you will be facing 15 other mountain bikers, all of whom are determined as you to reach that finishing line. If you are feeling particularly No Fear-like, you can even attempt to run your opponents off the track or into the path of an oncoming tree – but TGN wouldn't recommend such bad sportsmanship. Oh, no. Not at all.



[Above] Codemasters hopes that *No Fear Downhill Mountain Biking* will give you that realistic numb-bum, stomach-churning, brown trouser sensation of the real thing.



[Above] The backdrops in *No Fear* are looking pretty stunning...



[Above] ...not that you'll have much time to notice them!

BROWN TROUSER SPORTS

As well as the standard one-player Championship mode, No Fear will also serve up a friendship-splitting two-player mode. The latter works on a split-screen, and there is no news as yet whether this option will adopt a four-player link-up like Ridge Racer Type 4. No Fear will also incorporate a basic single race option and time trail mode. And if you so wish, you can also compete using the first-person perspective mode. Although the idea of seeing what it would look like if you pelted rapidly down a steep cliff may appeal to some, we recommend you don't try out this option on a full stomach.

As well as spending time on the graphics and speed department, Codemasters and UDS have not neglected the sound aspect of *No Fear*. Among some of the aural delights promised to be on offer include a selection of pumping audio tracks and realistic gravel-crunching sounds.

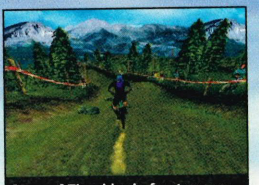
The game promises to be a high-speed adrenaline rush of the racing-down-a-very-steep-hill, half-blind-due-to-the-large-amounts-of-mud-being-chucked-in-your-face kind of experience. Codemasters intends to unleash *No Fear Downhill Mountain Biking* onto an unsuspecting public during Spring 1999. "Whoa! Gnarly, dude... etc"



[Above] *No Fear* will take you to some of exotic locations...



[Above] ...however, this dirt track isn't one of them!

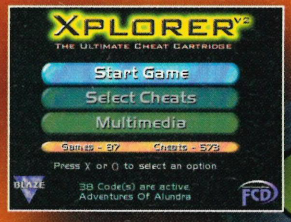


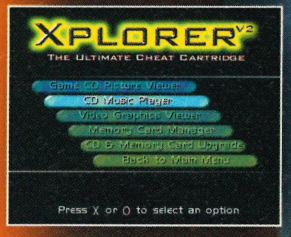
[Above] The rider in front pumps dirt back at player one – the git!

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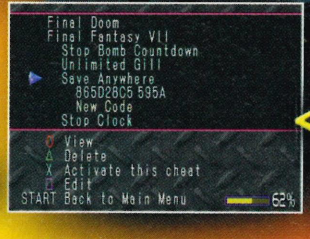
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PLAY magazine Issue 44 1998

PRINCE NASEEM BOXING

Written By STUART TAYLOR



IN YET ANOTHER COUP FOR THE WARWICKSHIRE-BASED PUBLISHER, CODEMASTERS HAS SECURED THE LICENSE TO PRODUCE A BOXING VIDEOGAME BASED UPON PRINCE'S EGO? MINE'S A LARGE ONE' NASEEM.



[Above] Codemasters has developed a process called Dynamic Node Skeletons which gives the boxers in *Prince Naseem Boxing* a more realistic feel in the motion and action departments than previous games.

Although it has to compete with the lofty standards of Electronic Arts' recent *Knockout Kings*, *Prince Naseem Boxing* is looking like it could last more than just a few rounds with the best that the boxing simulation world has to offer. Codemasters has a knockout 32-man team working on the title, ensuring that it will hit the shelves during Spring 1999. Rather than just one game, Codemasters is bundling effectively three different boxing modes in one package. From the basic Showcase Boxing (the world championship), to the quick-fix nature of Versus (essentially, an arcade mode), and finally, the World Game option (kind of like a Championship Manager for the boxing fanatic).

The latter mode really comes across as a different game altogether, as the player takes on the role of the manager of one of 90 individual boxers. The aim is to guide them through their career, paying particular attention to their training regime, rest periods and eating habits. Fight-wise, the boxing action is displayed in a *Pocket Monsters* kind of way... which certainly sounds intriguing. Also, there is a Practice gaming mode, which takes place in Naz's personal training gym. The man himself lends his voice to this section, offering advice on all things boxing-related.

Blueprint

- Publisher: **Codemasters**
- Developer: **Codemasters**
- % Complete: **70%**
- Exp. Release Date: **Spring '99**
- Origin: **UK**
- No. of Players: **1-2**

SOFTOGRAPHY

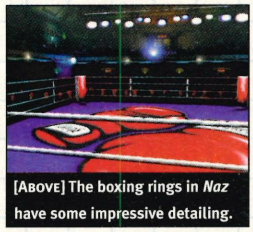
BRIAN LARA CRICKET
TOCA 2
MUSIC
COLIN McRAE RALLY
TOCA

PUNCH DRUNK

Codemasters hasn't just simply tagged Naz's name to the game, as it has also put the Prince's characteristic speed within the ring into the game. To become a true champion, you'll have to be quick on your feet, swift and hard with the punches, and perhaps most importantly, quick to react to your opponents every move. To ensure that the speed factor remains high, Codemasters is utilising what it calls an "advanced character animation system." It claims to have torn up what has already been established in the standard graphics development rulebook, and created an entirely new system.



[Above] The World Game option allows you to manage a boxer.



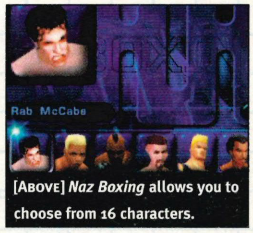
[Above] The boxing rings in *Naz* have some impressive detailing.

Codemasters has adopted the Prince's speed within the ring into Naseem Boxing...

This new system begins with an 800-polygon wireframe character model, which is then overlayed with textures, and manipulated via what Codemasters calls Dynamic Node Skeletons – these are based on kinematics (the study of the body's motion) and should create some of the fastest, most realistic character animations ever seen on the PlayStation.

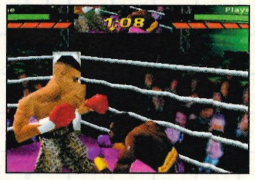
As well as Naz himself, players will be able to step in the ring as one of a total of 16 boxers (including the likes of Slick Daddy Ellis and Bruce 'The Shadow' Chan). The latter aren't all available from the outset as – in true *Tekken 3* fashion – characters are unlocked as the player progresses through the Showcase Boxing mode.

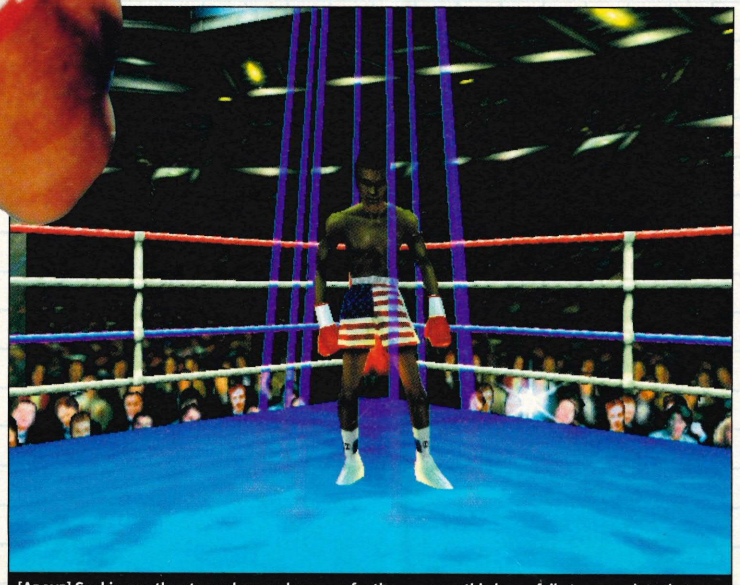
The boxing action takes place over 16 international locations, including such venues as Russia, Los Angeles, Las Vegas and Germany. With all we've seen so far, it looks like *Prince Naseem Boxing* is shaping up to be yet another top PlayStation beat-'em-up.



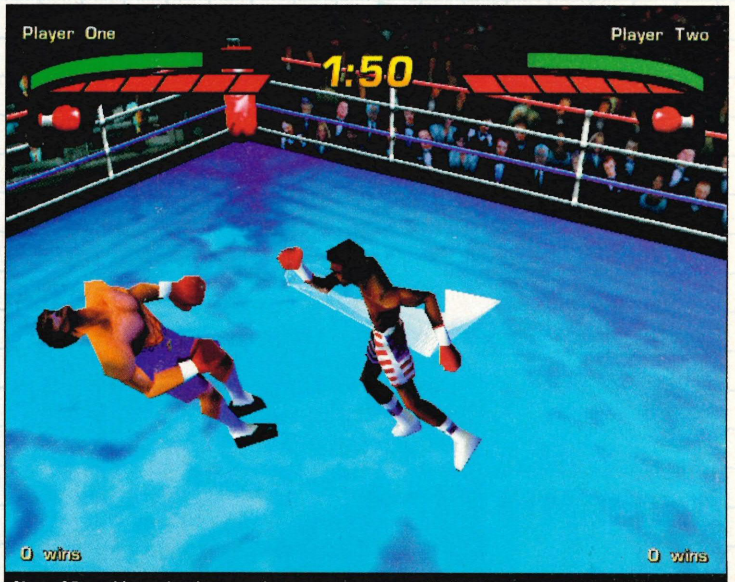
[Above] *Naz Boxing* allows you to choose from 16 characters.







[Above] Soaking up the atmosphere as he poses for the cameras, this boxer fails to appreciate that everyone's laughing at his tacky shorts. Surely these clothes belong in a WWF wrestling game?



[Above] From this overhead perspective we can see how a swift right-hook sends this particular boxer crashing to the mat like a sack of sh... sand. Notice the highly detailed audience and lush graphics.

WARZONE 2100

WHAT? A STRATEGY GAME THAT INVOLVES EXCITING REAL-TIME BATTLES, ROTATABLE 3-D SCENERY AND LOOKS THE DOG'S DANGLIES? WARZONE 2100 IS A MEGALOMANIAC'S DREAM COME TRUE.

Written By TOM SARGENT

Real time action and strategy games are rarer than Italian tanks with forward gears, on Playstation. But as on the PC, where obscure developers seem to hatch a new evolution every week, the benchmark for the genre remains Westwood's monumental *Command & Conquer* series. So when we got wind of Pumpkin Studios latest project via the newly installed PLAY Towers radar, a sceptical reconnaissance mission to its Bath HQ was arranged to investigate further.





TANKED-UP

The locale for *Warzone 2100* is North America sometime during the 21st Century and your ultimate goal is to conquer the entire region and reclaim lost technologies. Sounds familiar so far, but instead of opting to ride side-saddle with a tried and tested formula, Pumpkin is attempting to inject a bit of 'oomph' into what many console owners traditionally regard as a no-go area. The game's been in development for roughly two years, which has given Jim Bambra and Nick Cook (the directors of the project) time to develop their vision.

Warzone 2100 is described as 'the next dimension in action strategy', but what makes it different from, say, *Command & Conquer*? Jim enthuses: "We're the next dimension because its full 3-D. It's time to say goodbye to old bitmapped isometric strategy games. This is not a game of detached isometric viewpoints. You're right there in the world, driving over hills to fire down on the enemy troops in the valley below..." *Warzone* is set to revolutionise how we play strategy games by implementing fast arcade action together with strategic planning, but unlike *C&C*, combat is going to be swift and the graphics infinitely superior. Picture beautiful, textured scenery rotates in sumptuous 3-D, allowing the player to zoom in and out until they're dizzy. And that's just for starters. Sophisticated artificial intelligence systems that govern vehicle behaviour, insure that units won't sit around idly, getting their arses kicked while

Blueprint

- Publisher: Eidos
- Developer: Pumpkin Studios
- % Complete: 80%
- Exp. Release Date: Februar
- Origin: UK
- No. of Players: 1-2

SOFTOGRAPHY

G-POLICE
OVERBOARD
GUNSHIP
X-COM: ENEMY UNKNOWN



[Above] Build factories and mining derricks before fighting.



[Above] Repairs are taken care of automatically if there's a repair truck near the damaged vehicle in question.



[Above] All scenery is fully rotatable in smooth 3-D. Wow.



[Above] From the Head Up Display you can dish out commands easily.



[Above] There are three major campaigns and an additional range of 'quick fire' missions totalling 34 missions last time we contacted Pumpkin. This is the destroyed city campaign amidst a firefight.

you're controlling another unit inflicting 'collateral damage' on innocent civilians elsewhere. These suckers fight back and automatically react to incoming aggressors. Grrr. Machine gun bullets tear up the ground and pang off enemy tanks, flame-throwers torch buildings and cannon shells make dog food of anything that get in their way. It's a case of fiendish strategy meets all-out Armageddon.

Players will have to juggle quite a few balls simultaneously, because research and design figures prominently in any successful campaign in *Warzone 2100*. Explore abandoned regions,

Research and design figures prominently in any successful campaign in Warzone 2100





repair damaged equipment, gather resources and obliterate opposing units – with over 400 technologies to research (weapons, vehicles, improved armour, electronic jammers etc) and in excess of 2000 different units to design, your options are almost limitless. There'll be three whopping campaigns to trample through (Western Desert, Urban, Mountain) and 24 Fast Play mission maps for instant death-dealing gratification, all requiring rapier-like decision making and forward thinking strategies. Okay, so there's a hell of a lot going on, but isn't the interface going to tie our fingers in knots? "We threw away the PC controls, then looked at how to make the game fast and easy to play using a controller. One of the first things we did was allow player to drive their vehicles around the world and shoot enemies. We then made it easy to control more units, and also navigate very quickly around the world. The interface lets you carry out all of the research, design and manufacture at any time and from any place..."

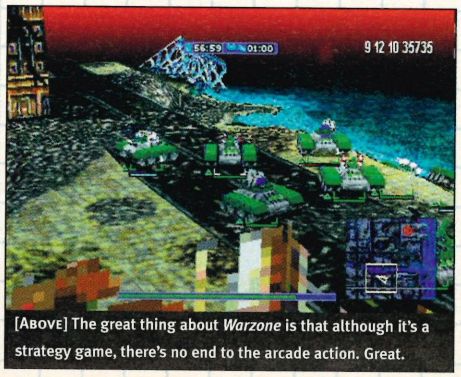
If you manage to overcome the CPU in the single player slaughter-fest and just happen to have a link cable hanging around, two human opponents can face each other for a showdown...



[Above] The first campaign begins amongst parched desert and rolling hills – an ideal way to try out the immediate control and gung-ho arcade action that ensues following development of new equipment.

WAR GAMES

As far as the combat is concerned, it's usually instantaneous and always brutal. Huge explosions billow in the air and gaping craters appear in the landscape. Weapons range from bullets and lasers to explosive projectiles that atomise entire areas and when they make contact, smoke and fire spews realistically from damaged vehicles. *Warzone 2100* looks like it's going to be a thinking man's war simulation to savour, but what are the team most proud of? "Bringing action strategy gaming to the PlayStation using full 3-D! The game looks great, and plays great!" Okay, okay we believe you! Quite literally as we went to press a vacuum-sealed two level demo arrived in the office. We'll bring you news of this and any further developments in next month's glossy issue. At ease men.



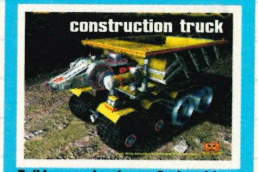
[Above] The great thing about *Warzone* is that although it's a strategy game, there's no end to the arcade action. Great.

BUILT TO LAST

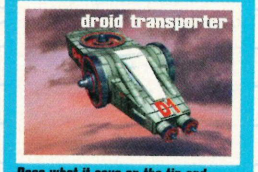
Structures and vehicles must be created swiftly or the enemy will gain the upper-hand before you even begin fighting. Here's a random sample of what you can expect to use.



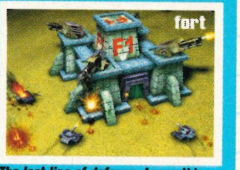
The pivotal centre of your base. Collects crucial info and displays it on radar.



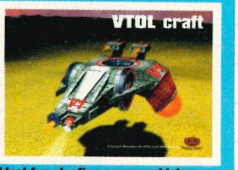
Builds new structures. Equipped to level land and build framework structures.



Does what it says on the tin and ferries them around too. Very handy.



The last line of defence. Loose this installation and its curtains for you.

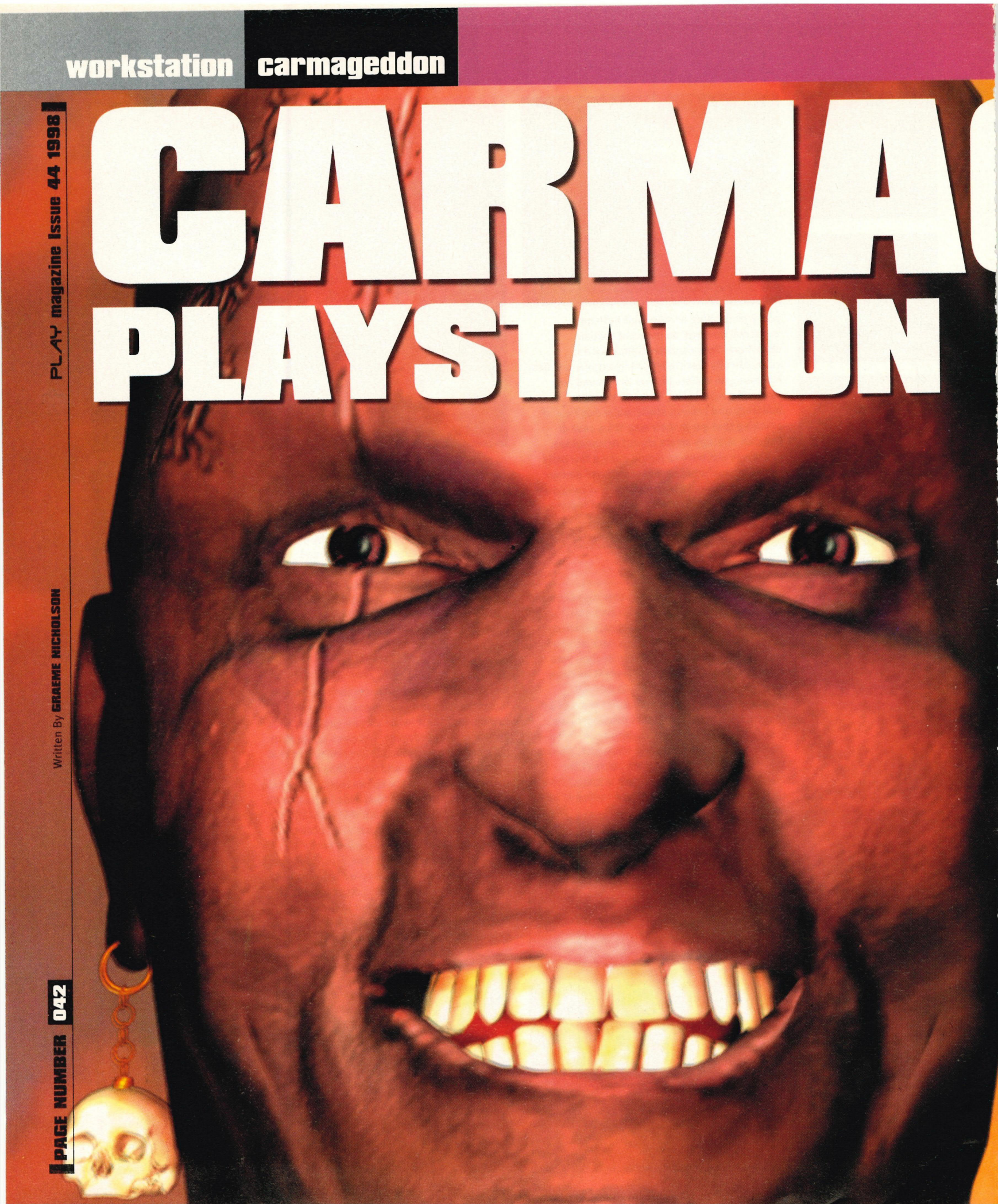


Ideal for strafing enemy vehicles and flying close escort for land-based units.

PLAY magazine Issue 44 1998

CARMA
PLAYSTATION

Written By GRAEME NICHOLSON



GEDDON

TWISTED METAL, VIGILANTE 8, ROGUE TRIP – YOU MAY THINK YOU'VE SEEN EVERYTHING THE CAR WARFARE GENRE HAS TO OFFER, BUT YOU DIDN'T BET ON THIS SICK PUPPY MEETING YOUR PLAYSTATION!

The routine

The routine distribution of a screenshot to English newspapers by SCi triggered a tidal wave of negative coverage and controversy that nobody saw coming. Previously sleazy tabloids came over all morally judgmental and called for this sick game, *Carmageddon*, to be banned from sale altogether! They didn't get their way of course and *Carmageddon* went on to be a great hit on the PC, with a beautifully developed sequel released in November 1998. Now it's time for us lot to get a taste of the super violent gameplay

Blueprint

- Publisher: SCi
- Developer: SCi
- % Complete: 60%
- Exp. Release Date: April '99
- Origin: UK
- No. of Players: 1-2

Carmageddon should play like that great section at the end of Die Hard Trilogy, only with more believable physics...

SOFTOGRAPHY

FRENZY
CYBERWAR

in *Carmageddon PlayStation*, a special version created exclusively for the machine.

Developer of both *Carmageddon* games on the PC, Stainless Software, is not producing the console versions. Instead, the series publisher SCi got its own internal development team working on the project, so we went to visit them at their peculiar dwelling way out in the middle of a forest too see how it was going.



[Above] To make it through the whole of *Carmageddon* in one piece, you'll need a whole set of driving skills unlike those you've used in previous games, which is where the wacky training course comes in.



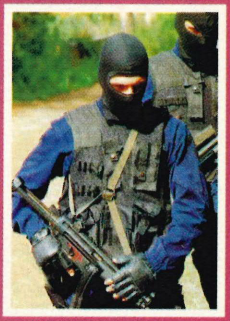
[Above] Once again, the SCi lot couldn't miss out on the chance to get their shapely heads in the game, with this Mount Rushmore parody. Studio Manager Jonathon Court is second from the right.

BLOOD LUST

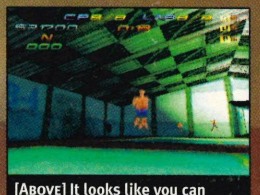
The isolated country atmosphere doesn't exactly seem conducive to the production of such a nasty gaming experience. Horses run free, squirrels dive through the fallen leaves and one wandering pig with a penchant for tobacco likes to creep up to the back door and munch on discarded cigarette butts. The big country home that has become the SCi internal development team's office space is so secluded that their only neighbours are the secretive counter-terrorism troops attending the SBS ("like the SAS but without such good press," according to SCi's Sam Forrest) training grounds.



SPECIAL, HOW?



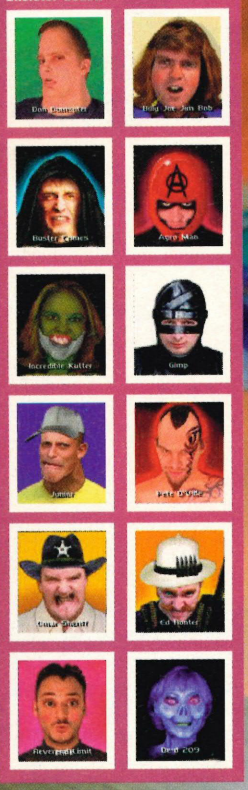
The SBS is a mean organisation, composed of around 90 of the country's finest Royal Marines. They train with the genuine SAS on counter-terrorist operations, and are our nearest equivalent to the US Navy SEALS. However, the staff at SCi claim to have witnessed the boys ordering pizza when they were supposed to be living off the land during training! They once asked to sleep in the shed too, and even coaxed one worker into brewing them some tea. God save us.



[Above] It looks like you can obliterate the Natural Law party!

NASTY WORK

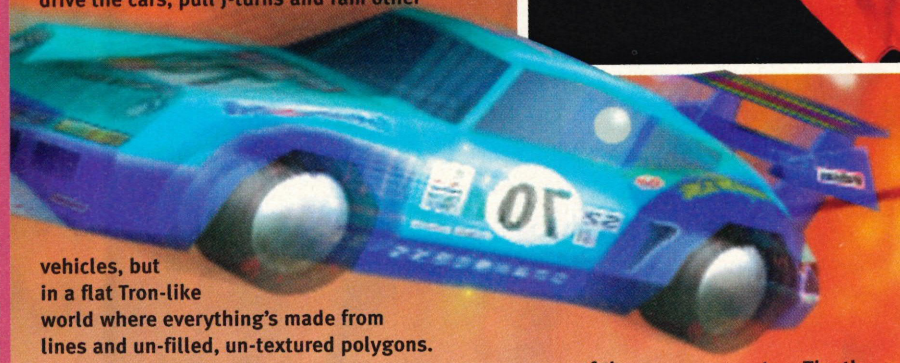
New characters required for Carmageddon PlayStation gave the guys at SCi the chance to immortalise themselves by providing the appropriate mugshots, which would be used in the game. Of course, the graphic artist had to have a little fun at their expense, and even made their boss into some kind of Skeletor beast.



Nevertheless, work is continuing apace behind the walls of the house. At the time of our visit, each major element of *Carmageddon PlayStation* was well advanced. Entire 3-D levels were being spun about and tweaked on one screen, the realistic physics model for the car movement was being tested on another in raw wireframe form, and the suitably industrial-looking front end menus and options screens were being finalised.

Currently though, these elements are entirely separate from each other. You can hover around the detail-crammed levels (all new for PlayStation) on one development station to have a look, but the only activity you'll see is the pedestrians (referred to as "peds" in the office) milling around. You can drive the cars, pull J-turns and ram other vehicles, but in a flat Tron-like world where everything's made from lines and un-filled, un-textured polygons.





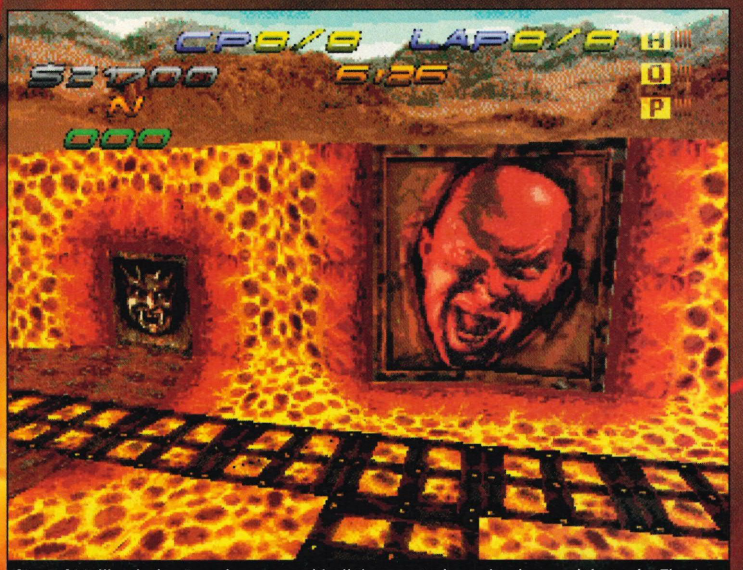
STALK & KILL

The man responsible for pulling all these parts together into one killer game is Studio Manager Jon Court, who reckons you'll get something new out of *Carmageddon PlayStation* even if you've played the PC or forthcoming Nintendo 64 versions. What's different about the PSX incarnation?

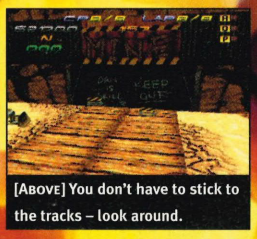
"All the levels are unique, and some of the cars are new too. The three machines excel in different areas, and obviously we shall be exploiting the PlayStation in its best areas – transparency effects, particles and so on. Our levels also contain loads of lighting effects.

"All the levels are unique and some of the cars are new too... obviously we shall be exploiting the PSX in its best areas..."





[Above] It's like playing *Doom* in your car with all these nasty demon heads around the tracks. The repair bill will be through the roof if you stray onto the red hot lava, too. What an awful place.



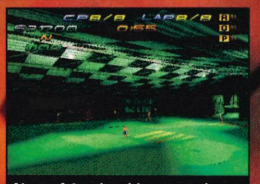
[Above] You don't have to stick to the tracks – look around.



[Above] An entirely new training track lets you learn various driving techniques in *Carmageddon PlayStation*. Loop the loop!

say, kill every pedestrian in the level within two minutes, for example. This helps give the game an overall objective, and just adds a bit of variety to the level flow."

The game should play like that great section at the end of *Die Hard Trilogy*, only with far more believable physics. As you race around the tracks, scrapping with the pack of hardened nutters that make up your opposition, careless folk on foot tend to get in the way and are horribly mashed into the cars. Being built partly of polygons instead of the flat sprites of the PC version, the "peds" are able to break up on impact in a more brutal fashion, with limbs coming off and the like. As the gore caused such outcry when *Carmageddon* was first released, it will probably be toned down for some countries. Jon tells us that nothing is final just yet.



[Above] One level has a putting green, with golfers you can kill!



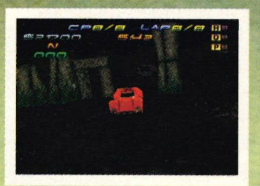
[Above] There will be around 30 vehicles in the finished game.

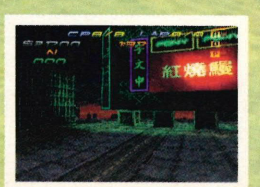
"We have included the occasional mission level in the game as well. So for *Carmageddon* fans, the game is still freeform, with the same choice of objectives. But every now and then you are forced to complete a level differently,

As the gore caused such outcry on PC, Carmageddon PSX will probably be toned down but, nothing has been decided yet...

"We are assessing the situation country by country. Basically, Sony have asked us to just keep to the laws of the release territories. So like the PC game there are likely to be various versions of *Carmageddon* on the PlayStation."

After causing a huge commotion in the home computer world, we are anxious to see what thrills *Carmageddon* has for the console community. We're hoping for something absolutely tasteless!





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THE STERE



*"We'd like a football game with guns... just get a 12-bore and shoot the f***ing ref!"*

GO ON THE

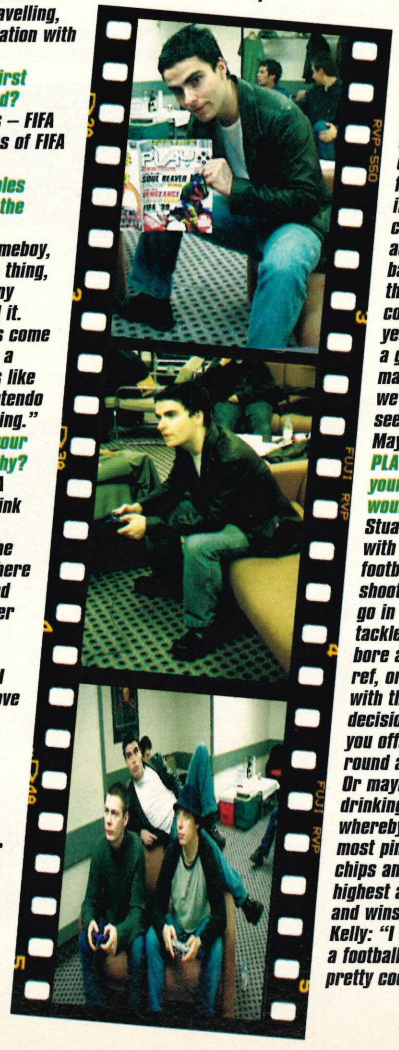
OPHONICS



PISTE

Meet Kelly Jones, Stuart Cable and Richard Jones(no relation), three ordinary lads from the small village of Cwamaman(where? look it up, it's in Wales), together they are the Stereophonics. Their first album 'Word Gets Around' strolled effortlessly to number 6 in the UK album chart and their new single 'Bartender and The Thief' dropped straight in at number 3. This month they release a video of their triumphant sell-out Cardiff Castle gig to serve as a prelude to their new single 'Just Looking' and eagerly anticipated album 'Performance and Cocktails' which will be released in March. We at Play believe they're on the verge of super stardom and after being treated to a sneak preview of the new album by the band they may just be the best thing to come out Wales since the all conquering Manic Street Preachers. We took up the chase armed with PlayStation, games, tape recorder and a box of Doughnuts! Why? Because we were hungry!

PLAY How long have you been playing games?
Stuart: "About three years... since we signed the record deal. The first thing we did was buy a PlayStation. We spend a lot of time travelling, so we take the PlayStation with us wherever we go."
PLAY What were the first games you ever played?
Stuart: "Football ones – FIFA '96. Three generations of FIFA and Tekken."
PLAY How many consoles have you owned over the years?
Stuart: "We had a Gameboy, Gamegear and a Sega thing, but there weren't many games so we chucked it. When a good one does come on to the market with a wide variety of games like the PlayStation or Nintendo 64 they're worth getting."
PLAY What has been your favourite game and why?
Stuart: "Probably FIFA '99, the new one. I think they've done it really well, it's fast, fluid, the graphics are great, there are loads of teams and it's an all round winner for me!
Richard: "For me it's got to be Final Doom. I spend hours on it, I love those games."
PLAY What about the Tomb Raider series?
Stuart: "Yeah they're pretty good, we haven't seen the new one yet, but whenever you go into a studio it seems to be the obligatory game."
PLAY Do you think games will ever be the new Rock and Roll?
Stuart: "I suppose it could be, but it's still got the market of kids that haven't grown up."



PLAY Okay then, do you think there is a place for video games in Rock and Roll?
Stuart: "Well the Super furry Animals did a song for a football game, where if you reached a certain level you could actually play as the band, so I suppose in that respect there could be a cross over yes. We wanted to have a game of FIFA on a massive screen before we went on stage, just to see what it looked like. Maybe one day..."
PLAY If you could design your own game, what would it consist of?
Stuart: "Football players with guns, because I like a football game and I like a shooting game. So if you go in with a really strong tackle you just get a 12-bore and shoot the f*ing ref, or if you don't agree with the lines-man's decision when he flagged you offside, you can turn round and blow his head off! Or maybe we could have a drinking and eating game, whereby whoever drinks the most pints and eats the most chips and gravy gets the highest amount of calories and wins!"**
Kelly: "I think Stuart's idea of a football game with guns is pretty cool but then there

would be a lot of guns in football and we'd be responsible. It would be good to have an honesty option of what you would really like to do when the ref disallows a goal. You could have a list come up with the options: Shoot him, kick him in the balls, stone him, execute him and the option for him to be hung drawn and quartered!"

PLAY If you had to contribute a song to a really crap game would you do it?

Stuart: "A crap game no. It would have to be a good game."

PLAY What song would you use for, say FIFA '99?

Stuart: "Roll up and Shine would be good, that's the first track off of the new album. The Bartender and the Thief would be cool as well."

PLAY "You said that you would be up for doing some snow boarding like in Cool Boarders 3. Have you ever got into any fights? And if so, who out of the band would be the best contender for Dead or Alive?

Stuart: "We got into a few scrapes at school, as you do. But we don't tend to get into any fights now, probably because there's always such a big gang of us when we go out. If we do, we have a good go, but it's funny because you get idiots trying to nick moves off the games, so we all have a good laugh."

PLAY How do you see video games evolving over the next five years, and to what extent do you think they will start cutting into the music scene?

Stuart: "There's more and more bands contributing songs to games, there's more bands playing games on the road. As for evolving I think it's going to get more realistic, it's going to be mad especially with sporting and fighting games. They get better every year."

PLAY If you could be any character in a video game who or what would it be?

Stuart: "I think it would be Law from Tekken 3. He's a bit of a cool mother f***er isn't he. I'd like to have a body like him that would be good. He sounds like Bruce Lee, got a good hairdo and nice flares. Yeah I want to be him!"

PLAY You have a Playstation in the tour bus, could you live without it? And who's the best?

Stuart: "I don't think we could live without it. No, in fact we definitely couldn't especially now with FIFA '99. In terms of the best player we all are..."

PLAY That's very diplomatic are you trying to avoid a band rift over your PlayStaion prowess?

Stuart: "Exactly, we're trying to avoid fights after the show!"

PLAY What do you think of the variety of games out at the moment?

Stuart: "It's great, for any favourite subject or sport there's got to be at least five games. Also with platform games like Spyro the Dragon and Crash Bandicoot they cater for every genre."

PLAY Moving on from games, how did the band start?

Kelly: "We all knew each other as kids, we lived in the same village and I guess out of boredom we just started practising as a band. I had a Guitar and Stuart had a drum kit. It just started from there really. Different years, different bands, we ended up getting a record deal and the rest is history..."

PLAY How did the name Stereophonics come about?

Kelly: "It was off of Stuart's mother's radiogram, we were looking for a name because at the time we were called 'Tragic Love Company' which was f***ing awful. But Stuart's mam had an old Radiogram that was called 'Falcon Stereophonic', so from there we got 'The Stereophonics'."

PLAY Musically where do your influences come from?

Kelly: "Anybody that ever wrote a good song, from AC/DC to Deep Purple, Madness to The Jam. Anything good."

PLAY How hard was it to be taken seriously when you did want to break into the mainstream?

Kelly: "It's a good place to live (Cwamaman), the people are really supportive, they have a laugh with you. Some people are into the band and some aren't. We never wanted to escape from where we came from, we still live there. There were just crap job prospects and we wanted better jobs, that's all."

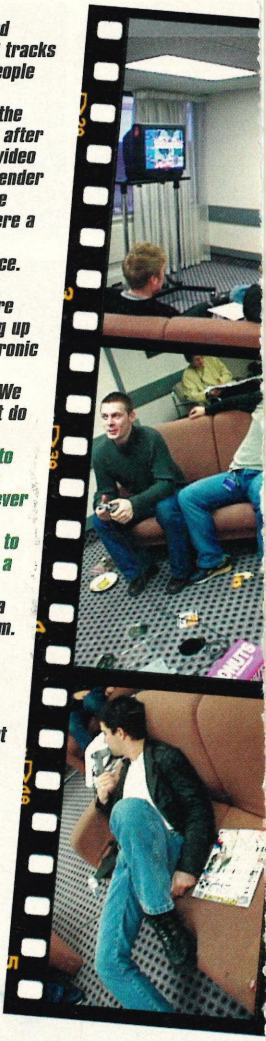
PLAY Your first album 'Word Gets Around' seems to be a fairly personal account of small isolated incidents. With the new album, and especially the new single and video are you branching out?

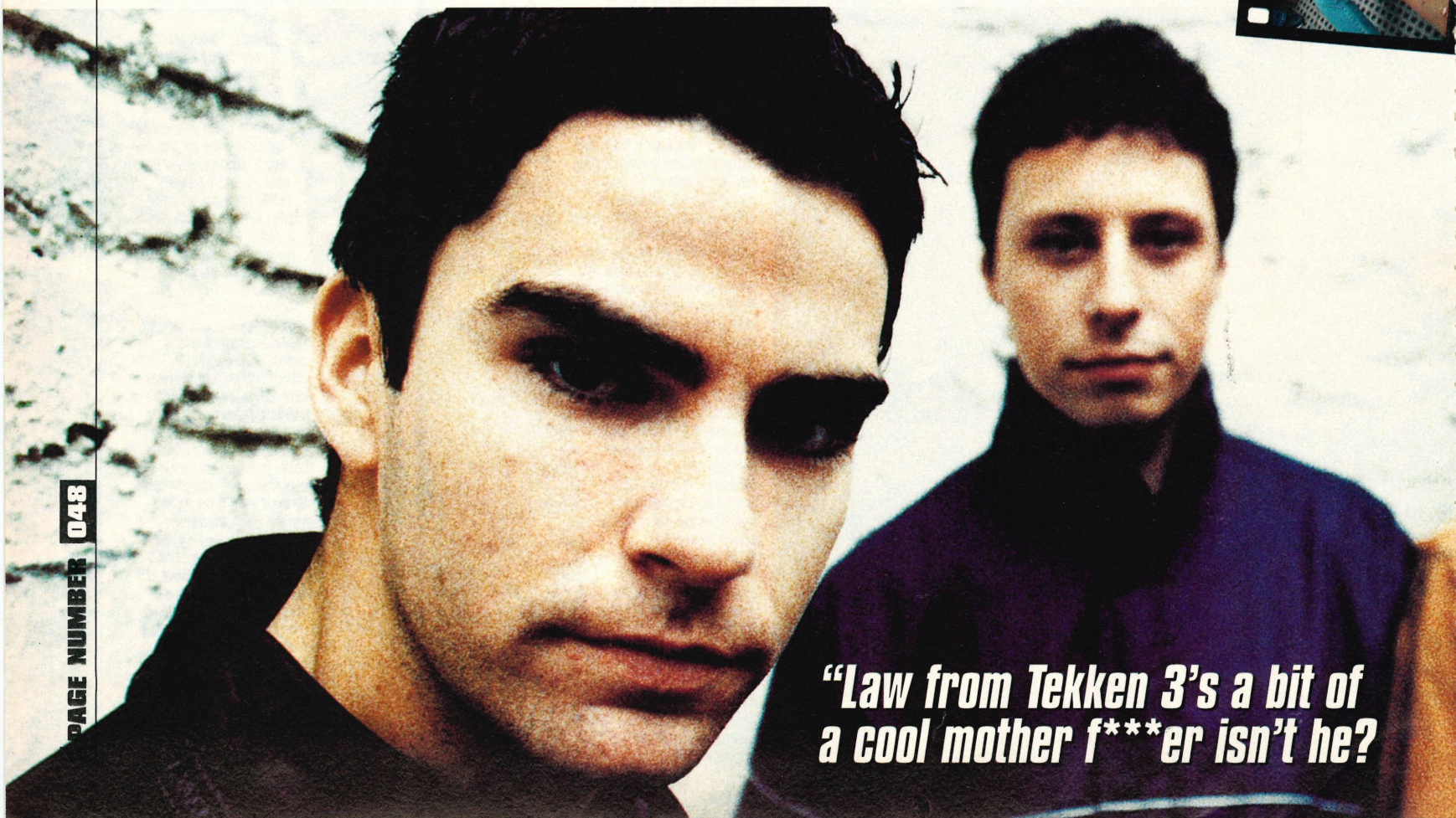
Kelly: "I think 'Word Gets Around' was the way it was because it was where we were and what we had seen and done up to that point. There were a lot of observations of different characters and things like that. When you are living in a small village that's what it tends to be like. The new record is a bit more introspective, three songs are heavy but there is a good variation through the 13 tracks on the album. I guess people will have mixed up interpretations of what the records going to be like after hearing and seeing the video for the new single 'Bartender and the Thief'. As for the video, the explosions were a tongue in cheek way of signing up to Green Peace. We had Green Peace meetings the week before and then started blowing up the entire forest, a bit ironic really, a bit cheeky! We had no part in that. We weren't there. We didn't do it... honest!"

PLAY Many bands seem to think of their albums as soundtracks, have you ever thought this about your album or would you like to write the soundtrack to a film?

Kelly: "I wouldn't mind a song being put into a film. I don't know if I would want to be briefed on a film and then write the entire soundtrack. It would be a challenge but I would prefer to put in a song that we had already written, which we are going to do. In terms of relating a movie to the first album, a lot of it was pretty kitchen sink sort of stuff, character based like

"There's more and more bands playing games on the road..."





"Law from Tekken 3's a bit of a cool mother f***er isn't he?



'Kes', strong story-based British films rather than American ones."

PLAY The first album went straight in at number six, do you think you have changed as people or do you think you are going to change?

Kelly: "No, really I think we have got enough people around to keep us on the floor. You can do the lifestyle thing if you want to. I suppose we do do it but we do it part time. We enjoy ourselves but then we go home. We like the reality of going back to our village, back to our old friends and family. We don't talk down to people, at the end of the day it's a pretty short term career unless you're very successful. You can get taken back down pretty quick."

PLAY Do you like the fame, parties, women and rock and roll lifestyle?

Kelly: "Show me where it is! I don't know, most of the showbiz parties are pretty s***! The Kerrang party was good, with people like Lemmy from Motorhead who was just having a laugh, but when you go to the Brits it's all very serious except when you win and then its brilliant. The Kerrang party was just like a pub, whereas the Brits was so big you couldn't find anyone and it was all designer food. The Kerrang party was bangers and mash, bottle of vodka, bottle of whisky and 24 cans on your table, brilliant!"

PLAY Who are your favourite artists?

Kelly: "Painters or singers? Because I was going to do my Andy Warhol bit! At the moment I like the new Beck album 'Mutations', the new Smashing Pumpkins' album is cool and 'Quench' the Beautiful South's new one is pretty good as well."

PLAY Do you see bands like Catatonia, The Super Furry Animals and the Manic Street Preachers as competition, or are you happy that so much is being made out of Welsh music?

Kelly: "No, Wales is going to take over the world and they are just our colleagues in doing it! It's nice and if there's any competition it's healthy. We don't bicker, if we see each other we'll go and have a drink. Cerys from Catatonia is really cool and we've toured with the Manics so there's no competition."

PLAY Do you see yourselves as a singles or albums band?

Kelly: "All the bands we ever liked were albums bands, purely because we were too young to buy the singles. The new record sounds more like an album because the singles aren't obvious, most of the songs would work as singles whereas on the last album the singles were very obvious."

PLAY Do you have any regrets so far?

Kelly: (breaking into song) "...Ah, regrets I've had a few! I regret spending £60 last night on vodka and jacket potatoes. No, you have got much to learn from your mistakes, you can't ponder on them forever."

PLAY Any idea where you'll be when the year 2000 clocks in?

Kelly: "Face down, bloated, in the toilet! Something good hopefully because the last three New Years Eve's have been crap, so there should be something interesting going on."

PLAY Who would your dream woman be?

Kelly: "How long have you got? Natalie Imbruglia is great, she's got the looks and the intelligence. The girls from the Corrs are beautiful they were all up stairs drinking Guinness when we were playing TFI Friday.

PLAY "If you were having a party, who would be at the head of the guest list and who would be barred?

Kelly: "Oliver Reed would be at the head, because there's not a bigger alcoholic than him and we'd bar Chris Evans because he'd like to come, but he's not!"

PLAY Why's that then?

Kelly: "Because on his show, TFI Friday, he took too long to introduce himself, and when he did he was more interested in shagging Andrea Corr... and she's like a little sister to us!"

PLAY Would you go back on his show?

Kelly: "Definitely it's the biggest show on telly, you can't not go on it can you? I think he's a top geezer and we love his show!"

• The Stereophonics' new album, 'Performance and Cocktails' will be released in March.



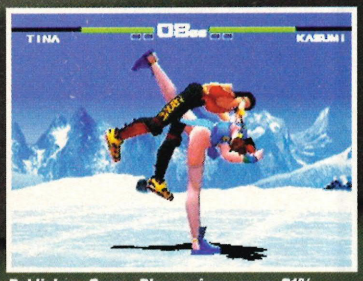


GETTING PISTE

KNUCKLE SANDWICHES & GROOVING THE NIGHT AWAY!

Those young Stereophonic scamps love a bit of action, which is why we gave them a variety of new games to play and evaluate. Here's their thoughts and opinions.

Dead or Alive



Publisher: Sony Play review score: 91%

First impressions:
Stuart: "Good, wasn't as fast as Tekken 3, but there were some good moves. The characters were funny especially when they spoke afterwards and you couldn't understand a word they said!"
Play: Are you big on beat-em-ups?
Stuart: "To be honest I'm not a big fighting fan."
Richard: "I enjoyed it!"
Stuart: "That's only because you beat me, I can't do with fighting games there's too many buttons... too many moves."

Opening Sequence:
Stuart: "Oh the girl with the bra... she was quite sexy actually!"
Graphics:
Richard: "Yeah we like 'em, a few of the characters even had some good flares!"

Sound:
Richard: "The effects were quite good, pretty straight forward for a fighting game. It's either 'ouch', 'ooh' or 'umph'."
Overall score: 65%

Cool Boarders 3



Publisher: Sony Play review score: 84%

First impressions:
Stuart: "It's a definite improvement on Cool Boarders 1 because there was only a few characters to choose from, but now there are loads plus you can choose from a variety of different board sponsors and even choose where you position your feet."
Play: Are you big on Snow Boarding?
*Stuart: "I'd like to have a go, I spoke to a few people who have and they think it's brilliant, but I'd probably break my f***ing neck! Seriously though there are a couple of clothing companies that are interested in sponsoring us, so I suppose we will have to get into it."*

Opening sequence:
Stuart: "Pretty cool. Gets you hyped-up for the action ahead, I suppose!"

Graphics:
Stuart: "We they were very good, very impressive. I think once you get to grips with this type of game you could probably enjoy it more."

Sound:
Stuart: "Thumpin', plenty of groovy rock 'n' roll!"
Overall score: 85%

Bust-A-Move



Publisher: Sony Play review score: 89%

First impressions:
*Stuart: "Funny, just hilarious. The characters looked like Elvis and f***ing Bono! Once you work out what the hell's going on it's actually quite good. It's probably better for the younger player though."*

Opening sequence:
Stuart: "Was there one? Oops, must have accidentally skipped that, bugger!"

Graphics:
Stuart: "Very cool, especially when you try and use special moves to shoot and blow up the other player."

Sound:
Stuart: "Sound-wise, the songs were funny it was a good laugh trying to keep with the beats."

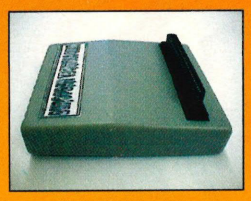
Overall score: 75%

Win the Stereophonic's favourite game, plus a signed PlayStation!

That's right, we've got a copy of the band's favourite game of the month, Cool Boarders 3 to give away, plus a PlayStation signed by all three members. All you have to do to be in with a chance of winning is answer the following question and send the answer along with your name and address to: Stereophonics Competition, Play Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS. All entries must arrive by February 20.

Question: What was the name of The Stereophonics' debut album?

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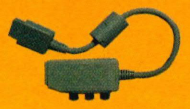
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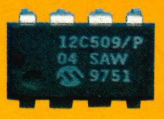
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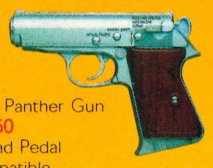
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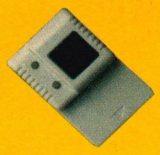
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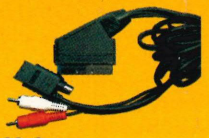
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AKUJI THE HEARTLESS

MURDERED BY YOUR OWN BROTHER, HEART TORN OUT, AND CONDEMNED TO THE UNDERWORLD FOR ALL ETERNITY. AKUJI'S HAVING A BAD DAY...

Written By TOM SARGENT

Third person arcade adventures are enjoying somewhat of a renaissance lately, albeit in the form of sequels – *Crash 3* and *Tomb Raider 3* being the latest examples of dishing out more of the same. For *Akuji the Heartless* (strictly not a sequel) Crystal Dynamics has taken what looks like an extension of the forthcoming vampire epic *Soul Reaver's* game engine, mixed in a bit of *Gex 3-D*, but given it an unbelievably gristly theme. Though no where near as ambitious as it's dark cousin size-wise, the plot itself would give Casper the willies, and the simplistic nature of the platform action is compelling and fiendishly involving

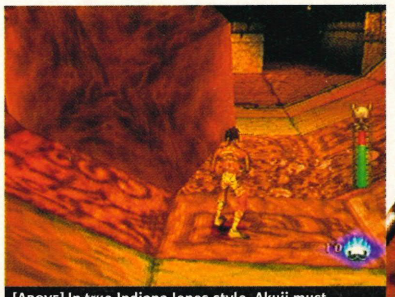
PLAY information

Publisher: Eidos
Customer support: 0181 636 3000
Price: £44.99
Release date: February

ONE PLAYER

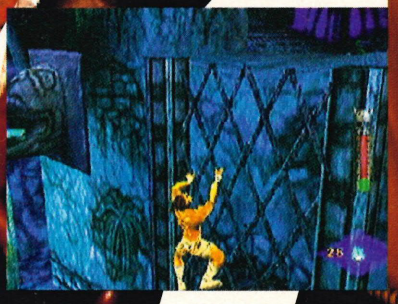
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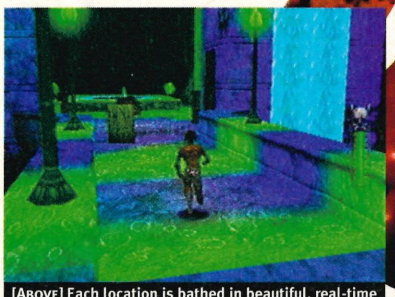
DUAL ANALOGUE



[ABOVE] In true Indiana Jones style, Akuji must nevigate through dealy spinning blade passages.

"This is an unbelievably grisly theme..."





[ABOVE] Each location is bathed in beautiful, real-time lighting. Crystal Dynamics has really gone to town.





[ABOVE] Initially the spells which can be found littered around the early levels are pretty weak, but those found in the realms of the second vestibule make the earth shudder.



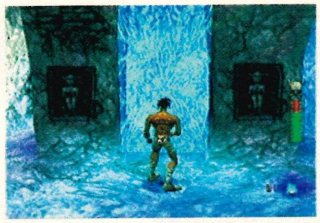
[ABOVE] The camera pans around Akuji and makes up its own mind which is the best view. This is where the problems begin, however, because you spend most of the time correcting it and changing direction.



[Above] Lone mummies wander around waiting to be burned!

in places.

The story isn't exactly the kind of bed-time material that old folk tell their uncorrupted, starry-eyed Grandchildren. Poor old Akuji, who has admittedly dabbled in a bit of blood sacrifice (to increase his spiritual power you understand) has been banished to the underworld by his evil brother, by ripping his heart out and preventing him from marrying his scantily-clad, well-stacked bride-to-be. What a bummer eh? The outcome of the whole nasty business is a 3-D platformer where you run about as a kind of undead mercenary, discover the whereabouts of your ancestors' spirits and use their power to break through the barriers that bar your way to the spirit gate and a well-earned eternal rest. The first thing that tugs at the old heart- strings are the texture-rich environments. Each unique level is incredibly atmospheric and bathed in stunning real-time light – so much so that, once an area was cleared of enemies, I found myself studying great chunks of the architecture instead of pressing on to pastures new. There's a wide gulf between this an the

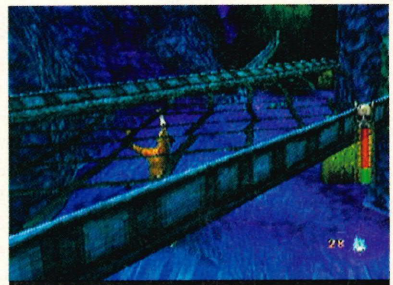




[Above] Ahhh, a pleasant day out wading knee-deep in gore and mashed giblets. The attention to detail – both graphically and audibly is excellent. [Inset] One of the many warp gates which get you closer to the Spirit gate

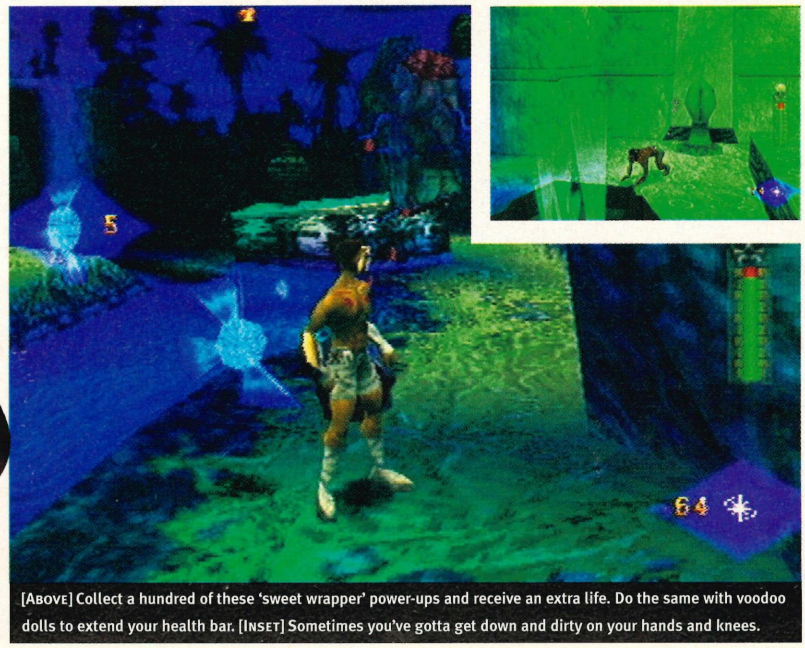


[Above] Giant Emu's prance around dishing out pain. They aren't many in number, but they look pretty cool



[Above] Meet the amazing Akuji – he runs, crawls, hangs off ledges and climbs around on monkey bars.

breathtaking vistas awaiting us in *Soul Reaver*, but they complement the gory subject matter of voodoo magic, weird beasts and horrific blood-letting with consummate ease. Although Akuji's physical ability is commendable – he runs, jumps, crawls, traverses monkey bars, rope swings and water with the grace of a gazelle, the roving camera has a nasty habit of becoming confused at regular intervals. You're forever tutting to yourself as you try to face him in the right direction. There is a first person view that's really useful for achieving this, but it's primary function is supposed to be firing your eleven or so projectile spells accurately and hitting out-of-reach switches, not

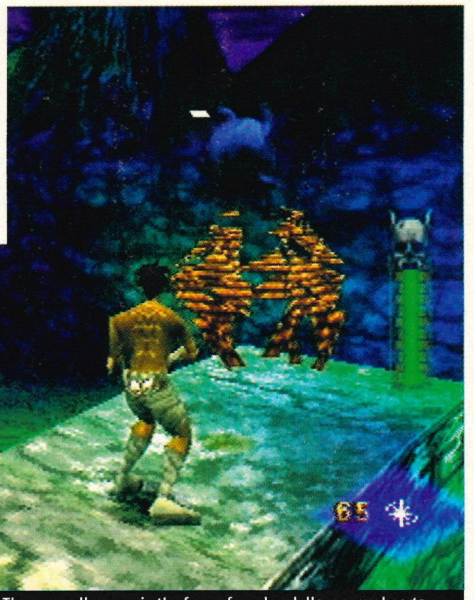


[Above] Collect a hundred of these 'sweet wrapper' power-ups and receive an extra life. Do the same with voodoo dolls to extend your health bar. [Inset] Sometimes you've gotta get down and dirty on your hands and knees.



[Above] Disgusting idols and references to the practice of voodoo magic abound in the game. It's all quite eerie and you never quite know what horrors lie around the next corner.

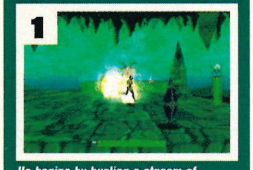




[Above] Break open caskets to reveal bonuses. These usually come in the form of voodoo dolls, energy hearts or ammo for your spells. [Inset] This ugly floating demmon fires out homing spells which need to be avoided.

BASH HIM!

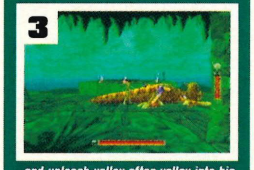
The big boss at the end of the first vestibule is a giant lizard. Piece if piss..



He begins by hurling a stream of fireballs at you. Just run left or right.



Before long he'll leap towards you, at about this time grab the nearby spells...

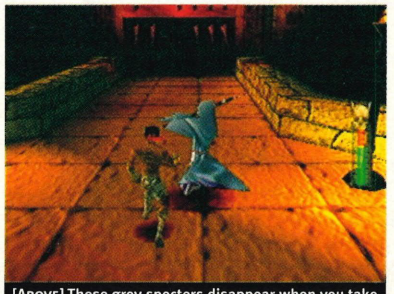


...and unleash volley after volley into his scale-ridden hide. It's really not hard.

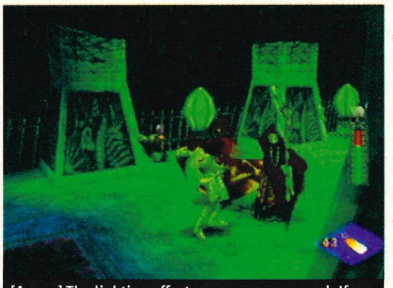
compensating for the intelligent camera's lack of awareness. A very obvious flaw.

SOUL MAN

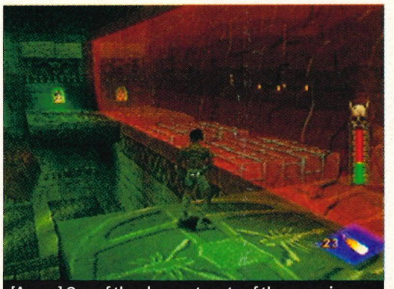
The other, slightly more niggly beef is the relative ease at which we managed to complete over half of the game in one afternoon. Once you move to the second Vestibule, where another four or five levels await, they begin to get harder – foes become tougher and unleash bigger spells. Perhaps it's the unfathomable realisation that there are hardly any of them to hamper your passage through each level. Okay, there are some excellent puzzles to work out such as using mirrors to discover the whereabouts of invisible platforms, but each location would have benefited hugely from more a heavily-populated creature threat. What *Akuji the Heartless* does better than most is deliver a healthy quota of puzzles, and for everyone solved there's a little cutscene. Due to the arcade nature of the gameplay they aren't that taxing – press switches to open up new areas, collect sacred 'Loa' keys and what have you, but it helps to compensate for the dearth of enemies and keeps the player interested. It's confusing to establish quite what Crystal wanted to achieve with *Akuji*, because on the one hand it feels like a polished game, but the majority of your quest seems to be spent exploring the morbid confines of the underworld. In the short term it'll have you under it's spell, but don't expect to be playing it for long.



[Above] These grey specters disappear when you take a chunk out of them and reappear just behind you.

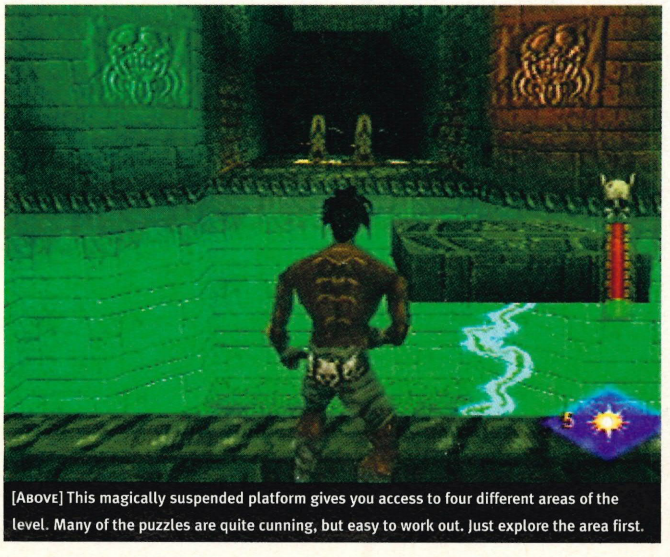


[Above] The lighting effects are very, very good. If only we could say the same about the roving camera.

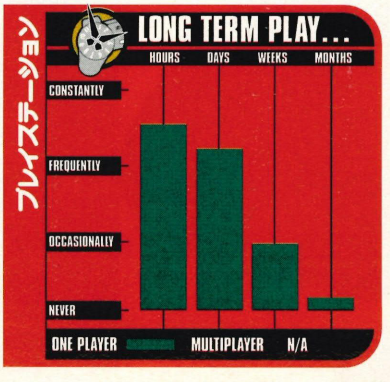


[Above] One of the cleverest parts of the game is using the mirrors to leap across invisible platforms.

"There are excellent puzzles to solve..."



[Above] This magically suspended platform gives you access to four different areas of the level. Many of the puzzles are quite cunning, but easy to work out. Just explore the area first.



PLAY

LOOKS	7
SOUNDS	8
GAMEPLAY	7
VALUE	7
HEARTS	6

78%

You're gonna' like this, but not a lot

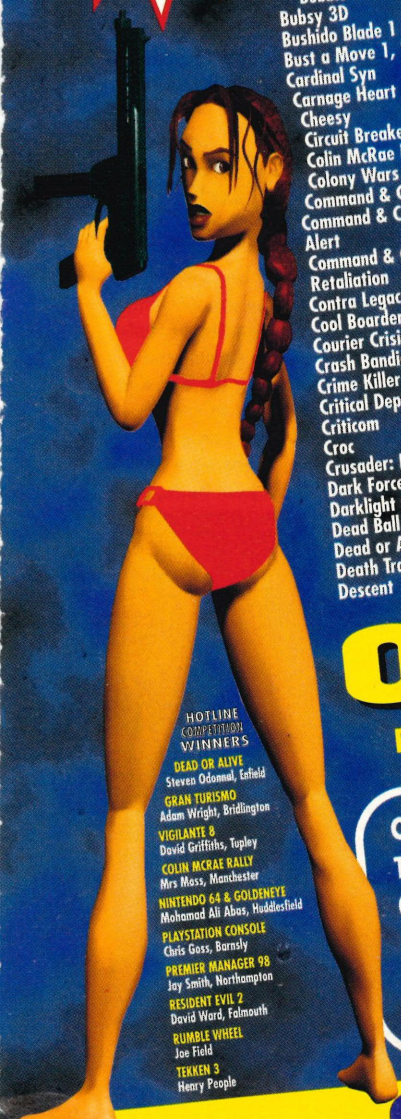
Alternatively:
Crash 3: Warped 91%
Tomb Raider III 93%

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Croc
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Darklight Conflict
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Death Trap Dungeon
Descent
Descent Maximum
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Die Hard 1, 2, & 3
Disruptor
Doom
Duke Nukem: Time to Kill
Duke Nukem: Total Meltdown
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Excalibur
Fade to Black
Felony 11-79
FIFA 96, 97, 98
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Jumping Flash 1
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King of Fighters 95, 96, 97
Klonoa
Krazy Ivan
Kula World
Lemmings 3D
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Monster Trucks
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Need for Speed 1, 2 & 3
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NFL Gameday 97, 98 & 99
NHL 97 & 98
NHL Breakaway 98
Nightmare Creatures
Nuclear Strike
One
Pandemonium 1 & 2
Panzer Bandits
Parappa the Rapper
Pitfall
Pitfall 3D
Porsche Challenge
Poy Poy
Premier Manager 98
Pro Pinball
Project Overkill
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Tenchu
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Tetris Plus
The Incredible Hulk
The Lost World
Theme Hospital
Theme Park
Three Lions
Tiger Shark
Time Commando
Time Crisis
Tobal No. 1 or 2
TOCA
Tokyo Highway Battle
Tomb Raider 1, 2 & 3
Tommi Makinen Rally
Toshinden 1, 2 & 3
Total Drivin
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Vigilante 8
VR Baseball 97
VR Powerboat Racing
V Rally
Vs
V Tennis
War Games
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War Craft 2: Dark Saga
War Hammer: Dark Omen
Warhawk
WCW Nitro
WCW Vs the World
Wing Over
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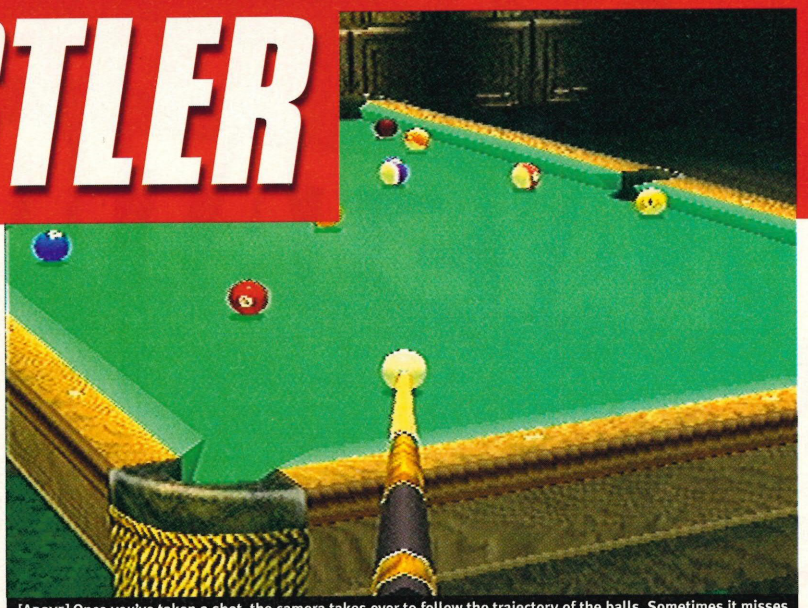
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INTERACTIVE TELCOM

POOL HUSTLER



[Above] Once you've taken a shot, the camera takes over to follow the trajectory of the balls. Sometimes it misses some of the action by not panning out quickly enough. It doesn't affect the gameplay, but annoys nontheless.

IT MUST BE SOMETHING IN THE WATER, BUT PLAYSTATION POOL IS MAKING A BIG COMEBACK. PUT YOUR HANDS TOGETHER FOR SUNSOFT'S NEW CONTENDER.

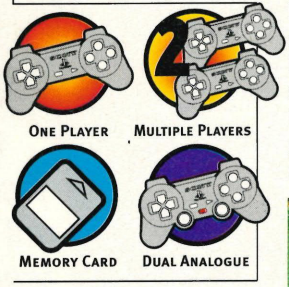
Written By TOM SARGENT

Imagine a Sunday afternoon in the midst of Winter. It's pouring down outside and the PlayStation's been unscrupulously nicked by your house mates. To top it all, there's nothing on telly except *The Antiques Roadshow* and *Songs Of Praise*. Aghhh!! If you're lucky, there's a bit of snooker on, but even then you have to endure some crusty old commentator, whose sole purpose is boring you to death with mind-numbing anecdotes from the Fifties.

Pool on the other hand, is much more hip and allows you to blow the froth of a couple of drinks at the local watering hole, while picking up a few tips from some cross-eyed old drunk who taught Paul Newman everything he knew... The problem with console versions of this noble pub pastime is that,

PLAY information

Publisher: SunSoft
Customer support:
0171 374 2766
Price: £39.99
Release date: February '99





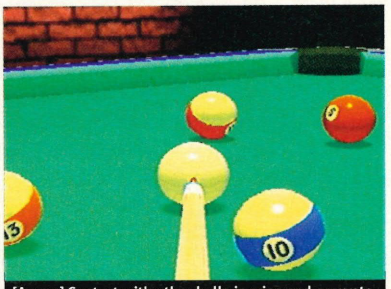
[Above] Apply just a bit of top-right to get on to the black ball.



[Above] During play you can bring up a mini options screen which gives you the chance to fine tune shots.

"Let's you enjoy pool with the minimum of fuss..."

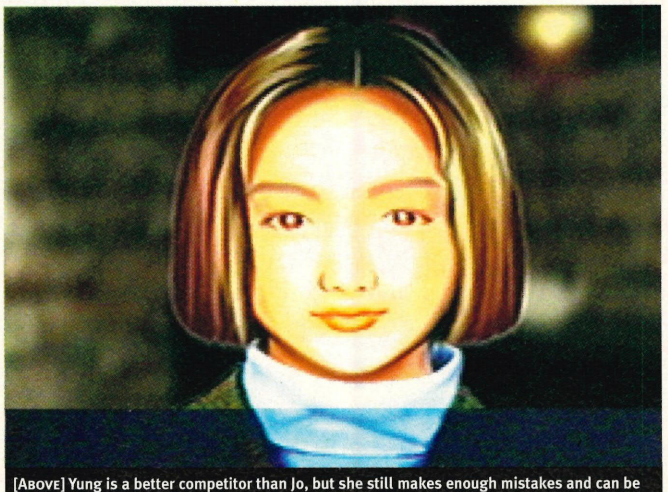
fundamentally, they often look nice (Gremlin's *Pool* looks fabulous and the ball physics are even better) but they suffer from fiddly interfaces. The time it takes to fine-tune, tweak and twiddle with intricate menus can drive you snooker loopy.



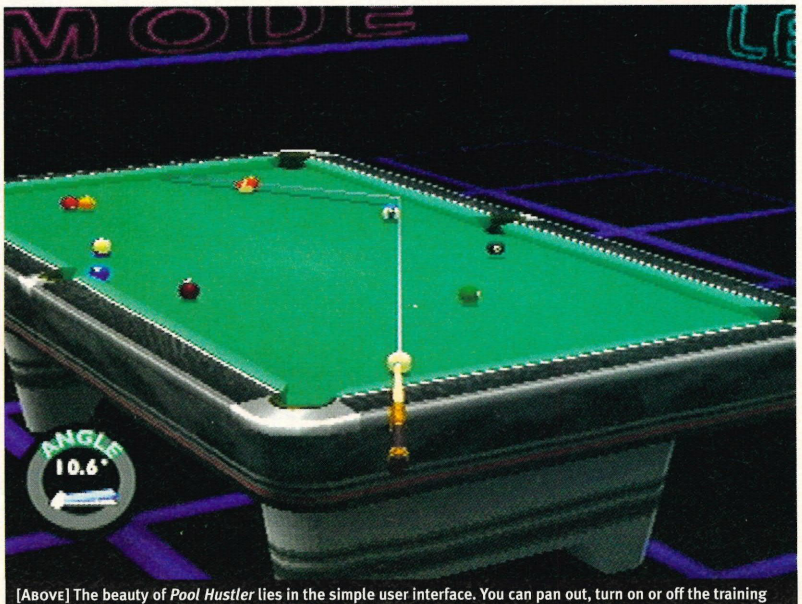
[Above] Contact with other balls is crisp and accurate and the sound effects have been sampled perfectly.

DO THE HUSTLE

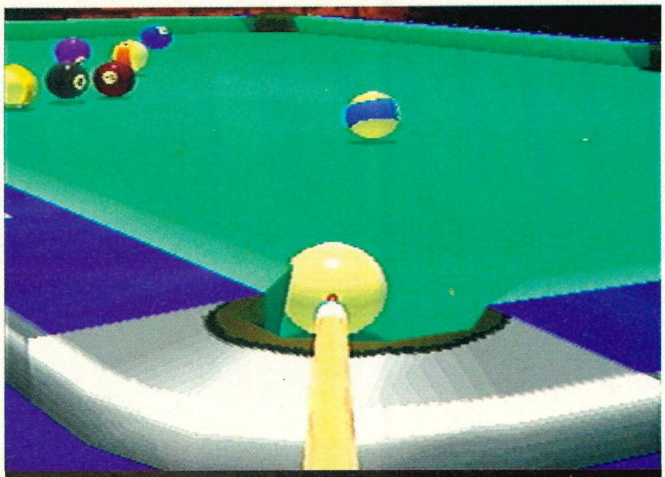
Hats off to SunSoft then, because *Pool Hustler* not only looks good, but it successfully dispenses with the tedium of spending 20 minutes setting up each shot. In addition, the 'minimum fuss' tutorial cordially explains how to execute every single technique that we've heard of and then it lets you try them out as many times as you deem fit. I was genuinely able to transfer a couple of techniques into my own game – the correct method for swerving the ball and jump shots. Once you've got to grips with ball and cue control, it's onto the Story mode, where 12 increasingly wily sharksters frequent local pool halls,



[Above] Yung is a better competitor than Jo, but she still makes enough mistakes and can be pretty easily beaten. There are 12 opponents in all, each one getting progressively harder.



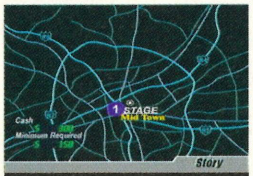
[Above] The beauty of *Pool Hustler* lies in the simple user interface. You can pan out, turn on or off the training lines and rotate the table until you're happy. Everything is just a click away, but sometimes the camera is slow.



[Above] When you're up against the cushion, you have to raise the butt of the cue or it'll just skim off the top of the white ball. The physics are amazing and move exactly as pool balls do.



[Above] The tutorial is especially useful for picking up some of the trickier aspects of the game. It's thorough and very easy to follow too. [Inset] There are a few styles of pool to play when you go up against a CPU opponent.



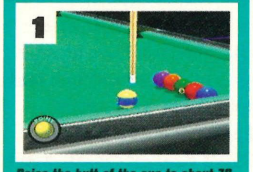
[Above] Story mode allows you to hustle for cash. Can't be bad.



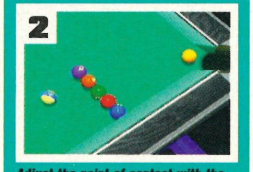
[Above] Select which pocket you intend to sink the black down. Often you'll be offered a side bet...

SWERVIN' MERVIN

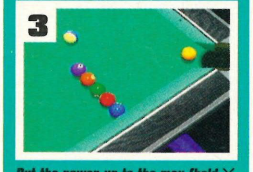
It sounds complicated and is particularly difficult to do in the real game, but swerving the ball looks the dog's bits and is easy to pull off.



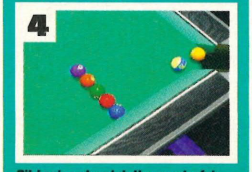
Raise the butt of the cue to about 70 degrees...



Adjust the point of contact with the ball to bottom right...



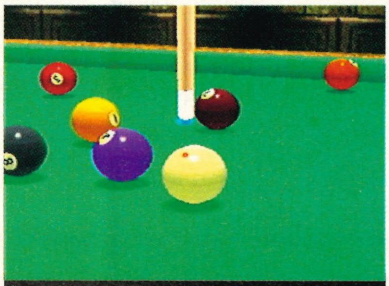
Put the power up to the max [hold × down for a while]



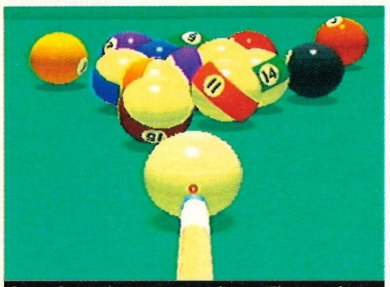
Sit back and watch the wonderful world of ball physics in motion.

displaying a few, most or all of the tricks and methods shown to you, depending on where you visit. The idea is to make as much money as possible which is pretty easy to begin with, as the initial opponents might as well be chimpanzees playing with branches instead of cues. They smack the balls around like there's no tomorrow and neglect to play any safety shots whatsoever. They soon become a lot tougher however, so don't accept too many side bets during games or you'll be leaving with your tail between your legs and a grumbling stomach.

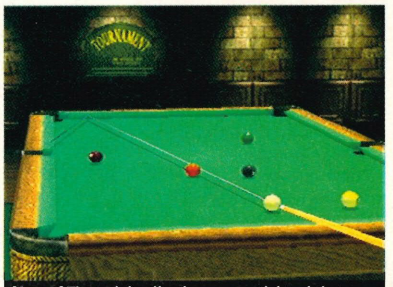
The emphasis of play is on the American way, consisting of variations of Nine Ball, Rotation, Eight Ball and 14-1. Unlike *Pool Shark*, there isn't much in the way of polygonal players or surrounding scenery and as good as the physics engine is, it still doesn't match Gremlin's game. Long pauses as the CPU decides which shot to take are annoying, but not to the point of distraction and as the balls roll to a halt the pixels 'jump' ever-so slightly – the result of not being as well rounded and smooth as *Pool Shark*.



[Above] One of my favourites – the swerve. And it's so easy to achieve, thanks to the ace tutorial section.



[Above] Zoom in or out to any degree. The attention to detail on the balls is not quite as good as *Pool Shark*.



[Above] The training line is an essential tool that you just cannot do without, even when you're an expert.

FOLLOW-THROUGH

Zooming in and out is a matter of tapping the shoulder buttons, but after you've taken a shot, the camera won't zoom back out again to follow the track of the cue-ball. Really annoying that. Other modes include the massive trick shot catalogue, practice table and the customary two-player human shoot-out. Succeed in Story mode and you can play at more locations against another human opponent, which is infinitely more exciting than playing against the CPU characters.

Pool Hustler is a great simulation. It takes the best elements of the 'sport' and allows players to enjoy the experience with the minimum of fuss and barring a few glitches, should while-away quite a few hours of your spare time.



PLAY

LOOKS	7
SOUNDS	8
GAMEPLAY	8
VALUE	7
CHALK	8

83%

Instantly gratifying and immensely playable

Alternatively:
Pool Shark 85%
Virtual Pool 68%

SMASH COURT 2

NAMCO SERVES UP ANOTHER DOLLOP OF TENNIS AT ITS SILLIEST, MOST ADDICTIVE AND QUIRKY BEST... WHAT CAN WE SAY, BUT SMASHING!

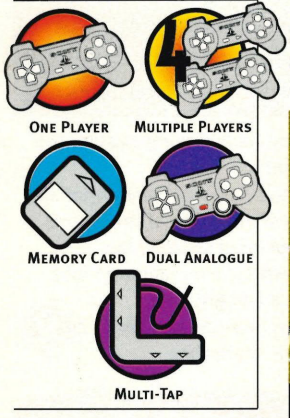
Written By **RYAN BUTT**

Brrr! My balls are freezing... quite literally! Okay so this time of year may not be ideal to release a tennis game, but you'll care not once you get three mates roped-in to play Namco's latest super-deformed racket-ball epic.

No tennis game has ever managed to emulate the brilliant addictive qualities of the Namco series that stretches way back to the SNES days, and this latest instalment doesn't really add anything, it just reminds you of how good these games were in the first place.

PLAY information

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

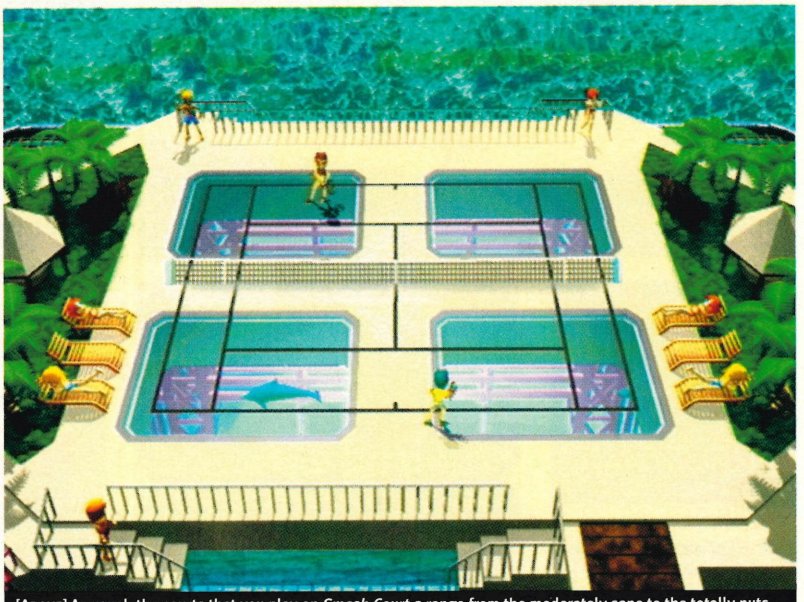


TOP SPIN

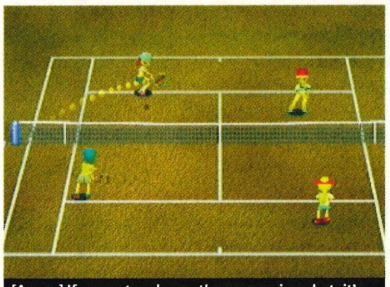
Like Hudson with the *Bomberman* games, Namco has tried in vain to incorporate an interesting diversion for single-players in the 'Tennis Roulette' mode. This is essentially a tennis RPG – weird as that sounds, whereby you trawl the city streets taking on all-comers and beating them in quick-fire matches for extra cash and HP points.

With much Japanese text to be read and understood to get the most out of this addition, it therefore dies a horrible death after a short while as progression relies on good and bad noises to teach you when you're doing right and wrong. No matter how hard we tried, we always seemed to be robbed of cash with no real understanding of how or why... so if you're thinking of buying this game for anything other than straight tennis, don't bother just yet.

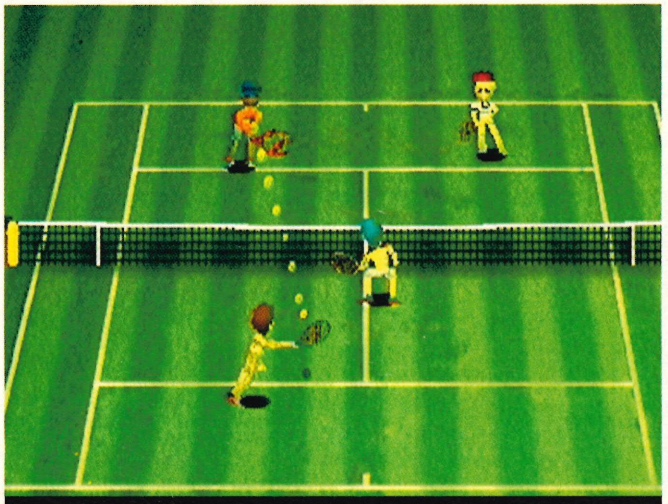
"Reminds you how good these games are..."



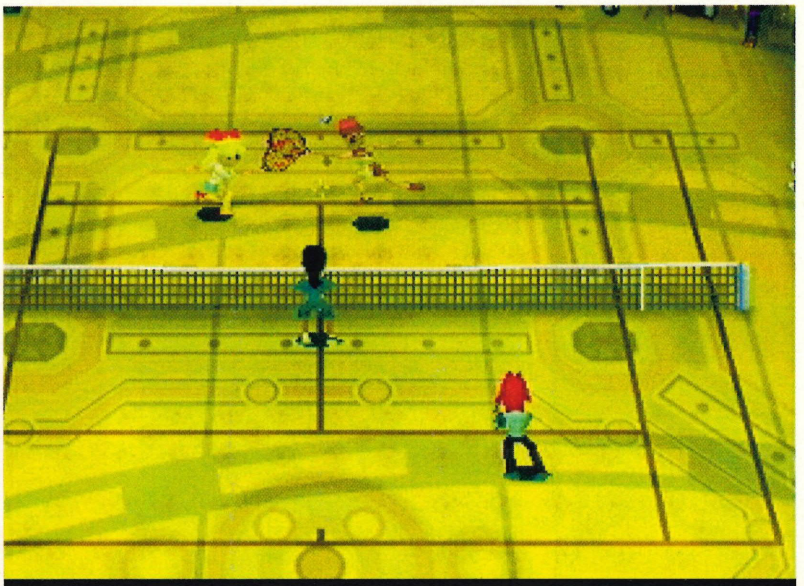
[Above] As usual, the courts that you play on *Smash Court 2* range from the moderately sane to the totally nuts. This particular one 'court' our attention – it's set on an ocean liner complete with dolphins and sunbathers!



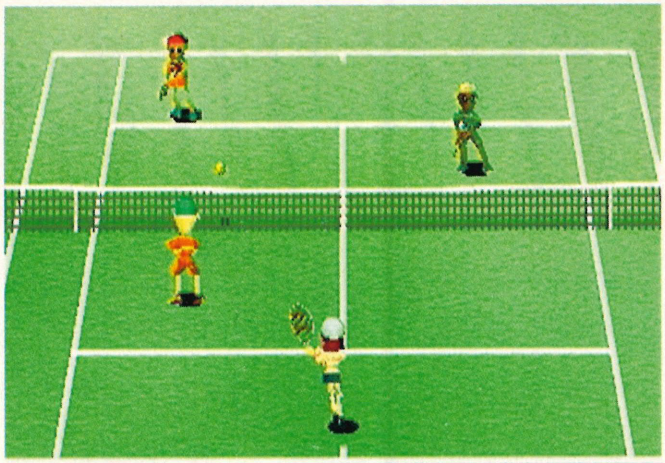
[Above] If you get underneath an opposing shot, it's possible to really slam the return home with a smash.



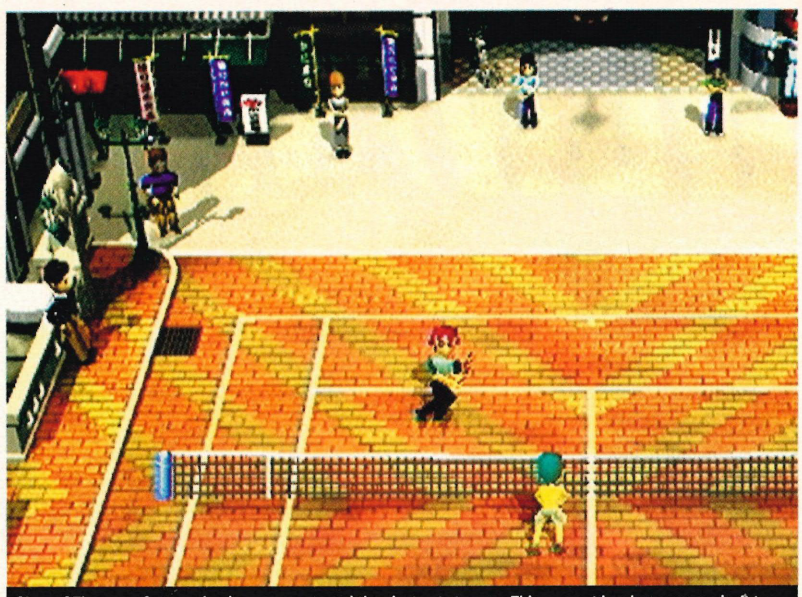
[Above] The game is best played in the four-player doubles mode, whereby you all choose a character and then thrash it out for overall supremacy. Just watch those tempers flare up!



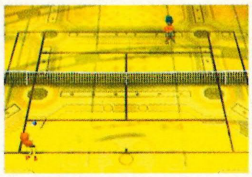
[Above] Oh dear. It's a nightmare when you get two glory-seekers in one team, as tangles occur and they go AWOL from their positions in favour of chasing the ball and swiping for it at the same time. Sort it out!



[Above] Despite the fact that the language hinders westerner's enjoyment of the game, it still plays a cracking game of tennis, and is undoubtedly the best of the series to be found.



[Above] The game features loads more courts and they just get stranger. This one, set in a busy square, isn't too bad, but when you get to the court that's holding up traffic in the middle of a busy street, it gets rather worrying!





[Above] By getting close to the net, you'll be able to pull off more spectacular shots, but watch your back!

ADVENTURE TRAIL...

One of the inclusions in this sequel is an RPG mode whereby you trawl city slums and ghettos looking for worthy opponents to hustle for cash. It plays like a board game whereby you have to serve at a roulette wheel to determine the number of moves you can have. Then depending on where you land, you'll either play opponents or be robbed of cash... although we couldn't quite work out why!







It is the simple approach to the sport of tennis coupled with lashing of quirkiness that made us gel to this game all those years ago, and it's all still very much here to be appreciated. The characters you can choose are colourful little anime-style people with large heads. Each has various strengths and weaknesses that must be taken into account when you're wondering why one such character serves like a torpedo, but can never keep the ball in.

NEW BALLS

When favourite characters are established and when the multitap is inserted is when this game really shines. The tennis it plays is much quicker than before so you'll have to get used to the upped tempo before you can really get into the swing of things. The shots are the same as before, which is a shame. You've basically got a standard shot, a power shot, a lob and a delayed super strike that needs to be activated well in advance of the ball reaching you to enable it to charge up. This shot is a bit pointless really because we seldom connected, which led to much 'tutting' and angry team-mate confrontations. When used in conjunction with the directional pad, you can put plenty of spin on the shots to completely baffle your opponents – so there's lots to master, and the rewards are satisfying.

Apart from more characters, this update boasts more wild and wacky courts to play on, including ocean liners and busy city streets. As before though the garishness of some backdrops can be a bit distracting at times, and we were sad that you cannot seem to interact as much with spectators or people going about their daily business.

Another problem we encountered was the size of the courts. They seem bigger, and as a result, you can't seem to see as much on-screen. This meant that if a player at the bottom of the screen plays a shot deep from around the baseline, then the player at the top wouldn't be able to see where they are... probably until it's too late. Who knows, maybe this game was designed purely for widescreen televisions!

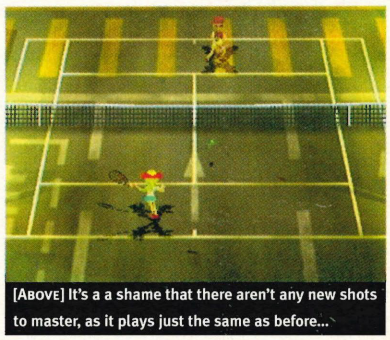


[Above] Getting the right serve is essential. Some characters have the power, but not the direction.



[Above] Has no-one any respect for the great sport of tennis?





[Above] It's a a shame that there aren't any new shots to master, as it plays just the same as before...

Smash Court Tennis 2 is a great game, but the fact that it's no great improvement over the original makes it hard for us to recommend it. One thing is certain though, if you can't resist, at least wait until an American version comes along before splashing out, at least then you'll be able to understand the new features.

PLAY

LOOKS	6
SOUNDS	5
GAMEPLAY	8
VALUE	6
COURTS	7

82%

Entertaining, but not too dissimilar to the last

Alternatively:
Smash Court Tennis 86%
All Star Tennis '99 70%

WCW/NWO THUNDER

PLAY magazine Issue 44 1998

Written By BEN LAWRENCE



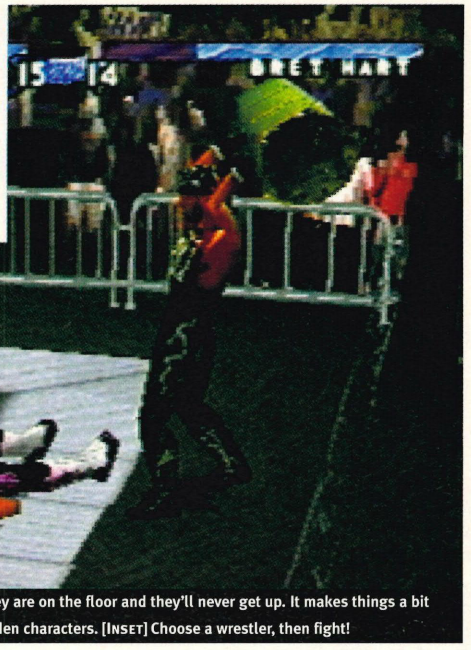
[Above] Oh what fun the tag-team game is! One minute they're rolling around on the floor, the next they're throwing each other across the ring by their hair! Will they ever learn?

READ ALL ABOUT IT! FAT BEARDED HILLBILLIES IN SWEATY, LYCRA-CLAD PANTOMIME SHOCKER! GOOD TASTE GOES OUT THE WINDOW...



[Above] No! don't do it! Picking up articles from outside the ring can be very handy when beating one of your rivals to death. Be warned though, they can do exactly the same thing!





[Above] Relentlessly pound everyone when they are on the floor and they'll never get up. It makes things a bit easier but it helps to unlock the dozens of hidden characters. [Inset] Choose a wrestler, then fight!

Sport/*n*/1: any activity or competition designed to test physical skills. 2: good-humoured fun. 3: (*coll*) a person who cheerfully accepts defeat or is the target of jokes. Wrestling is called a sport but take your pick as to which definition you choose to label it with. We'll go with number three.

WCW/NWO Thunder is the third wrestling game to come waving it's arms about and ripping its T-shirt from the stables of THQ. The first was *WCW Vs The World* then came *WCW Nitro*. Both were foaming at the mouth with greasy, heavy metal bikers, with greasy, heavy metal hair and their greasy, heavy metal tattooed biceps. They threw each other around for a while then probably went backstage to drink tea and put their greasy feet up. Unfortunately the crowd outside really bought into the whole pantomime and due to overwhelming demand, another wrestling game comes storming our way.

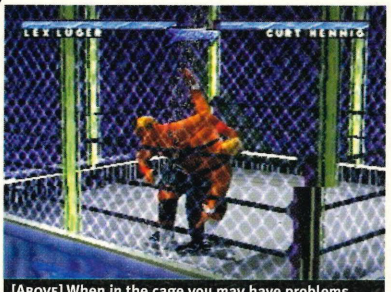
"Annoying little things soon snowball to bigger..."

PLAY information

Publisher: THQ
Customer support: 01483 767656
Price: £39.99
Release date: February '99

One Player | Multiple Players

Memory Card

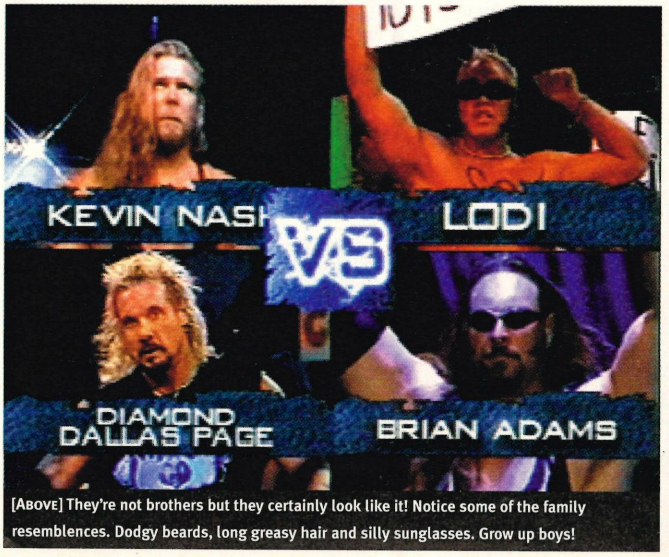


[Above] When in the cage you may have problems seeing the fighters. You can climb it though!

WRESTLERS EVERYWHERE!

Thunder features what can only be described as a trough full of wrestlers from across the famous WCW and NWO. The initial number of wrestlers that are available for you to pull limbs about with are around thirty and every one has a short FMV sequence to sell themselves to you. This involves pulling their own hair out and yelling. Once you've chosen who will do your bidding you can then assign them different strengths to particular areas of their bulked up frame and send them into the fray. Here they discover other wrestlers and also fight to unlock around another thirty hidden ones. The longevity of *Thunder*





[Above] They're not brothers but they certainly look like it! Notice some of the family resemblences. Dodgy beards, long greasy hair and silly sunglasses. Grow up boys!



[Above] Our very own entry into the WCW. The British Bulldog is such a star he kindly remains living in the States and only occasionally comes back to visit his dear old mum. Why doesn't she move over there herself?

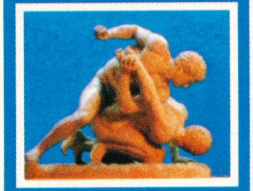


[Above] Pin an opponent in a corner then run at him, twist your legs around his neck and give it a healthy snap. We're amazed no-one really gets hurt, it's almost as if they make it all up!



[Above] Struggle with your opponent and use all your might to break his fingers. His energy will go down but yours will start to go back up. A great move if your energy is low. [Inset] Our money is on the guy on the left.

DID YOU KNOW?



Wrestling is apparently man's oldest sport. Cave drawings of men in leotards have been found dating from 15,000BC! The Sumerian's cast bronze statues of Hulk Hogan when he was a mere nipper over 5000 years ago and he still had a pair of sunglasses surgically attached to his head. Egyptian tombs contain hundreds of drawings of wrestlers twisting their bones around infront of a pay-per view audience and Hulk Hogan has also been spotted in Hieroglyphics giving a mummy a Chinese burn. The name 'Royal Rumble' was derived from 'Royal Rubble' referring to the ancient King's tombs. It's amazing what you learn isn't it!

is a plus point because unlocking everyone will take some time!

Once in the ring, things start to get slightly pear-shaped. The wrestlers themselves are animated to a high standard with textured digitised bodies but everything else is 'orrible! The crowd looks like a day-trip for the mentally unstable, the rings seem to be constructed out of drift wood and the weapons are just the silliest thing ever! Road signs, pool cues and even televisions just appear and hover in the air ready for you to pick them up. Use them and they disappear just as quickly in a flicker of light. This looks shoddy and just a couple of programme changes would have stopped it looking so cheesy.

WALKING DEAD!

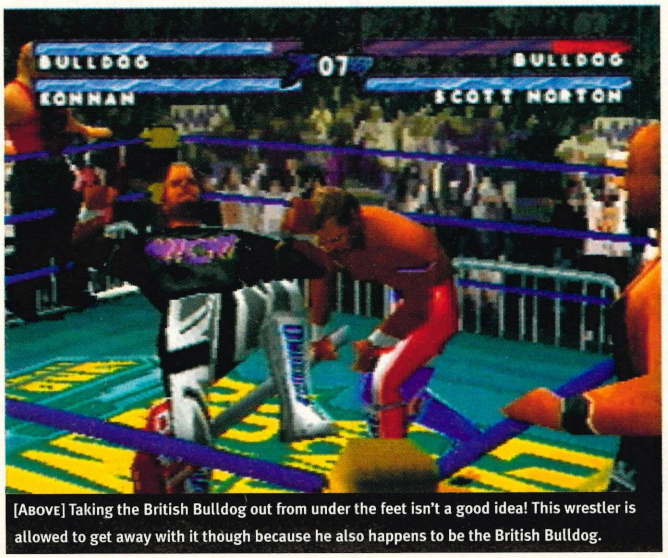
When it comes to actually fighting with your wrestlers the tournaments are all present and correct and they've even included a cage option whereby you can scale the sides and jump on someone's head. The royal rumble and tag team options are also here along with the usual collection of one player, two-player and Versus modes. Unfortunately the wrestlers are a let down when it comes to working their way around the rings though and if we said "re-animated corpse" maybe you'll have some idea of what we are talking about.

"Decent enough stuff but absolutely unoriginal..."

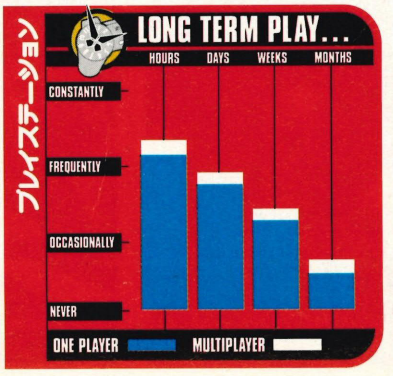
ONE, TWO, THREE!

They are extremely unresponsive and frequently need more than a little encouragement to move. If two wrestlers are facing each other and you want to fetch a weapon from outside the ring you have to back away from them to almost the other side of the ring before the computer acknowledges you and responds. It's almost as if they get locked together. When you manage to carry out some of your wrestling moves the response is positive and they do move correctly, it's just getting there that's the problem. Another thing that is mighty annoying is the fact that if you fall out of the ring and touch a weapon you will pick it up regardless of whether you need it. And another thing! When you take a bit of a beating and one of your team-mates comes to help, you then end up watching the computer fight itself because you can't inflict any damage on your rival when receiving assistance! All of these annoying little things soon snowball into a bigger cause of annoyance which casts a shadow over whether this game isn't just a rehashed release of the previous two efforts.

The other two appealed to wrestling fans and we are sure this will do just the same, it certainly does have many areas improved, especially the smoother animation of carrying out your moves but if you already have one of the previous two there should be no reason why you would want this. It's decent enough stuff but absolutely nothing original.



[Above] Taking the British Bulldog out from under the feet isn't a good idea! This wrestler is allowed to get away with it though because he also happens to be the British Bulldog.



PLAY

LOOKS	7
SOUNDS	4
GAMEPLAY	7
VALUE	6
MUSCLES	8

85%

The best so far, but still room for improvement

Alternatively:
WCW Nitro 80%
WCW Vs The World 79%

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RIVAL SCHOOLS

UNITED BY FATE



HAVING PROBLEMS WITH BULLIES? DESPERATE TO MAKE FRIENDS AT SCHOOL? DON'T WORRY, GRAB A COPY OF THIS GAME AND DON'T LEAVE THE HOUSE. PROBLEM SOLVED.

Written By **BEN LAWRENCE**

Capcom never really seems to do much wrong. Its games are of a solid quality, its consistently entertaining and what's more it can afford to be brave. By this we mean it can confidently strive into uncharted territories and come back with the goods. It has just come back from the cash-and-carry of uncharted territories and its borrowed an articulated lorry for all its findings. *Rival Schools* is that finding and basically it's a 3-D beat-'em-up crammed with fresh ideas and it rocks!

PLAY information

Publisher: Virgin
Supplied by: Department 1 on 0171 916 8440
Price: £39.99
Release date: Out now

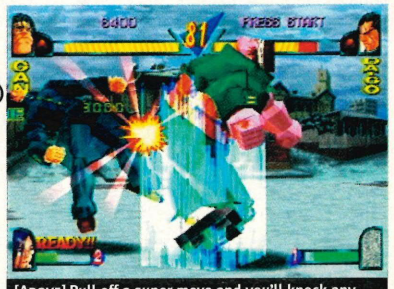
ONE PLAYER | MULTIPLE PLAYERS | MEMORY CARD | DUAL ANALOGUE



[Above] Pull off a Burning Vigor attack and everything gets dramatic. The screen goes black, the fighters slow down and a trail follows them!

"A 3-D beat-'em-up crammed with ideas..."

A number of schools have grudges against each other and the pupils are either wild-haired psychopaths or they are immensely talented martial artists who make Jackie Chan look like a bowl of blancmange. The rivalry that takes

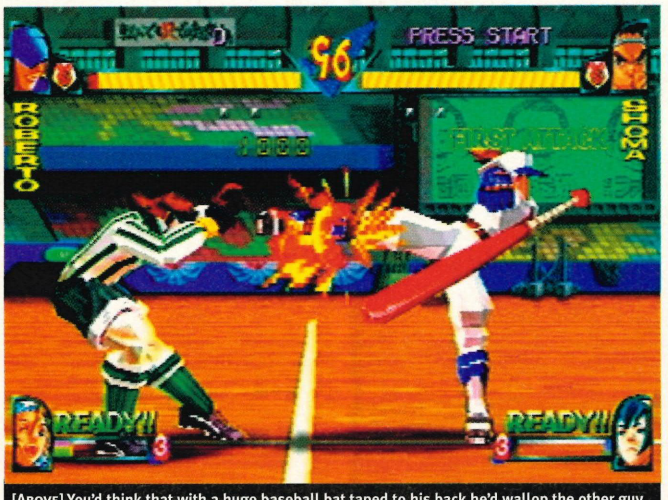


[Above] Pull off a super move and you'll knock any rival to the floor where they'll scrape their knees.

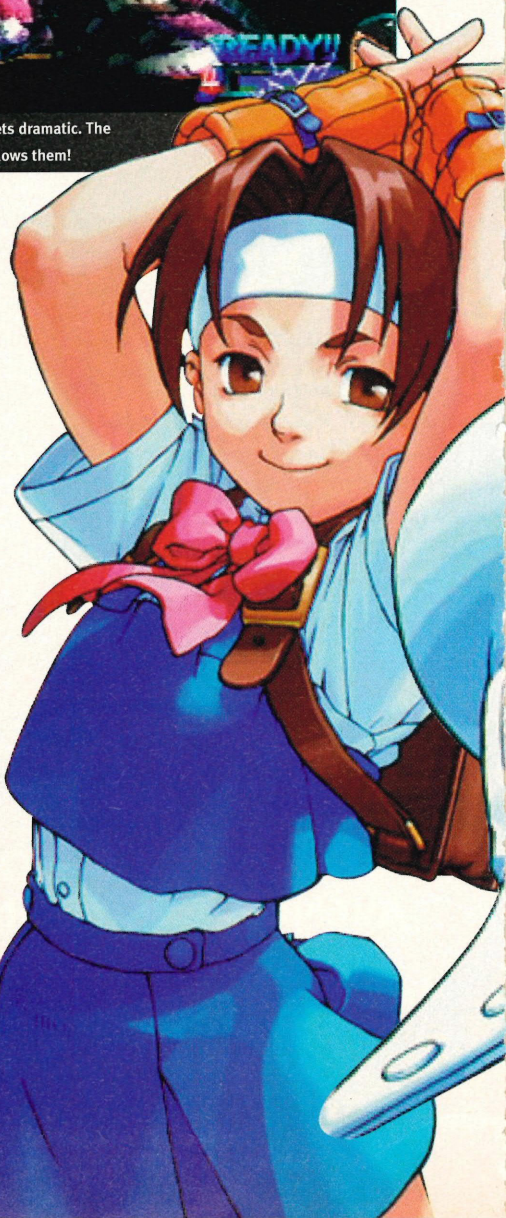




[Above] Choose a character then fight to the bloody death! School wasn't this much fun!



[Above] You'd think that with a huge baseball bat taped to his back he'd wallop the other guy across the head with it! Don't worry though because later on he does... with great power!





[Above] If you're not quick enough with your special move you will get a hard punch in your gut. That's the key with *Rival Schools*, you've got to be fast and deadly all the time!



[Above] A three-hit combo is standard in this game. Just wait until you manage a 30-hit combo, their energy bar will sink like you've never seen before! Make sure you make the first move though, or else you'll pay!

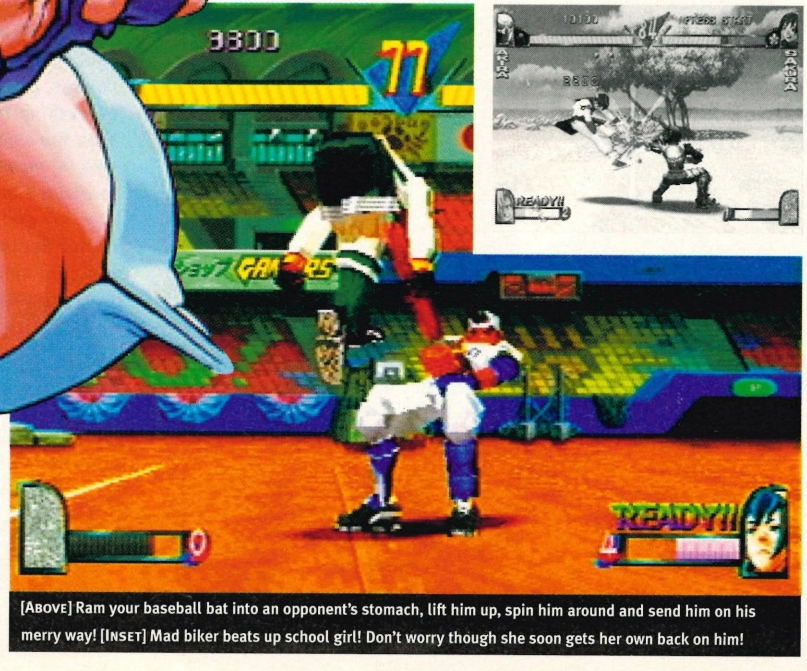
place doesn't just involve a few scuffles outside the school gates though, instead the teachers encourage the fighting and strap on a few knuckle dusters and join in the action. And so the stage is set, the fighters are ready, the teachers have put down their blackboard rubber and the sound of screaming Japanese karate schoolgirls fills the playgrounds.

BEHIND THE BIKE SHED

The first daring thing Capcom has done is to purposely not place the importance of looks over characters. The fighters aren't the prettiest of people and the detail is nothing compared to the likes of *Tekken 3* and *DOA*. There are some huge polygons tucked in there too! Some characters are almost entirely a collection of colourful boxes and simple shades. The backgrounds are also looking slightly dated and if we were to compare it to *Tekken 3*, again, *Rival Schools* would be put to shame. When the camera gets close in on the action the roughness becomes ever more apparent and it becomes clear that this little lady needs to heavily apply the slap! As we mentioned earlier though, Capcom has been careful not to place too much emphasis on looks. It's not what it looks like, it's how you use it and *Rival Schools* certainly proves that!

WE DON'T NEED NO EDUCATION

It's hard to know where to start when discussing the



[Above] Ram your baseball bat into an opponent's stomach, lift him up, spin him around and send him on his merry way! [Inset] Mad biker beats up school girl! Don't worry though she soon gets her own back on him!



[Above] A flying head-butt always stops them in their tracks!



[Above] Now that's more like it! The baseball kid Shoma finally puts it to good use across Roberto!



[Above] Often exposing more than you need will put anyone down.



SCHOOL DINNERS

We all remember school dinners with great fondness, but do you remember tapioca pudding? No! Well here's a handy recipe for it.
You will need: 60g of Tapioca, 2 eggs, 10g sugar, a pinch of salt, 1/2 pint of milk, 1/2 tsp of vanilla essence.



Step 1: Throw everything in the bin apart from the sugar
Step 2: Stick two fingers down your throat for approx 30 seconds
Step 3: Aim into a bowl
Step 4: Sprinkle sugar liberally on top of vomitous
Step 5: Let to cool for 15 minutes then serve with soggy cabbage

**Serves 2.3 people*



gameplay, there is so much here! You begin by choosing two fighters from the initial menu of 20, then you take on pairs of fighters in succession. Although you can only fight with one of your warriors at a time, you can change them around half way through to carry on the battle but it's the special moves that will grab you by the sacks!

When you build up your power bar and carry out a special move your team mate who is standing watching the bloodshed will join in. They will then help you perform a joint special move of such ridiculously epic proportions you can't wait until you power up again to do another. If your team mate is a baseball player, throw your opponent over and he'll whack them across the arena. Or if your team mate is a chiropractor, she'll come over, snap your back into place and restore your energy!

"Dance like butterflies, but sting like bees!"



[Above] Never give a school girl a detention because she won't take it kindly. In fact she'll knock out your teeth and leave you for dead. [Inset] Have the chiropractor on your side and she'll restore your energy for you.

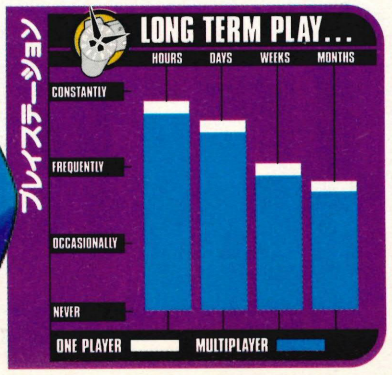
BRING BACK THE CANE

The standard of the normal moves are also superb and despite their appearance, the fighters dance like butterflies but sting like bees (hey, that's a catchy saying!) There is also a move known as the 'Burning Vigour Attack' which is basically a single fighter special move that is as eye-popping as the team combos.

Every move you will experience in *Rival Schools* is stunning and will leave your head spinning. The colours, the sounds, the sheer size and extremity, everything that is presented is breathtaking. For purists though, the special moves will be far too accessible to prove a lasting challenge because they are simply a few button combos rather than multi-finger knuckle jugglers. In defence though, there are so many different moves you'll soon end up forgetting just how easy how easy some of them are to obtain.

HOME WORK

Not only does every frame promise a mouth-watering slap in the face but the game oozes sub-games, league fights, secret menus, training modes and such a faithful conversion of the arcade game that it comes on a separate CD! Some of the impact may have been lost during the conversion of the epic Japanese version that we awarded a staggering 96% to, but this is still textbook fighting! Each one of these games adds to the already impressive playablility of *Rivals Schools*. Ignoring the ugly fighters this game delivers in just about all the right places and leaves your eyes stinging.



PLAY

LOOKS	7
SOUNDS	8
GAMEPLAY	9
VALUE	7
PUNCHES	8

89%

Action to make your eyes bleed!

Alternatively:
Tekken 3 97%
Dead Or Alive 91%

Total Control!

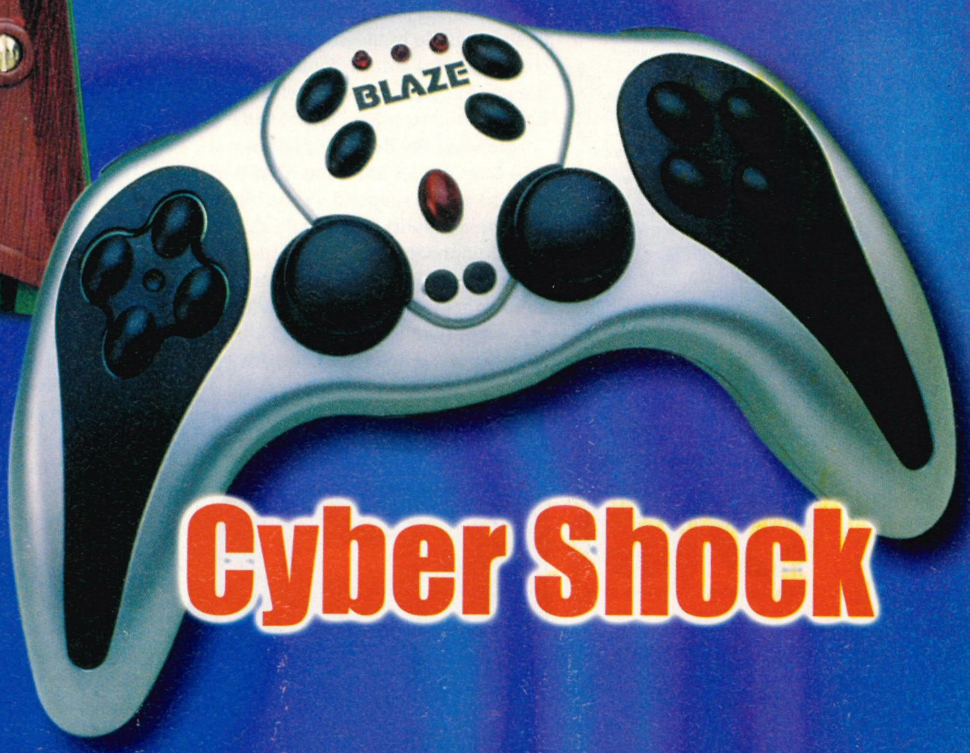


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*Charttrak - September 1998

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TIGER WOODS '99

PLAY magazine Issue 44 1998

Written By TOM SARGENT

TIGER WOODS GETS SNAPPED UP BY THE HUNGRY MARKETING MACHINE AT EA SHOCKER. AND IT'S OUT IN THE SHOPS ALREADY...

Tiger, tiger, burning bright, why is your game so utterly, erm, disappointing? The old pros at PLAY Towers have been known to brandish the odd digital club or two for a quick round, but even the most ardent armchair golf fan will be hard pushed to enjoy *Tiger Woods '99*.

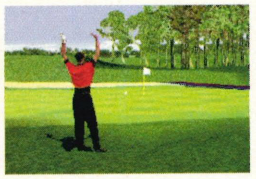
Following the decidedly below par *PGA Tour '98*, EA has done what it often does so well – snapped up the biggest name in the sport, motioned captured a few triumphant gestures, slapped a grinning face on the box and forgotten about what matters most. *Tiger Woods '99*, other than containing the all-

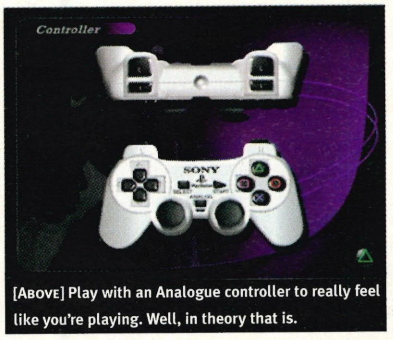
"Should have been called Tiger Wouldn't '99..."

PLAY information

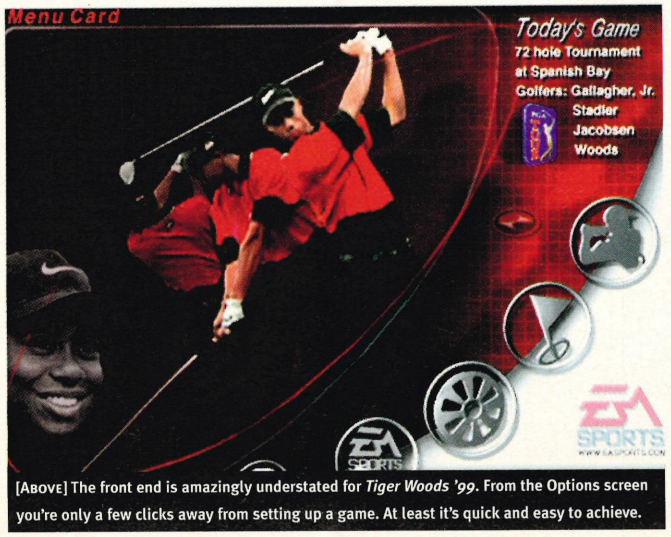
Publisher: Electronic Arts
Customer support:
01753 549 442
Price: £39.99
Release date: Out now



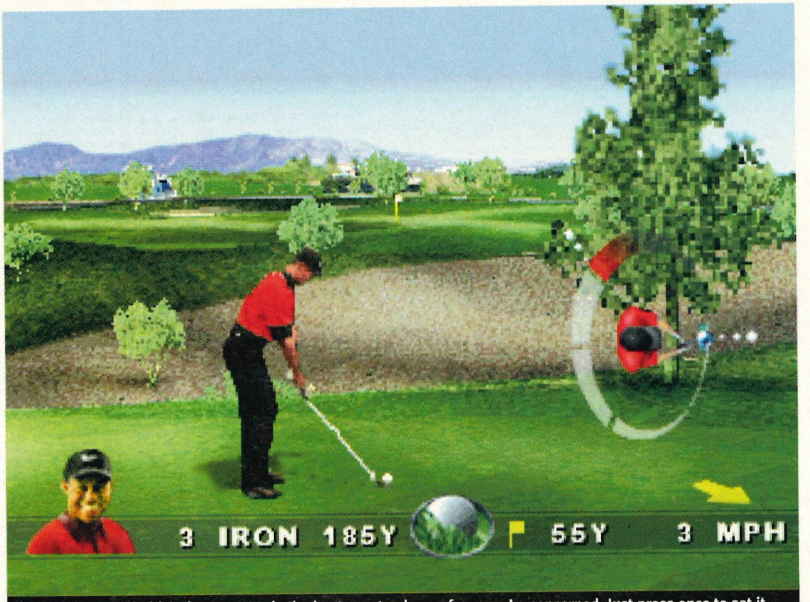




[ABOVE] Play with an Analogue controller to really feel like you're playing. Well, in theory that is.



[ABOVE] The front end is amazingly understated for *Tiger Woods '99*. From the Options screen you're only a few clicks away from setting up a game. At least it's quick and easy to achieve.



[ABOVE] The good old Swing-o-meter is the best way to play as far as we're concerned. Just press once to set it off, again on the marker and once more at the starting point. Simple, effective and better than Analogue.

American prodigy has few redeeming features over the antiquated *PGA '96*. The graphics are some of the ugliest we've seen for a golf sim and jerk hideously by the time you've teed-off.

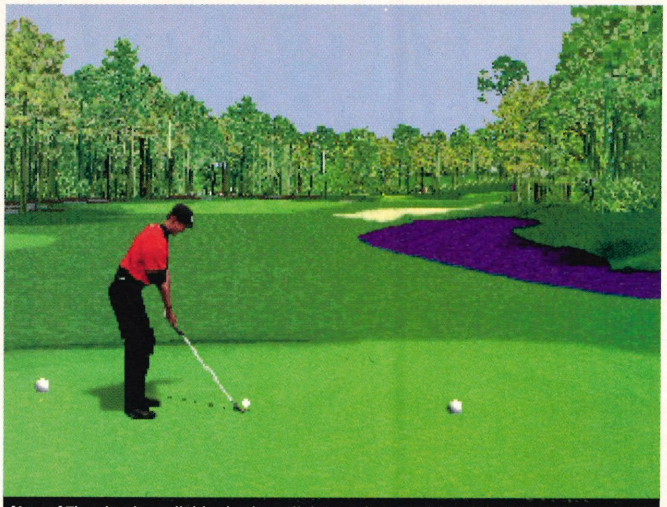
SILLY PUTTER

This is by no means the worst aspect of the game though. On landing, the ball regularly squirts off at irregular angles and skids above the ground in the strangest of ways. Instead of the ball moving over the fairway it looks as though its locked in the middle of the screen as the blocky scenery shuffles by underneath. Yuk. Funnier still, are the shuffling cardboard cut-out trees and bushes that look as though they've been lifted from an episode of *South Park*.

The final nail in the coffin is the stock "darn, I missed so I'll throw my putter to the ground in disgust" motion capture which has been 'meticulously' animated,



[ABOVE] Struggling on the courses? Why not pootle off to Sawgrass to practice your putting. Or maybe you fancy brushing up on the driving range. No? Okay it's chipping practice or nothing. What? You wanna go home...



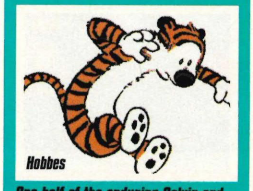
[Above] Tiger has been digitised quite well, but you just get sick and tired of his bland comments. Hit a sweet shot and electricity ripples around him followed by a whistling noise.



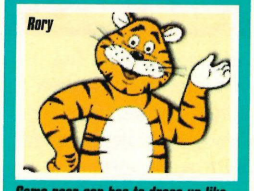
[Above] After you tee-off, you're given the opportunity to add backspin or topspin by pressing the D-pad. [Inset] Hurghh! Macho gesturing abounds in *Tiger Woods*. Yeah baby! Clench that fist, you've won again.

TIGER FEET

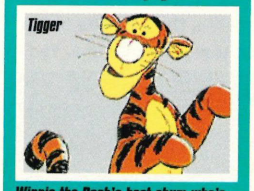
Mr Woods isn't the only famous tiger. Check out our favourites – they'll be around long after the whinging yank.



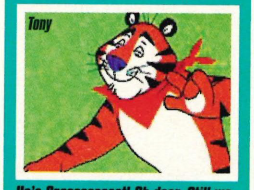
One half of the enduring Calvin and Hobbes. This loveable chappie exists only in a little boys imagination.



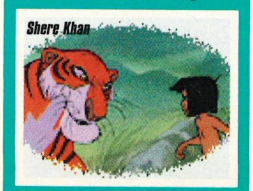
Some poor sap has to dress up like this to entertain annoying kids.



Winnie the Pooh's best chum who's always getting him into scrapes.



He's Greeeeeeaaat! Oh dear. Still we all like Frosties in the morning.



A real stinker this old lad. All but gobbled up poor old Mowgly in Jungle Book. Oh yesssssssss!



[Above] Practice on any hole to familiarise yourself with each of the five courses. Quite handy actually.

but looks more out of place than an MP giving advice on the perils of smoking Cannabis, when laid over pixelated backgrounds.

At least wind and spin affects play now, but the whole thing feels so ponderously average that you're well past caring by this stage. Only the appearance of a dozen scantily clad Swedish nurses offering to hold your putter could save the tedium that *Tiger Woods '99* induces, but this is highly unlikely, so let's move on to the different modes of play. There are ten in total, including Foursomes (two-on-two); Tour Play (full season); Shoot-out (four players line up to play three holes) and Skins (compete hole by hole for cash).

It's a comprehensive list, but as we mentioned earlier, if it runs like a three-legged donkey, does it really matter how many options there are? EA hasn't even clamped on a flashy front end to paper



[Above] Check your progress at any time during the tournament. The scorecard never lies!

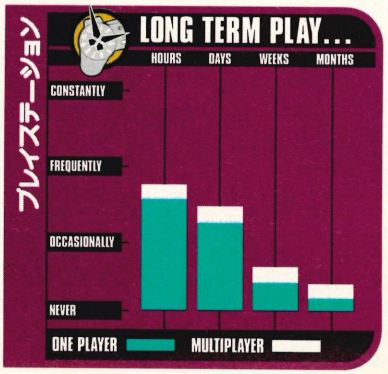
over the cracks, unless you count the 'incredible' vintage footage of Mr Chomdly Warner look-a-likes pottering around in Benny Hill-o-vision whacking their balls with bits of two-by-four.

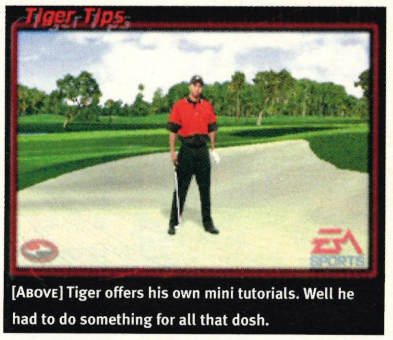
TIGER DUDS

In all seriousness, the game fails because it's trying to create a new niche market – a young player, who enjoys the funky soundtrack (which includes a rip-off of The Chemical Brothers' *Block Rockin' Beats*), signature victory animations (victory jumps and fist pumping) and immediacy of gameplay.

Players can choose to use the Dual Analogue controller, but before long I reverted back to the more gratifying 'two button presses and you're away' swing-o-meter. Even then it's all a bit easy to do and although there are five picturesque locations to whoop and gesticulate through (Sawgrass, Summerlin, Las Colinas, Southwind and Scottsdale).

Tiger Woods '99 isn't aimed at seasoned golfers who want to immerse themselves in a sea of options. No, it's a quick-hit money-spinner and frankly a very poor one at that. Perhaps the PlayStation isn't cut out for golf games





[Above] Tiger offers his own mini tutorials. Well he had to do something for all that dosh.

or something, although Gremlin might have something to say about that.

In retrospect, it should have been renamed *Tiger Wouldn't '99*, because in light of EA's recent good form, *Tiger Woods '99* falls well below what we've come to expect. Avoid at all costs, unless you're gullible enough to believe the hype.

PLAY

LOOKS	●●●●●○○○○○
SOUNDS	●●●●●●○○○○
GAMEPLAY	●●●●○○○○○○
VALUE	●●●●●●○○○○
BUNKERS	●●●●○○○○○○

50%

The worst golf game EA have done so far

Alternatively:
PGA Tour '98 63%
Actua Golf 3 76%

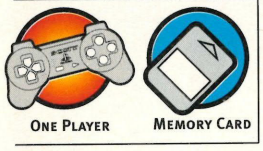
BRAVE FENCER MUSASHI

NOW YOU CAN UNDERSTAND WHAT THE LITTLE BLOKE'S SAYING, BUT DO YOU LIKE WHAT YOU HEAR?

Chances are nobody would have noticed when *Brave Fencer Musashi* came out originally in Japan. However, this game made a name for itself when it went on sale packaged with a demo disc containing playable *Final Fantasy VIII* code, with obsessed fans buying them up regardless of *Brave Fencer's* merits just to spend a few precious minutes gawking at the successor to *FFVII*. A smart move by Square has been to include the demo with this American release of the game also, translated into English of course.

PLAY information

Publisher: Sqaure
Supplied by: Department 1 on 0171 916 8440
Price: £59.99
Release date: Out now (import)



FENCE ME IN

Revolving around pint sized warrior Musashi, who is approximately 80 percent spiky blue hair and 20 percent living flesh, *Brave Fencer Musashi* is a light-hearted fairy tale romp which uses a smattering of role-playing elements on a simple platform theme. Musashi has been magically plucked from his home world against his will to help out a struggling civilisation who are in dire straights with the usual kidnapped princess, stolen enchanted artefact kind of problems. Though he owes them nothing, these people have nowhere else to turn and will not send Musashi back home until he's sorted out their predicament.

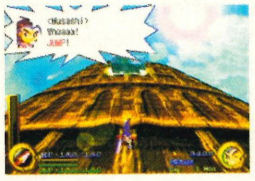
Much of the travel is done using forced routes along paths or ledges like Namco's story-telling platformer, *Klonoa*. The battle isn't a turn-based, tactical affair like traditional RPGs, instead going for the approach of dodging projectiles and thwacking folk with your sword absolutely "live" like any usual platform game. A neat twist allows Musashi to assimilate, Borg-like, the abilities of his enemies and put them to good use. You

"Go for *FFVII* for full-on strategy role-playing..."



[Above] The evil Rootrick doesn't make little Musashi's life any easier in *Brave Fencer*. He swipes the vital Lumina sword that Musashi was sent to retrieve, makes off with the girl and sends a big monster your way.







[Above] A teleporter of Star Trek proportions suddenly opens up to steal you away to the next level.



[Above] One of the first infuriating puzzles of the game, you have to figure out how to activate the pressure plate and grab the magic sword at preciselt the same time. Can you do it?



[Above] Indiana Jones would be proud of the small blue guy, as he runs away from a giant fallen statue, being careful to jump over rivers and logs on the way. One wrong move and you'll have a flat fencer on your hands.

Written By GRAEME NICHOLSON



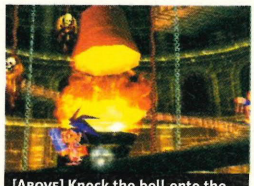
[Above] So annoyingly difficult to beat at first, the mighty Steam Knight has to be smacked in his metal groin several times before he explodes. Seriously.



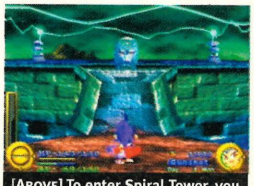
[Above] Fresh from staring death in the face after being chased down the side of a building by a massive detatched head, Musashi reaches the castle. [Inset] The fight against Steam Knight rolls out onto the streets.



[Above] Once opened, Spiral Tower reveals its secrets to you.



[Above] Knock the bell onto the flame to put it out. But how?



[Above] To enter Spiral Tower, you have to find out where it's gone!

can steal the shooting capability of one robot for example, and the skill to stun people from another. New traits like these are found as your progress through the adventure, normally right at the moment when you require them for a certain puzzle.

Where the RPG part comes in is with some uncomplicated dabbling such as the equipping of armour and weapons between main levels, and the shallowest of experience point systems.

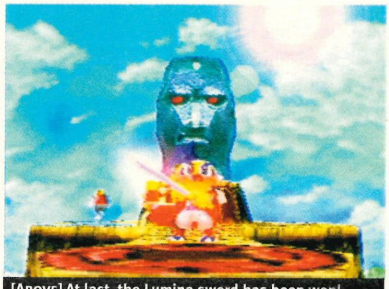
BLUE BOY

The story is told by employing the in-game graphics in cut scenes, but lacking the sort of detail we tend to expect over





[Above] It might be a bit more like a bar room brawl than a role playing game, but you can hoist objects and robots into the air and chuck them at your enemies.



[Above] At last, the Lumina sword has been won! Little does he know what's about to happen...



[Above] In the face of a group attack, the assimilated machine gun spray is called for. Take that!

here, such as moving mouths and natural movement. Nearly every character simply rocks mechanically backward and forward while they talk, like those battery-powered nodding dogs people have in the back of their car. There's a lot of rather predictable story to be told, and a load of nodding with speech balloons popping up isn't really the perfect way to keep anybody's attention.

Brave Fencer Musashi would make an ideal choice for easing a younger, uninitiated gamer into the often confusing world of role-playing adventure games. A very average story and the lack of real depth as found in Square's brilliant *Final Fantasy Tactics* make it somewhat unsuited to the die hard tacticians, but it's sweet and colourful enough to give someone their very first taste. Best to wait for word of a domestic release if you are interested, as the import asking price just cannot be justified with the more enjoyable stuff already available. Go with *Final Fantasy VII* for full-on strategy role-play, or *Klonoa* for slick and cute platforming.



PLAY

LOOKS	6
SOUNDS	5
GAMEPLAY	5
VALUE	7
SPELLS	8

68%

Brave he may be, but ultimately mediocre.

Alternatively:
Klonoa 83%
Final Fantasy VII 91%

SENSIBLE SOCCER

EUROPEAN CLUB EDITION

SENSI SOCCER HAS BEEN DRAGGED SCREAMING AND KICKING TO PSX AND IT'S NOT A HAPPY CHAPPY.

Written By TOM SARGENT

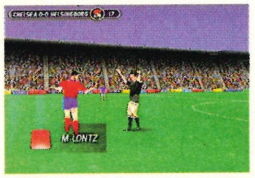
"Hang on a minute... no, you listen to me. There's got to be some kind of mistake. We specifically ordered the tender loin of *Sensible Soccer*, served with a side-salad of crisp, green gameplay. This simply won't do. Come on darling, we're leaving... "

Oh deary, dreary me. What has happened to the greatest football game of all time? Nearly a million hours on my Amiga and a few thousand on my PC – joyful, carefree moments of footie bliss. Heck, many of us have spent half of our lives playing the seminal *Sensible Soccer* in one form or another. Why is the PlayStation version so bloody woeful then? Here's the match report, Ron. Okay, the graphics (as well as they have worked in their diminutive form over the past six or seven years) are inexcusably jerky and just not exciting enough for the new console age. Why? The commentary by one of our all-time heroes and genius behind the inception of the original *Sensi*, John Hare, is so bad it leaves you grappling for the volume knob.

PLAY information

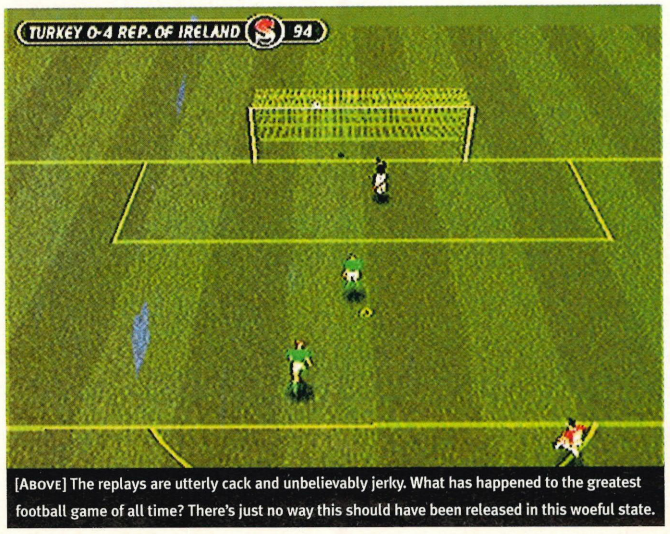
Publisher: GT Interactive
Customer support: 0171 486 5099
Price: TBC
Release date: TBC

ONE PLAYER MULTIPLE PLAYERS MEMORY CARD



ISN'T IT?

The gameplay is kind-of in tact, by that we mean the way you can slide tackle to anticipate where the opposing player is going to run early on and the uncluttered passing and shooting system that's served the series for so long isn't too bad. The problem is that it's no fun running around the park doing all those sweet, simplistic moves because players the are badly animated and scrolling so rotten. Even the normal simplistic task of selecting teams for a two playing game is complicated and confusing, such is the exceedingly poor front-end. Every feature, team and strategy option you could ever hope for is soundly in tact, but this matters not in the big picture if the fundamental gameplay elements have gone AWOL. The sad truth is, and it really pains us to say this, is that *Sensible Soccer*, in it's present form, should be left to gather dust. It has repelled all new-comers for years, but we feel that it's time to move on. Let's just hope that Mr Hare can one day convert his 2-D masterpiece into 3-D. Now that would be a prospect to savour, if indeed it is possible to capture the instant gratification of a top-down football game and chuck fantastic graphics at it. Bitterly disappointing.



[Above] The replays are utterly cack and unbelievably jerky. What has happened to the greatest football game of all time? There's just no way this should have been released in this woeful state.



[Above] There are three views in total: Classic (top-down), Sensi (slightly forced top-down and the best) and side-line (forget it). [Inset] The options are as comprehensive as you'd imagine, but aren't most footie games?

"Sensi Soccer on PSX is bitterly disappointing..."



PLAY

LOOKS	3
SOUNDS	5
GAMEPLAY	5
VALUE	6
SENSE	4

52%

Sadly past its sell-by date...

Alternatively:
Michael Owen's WLS '99 93%
FIFA '99 91%

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"Good-looking unit which blends in with just about any surroundings" (PlayStation Power Nov. 1998)

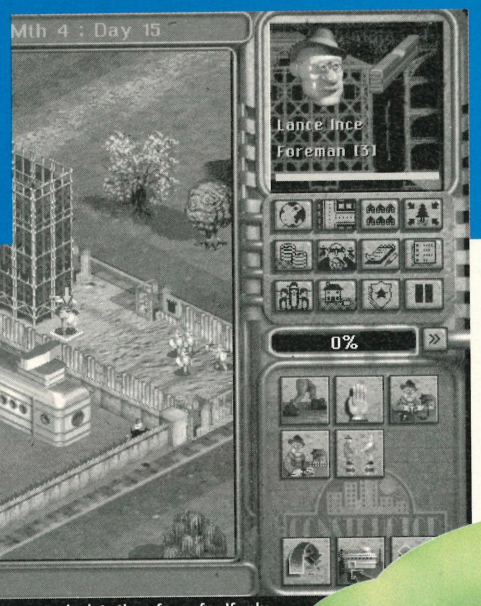
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CONSTRUCTOR



[Above] Your little guys go about their lives as you manipulate them from afar. If only they knew they were being watched by an all seeing gamesplayer, on a television!

PNEUMATIC DRILLS HAVE TWO FUNCTIONS. RIPPING UP PAVEMENTS AND PUTTING RIVALS OUT OF BUSINESS. GUESS WHICH IS MORE FUN...

Juggling is the backbone of the real estate business. Not a few multi-coloured airborne balls you understand, but thousands of transactions, legal wranglings and a handful of JCB's. You've got to build on a shoestring, buy land for future house hunters and in *Constructor* you'll occasionally be required to incite riot and erect vast monuments so people can worship you like mindless gonks.

Previous sim games have offered omnipotent choices so vast that you could list them in Vinnie Jones' book 'A 1001 Uses For A Brick' (at all good stockists). There were objectives that needed to be achieved to grow a lush utopia, or amass vast sums of money depending on how long your greedy streak was. You toiled and sweated to meet those targets but they all started with the same building blocks.

PLAY information

Publisher: Acclaim
Customer support: 0171 3445000
Price: £39.99
Release date: Out now

ONE PLAYER MOUSE MEMORY CARD

"One day, all sims will be made this way..."

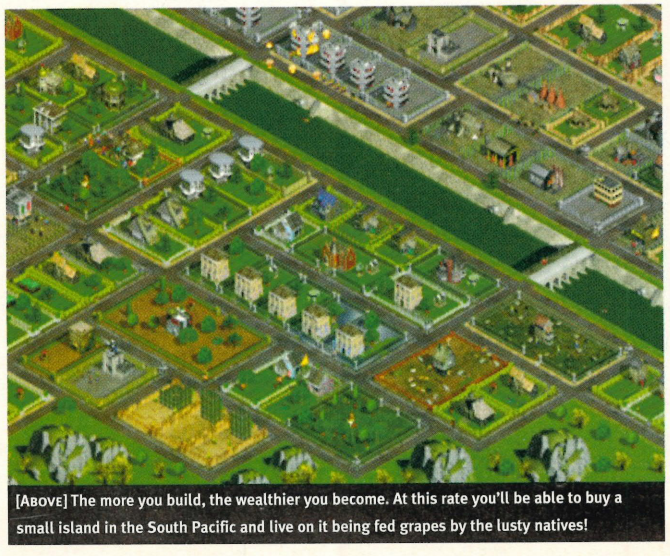
With only the basic requirements needed to begin building your dream you had to begin building beefier constructions, improve housing conditions and throw a few amusements at your minions to keep them pacified. Occasionally a hurricane would puff away a few buildings and you'd have to repair them. Yes, *Simcity 2000* we're looking at you. And we're pointing a bony finger of accusation. How dare you deceive us into thinking you were the simulation game!



[Above] Build some scaffolding around your precious construction then unveil it to the public's delight.

OI OI!

Seeing the obvious potential in *SimCity 2000* Acclaim have come up with *Constructor*, a game so removed from the simple 'build and sit back and watch' routine of City that if it was any more interactive you'd get a free bag of cement with every purchase. This bag of cement wouldn't just be for laying rickety building foundations though, a few shovelfuls would be required to fit someone out with a concrete straight-jacket which they could wear as you



[Above] The more you build, the wealthier you become. At this rate you'll be able to buy a small island in the South Pacific and live on it being fed grapes by the lusty natives!



[Above] Decide what your hippy followers can do next. Will they riot, will they play some seriously loud music, or will they merely destroy everything is sight? Only you can decide in your god-like state!



[Above] As your little builders wander away from their newly built bungalows a sense of pride burns in your heart. Almost.

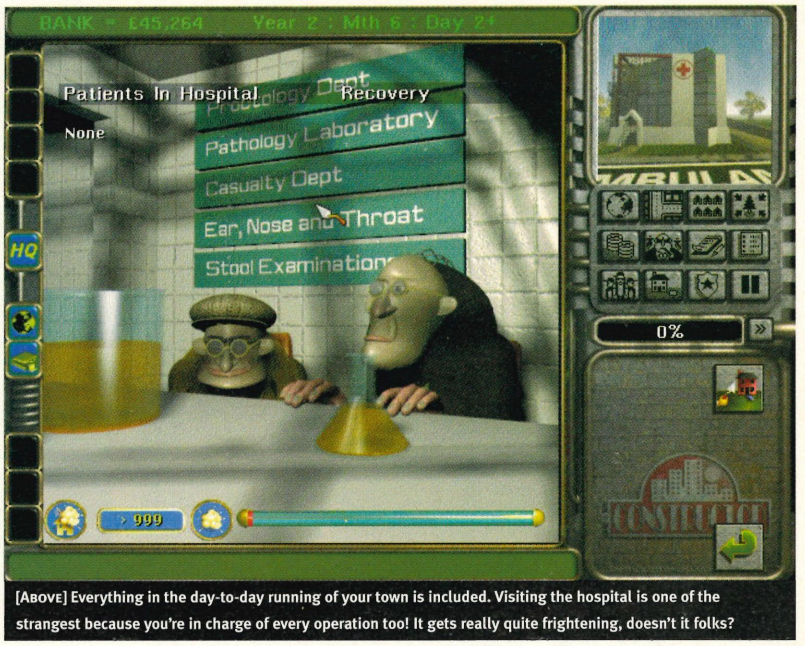
burned their rival construction company to the ground. Naughty, naughty! See, the wonderfully refreshing aspects of *Constructor* are both the huge player involvement and the devilish humour that seeps from its very mortar! You begin (as with ever other sim game) with a minute amount of resources and for the early stages of play, it all appears like just another building sim. Buy land, form work gangs, build property, etc.



[Above] A ball. A big red and black stripy ball. It bounces, it rolls, it flies through the air. Deepest joy!



[Above] Select the size of foundation for your buildings, lay the breeze blocks then start the construction!

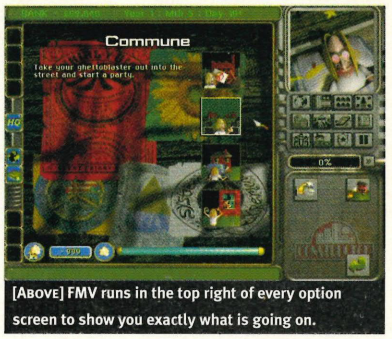


[Above] Everything in the day-to-day running of your town is included. Visiting the hospital is one of the strangest because you're in charge of every operation too! It gets really quite frightening, doesn't it folks?

Don't start yawning quite yet though because once a few properties have been established *Constructor* starts warming up and more often than not it actually boils over with such lunacy you'll wear out you joypad.

HORSE'S HEAD

You'll need to deal with the Mafia, encourage violent tenants to trash rival building companies, train residents to become policemen, slaughter zombies, redecorate bathrooms, bulldoze stately mansions, arrest Hell's Angels and at the same time keep everyone in a state of perpetual happiness! More often than not you'll be dealing on the wrong side of the law and balancing the bricklaying with court appearances for arson. There are different scenarios that you can achieve all this in and they range from

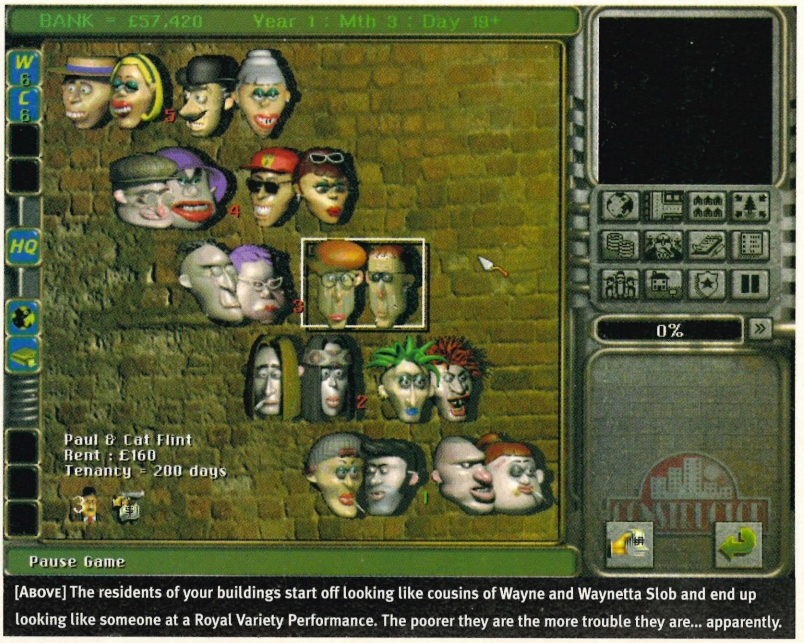


[Above] FMV runs in the top right of every option screen to show you exactly what is going on.

making as much money as possible to controlling the whole world. If you've got a kind heart though you can build a peaceful paradise where everyone can live in neighbourly bliss.

THE POWER!

For us to go into detail about



[Above] The residents of your buildings start off looking like cousins of Wayne and Waynetta Slob and end up looking like someone at a Royal Variety Performance. The poorer they are the more trouble they are... apparently.



[Above] Take a ghettoblaster out into the street and start a party. You heard what it said, now do it and fall out with all the neighbours! Don't warn them either it'll be more fun that way.



[Above] A lush, brand new mansion sits peacefully in tropical jungle surroundings. All around are the sounds of screaming wild animals and chirping insects. Let's hope you have double glazing installed, or else!

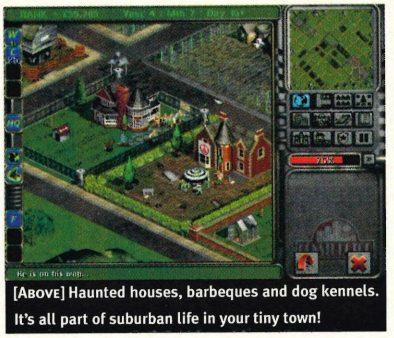
BRICK FACTS

1] The average house brick contains over 2 billion minute bubbles
2] Breeze blocks get their name from their laid back attitude to life.
3] Being hit over the head repeatedly by a brick is more dangerous to your health than a life time of smoking full-tar cigarettes
4] The average house contains over a thousand bricks
5] If you tie half-a-dozen bricks to your feet you can remain at the bottom of the sea without floating back to the top.
6] Locked out of your car? A brick makes an ideal window opener.
7] Seen some valuables in a neighbour's house that would make good money at a car-boot sale? A brick makes an ideal window opener.
8] If you were to continuously lick on a brick it would take approximately 3 billion years to dissolve
9] To jump start a horse, two bricks are applied to it's rear axle.
10] Standing on a pile of strategically placed bricks will enable you to gaze into unsuspecting neighbour's houses whilst you watch them ironing or cooking dinner.

Play takes no responsibility for people's actions should they be stupid enough to copy any of our interesting brick facts. So there.



[Above] Select a few things to give to your people. There's bushes to protective security blinds.



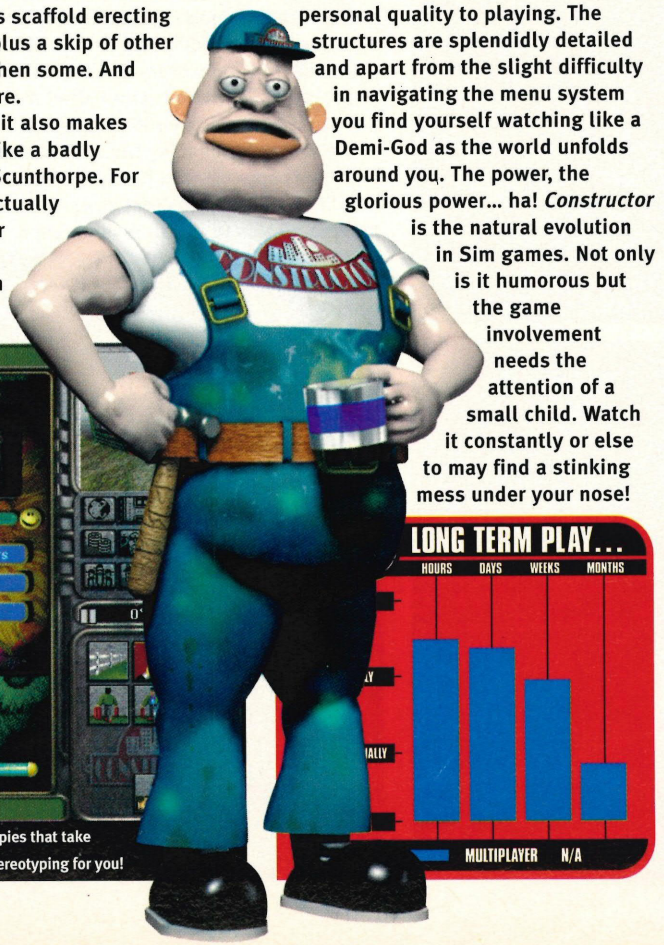
[Above] Haunted houses, barbeques and dog kennels. It's all part of suburban life in your tiny town!

Imagine every world building option in *Constructor* would quite easily take up half the magazine, so all we can say that Constructor can offer all of *SimCity*'s scaffold erecting shenanigans plus a skip of other options. And then some. And then some more.

Graphically it also makes *SimCity* look like a badly drawn A-Z of Scunthorpe. For starters you actually get to see your brick-brained builders which adds a personal quality to playing. The structures are splendidly detailed and apart from the slight difficulty in navigating the menu system you find yourself watching like a Demi-God as the world unfolds around you. The power, the glorious power... ha! *Constructor* is the natural evolution in Sim games. Not only is it humorous but the game involvement needs the attention of a small child. Watch it constantly or else to may find a stinking mess under your nose!



[Above] Shamus and Karen Beefhead are the shameless hippies that take pleasure in causing riots and playing loud music. There's stereotyping for you!



"*Constructor* is the natural evolution in sim games..."

There are still limited audiences for Sim games on the PlayStation because for some reason developers consider PlayStation owners to be into guns and maiming, rather than intelligent thought. Luckily for us *Constructor* offers plenty of intelligent killing and maiming! With a few more sparkling titles like *Constructor* around they just might start changing people's minds and opening developer's eyes. With hod's full of strategic planning and more gags than an end of the pier comedian, *Constructor* proves to be the next generation in Sim games. One day all Simulations will be made this way...

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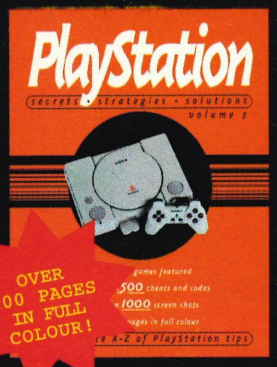




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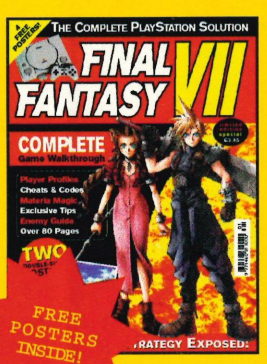


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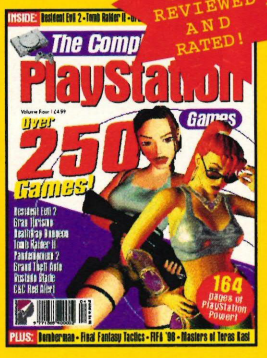
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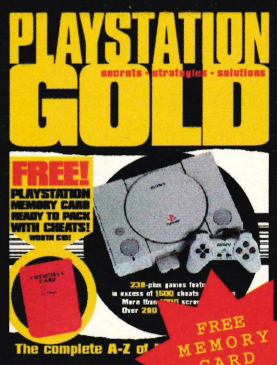
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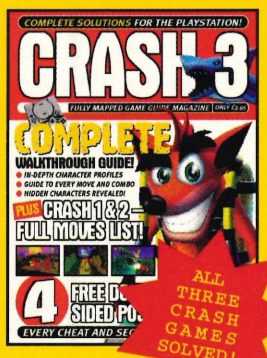


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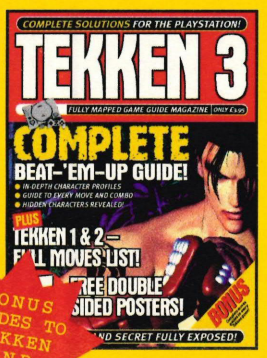


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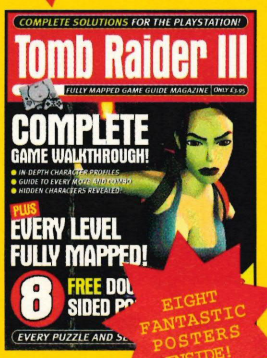


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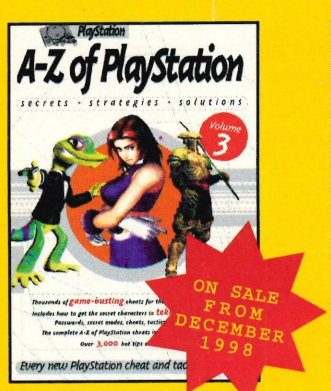
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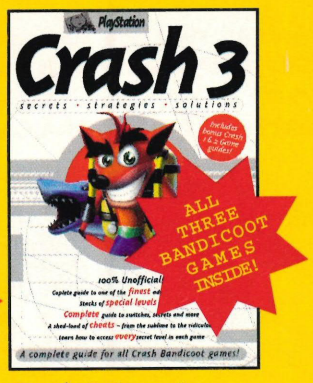
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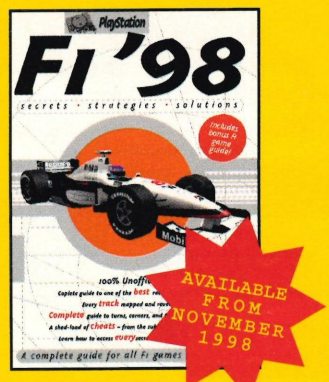
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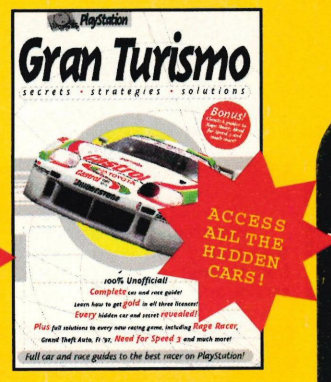
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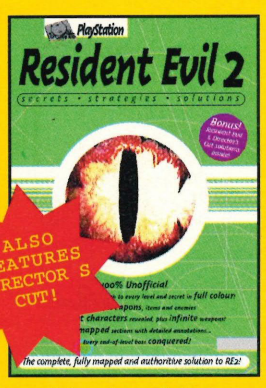
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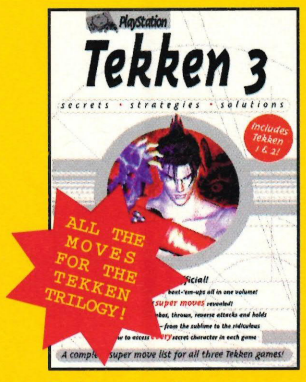
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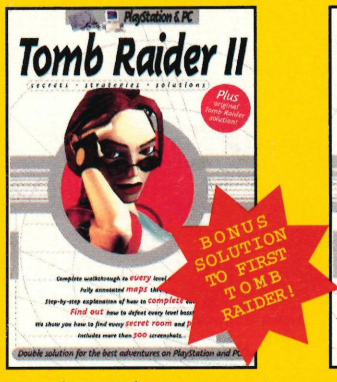
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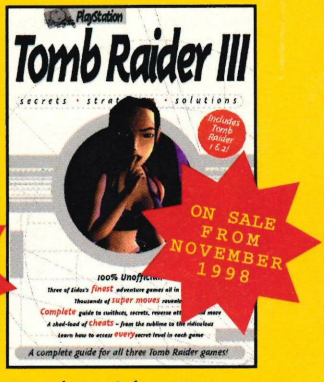
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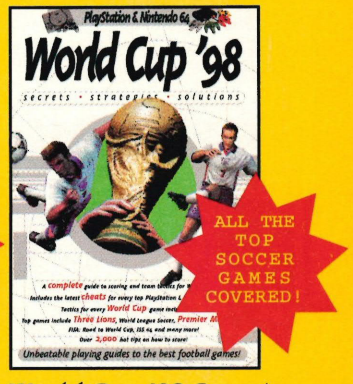
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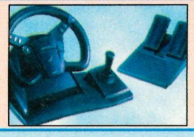
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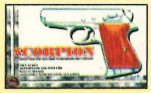
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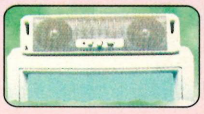
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To assist in choosing the right game for you, we have included review scores from both Play and Playstation Plus, two of the country's leading PSX magazines. PY=Play, PP=Playstation Plus.

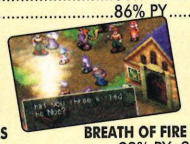
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ADVENTURE / ROLE PLAYING




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**

Alundra	**91% PY, 91% PP**	**£25.99**
Azure Dreams	70% PY, 67% PP	£28.99
Breath of Fire 3	**80% PY, 84% PP**	**£33.99**
Broken Sword 2	90% PY, 91% PP	£29.99
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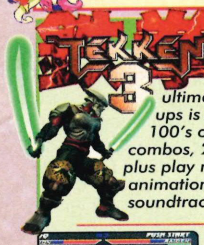

AZURE DREAMS | BREATH OF FIRE 3 | RIVEN

Final Fantasy 7	93% PY, 97% PP	**£36.99**
Kingsfield	61% PY	£24.99
Last Report	N/A	£19.99
Legacy of Kain	81% PY, 92% PP	£21.99
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BREATH OF FIRE 3 Following on from the success of Final Fantasy 7 and Alundra, Breath of Fire 3 is the quest of a young boy named Ryu. Featuring beautiful Manga-style graphics, turn-based and real-time combat and a massive world to explore.

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Cardinal Syn	85% PY, 82% PP	£29.99
Dead or Alive	91% PY	£29.99
Dynasty Warriors	71% PY, 68% PP	£14.99
Marvel Super Heroes	**87% PY, 90% PP**	**£24.99**
Mortal Kombat 4	87% PY	£30.99
Mortal Kombat Trilogy	92% PY, 91% PP	£18.99
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Soul Blade	96% PY, 94% PP	£34.99
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Tekken	95% PY, 90% PP	£18.99
Tekken 2	95% PY, 95% PP	£18.99
Tekken 3	**94% PY, 96% PP**	**£35.99**
Tobal No.1	94% PY, 91% PP	£14.99
Toshinden	76% PY	£18.99
Toshinden 2	74% PY	£16.99
Toshinden 3	78% PY, 76% PP	**£29.99**
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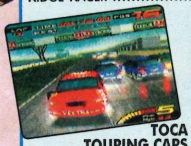
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Formula 1 '97	**90% PY, 93% PP**	**£29.99**
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MOTO RACER 2 | COLIN McRAE RALLY | FORMULA 1 '98

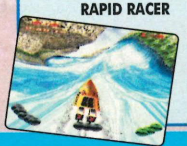
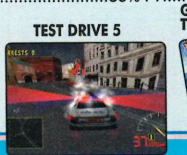
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TOCA Touring Cars *Dual Shock*	**92% PY, 91% PP**	**£17.99**
TOCA Touring Cars 2	**92% PY**	**£35.99**
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ARCADE ADVENTURE



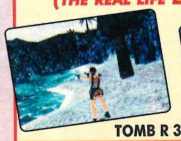
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MDK	90% PY, 80% PP	£19.99
Medievil	**86% PY**	**£34.99**
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TOMB R 3 | MEDIEVIL | APOCALYPSE

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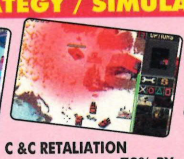




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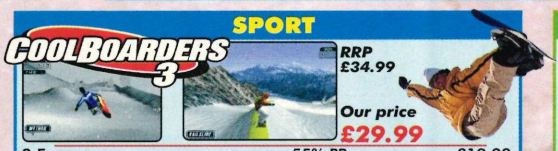
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VICTORY BOXING 2 WWF WARZONE

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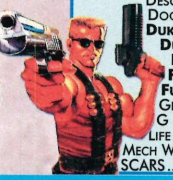


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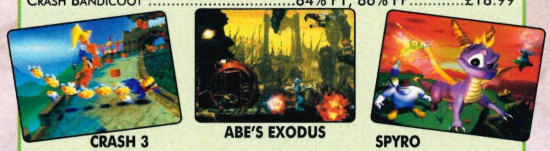
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STATION MASTER

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, and if we don't know something, we'll just ignore you...

Dear Play,
Forsaken's cool isn't it? My little brother keeps getting stuck so have you got any codes for it?
Kelly Stanley, Staffs
Highlight options and press ⇦, ⇨, ⇦, ⇨. Then enter the options screen to access the cheat menu.

Dear Play,
I was wondering whether you have any cheats for *Abe's Oddysee* and *Tekken 3*?
Robert Sayer, Argyll
Firstly, thanks for the picture of Abe, it's been pinned it up! As for cheats hold R1 and press ⇩, ⇨, ⇦, ⇨, ■, ●, ■, ▲, ●, ■, ⇨, ⇦ at the first option screen where Abe says "Hello" and you can then select levels. There aren't any cheats for *Tekken 3*. The secret characters are accessed by fighting, and winning.

Dear Station Master,
I bought *Broken Sword 2* and it's wicked until I get into that damn art gallery where I keep getting stuck, that is.
Debbie Greer, Leicester
Talk to the fat man and get him to smash your pot. When he turns his head away put the Absinthe in his drink. Put in some more when he looks away again and he'll collapse. Go from there!

Dear Play,
I'm writing to complain about the 'All Weapons' cheat in issue 39. I tried it but Lara just exploded! This made me very angry, will you please tell me the real cheat!
Laura Coventry, Dunfermline
Jump the other way. Sorry about the confusion. Ahem.

IT'S TURKEY SANDWICHES FOR ME (PAAAAARP!) BUT A VERITABLE GLUT OF FANTASTIC TIPS FOR YOU LOT TO GOBBLE UP. 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

TOMB RAIDER III

Enter these top cheats, which are much easier than *Tomb Raider 2's*, without pausing the game.

ALL WEAPONS ETC
L2, R2 x2, L2 x4, R2, L2, R2 x2, L2, R2 x2, L2 x2, R2, L2 x2, R2
Lara will scream if it's worked! Your inventory will now have all the weapons plus lots of Medi Packs and Save Crystals. Re-enter the code for even more of these.

LEVEL SKIP
L2, R2, L2 x2, R2, L2, R2, L2, R2, L2 x4, R2, L2, R2 x4, L2
Lara will say 'No' if it's worked. The screen will freeze for a second or so, then continue with FMV sequence (if there is one) and Statistics screen.

ALL SECRETS & KEYS
L2 x5, R2, L2 x3, R2, L2, R2, L2 x2, R2, L2 x2, R2, L2 x2
It it's worked, you'll hear Lara moan. Go to the Statistics screen and you'll have automatically collected eight secrets – even if there are less on the level! Move up from your weapons inventory and you'll also find every key needed.

FULL ENERGY
R2 x2, L2, R2, L2 x6, R2, L2 x3, R2, L2 x5
You can replenish Lara's health with this code – although it's easier to use a Medi Pack gained from the All Weapons cheat.

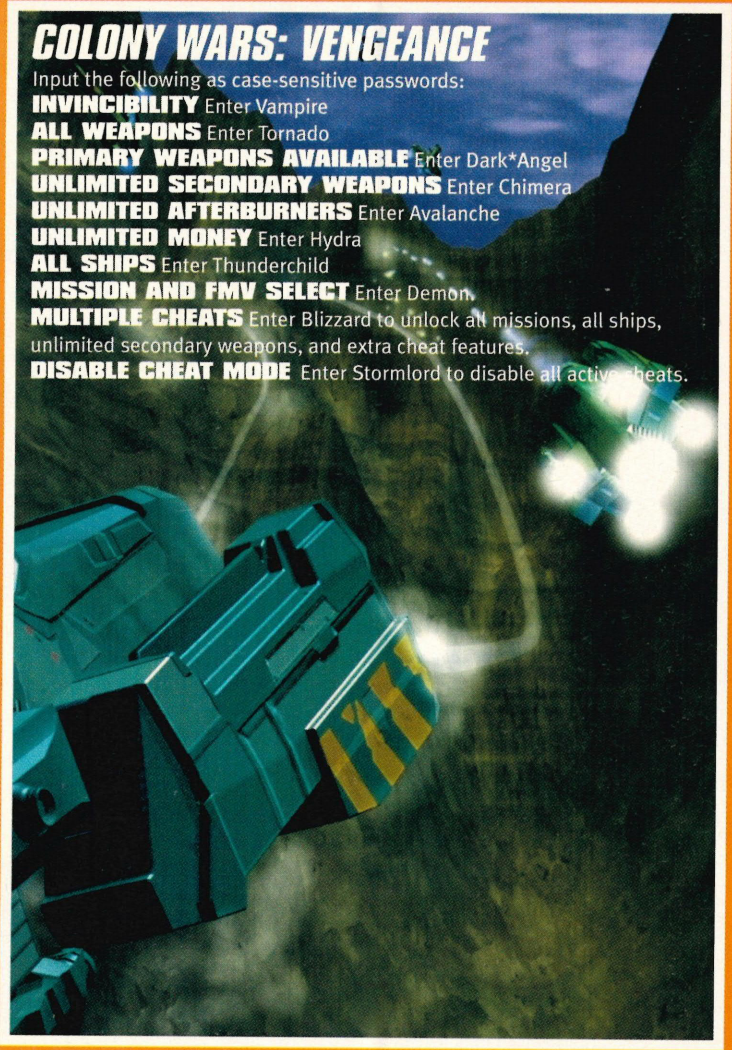
RACE TRACK KEY (LARA'S MANSION)
R2, L2 x3, R2, L2 x6, R2, L2 x5, R2, L2 x2
If you can't be bothered looking for the Race Track Key in Lara's mansion, enter this code to get it.

HINT 1: LARA'S SECRET MUSEUM
Activate the switch on the back of the diving board in Laura's pool room. Go to the door it opens in her lobby. Pull the lever, and quickly roll. Sprint straight across her lobby and roll into her museum, barely making it in time. The Dagger of Xian among other artefacts are in her museum. Nice one.



Hint 2: Discovering the whereabouts of Lara's basement and Race Course Key
Go to the Library. When Lara walks in the doorway, there are two bookcases to the right. Approach the one on the left and press Action. Lara will pull a book and the fire will extinguish, allowing her to clamber up the side wall inside the fireplace. On reaching the top, follow the passageways until you reach a room with two levels, with a switch on the top level. Pull the blocks in a way that a hallway leading into the attic is revealed. When Lara pulls the switch, the basement door will temporarily open. Swiftly run through the attic, and down to the main hall to reach the basement. When you reach the basement, walk through to the second room and look in the tank on the right side. Inside is the key to the race course. To collect it, pull the block in the other room to the centre. Climbing up to that hall leads into the tank.

COLONY WARS: VENGEANCE



Input the following as case-sensitive passwords:

INVINCIBILITY Enter Vampire

ALL WEAPONS Enter Tornado

PRIMARY WEAPONS AVAILABLE Enter Dark*Angel

UNLIMITED SECONDARY WEAPONS Enter Chimera

UNLIMITED AFTERBURNERS Enter Avalanche

UNLIMITED MONEY Enter Hydra

ALL SHIPS Enter Thunderchild

MISSION AND FMV SELECT Enter Demon.

MULTIPLE CHEATS Enter Blizzard to unlock all missions, all ships, unlimited secondary weapons, and extra cheat features.

DISABLE CHEAT MODE Enter Stormlord to disable all active cheats.

TOCA 2

Enter the following code names as your driver's Name to see the following snazzy effects.

MICRO CAMERA VIEW
Enter MINICARS

BOUNCY BARRIERS
Enter PADDED

LOW GRAVITY
Enter LUNAR

PROPELLER HEAD CHAMPIONSHIP
Enter LONGLONG

NO KICKOUT OF CHAMPIONSHIP
Enter PUNCHY

BATTLE MODE
Enter BANGBANG

LOCK FRAME RATE DURING QUALIFICATION
Enter TECHLOCK

BOUNCY CRASHES
Enter DUBBED

STRETCH TRACK VERTICALLY
Enter ELASTIC

BLUR HORIZONS
Enter TRIPPY

WHEELS ONLY
Enter JUSTFEET

FASTER
Enter FASTBOY

OULTON PARK CIRCUIT
Enter DINKYBIT

TWISTED METAL 3



Enter the following as a password

SUPER NAPALM
Enter R1, R1, L1, L1, L1

HOMING RAIN MISSILES
Enter ⇧, ⇩, ⇧, ⇩, ⇧

UNLIMITED SPECIALS
Enter L1, L1, R1, R1, R1. Start a game, then intentionally die. Unlimited specials will be available when you return.

DEMO LEVEL
Enter ⇧, ⇧, ⇧, ⇦, ⇦. Start a Deathmatch game and choose any level and vehicle to play the demo level displayed in the background at the main menu.

PLAY AS SWEET TOOTH IN DEATHMATCH MODE
Enter ⇨, ⇨, ⇨, ⇦, ⇦.

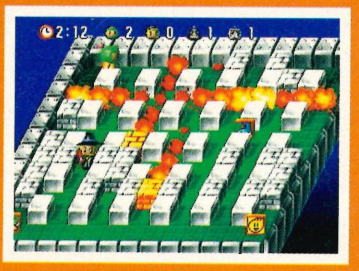
PLAY AS MINION IN DEATHMATCH MODE
Enter ⇦, ⇦, ⇦, ⇨, ⇨.

CLUB KID'S HOUSE LEVEL
Enter ⇦, ⇦, ⇦, ■, ■. Begin a Deathmatch game and choose any level. The level consists of a small arena with a disco ball.

WAREHOUSE LEVEL
Enter ■, ■, ■, ⇦, ⇦. Then, start a Deathmatch game and choose any level and vehicle.

BONUS AUDIO
Play track two of the game disc in an audio CD player to hear music.

BOMBERMAN WORLD



BONUS VERSUS LEVEL
Enter 5656 as a password.

BONUS BATTLE LEVELS
Enter 4989 as a password

BATTLE ROYALE MODE
Enter 1616 as a password

MANIAC MODE
Enter 4622 as a password

CRAZY BLOCKS MODE
Enter 6833 as a password.

LEVEL CODES IN FULL

1-1	8010	1-2	1180
1-3	8086	1-4	2919
1-5	1021	2-1	0127
2-2	1220	2-3	1018
2-4	0804	2-5	0714
3-1	1027	3-2	2413
3-3	3009	3-4	6502
3-5	6809	4-1	0627
4-2	8808	4-3	3674
4-4	4891	4-5	0605
5-1	0730	5-2	2151
5-3	3562	5-4	3812
5-5	2203		

COOL BOARDERS 3

DIRECTOR'S CUT
Select Tournament mode and input SHOWPOS as a name

BIG HEAD MODE
Select Tournament mode and input BIGHEADS as a name. Press R2 to increase or L2 to decrease head size.

ALL BOARDERS
Select Tournament mode

Q&A is continued over page

Dear PLAY,
Do you know any cheats for *Mortal Kombat 4*?
Andrew Goland, Melbourne
Enter Kombat Kode 302 213 at the two-player Vs screen. Exit the match and enter options. Highlight 'Versus Screen Enabled' and hold block and run for ten seconds. Now, for instant fatalities hold ⇩ and press HP.

Dear PLAY,
Please can you tell me whether there is a cheat for *Deathtrap Dungeon*, I really am quite stuck. I think your magazine is top class.
Laura C, Canvey Island
Flattery will get you everywhere! Press ⇧, ⇦, ⇩, ⇩, ⇦, ⇩, L1, R1, ⇨, ⇩, ⇨ at the main menu for invincibility.

Dear PLAY,
I know something you don't know hahaha (x8348). I've found the nude cheat in *Tomb Raider 2*! I'm not going to tell you unless I get a mention in your magazine. Here's a little clue. Listen to track 23 on the disc and she says "Don't you think you've seen enough?" Remember, no mention, no cheat!
Weirdo Bloke. England
Been there, done that, it doesn't exist. Don't write again wasting sheets of paper with 'hahaha' written on them or we'll report you to Friends Of The Earth. No matter how many times you write hahaha it doesn't get any funnier. As for a mention, why of course, your name is...

Dear Station Master,
I just got the best game yet, *Ninja*! I find it really difficult, so do you have any cheats?
Greg Bowie, Near Manchester
For some cool treats pause the game and press L1, L2, L1, L1, L1, L2, L2, L2, ●, ▲, ■, ●, ▲, ■. He'll turn into a skeleton to confirm the code worked. Repeat the code to turn him back to a human but keep the items.

Dear PLAY,
Are there any plans for *South Park* or *Starship Troopers* on the PlayStation and also, are there any plans for that cool game *Populous*?
Dan Gell, Kent
There is definitely a *South Park* game in development and *Populous: The Beginning* may soon arrive after the PC version has had its airing. As for *Starship Troopers*, there was talk of a game, but now everyone involved has forgotten about it. A bit late in the day, if you ask us.

cheats & codes

Q&A continued

Dear Station Master,
I recently bought *Grand Theft Auto* on platinum and wonder why I never bought it earlier! Do you have any cheats though because it's proving to be a bit of an arse.
Justin McCormac, Birmingham
Enter MADEMAN as a password for all weapons and ammo, enter HANGTHEDJ to unlock all cities and enter SATANLIVES for 99 lives.

Dear PLAY,
My friend told me there was a way of always getting a perfect score on Galaga '88 of *Ridge Racer Revolution*. Is he lying or is he telling the truth?
Robert Starkey, Poole
He's right! Hold L1, R1, Select, ▲, ⇩ as the PlayStation turns on and keep them pressed until the game is loaded. You will now obtain perfect scores in Galaga '88, and obtain the 'buggy mode' in *RRR*!

Dear Station Master,
Is there any way of getting wads of cold hard cash in *Suikoden*? I bet you haven't got a clue.
Michael Rooke, Southampton
Go to Rockland and talk to the lady with the coin & cup game. Bet 10,000 and pick any cup. If you lose, quit then talk to her again. Bet 10,000 and pick the cup under which the coin hid. You will win. Quit, then play again with the same cup and repeat the process as many times as you like because the coin never moves. This cheat will only work if you quit after every go and only bet once per visit. There, we did know!

Dear PLAY,
Do you have any action replay codes for *Klonoa*? I would like infinite lives if possible. Thanks.
Debbie Gerald, Notts
Enter D010E43A0003 and 8010E43A0063 to get infinite lives! We're too good aren't we!

Dear PLAY,
This is my second letter to you, do you have any cheats for *The Fantastic Four*?
Jo Church, Watford
The cheat to get 100 lives is ⇧, ⇧, ⇩, ⇦, ⇨, ⇩ pressed on the title screen. By the way, we did receive your first letter but you didn't say which game you wanted the cheats for!

Dear PLAY,
How do you access the Pure War mode on *Bomberman World*?
Ben Lugrin, Chelsea
If you enter 1622 as a password on the options screen you should now be able to access it.

More Q&A next month

ROGUE TRIP



Input the following as passwords

UNLIMITED JUMPS
Enter ●, ■, R2, ✕, ▲, R2

UNLIMITED LIFE
Press L1 + R1 + R2 + Select when starting a level. Then, hold L1 + R1 and press ⇧, ⇩, ⇦, ⇨.

HORNET NEST STINGERS
Press L1 + R1 + R2 + Select when starting ⇧ level. Then, select stingers, and hold L1 + L2 + R1 + ▲ + ⇦. A message will confirm correct code entry.

UNLIMITED WEAPONS
Press L1 + R1 + R2 + Select when starting a level. Then, hold L1 + R1 and press ⇧, ⇩, ⇧, R2.

POWERED-UP WEAPONS
Press L1 + R1 + R2 + Select when starting a level. Then, hold L1 + R1 + R2 + ✕ and press ⇩.

BUST-A-MOVE 4

ANOTHER WORLD
Press ▲, ⇦, ⇨, ⇦, ▲ at the title screen. A sound and a small face will appear at the bottom right section of the screen to confirm the correct code entry.

ASTEROIDS

ORIGINAL ASTEROIDS GAME
Begin the game on mission 1 and reach Level 15. Next, shoot the green vector graphics asteroid that appears, then complete the level. Save the game at this point to keep the original version of the game unlocked.



NINJA

LEVEL SELECT
Load the game and press L2 x2, R2 x2 when the message 'Checking Memory Card' appears. A level selection screen will appear when game play begins.

ALL WEAPONS
Pause game play and press R2 x3, L2 x3, R2 x3, L2 x6. Repeat this code to select the next available weapon.

INVINCIBILITY AND ITEMS
Pause game play and press L1, L2, L1 x3, L2 x3, ●, ▲, ■, ●, ▲, ■. Ninja will turn into a skeleton to confirm correct code entry. Repeat the code to turn back into the Ninja while keeping the extra items.

BABY MODE
Press L2 x3, Select x3, R2 x3 when 'Start' flashes.

WEAKER BOSS
Pause the game play during a fight with any of the bosses. Then, press L2 x3, R2 x3, ▲ x6.



DATEL GAME PRODUCTS

ZERO DIVIDE 2
Infinite Health P1
8006E176 00C8
Infinite Health P2
8006EDDE 00C8

TOMBI
Infinite Lives
D00BF93C 046C
8009C470 0103
Invincible*
D00BF93C 046C
1F8001A4 0008
*Note: Invincible code is for Action Replay v2.2

SPYRO THE DRAGON
Always Have 10 Dragons
8007C01C 000A
Infinite Lives
8007C100 000F
Infinite Health
8007F54C 000A
or higher only.

RALLY CROSS
Always First Place
800670B0 0000
800670B4 0000
80040870 0000
80040872 0000
Open All Tracks*
80057AEE 0114
*Note: Do not use in Pro mode!

POCKET FIGHTER
Infinite Health P1
301E19C8 0096
Infinite Health P2
301E1CB0 0096

TENCHU
Infinite Health, Level 1
D000E226 800B
8012AD98 0064
Infinite Health, Level 2
D000E226 800B
8012FE70 0064
Infinite Health, Level 3
D000E226 800B
80130804 0064
Infinite Health, Level 4
D000E226 800B
8012990C 0064
Infinite Health, Level 5
D000E226 800B
80126CA4 0064
Infinite Health, Level 6
D000E226 800B
8012F82C 0064
Infinite Health, Level 7
D000E226 800B
80129188 0064
Infinite Health, Level 8
D000E226 800B
80123834 0064
Infinite Health, Level 9
D000E226 800B
8012E9B4 0064
Infinite Health, Level 10
D000E226 800B
8012E958 0064
All Levels Open
30010060 000F

FORMULA 1 '98
Unlimited Time
8003BE88 0000
8003BE8A 0000

CRASH 3: WARPED
Infinite Lives
D006EFEE 0000
80069108 6300
800B5EF8 6300
Have All Powers
80069328 003F
Have All Gems
80069160 FFFF
80069162 FFFF
80069164 09FF
Have All Saphires
80069364 FFFF
80069366 0FFF
Have All Crystals
800692DC FFFF
800692DE 08FF

XPLORER
THE ULTIMATE CHEAT CARTRIDGE
FOR USE WITH SONY PLAYSTATION

COOL BOARDERS 3
SONY CODE 00092
Always Finish First
865D1A34595A
Have 600000 Points
865D013C43BA
Have All Riders
965F2EF45963
865F2EF4596B
All Boards
3659CB96594F
All Mountains
365CE7945955

APOCALYPSE
SONY CODE ?????
Infinite Health
8668FB685959
Infinite Smartbombs
8668FB685959
Infinite Lives
3660AD205956
866354548C7A
366351545956

BUST-A-GROOVE
SONY CODE 01313
Infinite Attack Player 1
865CDA12595C
Infinite Attack Player 2
865CDA26595C
Full Power Player 1
865CDA8B55A
Full Power Player 2
865CDAECB55A

DEVIL DICE (US)
SONY CODE ?????
Infinite steps
366B3C505962

DUKE NUKEM TIME TO KILL:
SONY CODE 01515
Infinite Health
8661C55E9F7A

FUTURE COP LAPD
SONY CODE 01449
Infinite Energy
565ADCD05962
001002241C00
82A600000000
Infinite Ammo
565C15C05962
E80311248400
71A400000000
Infinite Powerful Ammo
565C15A45962
E80311238400
71A400000000

NBA LIVE '99
SONY CODE 01416
Player 1 Scores 100
865E50B459B6

ABE'S EXODDUS
SONY CODE 01480
Invincible Abe
365B3BFE5959
Glow in the Dark
365B3B065959

PSYBADEK
SONY CODE 00929
Infinite Lives
3660F99F59BB
Infinite Stars
865F5CEC5C37

SMALL SOLDIERS
SONY CODE 01580
Infinite Lives
765ADEDAFBDC
865ADEDA595A
Infinite Ammo
765B14DAF5BC
865B14DA595A
765B14DAF5BC
865B14DC595A

VICTORY BOXING 2
SONY CODE ?????
Infinite Energy
865976827EA0
865976847EA0

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and input OPEN_EM as a name. "_" indicates a space.

ALL TRACKS
Select Tournament mode and input WONITALL as a name.

PLAY AS BURG
Unlock all of the players, then finish first with more than 3400 in single event mode.

CONTROL REPLAY
Hold ⇦ during a replay to switch to slow motion or hold ⇩ to pause.

PROGRAMMING DATE
Press L1 + L2 + R1 + R2 at the menu with 1 Player/Multiplayer split screen options.

C: THE CONTRA ADVENTURE

MACHINE GUN
Press ⇨ X2, ■, ▲, ⇨, ⇦, ⇩ x2 at the title screen. A sound will confirm correct code entry.

VIEW FMV SEQUENCES
Press ▲ x2, ⇩, ■, ⇧ x2, ⇦, ▲ at the title screen.

UNLIMITED SUPER BOMBS
Press ■ x2, ⇨, ⇩ x2, ⇦, ■, ▲ at the title screen.

TENCHU

DEBUG MODE
Press Start to pause the game. Hold L1 + R2 and press ⇧, ▲, ⇩, ✕, ⇦, ■, ⇨, ●. Release L1 + R2 and press L1, R1, L2, R2. Wait a moment, then press Start followed by L2 + R2. A debug menu that allows enemy summoning, FMV sequence skip, invincibility, bonus weapons, toggleable enemy AI etc, will appear.

WILD 9

UNLIMITED LIVES
Start game and reach the Craterscape level. Take the extra life located behind the pillar on the bridge at the start of the level. After the total number of lives has increased, press Start, Select, and use the Quit option. Select 'Yes' to confirm to return to the title screen. Select the 'Start' and 'Continue current game' options to restart at the Craterscape level. Collect the extra life again from the pillar and repeat this process.

DALKSTALKERS 3



FIGHT AS IMAGE TALBAIN
Highlight Gallon at the Character Selection screen, hold Select, then press all three Punch or Kick buttons.

FIGHT AS OBORO
Highlight Bishamon at the Character Selection screen, hold Select, then press any button.

FIGHT AS FEMALE SHADOW
Highlight the "?" box, press Select x7, then press any button.

FIGHT AS MALE SHADOW
Highlight the "?" box, press Select x5, then press any button.

BUSHIDO BLADE 2



FIGHT AS KATZE
Select a Shainto fighter and complete Slash mode in under 15 minutes. Katze will now be selectable under Versus, Group Battle, and Link modes.

FIGHT AS TSUBAME
Select a Narukagami fighter and complete slash mode in under 15minutes. Tsubame will now be selectable under Versus, Group Battle, and Link modes.



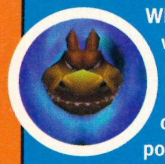
PLAY magazine Issue 44 1998

CRASH 3: WARPED

WELCOME TO THE SECOND AND CONCLUDING PART OF OUR COMPLETE GUIDE TO CRASH BANDICOOT 3: WARPED. THIS CHUNK FEATURES EVERY REMAINING LEVEL, INCLUDING A COUPLE OF ULTRA-SECRET ONES!

play guide part 2

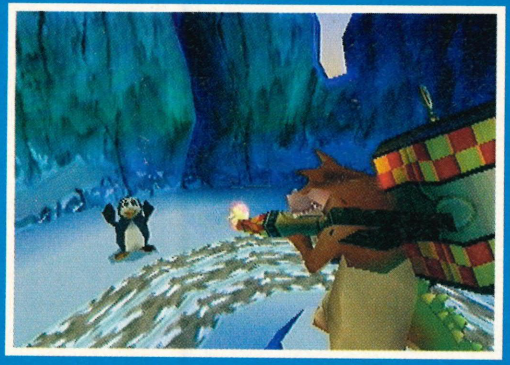
BOSS TWO DINGODILE



What a nasty piece of work this freak is! A cross between a dingo and a crocodile, he also possesses a nasty laser cannon that could do you some serious damage. The level starts with him assaulting a penguin, but this little guy surrenders far too quickly for Dingodile's liking, so when you arrive on the scene, he senses the challenge and immediately turns his attentions to you.



He will be protected by three rows of crystals, so don't try attacking him yet. He will fire a round of short laser blast into the air that will land in the surrounding area. You can spot where they are going to land by the shadows on the snow, so avoid them. He will then start blasting through the crystals, so keep on the move and get out of the way if he looks like pointing it at you. He'll keep shooting away, so when you think he has cleared sufficient enough space in the crystals for you to get through, get in there and spin into him... then move away quickly.



Dingodile's backpack will explode after he has been attacked, and it'll blow the remaining crystals away, only to be replaced by another lot. The process for killing him now is still the same as before, but the second burst of aerial gunfire consist of two full rotations of the area, and the third one rotation of double shots. Avoid these and killing him shouldn't be a problem



SUPER POWER 2

When you defeat Dingodile, you will gain the second of Crash's five special powers. This is the Double Jump and will come in very handy for clearing wider gaps and getting to higher places in the new levels as well as the existing ones.

DOUBLE JUMP

Press the × button once to jump, then when at the peak of the jump, press × again.

SECRET WARP ROOM

When you've completed the time trials from the next five levels in this world, you'll have enough Artefact Relics to go back to the secret warp room and access the hidden entrance for the Hang 'Em High level. From here, you'll be able to use your new Double Jump power to gain the Yellow Gem!



LEVEL 11

DINO MITE

TREASURE

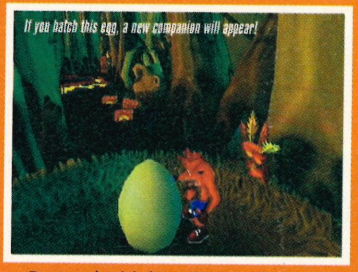
1 Crystal, 2 Clear Gems, 112 Boxes

TIME TRIALS

1:34:00 – Sapphire Artefact
1:21:00 – Gold Artefact
1:03:00 – Platinum Artefact

No sooner has the level started and you get to try out your new Double Jump power to grab the extra life box from onto top of the steel pillar. A new enemy will crop up next in the form of a spinning rodent. Wait until it isn't spinning, then kill it.

If you collected the Yellow Gem from the secret Hang 'Em High entrance in the secret warp room, this will appear in this level as a new platform. If you have it and choose to ride it, you'll be whisked off to the hard route through the level whereby you'll be able to obtain the second Clear Gem. If not, then proceed through the normal level and come back to it later (if you do take the Yellow Gem platform, you'll need to backtrack through the level and collect the boxes after it drops you back into the main level).



Proceed with jumping the lava pits and killing the spinning rodents, and then eventually you'll come to a curious-looking egg. Crack it open and inside will be a friendly dinosaur that you'll be able to hitch a ride on. This guy is fast and can jump very high. He also acts as a shield to protect you from one enemy hit. But if he gets hit, you'll lose him. You'll lose him anyway when the perspective shifts to side-scrolling, so don't fret too much.

Hit the high switch to fill-in the steel boxes and then use these as a bridge to get the solitary box. Then proceed to the bonus level. This is an easy one because all you'll need to do is use your Super Charge Body Slam to break open the re-enforced boxes. For the ones over the gap, simply position yourself next to the edge and perform a Super Charge Body Slam on the ground next to them, this should do the business.

The main level is rounded off with another dinosaur chase, so use the same tactics as before to get through it. The only tricky bit is when you need to perform a Double Jump to smash a high box, but the rest is easy!

LEVEL 12

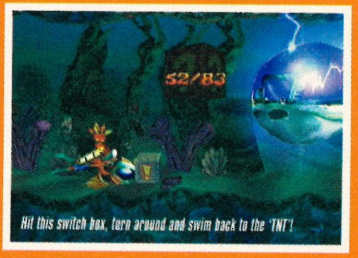
DEEP TROUBLE

TREASURE

1 Crystal, 1 Clear Gem, 1 Red Gem, 88 Boxes

TIME TRIALS

1:47:00 – Sapphire Artefact
1:23:48 – Gold Artefact
1:18:33 – Platinum Artefact



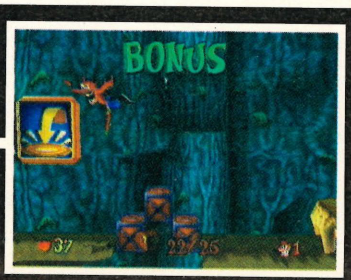
Back to the murky depths once again... but this time Crash will start with a jet-sub right next to him, so the first part of the level is easy – just keep shooting everything with your torpedoes. Negotiate the electrified disk like you did before and watch out for the mine and the eels as you descend into the chasm.

The next hazard are the rotor blades that create mini whirlpools. If you swim into these, you'll get sucked in and lose a life. Proceed down the huge tube, avoiding the puffer fish as you go. Carry on past the next set of rotors, and then at the end you'll see a construction of steel blocks and 'TNT' boxes with one wire frame box at the top. Ignore this for now and swim up through the tight passage. Then at the top, grab hold

BONUS LEVEL

Take your cue from the 'power signs' in the background and use your Super Charge Body Slam to smash the enforced boxes and clear this relatively easy bonus level.










of the jet-sub and use it to totally clear the path of obstacles (except for the rotors, you can't get rid of these – hell... we've tried!). Then when you get to the end of the level, you'll see a switch box, hit this and then back-track through the section of level you've just conquered until you come back to that strange steel block construction. The wire frame box will now be filled-in to reveal a 'TNT' box. Hit this and you'll clear yourself a new path through the level. Be careful when going through here because there are loads of nitro boxes littering your path. Navigate through these though and you'll not only be rewarded with the Clear Gem for collecting all of the boxes, but also the Red Gem for taking the secret path, which will provide you with a new Red Jewel platform in level 4 (Bone Yard). Job's a good un!

LEVEL 13

HIGH TIME

TREASURE

1 Crystal, 1 Clear Gem, 1 Purple Gem
87 Boxes

TIME TRIALS

2:12:00 – Sapphire Artefact
1:04:10 – Gold Artefact
0:56:93 – Platinum Artefact

This is a very similar level to Hang 'Em High, but with a few added twists to keep you on your toes. The biggest difference though is that there are two different paths to explore, but more about that later.

The first new enemy you'll meet will be instantaneous – a fire-chucker. These guys poke their heads out of windows and chuck fire-bombs at you... charming. Simply time your runs over the fire and you shouldn't have too much difficulty getting past them. Bounce up on the canopies and magic carpets, tackling any foes that cross your path, then use the overhead rail to swing across the large gap. Soon after you'll come to the bonus level, which is a relatively easy one. Just use your Double Jump to scale the stacks of high steel blocks, and smashing the actual boxes shouldn't be too much trouble.

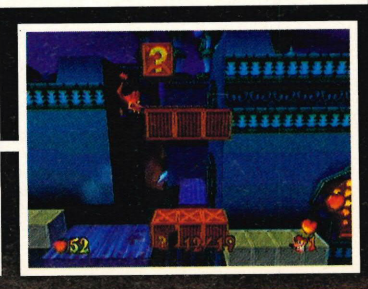
When back in the main level, you'll soon comes across one of two things – either a wire frame of a platform, or an actual new platform. The platform will only appear if you get through to this part of the level without losing a life. If you lose a life, all you'll see is the wire frame. Right now it's decision time, do you stay on the beaten track and carry on smashing all of the boxes, thus getting the Clear Gem, or take this new platform to the hard path through the level in order to get the Purple Gem?

If you carry on through the main level, you'll need to bounce up on the canopies and then tackle the mad sword-thrower at the top. To get past him, double jump over his swords and then spin into him. The rest is quite straightforward stuff that you'll have already tackled in similar instances before.

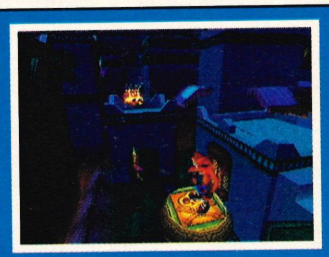

Before you grab the Crystal, pay a visit to the bonus level.

BONUS LEVEL

■ This bonus level is a doddle. The only problem is the two sets of bounce boxes, you have to jump up and smash the first floating one, then bounce up on top of the second two. Then smash the others.

THE HARD PATH




So, you've got through most of the level without losing a life and are now faced with that mysterious new platform (if you did lose a life, you'll need to go back to the warp room before tackling the level again). By hopping onto it, you'll be whisked off to the hard path through the remainder of the level. There are no breakable boxes in here, so just concentrate on getting through it in one piece. It's all pretty standard obstacles that you'll have seen before, so you don't need us to guide you past them. At the end of this level is the Purple Gem. When you have this, you can return to Level 9 (Tomb Time) and get through that secret Purple Gem wall in order to get the two Clear Gems.

LEVEL 14

ROAD CRASH

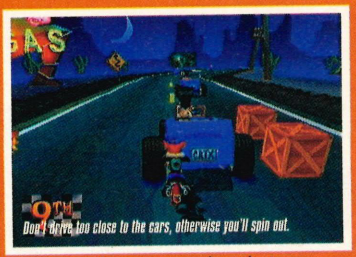
TREASURE

1 Crystal, 1 Clear Gem, 29 Boxes

TIME TRIALS

1:25:00 – Sapphire Artefact
1:20:70 – Gold Artefact
1:17:10 – Platinum Artefact

Another level whereby Crash gets to hop astride his trusty motorbike and give the boy racers a good thrashing on a new and longer circuit. Once again you'll probably need to complete this level twice in order to get the Clear Gem and the Crystal, once for the boxes and then again,


Don't drive too close to the cars, otherwise you'll spin out.

concentrating on crossing that finishing line first.

The road is fairly twisty and turny, so you'll need to takes things slow in order to smash all of the boxes, and if you're going for the win, make sure you don't leave the road on those tight bends by easing off the gas.


Hug the corners to achieve a good racing line.

LEVEL 15

DOUBLE HEADER

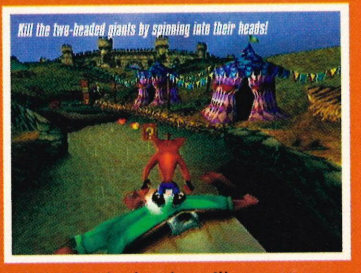
TREASURE

1 Crystal, 1 Clear Gem, 91 Boxes

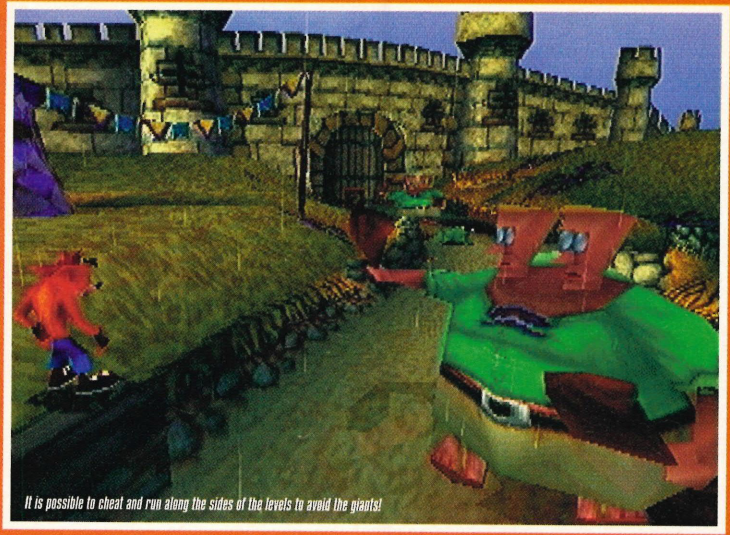
TIME TRIALS

1:27:00 – Sapphire Artefact
1:13:56 – Gold Artefact
0:59:40 – Platinum Artefact

It's back to the wonderful world of swords and sorcery for Crash, and there's a brand new adversary to contend with – a two-headed giant wielding a couple of nasty clubs. If Crash gets smacked by this guy, he'll know he's been spoken to, so the safest bet is to jump past them when they're not swinging their clubs, or Double Jump onto its head to knock it down. It is also possible to run along the sides of the scenery if you want to avoid them altogether (this is a handy hint for making haste in the time trials).


Kill the two-headed giants by spinning into their heads!

Later in the level you'll come to a few stacks of boxes with strategically-placed 'TNT' boxes amongst them. For some you'll have to jump and spin into them to smash the normal boxes (or you can just trigger the 'TNT' boxes and blow them all away) others you'll


It is possible to cheat and run along the sides of the levels to avoid the giants!

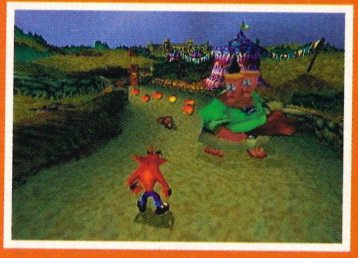
have to Double Jump to take out the box at the top, and then slide to get the lower boxes.

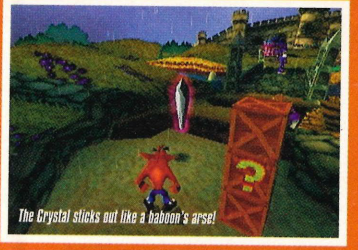
You'll then meet a whole host of familiar adversaries before coming to the bonus level. For this you'll need to use the spring boxes to smash all of the high boxes (then perform a Super Charge Body Slam on the spring boxes to smash them), then when you come to the 'TNT' boxes, Double Jump over them and then progress a little way to activate the switch box. This will fill-in the wire-frame boxes next to the 'TNT' stack and enable you to get them without first blowing up the handy spring box. For the next stack, you'll have to slide into the box at the bottom, which will start the countdown on the 'TNT' box. Be quick and jump onto the spring box to get to the higher boxes and then get away of the way before it blows. Now leave the bonus level having obtained all 30 boxes.

The rest of the main level consist of more giants, goats, wizards and frogs, so knowing how to attack them you shouldn't have too much trouble getting to the end with that perfect Clear Gem awarded!

You must use your double jump in the bonus area to smash all the boxes. When you come across a stack of boxes containing two TNT boxes, jump over them without smashing them. Run ahead to the next ledge and trip the switch box; then run back and use the bounce box to smash the boxes suspended in the air. Take out the TNT and keep moving ahead.

Toward the end of the level, you'll see a goat pacing back and forth on a ledge. It will be tempting to take the time to use your spin attack on the goat, but if you do, you'll likely be nailed by the wizard ahead of you who is lobbing fireballs your way. It's best to wait until the goat is out of the way and hop across the ledge quickly; run forward and jump over the wizard's fireballs until you are close enough to attack.

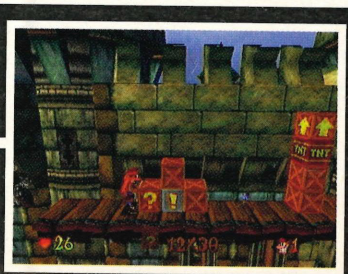



The Crystal sticks out like a baboon's arse!

BONUS LEVEL

■ Here's another easy bonus level. When you come to the stack of boxes that includes a 'TNT' box, slide into the bottom box and then quickly jump up to the bounce box before the 'TNT' detonates.





BOSS THREE N. TROPY



This guy is quite easy to defeat providing your stay alert and on your toes. He will start by lobbing a fireball at you (watch out because it's a homing fireball) dodge this and he'll immediately follow-up by blasting laser beams at you. For the first wave, he'll launch one beam from the front, one from the right and then one from the left – all of which can be jumped over. He'll then re-arrange the metal tiles in front of you, so when he does this, jump on them to get over to his platform and then spin into him.





When he has been hit, he'll retreat to your platform and start the attack again. This time he'll chuck two fireballs at you, one high one low, so jump the first and slide under the second. This time he'll blast two lasers from the front, one from the right, and then another from the front.

Attack him as before and for his third and final wave of attack, he'll launch three fireballs (jump the first, slide under the other two) and then one laser from the left, one from the right, one from the front and then two from the left. He'll mutter something and then disappear when you spin into him for the third time.

SUPER POWER 3

When you defeat N. Tropy, you will gain the third of Crash's five special powers. This is the Death Tornado Spin and will allow Crash to spin for longer and also glide whilst in the air.

DEATH TORNADO SPIN

To perform this move, simply keep pressing the n button repeatedly. If wishing to glide, press ✕ to jump and then pound that ■ button.

SECRET WARP ROOM

When you've completed the time trials from inside N. Tropy's world, you'll have enough Artefact Relics to go back to the secret warp room and access level 28 (Area 51?) which is very challenging indeed!

LEVEL 16

SPHYNXINATOR

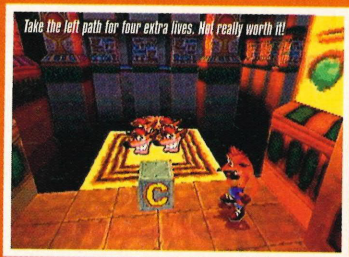
TREASURE

1 Crystal, 2 Clear Gems, 105 Boxes

TIME TRIALS

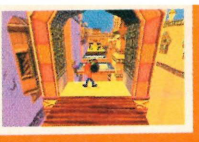
1:42:00 – Sapphire Artefact
1:17:93 – Gold Artefact
0:56:70 – Platinum Artefact

As soon as you start this level, turn around and walk towards the screen. Here you'll find four easy to miss boxes that you'll be scratching your head over for ages if you don't smash them now.


Take the left path for four extra lives. Not really worth it!

If you go forward, you'll notice that the path splits. With your new Death Tornado Spin, it



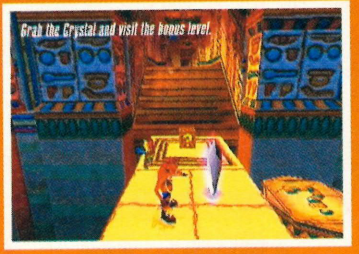


is possible to Double Jump and then glide over the huge gap down the left-hand path. Although by going down here, only extra lives will be rewarded, not extra boxes. Lives aren't in short supply in this game, so it is probably more advisable to carry on down the right-hand path. Avoid the pits and spikes and before long you'll come to a peasant wielding a flame thrower. Wait until he is pointing it away from you, then jump over the pit and spin into him. Next up is a couple of moving platforms with spikes in-between, so time you move carefully.

You'll soon come to a set of light beams... these are tricky because there is a nitro box nearby. Use your Double Jump followed by the Death Tornado Spin to glide through them and over the poison darts. Proceed through the level and after several stacks of boxes (with 'TNT' boxes amongst them – use the familiar tactics to smash them all) you'll see a wire frame of a Blue Gem platform. Take note of the position and return to this point when you have the Blue Gem. Next up is a stone-dropper.

Time your run (preferably after the stones have slid over the nitro boxes to avoid any risk) and take him out, then hop onto the moving platform to be carried through 'apple alley'... but watch out for the flame-thrower bloke at the end. When you come to the bonus level, it gets tricky because there is a lot of 'TNT' around. Double Jump over the first stack, then turn around and slide into the bottom box before triggering one of the 'TNT' boxes... now swiftly move on. Jump on top of the 'TNT' boxes shaped like steps and jump up to smash the high box, then jump away over the gap. Double Jump over the next two 'TNT' boxes and then smash all of the normal boxes (including the extra life box next to the steel blocks. Then go back and detonate the 'TNT' boxes. For the last stack, spin into the two middle boxes and the strengthened one will fall down to trigger the 'TNT' box. Move away until it explodes, then perform a Super Charge Body Slam on the strengthened box to finish the bonus level.

When you return to the main level, you'll soon come to a selection of stone-throwing potted monkeys. Spin into them all and them bounce on the last quivering monkey to gain extra fruit. The rest of the level is familiar territory, but be sure to spin into the green switch box at the end to detonate all of the nitro boxes.



BONUS LEVEL

■ Be cautious on this level because there is much 'TNT' around. When you reach the two stacked against the steel blocks, jump over them and grab the extra life before detonating them.




LEVEL 17

BYE BYE BLIMPS

TREASURE

1 Crystal, 1 Clear Gem, 11 Boxes

TIME TRIALS

1:09:00 – Sapphire Artefact
0:58:40 – Gold Artefact
0:51:50 – Platinum Artefact

After all the interesting levels involving jet-skis and motorbikes, it's time for a different direction, and on this level Coco takes to the skies in a World War I biplane! The idea here is to shoot down seven of Dr Cortex's blimps that are floating around the area. However, this isn't made easy by the drone planes that are protecting them.

You'll have to shoot a blimp several times before it sinks, but whilst you're trying to do that, the enemy planes will try to engage you in a dog-fight. Being rather noble chaps though, they won't shoot you from behind – only from the front, so if they do start laying into you, perform a barrel roll and turn around to evade their fire. They can be shot down easily enough, but there is a never-ending fleet that will always appear (although only ever three on-screen at a time) so concentrate on the ones that are near the blimps.

The Crystal is obtained when you shoot down all the blimps, but there are also 11 boxes scattered around as well. These are suspended in the air by balloons, and can be taken out in two ways – by either shooting the balloons or the boxes (you won't get the fruit if you shoot the balloons though). Near to the blimps, you'll also find special first aid boxes (these count as normal boxes so destroy them all) that will then replenish some of your damage bar if you're in trouble.

LEVEL 18

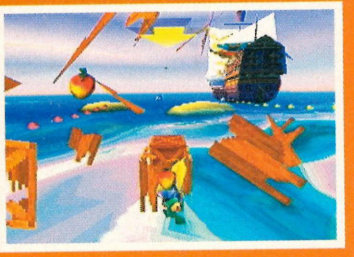
TELL NO TALES

TREASURE

1 Crystal, 1 Clear Gem, 61 Boxes

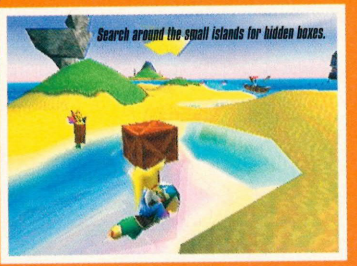
TIME TRIALS

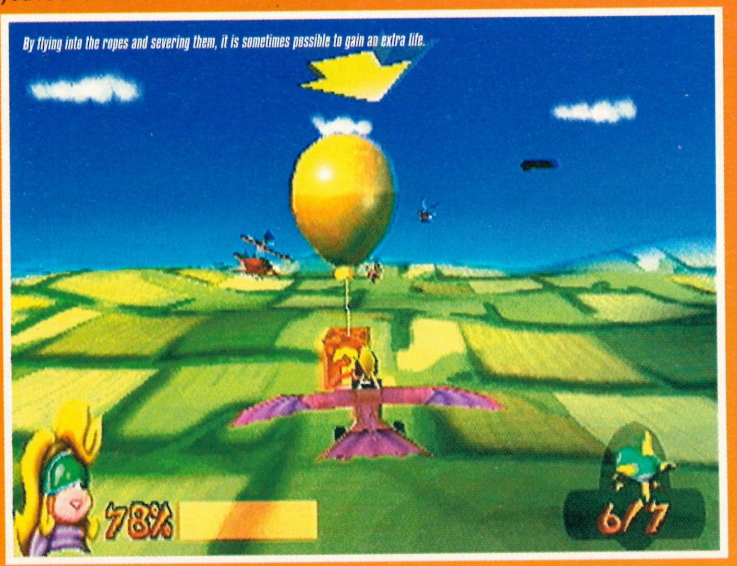
1:42:00 – Sapphire Artefact
1:25:63 – Gold Artefact
1:05:23 – Platinum Artefact



After taking down Cortex's blimps, it's back to the high seas for Coco in a high-octane jet-ski level. Use the same basic strategies as before, although there are a couple of new adversaries to watch out for. These include the anchor-swingers that can be avoided by following the swing of the anchor.

Pay special attention to the groups of islands as there tends to be plenty of well-hidden boxes clustered around them. Also, towards the end of the level, you'll be able to break away slightly from the set path and circle one of the many pirate ships. Behind it you'll find extra boxes so be sure to go there if you want that perfect Clear Gem.





LEVEL 19

FUTURE FRENZY

TREASURE

1 Crystal, 2 Clear Gems, 134 Boxes

TIME TRIALS

2:01:00 – Sapphire Artefact
1:34:00 – Gold Artefact
1:19:63 – Platinum Artefact

If this is what the future looks like then I think we should live for now! There are loads of new obstacles and enemies in this section, so get used to them now because you're going to be seeing rather a lot of them from now on!

The first thing to take note of is that you can't get the Clear Gems just yet, you can only access them from Level 29. So the first time you go through this level, don't bother getting anything other than the Crystal.

The first obstacle is the laser. Wait until your path isn't blocked by two large beams before scurrying past. After the conveyor belts (and more lasers) you'll come to a strange floating enemy. Basically, it is safe to attack when it isn't glowing... just don't ask what it is! Smash the strengthened boxes using your Super Charge Body Slam and then jump onto the platform at the end.

You'll now be whisked off to a side-scrolling section inhabited by strange saucermen. These can be jumped on as long as you don't touch the orange edges – do this and you're frazzled! The disks hovering in the air can only be jumped on when they're green (and horizontal, obviously!) but be quick because they'll turn red and tilt before too long. You soon come to a spiky enemy that is deadly. Wait next to it until the spikes retract, then jump on its steel casing to kill it. The green spherical pad nearby will put you in a spin and catapult you into the air. This first one is just a tester, they serve a purpose later on.

At the end of this first side-scrolling platform is a lift. Walk into it and you'll be fired upwards to a new platform. The first few hazards here are familiar, but you'll soon come to another spherical pad, this time it will carry you over the huge stack of 'TNT' boxes, so go with it! Shortly after here is the bonus stage... and what a strange one it is too!

The icons in the background will give you hints as to what powers you'll need to use, but it involves loads of Double Jumps and Death Tornado Spins. The hardest part is right at the end when you'll have to jump high to smash the extra life box before going into a spin and keeping it going through three more boxes and to the finish. Talk about hard on the fingers!

Shortly after the bonus level, there is a series of lasers that will need to be slid under before you come to another lift. When you start the next platform, you'll shortly come to another spherical pad. This time it will carry you over a large gap with boxes above it. The rest of the level is easy enough.

There is a green switch at the end that'll detonate the nitros, but this won't be enough to enable you to get the perfect Clear Gem just yet!

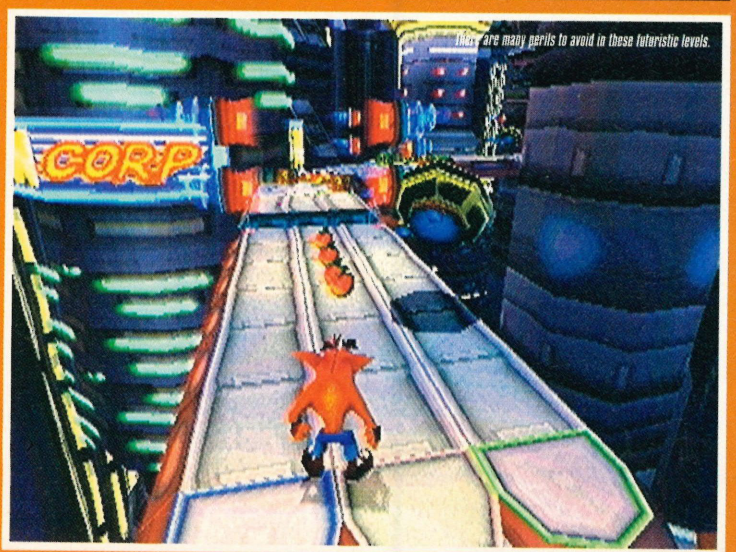


BONUS LEVEL

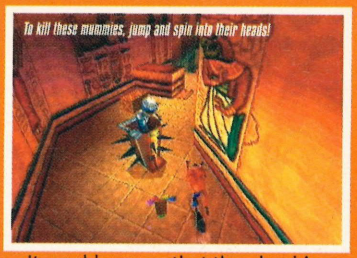
■ Tricky one this! Take your cue from the power symbols on the wall and perform Double Jumps and Death Tornado Spins to smash the numerous boxes.







There are many perils to avoid in these futuristic levels.



It would appear that the plumbing has gone to pot in this tomb, and as a result the caverns are constantly filling up with water, which isn't good because Crash can't swim and will drown if covered with wet stuff. Hmm. First off all, spin into the wheel to open the large stone door and you'll see the first problematic puddle. Simply wait for the water level to lower before smashing the two boxes and scurrying up the steps. There is a mummy up ahead, but he has a spiky case, so it's probably best to avoid him. The next stretch of water is slightly harder. Detonate the two 'TNT' boxes and then jump onto the steel boxes as the water level rises. When it lowers, dash to the other side. Up the steps will be a check-point guarded by some bloke with a shield. Slide into him to knock him out of the way, then go and visit the bonus level.



LEVEL 20

TOMB WADER

TREASURE

1 Crystal, 1 Clear Gem, 1 Blue Gem, 88 Boxes

TIME TRIALS

2:44:00 – Sapphire Artefact
1:45:03 – Gold Artefact
1:24:00 – Platinum Artefact

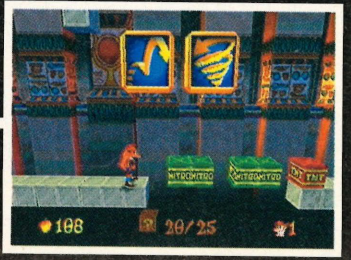
Ah... we like Naughty Dog (developers of *Crash*), taking the Mickey out of a certain game featuring a certain female heroine, hence the title of this level. As it happens though, this is one of the hardest levels in the game, and so pays perfect homage to the great Ms Croft we think.

This is a tricky one. Walk to the edge of the steel blocks and then jump over and smash the lower box, then jump back and trigger the switch box to form a bridge. Proceed along smashing the various boxes, then you'll come to a series of wire frames with boxes underneath. Jump along and smash all the boxes, then Double Jump back over the gap and hit the switch box. This will turn the wire frames into nitro boxes, so Double Jump and then spin over them to get to the end. The 'TNT' box will ignite the nitro boxes,

BONUS LEVEL

■ Jump out from the platform and hit the lone box that is lower down, then hop back to the steel blocks and hit the switch to form a bridge. At the end, jump and spin over the nitro boxes.

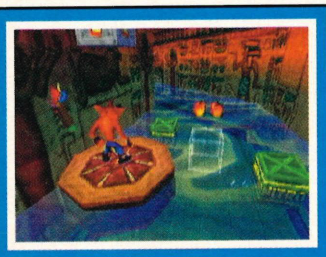






allowing you to get all 25. Back in the main level, the next pool is easy to get past, but the next slightly harder. Smash the boxes and then slide into the bloke with the shield before jumping onto the steel block stack to avoid the water that will no doubt be lapping at your heels by now. Jump across to the floating platform and then jump up to smash the box above. A short way on you'll see either a wire frame platform or a new platform depending on whether or not you've lost a life on the level yet. This will take you to the hard path through the level, so it may be wise to continue going and grab the perfect Clear Gem before returning at another time. The last set of water tunnels are the hardest because it is filled with pitfalls. The first is the bloke with the shield. Move away from the nitros before sliding into him, then jump back and hit the switch box above the floating platform, as this will trigger a stack of steel blocks later on in the tunnel. The next tunnel will also need to be taken in stages as it's very long, don't worry though, the floating platforms will help you through it. The end is now in sight.

THE HARD PATH





When you start, hit the floating switch box to trigger the wire frame boxes. Use these as a bridge to get across the water, but beware of the nitro boxes that litter your way. There are a couple of enemies to kill before setting off down the next water tunnel. There is a cluster of nitros at the start so be very careful when approaching them. The rest of this passage just involves patience, so take things steady and you'll soon have the Blue Gem at the end.

LEVEL 16 REVISITED

Now that you have the Blue Gem, go back to Level 16 (Sphynxinator) and about halfway through, you'll see a Blue Gem platform. Ride on this to obtain the second Clear Gem on that level. It isn't an easy ride though, the ground is covered with slippery tar, and you'll have to jump over numerous pits. The best technique is to slide and jump, but it's still hard all the same.

LEVEL 21

GONE TOMORROW

TREASURE

1 Crystal, 2 Clear Gems, 89 Boxes

TIME TRIALS

2:05:00 – Sapphire Artefact

1:25:60 – Gold Artefact

1:02:10 – Platinum Artefact

Before you get serious about this level, it's not worth going for all the boxes unless you have obtained the Green Gem from Level 23 (Flaming Passion) because you'll need to use this as a platform to get all the boxes and the second Clear Gem. When you start this level, use your newly acquired Fruit Bazooka to shoot the first three enemies. Then you'll come to a very large missile cannon. It will fire three blasts (one right, one left, one right) before swivelling over and producing a green target. When it does, jump and spin into it.



Kill the next set of enemies with your Fruit Bazooka and then repeat the process on the second missile cannon. After the set of laser beams ahead, you'll see some wire frame blocks, ignore these for now and then proceed ahead to the switch box. Hit this and you'll see two more appear ahead (both either side of the walkway). Use your Fruit Bazooka to take these out and then go back to the original wire frames that will have now turned into boxes.

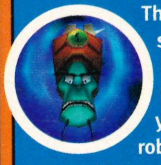
You'll no doubt notice that there is one wire-frame box left above the bounce box. Ignore this for now (you'll have to come back to it later), but don't smash that bounce box just yet.



Just ahead is a platform that'll take you away to the side-scrolling section of this level. Keep using your Fruit Bazooka to take out the enemies, and before long you'll come to the bonus level. Once in here, detonate the 'TNT' box to trigger the switch box below. Do the same on the nitro box ahead, then shoot the next one that's high up. The rest of the level is easy.

Back in the main level, there isn't much left to trouble you as long as you take things steady. At the end of this platform, there'll be another platform that'll take you back to a front-scrolling perspective. Apart from the large missile launcher on the conveyor belt, getting to the end should be simple... but you'll be back for the real challenge later on when you'll need to obtain both of the Clear Gems from this level!

BOSS THREE DR N. GIN



This is a boss with a difference. For starters, you'll fight it as Coco instead of Crash, and it's another fantastic flying level. Basically you'll face Dr N. Gin's large battle robot housed snugly in a small spaceship armed with laser cannons.



You must attack this metal contraption in stages, taking out all its armaments. These will flash yellow and are quite easy to detect – they'll be the bits firing at you! There are four missile ports and two machine guns to take out first of all. Concentrate on the missile ports are these tend to be vulnerable a majority of the time. Make sure you shoot all of the missiles flying out, otherwise they'll cause you substantial damage. When the robot brings up its machine guns, get in several shots before retreating to avoid its heavy gun-fire (simply duck to the bottom and move to the other side of the screen). Then rise back up and get a couple more blasts in before the guns go down. Keep concentrating your fire on the missile ports and gradually they will all drop off.



When all of the missile ports and the guns have been destroyed, concentrate your attention on the small circular section in its belly. When this has blown, N. Gin will retreat and house himself in a spaceship that's heavily armed. Take out the missile ports as before, then when it fires out polygon-shaped missiles, avoid them as they get closer because they've quite a large blast radius. He is harder to defeat in this form, but if you're careful and shoot all the missiles before they harm you, you should be able to destroy him.

SUPER POWER 4

When you defeat N. Gin, you will gain the fourth of Crash's five special powers. This is the Fruit Bazooka and will allow Crash to pick-off troublesome enemies from a great distance.

FRUIT BAZOOKA

To use the Fruit Bazooka, hold down the L2 button to activate it, then simply press ● to fire the fruit. When an enemy is targeted, the yellow cursor will turn red and you'll hear a noise!

SECRET WARP ROOM

When you've completed the time trials from inside N. Gin's world, you'll have enough Artefact Relics to go back to the secret warp room and access level 29 (Future Frenzy – Secret Entrance). From here, you'll be able to obtain the two Clear Gems.

BONUS LEVEL

■ Armed with your Fruit Bazooka, the game becomes considerably easier as you can simply shoot all of the boxes both in the main levels and in these bonus levels. So you shouldn't have too much trouble!





LEVEL 22

ORANGE ASPHALT

TREASURE

1 Crystal, 1 Clear Gem, 20 Boxes

TIME TRIALS

1:36:00 – Sapphire Artefact
1:31:30 – Gold Artefact
1:21:80 – Platinum Artefact

This is the last of Crash's motorbike shenanigans for now (not counting the hidden level of course!) and what a way to sign off. This level is longer and much harder than before, so stay focused and watch out for the opposition – it's a lot sneakier than before, and will stop at nothing to ram you off the track.



Beware of the fuzz, because on this level the police cars move backwards and forwards in a bid to kill your speed. Basically, when you see them in the distance, steer into them because the chances are that they will have moved out of the way by the time you actually get to them. Alternatively, you can stick to the sides of the road and scoot straight past them.

There are plenty of speed boosts to run over, so try and hit as many as you can to stay ahead of the other racers. With practice you should be able to complete it relatively easily.

LEVEL 23

FLAMING PASSION

TREASURE

1 Crystal, 1 Clear Gem, 1 Green Gem, 75 Boxes

TIME TRIALS

1:43:00 – Sapphire Artefact
1:13:10 – Gold Artefact
0:59:40 – Platinum Artefact

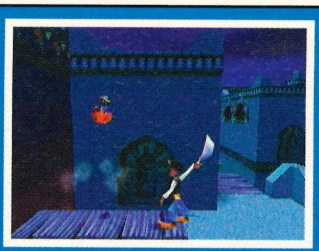
It's back to that hostile Mediterranean town again, except this time it's in the dead of night. The first new enemy you'll encounter this the hostile natives that throw fire bombs out of the windows. Using your Fruit Bazooka, you can take out these before they lob the fire... which is dead handy.

Many of the forthcoming problems you've seen and done before, but remember, a good tip for the time trials concerns the head-on double set of magic carpets. Instead of jumping on one and waiting for it to rotate around to the other side, wait until they are both straight ahead, then quickly jump from one, to the other, and then onto the other side – very time-saving!

Before too long you'll come to the bonus level. Armed with the Fruit Bazooka, this is pretty easy, all you have to do is stand well clear and then shoot the various nitro boxes. Towards the end, you'll come to a row of bounce boxes. Use these to smash the boxes above, the jump back to the platform on the left. From Here, shoot the first two bounce boxes with your Fruit Bazooka, then jump across and shoot the other three. The rest is easy.

Back in the main level, there are very few problems if you're using your weapon. The only real thing to look out for is the hidden box near the end. Basically, as you make the last of the canopy bounces, they'll be a box hidden above the wooden platform that is used as a target for the near-by fire-lobber. Take them out beforehand then Double Jump to get the box. You should now get the perfect Clear Gem.

THE HARD PATH



If you get halfway through the level without losing a life, you'll see a platform that'll take you away to the hard path through the level. But before you hop on it, progressive forward slightly and take out the box just beyond the canopy jump (when you're whisked back after getting the Green Gem, you'll appear slightly beyond this point, and it'll save you back-tracking later, you see!).

Once on the hard path, things aren't really too hard at all. Just keep shooting everything and using the magic carpets to get over the gaps and you should be fine. Grab the Green Gem at the end and you're laughing.

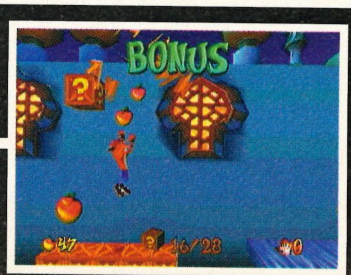
LEVEL 21 REVISITED

Now that you have the Green Gem, go back to this level and you'll be able to use it as a platform to get all the Clear Gems. The Green Gem platform will take you to a front-scrolling section full of baddies and laser beams. You've seen them all before and know how to avoid them, so use your Fruit Bazooka to shoot the scumbags, then time your runs past the laser beams. Towards, the end will be a Clear Gem, so pick it up, then hit the switch before heading back to the main level on the Green Gem. You'll be put back next to that bounce box (remember that?) and the last wire frame box will now be filled in, so go and get it. Now progress through the level getting all of the boxes you couldn't get before, and you should get the second Clear Gem at the end!

BONUS LEVEL

■ Jump over all of the nitro boxes and then turn around and shoot them. Then use the bounce boxes before jumping off and shooting them from the sides. Check the counter to ensure you've got them all.





LEVEL 24

MAD BOMBERS

TREASURE

1 Crystal, 1 Clear Gem, 11 Boxes

TIME TRIALS

2:08:00 – Sapphire Artefact
1:55:20 – Gold Artefact
1:38:13 – Platinum Artefact

Back to the skies again, except this time it's Crash's turn to do a spot of dog-fighting! The targets here are five bomber planes, and all of them must be shot down in order for you to get the Crystal. These are much harder to blast than the blimps because they have two engines that must be taken out – there's one on either side. They are quite small, so pin-point accuracy is required.



Use the same strategies as before to avoid and destroy the drones planes, and when you're down to your last target, concentrate on shooting all of the boxes before finishing up. You should be able to get all the treasure when you leave this level.

LEVEL 25

BUG LIGHT

TREASURE

1 Crystal, 2 Clear Gems, 120 Boxes

TIME TRIALS

1:49:00 – Sapphire Artefact
1:34:83 – Gold Artefact
1:12:96 – Platinum Artefact

This is a very nasty level if you don't like the dark, because it isn't the sunniest of surroundings. To get the second Clear Gem on this level, you'll first need to have obtained all five Coloured Gems (you'll see why later!)

It starts off easily with a few pits to jump and enemies to kill (remember, if in doubt, use your Fruit Bazooka, it's what it's there for!) but after the set of red collapsing tiles, you'll be cast into pitch blackness, with only a fire-fly for light. You'll need to speed things up now because these little guys don't hang around for long. As you run through the level, all kinds of foes will pop up and attempt to stop you in your tracks, so dispose of them as you did in previous levels. Before long, if you've got the Blue Gem, you'll see a Blue Gem






platform. But unless you have all of the Coloured Gems, resist the temptation to jump on it, if you do you'll be stranded later on and have to return to the warp room. So ignore it for now and continue on your merry way. Just after the Blue Gem platform, you'll find a stack of Aku Aku boxes, smash these to become invincible and then just run straight through everything. Your invincibility should take you safely through to the bonus level.

Now this is the hardest of the lot, because you'll need to rely on the fire-flies for light. The best tactic is to jump over the fly and then smash as many boxes as you can using what little light you have. Remember, you can still aim you Fruit Bazooka and target boxes in the dark, so scan the entire area and clear as many boxes as you can before going back and picking up the fly. You'll find that you can pretty much get all the boxes with practice, then just use the fly to guide you through to the end.

Back in the main level, carry on through the rays of light and grab the Crystal. Then it's just a mad dash to the exit, avoiding the pits and various creatures.

BLUE GEM PLATFORM

Before you actually jump onto the Blue Gem platform (make sure you have all five Coloured Gems for goodness sake!) run ahead a little way and hit the checkpoint box – this way, if you die in the Blue Gem level (which you probably will), you'll start near to the platform again. The first hazards to avoid are the rays of light, there is a long stream of them that requires careful manoeuvring. Using the Double Jump power helps, but when you land, make sure it isn't in the middle of another ray of light! Exit this section by jumping onto the Green Gem platform.

There are loads of spears to avoid in this next section, as well as nitro boxes scattered all over the ground. You'll be able to escape via the Purple Gem platform. This next section requires plenty of jumping from moving platforms. It's not very taxing at all so you short be able to make short work of it.

Hop onto the Yellow Gem platform at the end. This section is easy, simply avoid the pits and the spiky mummies and you'll be fine. Now hop onto the Red Gem platform for the last stretch. This requires a straightforward jog to the finish, and the Clear Gem will be yours!

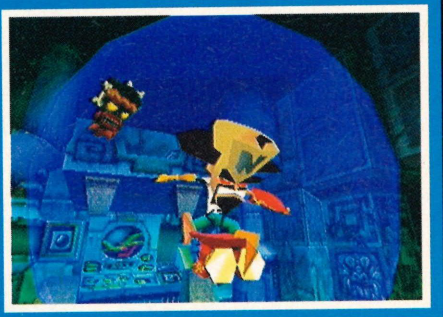
FINAL BOSS DR. N. CORTEX



At last, the final confrontation! This is Crash's big chance to prevent the dastardly duo of Cortex and Uka Uka from taking over the world. This is by far the hardest boss of the lot to defeat, but won't it be worth it just to wipe that toothy smile off Cortex's face?



When you start the level, Aku Aku and Uka Uka will be locked in a psyche-out type scenario. Their concentration is so intense that a vast beam of light will stretch across the screen as they rotate. This must be avoided at all costs by either jumping over it or running around it. All the time, watch out for Cortex, he will toss missiles at you, then after a while, he will start lobbing mines down. This is your cue to prepare for attack. When he drops the mines, the forcefield surrounding his plane will disappear, so jump over the mines and spin into him when he's vulnerable. This will knock him off his plane, so when he's sat spaced out on the ground, keep spinning into him until you knock him down the hole in the centre of the level.





This is the first part complete. Uka Uka will now drag him back from the depths and the whole process will start again. This time though, Aku Aku and Uka Uka will be locked in mortal combat. As a result, they will dance around the screen locked in a vicious scrum, so stay at the back of the screen and move left or right to avoid them. Again, when Cortex lobs the mines, jump over them and spin into him to knock him down the hole.

Surprisingly, the last part of the level is the easiest. The two voodoo brothers will have parted by now, but they're still itching for a fight and will lunge at each other. When they do, get out of the way until it is safe to move around again. Spin into Cortex for the last time and you'll either be treated to the bad ending.

When the bad ending has run its course, you'll restart back in the warp room whereby you can get any of the remaining Gems and Artefacts from the levels.

SUPER POWER 5

When you defeat Dr N. Cortex, you will gain the fifth and final special power. This is the Crash Dash and will allow Crash to run through levels at great speed. This is especially handy for the time trials.

CRASH DASH

To use the Crash Dash, hold down the R2 button in conjunction with a direction and you'll start sprinting.

SECRET WARP ROOM

When you've completed the time trials from inside Dr N. Cortex's world, you'll have enough Artefact Relics to go back to the secret warp room and access final secret warp room level. This is Level 30 (Rings Of Power).

LEVEL 26

SKI CRAZED

TREASURE

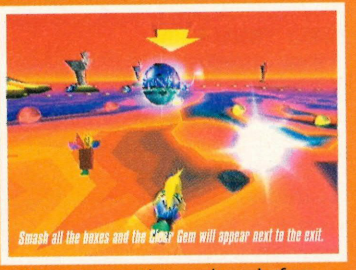
1 Clear Gem, 100 Boxes

TIME TRIALS

1:16:00 – Sapphire Artefact
0:50:50 – Gold Artefact
0:33:30 – Platinum Artefact

This level requires five Artefacts to enter!

The first of the extra levels in the secret warp room once again involves Coco and a jet-ski, but this time things have hotted-up because the action takes place around a volcanic island, and as a result, the water is filled with molten lava.



The same tactics apply as before, and thankfully all of the boxes are quite easy to locate and don't require too much searching to find. However, there are loads more floating mines to avoid, although these are the only hazards you'll encounter in these boiling waters. You'll come to a couple of ramps at one point, each has a box above it so you'll have to go over both ramps in order to get all the boxes.

Beware when tackling some of the later ramps because there tends to be a lot of nitro boxes hanging around in the air next to the normal boxes. Also, when you get near the end, you'll see one ramp located near a cluster of mines that has a floating green switch box after it. You'll need to gather enough speed to hit this box because unless you do, you'll find that the exit is blocked by nitro boxes.

LEVEL 27

HANG 'EM HIGH

SECRET ENTRANCE

TREASURE

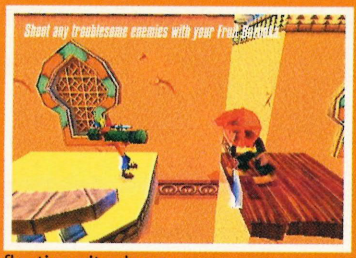
1 Yellow Gem

TIME TRIALS

N/A

This level requires 10 Artefacts to enter.

This is the path you'll need to take in order to fetch the Yellow Gem from the Hang 'Em High level. Use your Fruit Bazooka to take out the enemies and the nitro boxes, then use the magic carpets to get across the gaps. there is one tricky bit near the end that requires plenty of Double Jumping from the canopies in order to clear the



floating nitro boxes.

Grab the Yellow Gem at the end and then take the moving platform across to join the main level. You'll re-join right next to the exit, so simply walk into it and complete the entire level.

LEVEL 28

AREA 51?

TREASURE

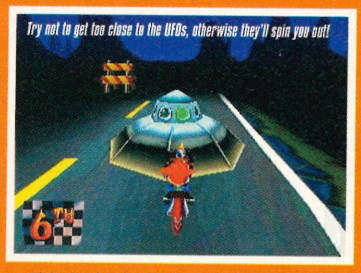
2 Clear Gems, 24 Boxes

TIME TRIALS

1:53:00 – Sapphire Artefact
1:49:80 – Gold Artefact
1:44:50 – Platinum Artefact

This level requires 15 Artefacts to enter.

It's back onto the motorbike for Crash as he faces a truly perilous stretch of road in the dead of night. However, there are no other cars to be seen... so what is Crash up against exactly? The answer to this question is short-coming (you must have guessed anyway from the name of the level) – it's UFOs!



This is the hardest racing section of the lot, not only because you can hardly see what's up ahead, but because the flying saucers that you're racing are extremely fast! Take note of how they move though, they may suddenly dart out of the way when they near a pit in the ground, or they may even rise into the air to avoid any on-coming traffic. This traffic is speeding police cars by the way, you'll see their head-lights in the distance and would be well advised to get out of the way to avoid a head-on collision.

You'll be awarded one Clear Gem for winning the race, and another Clear Gem for smashing the boxes – but you won't be able to get them both on the same race, believe us!

Make sure you hit all of the speed arrows to ensure you never fall behind the pack, and be wary of a group of ramps at the end, failure to hit them will result in you falling down pits that cover the entire road surface.

LEVEL 29

FUTURE FRENZY

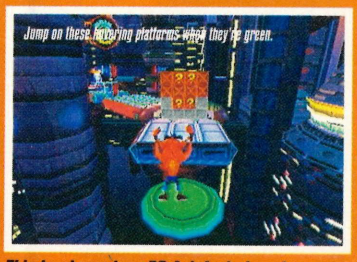
SECRET ENTRANCE

TREASURE

1 Clear Gem

TIME TRIALS

N/A



This level requires 20 Artefacts to enter.

Entering the Future Frenzy level through this entrance is the only way to obtain both Clear Gems. One you can collect outright by using this entrance, the other you get when you smash all of the boxes in this area and those in the main part of the level.

There is a very difficult high jump to make new the start of this area, run into it and use your Double Jump, and you should just about make it. Use your Fruit Bazooka to take out the saucermen and the other hazards, plus any problematic nitro boxes you come across.

When you grab the first Clear Gem and take the platform back to the main level, the real problems start because you'll have to go left and track right the way back through the level in order to smash all of the early boxes. You'll then need to run back and complete the rest of the level in order to smash every box and obtain the second Clear Gem. Make sure you visit the bonus level, this is much easier than before now that you've got your Fruit Bazooka to take out all of the boxes

LEVEL 30

RINGS OF POWER

TREASURE

2 Clear Gems, 33 Boxes

TIME TRIALS

1:20:00 – Sapphire Artefact
1:01:43 – Gold Artefact
0:51:73 – Platinum Artefact

This is a nice enjoyable way of ending the game. It's another flying level, but without the sharp-shooting hostilities of the previous two. Your aim is simply to fly through all of the rings (30 in total) in sequence. As you fly through one, the next in the sequence will glow green, so you'll not get lost.

You'll need to complete it a couple of times to get both Clear Gems (you get one for finishing first ahead of the other planes, and the other for smashing all of the boxes), because to get all of the boxes, you'll have to fly slightly off-course near the start.

Every time you pass through a ring, you'll get a burst of speed that will propel you towards the next one, but be careful, your plane is harder to steer when it's going fast. In order to come first and do well in the time trials, it is possible to barrel-roll through each ring and gain more speed, but more steering is required when you do this, so only use it on the rings that are far apart and not the close groups.

When you have completed this level, you should have completed 100% of *Crash Bandicoot 3* (if you haven't then go back to any previous levels and obtain any Gems and Artefacts that you may have missed). If you have completed 100%, defeat Dr N. Cortex again and you'll see the good ending.

MORE SECRETS...



TIME TRIAL MASTERCLASS

So, you think you're hot stuff when it comes to completing the Time Trials huh? But are you good enough to obtain all of the ?? Platinum Artefact Relics? If you are, then it's time to take on Naughty Dog at its own game. You see, when you complete *Crash Bandicoot 3* with a good ending, you'll be presented with the very best times for all of the levels, obtained by members of the Naughty Dog and Sony Computer Entertainment of America staff. These guys actually made the game, so if you can beat them, you really are the ultimate gamesplayer!



Naughty Dog's Optimum Times

Level 1 (Toad Village)	0:39:93
Level 2 (Under Pressure)	0:57:83
Level 3 (Orient Express)	0:16:96
Level 4 (Bone Yard)	1:15:36
Level 5 (Makin' Waves)	0:50:66
Level 6 (Gee Wiz)	0:58:66
Level 7 (Hang 'Em High)	0:34:36
Level 8 (Hog Ride)	0:33:96
Level 9 (Tomb Time)	0:50:63
Level 10 (Midnight Run)	0:13:20
Level 11 (Dino Might!)	0:55:00
Level 12 (Deep Trouble)	1:00:46
Level 13 (High Time)	0:45:10
Level 14 (Road Crash)	1:15:53
Level 15 (Double Header)	0:56:00
Level 16 (Sphynxinator)	0:50:63
Level 17 (Bye Bye Blimps)	0:38:63
Level 18 (Tell No Tales)	1:01:70
Level 19 (Future Frenzy)	1:07:47
Level 20 (Tomb Wader)	1:11:16
Level 21 (Gone Tomorrow)	0:55:46
Level 22 (Orange Asphalt)	1:16:70
Level 23 (Flaming Passion)	0:51:10
Level 24 (Mad Bombers)	1:24:10
Level 25 (Bug Lite)	1:08:00
Level 26 (Ski Crazed)	0:28:63
Level 27 (Hang 'Em High)	N/A
Level 28 (Area 51?)	1:38:96
Level 29 (Future Frenzy)	N/A
Level 30 (Rings Of Power)	0:47:93
Level 31 (Hot Coco)	0:14:60
Level 32 (Eggipus Rex)	0:41:10

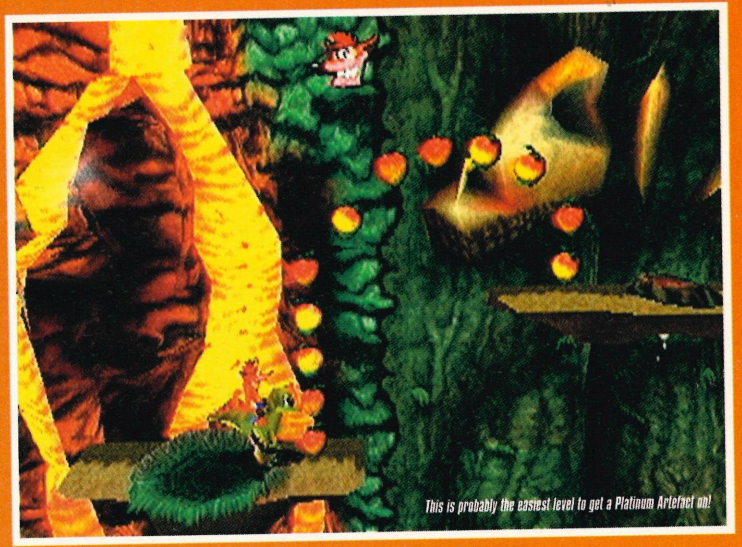


100% COMPLETE?

So, you think you've completed *Crash Bandicoot 3* and seen everything right? Wrong! Believe it or not, the game isn't totally finished when you reach 100%. There are more secrets tucked away to find, all are revealed right here...

SECRET LEVELS

In good *Crash Bandicoot* tradition, there are a couple of secret levels tucked deep within the game that only the most dedicated of players will find... and readers of this guide of course! We first became alerted to their presence during the ending credits when the best times of the developers were displayed. After much searching, we stumbled across the two suspect levels, and here they are...

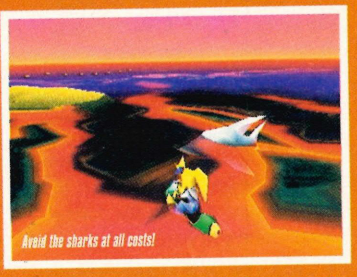


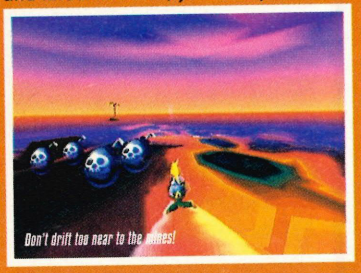
LEVEL 31

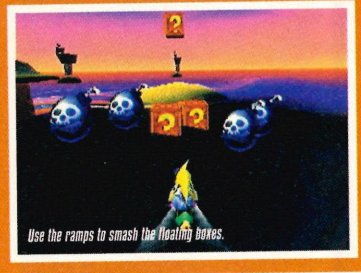
HOT COCO

• How to get there

Go to Level 14 (Road Crash) and start the race as normal. When racing, keep your eyes peeled because halfway around the track, you'll see a strange 'Alien Crossing' sign on the left-hand side of the road. If you ride into this and knock it down, you'll stop and be warped away to the mysterious Level 31 (Hot Coco).







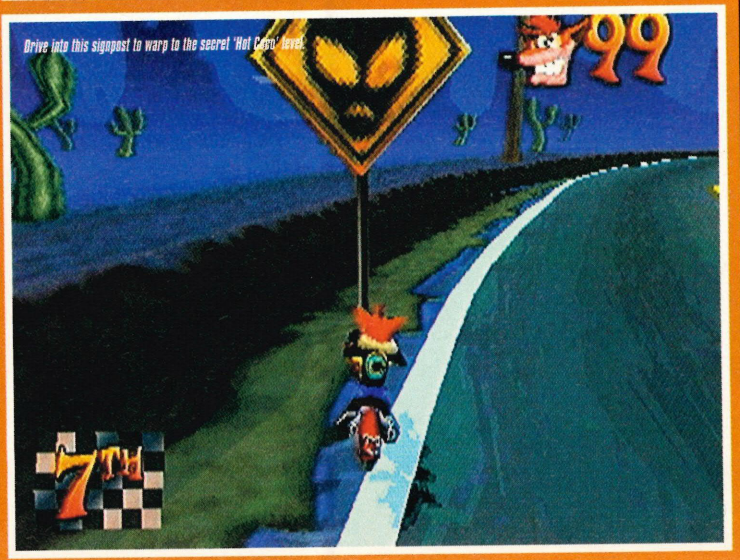
TREASURE

1 Clear Gem, 70 Boxes

TIME TRIALS

1:28:30 – Sapphire Artefact
0:58:40 – Gold Artefact
0:46:10 – Platinum Artefact

This top secret level once again has Coco back on a jet-ski and in volcanic waters (see Level 26: Ski Crazed). The main difference now though is that there isn't an arrow to point you in the right direction, so you'll be able to just take your time and jet around at your leisure to smash all of the boxes. Some are well hidden so be sure to search everywhere. Also, make sure you keep a mental note of roughly where the exit is, because it can be exceedingly hard to find after minutes of free-roaming jet-skiing. For the time trials, all you'll have to do is jet around the back of the volcanic island and use the ramp to bash the green switch block floating in the air, once this is done, the exit will be cleared of nitro boxes and you'll then be able to get out. Don't worry too much though, there are absolutely loads of time boxes to smash to keep that counter at bay.

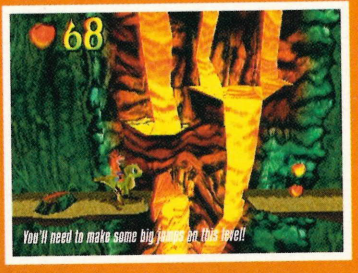


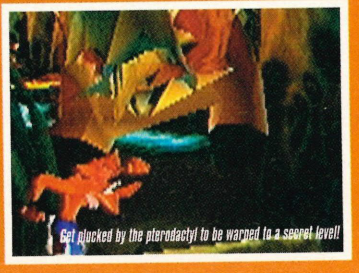
LEVEL 32

EGGIPUS REX

• How to get there

Go to Level 11 (Dino Might!) and use the Yellow Gem platform. When in this slightly harder section of the level, continue until you're being chased by the giant triceratops. When you come to the SECOND pterodactyl, walk into it and allow it to capture you. You will then be dragged away to Level 32 (Eggipus Rex), where there is plenty of fruit collecting to be done!





TREASURE

1 Clear Gem, 0 Boxes

TIME TRIALS

1:21:38 – Sapphire Artefact
1:03:36 – Gold Artefact
0:48:86 – Platinum Artefact

This top secret level is highly enjoyable. It involves riding the dinosaur through a side-scrolling platform level. There are no boxes to smash, just hordes of fruit to collect. You'll need to take care when jumping because there are mini volcanoes to avoid and pterodactyls to jump. If you lose the dinosaur, there are three specific points where you'll find another, so persevere. The Clear Gem can be found right next to the exit.

SPECIAL 105%

When you complete all of the Gems and Artefacts from the two extra special secret levels (the Artefacts must be at least Gold or Platinum), you'll notice that you will have completed 104% of *Crash Bandicoot 3*. Hmm, hardly a rounded number is it? Well if you return to the main warp room and walk up to Coco (who is standing next to the SAVE GAME screen) another Clear Gem will appear. If you grab this, you'll be treated to a short, yet entertaining fireworks display and finish the game with 105% status. Now you have truly mastered *Crash Bandicoot 3*. Hurrah and plenty of congratulations!



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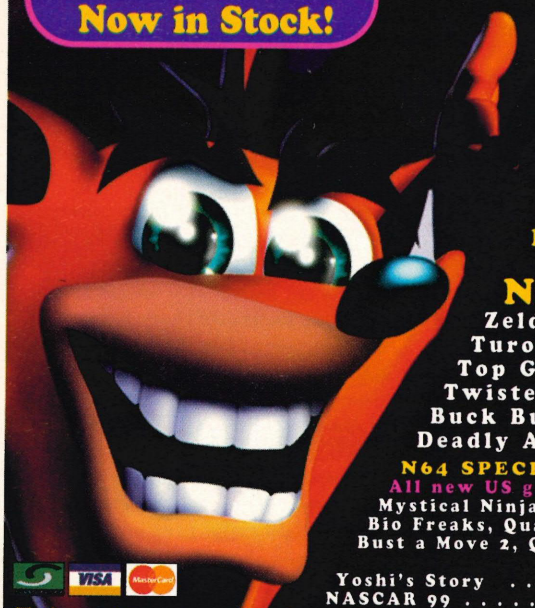
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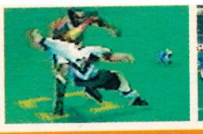
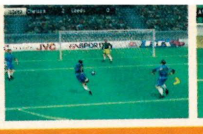
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complete play guide FIFA '99

GENERAL TIPS

SPEED

For the novice player, make sure that you keep the game speed at Normal and the difficulty setting at Amateur. It's easier to learn how to use the various special moves and general gameplay with these settings.

PLAYER SWITCHING

In Multiplayer mode, try sticking with one player instead of trying to constantly switch to different players. The computer will give you possession of the ball if it is passed off to one of your team-mates, whether you are in control of that player or not. Also, it is best to switch players when possession of the ball changes hands.

PRESSURE



Be aware of different pressure zones on the field. If you want to build up slowly, you'll have plenty of room in your own third. You'll have to utilise your midfield to support the forwards as opposing defenders mark them tightly. Don't be afraid to pass back to the midfield before heading for goal.

STAY CALM

Don't try and madly smash buttons, as this tends to trigger events you don't want. Being cool and deliberate always yields the best results.

ONE-TIME...



One-time passes are good for moving the ball up the field quickly, and do not allow the opposition to have enough time to set up tackles.

EXTRA SPACE

When moving the ball upfield using a forward player, try passing back to a midfielder in order to give your forwards some extra space. This will relieve some defending pressure on your strikers.

KEEPER SURPRISE

When the opposing team is on a breakaway, the new 'goalie charge' feature is an effective method of stopping the attack. Trigger it while the goalie is still off screen to gain the element of surprise.

STANDING TACKLES

If the opponent does make it close to your box, you're best off using standing tackles as these are less likely to give away dangerous free-kicks or penalties.

CLOSE CONTROL

Don't try to run the ball too close to the goalkeeper – otherwise he can read your intentions and rush you.

YOU GOT SKILL

Use the skill moves to anticipate and avoid impending tackles. Certain skill moves are more effective at avoiding certain types of tackles (see 'Skill Moves').

COUNTER TACKLE

Try using various tackles to counteract special moves. For example, someone performing a Hurdle move can be countered with the Conservative Tackle.

THROUGH PASS



Make use of through passes to strikers/ midfielders in order to create breakaway situations. The through pass is one of the most effective ways to counterattack.

ON THE REBOUND

You should try and get a shot away without trying to beat every defender. The goalie can't hold everything and rebounds are often the easiest source of goals.

KEEPER POSITIONING

It's easier to score if you use the goalie's momentum against him. Take a look at the keeper's position and the direction he's moving in. Try and target your shots to the side that the keeper is moving away from. But if all else falls, pelt the bugger into the back of the gaping net!

SPIN THE BALL

Add ball spin to the free kicks and corners using the L2 and R2 buttons. More ball spin means it's harder for the goalie to judge, even if the shot has less power.

BURN OUT

Players can recover from fatigue at half time. You should check your fatigue levels so that tired defenders don't burn out.

AGGRESSION

In Professional mode, turn the aggression all the way up if you like the CPU team-mates to do sliding tackles more often.

INJURED PLAYERS

If you see an injury, be sure to substitute as soon as possible. It is often advantageous to kick the ball out yourself so the substitution can take place.

VISUAL INDICATORS

Often in closer camera views, your team-mates are off screen. Check the direction on the off-screen indicator as this is a signal one of your players is available to pass to.

IGM

Your CPU opponent will try several strategies to crack your defence, so you should adapt your formation and strategy accordingly using the IGM Strategy feature.

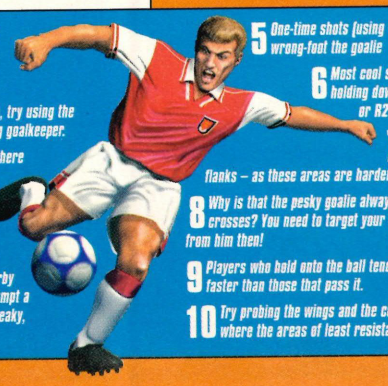
ON YOUR HEELS

If someone is right on your heels, pass the ball in the direction you're facing than trying to pass to someone in another direction.

FAKE IT

You can dummy defenders that are waiting for you to chest a ball down by holding either L2 or R2 while the ball is in the air. At the last second, your player will duck out of the way and let the ball run by.

10 QUICK TIPS



1. Be aware of star players on the opposing team, as they are the ones who are likely to inflict the damage against you.
2. When on a breakaway situation, try using the hurdle move to evade the diving goalkeeper.
3. If you are close to goal – and there are no pass targets nearby – you can tap the × button to side-foot the ball into the corner of the net.
4. If you are close to goal – and there are no pass targets nearby – you can tap the □ button to attempt a chip shot. This could give you a sneaky, unexpected goal.
5. One-time shots (using ○) are more likely to wrong-foot the goalie
6. Most cool skill moves require holding down one of either the L2 or R2 buttons.
7. Try taking the ball upfield using the flanks – as these areas are harder to defend.
8. Why is that the pesky goalie always intercepts your crosses? You need to target your crosses further away from him then!
9. Players who hold onto the ball tend to get closed down faster than those that pass it.
10. Try probing the wings and the centre channel to see where the areas of least resistance are when attacking.







INTERMEDIATE

PASS, CROSS & LOB

Practise using a combination of both ground passes and crossing lobs to move the ball around the field. Although ground passes are a lot more successful, you will soon find that the ability to use a combination of ground passes and crossing lobs will add to the gaming experience. (Plus, you can pull off some pretty spectacular moves, which look really great in instant replays!)

SPECTACULAR

On corners and free kicks, change your view mode using R1. This will allow you to set up spectacular set plays using diving headers and bicycle kicks.

CROSSING

When crossing the ball, you can use your D-pad to pick areas of the field to aim for. If you hold the pad ⇧, you'll cross to players at the near post. Holding ⇦ will pick players further away from the goalie.

HEADING

To head to a team-mate, press the × button while the ball is in the air (don't just tap it or you'll switch players). This is an underrated feature and can pay major dividends in terms of keeping possession of the ball. You can head the ball back across the net to team-mates this way.

To try a header on goal, press the ● button while the ball is in the air. If the player can reach it in the 18-yard box, he'll try a diving header.
To head up in the air to a team-mate's head or chest, just press the ■ button.

SHOW OFF

You can pull off some spectacular volley moves by double-tapping the ● button. Volleys are much more likely to score but require more time and space. Opponents trying to head or chest the ball away will more than likely beat you to the ball. If you face your player away from the net, he will attempt a bicycle kick.

You can also pass and lob ball on the volley by double-tapping the × or ■ buttons respectively.

NONCOMMITMENT

In Professional difficulty you don't always have to commit to big slide tackles to regain possession. By keeping shape and letting the opponent come at you, you can force bad turnovers from passes. He'll be forced to run through areas of concentrated defence, making it less likely for him to be successful in penetrating.

SKILL MOVES

Flick – This is great for beating a player who's rushing you. Hold R2 and press ■ and he'll watch as the ball sails over his head onto your awaiting foot.

360° Spin – This is the best way to shield off standing challenges and keep your momentum. Hold L2 or R2 and press ● or just double-tap R2 or L2. A well-timed 360° at the top of the 18-yard box will give you a greater chance on goal. However, although this move may look pretty fancy, you can get hit really hard with a slide tackle.

Lateral – Excellent for those impatient defenders who tend to slide right at you, as this move will pull you right out of the way. Two ways to do it: tap L2 or R2 once, or hold L2 or R2 and press ×. This move won't work against a conservative tackle though.

Hurdle – Press L1 to jump over an opponent's impending tackle. You can also hop over the goalie if you're good.

Step-Over Fakes – Holding L2 or R2 and using the D-pad and sprint button will make your player dribble more cautiously and pull fakes when direction is changed. Fakes will cause any tackles activated nearby to go in the 'faked direction'. Use these to make the defence look silly.

Step-Over Nutmeg – Holding L2, then tapping R1 will activate a step-over nutmeg. Holding R2, then tapping R1 will activate a double step-over.

Dive – If you get frustrated with the defence you can always take a dive and try to draw the foul. Hold L2 or R2 and press L1.

Intentional Foul – As a last resort you can pull down or double-foot-tackle players who have an obvious chance on goal. Press L1 and your player will foul the opponent. There are some cool reactions and falls. Try turning referee strictness down or doing it in Training mode.

COUNTERING CPU STRATEGY

The CPU will try different formations and strategies depending on what the score is and how much time is left. You should have a general sense of how much pressure he's exerting on your team. If he's pressuring, you can be sure that he's left a few holes at the back that you can exploit on a counterattack. You'll want to shore up your defence and play a quick counter – Manchester United style. If he's laying back, you know you can safely move more players up to the front lines. This will increase your chances of connecting on a cross and flood more players into his 18-yard box for rebounds.

OUTNUMBERING BY LINE

To outnumber by line, reset your three IGM settings to be IGM1 – Super offensive, IGM2 – Neutral, IGM3 – Super defensive. For example:
IGM1: 3-2-5 formation with an all-out offensive strategy.
IGM2: 3-5-2 formation with a neutral strategy.
IGM3: 5-4-1 formation with an all-out defensive strategy.

As the play flows up and down the pitch, use the Select button to outnumber your opponent in that area of the field. This may cause your players to fatigue a little more but, if used sparingly, can be a big advantage.

WING-BACK RUN

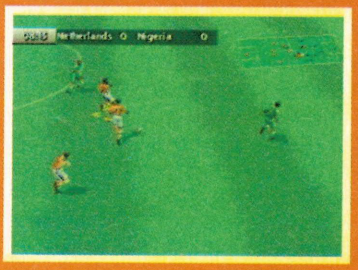


Use the Wing-Back Run to start a quick break on one flank. While a defender has the ball, hold L2 + R2 and press △. Look for the player with the tactic indicator streaking up the wing. Move the ball away from that side to draw players away. Tactic players are easier to target than other players, so you should be able to hit that player with a through pass (R1) or a lob before he goes offside.

THROUGH RUNS

This is a great way for forwards to lose tight markers. These guys are marked extremely tightly in the opposing third. Hold L2 + R2 and press ×. Look for the player with the tactic indicator making a diagonal run to the back of the opposing defence. You should hit that player with a through pass (R1) behind the defensive line. Watch out for the goalie though.

PASSBACK MODE



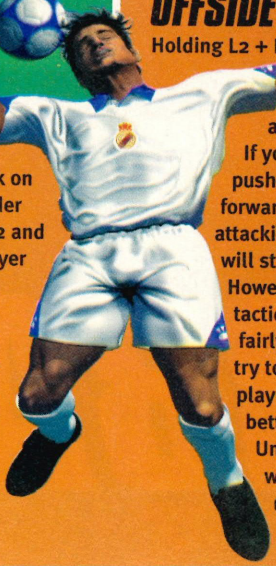
You can use Passback to get one-twos going. While holding L2 + R2, press R1 to pass the ball and reposition for a return pass. There is another technique called Offball – while holding L2 + R2, press L1 to gain control of another player and ask for a pass.

DEFENSIVE PRESSURE

Use the Attacking Press tactic to force the opponent to move the ball upfield more hastily. Hold L2 + R2 and press ○. You may intercept a bad pass or catch him holding onto the ball for too long. Beware – using this tactic will fatigue your forward players, making them less effective in the long run.

OFFSIDE TRAP

Holding L2 + R2 and pressing □ will activate an offside trap. If your opponent has pushed all his players forward and is using an attacking strategy, this tactic will start to become useful. However, be careful with this tactic as CPU opponents are fairly intelligent and will try to recover to keep the play going. You've much better luck playing a Man United supporter who doesn't understand...



WIRED UP

■ INCOMING GAMES ■ LATEST REPORTS ■

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AS THE MILLENNIUM CREEPS CLOSER, SO DOES OUR DOOM!

Some nutcases are going on about the end of the world at the dawn of the new age, and if *Urban Chaos* is anything to go by they're right!

The story is a closely guarded secret but revolves around predictions that Armageddon might just be winging its merry way towards us as we scoff down the last of the turkey of 1999. The genre that *Urban Chaos* follows is a mixture of styles, but it includes the increasingly popular *Tenchu*-style whereby you must sneak up and knock people off one by one. It also uses considerable martial arts skills and physical agility, so it could be closer to *Tenchu* than we originally imagined.

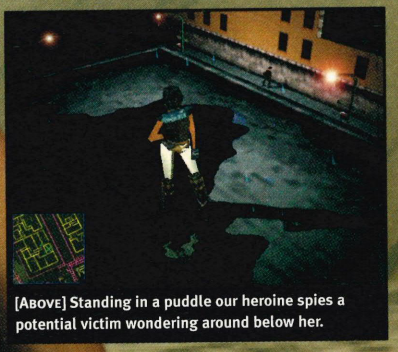
Freedom of movement is going to be of much importance in *Urban Chaos* – you should be able to explore every aspect of the city from sewers and subways right up to rooftops and skylights at any time. The environment is also reported to be stunning, with "volumetric fog" and "atomic matter simulation for real-time physical modelling of dynamic object collisions." Um... yes. Basically this means everything will look splendid!

Other novel features include the chance to engage in a little bit of hand-to-hand combat as well as the chance to jump in a vehicle and squash a few innocent bystanders. The atmosphere is another major selling point because with rain, fog, snow and night time conditions to travel through, *Urban Chaos* could be the perfect thing to play as the world tumbles down around our ears in the very near future...

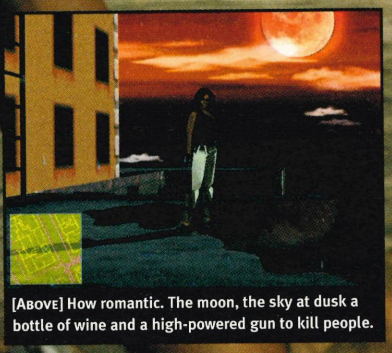
PUBLISHER:	Eidos
GENRE:	Adventure
PLAYERS:	1
% COMPLETE:	70%
RELEASE DATE:	Summer '99



Climb, climb, climb and don't look down!



[Above] Standing in a puddle our heroine spies a potential victim wondering around below her.



[Above] How romantic. The moon, the sky at dusk a bottle of wine and a high-powered gun to kill people.

URBAN CHAOS

EVERYBODY DID THE MONSTER MASH, A CONSOLE SMASH

RAMPAGE: UNIVERSAL TOUR

What do you do when you see a 100 foot laboratory rat poking his fuzzy claw through your apartment window? Fetch the cheese. Then call the army.

Rampage: Universal Tour sees the mighty return of Lizzie, Ralph and George, the monstrous monsters, and they've brought four friends to help them destroy 125 pristine cities. Bring it on right now!

The four new guys are an alien, a rhino, a lobster (unboiled) and a giant radiation-contaminated lab rat. They will be smashing their way around the galaxy, eating crunchy humans and getting shot by the army. Not to worry though, because those B-movie beauties now have special moves, combos and unique powers that make sure many a sprawling megalopolis is reduced to rubble.

All new aspects also include weather conditions and different times of the day. If it is snowy it will slow them down, if is rainy they'll slide down the sides of buildings and if it's sunny they might even slap on the sun tan lotion and relax! If you're a fan we bet you can't wait for it's release! We can't!

As soon as we get our huge paws on a copy we'll tear open the parcel with our teeth and take a bite for you, until then enjoy the screenshots. The wait will be worth it!





[Above] The Rhino curls up, jumps in the air and slams down on top of a building. Oh the destruction!

PUBLISHER:	Midway
GENRE:	Action
PLAYERS:	1-3
% COMPLETE:	80%
RELEASE DATE:	First half '99

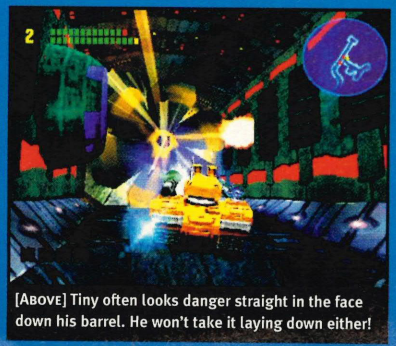
WE DON'T CONDONE WAR, BUT IT SURE SELLS VIDEOGAMES!

TINY TANK

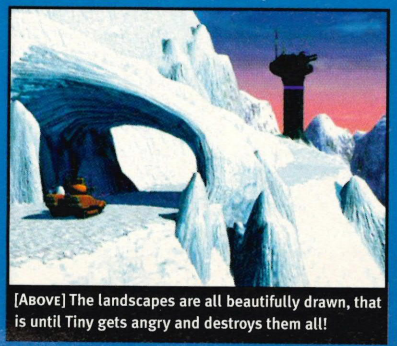
You are Tiny. You were created by the government to replace ground troops. You are a killing machine. Then you got a bump on the head and fell asleep for a hundred years.

MGM's new game sees you take control of Tiny in his battle to save the Earth from the hoards of evil tanks that have taken over the planet whilst in your peaceful slumber. Tiny's quite a brave fellow though and he soon straps on his awesome arsenal and trundles out to lay down the law.

Tiny Tank is being billed as a fairly straight forward shoot-'em-up with a few aspects of warfare strategy thrown in for good measure. There will be power ups, traps and even dead robot brains scattered about that will enable Tiny to power himself up. Tiny will also be able to cross terrains at his leisure as the game is non-linear and is merely asking you to dispose of the bad guys at your leisure. Now that sounds nice. Humour also seems to be a major aspect of the game, because Tiny not only comes loaded with guns and bombs to the eyeballs but he comes with a voice box. Yes, he can talk! We will have more news as soon as we've put our tracks on.



[Above] Tiny often looks danger straight in the face down his barrel. He won't take it laying down either!

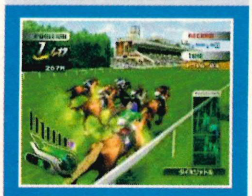


[Above] The landscapes are all beautifully drawn, that is until Tiny gets angry and destroys them all!



PUBLISHER:	MGM Interactive
GENRE:	Action
PLAYERS:	1
% COMPLETE:	65%
RELEASE DATE:	Summer '99

GALLUP RACER 3



Fancy a little flutter? Instead of marching off down the bookies you can now own your very own filly and race her against other horses! Train her up, sell her for better thoroughbreds or sell her to a glue factory, it's all up to you! Make sure you look after her though because not only are you her trainer, you have to ride her too! Let's hope you don't fall at the first.

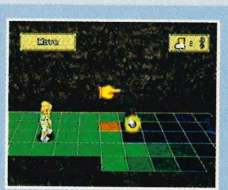
ARMOURED CORE 2





If mech warriors are your thing then check out the sequel to Armoured Core. Featuring smoother animation, more robots, more weaponry and improved death matches, could this be the mech game to own above all others? If the first one is anything to go by then probably not!

MONSTER SEED



An RPG for the masses or just another drop in the ocean? Monster Seed sees you take control of a young man on his dangerous quest to save his land from evil. Collect weapons and learn spells to see off the enemy. Does this sound familiar to anyone? As for the title we assume it's got something to do with mutant gardening and Percy Thrower... probably.

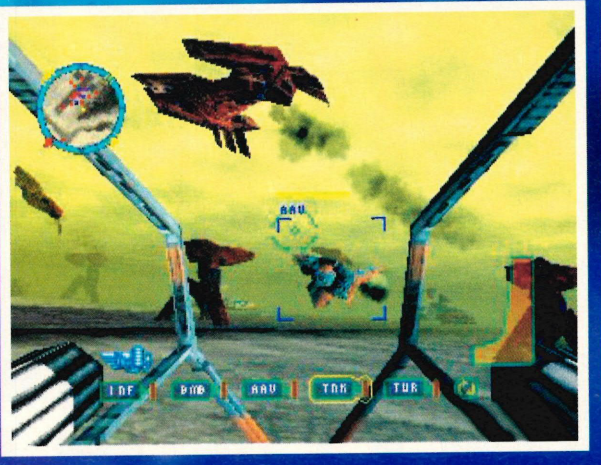
THE PC CONVERSION COMES OUR WAY AND IT'S GOT EVEN MORE GUNS!





The action is fast paced and extremely frantic, there are often so many things happening on screen you just have to press fire and hope for the best. Make sure you manage your resources wisely though, or else you'll run out of ammo and weapons quicker than you can say, "Whoops, there go the wings!" The battles rage over a vast terrain but don't admire it, just kill everything living on it! Got it? Good!









It never gets boring shooting enemy spaceships, does it?

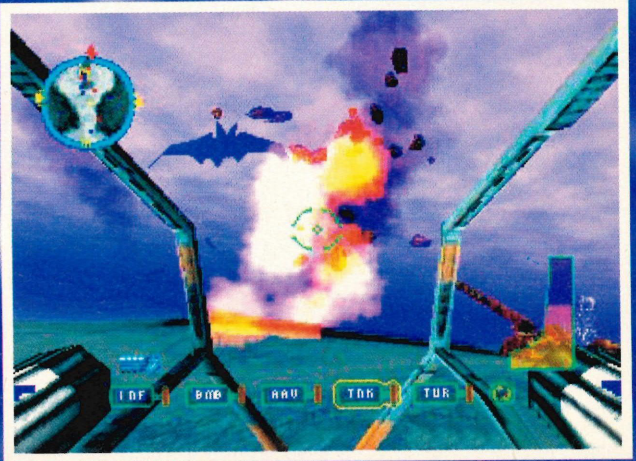
UPRISING X

When this was released on the PC it had it all: big guns, huge explosions and great brain power was required to succeed. Despite being a damn good console, the PlayStation can't quite live up to recent PC standards and our version has been trimmed ever so slightly. Basically they've taken out a lot of the strategy element and left behind a huge and addictive blast-'em-up. Hey, who's complaining about that?

The story involves piloting a heavily armoured assault tank called the "Wraith" around combat zones and trying to undermine the evil galactic force known as "The Imperium." They're not very nice apparently so you'd better make a good job of it! To help on your way you will have to commission the building of factories to make your weapons, then put them into use (that's where we have to use our brains!)

If you don't do that correctly your squadron may suffer because we forgot to mention that you are a commander and responsible for hundreds of lives! The hardware you can use comes in various forms, including hoards of robot infantry men, other tanks and air assault robots, all capable of pumping out enough death and destruction to keep things spicy! Up to twenty different attack vehicles will be able to appear on screen at once so the destruction should be massive. The anticipation is almost as big. More soon!

PUBLISHER:	3DO
GENRE:	Shoot-'em-up
PLAYERS:	1-2
% COMPLETE:	65%
RELEASE DATE:	Summer '99



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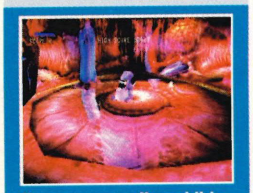
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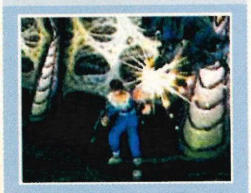
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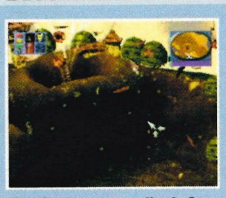
You are a parasite and it is your job to inhabit the largest host you can find, burrow into their rotting corpse, eat the flesh falling from their bones and lay eggs that will hatch to carry on the munching. Dr Cautious is trying to embalm the bodies, so he'll send things in to try and kill you. How nice.

CYBERORG

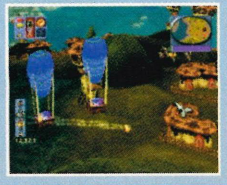


Choose three very different characters, all resembling robotic, exotic insects and then fight as many things as possible to gain points. It all sounds run of the mill apart from the name which is 'Cyberorg' not 'Cyborg', but if the chance to do a lot of killing is there we can't rightly complain!

POPULOUS: THE BEGINNING



The first was excellent. As was the second. Now the third Populous game is on it's way and it's coming to the PSX for the first time. Play God, build and destroy whole civilisations with the flick of your wrists and send down plagues of death if your people stop worshipping you and take up shopping instead. Power hungry wannabe Megalomaniacs are already rubbing their palms in an eager frenzy.



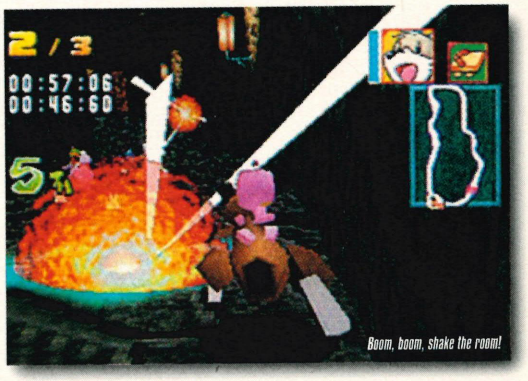
MARIO DID IT... NOW ANOTHER JOINS THE RACE CIRCUIT

BOMBERMAN RACING

Not one to jump on the software bandwagon, Bomberman has decided that when entering into the mini racing genre he can't simply sit inside a go-kart and hurtle around at incredibly high speeds, instead the pyromaniac demolition expert has taken to getting on a selection of wild animals. Why of course!

Racing around seven tracks including fun-fairs and ski resorts, our little hero will be mounting such animals as kangaroos and dinosaurs and throwing bombs at his rivals to put them off their stride. Surely the RSPCA should be notified. Not only will there be animal brutality, but Bomberman will also be dabbling in illegal betting by waging money on who the winner of each race will be. If he wins he can use the money to upgrade his kangaroo. What's he going to do, put in an extra pouch? There will be power-ups, shortcuts, minefields and of course, tonnes of bombs ready to blow people to smithereens. Although the tactical element will probably be missing, *Bomberman Racing* sounds like a riot nonetheless. We can hear the cash tills ringing across the country already!

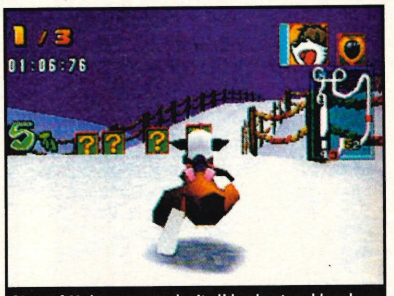
Expect to see more news soon..



Boom, boom, shake the room!



[Above] Drop a few high explosives behind you and your rivals won't like it. No siree, not one little bit!



[Above] Make sure you don't slide about and head towards those power-ups for a cool surprise!

PUBLISHER:	Atlus
GENRE:	Racing
PLAYERS:	1-4
% COMPLETE:	60%
RELEASE DATE:	Summer '99

WILL WE EVER SEE THE RELEASE OF THIS DIRT BIKE RACER?

D.I.R.T

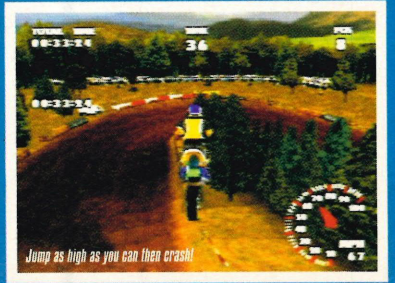
Going by the name of *D.I.R.T*, then changing to *Kawasaki Motorcross* then back to *D.I.R.T* again, Funcom's racer has found a publisher in Infogrames, and we can't wait to see the finished article.

Featuring seven play modes including championship, time trial and split-screen single races, *D.I.R.T* could well be the *GT* of motorbike racing games. Set over 12 tracks, the player will be able to choose between three classes of dirt bike which are the 125cc, 250cc and 500cc categories then race them against other mud-covered thrill-seekers.

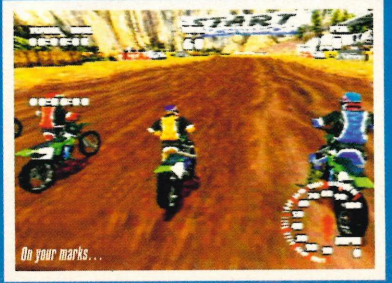
The game has been specifically designed to concentrate on the realistic mechanics of dirt racing and will make full use of it's 3-D engine by introducing realistic controls, smooth animation and hopefully no pop-up or fogging. Although a lot of emphasis is being put on making *D.I.R.T* as real as possible Funcom plan on making the whole experience a right old laugh! There will be tricks to perform and even a jump contest where the bikers have to keep their bikers in the air for the longest. Indoor gaming has never looked so dirty! Look out for a review whenever they manage to get a publisher and we hope it's very soon!



Wheelie in front of the girls to impress them!



Jump as high as you can then crash!



On your marks...

PUBLISHER:	Infogrames
GENRE:	Racing
PLAYERS:	1-2
% COMPLETE:	55%
RELEASE DATE:	Spring '99

PAC-MAN 3D

GOBBLE, MUNCH, SWALLOW. BUT DOES HE SPIT?

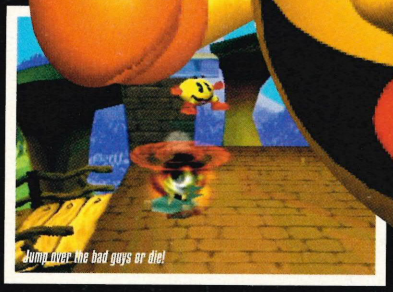
He was the first hero of the arcades and he's back to regain his crown. The ghost gobbling grapefruit is making a welcome return to his old stomping ground. Will he be a wrinkled old sack, or will he storm in and teach the competition a thing or too?

As the title somewhat suggests (in fact it's pretty darn obvious) Pacster will be reappearing and showing off his new found glorious spherical appearance. He'll be running around the usual mazes avoiding the ghosts Inky, Blinky and Clyde, but from a brand new 3-D perspective that will give the game new depth. That's not all! He can now run, swim, jump and fly around, gobbling up dots as he goes. Not only are the old ghosts back but a host of other bad guys eager to pop him will be appearing too!

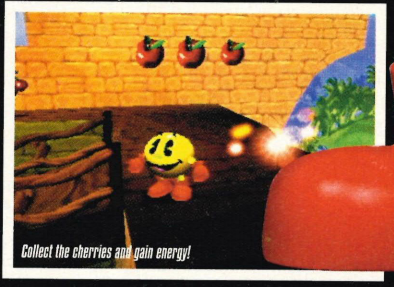
Pac-man will not be confined to the maze this time around either. He'll be visiting the ghost town as seen in *Pac-Land*, he'll be showing us around his house and even the dot factory where he gets his power from. *Pac-man 3D* will also feature an archaeological site where you can dig up historical *Pac-man* games that have gradually evolved over the past 18 years and play them! Whether younger gamers will take to a walking ball as a hero is yet to be seen, but us older fogies are certainly looking forward to his comeback! If you can't wait for *Pac-man 3D* then check out *R4*, not only is it an excellent racer, Pac-man makes an appearance as very special car...



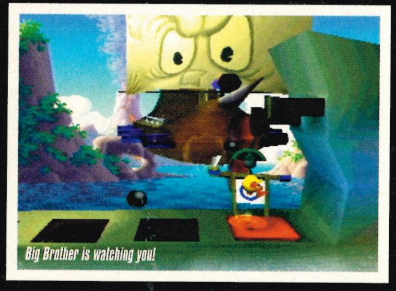
Looking a bit like Dizzy the Egg, Pac-man smiles gormlessly unaware of someone creeping up behind him... and they're hungry!



Jump over the bad guys or die!



Collect the cherries and gain energy!



Big Brother is watching you!

PUBLISHER:	Namco
GENRE:	Platform
PLAYERS:	1
% COMPLETE:	75%
RELEASE DATE:	Spring '99

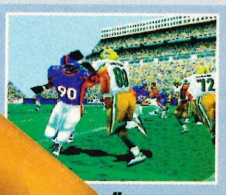
B.L.U.E. LEGEND OF WATER



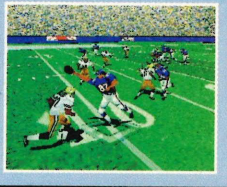


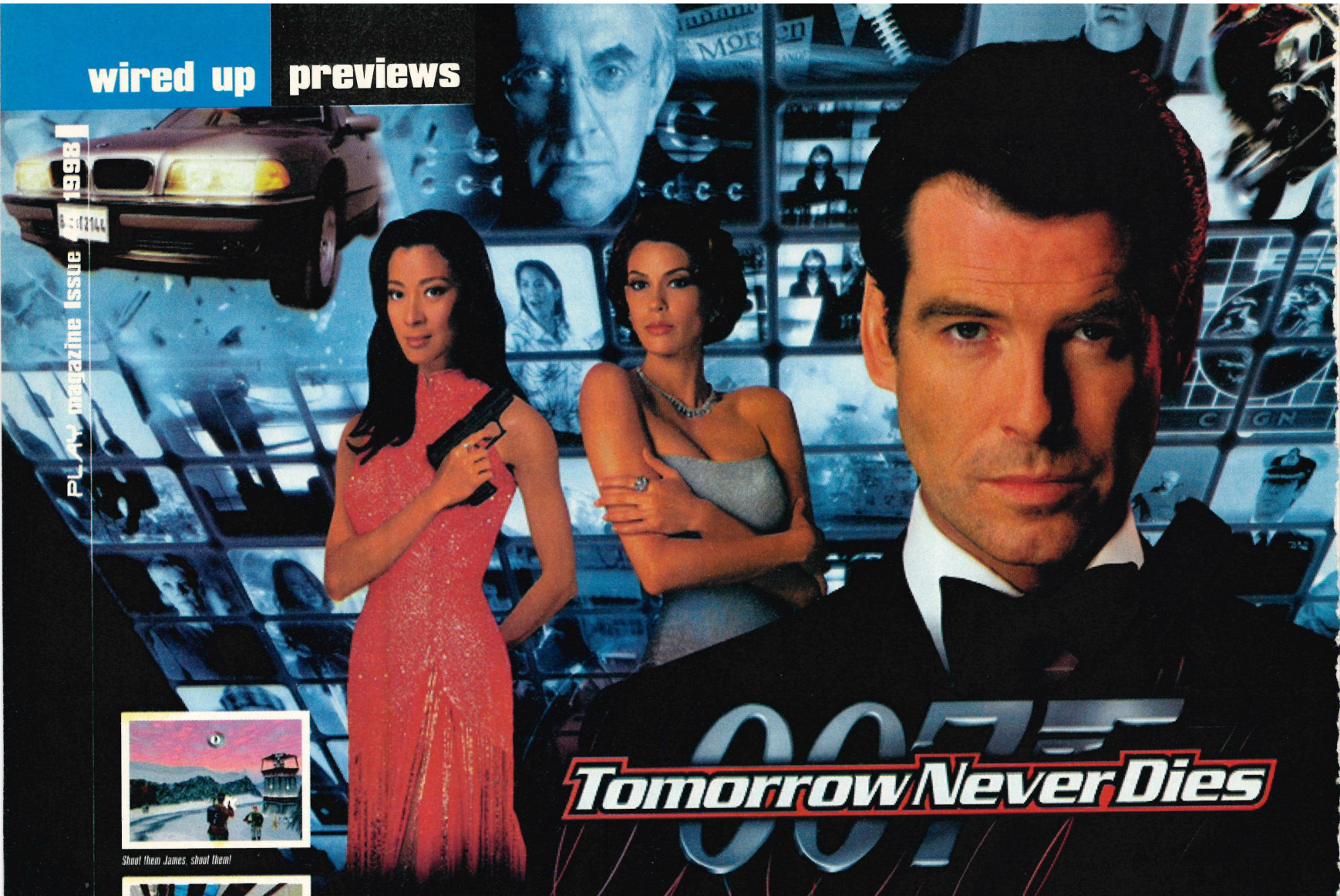
Another Tomb Raider-style game, but this time it's underwater! Explore sunken wrecks, find treasure of immeasurable wealth, swim with the fishes and be sure not to visit Davy Jones' locker. The graphics still need working on, but the gameplay is apparently very tense and claustrophobic with enough to keep players occupied and wishing they had gills.

GAMEDAY '99



Here comes another excuse to don the shoulder pads and helmets and beat everybody up. The competition keep releasing bucket loads of American Football games, so will this one still cut it? It doesn't look too bad so maybe it'll play well too.





Tomorrow Never Dies

Shoot them James, shoot them!



Duo, lovely women are everywhere!





News is still bubbling up about Bond's first venture on to the PlayStation and it just keeps on looking better!

Elijah Carver is Elliot Carver's mad brother (the bad guy in the film... boo, hiss etc) and insanity obviously runs in the family because Elijah wants to avenge Elliot's death and destroy the world at the same time. These megalomaniacs, eh?

Luckily for Earth a certain James Bond has been assigned the task of stopping Elijah and what a bundle of tricks he's got to do it with!

Taking a third-person-perspective, *Tomorrow Never Dies* follows on from the film and MGM Interactive have chosen the best bits from other Bond films to form the plot. From the out-set Bond will be up to his eyeballs in it, fighting, scuba diving, skiing, skydiving, driving tanks, performing stunts in sports cars equipped with advanced weaponry and of course seducing a plethora of perfectly-formed ladies! The game won't just be an excuse for violence though, because there is a great emphasis being placed on the espionage angle of things. To succeed in his missions, James must put all his training to the test and delve into the intricacies of his shadowy world. He'll have to photograph enemy documents, eavesdrop on conversations, rig targets with timed explosives and even pop off a few enemies in silenced *Metal Gear Solid*-style. James will also be called upon to snipe with an ultra-advanced zooming rifle and he'll have his ever faithful Walther on him, only this time it's the advanced Walther PP9! Can this game sound any better?

Well actually, yes it can! What James Bond game would be complete without a shopping trolley load of gadgets? James will be packing laser detonators, retractable skis, micro cameras and even infrared micro glasses. Phew, what a huge list of things to look forward to!

Expect to see a full review as soon as we've sneaked it out from enemy lines disguised as a set of car keys!

PUBLISHER:	Electronic Arts
GENRE:	Action/Adventure
PLAYERS:	1
% COMPLETE:	60%
RELEASE DATE:	Late '99

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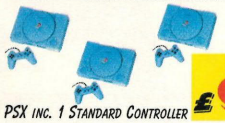
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BLOOD LINES





Previously called 'Tribal' this game doesn't exactly look like the "Tekken in a maze" we quite expected. Seen from an angled top-down perspective Blood Lines is still frantically fast and packed with special moves, weapons and killer characters. Could it be just as good anyway? We'll find out soon.

TAI FU



Having been slightly delayed doesn't seem to effect the anticipation for the martial arts Tiger and his leaping, chopping and killing spree. The game is being aimed towards the younger adventurer and if it lives up to the hype we've heard about it, they couldn't wish to cut their gaming teeth on anything less! It looks Grrrrrrreat!

TOBU



Could this be the first airborne Tomb Raider-style game? Officially called The Diabolical Adventures of Tobu the game will see our hero gliding around all kinds of dangerous terrain in an attempt to end the reign of his mad arch nemesis... a bloke that looks like a wok on legs. Bizarre? You betcha! The big question is whether it will be any good. As ever you can rely on us guys to give our opinion!

FOR RABBIT STEW YOU'LL NEED THREE CARROTS, ONE DEAD RABBIT...

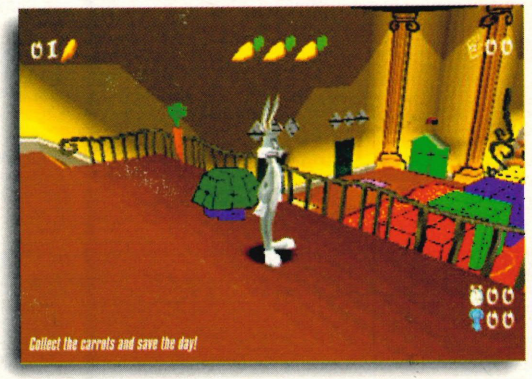
BUGS BUNNY

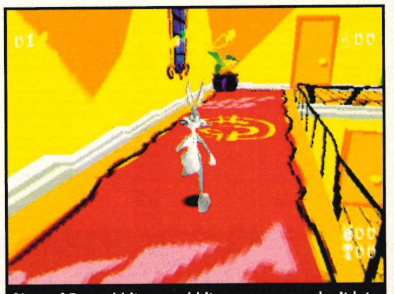
LOST IN TIME

The carrot-crunching wise rabbit is going to be making his first 3-D appearance on the PlayStation later this year and he's bringing all his Looney Toons mates with him. After accidentally setting off a time machine Bugs is sucked back through time and into some of the nastier aspects of Earth's cartoony history. He'll be chased by dinosaurs, pursued by knights trying to slice him into bite-size pieces and as ever Elmer Fudd and Yosemite Sam will be desperate to end his escapades. In fact, every level will see an enemy of the long-toothed one planning traps and puzzles that Bugs will have to figure out if he is to progress to the next and we are promised that *Lost In Time* will exercise the mind as well as the thumbs. Due to the audience of the game we don't think the puzzles will be that hard though.

As you can see from the screenshots, the Warner World in which Bugs' adventure takes place closely resembles the cartoons we all know and love, so hopefully the gameplay will be just as insane. Infogrames are working on a number of titles featuring the Looney Toons, so we imagine they know exactly what is expected of them if they are to succeed. We want anvils, oil slicks, dynamite and more importantly those paint-on holes that allow you to drive a train through the side of a cliff. Expect more news later but until then... That's all folks!

PUBLISHER:	Infogrames
GENRE:	Platform
PLAYERS:	1
% COMPLETE:	65%
RELEASE DATE:	Summer '99





[Above] Run rabbit, run rabbit, run, run, run, don't let the farmer have his fun! We're sure they're the words!

SOMEONE CALL A DOCTOR! HE'S GOT NO ARMS OR LEGS!

RAYMAN 2

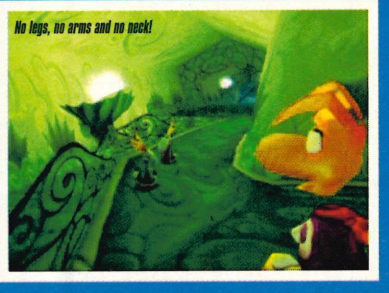
THE GREAT ESCAPE

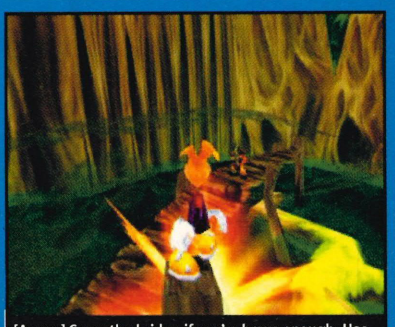
The first time round, the jointless French creation served as a fond reminder of the 2-D olde days of gaming. He was interesting to look at but, because of his ancient appearance and layout, he disappeared without much celebration and found himself on the Platinum range. Not this time though because he's been inflated, thrown into a madcap 3-D environment and surrounded by dangers so fearsome they will make the Terminator look like a door-to-door salesman. All together now, "Get out of this one you rotating haired Gaul!"

Set over 30 levels, Rayman must try and save his unfortunate friends from the gang of space pirates who have kidnapped and imprisoned them. He'll be able to use a plethora of new tricks on his quest including swimming, swinging, somersaulting and firing his famous plasma balls. He'll also utilise a variety of vehicles including jet-skis and rockets with legs!

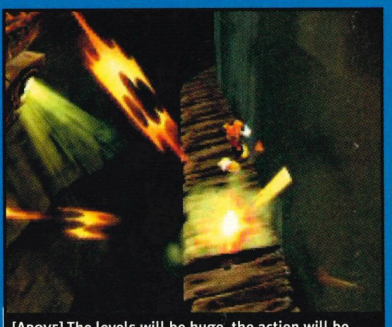
Greg Gobbi, Rayman's producer, says it will be, "More like *Crash* than *Croc*". Lets hope so. There will be more news as soon as we've got our cheap day returns on the EuroTunnel.

PUBLISHER:	Ubisoft
GENRE:	Platform
PLAYERS:	1
% COMPLETE:	50%
RELEASE DATE:	May '99





[Above] Cross the bridge if you're brave enough. Use your hair to fly over if you're not brave enough!



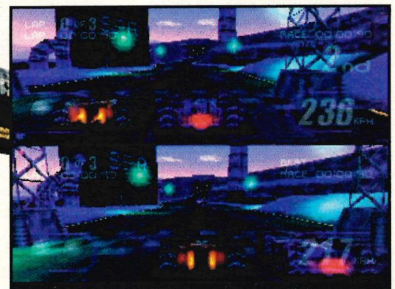
[Above] The levels will be huge. the action will be huge. The enjoyment though, will that be huge?

360° NO RULES RACING IN THE FAR-FLUNG FUTURE. LIKE, WOW!

ROLLCAGE



[Above] Fire a missile far into the distance and watch the scenery explode into a thousand pieces.



[Above] The two-player split-screen will allow you to fight against a friend at high speed!

Imagine for a minute the ability to drive indestructible vehicles at over 500 kph, shoot missiles from them and go straight through buildings if they get in your way. Imagined it? Now get ready to play it.

Psygnosis' *Rollcage* is just about to launch itself on the unsuspecting public and this could be the new *Wipeout*. Climbing into one of six Rollcage vehicles you will be able to race on up to twenty tracks against opponents from around the world. You can race on the ceiling, you can race up-side-down, hey you can even race through wormholes in time!

Psygnosis are aiming to keep the drivers constantly in the thick of the action by making the cars indestructible, but don't worry, they will be able to use some serious weaponry on each other. Cars can fire missiles, ice guns, speed ups, time warps and even a driller missile that will bore into the car ahead. The scenery is also completely destructible and can be blown apart to put the other players off their stride.

Rollcage boasts some serious driving physics and each vehicle has been especially worked on to produce the best possible handling abilities. You'll need it if you are to avoid getting completely drilled! *Rollcage* certainly looks the biz and we'll drive a copy into the office as soon as possible so we can bring you the full low-down!

PUBLISHER:	Psgnosis
GENRE:	Racing
PLAYERS:	1-2
% COMPLETE:	85%
RELEASE DATE:	Early '99

STAR OCEAN 2



Another RPG in development and it looks fairly promising. Vast worlds to explore, turn-based attacks and interactive characters. You've probably seen similar things everywhere before. They say you can get too much of a good thing. We say rubbish!

STREETBOARDER

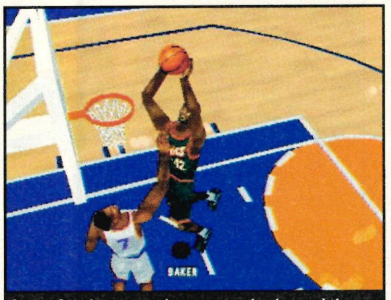


Grab your board and hang around in multi-storey carparks jumping over pieces of plywood and wheelie-bins whilst your parents worry themselves silly. All in the comfort of your own home!

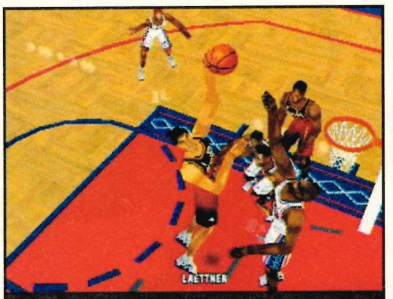
SLAM DUNK JUNK OR FUNKY DUNKING HUNK? SHOOT AND TRY

NBA SHOOTOUT '99

With the NBA on strike in America because the players aren't being paid enough (like they can't live on 20 million a year!) game developers have unfortunately decided not to follow suit and in the pipeline is another on court extravaganza. *NBA Shootout '99* is currently being developed by 989 Studios, and to ensure it doesn't become another basketball game to slip through the net they have pulled out a few stops to make it that touch more interesting. New features include an impressive "team momentum" bar that changes depending on how well your team works together and how much morale everybody has.

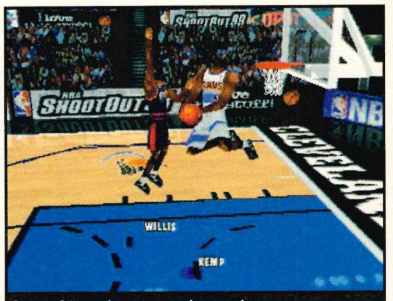


[Above] He jumps, ready to score a basket and the crowd start to go wild. Will he get it in though?



[Above] A bundle for the ball will keep you on your toes and the opposition on your backs!

The techies 989 Studios have also programmed in 35 signature dunks from the NBA's finest bunch, so you can show off in front of your friends by performing some killer moves. It is reported that *Shootout* is too easy at the moment and the ball seems to go in no matter what skill level you play at. We're sure it will improve by the time it gets it's UK release though, and all UK basketball fans should be in for a nice treat. All three of them.



[Above] To make sure you know who you are every player has their name following them around.

PUBLISHER:	989 Studios
GENRE:	Basketball
PLAYERS:	1-2
% COMPLETE:	70%
RELEASE DATE:	June '99

QUICKLY, TURN OFF THE LIGHTS, WE'RE ALL GETTING...

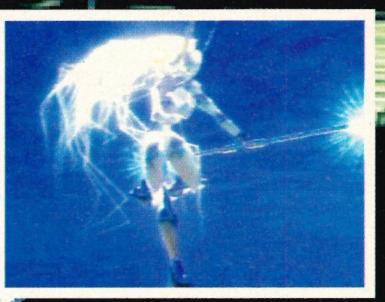
SHADOW MADNESS

Could this be the first RPG to be utterly fantastic and have it's roots outside the Land of the Rising Sun? We shall see.

Some people are already calling this game the American *Final Fantasy* and with the info we've gathered it could well be all people say it is. The story follows Stinger on his quest to save his land from a plague that kills everything it touches. The plague is called the Shadow Madness and it makes people literally scared to death of their own shadow. They can hardly run away, so Stinger sets about finding a cure.



[Above] Your little wooden hero stands no nonsense and defends himself against the Frostworm!



The game boasts some incredibly in-depth character AI and all Stinger's actions will affect the final outcome of the game. For example, if he helps himself to an apple from a market stall and someone catches him at it, he'll not only be jeered at, but nobody in the town will trust him. We hate to think what they'll do if he was caught selling dodgy Calvin Klein's off the back of a lorry. Other aspects of the game include great attention paid to the combat system. The enemies will not only consider the best moves to knock your block off but will back away if they get done in too much.

Smart people, smart environments and smart bad guys. This could be a challenge!

PUBLISHER:	Crave Entertainment
GENRE:	RPG
PLAYERS:	1
% COMPLETE:	70%
RELEASE DATE:	June '99

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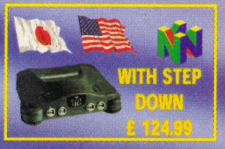

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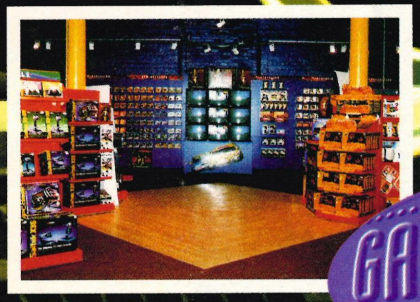
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GAMEPLAY, THE OFFICIAL SPONSOR OF arena IS AWARDING A VOUCHER WORTH £150 TO SPEND WITH THE GAMEPLAY MAIL ORDER CHAIN FOR THE BEST LETTER OF THE MONTH. IT IS EVEN AWARDING A £50 VOUCHER TO THE RUNNER-UP. NOT BAD! THE ADDRESS IS: ARENA, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS. OR EMAIL US AT: PLAY@PARAGON.CO.UK.



GAMEplay

PSYCHO (MANTIS)

Dear PLAY,

I've read nothing but praise for *Metal Gear Solid* in the UK PSX press, but after playing through an American import version I feel there are perfectly fair criticisms one can make of the game. It contains faults which the game testers didn't pick up on, which strikes me as incredible. For the sake of a fair debate, let's point out the annoyances of the game.

For example, the use of such a detached third-person view. Sorry, but I just don't find the game immersing at all – not even as much as *Tomb Raider*.

Can you imagine playing *Quake* from a third-person viewpoint? EXACTLY – it wouldn't have been half the game. It doesn't feel like you

"WHERE'S ALL THE STEALTHINESS OF *MGS*? I'VE COMPLETED THE GAME ONCE AND ONLY MET FIFTEEN SOLDIERS!" ANDY MASSEY

ARE Solid Snake, whereas at times I really felt I was fighting for my life in *Quake*.

This is particularly shocking in *MGS* because the game is obviously capable of handling a first-person viewpoint, as demonstrated by the Nikita missile view.

Also, when I'm being shot to sh*t by enemy soldiers I like to be able to see them so I can shoot back! With *MGS*, you have to wait until the enemy is in the same screen area as you before you even know which way to aim!

Most of the beauty of the graphics is lost when you can only see them from the very high third-person view. Things look so much better and more detailed from the first-person viewpoint, such as the fluidity of the guards' movements as they run towards you, but you CAN'T MOVE WHILE IN THE FIRST-PERSON VIEW. WHY NOT?

There is also FAR too much weaponry available – I deliberately conserved most of my arsenal through the whole game, only to find I hadn't needed 90% of it by the time I'd got to the end. For example, having all those chaff grenades means the surveillance cameras cease to be any sort of threat. Just chaff and run, chaff and run, chaff and run.

And where's all the "stealthiness" of the game which I'd read about for the past couple of years? I've completed the game once and only encountered about fifteen soldiers! The furnace room towards the end of the game is a disgrace, as it contains only TWO soldiers! Arrgh!

Close Konami, but no cigar.

Still, it leaves us salivating with the prospect of *MGS2* and all these faults being corrected...

Andy Massey, email

See, anyone who says the game has far too much weaponry must be on the slippery slope that ends in insanity! There's no such thing as "too much weaponry!"

It is not the UK press, but you who has got it entirely wrong. *Metal Gear Solid* is a continuation of a series that includes *Metal Gear* and *Solid Snake*. They were overhead, tactical espionage games themselves and *MGS* carries on the style of the series with exceptional flair. Konami CEJ was not intending to make a first-person shoot-'em-up, (which is why you can only look around in Snake-eye-view) yet your main grievance is that it's not just like *Quake*. *Quake* is great, but it's a brainless blast and its design doesn't lend itself to something with the intricacies, depth and storytelling aspects of *MGS*. So there. Besides, most people don't feel the way you do...

GAMEPLAY HERE'S A LOVER OF SNAKES

Dear PLAY,

Sublime. Fantastic. Awesome. Intense. Wondrous. These are not words I use lightly but they all apply in the case of the incredible US version of *Metal Gear Solid*! Having a chipped 'station, I am now enjoying what must be the most elegant, moving and at times poignant game to date. The whole thing oozes class from start to finish. From the moment the enchantingly haunting music starts, as Snake swims up to begin the first level you know you are dealing with pure genius. Mr Hideo Kojima deserves nothing but praise for creating such a masterpiece, and will undoubtedly receive an abundance of awards for his efforts.

The graphics, character design, soundtrack, playability, story-line and characterisation make this game a must have in any self-respecting PlayStation owners collection. I literally cannot say enough about this blinding game! Is it too short? I don't think so.

If you take the time to listen to every character, get into the plot and submerge yourself in the tense atmosphere, then I think you'll agree. Surely it's better to have a game packed with variety that is slightly shorter, than a long game



that soon becomes tedious? As for comparing *MGS* and *RE2*, there is no comparison. *MGS* does a Hal Emmerich on *RE2* from a great height. What is required of you in *RE2*? Shoot zombies, solve a simple puzzle, shoot more zombies. In *MGS* you are up against Special Forces soldiers, tanks, surveillance cameras, snipers, mines, psychics, helicopters, huge Manga-inspired robots and amazingly agile (and rock hard!) cyborg ninjas! Variety is the spice of life they say!

To play *MGS* is like becoming the central character in the best anime ever made. Truly astounding!

Rob Harris, Bristolian in Sweden

PS – Fantastic magazine! Keep up the good work.

Now here's a chap who understands what it's all about. *Metal Gear Solid* is king, and that's all there is to it!

WINS £150 VOUCHER FROM GAMEPLAY!

PC PLOD

Dear PLAY,

I don't think that PlayStation game developers put enough time into converting PC games to the PlayStation format. The main thing that gets me every time is the change in colour. When it is converted into the PlayStation, you see a MASSIVE change in colour. Take *Grand Theft Auto* or *Command and Conquer* – they looked crystal clear running on the PC, but when they were converted, they came out dull and blurry.

Is it that these guys aren't spending enough time converting the code to fit PlayStation standards? I really think they should start doing a better job instead of rushing games out so fast.

About this whole violence issue, I can see why some people might see it as wrong to release gory games, but if it's fun, why should it matter? One of the reasons earlier games didn't have violence as dramatic as newer games is that the games couldn't get that much detail packed in. Now with the newer systems that have great graphics, why not have some fun? And about people doing what they see in games – that's complete bull, no one plays *GTA* or *Time Crisis* and then decides to get a gun and start shooting people, and if there was someone like that, it would be because they're a nut case and should've been locked up anyway.

Mike Richard, Ireland

The problems with converting PC games to PlayStation are mainly related to the different specifications. You'd be hard pushed to find a PC with less than 32 megabytes of memory, but with only 2.5 megabytes cowering under the hood of your PlayStation, you can see how difficulties arise. The less colours that are used, the less memory is required, so PSX games regularly run with only a couple of hundred different hues on screen at once where a PC will spit out 32,000 or even millions at a time. This sort of thing won't be an issue with PlayBase (PSX2) as it should be happy to throw around the full 16.7 million colours.

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.

Your mag is fab and I buy each issue, and I have come up with a new rating system: 35% = PLAY Putrid, 85% = PLAY Classic, 95% = PLAY Mega Classic! Howzat!
Steven Baines, email

■ **Unspeakably useful Steve, thanks ever so much. Only, do people still enjoy using the word "mega?" We could've sworn such Gaz Topp-inspired diction came and went in the space of a few months in the Eighties.**

One American mag actually stated in a reply to a reader's letter that they do not intend to seal their mag because they have nothing to be ashamed of. Nor do you, so STOP IT.
Alan Stillwell, Middlesex

■ **Those big fat books that we like to give away, often with a retail price of £9.95, wouldn't last too long if they were just stuck to the cover. The shaven-headed fraternity would be shovelling them inside their bubble jackets at a distressing rate.**

When will *Metal Gear Solid* be released? What happened to the *Le Mans 24 Hour* game?
Ryan M, Lancashire

■ ***Metal Gear Solid* has had its release in Japan and America, but the European version will be out in February, last as usual. The *Le Mans 24 Hours* game is still being made by Eutechnyx of *Total Drivin'* fame, and the developer will have more to say about it after its *Max Power Racing* game gets released (see the review this issue!)**

LEFT-OVERS

Dear PLAY,

I am enquiring about the availability of a left-handed joypad. I only seem to be able to get right-handed ones and find it difficult to play some games, for example

International Track and Field. I have to turn my existing joypad upside down so the buttons are on the opposite side. I find it hard to play that way.

If they exist, can you please tell me where to get one from? Hope you can help me!
Jason Thomson, Hereford

After some three or four minutes of intensive research, we could find no trace of a pad for lefties, either in myth or reality. However, if you are having extreme difficulty, then the only option open to you at the moment is the ASCII Grip. This is basically a joypad that you can use with one hand, and all of the buttons are situated on one universal handset that goofy-handed people can use as well. It retails at £24.99.

EAR CANDY

Dear PLAY,
I am writing in to tell you how much I was impressed by the game *Music*. As well as being a fabulous game, it proves to us that the PSX is a lot more than just a console for racing and fighting games.

Having had my PlayStation for over a year and a half, and having a collection of 28 games, I feel that *Music* is by far one of the best I have ever seen. It may not give you the adrenaline rush that you get from games like *Rage Racer*, and *Resident Evil 2*, but the feeling when you have created your own brilliant tune is more than equal to that.

The point of this letter is that we should try to get the games' producers to make more imaginative, innovative games like this. *Music* received brilliant reviews and many shops sold out of it, so it shows that if a game is made well then people will buy it. Hopefully games like this will help developers see that there is only a risk in releasing innovative games if the games are poorly made.
Oliver Clowsley, Olly1616@aol.com

Well done that man! The main thing the PlayStation is crying out for is some innovative titles that open up the possibilities for the console. This isn't a problem in Japan where the average release is completely loopy, but elsewhere it's a strict diet of race, fight or shoot. The titles that fall into no other category than miscellaneous are often the most interesting and if more publishers were willing to take a chance with such quirky stuff, we would all benefit. The end of famine and war in developing countries would surely follow only months later.

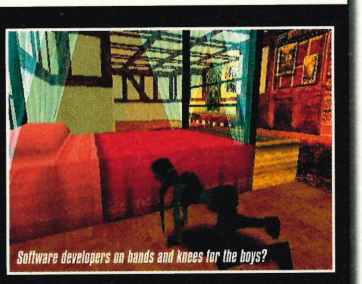
GAMEPLAY ALL HAIL PEN POWER

Dear PLAY,
With fear of sounding like a militant feminist, I want to get something off my (not so ample as Lara's) chest. The gaming industry narks me. I know that it's a male dominated industry and most PlayStations are owned by men. In fact, if I tell the truth, the PlayStation I use is my younger brother's. All this means though, is that I make my younger sibling pay for the games I want. Yeah, I know it's evil but a voucher might inspire me to do a little shopping of my own and take the pressure off dear brother's wallet.

But that's beside the point, I mean the people who advertise games must be among the laziest in the world. The 'just-stick-an-almost-naked-bird-on' approach unfortunately seems to work.

The games themselves are just the same, although they involve a tad more work. For instance, how many hours did it take in *Dead Or Alive* to program the girls to bounce (ahem)?! Take *Deathtrap Dungeon* as well. Not a bad game, but your character in it will catch her death in that outfit.

Is it some sort of Freudian cry from the developers for real women in their lives, or is that reading too deeply into the shallow gaming industry? By the way, thanks for keeping the bullsh*t to a bare minimum in your mag. I know this letter is a drop in the ocean, but it seems to me that the only female game characters who don't look like Lolo Ferrari are (shudder) the Spice Girls. Thanks for letting me have my say.
Tara Whelan, Ireland


Software developers on hands and knees for the boys?



The games industry is no place for a lady. Everything from character design to packaging to marketing is often based on women wearing humiliating outfits. As we're all blokes, we tend to settle for this arrangement, but the same devices are used over and over again to give crap games unearned attention. And you've never been to the computer trade shows, Tara, where girls reach new depths of degradation, wearing as little as is legally permissible!

It may well begin with the programmers as you suggest, as many of them haven't seen a real woman for years! Anyway, apologies for the oppression and all that, have some money.

WINS £50 VOUCHER FROM GAMEPLAY!

UNCIVILISED

Dear PLAY,
I am an avid PlayStationeer living in Dublin, Ireland. As I have no phone, no PC and after having purchased the wonderfully-worked *Resident Evil 2*, communication with the outside world has ground to a halt. Because of this, I was unable to ring the number to claim a demo of *Colin McRae Rally*. Due to my unfortunate position I would be truly grateful if you could kindly send me the demo. By the way, your mag is excellently presented and written. Please acknowledge me.
James Mulvany, Dublin

No telephone? No home computer? That's how Ted Kaczynski started you know, and he turned into the Unabomber. We'd be deeply unsympathetic were it not for our own editor, who has a similar irrational fear of modern technology. Send us proof of purchase for an iMac and a cell phone and we'll see what we can do.

TRY DON'T BUY

Dear PLAY,
Is it me or is the quality control on the rental versions of some PlayStation games a little, well, shoddy?

The rental version of *Croc* (which came from the local branch of a well known rental store) brought this to my attention. I'd rented it a considerable number of times before I decided to buy (it's my sort of game) and when I'd finally saved up I was amazed, for it would seem that the rental copy had been released before it was ready. What I mean by this is that there are a lot of things wrong with it. For a start the collision detection is kind of bad, not allowing you to go within a two and a half mile radius of an enemy and secondly some of the levels have items missing from them like the vital silver keys and occasionally the coloured crystals as well. These problems are not present in the retail version of the game.

Another problem with games rentals is that the rules regarding disc care are never ever enforced, which is a bad thing for those of us who do look after them properly. We clean them after use, we try not to drop, scratch or let dust get on them and we keep them in their protective cases.

I mean £3.50 is quite a sum to pay for rental of an unfinished or damaged game and even if you do complain you'll have to really argue if you want a refund. The shop won't test it to prove or disprove you either – it's terrible.

THE PLAY DEBATE

WHERE THE READERS DECIDE

We asked if any of you had experienced anything to support the case against videogame violence, after the cancellation of horror beat-'em-up *Thrill Kill* in the name of good taste. Many of you have played games for five or ten years, yet nobody who replied to the PLAY Debate had known videogame violence to have had the slightest effect on themselves or people they know. Many people were motivated to write in and defend artistic freedom, but not one of you wrote to offer a good word about censorship. We should just be thankful we don't live in Germany, where just about any form of gore banned – a games publisher's nightmare!

EYEPATCH

The shadowy world of software piracy. What is your view? Do you think it can ever be stopped? Whether you think retail games have to be reduced to £10 or less in order to close the price gap, or if they should come out at the same time as in Japan and the US, we want to hear from you.



I always used to think that games rentals were a cure-all solution to help you decide whether to buy a game or not, but apparently I was wrong.
Sue Bennett, Bristol

This is actually the first we've heard of rental versions differing from retail copies. It seems this could only happen if the store was renting dodgy unfinished beta versions of a game, but they wouldn't run on your standard machine and the legal risks would be huge. Not finding ourselves in the position of renting software for our already over-worked PlayStations, we need your feedback! Have you noticed differences like the ones Sue mentions with games from your local video store? What's going on?

SUICIDE SOLUTION

Dear PLAY,
I have some news that left me shocked and distressed, I thought I had to let you know in case you hadn't heard. I was round at my friend's house playing *Fighting Force* and *Street Fighter EX* on his PlayStation. I eventually got bored with *SFEX* and found *Fighting Force* too hard, so I looked at his collection (none of his games lived up to mine, I have games like *Tekken 2*, *Gran Turismo* and *Nightmare Creatures*, so I can't complain) and decided on playing *Lone Soldier*. I had already played the demo and it was crap, but the game was actually worse – at least the demo stopped after a while. After playing for a while I turned it off and started to read the box and something that caught my eye. It read: "PLAY recommends: 92%"

I gasped with horror! How could the mother of all PlayStation mags give *Lone Soldier* 92%. When I got home I checked the Playlist of the latest magazine. There it stared back at me, "*Lone Soldier* – 43% – overrated Rambo rubbish!" Please tell me who is wrong and please don't let it be you, I couldn't live knowing you gave *Lone Soldier* 92%.
Nicholas Cox, Brighton

Time to make out that will, Nic. In the dark ages of PLAY's history, in the very beginning, there was a time when the higher ranks of the magazine were overrun by people of questionable moral substance, people who knew as much about what makes a good game as you know about chaos theory mathematics. Their sins against humanity have since earned them places in obscurity, far, far away from here. When we took over, we addressed such atrocities and gave proper scores to the bits of tat they mistook for games. We made it right.

SAME OLD S***

Dear PLAY,
What's going on with the PlayStation? After years of pushing the boundries of videogames with such legends as *Resident Evil*, *Wipeout*, *Tekken* etc. it's come to the contemporary state of affairs where every new game is a sequel. And we're not talking full-blown, genre busting sequels, oh no, we're talking different locations, slightly altered graphics and imagination stretched thinner than a miser's pancake. So *Crash 3* throws in some fancy underwater sections, *TRIII* features different locations (yawn) and barely enhanced graphics, *Tekken 3* boasts improvements which are all but invisible to the casual gamer, and so the list goes on.

Are the software houses really so frightened of innovation? Will the PlayStation community stand for another year of sequels with '4' in the title? In my opinion, Sony deserve to be punished by Sega's Dreamcast and Nintendo's upcoming monster, because only fresh blood can rejuvenate the currently stagnant industry.

If a sequel is on the cards, developers should take note of the exemplary Nintendo, who showed just how a game can be improved and radically altered with the almighty *Zelda* on 64. Frankly, it wastes every PlayStation game, including the frighteningly over-rated *Metal Gear Solid* (please) with ambition and creativity oozing from every frame. Unless some developers can respond to this challenge on Sony's behalf, the last year or so of the PlayStation 1's life could be more miserable than I ever anticipated, and a sorry parting wave from the once all conquering Sony...
Ben Stone, Birmingham

The publishers are big. So big that they don't ever want to be small again and they'll do whatever it takes (at your expense) to stay on top. The fact about these endless sequels, no matter how suspiciously they resemble their predecessors, is that people are still forking over the cash to buy them, year in, year out. The sooner we get some all new ideas for PSX, the better.

"SONY DESERVE TO BE PUNISHED BY SEGA AND NINTENDO BECAUSE ONLY FRESH BLOOD CAN REJUVENATE THE STAGNANT INDUSTRY." BEN STONE

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.

PLAYLIST

UPDATED EVERY MONTH

THE ULTIMATE PLAYSTATION BUYER'S GUIDE

PLAY magazine Issue 44 1998

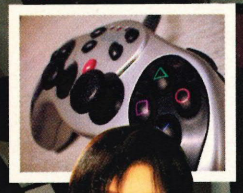
PLAYBACK TOP 10'S 121
The very best of every genre listed and scored so you know what to buy...



LONG-TERM TESTS 124
Blasts from the past are dusted down and re-evaluated. Ridge Racer special!



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INSIDE

OVER 300 GAMES REVIEWED & RATED!

GRAN TURISMO VS RIDGE RACER TYPE 4 122

You can almost smell the burning rubber as the two greatest racing games go head-to-head!

* 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...
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 footie 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 Soccer 3	1-4	●	●						●	42	92%	Top arcade style, simplistic football.
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 footie !
All-Star Tennis	1-4	●	●						●	43	70%	Puts an all-new spin on the tennis ball!
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.
Apocalypse	1	●							●	43	65%	Big on thrills, low on lasting gameplay.
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.
Asteroids	1-2	●							●	43	70%	Loses the divine simplicity of true Asteroids.
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!
B-Movie	1	●							●	42	86%	Spaced out Space Invaders... great 3-D fun!
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 license – avoid!
Battle Stations	1-2	●								25	51%	Flat and unconvincing naval strategy...
Bedlam	1	●				●				25	78%	Muggy and complicated Syndicate wannabe.
Beast Wars Transformers*	1	●								30	65%	Transforming fun that's far from easy.
Beat Mania	1-2	●							●	42	60%	Arcade-style head-to-head music making.
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.
Blaze & Blade	1-4	●	●						●	42	73%	Interesting four-player RPG, but it looks dire.
Blood Omen: LOK	1	●								18	81%	Be a vampire – top bloody fun.
Bloody Roar	1-2	●								34	85%	A fine quality beat-'em-up.

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...

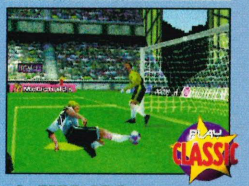
These are our very own top tens for each category and do not conform to the rating they were originally given. It's simply what the team feels are the best games on PlayStation at the moment.

ARCADE-STYLE SHOOT-'EM UPS



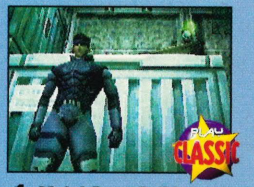
1. CW:Vengeance	92%
2. Vigilante 8	94%
3. Time Crisis	90%
4. Future Cop:	94%
5. Point Blank	90%
6. Colony Wars	92%
7. MDK	90%
8. Die Hard	93%
9. Twisted Metal 2	88%
10. DN: Time To Kill	87%

SPORT'S SIMULATIONS



1. FIFA '99	91%
2. ISS Pro '98	92%
3. WLS '99	93%
4. World Cup '98	86%
5. Smash Tennis	86%
6. Prem Manager '98	89%
7. Everybody's Golf	85%
8. Total NBA '98	93%
9. Actua Soccer 3	92%
10. Actua Golf	88%

STRATEGY & ADVENTURE



1. Metal Gear Solid	96%
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

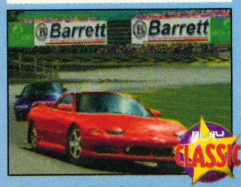
PLAY'S TOP 10...

PUZZLE & PARTY GAMES



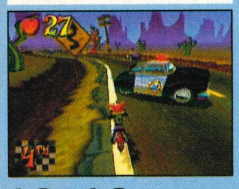
1. Bust-A-Groove	89%
2. Music	90%
3. Bomberman World	85%
4. Devil Dice	84%
5. Bust-A-Move 4	89%
6. Puzzle Fighter	90%
7. Worms	92%
8. Kurushi	88%
9. Micro Machines V3	88%
10. PaRappa	82%

RACING GAMES



1. Gran Turismo	97%
2. TOCA 2	94%
3. Colin McRae Rally	93%
4. Need For Speed 3	87%
5. TOCA Touring Car	94%
6. Rage Racer	94%
7. Formula One '97	90%
8. Moto Racer 2	87%
9. Rally Cross	89%
10. Wipeout 2097	93%

PLATFOMER TITLES



1. Crash 3	91%
2. Abe's Exoddus	92%
3. Spyro	88%
4. Jersey Devil	83%
5. Klonoa	83%
6. Gex 3-D	92%
7. Abe's Oddysee	90%
8. Crash 2	86%
9. Jumping Flash 2	86%
10. Dracula X	84%

GAME TITLE		PLAY ISSUE	SCORE	WE SAY...
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.
Brian Lara Cricket	1-4	43	78%	The indoor alternative, and it's not bad!
Broken Helix*	1	24	75%	Absorbing 3-D adventure, but bad graphically.
Broken Sword	1	14	84%	Slick point 'n' click adventure.
Broken Sword 2	1	28	90%	Beautifully intuitive point 'n' clicker.
Bubble Bobble	1-2	11	85%	Arcade fun from the early Eighties.
Bubsy 3D	1-4	15	82%	Passable 3-D cartoon romp.
Burning Road	1-2	12	76%	Turbo nutter action with big trucks.
Bushido Blade*	1-2	20	94%	Stylish and brutal sword-fighting.
Bushido Blade 2*	1-2	35	80%	Very disappointing sequel.
Bust-a-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!
Bust-a-Move 4	1-2	43	86%	The series just gets better...
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!
Capcom Generations 4*	1-2	43	68%	This pack features Commando. Not really worth it!
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.
Colony Wars: Vengeance	1	42	93%	Improves greatly on the first. An epic!
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%	Scrappy arcade shoot-'em-up from Konami.
Contra Adventure, The*	1	42	49%	A truly bad sequel to a 16-Bit classic.
Coolboarders	1	16	82%	High speed stunts on a snowboard.
Coolboarders 2*	1-2	26	81%	The definitive snowboarding game.

HEAD TO HEAD

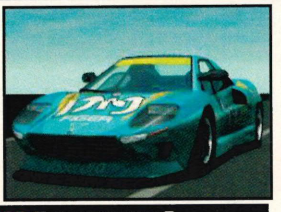
GRAN TURISMO vs RIDGE RACER TYPE 4

BUT WHICH WILL TAKE THE CHEQUERED FLAG?

With over half a million copies sold within the UK already *GT's* profile is clearly there for all to see – and it hasn't even been on sale a year yet! Even more remarkable is that this is the first *GT* and not a sequel. There are many aspects of the game that have contributed to its phenomenal success, the most obvious being the delightful visuals. But the handling, quantity and realism of the cars, tune-up options and the sheer number of competitions to be won within the 'Gran Turismo' mode all play their part in making this one of the greatest racing games.

Starting off with a petty 10,000 credits, you have to look around the second-hand showrooms in search of an affordable car, then take your driving test before competing in the various events. It is this type of depth, gameplay and come-back-to appeal that makes *Gran Turismo* just so darn playable. Role on *Gran Turismo 2*.





How many cars? 250	320 How many cars?
But are they real cars? Yes!	Nope! But are they real cars?
Are they varied? Yes	Not very Are they varied?
How Many players? 1-2	1-4 How many players?
Can you link-up? No	Yes Can you link-up?
How many tracks? 11	8 How many tracks?
Realism of handling Very	Not very Realism of handling
How many events? 17	1 How many events?
Best novelty Car wash	Sticker edit Best novelty
Challenge factor Immensely so!	So-so! Challenge factor
Still the king of the road!	*Not a simulation, but still a corker!*

There is always one constant in the *Ridge Racer* series that you can be assured of, and that is they get bigger, better and more spectacular. Three years ago this Namco arcade hit first graced the PlayStation and since then it has gone from strength to strength. This latest outing into the world of high speed thrills contains a *GT* beating 320 cars, divided into four types of class.

Just this huge amount of cars isn't enough to ensure its success though. Sony's superb *GT* visuals have finally been surpassed – from the speed blur on the tail lights to helicopters and planes in the background – and the track design is the best in any racing game to-date, and you'll want to race them time and time again. The replay's are limited to the last lap only, and just the one format Grand Prix may not be enough. However, the four-player split-screen link-up more than makes up for it.

* 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...
Coolboarders 3	1-2				●	●			●	42	84%	The best snowboarding game on the PlayStation!
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!
CLASSIC Crash Bandicoot 3: Warped	1	●							●	43	91%	The best platform game on the PlayStation.
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.
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.
Darkstalkers 3*	1-2	●							●	43	89%	A superb, scary sequel that's very impressive.
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.
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.
Devil's Dice	1-5	●	●							43	84%	Devilishly difficult, but fiendishly fun!
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 Dodgem Arena	1-4	●			●	●			●	43	50%	Unsuccessful future sports fusion.
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.
CLASSIC 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 footie flannel.
FIFA '97	1-4	●	●							15	70%	Graphically better, but plays worse
CLASSIC FIFA '99	1-8	●	●						●	42	91%	The best FIFA game ever!
CLASSIC FIFA: Road to World Cup 98	1-8	●	●						●	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.

PLAYBACK

PLAY'S TOP 10...

PLATINUM RANGE TITLES



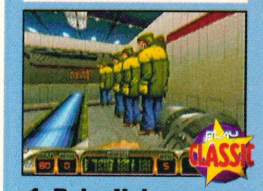
1. Time Crisis	90%
2. Tomb Raider	94%
3. Tekken 2	95%
4. Resident Evil	95%
5. Die Hard Trilogy	92%
6. TOCA	92%
7. Micro Machines V3	92%
8. V-Rally	87%
9. ISS Pro	84%
10. V-Rally	87%

BEAT-'EM-UPS



1. Tekken 3	97%
2. Rival Schools	96%
3. Darkstalkers 3	89%
4. Dead Or Alive	91%
5. Soul Blade	96%
6. SF EX Plus	91%
7. Bushido Blade	94%
8. Tobal 2	92%
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

RAGE RACER

REVIEWED PLAY 16



This was the game that dared to be different, taking the whole *Ridge Racer* series to new depths in the process. However, original as the concept of buying new cars and modifying them to squeeze out more speed was then, since *GT* arrived and did it so much better, this game now ends up back on the pile.
The most frustrating thing about *Rage Racer* these days is the 'racing on rails' feeling you get. If you're clumsy enough to even skim the side of the road, you'll lose speed and bang into an invisible barrier. The amount of cars gives you plenty to work towards, and it's still very fast once you climb inside the top motors. But with the superior *Type 4* out soon, this is best suited for motorists with no mates to race against!

replay value

RIDGE RACER REV

REVIEWED PLAY 04



This was the first *Ridge Racer* game to feature a link-up mode (although strangely, *Rage Racer* didn't), and that's about all it had going for it. The game was basically a slightly suped-up version of the original with more hidden cars to find and different tracks, which was fine at the time to keep *RR* fans happy. But playing this now, it is surprising how soon you'll get bored of it.
There's virtually no physics on the cars, all of their stats can be counted on one hand, and they lack detail when pelting around the limited amount of tracks. The only real replay value, apart from racing against a friend, can be found in trying to obtain the three secret cars if you haven't already done so. With the skills acquired from more taxing driving games, it shouldn't be too hard. In spite of it all, beating the 'White Angel' is still one of the best experiences ever!

replay value

GAME TITLE											PLAY ISSUE	SCORE	WE SAY...
Formation Soccer*	1-2	●									24	58%	Expensive and dated-looking footie guff!
Formula 1	1-2	●		●			●				11	84%	Exhilarating and glorious F1 sim!
Formula 1 '97	1-2	●			●		●			●	26	90%	Well upgraded and stuffed with excitement!
Formula 1 '98	1-2	●		●	●		●			●	41	68%	Enormously disappointing – get F1 '97 instead!
Formula Karts: SE	1-2	●			●		●				28	75%	Too simplistic for mass appeal.
Forsaken	1-2	●			●					●	35	92%	A stunning achievement. Totally breathtaking.
Frenzy	1	●								●	36	73%	Fun, but short-lived arcade hokum.
Frogger	1-4	●	●								27	69%	Genuinely disappointing frog-'em-up.
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.
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 easy side.
Gran Turismo*	1-2	●			●		●			●	31	97%	The best racing game ever made!
Grand Theft Auto	1	●									30	88%	Criminally addictive road rage!
Grid Run	1-2	●	●		●						15	53%	Banal maze game with few rewards.
Guilty Gear*	1-2	●									38	43%	Extravagant fighter, undone by its own effects.
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 license...
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 footie 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 license, 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.
Knockout Kings	1-2	●								●	43	88%	Simply the best boxing game on the PlayStation!
Konami Antiques Vol. 1	1-2	●									31	58%	Varied, 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!

* 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...
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.
Lemmings (Oh No...)	1-2	●								43	81%	Re-released mind-bending puzzler!
Libero Grande	1-2	●			●				●	42	67%	Interesting footie sim, but confusing to follow!
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.
CLASSIC MDK	1	●								27	90%	Brilliantly conceived 3-D shooter.
Machine Hunter	1-2				●					22	72%	Decent Paradroid-inspired shooter.
Madden '97	1-4	●	●							12	81%	Solid and playable US football sim.
Madden '98	1-8	●	●							29	82%	A fine, albeit rough-looking Gridiron game.
Madden NFL '99	1-8	●	●						●	39	89%	The best NFL game on the PlayStation.
Marvel Super Heroes*	1-2	●								30	87%	A highly playable beat-'em-up.
Magic Carpet	1	●								06	57%	Badly dated by today's standards.
Mass Destruction*	1	●								30	80%	Enjoyable, destructive tank romp...
Maximum Force	1-2							●		32	37%	Pales into insignificance beside Time Crisis!
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	●							●	42	96%	The English-language version is stunning to behold!
Metal Slug*	1-2	●								26	74%	Top maiming action, but not enough of it.
CLASSIC Michael Owen's WLS '99	1-4	●	●						●	43	93%	Young Michael scores a blinder on his debut!
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: Pac-man 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.
CLASSIC Namco Museum 4	1-2	●								23	79%	Some cool games – best: Pac-land.
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	1-4	●								07	82%	Stale and lifeless basketball sim. Not much cop.
NBA Live '97	1-8	●	●							16	89%	All the latest stats and players – better engine.
NBA Live '99	1-8	●	●						●	43	83%	More impressive basketball antics!
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 Blitz	1-2	●							●	42	87%	A serious *Madden* contender!
NFL Game Day	1-2	●								04	73%	American football – who cares?

HEROES
THE ONE'S WE LOVE

LARA CROFT
TOMB RAIDER III

The big-boobed heroine is still tops in our hero leaderboard!



RAZIEL
LOK: SOUL REAVER

Blood-drinking, undead ghoul who rips peasants to shreds! Pure evil!



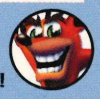
MIKE LEROI
SHADOWMAN

Zombie-like serial killer hunter who wields some scary weaponry.



CRASH
CRASH 3: WARPED

Box-smashing, tornado-spinning rodent. The king of platform games!



EVE
PARASITE EVE

Angel-voiced genetic mutant babe who's quite litterally hot!



& VILLAINS
THOSE WE HATE

SPYRO
SPYRO THE DRAGON

The camp little dragon with the dumb voice is still the king of losers!



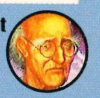
MICHAEL OWEN
WLS '99

The kid can sure play... but he can't introduce a game for toffee!



DR BOSKONOVITCH
TEKKEN 3

You may be old, but stay on your feet and fight you decrepit old git!



BRUCE WILLIS
APOCALYPSE

Was his bald presence ever going to make this game better? Nope!



ADA WONG
RESIDENT EVIL 2

Hard-ass secret agent blows her cover by falling in love. How cute!



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



Jogcon — Namco

Undoubtedly the freakist-looking device ever seen!

GAME TITLE											PLAY ISSUE	SCORE	WE SAY...
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%	Contemptible FMV-spooled shoot-'em-up arse!
Nuclear Strike	1	●									26	88%	Better looking and bigger than Soviet Strike.
CLASSIC ODT	1	●								●	42	91%	Masterful, unforgiving mutant mayhem!
Off World Interceptor	1-2	●			●						02	77%	Jerky 3-D buggy battling disgrace. Avoid.
Olympic Games	1-8	●	●								09	89%	Utterly fantastic multiplayer event.
Olympic Soccer	1-2	●									09	84%	Highly playable footie game, basic graphics.
One	1	●									30	86%	The most destructive game ever!
Onside Soccer	1-2	●									12	76%	Uninspiring footie 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!
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.

GROOVY GADGETS

Not much new stuff this month. Pity we don't run the Iron-Man test anymore... that Cyber pad would be history!

Cyber Shock

Supplied by: Fire International
Price: TBA



Best for: Anything but fighting. Or racing. This silver freak comes with four differently shaped thumsticks for you to plug in after popping out the standard Minstrel discs. The idea is to give you a variation that will be perfect for your favourite game.

Downside: The D-pad was made by Satan himself. Set at an odd angle and strangely elongated, it cannot be relied upon for the simplest fighting moves. The replacement thumbsticks are pointless and uncomfortable, and the main body is so thick you need fingers like ET to operate it without wrenching muscle tissue off your bones.

OVERALL: ★★★★★

Jordan GP wheel V2

Supplied by: Joytech
Price: £59.99

Best for: Feel. The design of this wheel has been greatly improved with the inclusion of authentic rubber gribs and plenty more buttons. It comes equipped with digital and analogue modes, so it's compatible with everything including the Namco NeGcon.

Downside: Rumbling. Although it is designed to be a rumbling wheel, the actual sensation is destinctly weedy and doesn't really convey thoughts to your mind of ramming into a billboard at 90mph. Still, it handles very well, and is great if your prefer power steering!

OVERALL: ★★★★½



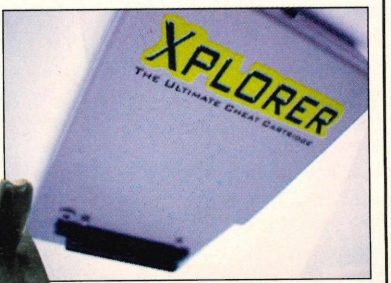
Xplorer V2

Supplied by: Fire International
Price: TBA

Best for: Cheating. This has a better user interface than the Action Replay, and this update comes with loads of new codes already programmed in, including *Tekken 3*, *Resient Evil 2* and Gran *Turismo*. It is also really easy to input your own codes from the net.

Downside: None to speak of. This new gadget is packed with features including a multimedia menu, CD music player (that strips the tracks out of the game), memory card manager, enhanced menu systems and the possibilities to upgrade via memory card or CD. All in all, this is the king of cheat carts then!

OVERALL: ★★★★★



* 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...
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 humerus.
CLASSIC Point Blank	1-2	●							●		36	90%	Addictive gun fun... and it's legal.
Pool Shark	1-8	●	●			●				●	42	85%	The most realistic pool simulation on any format!
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 footie. 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!
Psybadek	1	●								●	42	52%	Bug-riddled hover-boarding boredom...
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?
CLASSIC R-Type Delta*	1	●								●	43	90%	Pure adrenaline-pumping shooting perfection!
Raiden Project, The	1-2	●									01	68%	Dazzling, but ultimately weak shoot-'em-up.
CLASSIC Rage Racer	1	●					●				16	94%	Super fast, varied, playable racer. Get it now!
Raging Skies	1-2	●		●			●				12	73%	Adequate flight shoot-'em-up, but linkable!
Rally Cross*	1-4	●	●		●		●			●	19	89%	First class off-road antics. Two and four player!
Rampage World Tour	1-3		●								29	77%	Flawed in places, but enjoyable.
Rapid Racer	1-2	●			●		●			●	26	87%	Powerful and glossy, but repetitive...
Rapid Reload	1	●									01	71%	Cutesy side-on cartoon shoot-'em-up. Dated.
Rascal	1	●								●	33	77%	Accomplished platformer, good for the kids!
Rayman	1	●									01	87%	Colourful platform game, now looking tired.
Ray Storm*	1-2										19	75%	Overwhelming two player space shoot-'em-up.
Ray Tracers	1	●									23	74%	Super fast Chase HQ-style racer. A bit basic.
Re-Loaded	1-2	●									17	61%	Actually worse than the original. Sloppy.
Rebel Assault 2*	1	●									18	60%	Star Wars shoot-'em-up. Boring and repetitive.
Reboot	1	●								●	33	68%	Easy on the eye, short-term fun.
CLASSIC Resident Evil	1	●									08	95%	Gothic horror adventure – recommended!
Resident Evil: Director's Cut*	1	●									27	83%	Marginally better than RE, but dated.
CLASSIC Resident Evil 2*	1	●									32	96%	A truly spectacular sequel and utterly terrifying!
Return Fire	1-2	●			●						07	84%	Average 3DO split screen army romp.
Revolution X	1-2								●		08	40%	Dire Aerosmith mouse shoot-'em-up. Bad.
CLASSIC Ridge Racer	1	●					●				01	93%	Launch game, now looking very sad indeed.
CLASSIC Ridge Racer Revolution	1-2	●		●			●				04	90%	A better game, with link-up and nicer cars.
Riot	1-2	●									18	72%	Moribund futuristic sports – like Rollerball.
Rise 2: Resurrection	1-2	●									05	88%	Hideous robot beat-'em-up. A bad date.
Risk	1-4	●	●		●						29	35%	Boardgame – there's no contest.
CLASSIC Rival Schools*	1-8	●	●								39	96%	The most dynamic fighting game for years.
Road Rage	1-2	●					●				17	24%	Detestable and trashy shoebox sim. Ugh!
Road Rash	1-2	●									05	75%	Dodgy visuals, but fast and fun. Now cheap.
Road Rash 3-D	1	●									36	76%	Disappointing sequel with no guts.
Robopit	1-2	●			●						12	55%	Abominable robot beat-'em-up.
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!
CLASSIC 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.
CLASSIC Sampras Extreme	1-4	●	●								09	90%	One of the best tennis games on PSX. Slick.
Samurai Showdown*	1-2	●									13	62%	Should be called Samurai Slowdown!
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.

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.

STAR WARS TRILOGY

Show those evil imperial scum who's the true Jedi master in this fantastic and utterly compelling shoot-'em-up!



TIME CRISIS 2

Still great two-player perp-maiming action. There's still no more news on the PSX version... but it's gonna happen!



SEGA RALLY 2

Still the best driving game in the arcades at present, unless any of you care to disagree?



SOUL CALIBUR

Will this eventually come to PlayStation? Probably. But until such a time, have a blast on the coin-op version, it rocks!



SF ALPHA 3

Full of explosive combo action, this is by far the greatest Street Fighter game of all time!



IMPORT RELEASES

IN ASSOCIATION WITH

NO. 1 FOR MAIL ORDER!! Department

BEAVIS & BUTTHEAD
US Version ■ Feb 16
More anarchic exploits as the two 'do' Hollywood!
ANTICIPATION ★★★★★

IRRITATING STICK
US Version ■ Feb 20
Guide a hoop around an electrified maze... odd!
ANTICIPATION ★★★★★

LOK: SOUL REAVER
US Version ■ Feb 20
One of the best-looking games ever seen on PlayStation!
ANTICIPATION ★★★★★

MARVEL VS SF
US Version ■ Feb 20
More hard-hitting 2-D battles to be had with the old faces.
ANTICIPATION ★★★★★

QUAKE II
US Version ■ Feb 16
At last we can dive into the glorius blood-bath!
ANTICIPATION ★★★★★

RC STUNT COPTER
US Version ■ Mar 20
Fun to be had with radio-controlled helicopters.
ANTICIPATION ★★★★★

MONKEY HERO
US Version ■ Feb 20
Primates go ape in this nice-looking adventure game.
ANTICIPATION ★★★★★

SILENT HILL
US Version ■ Feb 20
A cross between The X-Files and RE2... should be great!
ANTICIPATION ★★★★★

SYPHON FILTER
US Version ■ Feb 20
A potential MGS-beater, or maybe not as the case may be!
ANTICIPATION ★★★★★

RAYMAN 2
US Version ■ May 31
The original PSX platform hero is back... but is it too late?
ANTICIPATION ★★★★★

RAMPAGE UNIVERSAL
US Version ■ Mar 20
New cities to destroy, and new monster to destroy them with!
ANTICIPATION ★★★★★

X-MEN
US Version ■ Mar 20
3-D fighting game featuring the popular comic heroes!
ANTICIPATION ★★★★★

DEAD UNITY
US Version ■ Apr 20
Another potential MGS-beater, but don't hold your breath!
ANTICIPATION ★★★★★

GAME TITLE											PLAY ISSUE	SCORE	WE SAY...
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.
Small Soldiers	1-2	●			●					●	42	78%	Not small on action. Bad film, good game!
Smash Court Tennis	1-4	●	●								16	86%	Supremely playable, addictive cartoon tennis.
Snow Racer	1-2	●			●						35	50%	Nice-looking, yet disappointing alpine racer.
Soccer '97	1-4	●	●								20	82%	UK teams version of Olympic – very playable!
CLASSIC Soul Blade*	1-2	●									17	96%	The best weapons-based beat-'em-up on PSX!
Soviet Strike	1	●									14	83%	Decent helicopter shoot-'em-up, rough looking.
Space Hulk	1	●									10	84%	Claustrophobic and intense 3DO strategy game.
Space Jam	1-6		●								21	39%	Pants cartoon basketball game, based on film.
Spawn: The Eternal	1	●									34	49%	Dull and imaginative adventure from hell!
Speedster	1-2	●			●			●			20	80%	Overhead racer with okay handling, but slow.
Spice World (with Geri)	1	●									37	25%	Total waste of Spice... cheap though!
Spider*	1	●									20	75%	'On rails' arachnid platformer. Can get boring.
Spot Goes to Hollywood*	1	●									20	72%	Uninspiring cartoon platform game. Yawn.
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 license, 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!
Streak	1-2	●		●						●	42	59%	Pretty bad hoverboarding game...
CLASSIC Street Fighter Alpha	1-2	●									07	93%	Classic 2-D beat-'em-up, now been replaced.
Street Fighter Collection	1-2	●									29	67%	Some stones are best left unturned!
CLASSIC Street Fighter Ex Plus	1-2	●									25	91%	It's absolutely EX-cellent!
Street Fighter: The Movie	1-2	●									01	35%	The original PLAY score was a misprint! Crap!
CLASSIC Street Fighter Zero 2*	1-2	●									12	94%	Simple, colourful graphics – total gameplay!
Street Racer	1-8	●	●		●						14	84%	Childish Mario Kart wannabe, good multi-player.
Strikepoint*	1-2	●			●						14	54%	Shoddy and unconvincing helicopter sim.
Striker '96	1-4	●	●								01	73%	Extremely playable, but now extremely dated.
Suikoden	1	●									16	80%	Endearing and lasting Manga RPG.
CLASSIC Super Puzzle Fighter 2*	1-2	●									18	90%	Fan-bloody-tastic Japanese puzzler!
CLASSIC Supersonic Racers	1-8	●	●								11	91%	Chaotic Wacky Races-style multi-player romp.
Swagman	1	●									21	82%	Proficient cutesy overhead cartoon adventure.
Syndicate Wars	1-4	●	●				●				22	85%	I love the smell of napalm in the morning!
Tail Of The Sun*	1	●									22	84%	Innovative caveman adventure. Badly presented.
Tales Of Destiny*	1	●									42	77%	Endearing Japanese role-playing hokum.
Tekken	1-2	●									01	84%	Was the ultimate 3-D beat-'em-up, still decent.
CLASSIC Tekken 2*	1-2	●									07	95%	Ultimate 3-D beat-'em-up – essential purchase!
CLASSIC Tekken 3*	1-2	●								●	34	97%	Undoubtedly the greatest beat-'em-up around.
Tempest X3	1-2	●									16	86%	Ancient coin-op brought up-to-date. Good fun.
Tenchu	1	●								●	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 4X4	1	●								●	42	54%	Pointless entry into a saturated market.
Test Drive 4	1-2	●		●				●			28	86%	Enough to blow your gasket!
Test Drive 5	1-2	●		●				●		●	42	75%	Pipped at the post by the opposition.
Tetris Plus	1-2	●									30	81%	Addictive, but antiquated puzzler.
Theme Hospital	1	●									32	88%	More fun than a hospital could ever be!
Theme Park	1	●									01	86%	Build your own Alton Towers – very in-depth.
Three Lions	1-2	●									35	80%	Pretty, but sluggish to play. Not worth the hype!
Tiger Shark	1										23	62%	Decent water and aerial shoot-'em-up. Rough.
Time Commando	1										11	78%	Restrictive, but graphically impressive adventure.
CLASSIC Time Crisis*	1	●							●		24	90%	Stupendous light gun shooting action. Top.
CLASSIC Tobal No. 1*	1-2	●									12	94%	Cracking high res beat-'em-up with quest mode.
CLASSIC Tobal 2*	1-2	●						●		●	22	92%	Highly advanced sequel. More of everything!
Tokyo Highway Battle	1	●									20	73%	Great concept, let down by low overall speed.
Tomba*	1	●									31	56%	Unrewarding, dated platformer/RPG.
CLASSIC Tomb Raider	1	●									14	94%	Superb Indiana Jones-style 3-D adventure.
CLASSIC Tomb Raider II	1	●								●	28	95%	A fine sequel that easily surpasses the first.
CLASSIC Tomb Raider III	1	●								●	43	93%	Lara's best outing... but it's wearing a bit thin now!
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.

* 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...
Toshinden	1-2	●								01	76%	First Tekken rival, graphically fantastic. Dated.
Toshinden 2*	1-2	●								05	74%	Far worse than the original. Avoid like plague.
Toshinden 3	1-2	●								25	78%	An average beat-'em-up. Nothing more.
Total Drivin'	1-4	●		●	●		●		●	26	84%	Thrilling racing with excellent variation.
Total Eclipse Turbo	1	●								02	69%	Poor third person shoot-'em-up. From 3DO.
Total NBA '96	1-8	●	●							05	94%	The best basketball game on PSX, until...
Total NBA '97	1-8	●	●							20	92%	The most advanced basketball game ever!
Total NBA '98	1-8	●	●						●	36	93%	So good it walks on water, the best bar none!
TOCA: Touring Car	1-2	●			●		●		●	27	92%	Really fast, really fun, really racing!
TOCA: Touring Car 2	1-2	●		●	●		●		●	42	94%	Non-stop clutch burning bliss!
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!
Twisted Metal 3	1-2	●			●				●	43	69%	Not nearly twisted enough!
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.
Victory Boxing	1-2	●								13	90%	Fast and smooth rendition of the 'sport.'
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.
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.
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.
World League Soccer	1-4	●							●	35	90%	Very playable, but lacking in long term challenge.
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!

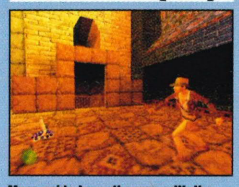
WANTED

FINAL FANTASY VIII
MAY 1999 (PAL)



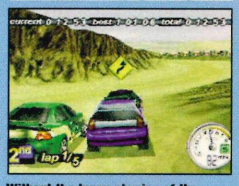
If the Japanese import copy proves to be too confusing for us, the wait for the PAL version isn't too long.

INDIANA JONES
JUNE 1999 (PAL)



Move aside Lara, the man with the hat is back to reclaim his place as the greatest adventurer!

RALLY CROSS 2
MARCH (PAL)



Without the lunar physics of the excellent first game, this should be a right rockin' rally! Can't wait.

QUAKE II
FEBRUARY



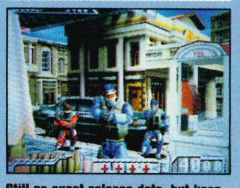
Not long to go now before the ultimate in blood-soaked shooters comes to PlayStation.

SOUL CALIBUR
TBA



It's still not on Sony's release schedule as yet, but don't write off a home conversion of this fighter.

TIME CRISIS 2
TBA



Still no exact release date, but keep watching this space for updates!

THE DEFINITIVE GUIDE TO EVERY PLAYSTATION GAME

PLAY magazine Issue 44 1998

PLAYED OUT...

NEXT MONTH IN PLAY



SOUL CALIBUR

We probe Namco and bring you the full story on its hot new sword-fighting sequel... like, will it arrive on PlayStation?

POCKETSTATION

We finally get our hands on Sony's new mini marvel and find out exactly what it's capable of!

QUAKE II

It's slipping more than a wet fish, but next month we'll finally hook Activisions eagerly anticipated dungeon carve-'em-up! Join us for the carnage.

PLUS! *Silent Hill, Carmageddon 2, Ehrgeiz, LOK2: Soul Reaver, Rally Cross 2, RC Stunt Copter, Metal Gear Solid, Street Fighter Alpha 3, Pop Stars & more!*

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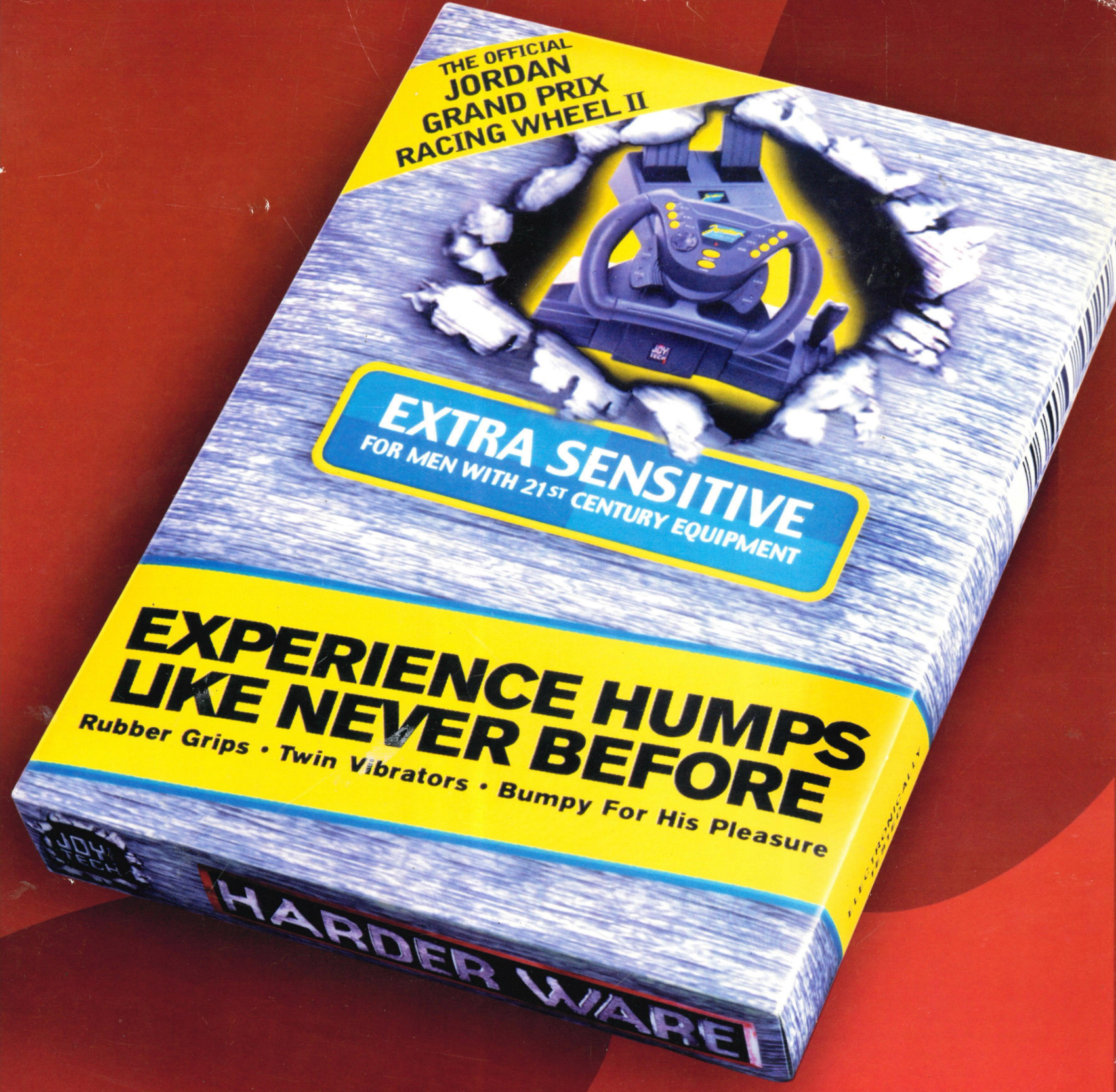
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