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Extreme Playstation
PlayStation
KENSEI
SACRED FIST
YOU WON'T KNOW WHAT HIT YOU
"It Certainly Packs A Wallop" 9/10
Official PlayStation Magazine

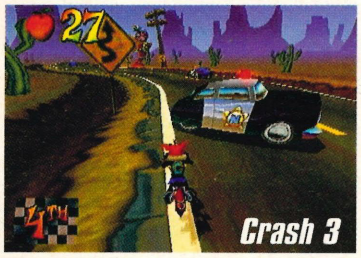
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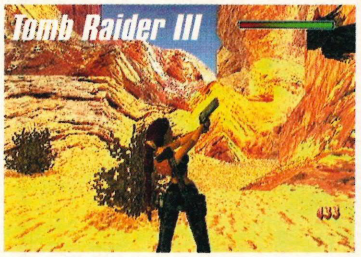
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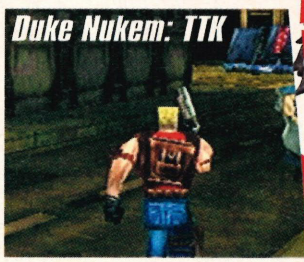
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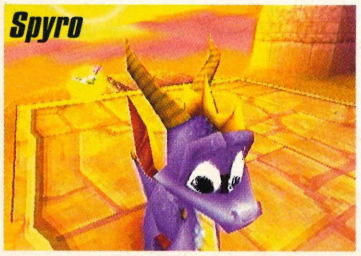
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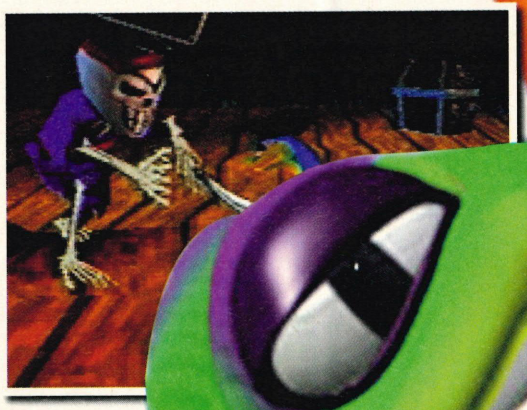












GEX DEEP COVER GECKO

28 Everyone's favourite Gecko is back for more TV trash action, and he's looking better than ever in this rollicking platformer. We expose all the new levels and dish the dirt on Gex's love life...

EXCLUSIVE

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!

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ARENA 98
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THE PLAYLIST 102
Reviews and scores of every PlayStation game ever covered in Play, plus our Playback top tens, recommended games, the best peripherals, long-term tests and much more. It's a hall of knowledge.

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PLAY magazine Issue 46 1999

PLAY

プレイステーション

The UK's Best Unoffic PLAYSTATION Magazine!



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ALIEN RESURRECTION EXCLUSIVE

88 The bitch is back in a storming new action adventure...

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It's a 3-D platforming head-to-head as the two biggest names in the genre raise paws and duel for victory!
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WIRED UP P88

ANOTHER COLLECTION OF TOP-NOTCH SOFTWARE COMING VERY SOON. THIS MONTH'S WIRED UP SECTION FEATURES *DRIVER*, *NFS4*, *MONACO GP* AND MANY MORE...

PLAY REVIEWS

EVERY NEW RELEASE REVIEWED AT

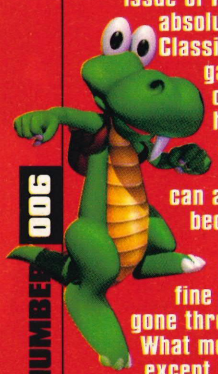
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PLAYSTATION wired



TIME flies when you're part of the global elite that is club PlayStation. It only seems like yesterday when we were waxing lyrical about how great *Gran Turismo* was, and now the first news snippets and screenshots are filtering through on the killer sequel that will totally redefine the whole racing genre once more... no doubt!

We'll be reporting back next month with the full scoop on *Gran Turismo 2*, but across the page you'll see a hot batch of screenshots that clearly show how good the sequel is looking. Right, onto business and this issue of PLAY contains absolutely no 'PLAY Classics' whatsoever. Are games getting worse or are we getting harsher in our reviews? Probably the latter, but we can afford to now because thanks to our readers, the circulation of this fine publication has gone through the roof! What more can I say except keep reading and enjoy the issue!



■ **RYAN BUTT**
EDITOR

GRAN TURISMO 2

FIRST NEWS AND PICTURES OF THIS EXPLOSIVE SEQUEL!

You readers are a widely varied bunch. There are both lovers and haters of the biggest games in PlayStation history among you, from *Resident Evil* to *Metal Gear Solid*, but there's one main exception. All of you crave information on the sequel to *Gran Turismo*, and now we've got the screenshots to drive you all wild with anticipation!

Very nice. But what do we know about it so far? There have been hundreds of little changes here and there, but the major stuff looks like this. An unbelievable 400 car models will be in there, including a higher percentage of lusty European and American autos than last time. The final number of tracks will probably be 20, and these are likely to be the original 11 from Gran Turismo and nine all-new courses. Of most interest is the addition of off-road sections, where the shockingly realistic handling of these customisable cars changes completely, dropping another challenge into some races.

The game has now been officially announced for release in Japan and recently America, with a US roll out sometime this summer. As there has been no such announcement for the UK or overall PAL market, there is no way of getting an accurate date for that version. A guestimate puts it at September '99, but we'll have the full report on Japanese and US versions long before then. So be certain not to miss out on those.



WIRED UP contents

ACE COMBAT 3 09
Exclusive new screenshots and interesting information on Namco's Ace Combat 3: Electrosphere. You'll be itching to take to the skies when you read this lot!

SILENT HILL 10
Alert! Pirates have focussed on Konami's new 3-D horror adventure as a huge money-spinner. The market is flooded with illegal copies. Can they be stopped?



IT'S A FACT!

Sony is going to release the re-vamped arcade shoot-'em-up, **R-Type Delta** *on PAL later this year. We reviewed the game on import a couple of months ago and it scored a massive 90%.*

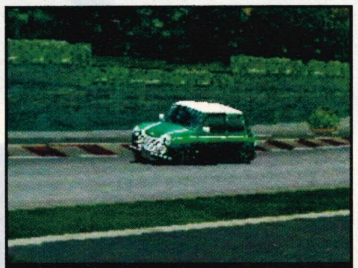


IT'S A FACT!

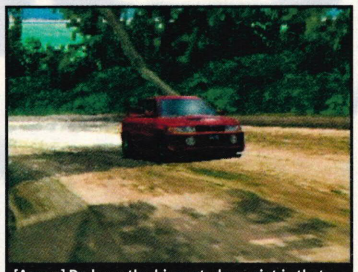
A one minute segment of test footage for the movie of **Final Fantasy** *was leaked onto the Internet this month. We got hold of it and we were stunned by the realistic quality of the CGI faces. More soon.*



[Above] This is the picture that's getting everybody in a spin, *Gran Turismo 2* will feature dinky little Mini cars! It'll be just like *The Italian Job* – "You were only supposed to blow the bloody doors off!"

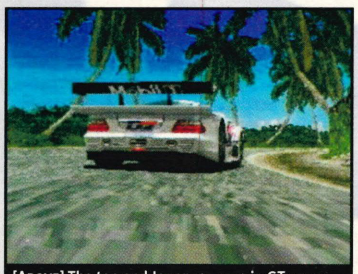


[Above] The circuits featured in *Gran Turismo 2* will be a mix of old and some brand new ones.

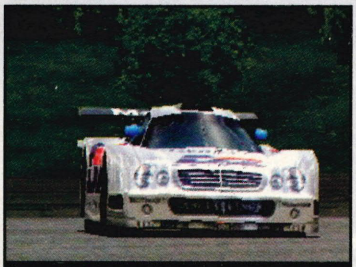


[Above] Perhaps the biggest plus point is that the game will now feature rally tracks!

SCREENSHOT FRENZY!



[Above] The top end Japanese cars in GT were brilliant, but how about this Merc, folks? Tasty!



[Above] Bet you don't know how much a real one of these costs. 1.1 million quid, that's how much.



[Above] Offroad sections will alter the handling of your cars in *Gran Turismo 2* radically, bringing in an element of unpredictable physics into the race. Who needs *Sega Rally 2* on Dreamcast?

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.

Titus has just signed a couple of new games for PlayStation. First up is a **Top Gun** *licence (remember the Tom Cruise vehicle?), and there is also a Kasparov chess game in production. Thrillsville!*

According to **The Sun**, *veteran PlayStation player, Alf Gamble (72) is to be honoured by Oddworld Inhabitants after the company agreed to name a character after him in its next game. It turned out that Alf had played* **Abe's Oddysee** *for ten hours a day after his wife died. The old boy was said to be "thrilled."*

Also in the 'real' world, some bloke recently changed his name to 'Sony PlayStation'. Funnily enough, our Graeme was going to change his name to 'Rumble Force Steering Wheel', but then he decided against it on the grounds that it would be a bit stupid!

Apparently, Madonna has bought the rights to a **Parasite Eve** *movie. It is unknown what she intends to do with them, but seeing as Aya Brea or Eve isn't required to get their baps out, hopefully she won't be appearing in it!*

Konami is following-up the release of **Beat Mania** *with conversions of a couple of other bizarre arcade games. For starters there's Dancing Stage (complete with add-on mat peripheral) and Guitar Freaks (complete with add-on guitar peripheral). The release dates have yet to be confirmed.*

And finally, we heard a rumour that screen siren, Jennifer Connelly (star of **Labyrinth**) *has signed-up to play Tifa in the forthcoming* **Final Fantasy** *movie. Now look at the leaked footage at the top of the page and tell us that that isn't her!*

RAINBOW SIX 11
Tom Clancy (author of **Hunt For Red October**) *brings his spy and espionage thriller,* **Rainbow Six**, *to PlayStation. We go and take a look at how it's shaping up.*

TEKKEN CONTEST 13
Full report on the very first international **Tekken 3** *competition. Numerous countries enter a hopeful into the fray – but there can be only one. Find out who won it, now!*

SKATE OR DIE! 15
After a deluge of lame snowboarding games, we can finally experience full throttle skateboarding on the PlayStation with the release of two new games!

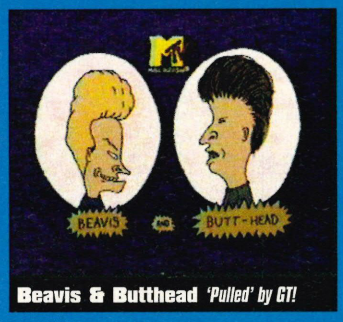
ENTERTAINMENT USA

with *Cat Bucannon*

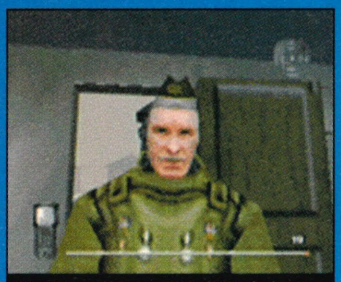
Regular monthly reports about the happening events in the land of the free from the PLAY American correspondent, Cat Bucannon. Each month, she will infiltrate secret meetings, and seduce corporate big-wigs for scorching exclusives!



GT Interactive has pulled the PlayStation version of its forthcoming **Beavis & Butt-head** game (Heh! Heh! She said 'pulled'!) Although the game was due to go on sale in the US last month, GT apparently felt that there "just wasn't a gap in the market for it at the moment." It's just a shame that other companies couldn't follow suit and pull 'iffy' titles at the last minute!



Beavis & Butthead *'Pulled' by GT!*



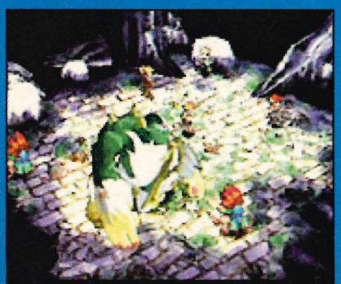
Mission: Impossible *CD release.*

Mission: Impossible was released to mixed reviews last Autumn when it was released on N64, but has nonetheless gone on to shift more than one million copies. Infogrames is hoping to add to this figure by converting the espionage movie tie-in to the PlayStation, and will make full use of the machine's capabilities by including CD-quality sound and sampled speech. Let's just hope the gameplay's better eh?

The first wave of **Metal Gear Solid** action figures went on sale over here during the first week of February. Due to the fact that they look fantastic, the toys are flying off the shelves like one of my mom's apple pies, and major shortages are expected. The hardest ones to get hold of at the moment are the big boss Vulcan Raven and Meryl Silverburgh – well, us gals aren't always hard to get aren't we!



Meryl Silverburgh *Hard to get!*



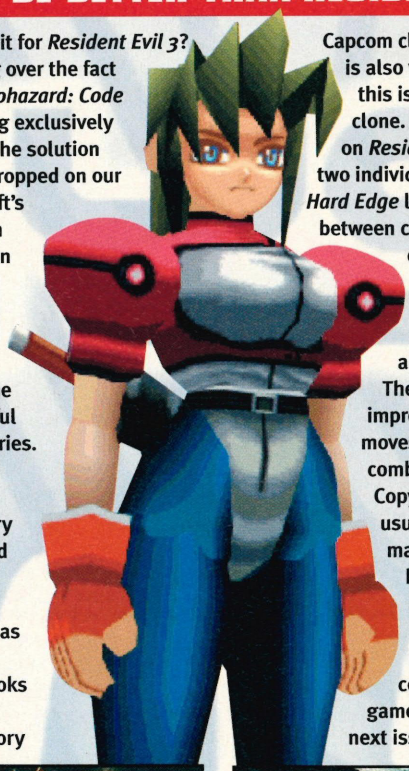
Saga Frontier 2 *Free demos!*

Square has set a date for its long awaited sequel to Sage Frontier. The brilliantly titled **Saga Frontier 2** will hit the shelves in Japan on 1 April (no joke) and will be out before the end of the year in the US. Although it hasn't been confirmed yet, Square will bundle demos of a few up and coming titles to assist sales, including *Racing Lagoon* (the bizarre racing RPG) and *The Secret of Mana 4*.

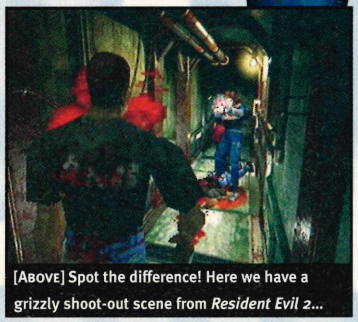
HARD EDGE

WILL IT BE BETTER THAN *RESIDENT EVIL?*

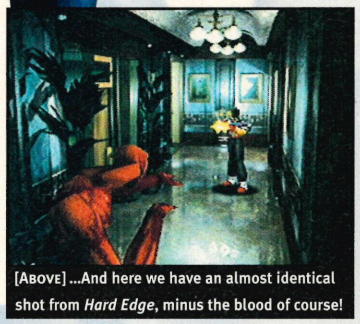
Can't wait for *Resident Evil 3*? Fuming over the fact that *Biohazard: Code Veronica* is going exclusively to Dreamcast? The solution may have just dropped on our doormat. Sunsoft's *Hard Edge*, soon to be released on British turf, is a Japanese action adventure game heavily influenced by the hugely successful *Resident Evil* series. With very high quality pre-rendered scenery and spiky-haired futuristic cyberpunks running around as the main characters, it looks like an anime version of the gory Capcom classics! The control is also very similar, but this is no heartless clone. Putting one over on *Resident Evil 2* with its two individual scenarios, *Hard Edge* lets you switch between control of up to four different characters on the fly, with their own weapons, abilities and weaknesses. There are even impressive beat-'em-up moves for close-up combat.



Copycat games are usually just badly made money-makers, but *Hard Edge* has already eaten into our deadline with its oddly compelling gameplay. Full review next issue, we promise!



[ABOVE] Spot the difference! Here we have a grizzly shoot-out scene from *Resident Evil 2*...



[ABOVE] ...And here we have an almost identical shot from *Hard Edge*, minus the blood of course!



[ABOVE] These big clawed guys are very close to the 'lickers' of *Resident Evil 2*, but the weapons targeting and fighting moves of *Hard Edge* ensure he's easier to dispatch. Ugly bugger, though.

WE HAVE LIFT-OFF!

NAMCO'S *ACE COMBAT 3* PREPARES TO TAKE OFF ON PLAYSTATION

It's no secret that Namco is soon to release a second *Ace Combat* (aka *Air Combat*) sequel on the PlayStation this year, but now we've got all the juicy details on it.

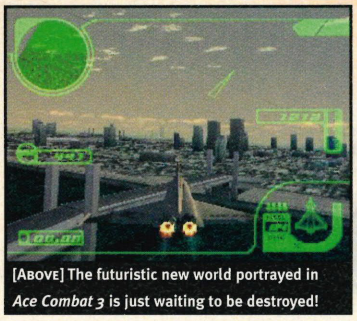
The game will be called *Ace Combat 3: Electrosphere* and it is currently about 80% complete (although no exact release date has been specified). It is set in the near future and will feature a whole host of brand new high-tech, state-of-the-art combat planes that will be unlike anything we've ever seen before. All the action will take place in what Namco is describing as "a New World," which is a stark contrast to the "certain small country" seen in the previous two games.

Apart from the planes, the biggest other alteration to the action is in the mission structure. In *Ace Combat 2* you only had one choice, halfway through the game, to change the course of your campaign. You were also limited to two choices in terms of operational plans,either operation 'Alphaville' or operation 'Bellissima'. In *Ace Combat 3*, multi-mission and multi-story systems will be introduced and there will now be a direct effect on the missions and story development depending on the player's actions and involvements in these new missions.

ACE COMBAT 3 electrosphere

The actual in-game action in the previous two Ace Combat games was very arcade-like to say the least, but thanks to a brand new virtual cockpit mode, players will be able to experience precision analogue control via the Dual Shock pad or Analogue Joystick, taking the game to a more simulation-like level. The way this works is that by using the analogue controls, players will be able to smoothly control the direction of their eyes whilst in flight, with the scope to look around their plane whilst continuing on a certain flight path (the right-stick controls your head-movements, the left-stick controls your directions. In fact, much of the in-game physics of *Ace Combat 3* rely on brand new analogue technology that wasn't properly explored for the last game, and as a result, players will feel a greater sense of freedom in what they do, and become greater immersed in the general dog-fighting action that plays such an important part in this game.

Ace Combat 3: Electrosphere will be released in Japan within the next couple of months, but it currently doesn't reside on Sony's European release schedule, but it'll come, you mark our words! More news on this promising 3-D shoot-'em-up next month!



[Above] The futuristic new world portrayed in *Ace Combat 3* is just waiting to be destroyed!



[Above] There are loads planes to earn in the game, all of which are brand new models.



[Above] *Ace Combat 3* features revamped graphics and more techy dials! The control system has also been dramatically improved, making full use of the analogue technology available.

SILENT FIGHT

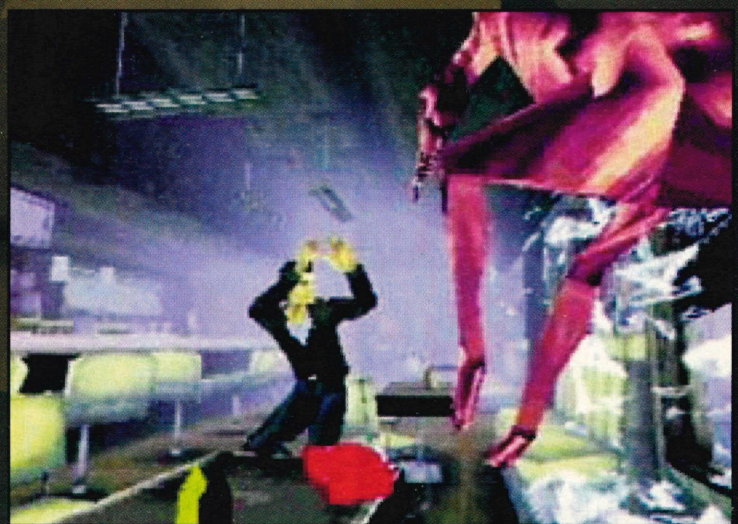
KONAMI WAGES WAR ON PLAYSTATION PIRATES!

Silent Hill is one of the most eagerly-awaited games of the year on PlayStation. In fact, we in particular have been itching to get stuck into this 3-D horror adventure for quite some time now... and it would appear that we are not the only ones!

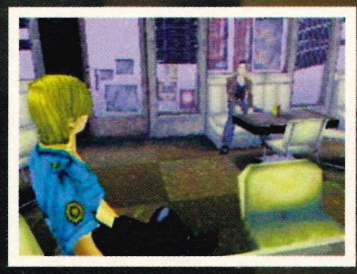
It has come to our attention over the past month that many of our readers have obtained dodgy illegal copies of the American version of *Silent Hill* – before it's even been released in the States! Imagine our surprise when the first reader (of many) rang us up and asked for help on the game: "Er hang on, it's not out yet," we said. "Yeah it is, I got it the other day," came the voice from the other end.

Naturally, we then phoned up a series of import shops eager to get hold of a US version of *Silent Hill* to perhaps run an import review in this very issue. But suddenly all became clear when we were reliably informed that the game wasn't due to appear until the end of February. Such was the extent of this scam, that walkthroughs for the game were already appearing on the internet.

We contacted Konami on the matter and a bemused spokesperson told us that the company had no knowledge of the racket that was going on, but was keen to point out that the version of *Silent Hill* released later in the year in PAL territories will be "a slightly different and improved version" from the NTSC one featuring a much better control system and more intelligent enemy attacks, amongst other things. The game is scheduled for release in PAL territories in May/June, but it'll already be officially out in America by the time you read this. We'll be reporting back with a full review of the NTSC version next month, but until then, feast your eyes on these spooky new pictures from Konami's web site... if you can handle it!



[Above] This is one of the tamer beasts you'll encounter in the game! The attention to detail is what makes it stand out from the crowd. Could this be the *Resident Evil* beater we've all been hoping for?







[Above] What could have caused this accident? You'll find out soon enough! All you need to know for now is that you've come to in the freakiest town this side of a Stephen King novel. Boohahahahahaha!!!!





PLAYBOYS

Come on folks, give 'em a hand! These are the crazy guys behind this publication... but how did they get into videogame journalism exactly?

Ryan Butt
After scraping through college and eager to 'bum' around for a bit, Ryan came into the office to help his brother on an old tips mag... he hasn't left since!
ryan@paragon.co.uk



Graeme Nicholson
After hacking into Swiss bank accounts and government war programs, Graeme had to flee his Glasgow dwellings through fear of the 'Feds'... guess where he ended up?
silencio@paragon.co.uk



Tom Sargent
When the free lovers of the Sixties got married and the mullets of the Eighties got cut-off, Tom needed a new vocation in life... hell, it beats working for a living!
tomsargent@paragon.co.uk



Ben Lawrence
Ben got into this purely by chance. You see he thought he was getting into an altogether different kind of magazine until he discovered that he'd mis-heard the 'pl' in the title!
benl@paragon.co.uk



PSX2 NEWS

THE SPECS REVEALED?

It appears that Sony is preparing to spill a few technical beans at the forthcoming International Solid-State Circuits Conference (ISSCC) in San Francisco in regards to the technical specifications of the PlayStation 2. Leading members from Sony Computer Entertainment (including Ken 'father of the PlayStation' Kutaragi) intend to wow the media with the announcement of two multimedia processors. The chips which were conceived jointly with Toshiba have pretty impressive specs.

The first chip is allegedly a 128-bit microprocessor and includes: 250 MHz microprocessor with 128b multimedia extensions, 10 floating-point multiplier accumulators, four floating-point dividers, an MPEG2 decoder (the type of data decoded by DVD drives) and the equivalent power of 10.5 million transistors!

The second chip is the networking microprocessor and includes: A 250 MHz 2-way MIPS-compatible microprocessor for multimedia and networking applications, internal 8kB d-cache, 16-kB I-cache and 128b internal datapaths.

So there you go, conjecture, idle speculation or reality? We'll let you know very, very soon. That's official.

RAINBOW SIX

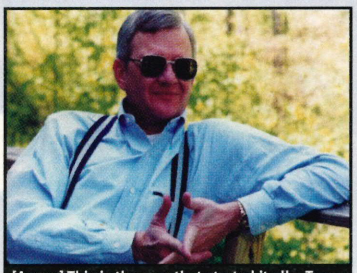
WE TRACK DOWN THE NEXT *METAL GEAR SOLID*!

Take 2 Interactive, Red Storm Entertainment and Rebellion rounded-up the UK's games journalists recently to unveil the PlayStation version of Tom Clancy's epic spy and espionage thriller, *Rainbow Six*.

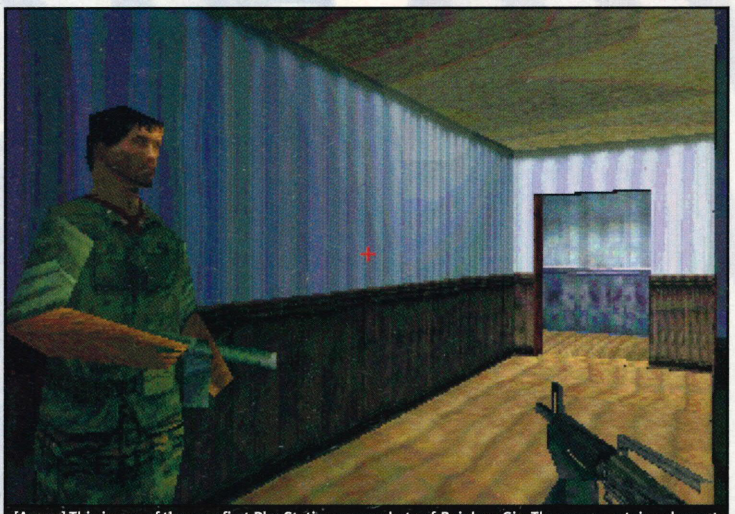
The preview took place within the plush surroundings of The Randolph Hotel in Oxford (apparently the likes of Billy Joel, Princess Anne, Mother Teresa and Henry Kissinger have crashed out there, so we felt spoilt), and consisted of a video about Red Storm and *Rainbow Six*, followed by a hands-on look at one level from the PlayStation version.

At first glance, *Rainbow Six* is looking very promising indeed, and could well be a 'must buy' for anyone who played and enjoyed the likes of *Tenchu* and *Metal Gear Solid*. Although the game shares the same concepts and locations as its PC predecessor, *Rebellion* – the Oxford-based developer for this conversion – decided from the outset that the PlayStation version would be unique, and not just a simple port-over.

"We wouldn't have agreed to a straight conversion when Red Storm initially approached us regarding *Rainbow Six* for the PlayStation," said Rebellion's Jason Kingsley, so we can we expect to be treated to a wealth of new features then? Oh, yes! For starters, even though the concepts and locations from the PC will be there, Rainbow Six will have all new levels designed specifically for the PlayStation. We will continue to probe Rebellion over the coming weeks and get then to divulge more information, but until then, check-out the first PlayStation screenshot below and check-out our full report next month.



[Above] This is the man that started it all – Tom Clancy, author of *Patriot Games* and *Rainbow Six*.



[Above] This is one of the very first PlayStation screenshots of *Rainbow Six*. The game contains elements of *Metal Gear Solid* and has a look reminiscent of *Goldeneye* on the N64. It should be a blockbuster!

"Oozes atmosphere and playability from every conceivable pore"
90% total PlayStation

MEDIEVIL™

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PlayStation 92%

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JAP'S EYE



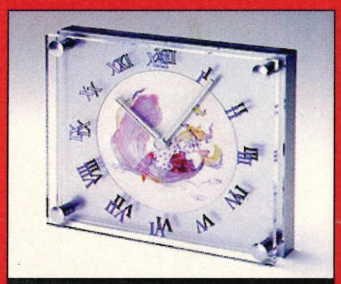
ALL THE LATEST GAMING NEWS FROM JAPAN, THE HOME OF THE PLAYSTATION!

Regular monthly reports about the happening events in the land of the rising sun from the Play Japanese correspondent, Shintaro Kanaoya. Shintaro is at the heart of the happening PlayStation scene and has his finger constantly on the pulse of where the action is. If it's big in Japan, our man Shintaro will already have the T-Shirt!

Good news for RPG fans, March sees the release of **Final Fantasy Collection** from Square. The package will contain full versions of *FFIV*, *FFV*, and *FFVI*. All three games will be direct port-overs from the old SNES versions, except for the inclusion of newly-rendered FMV sequences. The package also will contain notes from Yoshitaka Amano – the famous Japanese illustrator responsible for the fabulous Art!



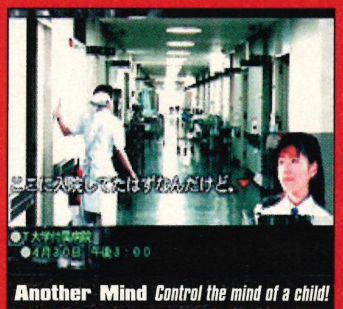
Final Fantasy Collection *Timeless!*



The 'Aniversary Pack' *How cool?*

In addition to the **Final Fantasy Collection,** there will also be a special 'Anniversary Package' released at the same time (11 March in Japan). This will include a special clock with an illustration by Yoshitaka Amano on the face, as well as the illustrator's notes. Only 50,000 copies will be made of this pack, and Squaresoft started taking reservations on 11 February. You'll be lucky to get your hands on any packs in Europe though, such is their value!

Apart from *Final Fantasy VIII*, Square has also recently released **Another Mind** in Japan. The game is a dialogue adventure whereby a 16-year-old girl called Hitomi is knocked down by a car and falls into a coma. She then wakes to find a voice in her mind – namely yours, and the saga begins. You must solve crimes and hunt serial killers together, but the twist is that you must construct sentences to speak to her!

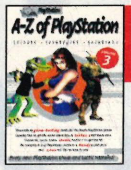


Another Mind *Control the mind of a child!*



Final Fantasy VIII *Out now in Japan!*

The wait is finally over and **Final Fantasy VIII** has finally been released in Japan. Hold your horses though because unless you have a Japanese NTSC PlayStation, you won't be able to play it! That's right, the game uses an encryption scheme that means that mod-chipped machines won't be able to run it. The game is every bit as a good as we expected and it has gone on to shift more than 2.5 million copies in four days!



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 more! Priced at £9.95 and available from all good bookshops!

McRAE RALLY 2

ACE DRIVER RETURNS FOR A SEQUEL!

Colin McRae Rally 2 is confirmed! Nicky Grist – McRae's co-driver in the 1999 Ford Focus – has confirmed that Colin McRae Rally 2 is to go ahead!

In a phone conversation with John McIlroy – rallies Editor of the Motoring News magazine – Nicky confirmed that the game is close to being signed off for an autumn '99 release. Details are sketchy at present, and when presented with our discoveries, Codemasters – the company responsible for the first game – were very cagey. Expect a full report next month.



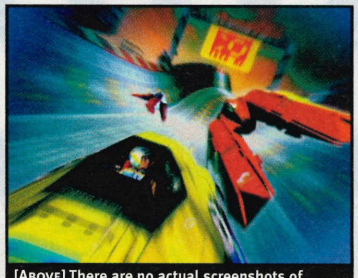
WIPEOUT 3

PSYGNOSIS ANNOUNCE SEQUEL!

We always suspected that it was on the cards, but Psygnosis has finally officially announced that it will be publishing a sequel to the hugely successful Wipeout series.

Scheduled for a released some time in the Autumn, *Wipeout 3* will be targeted at a broad spectrum of gamers, being both accessible to newcomers (hey, if you haven't already played a Wipeout game, you've got no business reading this, right?) and still representing the most extreme futuristic racing experience that hardcore fans could ever wish for. The game is being programmed by a vast work-force that includes key members that worked on *Wipeout 2097* and will feature eight new circuits and three brand-new teams (in addition to the five available in *2097*). Other inclusions are said to be enhanced graphics and game modes and Dual Shock compatibility.

We suspect that psygnosis' latest racing game, *Rollcage*, is a kind of prototype for *Wipeout 3*, incorporating features that we may expect to see in the forthcoming game.



[Above] There are no actual screenshots of *Wipeout 3* yet, but watch this space next month!



[Above] The game will feature more tracks and a greater amount of racing teams. Sounds great.

TEKKEN 3 KNOCK OUT!

THE FIRST ORGANISED TEKKEN 3 TOURNAMENT IS A SMASHING SUCCESS!

Gamesplayers from all over the world flocked to Namco Station at County Hall on 27 January, as the world's first massive *Tekken 3* Championship took place.

Battling it out on the smash hit PlayStation beat-'em-up were 14 Web site contenders from across Europe and 18 worldwide champions who all came together to see who would emerge as the coveted 'King of Iron Fist World Champion' title as well receive a the $5000 cheque and *Tekken 3* arcade machine (worth around $9000).

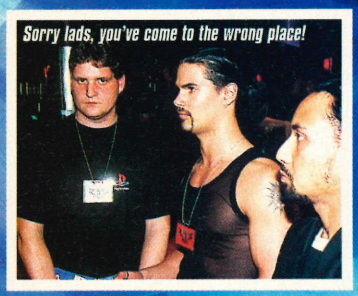
After many a fraught challenge, the semi finals took place with Sweden battling it out with Germany and the UK Namco Champion kicking butt with Australia.

After a few close challenges the finalists Sweden, as Nina Williams and the Namco Champ, as Paul Phoenix commenced their last and final battle. It was only a matter of minutes before the Namco champ, Ryan Hart, 19 from London, karate-kicked his way to the top to become the champion – yeah, way to go.

At last, England wins something! Sony Computer Entertainment Europe (SCEE) President, Chris Deering and Namco President, Masaya Nakamura were both presiding over the event which Chris Deering deemed as, "The ultimate in videogame showdowns."

The evening produced a tense tournament of world-wide hopefuls and finally ended with its champion. The highly charged atmosphere was sustained through a Martial Arts Capoeira display and a footballing celebrity challenge (won by Arsenal player Matthew Upson with England and Arsenal defender, Martin Keown, coming a very close second!)

A glitzy party then hotly pursued the event with celebs from Audioweb, *Big Breakfast*, Sky Sports, Chelsea, Arsenal and Leicester Football clubs all attending the party, as well as a special appearance from pin-up babe – Jordan. So all in all it was quite a decent night out then!



Sorry lads, you've come to the wrong place!

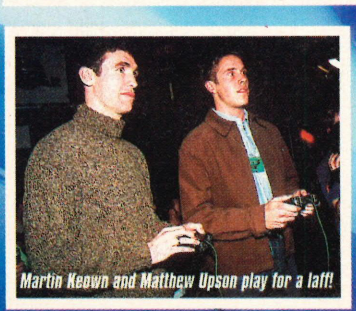


"We fink Tekken 3's great!"



Eventual winner Ryan Hart, a Brit, collects his wonga!





Martin Keown and Matthew Upson play for a laff!



It's goodnight from me, and goodnight from him!



ON THE CARDS

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

A BUG'S LIFE

Yeah, we rode on the monster tidal-wave of hype just like everyone else, hence the presence of this on our hallowed memory cards. But it won't be there by the time you read this, no siree!

BLOODY ROAR 2

We were shocked at now playable this curiously-titled beat-'em-up was. It also contained probably the sleaziest female character we've ever seen... hubba-hubba!

STREET SK8ER

Arriving too late for review, we still had great fun wasting time on this over-the-top skateboarding game. All those childhood memories came flooding back — minus the scabs!

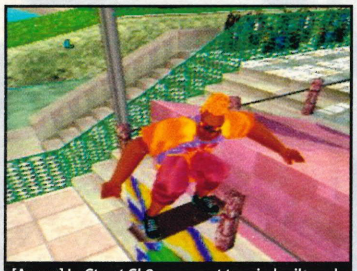
SKATE FOR IT!

TWO NEW SKATEBOARDING GAMES 'OLLIE' ONTO PSX!

For the age group which is heavily into PlayStation, it's a wonder there aren't heaps of skateboarding games around for it. Up until now all we've had is more bad snowboarding games than we really deserved. But things suddenly improved this month, when two skating titles showed up within a few days of each other.

First came *Tony Hawk: Pro Skater* from Activision, which we leapt on and played hard for as long as we could before the man from Activision took it away again. Being endorsed by one of the finest skaters of all time (Tony skated alongside the likes of Tommy Guerro in top team Powell Peralta) we knew it would be good, and it was. The best element was the full freedom of movement to skate all over massive levels, pulling off realistic tricks. Due September.

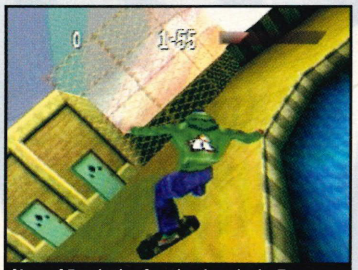
Soon after, *Street Sk8er* (how hip a name is that?) arrived, which is also good fun but trades realism in for loud garish colours and arcade ease-of-use (just press × and a direction to do an impossible stunt) so is more for beginners than your serious skating fans. In fact, it reminded us a great deal of Sega's *Top Skater* arcade machine, whereby you race around skate parks against a time limit jumping this, grinding that and generally 'hanging some air'. Unfortunately, *Street Sk8er* (from EA) arrive just a little too late for review, but we spent ages trying to beat each others score and yelling "grommet" at every opportunity, so expect a full evaluation next month.



[Above] In *Street Sk8er*, you get to grind rails and perform impossible stunts on ramps. Totally rad!



[Above] You can also score bonus seconds by impressing the judges on special bonus levels.



[Above] For skating fanatics though, the Tony Hawk game looks by far the better of the two.

BUMP!

CELEBRITY HIT-LIST

Welcome to a new section in Wired whereby we ask folk within the games industry whose mortal coil they would quite happily sever. This month, we spoke to Jon Court, the Studio Manager in charge of *Carmageddon* on the PlayStation. Here are five celebrities he'd quite happily mow-down in a car:

A soap star (randomly selected)
Bungle (from Rainbow)
The Chuckle Brothers (both)
Lolo Ferrari (monsterously big-hootered bird from TV's Eurotrash).

UM JAMMER LAMMY

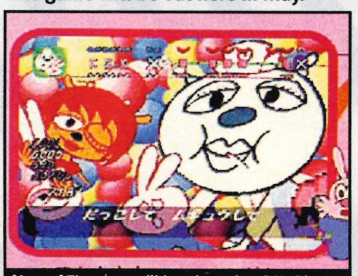
SONY SET TO RELEASE PARAPPA SEQUEL THIS SPRING

As news of Sony's two-player 'sequel' to the enormously enjoyable *Parappa The Rapper – Um Jammer Lammy* gathers apace, we thought you might like to take a sneak peek at a few more piccies. Gameplay in the sequel has been touted as being a bit tougher and as we mentioned two-player.

The commands at the top of the screen now scroll by, which leads us to believe that far longer and more complicated sequences will have to be completed to score well. Similarly to *Parappa*, improvised moves will be encouraged besides following the exact sequence to pass each stage. The game will be out here in May.



[Above] *Um Jammer Lammy* – if you thought *Parappa* was strange, you wait until you play this!



[Above] The game will be released on PAL this Spring. Start exercising your fingers!

ULTIMATE DRIVING GAME

Welcome to a new section in Play whereby we lay bare our wild gaming fantasies and reveal the aspects of what would make the ultimate game of a particular genre. This month we aim for the perfect driving game, taking the best bits of some classic racers and adding a few dumb ideas of our own. We're bound to make millions from it.

- *The most important part of a car game is how well the cars control and move while you drive them. For this, our Ultimate Driving Game would require the driving mechanics of (what else) Gran Turismo. The accurate four-point suspension, the real life oversteer – wonderful.*

- *Add to that the unparalleled crash physics of the original Need For Speed. Everybody wants the chance to wipeout spectacularly in a virtual supercar and no other game has ever come close to those magnificent crashes. Let's have the full interior graphics for the cockpit view too.*

- *In addition to regular races, some wacky stunt sections would be sensational with those accurate physics. An oddball course like the stunt track in Eighties classic Hard Drivin' is the sort of thing – sheer drops, raising bridges and launch ramps.*

- *A spot of Grand Theft Auto would complement the mix, but in proper 3-D. Imagine Gran Turismo's vehicle handling, but driving chaotically around a lively city environment with the ability to abandon your dented wreck and pull some rich kid out of his Diablo, which you then tear off in. Heaven.*

- *Lastly, a buying, selling and upgrading system based on the cash you earn would complete this vision of driving game nirvana.*





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 32 features guides to *Metal Gear Solid, Ridge Racer Type 4, WCW/NWO Thunder, Max Power Racing, Street Fighter Zero 3, Devil Dice* and many more besides!



CHARTS

In association with GAME

Pos	Game	Developer	Publisher	Score
1.	Premier Manager '99	Gremlin	Gremlin	78%
2.	FIFA '99	EA Sports	EA	91%
3.	Tomb Raider	Core Design	Platinum	94%
4.	Grand Theft Auto	DMA Design	Platinum	88%
5.	Crash Bandicoot 3	Naughty Dog	Sony	91%
6.	TOCA	Codemasters	Platinum	92%
7.	Tomb Raider III	Core Design	Eidos	93%
8.	Rayman	Ubi Soft	Platinum	87%
9.	Cool Boarders 3	Sony	Sony	84%
10.	Mickey's Adventure	Sony	Platinum	79%

READERS' MOST WANTED

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

Pos	Game	Developer	Publisher
1.	Gran Turismo 2	Sony of Japan	Sony
2.	PocketStation	Sony of Japan	Sony
3.	Time Crisis 2	Namco	Sony
4.	Ridge Racer Type 4	Namco	Sony
5.	Rainbow Six	Rebellion	Take 2

BLAG!

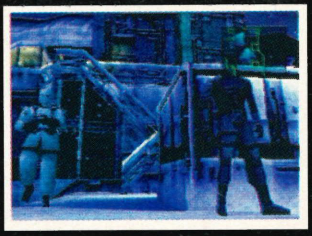
FREEBIE OF THE MONTH

Not much by way of top blags this month (apparently, the *Metal Gear Solid* stuff is in the post, eh Konami?), but we did get these top biffa cigars from Gremlin.

That's right, to promote the recently released *Premier Manager '99*, Gremlin Interactive sent us a batch of stinky King Edwards to get our gobs round and chew-on like a proper tea-cup smashing football managers. They came in stylish presentation boxes that included full instructions (well, four steps) on how to become a top football manager, and after reading them, we could never mention 'Big' Ron's name again without choking on our contradictions. Nice one Gremlin!



PLAY CLASSIC RECOMMENDS



Metal Gear Solid [97%]
The best PlayStation game ever!



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



FIFA '99 [94%]
Engrossing, fluid, sexy football!



Ridge Racer Type 4 [91%]
Ultra-fast and compelling racer!



Tomb Raider III [93%]
Awe-inspiring adventure game!

SONY CUT BACK

JAPANESE PLAYSTATIONS DROP IN PRICE AGAIN!

Sony has dropped the price of PlayStations in Japan once more from 18,000 Yen to 14,000 (about £75). This latest drop is the fourth time the price has been slashed since the machine was first launched in 1994 at 39,800 Yen.

A spokesperson for Sony commented that the price drop was to "bring Japan into line with the prices in all other major territories," but we suspect otherwise when it seems too much of a coincidence that the PocketStation spin-off accessory was launched in Japan at the same time as the PlayStation price drop. Can we expect a European price drop when the pocketStation is launched over here later in the year? Sony is remaining tight-lipped, but we have a hunch that this will most certainly be the case.

Elsewhere in the world of Sony, the console giant has initiated legal action against the emulation software company, Connectix. If you recall, we reported last month on a new software package called the Virtual Game Station that allows you to insert PlayStation discs into a G3 Mactintosh computer and run perfect, in some cases enhanced, versions of the games. Connectix has been hit with copyright infringement charges.



SCOOP!

HOT-OFF-THE-PRESS NEWS

Ubi Soft has begun programming Rayman 3 even before Rayman 2 hits the stores! The third outing will be developed for the PSX 2 and is due for release at the end of the year 2000. Not only does this suggest that Ubi Soft is confident about the sales of Rayman 2, and that the PSX 2 WILL be out next year, but it also confirms what we suspected for a while – some software houses already have PSX 2 dev kits!

After some horrendous PlayStation outings, Batman could finally find sanctuary with Ubi Soft after the company signed a licensing agreement with Warner Brothers. So maybe now the caped crusader will get a good game.

And finally, remember Dirt – the motocross game developed by Fun Soft? Well it looks like it's now being released by THQ!

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THE UEFA CHAMPIONS LEAGUE. The very name conjures up the passion, the flair and the fervour of European football at its most scintillating. And now, UEFA CHAMPIONS LEAGUE Season 1998/99 on PlayStation and PC gives you the opportunity to live and breathe every second of this heart-stopping competition.

Taking control of one of Europe's most celebrated clubs, you'll do battle in some of the most daunting stadiums across the continent in your epic journey to ultimate glory.

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- The official product of the UEFA CHAMPIONS LEAGUE for the 1998/99 season. Includes the real teams, player names, strips, logos and sponsors for the season.
- Includes all past winners of the competition from its European Cup roots to the present day Tournament.
- Multiple Game Modes including the UEFA CHAMPIONS LEAGUE, Exhibition Matches, Custom Tournaments and a unique Scenario Challenge Mode.
- Features accurate models of the most famous European stadiums.
- Real-time commentary from Europe's most recognised TV commentators.
- Fully skinned motion-capture models with advanced player AI.
- A wealth of up-to-date statistics for the 1998/99 season displayed in awesome hi-res UEFA CHAMPIONS LEAGUE style graphics.

THE GAME.

PC CD

PlayStation

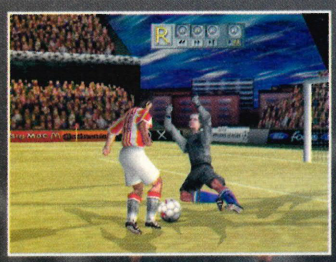


Silicon Dreams

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SEASON 1998/99






OFFICIAL VIDEO GAME OF THE UEFA CHAMPIONS LEAGUE

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www.eidos.com EIDOS INTERACTIVE

WIN! A SONY TV WORTH £700

UEFA CHAMPIONS LEAGUE IS PREVIEWED ON PAGE 32

With the most rip-roaring, tension-packed showdowns still to come in the Champions League and the imminent release of Eidos's latest world beater, *UEFA Champions League*, we thought we'd strike while the iron's hot and give one oh-so lucky reader the chance to win a stonking Sony TV (bells and whistles come as standard).

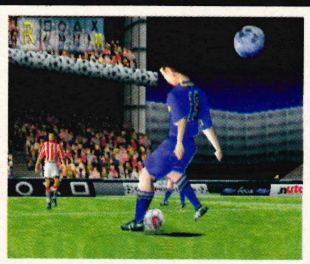
1ST PRIZE

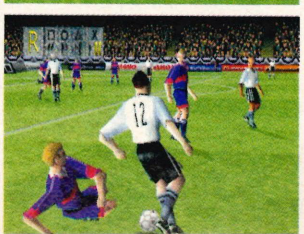
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RUNNERS-UP

TWO RUNNERS-UP WILL WIN A SHIRT FROM A TOP EUROPEAN CLUB







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Who won The European Cup last year?

1. Real Madrid 2. Juventus

3. Manchester United

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

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The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or it's sponsor Eidos may not enter. Your entry should reach us no later than 1 April, 1999 (we're not kidding). 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, sorry. Marching on together...Leeds!

Get reacquainted with an all-new GEX.

And his Miss Adventures.

GEX

DEEP COVER GECKO









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EIDOS INTERACTIVE

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!

CROC II



22 He's the best selling croc in the world (fact!) and he's back for more in this burning hot mega-platformer. We've got exclusive shots and all the info on this fabulous looking game. It'll sell like crucifixes come this Easter...



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. Genre fans might like them.

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*



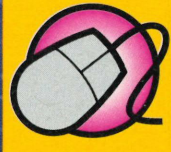
Multiple Players
eg *ISS Pro '98*



Steering/Analogue
eg *Colin McRae Rally*



Multi
compa



Mouse compatible



Uses A Memory Card (for save games)



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



Link Cable Compatible
eg *Formula 1*



Light Gu
eg *Time*



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

LATEST GAMES EXPOSED

CROC II 22
It's a 3-D platforming head-to-head as the two biggest names in the genre raise paws and duel for victory! Which will come out on top?

GEX: DEEP COVER GECKO 28

DEFA CHAMPION'S LEAGUE 32
They're gonna' score one more than you!

DISCWORLD NOIR 34
Dark goings on in a corrupt future...



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.

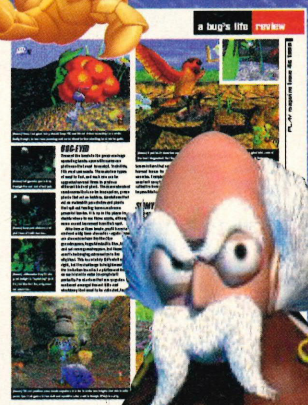
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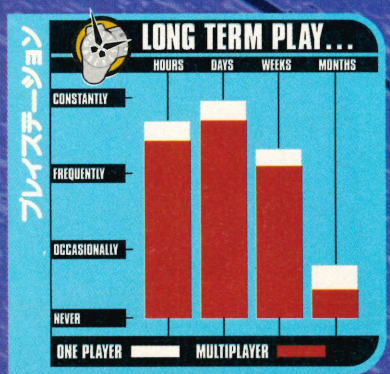


WIRED UP

ALIEN RESURRECTION 88
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GUARDIAN'S CRUSADE 90
MONACO GP 90
DREAMS TO REALITY 92
BLOODLINES 92
DRIVER 93
WING OVER 2 94
NEED FOR SPEED 4 94
YO-YO'S PARK 96
T'AI FU 97

Challenge Box

This box is 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.



CROC II

THE PLAYSTATION'S FIRST REAL 3-D PLATFORM HERO RETURNS THIS YEAR FOR A HUGE ADVENTURE. WILL YOU BE ALONG FOR THE RIDE?

Written By GRAEME NICHOLSON

The story with this scaly mini-hero in *Croc: Legend of the Gobbos* was one of courage. Having been apparently abandoned as a baby crocodile and raised by a peculiar race known as the Gobbos, Croc found his adoptive race scattered and imprisoned one day. This was the work of the much feared Baron Dante, but in order to repay the overwhelming hospitality of the Gobbos the little guy didn't hesitate to set out on a daring adventure to free every last one.

On this outing, Croc has learned that his real (or 'biological') parents have been trying to find him and so he left the little Gobbo island for the mainland to seek them out. The Gobbos there have diversified into several different civilisations in contrast to the simple tribe he knew back at home, so Croc's quest becomes an exhilarating exploration of these fascinating colonies – as well as a race against the clock when he discovers old Dante is mysteriously living and breathing again.

Blueprint

- Publisher: Fox Interactive
- Developer: Argonaut
- % Complete: 65%
- Exp. Release Date: April
- Origin: UK
- No. of Players: 1

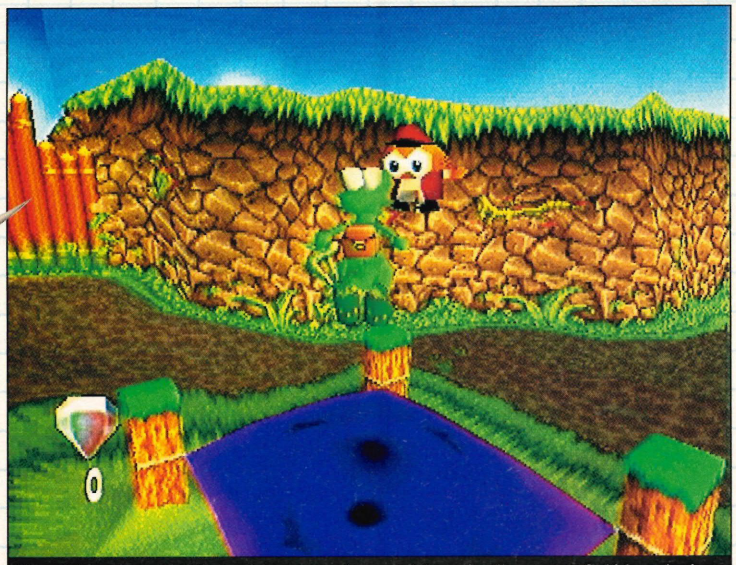
SOFTOGRAPHY

CROC:
LEGEND OF THE GOBBOS

CROCODILE SHOES

The five all new worlds feature themed scenery and, for the ultimate cute factor, little tiny themed outfits for the saucer-eyed Gobbo inhabitants. One location with a distinct Wild West



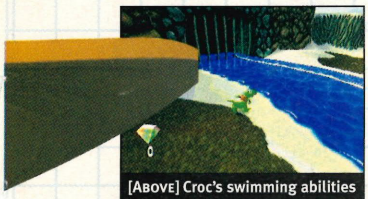


[Above] There are many little puzzles you can solve around the main village, most of which can be done at your leisure. This little Gobbo gives you a prize if you can jump higher than him on the trampoline.

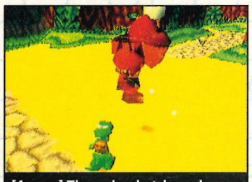


[Above] They may not be the most articulate creatures in the world, but the Gobbos are so cute you just want to save them all. The new conversations add an adventuring, RPG element.

"Collect new abilities along the way instead of making do with one jump and one attack!"



[Above] Croc's swimming abilities have been improved. Jump in!

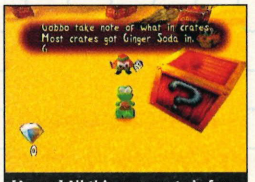


[Above] Those basket-jawed Dantinis are a vicious bunch.

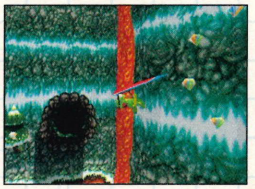
feel has the furry fellows in cowboy and Indian wear, along with sheriff and undertaker Gobbos. The same goes for these fluffy chaps in the Inventive Inca and Icy Elements villages, among other stages which have yet to be revealed to our prying eyes.

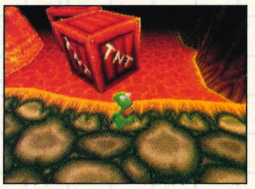
There are ten levels to each village, which if you get your abacus out, you'll realise amounts to 50 individual levels, before secrets. That's going to take some time!

Being of such vast size, *Croc II* takes on a noticeable *Banjo-Kazooie* influence. You may remember how, at the time when *Legend Of The Gobbos* came out, it was very clearly intended as the PlayStation solution to the much worshipped *Mario 64*. The pattern seems to have been carried on to mirror elements of Rare's magnificent bear-and-bird game, with wide open areas acting as hubs that have multiple routes out to the actual levels. These hubs also play host to a number of characters who can be found at pre-defined places, and who engage Croc in short conversations – with a babbling voice effect that you should instantly recognise from *Banjo-K*. Such characters alert you to simple puzzles around the village itself (where completion will earn you as little as another crystal or as much as a continued >



[Above] All this guy wants is for you to smash these crates. Easy.







[Above] There are no bad guys on the test version of the icy level, but there are going to be themed eskimo-type Gobbos and Dantinis, the minions of Baron Dante.



[Above] One of the new moves for Croc allows him to grab small items, carry them around, and lob them at enemies or into position where they're needed. What a handy little chap he is now.





[Above] Pre-defined mine cart routes take you through the belly of the mountain in the first village, where the bubbling lava forces you to take care when you get off at the end.

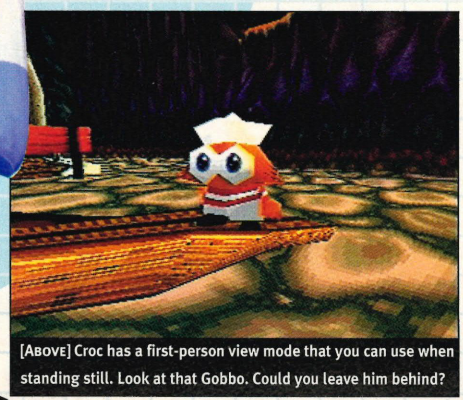


continued> bridge out of town) or let you know what to look for prior to entering one of that particular village's levels.

GREEN HORNET

While you still have to pass through some darkness to enter a new area, to allow the PlayStation to dump the next batch of graphics into memory, developer Argonaut has picked up on the negative reaction to the intrusive spells of loading in the first *Croc* and has shaved those black screen seconds right down. Now, it's as close to seamless as you could reasonably expect.

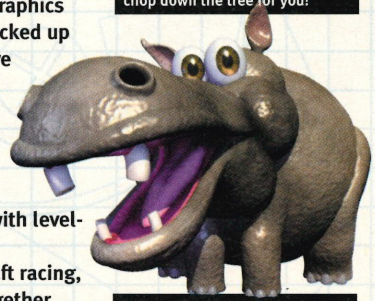
The *Banjo-K* influences continue with level-specific sub-games that Croc can participate in, like hang-gliding, raft racing, karting and snowball rolling. Together with his existing swimming abilities, Croc should be able to engage in so many varied pursuits that you won't reach for that power switch until you've defeated Baron Dante for good. Argonaut has also gone for a learn-as-you-go approach throughout, which means you collect new abilities along the way instead of making do with just one jump and one attack move until the end. Now as you fight through a village, a new high tail attack, power flip, hanging kick or boost super jump is just around the corner. A



[Above] Croc has a first-person view mode that you can use when standing still. Look at that Gobbo. Could you leave him behind?

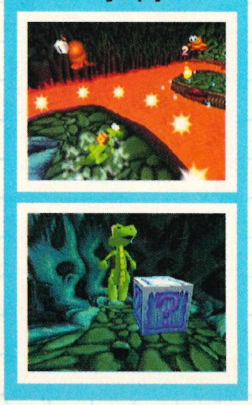


[Above] Get this little fellow to chop down the tree for you!



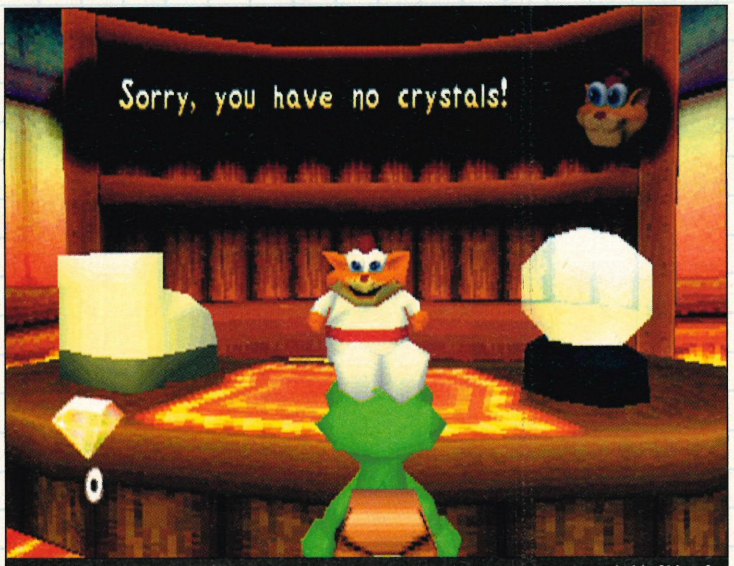
TIME'S ARROW

The first Croc game (Croc: Legend of the Gobbos) was a step in the right direction for PlayStation platformers, but loading times and terribly confined levels spoiled the idea behind a 3-D game. Croc II looks just as good, but offers much more true 3-D gameplay. Phew.





[Above] A *Tomb Raider*-like move lets Croc push objects around which are much bigger than him, to aid in all this puzzle solving that has been added. Not quite as sexy as Lara.



[Above] An important character that you will meet several times is Swap-meet Pete. Get hold of him after collecting enough crystals and you can buy all sorts of useful items.

"You'll never reach for that power switch until you've defeated Baron Dante!"



[Above] The Gobbo will explain what's inside this level.



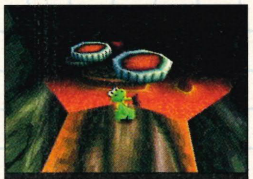
[Above] Good old Swap-meet Pete will do a deal anywhere.

system that allows you to buy extra stuff like lives and decoy clockwork Gobbos for crystals should keep things interesting too.

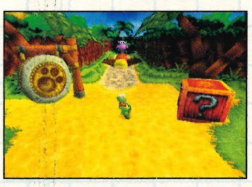


WHAT A CROC

With the wider playing fields, character interaction and wild new sub-games, you would think *Croc II* was quite different from the original. However, that is not entirely true. Though the development team originally aimed for a high resolution, 30 frames-per-second specification with characters made from many more polygons and using a more natural single texture-mapped skin, our stint with the first playable version revealed an appearance extremely close to *Legend of the Gobbos*. No hi-res yet, and the hero still seems to be made of separate scaly green segments. Clipping of the scenery has been greatly reduced though, and the new camera routines work like a dream even at this stage, in turn making the more sensitive Dual Shock control more intuitive. All things considered, we'll be watching this one every round-footed step of the way.



[Above] "You want me to jump off of *here*? Are you *nuts*?"







[Above] It's almost irresistible with such a powerful tail attack, but should you bang the gong or not? Will something drop on you from a great height, or will you be given a prize? You never know.



[Above] Spikes all around, but don't expect to see Croc brutally impaling himself. It's strictly gore-free, *Croc II*.

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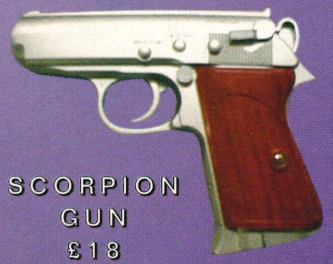
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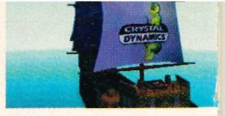
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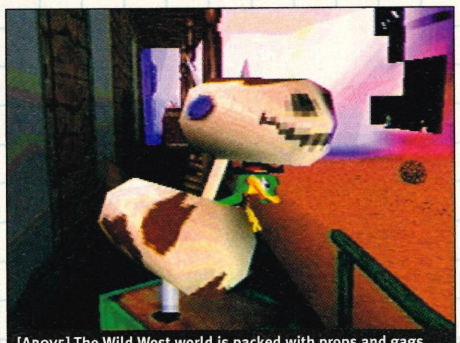
GEX: DEEP COVER GECKO

A-HA MAY HAVE THOUGHT THAT 'THE SUN ALWAYS SHINES ON TV', BUT TIMES CHANGE AND AS ANY BROOKSIDE FAN WILL TELL YOU, SEX, DEATH AND INCEST CAST A MIGHTY SHADOW ACROSS THE GREAT CATHODE RAY TUBE NOWADAYS. LUCKILY, GEX IS BACK TO CLEAN UP THE CHANNELS ONLY THE LAMEST COUCH POTATOES WOULD DARE VISIT.

Written By **MARK WYNNE**



[Above] The all-new graphic models of the many new characters (especially Gex himself) are highly pleasing, and give the rather familiar action a fresh lick of paint. They all move fast too.



[Above] The Wild West world is packed with props and gags, although the dusty streets are rather sparse on gun-totin' foes.

TOOLS OF THE TRADE

Using a spare bit of Baywatch *crumpet may smack of cynicism on Crystal Dynamic's part, but at least they've picked a quality babe this time around. Hardcore Gex fans will remember that at the end of* Gex 3D: Enter The Gecko, *Gex was rewarded for his exploits by a bedroom romp with Nicci from Pandemonium!*



If you wanted to argue that the standard of education in our once great nation had declined of late, you would only need to emphatically spit two words to prove your case and silence your opponent: Media Studies. Forget the higher educational pursuits of literature and pure maths, and acknowledge there are students who are subsidised to 'study' TV and movies and write dreary theses on the subtext of soaps, or the cultural significance of Quentin Tarantino. Daft or what?

Fact of the matter is, there are only two things you need to know about 'the media'. One: if you meet a scholar of this subject you can be sure he is even lazier than your average student, lying around watching *Kilroy* and Richard & Judy , with a spliff in one hand and a puzzled expression on his face as he 'deconstructs' the significance of his trash entertainment specialist subject (and of course, he won't have a TV licence) who deserves to be punched for his wilful lack of academic ambition – not to mention crap clothes and stupid haircut.

Two: the only other thing you need to know about the media can be written on the back of student dosser's crumpled pack of red Rizlas: Sex Sells. The suits at Eidos – rolling in cash from Lara Croft's PVC stretching exploits – know this, and they've sought to apply this maxim to *Gex: Deep Cover Gecko*... But how do you make a lizard sexy?

Blueprint

- Publisher: **Eidos**
- Developer: **Crystal Dynamics**
- % Complete: **75%**
- Exp. Release Date: **April**
- Origin: **US**
- No. of Players: **1**

SOFTOGRAPHY

OFF-WORLD INTERCEPTOR
STAR CONTROL II
PANDEMONIUM
PANDEMONIUM 2
GEX 3D: ENTER THE GECKO
AKUJI THE HEARTLESS
THE UNHOLY WAR
SOUL REAVER



[Above] The media Dimension has enjoyed a high-tech facelift.



[Above] DinoGex is perhaps the most bizarre 'costume' featured in the new game. Sort of *Jurassic Park* gone mutant...

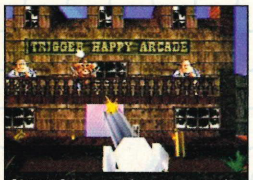
CHANNEL FOUR OR C5?

First things first, disorientated readers: No you are not in a time warp; Gex is making another comeback, and yes, he did have one last year, winning rave reviews with his *Mario 64* inspired 3-D





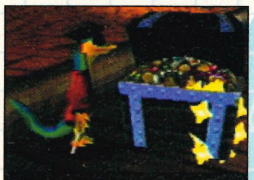
[Above] The many worlds of *Undercover Gecko* vary drastically at the moment in terms of ambition and polish, but some of the better worlds are hugely impressive. Ancient Greece is particularly promising.



[Above] A new sub-game, popping at cowering cowies is great fun.

platformer, but despite fantastic action and some genius comic touches, you, the ignorant game-playing public stayed away in droves, making *Gex 3D: Enter The Gecko* perhaps the least successful comeback since *Jaws 3* (in 3-D). That Crystal Dynamics still have faith in their mascot is touching; they've busied themselves converting *Gex 3D* to the Nintendo (not entirely successfully, it might be noted) whilst developing a brand new

"Gex 3D: Enter The Gecko was perhaps the least successful comeback since Jaws 3."



[Above] Captain of the high seas and looking for buried treasure...



[Above] Gex wears his Stetson with style, but can he shoot?

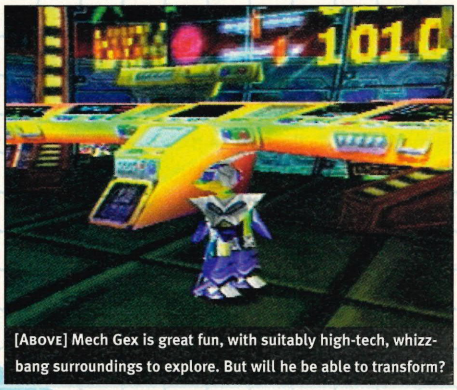
adventure for PlayStation owners in the hope that the success of *Spyro The Dragon* might finally have whetted your appetite for 3D adventuring.

While the style and pace of Gex's latest comeback is basically the same as his last, an important set of statistics has been thrown in to (almost) guarantee success. Impressive statistics they are, too. Z-buffering speeds? Mip-mapping rates? Frames per second? No. The vital statistics are 35, 24 and 35, and they accurately identify the proud charms of *Baywatch's* Marliece Andrada.

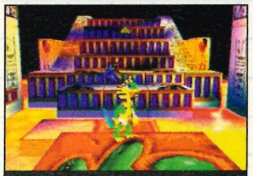
Which one's that, you ask? The one in the red swimsuit. Sorry. The one with blonde hair. Erm, the one with blinding pearly whites? Used to be a cheerleader? Come hither eyes? Slightly dizzy, pouty? For God's sake, just look at the picture. That one. Alright? She now pops up in video footage (which, unfortunately, wasn't available in our preview copy) playing Gex's kidnapped partner, Agent Xtra, luring the sexually frustrated gecko through his TV surfing exploits, and as a happy consequence she also features prominently in Eidos's imminent advertising campaign, standing tall in point-of-sale cardboard cut outs and catching the eye of all you frisky young joystick jockeys. Subtle? Not really. Effective? Lay your bets.

Adding to the ambience of mild sexual hysteria are the risqué vocal talents of Danny John-Jules (the Cat from *Red Dwarf* to you and I) who has replaced the previous narrator, Captain of Camp, Leslie Phillips. One can only assume that the bright spark at Crystal Dynamics who originally conceived of Gex as a Carry On camp mincer now sweeps streets somewhere...

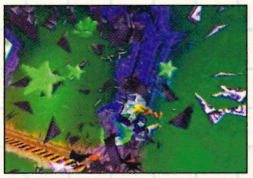
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[Above] Mech Gex is great fun, with suitably high-tech, whizz-bang surroundings to explore. But will he be able to transform?



[Above] Ancient Egypt is one of the more eye-catching levels...



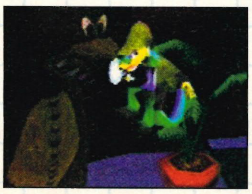


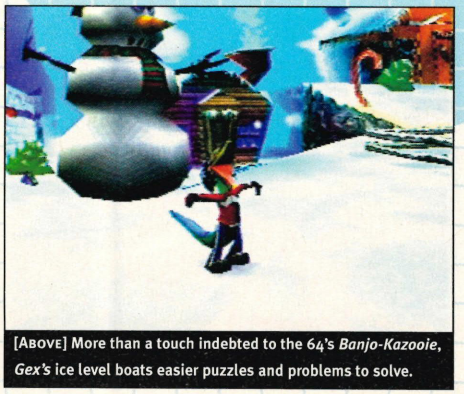
[Above] *The Wizard Of Oz* spoof might be beyond younger players.







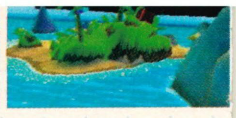




[Above] More than a touch indebted to the 64's *Banjo-Kazooie*, *Gex's* ice level boats easier puzzles and problems to solve.

gex: deep cover gecko



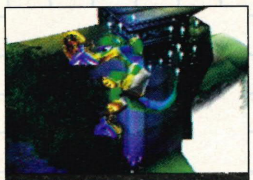





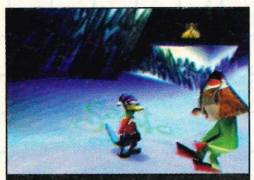
[Above] Untouchable Gex is prohibition America. Stylish, eh?



[Above] This cowboy looks good but fails to offer much challenge.



[Above] Massive gusts of air provide extra lift for Roman Gex.



[Above] We're not sure whether Gex can ice skate himself yet...



[Above] Gex and the Beanstalk, anyone? Clambering this huge, slippery shrub is no mean feat, even with the new camera views.

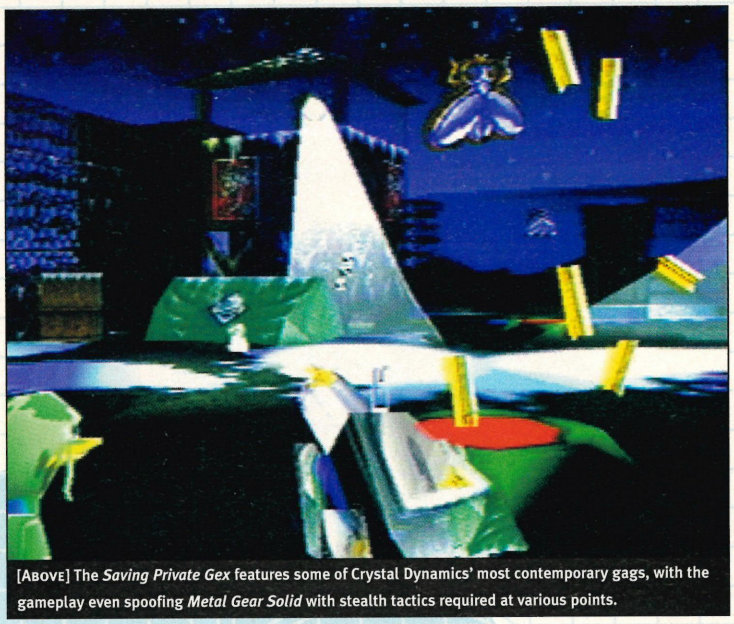
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CABLE GUY

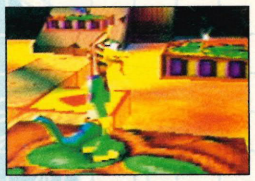
Amidst the (very heterosexual) sex and sauce, Gex himself has been neatly tweaked with bags more costume changes, spruced animation and a couple of new party moves. From Spiderman to The Hulk, via Sherlock Gex, Wild West Gex, Robin Hood Gex, Full Metal Jacket Gex and WCW Gex amongst others, the tongue-flicking beast boasts more uniforms than a Chippendale, each get-up echoing the theme of whatever TV show Gex happens to be exploring.

As before, the game is split into many channels, each one further sub-divided into two or three missions, from defeating a pseudo comic book boss to cracking a prohibition scam. None of these objectives demand great doses of cunning, rather, old fashioned platforming and twitch skills are the order of the day, but then again you are battling the evils of trash media, so you can hardly expect profound problem solving or brow-beating rumination to feature heavily. Regardless, Gex is as much fun as ever, and the wide variety of 'channels' are a hoot. At this stage, some problems from the previous game are still noticeable, mainly a lack of meanies to bash, but new features such as mini target practice games and a host of vehicles to take control of look promising, even if the whole damned thing has more than a smidgen of Rare's *Banjo-Kazooie* here and there... We'll bring the full low-down on Gex's latest bid for fame soon, and recommend that even if you don't reserve a copy of the game this early, you put in a bid for the Marliece Whatshername cardboard cut-outs at your local videogame store, as they are bound to cause a few queues of pocket-rummaging adolescents.

By the way, both of you ladies who read our magazine, don't get all uppity about the introduction of the *Baywatch* babe. She's no brainless bimbo tacked onto a tacky marketing campaign with just two obvious points of interest. It's all post-post-modern, OK? Irony and the like, and if you fuming femmes feel her two outstanding points are a challenge to your own sexuality, take heart, because according to Marliece, "Any woman, no matter what size or shape can be sexy if she believes she is." Well that's all right then. Just don't tell Janet Street-Porter.



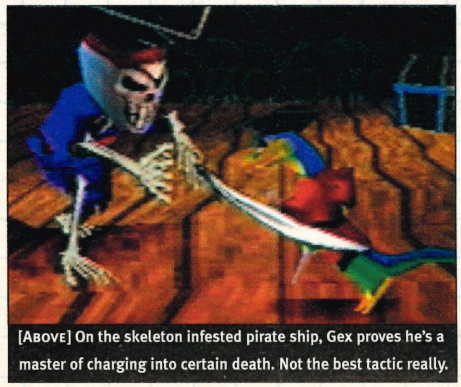
[Above] The *Saving Private Gex* features some of Crystal Dynamics' most contemporary gags, with the gameplay even spoofing *Metal Gear Solid* with stealth tactics required at various points.



"Our favourite tongue-flicking beast boasts more uniforms than a Chippendale..."







[Above] On the skeleton infested pirate ship, Gex proves he's a master of charging into certain death. Not the best tactic really.

FASHION PARADE

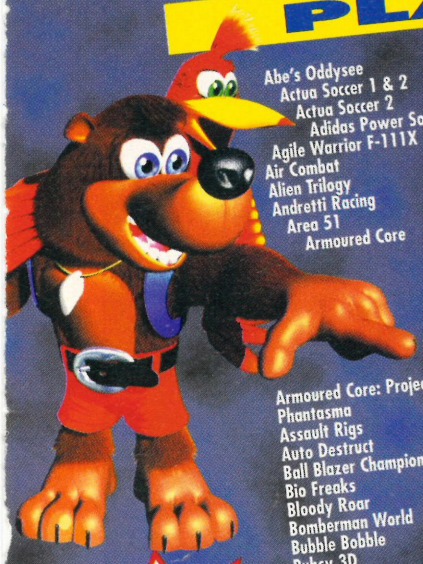
The new improved Gex boasts loads of new costumes and disguises, but by far our current favourites are the SpiderGex and MexhGex outfits which make the gecko cuter than ever before. There's got to be a huge toy range to milk out of this franchise. Eidos, get on the case and send us some freebies please!





VIDEO GAMES CHEATS & TIPS

PLAYSTATION, N64 & PC



Abe's Oddysee
Actua Soccer 1 & 2
Actua Soccer 2
Adidas Power Soccer
Agile Warrior F-111X
Air Combat
Alien Trilogy
Andretti Racing
Area 51
Armoured Core
Armoured Core: Project Phantasma
Assault Rigs
Auto Destruct
Ball Blazer Champions
Bio Freaks
Bloody Roar
Bomberman World
Bubble Bobble
Bubsy 3D
Bushido Blade 1 & 2
Bust a Move 1, 2, & 3
Cardinal Syn
Carnage Heart
Cheesy
Circuit Breakers
Colin McRae Rally
Colony Wars
Command & Conquer
Command & Conquer: Red Alert
Command & Conquer: Retaliation
Contra Legacy of Wars
Cool Boarders 1, 2, & 3
Courier Crisis
Crash Bandicoot 1, 2, & 3
Crime Killer
Critical Depth
Criticom
Croc
Crusader: No Remorse
Dark Forces
Darklight Conflict
Dead Ball Zone
Dead or Alive
Death Trap Dungeon
Descent
Descent Maximum
Destruction Derby 1 & 2
Diablo
Die Hard 1, 2, & 3
Disruptor
Doom
Duke Nukem: Time to Kill
Duke Nukem: Total Meltdown
Dynasty Wars
Excalibur
Fade to Black
Felony 11-79
FIFA 96, 97, 98
Fighting Force
Final Doom
Final Fantasy VII
Firo and Klawd
Formula 1 & 97
Formula Karts
Forsaken
Frogger
Gex
Gex 3D
Ghost in the Shell
G-Police
Gran Turismo
Grand Theft Auto
Gunship 2000
Hercules
Hexen
Impact Racing
In the Hunt
Independence Day
Indy 500
International Track & Field
J. McGrath Super Cross
Jersey Devil
Jet Rider
Jonah Lomu Rugby
Jumping Flash 1
Jumping Flash 2
King of Fighters 95, 96, 97
Klonoa
Krazy Ivan
Kula World
Lemmings 3D
Loaded
Lone Soldier
Lucky Luke
Machine Hunter
Madden 97, 98, & 99
Magic Carpet
Magic The Gathering Battle Mage
Marvel Super Heroes
Mass Destruction
MDK
Mech Warrior 2
Metal Gear Solid
Micro Machines v3
Monopoly
Monster Trucks
Mortal Kombat 1, 3, 4 & Trilogy
Moto Racer 1 & 2
Motor Head
Motor Toon Grand Prix 1 & 2
N20
Nagano Winter Olympics 98
Nanotek Warrior
Nascar Racing 98 & 99
NBA Hang Time
NBA Jam Extreme
NBA Live 96, 97, & 98
NBA Shootout 96, 97 & 98
NBA Zone 1, 2 & 98
Need for Speed 1, 2 & 3
NFL Face Off 97 & 98
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
Psychic Force
Rage Racer
Rally Cross
Rapid Racer
Rascal
Ray Racers
Ray Storm
Rayman
Reboot
Resident Evil 1 & 2
Resident Evil: Director's Cut
Return Fire
Ridge Racer
Ridge Racer Revolution
Rise of Robots 2: Resurrection
Riven: The Sequel to Myst
Road Rash
Road Rash 3D
Rosco McQueen
San Francisco Rush
Shadowmaster
Shellshock
SimCity 2000
Skull Monkey
Soul Blade
Soviet Strike
Spawn
Speed Racer
Speedster
Spice World
Spider
Spot Goes To Hollywood
Spyro the Dragon
Star Fighter
Star Gladiators
Steel Harbinger
Steel Reign
Street Fighter Alpha 1, 2 & Ex Plus Alpha
Street Racer
Suikoden
Super Puzzle Fighter 2 Turbo
Swagman
Tekken 1, 2 & 3
Tempest X3
Tenchu
Tennis Arena
Test Drive 4, 5 & Off Road
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
Total Eclipse Turbo
Total NBA 97
Treasures of the Deep
Triple Play 97, 98 & 99
Tunnel B1
Twisted Metal 1, 2 & 3
Victory Boxing
Vigilante 8
VR Baseball 97
VR Powerboat Racing
V Rally
Vs
V Tennis
War Games
War Gods
War Craft 2: Dark Saga
War Hammer: Dark Omen
Warhawk
WCW Nitro
WCW Vs the World
Wing Over
Wipeout
Wipeout 2097
World Cup 98
World League Soccer 98
Worms
WWF in the House
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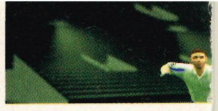
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PLAY magazine Issue 46 1999

UEFA CHAMPIONS LEAGUE

SILICON DREAMS MUST HAVE BEEN GOOD IN ANOTHER LIFE, BECAUSE IT'S LATEST BIG-TIME UEFA DEAL ALL BUT SECURES ANOTHER LAST MINUTE WINNER.

Written By **TOM SARGENT**

There's never a dull moment in football. Hod's been sacked following another controversial, but 'hugely misunderstood' bout of verbal diarrhoea, and the *Premier League* is shaping up to be one of the closest contests for years. Excitement is gathering pace at the Silicon Dreams training ground too, as Eidos mounts yet another bid with a new team of crack coders (plus a few stragglers from *WLS '98*) to take us to gaming nirvana again.

Eidos has surpassed itself in landing the official UEFA Champion's League licence. But luxuriant deals aside, it's fair to say that *MOWLS '99* had a couple of bugs – the glitch where neither side can get near the ball unless they slide tackle into it springs to mind. It must be an almost impossible task trying to chase them all down?

"*UCL* was developed separately from *MOWLS '99*, so we didn't really have to chase down any graphical glitches and fix them," maintains Dave Rutter, Head Producer at Silicon Dreams. "Most of the problems we've encountered are with the look of the players, but we're all really happy."

Blueprint

- Publisher: Eidos
- Developer: Silicon Dreams
- % Complete: 60%
- Exp. Release Date: April
- Origin: UK
- No. of Players: 1-4



[Above] Expect the new player models to dive like Italian's.



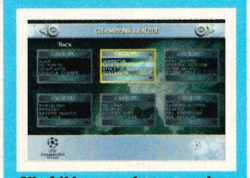
[Above] Although viewed from the Replay mode, you can see the excellent graphical detail on each player. Multi-layered textures will ensure that the kits look as though they're made of fabric.



"The skinned player models are so smooth, Mr Sheen could've been on the case..."

FOOTBALL FOCUS

Everything's been re-vamped for what looks like being the most polished front-end Silicon dreams has ever done.



All of this years teams are in.



The new front end looks hot.



All of the stadiums are official.







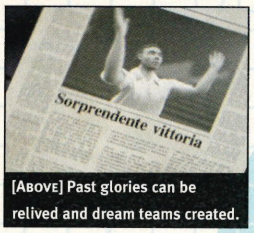
[Above] Fancy tricks and moves have been simplified to ensure that even though you may be getting a roasting from the the opposition, at least you'll do it in style. A two-button system has been employed.



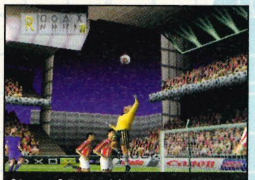
[Above] Around 100 teams will be available in various modes of play. Absolutely everything is official right down to the ball, stadiums, qualifying groups. Classic matches will also be able to be replayed.



[Above] Gameplay is as smooth as ever and the AI will be even better



[Above] Past glories can be relived and dream teams created.



[Above] Everything from stadium detail to lighting looks improved.

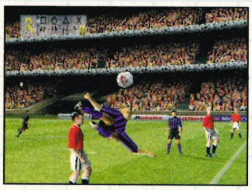
CHAMPIONÉ

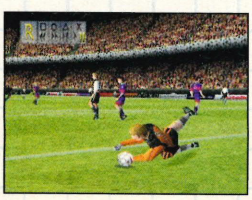
Although not quite in the same league as the *FIFA* series for churning out rehashed versions of the same game engine, Silicon Dreams has had a fair crack of the whip in fine-tuning its own vision of the beautiful game and PLAY was keen to ensure that *UEFA Champions League* (*ECL*) is going to be more than just a glorified data disk. What enhancements/radical changes are being lavished on this tried and tested series?

"We've upped the number of modes of play," enthuses Dave. "There's an Exhibition mode, Official UEFA Champions League, UEFA scenarios (whereby you join the action at key moments of various matches and have to turn the result around before the time runs out), Custom Tournaments, and Practice. We've also got Arcade Management, which allows you to pick a custom squad from any of the teams in the game including past winners from 1960 to present day. Graphically our animation system is new, as are all our players, stadiums, and textures. We've even managed to get an extra texture layer on the kits, which makes them look like fabric."

There's something for everyone then. We've had a quick tinker with the early preview code and the graphical facelift is immediately noticeable. The fully-skinned player models are so polished, Mr Sheen could've been on the case. There's no reduction in the animations and they're virtually on par with those exquisite polygon athletes that swan around the park in the most recent *FIFA* games. But please guys, put in some new celebration sequences! – we're sick to the back teeth with the old one whereby the pointy-limbed players run to the corner flag like Julian Clary...

"It's 100% official gameplay – teams, players, stadiums, TV graphics, music..."





RED CARD

Taking into account all of these graphical enhancements (facial skeletal weighting, etc) plus an incredible 16,000 lines of commentary from top pundits Bob Wilson, 'Big' Ron Atkinson and Brian Moore, hasn't the PlayStation reached it's limits in terms of what you can do with a footie game?

"No, not really. *Libero Grande* showed that this just isn't true. Every console always has and will have a limit," explains Dave. "What's important is that a team sits down and works out the basics and gets them in then starts putting in the groovy stuff."

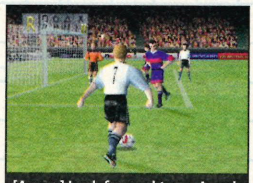
A clue to the team's loyalty to the 32-bit wonder box is reflected by news that the next *UEFA Champions League* game is already under development, but it's unlikely to see the light of day for another year. Any dreams of using photo realistic graphics with totally lifelike animation, however, will have to be put on hold until the arrival PlayStation 2. Other features of note include the fine-tuning of special moves – they've been simplified so that players won't need to tie their fingers in knots accessing each one, and the inclusion of tonnes of secret teams. Will extra English teams make the final cut? Silicon Dreams won't reveal, but just please let it be noticeably different from the last two *WLS* games!

SOFTOGRAPHY

OLYMPIC SOCCER
SOCCER '97
FEVER PITCH
OLYMPIC GAMES
WORLD LEAGUE SOCCER
MICHAEL OWEN'S WLS '99



[Above] Brings a tear to the eye all this pomp and red tape.



[Above] Look forward to an Arcade and a tougher Simulation mode.



PLAY magazine Issue 46 1999

DISCWORLD NOIR

PLAY IT AGAIN TERRY! THE DISCWORLD SERIES OF GAMES CONTINUES TO THUNDER ON, BUT THIS TIME THINGS ARE LOOKING A LOT DARKER. THE STORY OPENS...

Written By BEN LAWRENCE

As a new dawn arises on a brand new era in the *Discworld* series of games, PLAY track down the mystical literary maestro Terry Pratchett and give him in good grilling. Discussing his new game, and the occasional piece of nonsense, we discover that all his marbles are there, but boy are they rattling around!

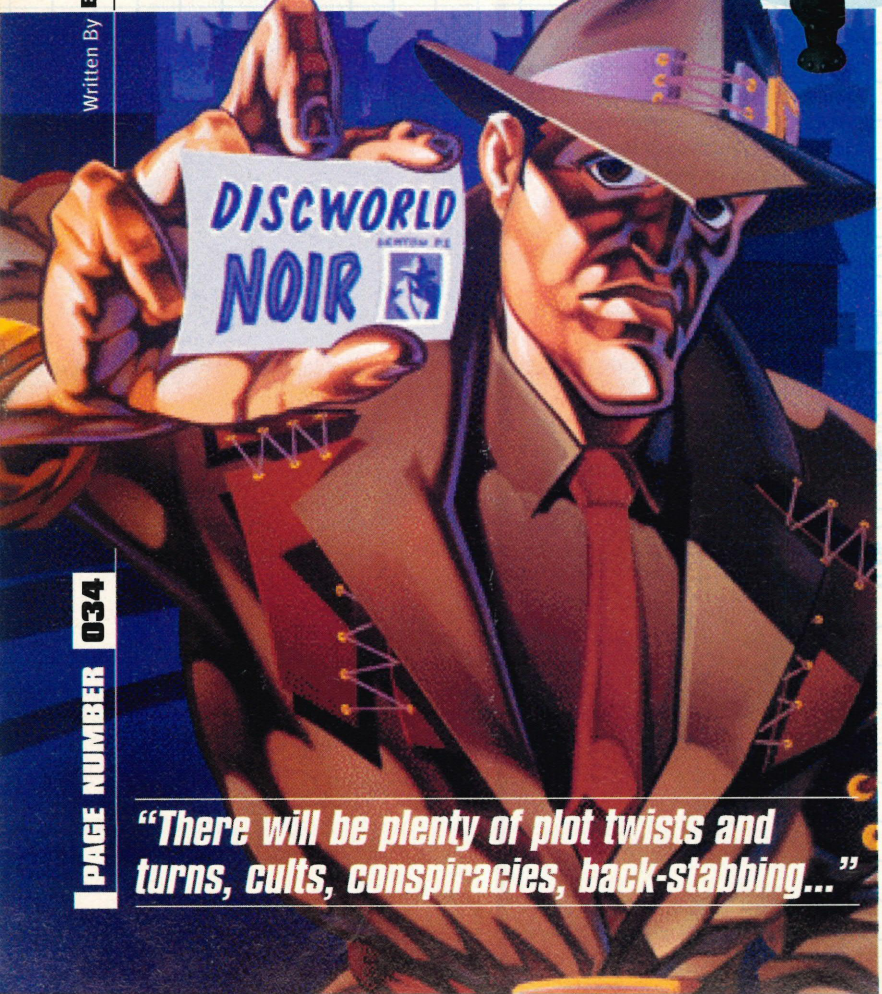
Discworld Noir, the third *Discworld* game, and by far the darkest, centres around the adventures of Lewton, a private investigator, who is asked by a not particularly bad looking broad to take on a case. In true Film Noir style though, the case that turns out to be more trouble than it's worth. There will be plenty of plot twists and turns, cults, conspiracies, back-stabbing (literally) and the odd nasty entity or two. All of these shady goings on will be smothered in lashings of Pratchett humour.

Blueprint

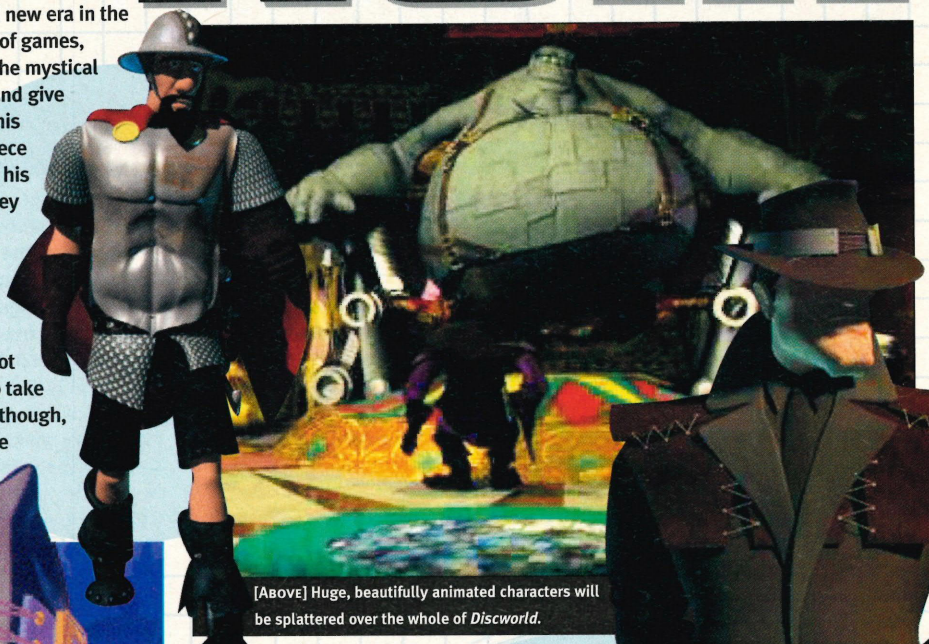
- Publisher: GT Interactive
- Developer: Perfect
- % Complete: 45%
- Exp. Release Date: Summer
- Origin: UK
- No. of Players: 1

SOFTOGRAPHY

DISCWORLD
DISCWORLD 2



"There will be plenty of plot twists and turns, cults, conspiracies, back-stabbing..."



[ABOVE] Huge, beautifully animated characters will be splattered over the whole of *Discworld*.

Despite *Discworld Noir* not being based upon any of the existing Discworld books, and having been written from scratch by Perfect Entertainment, it has earned Terry Pratchett's seal of approval. Which is a Godsend.

As well as well known characters, such as The Patrician, Vimes, Nobby and Death, Lewton will also bump into quite a few less familiar characters, from the right and the wrong side of the law.

PRANK-MORPORK

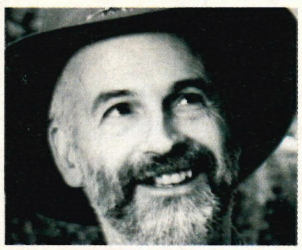
We asked Pratchett why he had actually agreed to let Perfect get their hands on his idea.

"They came to me! I thought, 'Well, we'll give it a try,' and because I took a hell of a lot of interest in the first [game]. I'm not a nice person to be around when I think someone's not taking Discworld seriously though. They say, 'But it's funny,' but it only stays funny when you take it seriously. Any comedian will tell you you've got to take the comedy seriously in order to make it work... and I interfered!" Terry took an active role in the development of the game, although it

FROM THE MOUTH OF PRAT

Plan's Top five Terry Pratchett quotes from the past:

- *"This isn't life in the fast lane, it's life in the oncoming traffic."*
- *"Everywhere I've been in Manhattan the streets are called Walk and Don't Walk."*
- *"I didn't go to university. Didn't even finish A-levels. But I have sympathy for those who did."*
- *"There are no inconsistencies in the Discworld books; occasionally, however, there are alternate pasts."*
- *"One day I'll be dead and THEN you'll all be sorry."*
- *"I stroll along, talk, I sign books, people buy me drinks, I forget where my hotel is, I get lost and fall into some local body of water... done it hundreds of times."*



didn't often run too smoothly, as he says, "On the first one I really interfered. I had ultimatums and we had rows, all kinds of things!" Then after the success of the first game, the sequel was pretty plain sailing after the developer had grasped the whole Discworld concept, although Terry does admit that each time he "did lots of tinkering with the script. Whether or not it needed it I did lots of tinkering, like writing in fresh scenes that they'd asked me to do."

DISCWORLD DARKNESS

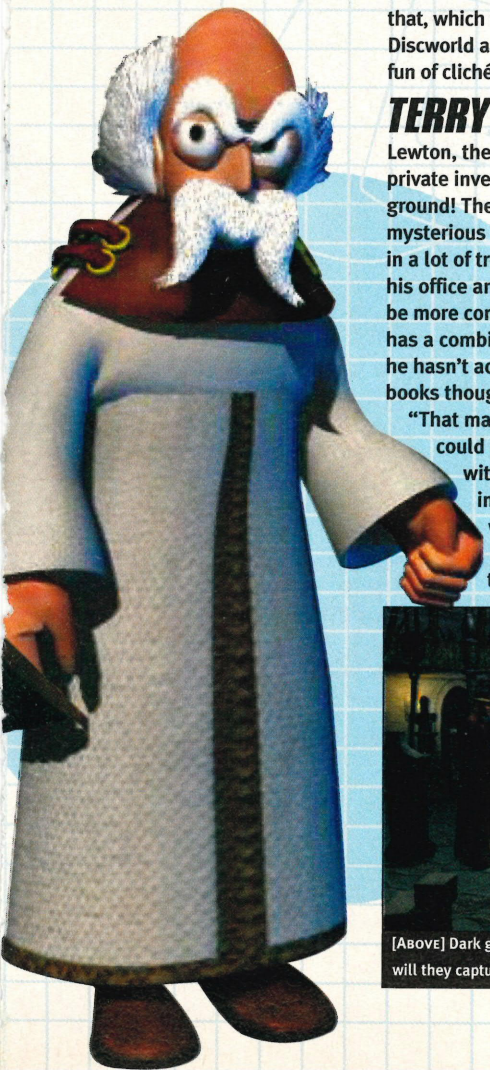
His books have a very wry, subtle sense of humour. Does he think the developers have done it justice in the third game?

"I had a fair amount of input into the overall feel of the game, like how the characters sound, but it's all been done in a less pressured way. I was reasonably confident in the guys, that even if they didn't get it right there's obviously a limit to how far they'd get it wrong!

"In addition to setting the third game in Discworld again we've also used the many clichés of Film Noir. Everyone knows about Film Noir even if you've never gone to the cinema, everyone knows about Bogart – *The Maltese Falcon*.

"*Bladerunner* was a homage to Film Noir, and *Seven* certainly was. So we have all the clichés of that, which fit very neatly into the clichés of Discworld and Discworld is a process of making fun of clichés anyway."

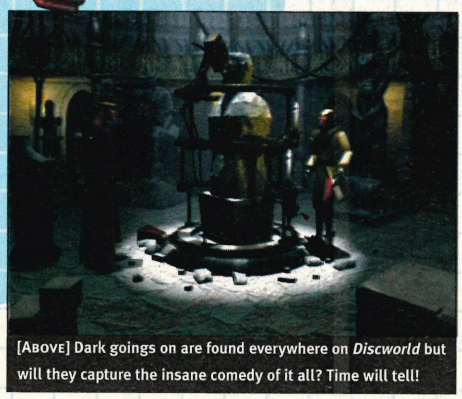
"All the shady goings on of Discworld Noir will be smothered with Pratchett humour..."



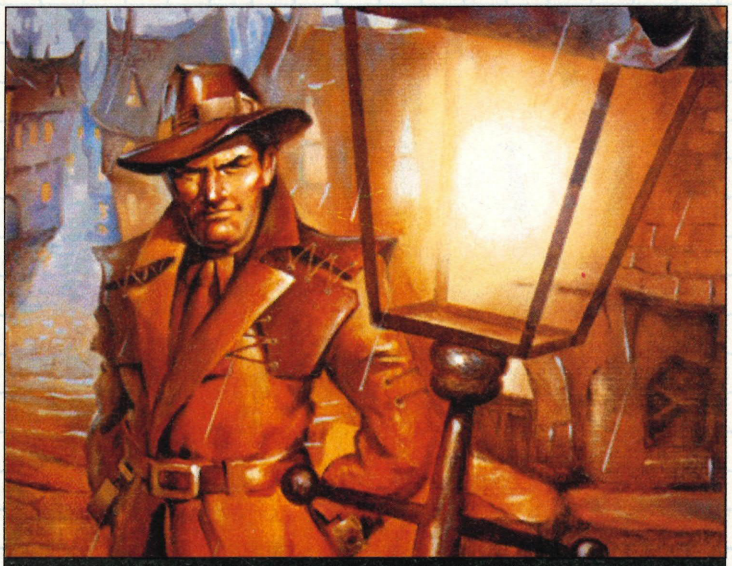
TERRY'S NEW BOY

Lewton, the star of *Discworld Noir*, is the first private investigator to tread Discworld's grotty ground! The former watchman left the watch in mysterious circumstances and he finds himself in a lot of trouble when a foxy dame walks into his office and gives him a case that turns out to be more complicated than it looks. It probably has a combination lock. Great character, yes, but he hasn't actually appeared in any of Terry's books though.

"That makes it simpler in many respects. He could have appeared because I have toyed with the idea of doing a private investigator but he's not the one I would have chosen. Still, I'm quite happy with the idea. Who cares about the main character? That's not the most interesting thing really, it's the people around him."



[Above] Dark goings on are found everywhere on *Discworld* but will they capture the insane comedy of it all? Time will tell!



[Above] Lewton. A character with a more colourful past than Joseph and his Technicolor Trenchcoat. Things get slightly sinister when a strange broad walks into his office and gives him a curious case.

With fantasy fans being a passionate and sometimes obsessive bunch, there was the chance that they would feel betrayed by the use of a main character who was nowhere to be found in the Discworld books.

"I get many letters asking for a book with Rincewind in, but I get many more asking for a Discworld book with characters in they've never seen before. We can't keep dusting off Rincewind and bringing him out to do silly things.

"I'm dealing with a character I've got to live with afterwards, and because people will take it seriously they'll look upon what that character does in the game as part of that character's life in the series and that's bad news for me. I would then have to say, 'Well, that wasn't real,' which means it wasn't Discworld.

"To take a character who has never appeared before and may not appear again is valid and in that way we can make him do certain things and act in a certain way without it coming back and biting me on the bum! He meets lots of Discworld characters moving within the Discworld but it's useful for me to have a character that hasn't appeared before."

FLOPPY DISCWORLD

So now we know the reasoning behind Discworld Noir's conception. One last thing we had to find out – does Pratchett get up to a spot of PlayStation gaming in his spare time?

"I'm sorry to say I don't own one. Before the PC it was the Amstrad, before that it was the ZX81 and I think I've had Dragon 32s. I've still got them somewhere in the attic. There may even be a Spectrum in there! I must have at least ten PC's on my property, maybe more, plus a desk full of personal organisers. It's like an elephants' graveyard!"

As our interview was drawing to an unfortunate end, Pratchett reached into his briefcase and pulled out a heavy slab of Dwarf Bread which was wrapped up in Clingfilm. "Don't eat it," he said, handing it over, "it will kill you."



PLAY magazine Issue 46 1999

MICHAEL TALKS

HE HAS BEEN CALLED THE WORLD'S MOST GIFTED STRIKER, AND AT THE AGE OF 19, MICHAEL OWEN HAS JUST STARRED IN HIS FIRST EVER COMPUTER GAME. WE POPPED ROUND TO HIS HOUSE FOR A CUP OF TEA AND A CHAT WITH THE BOY WONDER HIMSELF ABOUT LIFE, FOOTBALL AN, OF COURSE, WORLD LEAGUE SOCCER '99

Written By **PC SOCCER** Available to buy now!

Being one of the most famous people on the planet while in the prime of your career and in your mid twenties, must be scary enough, but when you're just 19 and your school days still hold vivid memories, it must be absolutely terrifying.

While this may seem about right for the average human being, the world's most famous striker is no average human. In fact, Michael Owen is so level-headed it's almost frightening. While other, more mature, less successful players have turned to drink and drugs, Michael Owen still lives with his parents and, according to his mum, still offers to do the washing up.

His incredible success and rise to fame could be credited to several things. Firstly, there's his father, who has undoubtedly had an influence on his career, and then there's that certain thing called natural talent. No one knows where it comes from, but everyone

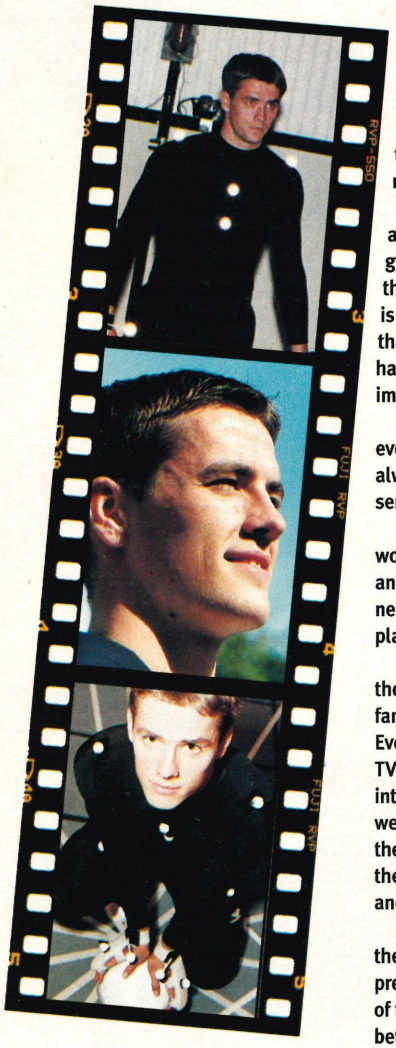
MICHAEL OWEN'S MINI CV

NAME:	MICHAEL JAMES OWEN
DATE OF BIRTH:	14 DECEMBER 1979
STAR SIGN:	SAGITTARIUS
NICKNAME:	MIDGET GEM
MOTHER:	JANETTE
FATHER:	TERRY
SIBLINGS:	SISTERS – KAREN (22) & LESLEY (14)
	BROTHERS – TERRY (27) & ANDREW
THEIR CLAIM TO FAME:	NOT ONLY WAS MICHAEL OWEN'S DAD, TERRY, A GOOD FOOTBALLER FOR EVERTON, BUT HIS SISTER KAREN USED TO PLAY HOCKEY FOR NORTH WALES
MARITAL STATUS:	HE HAS A GIRLFRIEND CALLED LOUISE DONDALL (17)
PETS:	A DOG CALLED BOMBER (STAFFORDSHIRE BULL TERRIER)
FAVOURITE BAND:	LIGHTNING SEEDS
CARS:	BLUE BMW, RED JAGUAR CONVERTIBLE
BORN:	CHESTER, ENGLAND
NOW LIVES IN:	HAWARDEN
SWEATER SIZE:	38
QUALIFICATIONS:	PASSED 10 GCSES
FAVOURITE SCHOOL SUBJECT:	SPORT
PLAYED FOR:	LIVERPOOL AND ENGLAND
LEAGUE DEBUT:	LIVERPOOL V WIMBLEDON (6 MAY 1997)
HEIGHT:	1.76 METERS (5.7)
WEIGHT:	70KG (AROUND 150 LBS)
EYE COLOUR:	BROWN-GREEN
HAIR COLOUR:	BROWN

OWEN TO PLAY

DID YOU KNOW?

1. Michael is an excellent golfer
2. He left school at 16
3. His girlfriend still goes to highschool
4. He won't let his girlfriend talk to the press about their relationship
5. He can do 100m in 10.9 seconds
6. He loves playing snooker
7. He did the motion capture shots for Gremlin's Actua Soccer 2
8. His best friend is Craig Robinson
9. The day he received his first pay cheque of £10,000 from Liverpool he invested it in a bank (just like most 17 year-olds would do!?)
10. Liverpool have insured Michael Owen's legs for £60 million!



knows Michael has it in abundance. Although Michael got into football at a young age, his talent wasn't fully nurtured until he began to attend the FA School of Excellence at Lilleshall in Shropshire. Not that, by most players standards, his talent needed much nurturing.

While attending Deeside Primary School, at the age of just 11, he scored a record 97 goals in one season, completely destroying the previous school record of 72. Yes, this is an incredible achievement, but it's one that comes as no surprise. For Michael has always been a sporting hero of immense ability.

In his younger days, he played just about every sport imaginable and, even then, was always highly competitive. His father even sent him boxing.

To learn the game of football, Michael would sit for hours, studying his sport on TV and taking in all the intricate skills he would need if he were to become a world class player. And the rest, as they say, is history.

After scoring that astonishing goal past the Argentineans in last year's World Cup, his fame and success went through the roof. Everyone wanted Michael Owen. Magazines, TV and newspapers were bombarding him for interviews (and still are!) and companies were jamming phone lines to get his name on their product. In short, he had become one of the hottest properties in the world, both on and off the pitch.

The British people have taken to him like the boy next door, illustrated by the fact he predictably won the last Sports Personality of the Year Award by an absolute mile. And in between all that success, he was receiving calls from computer game firms wanting to sign him up. After offers from several firms, Michael choose to endorse Eidos Interactive's *World League Soccer '99*. Mainly because he was offered a £300,000 advance and partly because he enjoyed playing the game himself!

So with his business sense just as hot as his football skills, we went along to interview this cagey fellow and find out what it's like to be the most famous person on the planet.

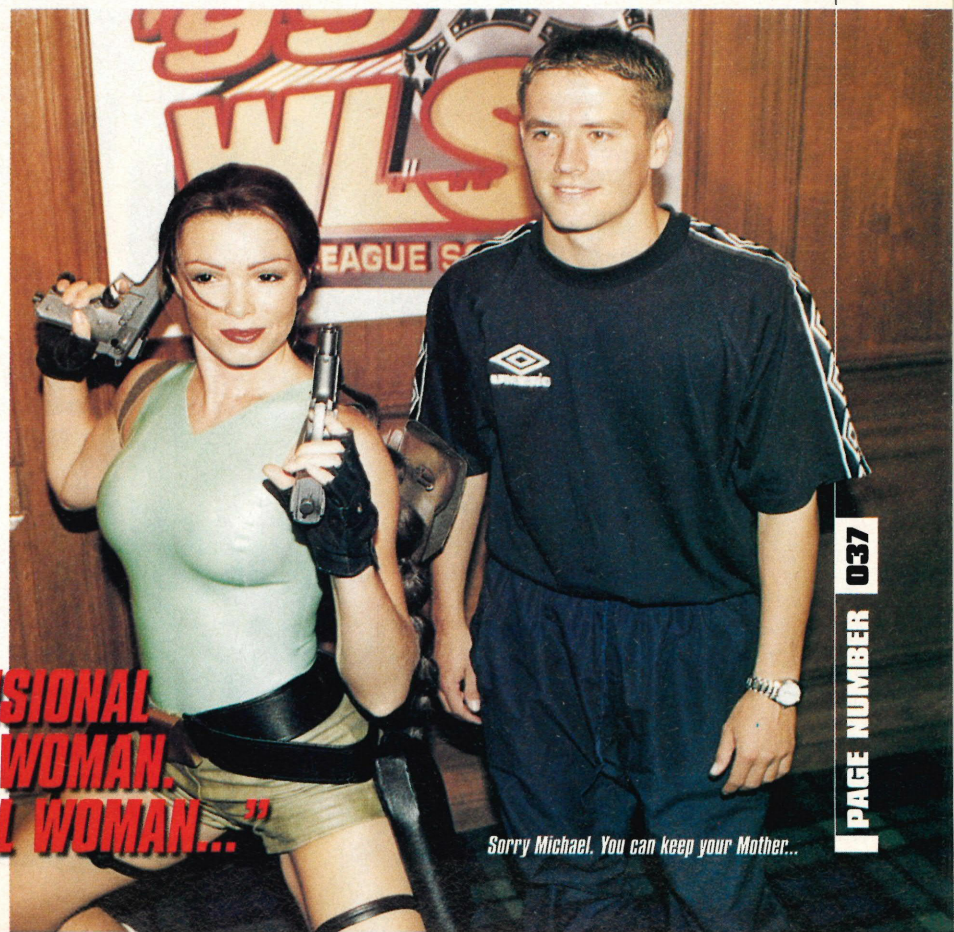
PLAY: At what age did you first kick a ball?
Michael: I was about four years old when I first kicked a ball, but it wasn't until I was about seven that I started to show a real passion for the game.

PLAY: Was your father a keen footballer?
MICHAEL: Yes, my Dad was a professional footballer. Having played for clubs such as Everton and Chester, his experience and love of the game has been a huge influence on my career so far.

PLAY: Who first spotted you to play for Liverpool (and how did it happen)?
Michael: The scout who first approached me about playing for Liverpool was Colin Harkness. It was when I was playing for Deeside Primary Schools.

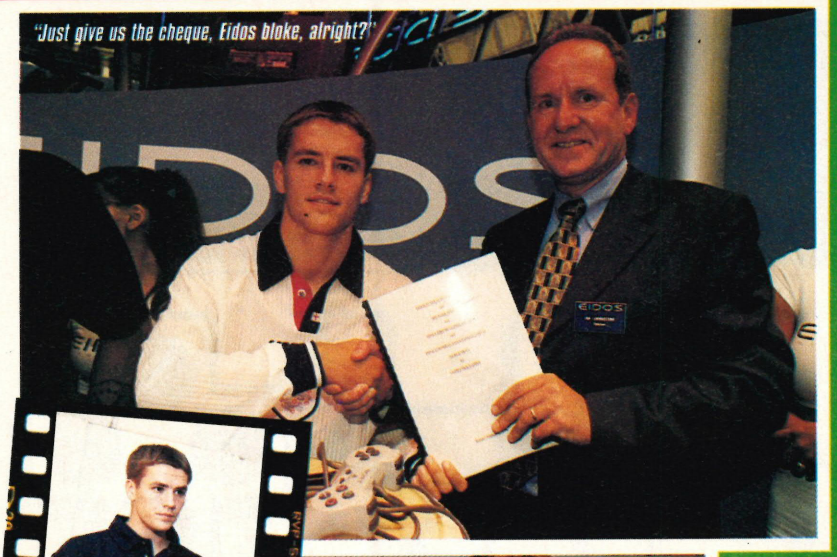
PLAY: How old were you?
Michael: I was just eight years-old.

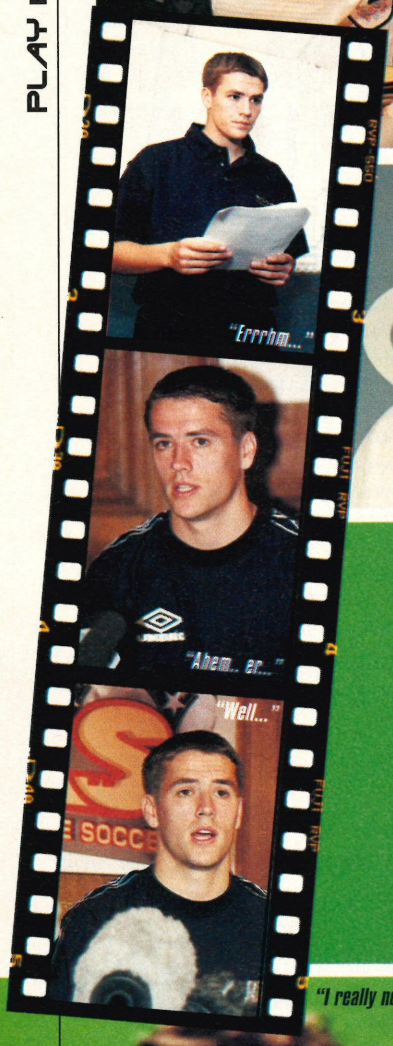
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Sorry Michael. You can keep your Mother...

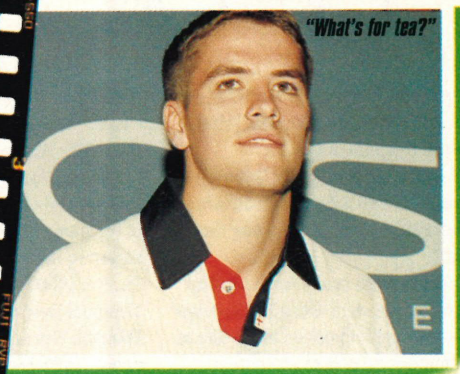
"LARA CROFT IS A THREE-DIMENSIONAL CHARACTER, SHE'S NOT A REAL WOMAN. MY MOTHER WOULD BE MY IDEAL WOMAN..."


"Just give us the cheque, Eidos bloke, alright?"


"Errrhm..."

"Ahem... er..."

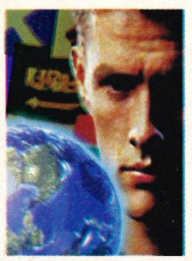
"Well..."


"What's for tea?"

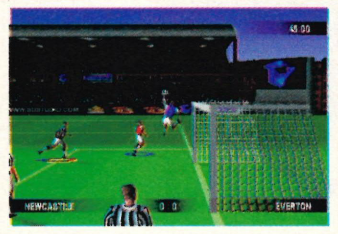
"I really need to concentrate on this... stand still and what?"



PLAY THE GAME... MICHAEL OWEN'S WLS '99



When **Michael Owen's WLS '99** *emerged on PlayStation just before Christmas, it was very well received by us footie-loving* PLAY *boys. It has the gameplay and just enough depth to keep us playing away for weeks. However, such prolonged playing brought numerous bugs to our attention that were lurking deep within the software, and this ultimately ruined the experience for us. Like Hoddle, this game disgraced itself and so we decided to strip it of its 'PLAY Classic' award. Harsh maybe, but fair.*






"Look out for that reversing car..."







Please make me look taller

continued> **PLAY**: What was your initial reaction?
Michael: I was absolutely delighted to be on the books with Liverpool. The club is regarded as one of the greatest in the world, and it is an honour and a dream come true to be playing for one of the biggest clubs in football.
PLAY: Did you play for the Liverpool youth squad at first?
Michael: Yes, once I signed with Liverpool, I played in the youth squad. This is my second season in the first team.
PLAY: How were you told you were going to play for the first team?
Michael: I had been on the subs bench a couple of times before I made my debut against Wimbledon in May 1997. I remember we were one down about halfway into the second half of that game at Selhurst Park and Roy Evans told me to get warmed up. I went for my final sprint up the touch-line when they scored again. I was immediately called over and told I was on. It was a great moment for me. I was able to score one, but unfortunately we still lost the game.
PLAY: As well as being known as Britain's best striker, you are renowned as always being cool when dealing with the press. Why is that do you think?
Michael: I think it's because I wanted to be a footballer all my life. So I've geared myself up to being a footballer. And I always thought along those lines, about what I wanted to do in my life. And I want to have a good image. I don't want bad things written about me in the press or anything.
PLAY: Were you given any advice on handling the pressures of being a top player?
Michael: With my Dad being an ex-professional, his experience and advice has helped me develop into a becoming a more complete footballer. Also, the staff and my team-mates at Liverpool and England have been supportive and always give advice about handling the pressures that have become part and parcel of the modern game.
PLAY: Which footballer is your ideal role model?
Michael: Alan Shearer springs to mind. I think he's a role model. He doesn't say much controversial.
PLAY: After Paul Gascoigne's rise to fame following the World Cup in 1990, how does it feel to know you are now regarded as England's hero?
Michael: Well, I feel really honoured, to be talked about in that vein. For people to say, "well, he made as big an impact as Gascoigne" cause he was sensational in the 1990 World Cup.
PLAY: Can you remember watching Gascoigne in 1990?
Michael: I was only in junior school at the time. I think I was ten!
PLAY: What's it like having all those girls chasing after you?
Michael: It's nice to see girls getting into football.
PLAY: Who would be your ideal woman, maybe Lara Croft from Tomb Raider?
Michael: Lara Croft is a three-dimensional character, she's not a real woman. My mother would have to be my answer to that one.
PLAY: Being so famous, do you get recognised every time you go out?
Michael: I'm more high profile now. There was a time when I used to go shopping in town and maybe be recognised by half a dozen people, but now it's just everybody. Maybe I'll have to start going out in disguise!
PLAY: How long have you been interested in playing videogames?
Michael: Oh, a few years now.
PLAY: What machines do you own?
Michael: I have a Sony Playstation and a PC at home, but I never seem to be able to get on either of them when my brothers and sisters are at home!!
PLAY: Did you have offers wanting you to appear in a game apart from Eidos?
Michael: Actually I looked at a few games, but I really liked WLS'98 and wanted to be a part of their sequel.
PLAY: Why did you choose to go with Eidos?
Michael: As I said above, Eidos are a major player in the games market and with a game as good as *WLS '98*, my mind was made up.
PLAY: Did you enjoy working on *World League Soccer '99*?
Michael: I loved working on WLS '99. I never realised quite how much work goes into making a game. I looked a bit weird wearing the motion capture suit with the silver sensor balls, but it was worth it in the end!!
PLAY: What are your favourite games?
Michael: I love most sports games, including racing games. But my all time favourite is my game. (I had to say that)!
PLAY: How often do you play video games?
Michael: I don't tend to play as much as I'd like. All my time is taken up with either training, playing or travelling for a game. I tend to play a game when I want to relax or when my friends are round.
PLAY: Are you pleased that big money comes as part of being a footballer?
Michael: As a young lad, I always wanted to be a footballer. Fortunately, things like the money come with it, but it's not the sole reason why I'm a footballer. Or why I do anything. But if you play well on the pitch, then you get rewarded for it.
PLAY: What you're in bed at night, do you ever think about football?
Michael: No. I did when I was a kid, but now, it's something you should try and get away from at night. I had dreams in the middle of the day about it.
PLAY: Finally, what ambition would you most like to achieve in life?
Michael: 1998 was a wonderful year for me, but I didn't win anything. As a footballer, my ambition has to be winning a major competition or tournament. I suppose winning a World Cup with England would be a dream come true.

"I NEVER REALISED QUITE HOW MUCH WORK GOES INTO MAKING A GAME. I LOOKED A BIT WEIRD WEARING THE MOTION CAPTURE SUIT, BUT IT WAS WORTH IT IN THE END!"

WHAT THEY SAY...

When Michael Owen scored that sensational goal in the World Cup last year, his popularity amongst football fans across the world rocketed. The way he ran at the Argentinean defence was just awesome. And with so much talent built into his supposedly inexperienced brain, it would be only natural that other, more seasoned, professional footballers would be suffering from a nasty case of jealousy.

Surely then other, maybe less talented, players would give their right arm to be like him? Or is it more a case that, because of his incredible maturity and modesty combined with that god-given talent, all other professionals show him huge amounts of respect?

Well, having spoke to a number of professionals, it seems the latter is the case:

Following the World Cup, Ronaldo said: "Michael Owen set the World Cup alight. I am sorry he has gone home because he is such an exciting player. It would have been good to play for England and been on the same pitch as him."

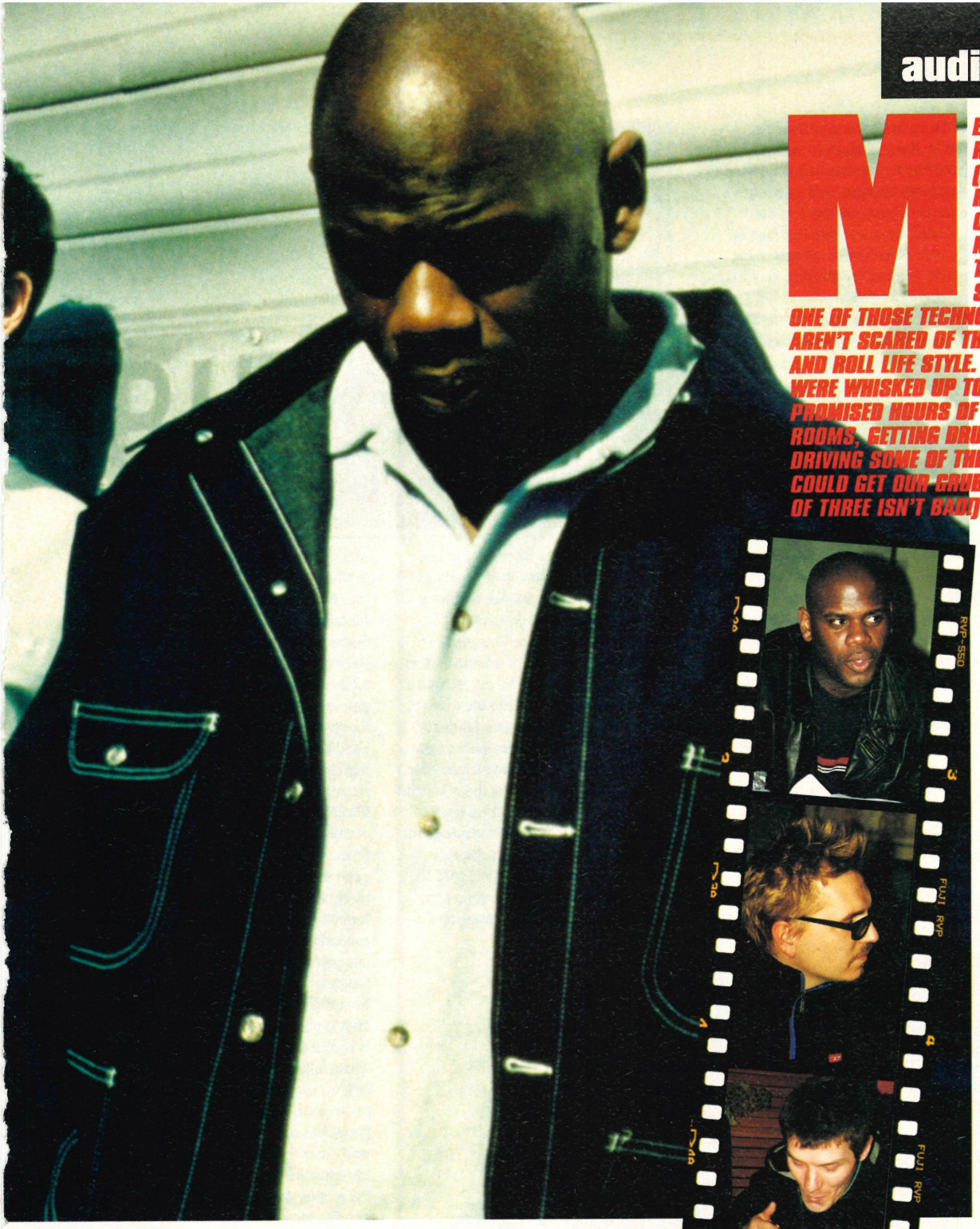
During the World Cup, Pele commented: "My favourite player is Michael Owen."

Bobby Robson, one of England's most memorable managers, offered: "For me, young Michael Owen is the jewel in England's crown. I was fortunate to get Ronaldo playing for me at PSV and I certainly believe Owen is as good now as Ronaldo was at 18."

Kevin Keegan, ex Newcastle United star, said: "Michael Owen has made as big an impact on world football as Cruyff, Maradona and Pele."



PLAY GET AN AUDIENCE WITH AUDI



MEET MARTIN MERCHANT, MAXI, ROBIN FILE, AND SEAN MCCANN, (DONNED IN RESIDENT EVIL 2 RACOON CITY POLICE BASEBALL CAP). WITH TWO TOP ALBUMS, A NEW SINGLE – 'TEST THE THEORY' AND KILLER INTERNET SITE, AUDIOWEB MIGHT JUST BE ONE OF THOSE TECHNOLOGY-FRIENDLY BANDS WHO AREN'T SCARED OF THE FUTURE RUINING THE ROCK AND ROLL LIFE STYLE. WITHOUT FURTHER ADO WE WERE WHISKED UP TO MANCHESTER WHERE WE WERE PROMISED HOURS OF FUN SMASHING UP HOTEL ROOMS, GETTING DRUNK IN TRENDY BARS AND TEST-DRIVING SOME OF THE HOTTEST NEW RACERS WE COULD GET OUR GRUBBY HANDS ON (WELL, ONE OUT OF THREE ISN'T BAD) WE WERE MAD FOR IT!

PLAY: How long have you been together?
Martin: We got together early '95 basically after a series of chance meetings in Manchester's Dry Bar.
PLAY: What has it been like being a Manchester band over the last few years?
Martin: For us it was no different to being from anywhere else and trying to compete with the likes of Oasis and The Verve, but we weren't really competing because our music is so different.
PLAY: How would you describe the new album?
Robin: Progressive, quite varied. It has more of a theme running through it than the first album. The songs that aren't singles are just as interesting and tend to grow on you, *Free Fall* ends up being one of the songs you listen to most.
Martin: As musicians we like making tracks like that, they tend to be interesting and have lastability, but in any album you need some instantly accessible material that can be released. Because at the end of the day you've got to sell records to keep a roof over your head. The romance of the job isn't quite as romantic as it used to be."
PLAY: What tracks on the album do you feel stand out?
Robin: Well they're all good,

continued >

DWEB

written by martin klipp

continued > obviously, but *Policeman Skank* is a tough-sounding record and shows off how we've progressed as a band. *Out Of Many*, *Test The Theory* – the new single – and the last track *Get Out Of Here* are all killer tracks. Some people will say it's typical Audioweb, but it's our sound and it's what we're best at so we're gonna do it!

PLAY: Your style of music is pretty unconventional, do you get any feed back from people trying to label your style?

Robin: There's no way of categorising our specific sound, we've had 'ragga rock', 'igi raggi riggi rock', 'UB40-Style type of rock', 'UB40 boxing with Shabba Ranks'. Hey, we've had every thing!

PLAY: Can you give us your description?

Robin: I guess we're just a mixture of dubby bass-lines, hip-hop breaks, rock guitar riffs and Martin's vocals. We're crossing the boundaries of conventional music to get a fusion of a lot of different styles, but the more time goes by and the more records we make, people will just see it as the Audioweb sound.

PLAY: Where do your main musical influences come from?

Martin: I'm totally into reggae dub from ska to the present day except for UB40, although I can see why people like them because it's a kind of reggae but it's not too aggressive. I also love indie but we're also into stuff like the Smashing Pumpkins, Stone Roses and De La Soul. The guys like a bit of reggae, I like a bit of dance that's the way it works.

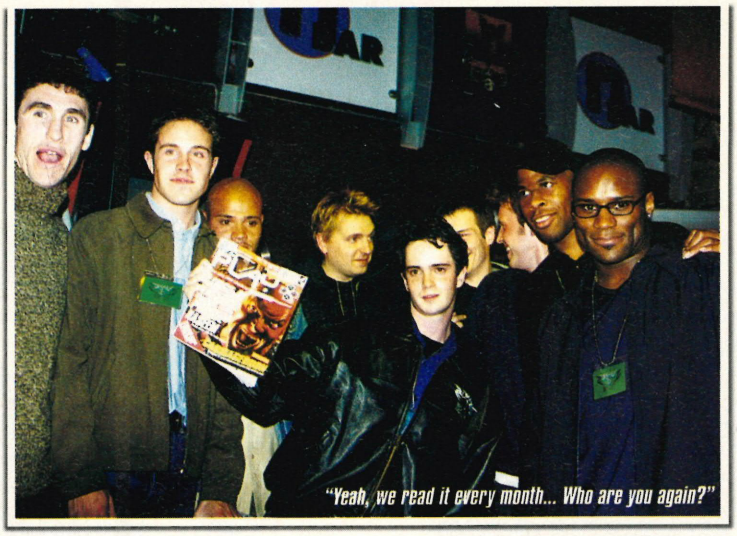
Robin: If we all stuck to our own music it would be impossible to be in a band like Audioweb because we'd spend three quarters of the playing time not enjoying what we were listening to.

PLAY: When you're not producing music, gigging and playing PlayStation what are you doing?

Martin: Watching *Match of the Day* and *Brookside*. Am I a Manchester United supporter? Dead right I am!

PLAY: The music industry has been said to be in decline over the last year, what are your thoughts on this?

Martin: I think there are lots of reasons internal and external, there have been loads of crap pop bands that have flooded the market. Record sales in general have been poor and a lot of decent acts have been dropped, but nowadays there are loads more things like games to spend our disposable income on. All these external features have had a hand in the decline and loss of earnings in the industry and it slowly crept up on us over the last year just like Arsenal do in the league – nobody notices until near the end, then you turn round and suddenly they're second!



IN THE FAST LANE

PLAY: There's a new game called *Driver* coming out on the PlayStation. It looks a little like *Grand Theft Auto* in 3-D, with virtual cities like San Francisco to race around eluding the police. This type of game is a twist on the conventional racers, with this in mind what sort of racing games do you like and what improvements would you suggest?

Sean: Do you remember the game – I think it was either in the arcade or it on the Spectrum or something – you had a gun on your car and had to blow things up. I think it was either *Overlander* or *Road Blaster*? There was a helicopter that dropped new guns and lasers onto your car so you could blow the others off of the road, it was brilliant we need more games like that. Racing games all changed for me as soon as *Wipeout* came out, because it basically s**t all over everything else. I like games to have a bit of a twist with power-ups and things, it adds an extra dimension to the gameplay.

PLAY: Apart from *Wipeout* and *Road Blaster* what are you favourite racers?

Sean: *Mario Kart* and *Micro Machines* were great, but *Diddy Kong Racing* is excellent because it's a good adventure game as well as being a racer. It had loads of puzzles and awards where you need keys and eggs to progress to higher levels.

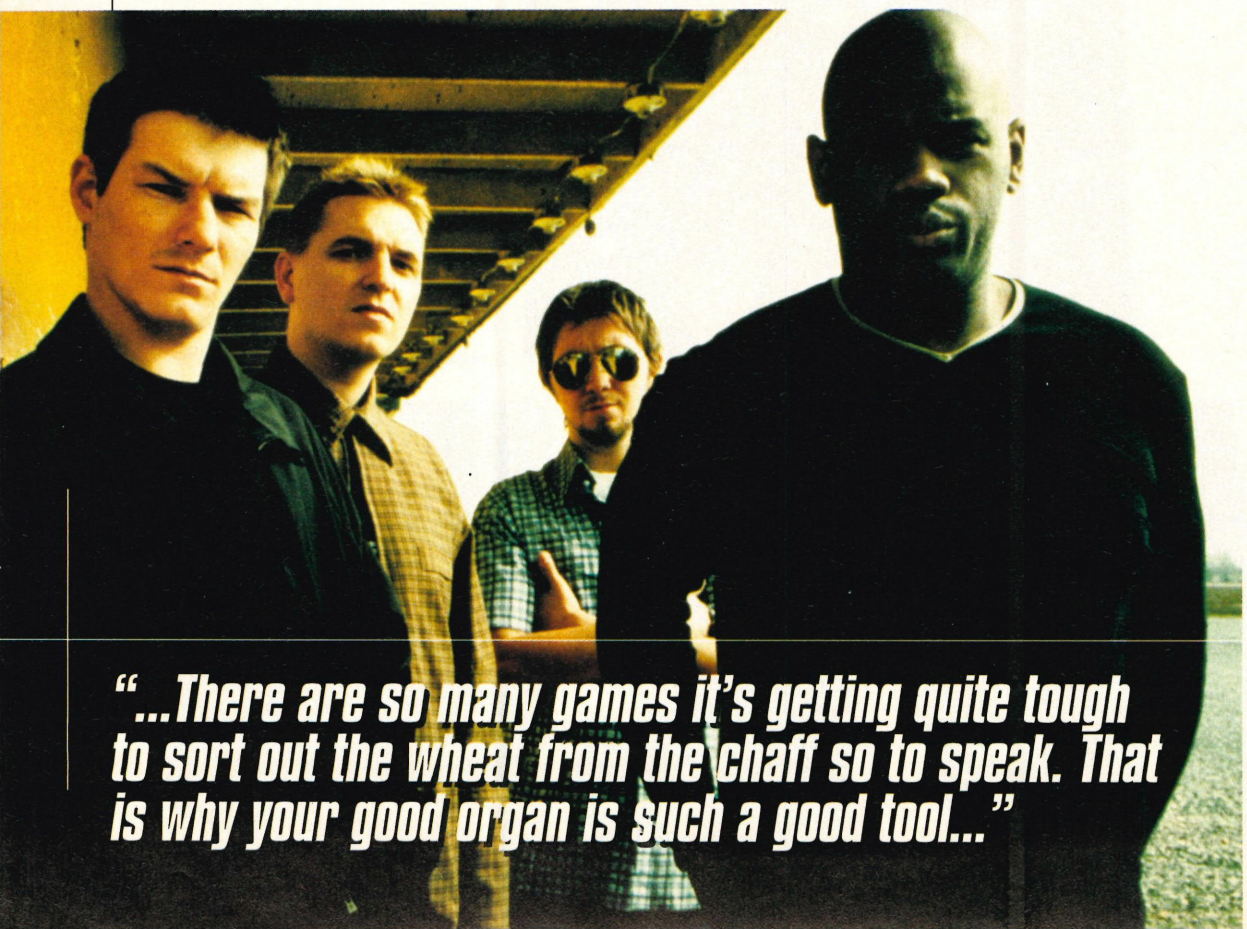
PLAY: Do you think the PlayStation should pursue this combination?

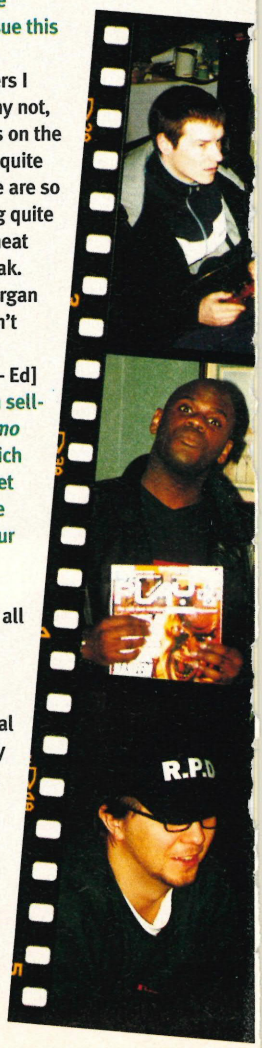
Sean: As adventure lovers I don't see any reason why not, there are enough games on the format. It's also getting quite confusing because there are so many games, it's getting quite tough to sort out the wheat from the chaff so to speak. That is why your good organ is such a good tool. [Don't worry folks, I think he's talking about the mag! – Ed]

PLAY: One of the main selling points of *Gran Turismo* was the soundtrack, which includes the Manic Street Preachers, Ash, Garbage and Feeder, what are your views on this?

Maxi: In a way it was good, but I'm not sure if all the songs suited the game. Going back to *Wipeout 2097* with the Prodigy and the Chemical Brothers that stuff really suited the game. I think that it's a good idea for the future but it has to be the right music, the balance has got to be correct or it's just going to detract from the gameplay.

PLAY: How long have you been playing







"Some of our songs probably would lend themselves more to diving and action games but I'd like to do something for a Resident Evil/Metal Gear Solid type of game..."

computer games and what was your first console?

Maxi: My first console was an Atari 2000 with *Tanks*, which was exactly the same as *Aeroplanes*, I had a dodgy plastic joystick. We started on computer games with the ZX81 and then moved onto Speccies, Spectrum +2, couldn't afford a Commodore 64 but it soon moved onto Amigas and then the Mega-Drive.

We bought the PlayStation pretty sharpish, as soon as it came out. Oh, but don't forget the Game Boy with *Tetris*, pretty standard issue for a gamer, in-fact pretty standard issue for life.

PLAY: How do you feel about the transition of games that has happened over the last few years?

Sean: The transition has been pretty incredible it's taken the world by storm, the only thing we would say is, because the PlayStation did get so popular so fast the market was, and has, been flooded so quickly with games from a multitude of developers which has increased geometrically ever since. In this respect you do have to put your faith in magazines like PLAY to guide you in the right direction.

Getting back to game transitions, I think style over content went a bit mad for a while with FMV being the main game basis. This was all very nice, but after a while it all got a bit tedious and in most cases detracted from the gameplay. I think games should principally rely on the gameplay and once that's sorted, add the fancy graphics and nice touches.

PLAY: So do you prefer older games, are you big on nostalgia?

Sean: With older games, the developers only had a limited amount of space so a game could either stand or fall on playability. Nowadays you find a lot of developers tend to polish the turd as it were!

As we mentioned before we're more into puzzle and RPG games hence my *RE2* Racoon City Police cap. The graphics in these titles, with the exception of *RE2* of course, tend to be secondary to the content. Things like *Red Alert* we can play for ages and the graphics aren't that exciting.

PLAY: What is your favourite game of all time and why?

Maxi: Was or is? Because at the moment it has to be *Zelda 64*, it's massive, engrossing and awesome.

Sean: Of all time I'd have to say *Defender* because I clocked it. I used to spend loads of money in the old *Star Wars* arcade games as well, they were great.

PLAY: Do you think that games could ever be the new rock and roll?

Maxi: Cooking's the new rock and roll isn't it? You hear all these horror stories from record companies that games are killing off the music industry, but it's not. Music is one thing games are another. You can sit playing a game and listening to a CD, it's not one or the other. It's like saying music has stopped people reading books, it hasn't. We still have libraries and bookshops, its just another form of media. If games are threatening anything it's TV because you can't watch TV and play games at the same time but then again it's unlikely you would want to.

PLAY: The Stereophonics have a PlayStation on their tour bus, have you got one?

Sean: It's funny you should say that because the Superfurries have just had a new entertainment system fitted to their tour bus. With TV, hi-fi, video and PlayStation all flight cased. That's the dream on our bus, all we can play is a Mega-Drive because of the voltage and no-one wants to be playing a Mega-Drive, it's just depressing!

PLAY: With games developers employing bands to contribute songs to new games, would you guys ever be tempted to jump on the bandwagon?

Maxi: Yeah, we'd love to, it would be top. Some of our songs probably would lend themselves more to diving and action games but I'd like to do something for a *Resident Evil/Metal Gear Solid* type of game, where the soundtrack is important and actually sets the mood for the game. It would be a lot of fun."

PLAY: But if you were asked to contribute a song to a really crap game would you do it?

Maxi: That's a good point actually, it would be interesting to know that when you put a song forward, would you get to see the game first? I suppose you don't. I guess they just give you a cash offer and the band say yes or no, but in theory if the game's really crap they may not have money to get the rights to decent songs in the first place.

PLAY: You have been playing racing games, are any of you real speed demons on the road and have any of you ever been in trouble with the law over driving?

Maxi: Rob's got a white Golf GTi 'Hairdresser Mobile', Sean's got a Volvo and I've got a little Ford. None of us have Porches yet, I'm sorry to say. In terms of the law Sean has a few points on his motorbike, but they're for crappy things like not wearing a crash helmet.

PLAY: Finally, if you could design your own game what would it involve?

Sean: It would be a role playing game that would start off in a shooting environment, and then onto a football game with guns where you had to defeat a boss to progress to a role playing dungeon type thing. Or we could just do something with a virtual band, that would be cool. The main character would have to be Denise Richards, any game with her would be an instant classic!" *continued >*

Audioweb's second album 'Fireworks City' is out now on Mother Records. Their new single *Test the Theory* was released on 8 February, and check out the band at their excellent new web site at: http://www.audio-web.com

MUDSLIDES, WHEEL-SPINS AND CAR-WASHES!

Audioweb seem like band who feel at ease living in the fast lane, so we chucked then some of the latest and greatest PlayStation racing games to get stuck into.

GRAN TURISMO

PUBLISHER: SONY
PLAY REVIEW SCORE: 97%
FIRST IMPRESSIONS

Sean: Well it's a bit of a classic already, very smooth lovely gameplay. It's tricky when you play these games because I'm not a big racing fan and a lot of people have told me that *Colin McRae Rally* is better.

Maxi: Yeah, it's a good game, I think racers have progressed a great deal from *Ridge Racer*. I remember it had good car movement but just jolted you back on track when you drove to the sides. I can't help feeling that driving games have always been much of a muchness. This is where *GT* has an advantage over most bog-standard racers, it has loads of extras, in-depth gameplay, like being able to buy new cars and the welcome addition of a car wash.

GRAPHICS

Maxi: It's very smooth, has multiple camera angles, but it is miles better in one-player than in two.

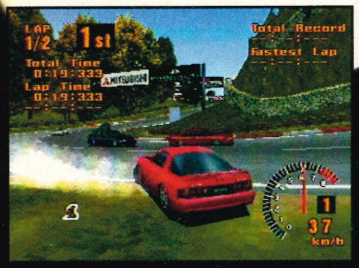
SOUND

Sean: The soundtrack was nice but the effects were pretty standard. The shock pad was also a bit tame, more of a whimper pack!

PLAYABILITY

Maxi: It's very realistic, they obviously spent ages refining the engine. There's no doubt it's a classic game and although we don't have much time to play it, I'm sure if we put in the hours we could find stacks of great things to say about it.

OVERALL SCORE: 75%





RALLY CROSS 2

PUBLISHER: SONY
PLAY REVIEW SCORE: 83%
FIRST IMPRESSIONS

Sean: Yeah, that was a bit of fun – sort of *Destruction Derby* mixed in with *V-Rally*. Plus a nice little addition of being able to make your own tracks.

GRAPHICS

Maxi: They weren't perfect but they did the job, trees were a little flat!"

SOUND

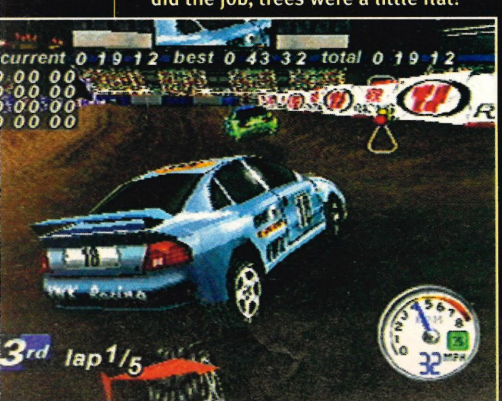
Sean: Nothing ground-breaking but again it did the job.

PLAYABILITY

Sean: Straight in there, fun, easy learning curve. This one seemed to be better in two-player even though the graphics weren't quite as good as one-player, but you could bash each other off the track. It was cool, just good fun, verging on Daytona USA and that can only be a good thing!

Maxi: Different angle to *GT*. Still felt there was a bit of under-use of the shock pack it was more of a shimmer this time.

OVERALL SCORE: 80%



MAX POWER RACING

PUBLISHER: INFOGRAMES
PLAY REVIEW SCORE: 75%
FIRST IMPRESSIONS

Sean: Well it already had a step-up on the other two games because the advert did the usual *Max Power* thing and had a saucy lady spread over one of the cars, top! Again it was good, played easiest of all three and reminded me a bit of *V-Rally*.

GRAPHICS

Maxi: Good, again nothing spectacular but they did the job, it looked to me as if there were some hidden tracks and I like that in a game, hidden stuff is cool."

SOUND

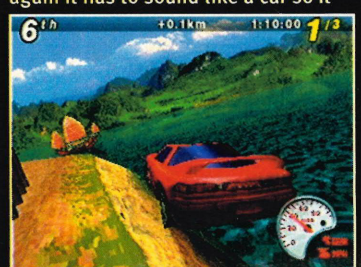
Maxi: Nothing fantastic but then again it has to sound like a car so it can't be that fantastic.

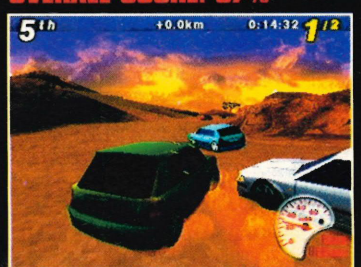
PLAYABILITY

Sean: Very smooth and the cars handle well. There was a little bit of grippage – you didn't seem to spin around all the time. I do tend to prefer those rally games in general because you can slide on the dirt and do it properly. The shock pad also proved its worth in this one as cars bumped about quite nicely.

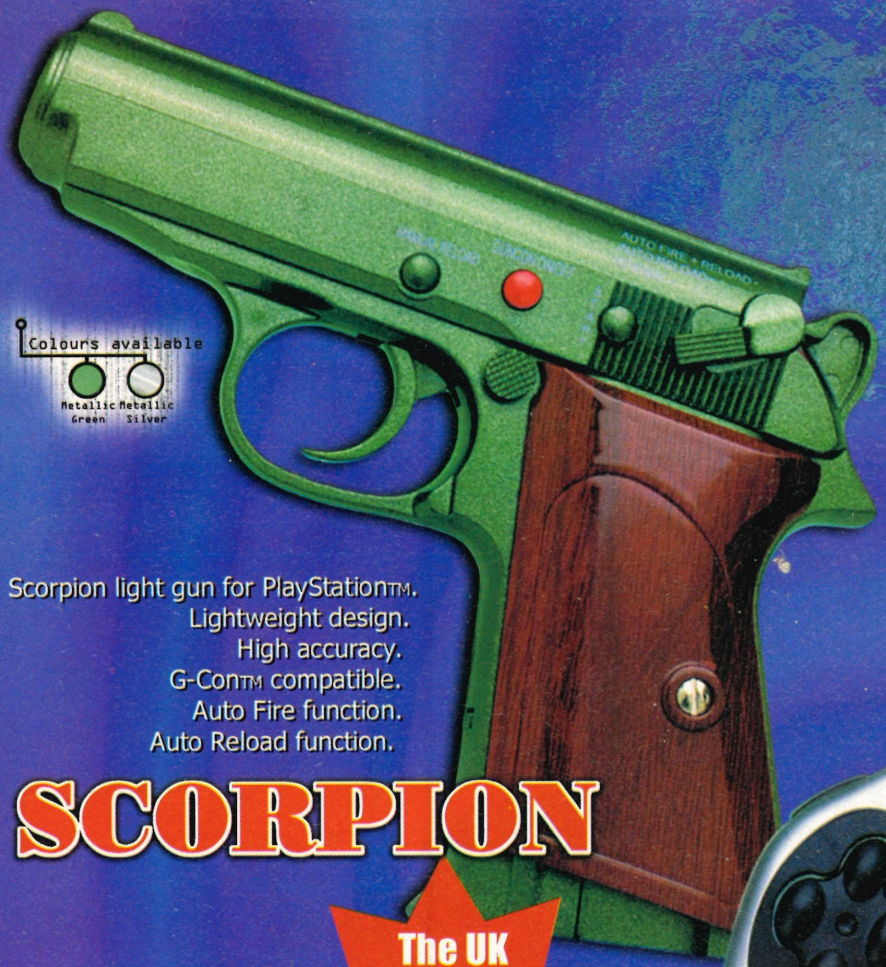
Maxi: The best game of the whole day!

OVERALL SCORE: 87%





Total Control!

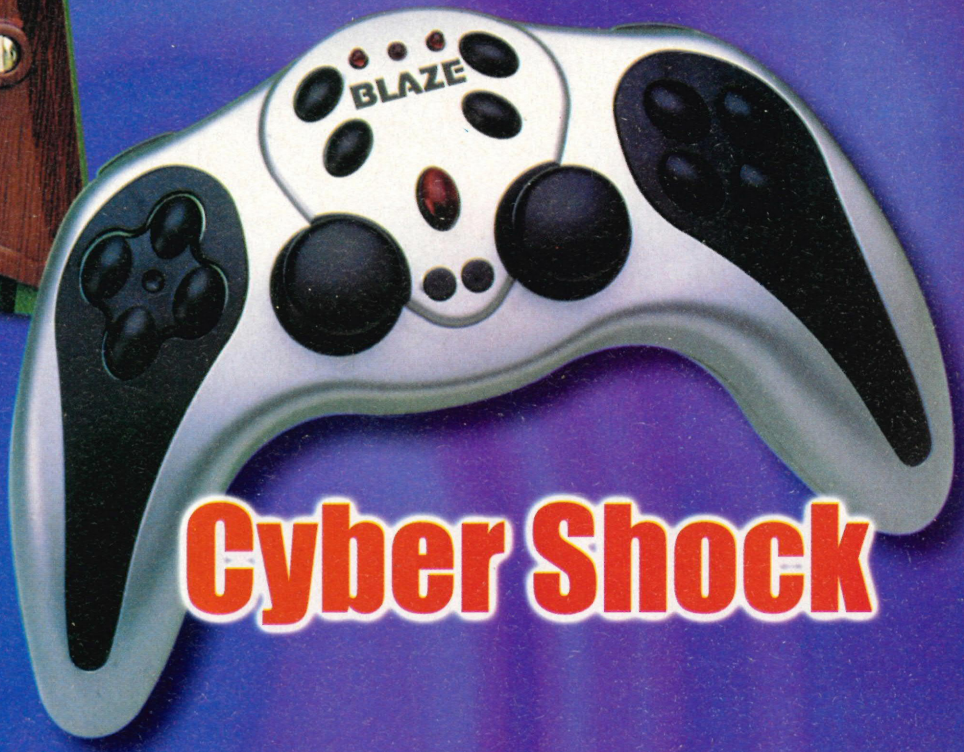


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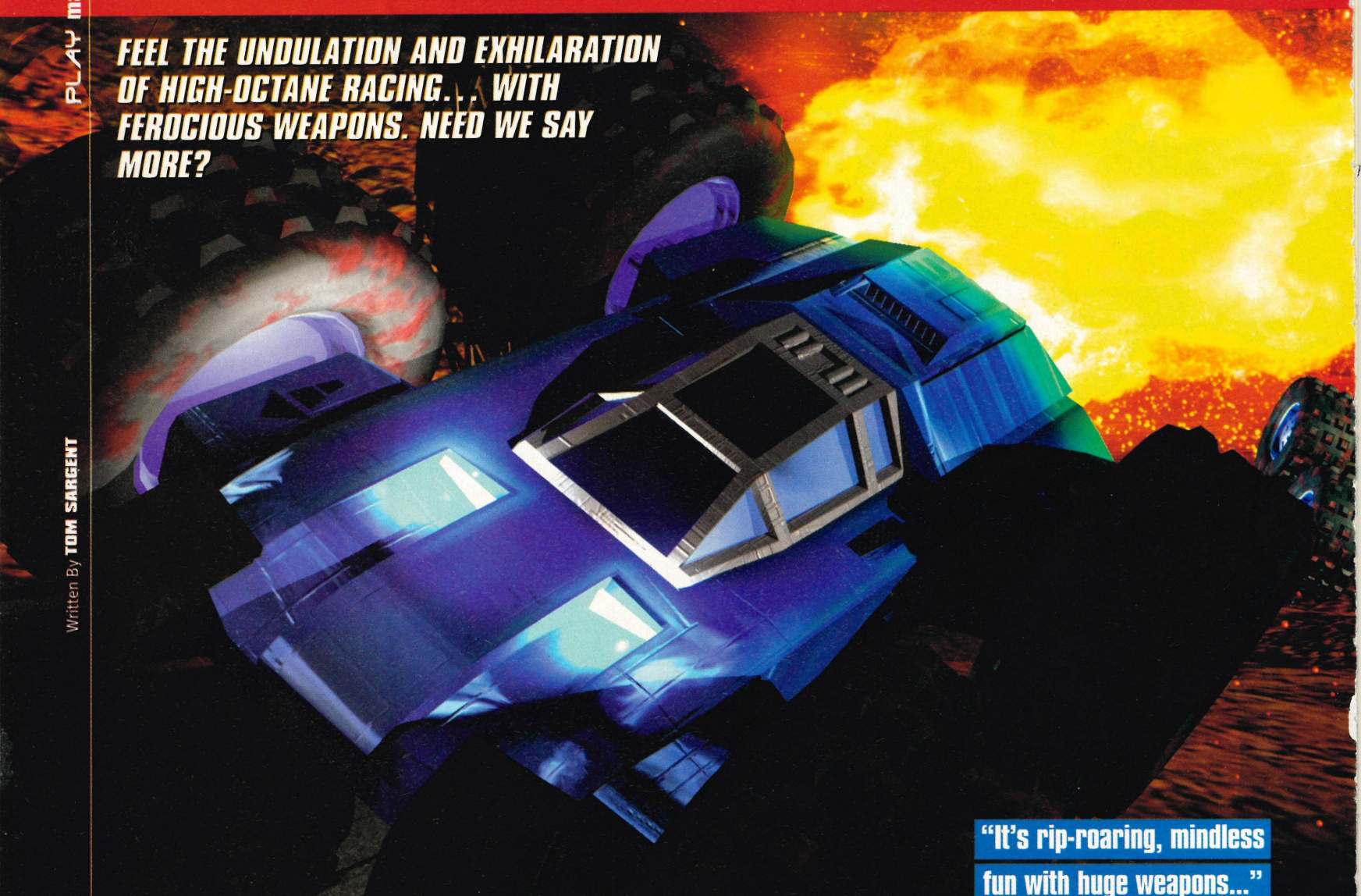
*Charttrak - September 1998

ROLLCAGE

PLAY magazine Issue 46 1999

Written By TOM SARGENT

FEEL THE UNDULATION AND EXHILARATION OF HIGH-OCTANE RACING... WITH FEROCIOUS WEAPONS. NEED WE SAY MORE?



"It's rip-roaring, mindless fun with huge weapons..."

In 1957, Chuck Berry told Beethoven to "Roll over," more recently those squabbling siblings, the Gallagher brothers told us to "Roll with it." Now Psygnosis is unleashing the most rockin' roll of all with its stunningly fast *Rollcage* game.

What makes this racer stand out more than Linford's lunchbox is that it succeeds magnificently in its one goal – to provide players with a no-holds-barred adrenaline rush at break-neck speeds. Yeah, people will be screaming from the rafters that it's a bit too close to Psygnosis' seminal futuristic racer *Wipeout* for comfort, but they can bog off, because although it looks similar, the feel of *Rollcage* couldn't be more different. Let's have a closer look...



[Above] Go off-road for a bit of rough and tumble with other cars.

FULL THROTTLE

Any pretensions of advanced customisation, or real world this-and-that have been tossed, dismissively, into a fetid cesspool along with various other vestiges of 'realism' in *Rollcage*. But one aspect, and easily the most impressive one at that, is the handling and overall physics of the cars. At first, you could be forgiven for pulling your hair out from the roots and burning great clumps of it in a ceremonial sacrifice to the laughing god of frustration, but any remnant of doubt is left in the wake of your rubber-burning demonic racers when you realise that 500 kph power slides and outlandish aerial stunts are possible with the minimum of fuss.

PLAY information



Publisher: Psygnosis
Customer support: 0151 282 3000
Price: £39.99
Release date: March '99


ONE PLAYER


MULTIPLE PLAYERS


MEMORY CARD


STEERING


SPLIT-SCREEN


DUAL ANALOGUE



[ABOVE] The Ice Sheet puts the skids under cars by firing electro-ice. They lose 80 percent of tyre friction.



[ABOVE] Wayheyyyyyyyyy!!!!! The camera works superbly well tracking your car when it flips out.



[ABOVE] The physics of these turbo-charged beasts is incredible. You can follow another car and nudge it gently causing a fish-tail effect. [INSET] Choose from six initial characters with various abilities. There's a bonus car too.



[ABOVE] When the cars flip upside down, you just carry on driving – it's simple and addictive stuff.



[ABOVE] Cars bounce off each other from any angle. The physics and handling of the cars is superb.

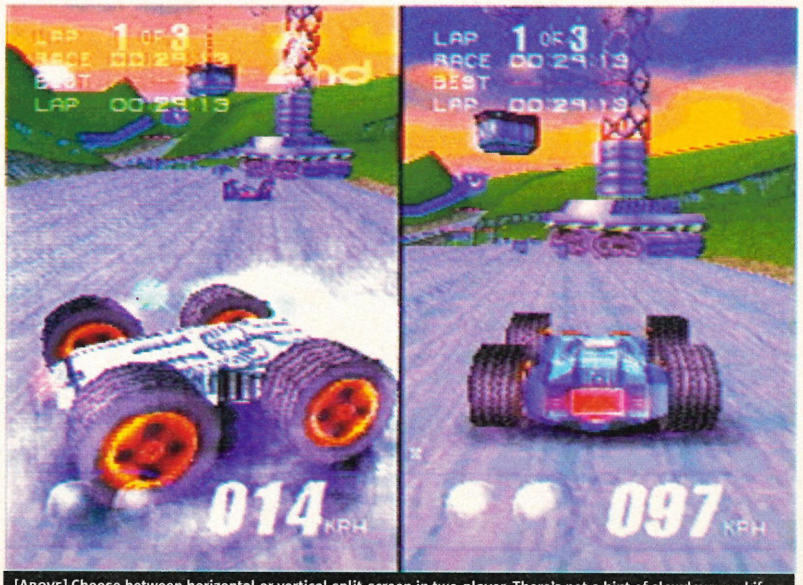


[ABOVE] There are four special deathmatch levels. The first one you come across is set atop a skyscraper, but other are set on specially designed tracks, too. A welcome addition.

TESTOSTERONE

Those clever coders have obviously done their homework though, because a simple tap of the circle button spins you around in a Technicolor rush facing the right way. This erm, 'little rectifier' only works in Easy mode, and to be honest, by the time you've finished it first time around you're in total control. So, we know that the physics engine works a treat, and the cars feel heavy and handle almost perfectly, but what about the gameplay?

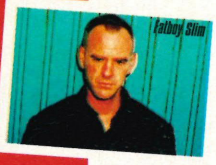
It's all about speed, opportunist overtaking manoeuvres and more importantly, weapons that can be amassed on each level. Bring 'em on! Okay, we've already



[ABOVE] Choose between horizontal or vertical split-screen in two-player. There's not a hint of slowdown and if you finish the game on the Easy mode a special 60 hi-res mode opens up which is too fast, but looks amazing.

ROCK 'N' ROLLCAGE

Not content with providing fabulous graphics, Rollcage has commissioned some top music industry talent. Tracks licensed include Love Island *and* Soul Surfin' *from* Fatboy Slim.







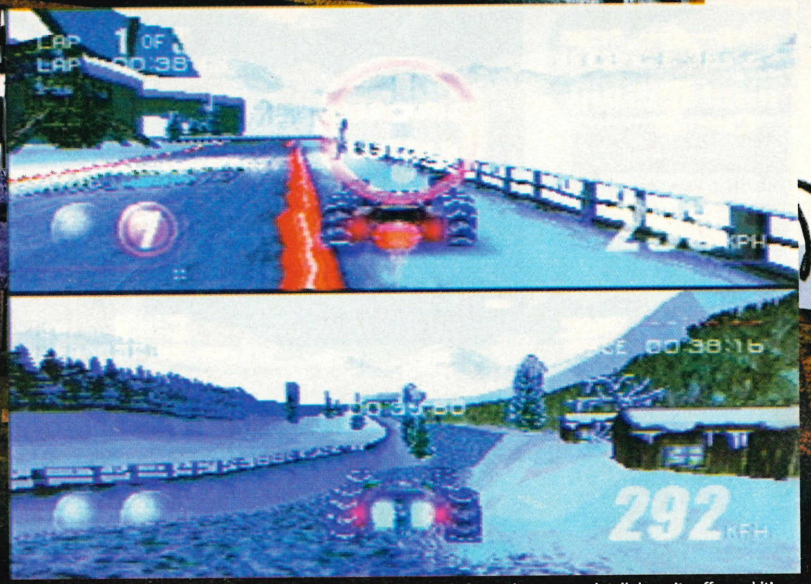


Other artists in the game are EZ Rollers, Aphrodite, Hoax, Ed Rush and Nico, Pressure Rise, Ashley Beedle Presents, Pascal, Freestyles, Les Rosbifs and Dan Mass. Phew!

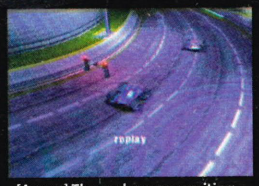
Rollcage is so fast – and this is before you even realise that speed-enhancing chevrons and nitrous-oxide speed boosts can catapult your indestructible hunk of polished steel to even greater velocities. The control of your car of choice (one of a poultry six) is incredibly tight – it reminds us of that old classic *Buggy Boy* with all of the intricate weaving in and out around obstacles, only in *Rollcage* you need to learn how to negotiate corners at speed otherwise your feisty little four-wheeled wonder tends to ride up the side of a hill/tunnel wall, or worse spinning A-Team-style through the air, rendering you dizzy and totally disorientated.



[Above] In *Rollcage*, the weapons are brutal. There are three variations of missile, a weird Technicolor time-slowing projectile, an Ice Sheet and Driller amongst others.



[Above] In two-player mode there's no sign of the other cars. Mind you, the scenery detail doesn't suffer and it's pretty good fun testing out your weapons on a human opponent. Not that the CPU AI is bad or anything.



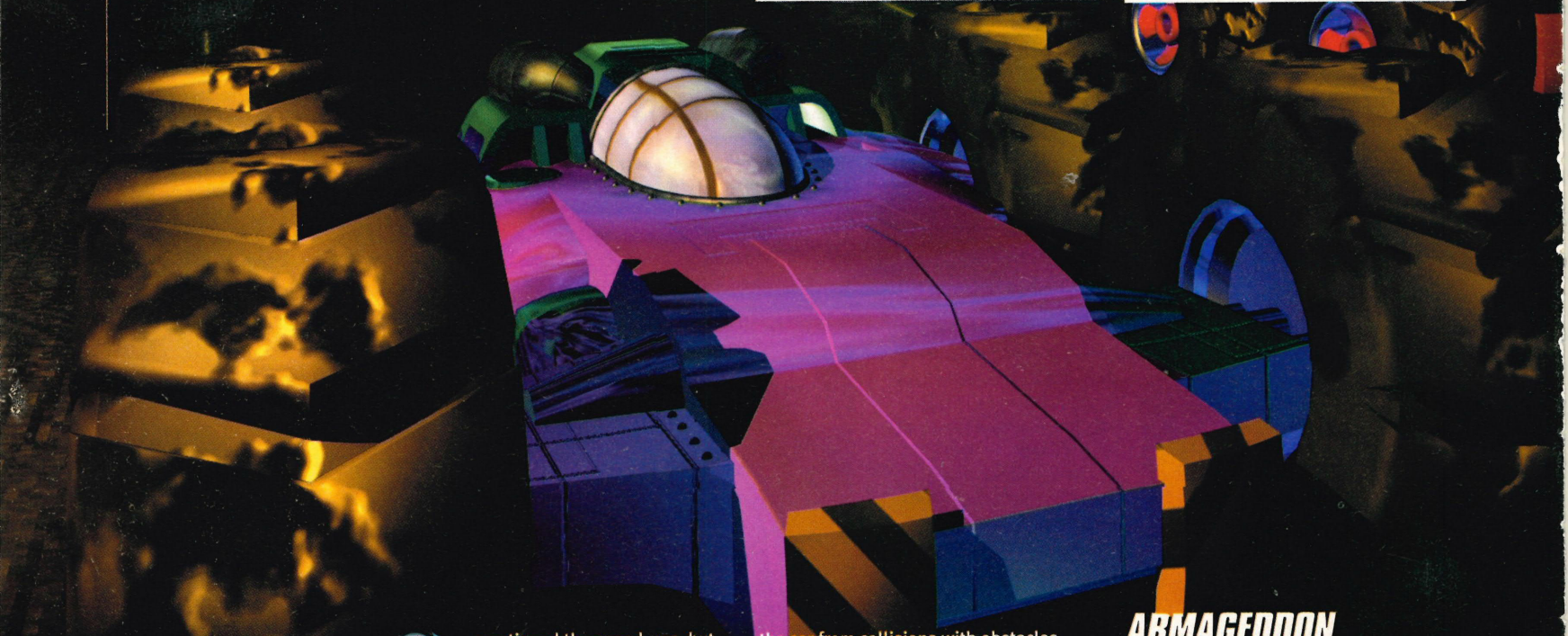
[Above] The replays are exciting and fun to watch as the camera flips about *Gran Turismo*-style.



[Above] Massive screen-filling flip-outs are ten-a-penny, the skill comes in finding terra firma quickly.







mentioned the speed-ups, but there's a whole clutch of strategically-placed car and scenery wrecking weapons just aching to be collected. Why 'strategically-placed' you might enquire? Well, due to the wall and ceiling hugging antics of the cars, many essential death-bringers can only be found in the unlikeliest of places. The Shield's benefits are threefold: it protects the car from collisions with obstacles littering the track, from other cars thus allowing you to drive like a road rager on an acid/steroid cocktail through the weak parts of roadside buildings. The Wormhole attaches itself to the car in front, sucks him in and dumps him behind; Time Warp slows everybody else down in a kind of hallucinogenic treacle; and three types of missile cause all kinds of mayhem.

ARMAGEDDON

Apart from the missiles, most of the pick-ups have been fiendishly tried and tested allowing *Rollcage* veterans to spoil the party for young upstarts who rely on speed alone. They're original and add greatly to an otherwise simplistic and short-term challenge. Which brings us to the few negatives in *Rollcage*. With toe-curling regularity you find yourself caught





[Above] Mount kerbs, ride up walls generally go any where you choose (well, within reason).



[Above] Hitting other cars is incredibly realistic and half of the fun comes from barging into them. You can even nudge them and cause a 'fishtail' effect.

OLD SCHOOL

Rollcage may be blessed with all the modern trimmings we've come to expect but the influences hark back to 'the good old days'. Here's why...



Hard Drivin' *(C64 and Atari ST) employed a fab control system as you negotiated undulating stunt tracks.*



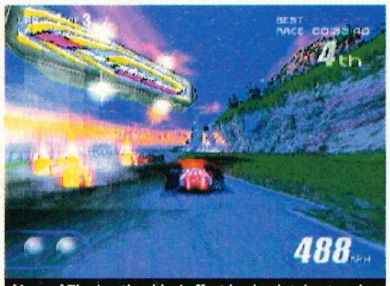
Buggy Boy *(C64 and Amiga) Just pick up and play Rollcage for a few seconds and notice the similarly tight controls needed to win.*



Power Drift *(C64 and Amiga) was a huge hit in the arcades and feels similar.*



Wipeout *(PlayStation) Okay, okay, it looks pretty familiar, particularly the way your weapons zoom around the tracks, but the similarity ends there.*



[Above] The 'motion blur' effect is absolutely stunning – everything flashes by at an incredible rate of knots.



[Above] Instead of being tied to the tracks, players can go off-road at virtually any time during a race.



[Above] No matter how high you go, or however wildly your car spins, you don't take damage. Yeah baby!

"This has one of the fast game engines ever!"

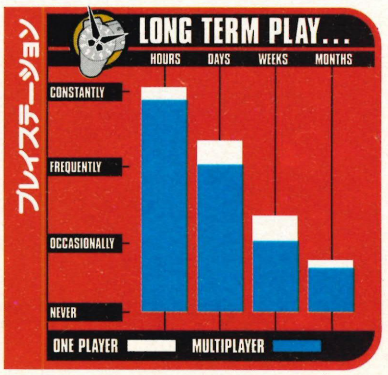
in what seems like an eternal loop of aerial undulation, which can only be rectified by easing off the accelerator and pressing a button to point yourself in the right direction. Sometimes this leaves you too far behind, effectively ending your challenge for ten points and a chance of winning the league.

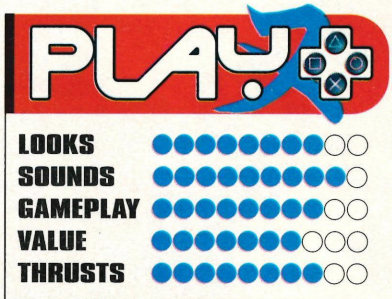
The only other misgiving is the longevity – there are about twenty levels: ten league tracks, three two-player levels, four well hidden deathmatch arenas and a Practice level. Not bad, but when you consider that there's a Grand Prix mode in *Ridge Racer Type 4*, whereby a staggering 320 cars can be earned, we know which one we'll be playing longer.

If you're prepared for nothing more than a ball-shredding, weapons-packed thriller that's unspeakably-fast, you won't be disappointed. *Rollcage* is a quality product that oozes special effects, near-perfect control and limited two-player appeal. If you try to make the most of your buggy's gravity-defying behaviour, as opposed to religiously opening the throttle on terra firma, an entire new world of big-air thrills opens up too, but players who crave the fineries of simulation, hundreds of cars and career mode options might turn their noses up. Rip-roaring, mindless fun with huge weapons played through one of the fasted game engines ever.



[Above] Switch the game to Motion-Blur mode and the sensation of speed is intensified even further.





87%

Stomach-churning racing mayhem at it's finest!

Alternatively:
S.C.A.R.S. 82%
Wreckin' Crew 83%

PLAY magazine Issue 46 1999

POPULOUS: THE BEGINNING

GOD ALMIGHTY! ...OH, SORRY, THAT'S YOU. WEAVE YOUR MAGIC AND CONTROL THE LITTLE PEOPLE IN THIS GRIPPING INSTALMENT OF POPULOUS!

Written By ADAM BOUSSADA

Populous was one of the games that made the company Bullfrog. Selling over three million copies worldwide, it proved to be one of the most played God sims of all time. How has it fared in its new and improved format? Here's the low-down on the slowdown.

PLAY information

Publisher: Electronic Arts
Customer support: 01753 549442
Price: £39.99
Release date: March '99

ONE PLAYER | DUAL ANALOGUE | MEMORY CARD

The action starts with you controlling a mighty spell casting Shaman and a number of Braves. You must use your Braves to construct a village and build an army to fight off your opponents. To start with, your braves can only build a few huts, to boost your population. During each mission you are given the opportunity to steal plans for more advanced structures, from enemy knowledge vaults. This theft adds a nice tactical element to the game.

"A nice effort but too big for the PlayStation..."



[ABOVE] Killing the enemy Shaman gives you a Mana boost. It's also a lot of fun hearing her scream! [INSET] If people don't succumb to your religion, through love, there's always that time honoured alternative – fear!

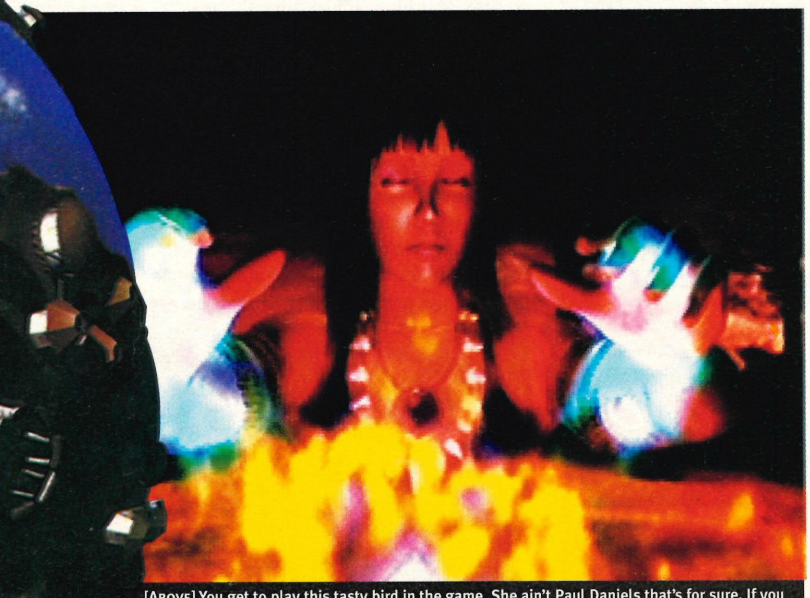
With the right plans in your hands you can increase the diversity of your tribe by training a variety of personnel. From bible bashing Preachers to lethal Firewarriors, your decisions effect the strategy and survival of your tribe. Should you build more huts with your Braves to get more men? or convert them into Spies, to sabotage enemy huts? The choice is yours.

Far from being helpless, your Shaman has some deadly magic at her disposal. She can call the destructive power of the elements to do her bidding. More often than not, this results in the messy demise of the enemy. From mountainous volcanoes to swarms of bees, the multitude of spells you have, can slaughter the enemy before your troops even touch them.

VOODOO THAT YOU DO

The game itself is easy to get into. A tutorial level will answer all your questions, with little need to refer to the rule book. The control system is point and click, which gives you quick and easy





[ABOVE] You get to play this tasty bird in the game. She ain't Paul Daniels that's for sure. If you do well in the game, this honey is transformed into a goddess – no change there then!



[Above] Comedy balloons can be employed to attack from the air. They won't get you round the world in eighty days, but you'll have a lot of fun trying.



[Above] If magic fails, resort to administering a sound beating, to people who's beliefs differ from yours. [Inset] Use your religious influence, not to bring peace, but to show your guys how to throw a good left hook...

LOSING MY RELIGION

Top five religious sects, that you wouldn't want your mum knowing you belong too.



1. SATANISM
Proclaim yourself to this religion, if you want everyone will think you drink blood and sacrifice virgins. When they find out what Satanists are really about, they will probably be afraid of some other minority religion instead.



2. GRAND TEMPLE OF SET
A branch of Satanism, these guys worship the older God called Set. Legends say he was once mortal, but made himself a God by his own hand. He must have been good at Populous *then!*



3. THUGGEE
Rather than watching football and mugging old grannies, the Thuggee murdered anyone they could get their hands on, to appease their God Kali. Though they were thought to have been made extinct, during the British rule of India, a Thuggee recently confessed to over 300 murders.



4. HASHASSIN
These drug smoking killers were convinced they would go to heaven if they did Allah's work. Such was their devotion, they were regularly employed as suicide squads against the Mongol Horde.

5. HEAVENS GATE
This bunch of fruit loops sacrificed themselves to be with aliens. Whether or not they made it no one knows. One's things for sure, JVC were sure peeved when they had to change the name of their Heavens Gate *fighting game to* Yusha.



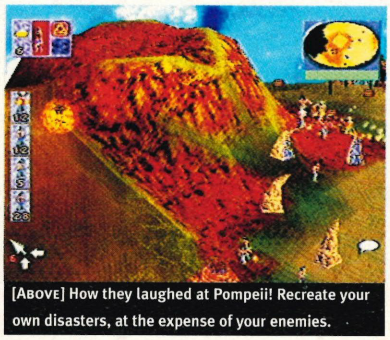


[Above] Boats can be employed to reach distant settlements. The sea is no barrier for your attacks...

access to tribesmen. This is further enhanced by the 360° rotating camera. Spell casting can also be speedily accomplished. Negotiate a few menus and lethal power will be right at your fingertips.

The maps have been ingeniously devised to emphasise strategy, rather than having tons of troops (though this does help). Different objectives have to be carried out, from total destruction of the enemy, to escape from a sinking continent, the action never stops. You rarely find yourself repeating the same tactic for victory, as the CPU adapts to your attacks and terrain needs to be taken into account, at all times.

As magic flares and massive melees engulf settlements, you get to bask in your God-like power. There's nothing like dropping an entire village into the sea, or creating a gaping chasm in front of an advancing army, to give your ego a rush of omnipotence!



[Above] How they laughed at Pompeii! Recreate your own disasters, at the expense of your enemies.

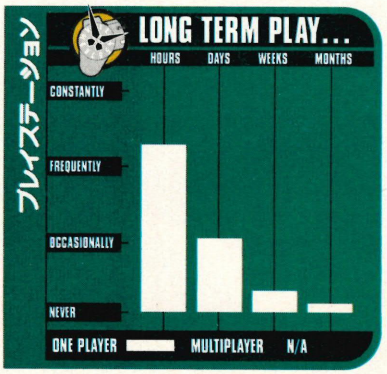


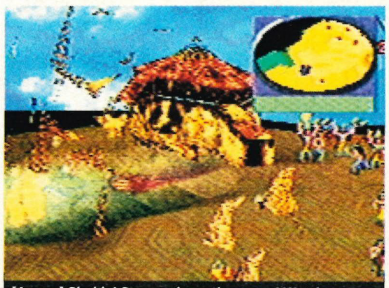
[Above] When worshipped, stone heads give your tribe spells, such as the legendary Armageddon!

HEAVENS ABOVE

Despite the game's addictive nature and the outstanding pyrotechnics, it is fatally flawed. The game runs fantastically on the first few levels, but as more tribes are added the action slowly grinds to a halt. The construction of your village can take nearly half an hour, when this happens. This totally destroys, what was, an outstanding game. Reacting to enemy attacks is made almost impossible, as it becomes a sheer, physical feat to drag your pointer from one side of the map to the other.

Frustration soon sets in when battle after battle is lost due to your inability to react fast enough to protect your village. Even your button presses need to be





[Above] Shakin' Stevens is on the scene! Watch as tectonic plates do their job and produce an earthquake.

repeatedly tapped in, as the PlayStation's tiny processor struggles to keep up with the hundreds of men milling about.

Populous: The Beginning, was a nice effort, but it was really too big for the PlayStation. Hopefully this problem will have been addressed when Bullfrog release *Dungeon Keeper 2* at the end of this year.

PLAY

LOOKS	8
SOUNDS	7
GAMEPLAY	7
VALUE	6
GODLINESS	8

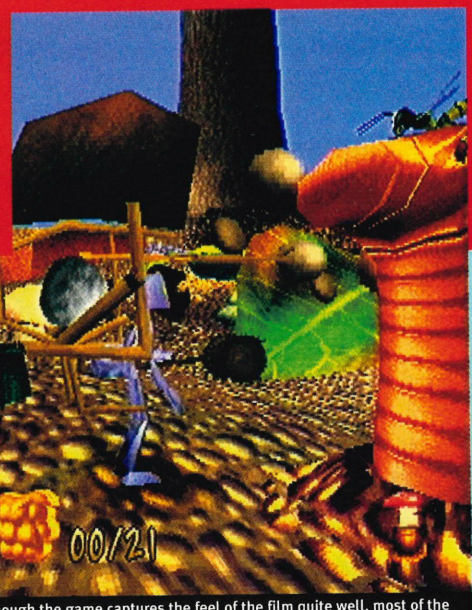
70%

An excellent game, marred by slowdown

Alternatively:
Constructor 81%
Sim City 75%

PLAY magazine Issue 46 1999

A BUG'S LIFE



DISNEY'S LATEST COMPUTER-ANIMATED CINEMATIC EPIC COMES TO THE SIGNIFICANTLY SMALLER PLAYSTATION SCREEN. WILL IT BE THE LIFE OF THE PARTY OR JUST FULL OF BUGS?

[Above] Although the game captures the feel of the film quite well, most of the levels involve traipsing around repetitive levels collecting things. Hardly 'fun'.

There was much more to the recent Disney/Pixar epic than the *Star Wars Episode One* trailer before it started! Objectionable cynics would argue that the film contained sinister undertones with connotations to Nazi Germany... we just thought it was a bit of fun featuring a whole host of bog-eyed bugs of varying nationalities and personalities. Now Sony is looking to bolster the already high profile of the movie by releasing the official tie-in game featuring Flik and all his woodland chums.

PLAY information

Publisher: Sony
Customer support: 0881 505505
Price: £39.99
Release date: March



ONE PLAYER DUAL SHOCK



MEMORY CARD



[Above] You can jump on the fat caterpillar's tum for extra lift!

FEELERS

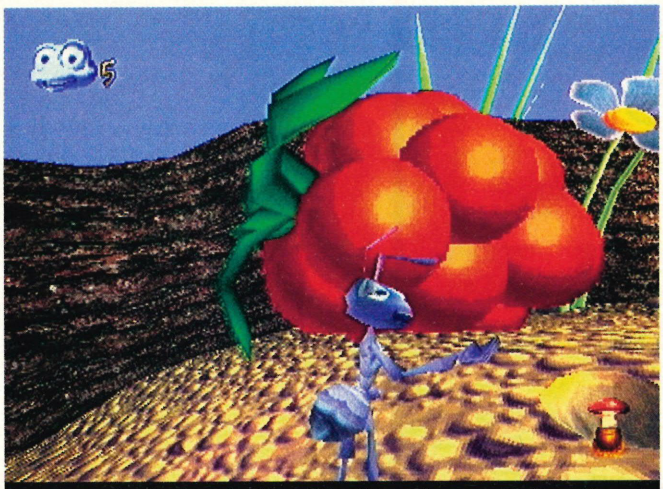
Flik, if you haven't seen the film, is a well-meaning, yet accident prone ant who inadvertently p***es-off the grasshoppers that regularly take half of the ant colony's stash of grain (food) in return for not "squishing" them. Realising the impending doom of his colony and eager to claw back a bit of respect from his species, he sets off on a quest to bring back warrior bugs who'll do battle with the evil grasshoppers.

The game certainly doesn't follow the film scene for scene, but it starts in familiar enough territory with Flik wondering around his natural habitat collecting grain and power-ups whilst fending off a brand new selection of adversaries that weren't in the film (artistic licence, eh?)

The game is a 3-D third-person action adventure that retains the atmosphere and crisp look of the film, but yet is quite diverse at the same time. You see, rather than being a scene-for-scene copy, this game has Flik going 'off on one' to fulfil all kinds of little tasks. He has weapons in the form of an infinite amount of berries to chuck at adversaries which can be upgraded to more powerful types such as 'homing berries', and there are many puzzle-solving elements to get stuck into as well.

"Driven around the twist by corny one-liners..."

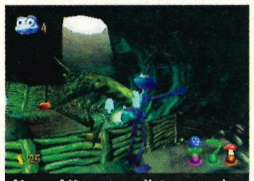
Written By RYAN BUTT



[Above] Hmm, that giant berry should keep Flik and his ant chums munching for a while. Sadly though, he has more pressing matters to attend to than stocking up on winter grub.



[Above] Evil grasshoppers drop through the roof and attack you.



[Above] Keep your distance and pick them off with berries...



[Above] ...Otherwise they'll take great delight in "squishing" you! It's just like the film, only, not as much fun...

BOG-EYED

Some of the levels in the game are huge sprawling landscapes with numerous platforms that must be scaled. To do this, Flik must use seeds of which there are four types, and each one can be upgraded several times to produce different kinds of plant. There are standard mushrooms that can be bounced on, green plants that act as ladders, dandelions that act as makeshift parachutes and plants that spit out healing leaves and more powerful berries. It is up to the player to decide where to use these seeds, although some cannot be moved from their spot.

After two or three levels, you'll have to confront a big boss character – again these are characters from the film like grasshoppers, huge bluebottle flies, birds and yet more grasshoppers, but these aren't challenging adversaries in the slightest. This is certainly kid's stuff all right, but the challenge is heightened by the invitation to collect a plethora of items on each level in order to complete it perfectly. For starters that are 50 grains scattered amongst the ant-hills and shrubbery that need to be picked up, four bonus letters that spell out F-L-I-K, and a harvest bonus for killing all of the enemies. Completing all of these objectives sure isn't easy because lateral thinking is called for in order to get the seemingly impossible to reach items.



[Above] Flik can position some seeds anywhere in order to scale new heights and obtain extra power-ups. It all gets a bit too dull and repetitive after a while though. Which is a pity.

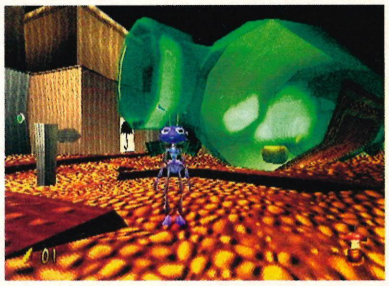


[Above] If you touch down too soon in the dandelion flying section, you'll be attacked by the giant bird – one of the best things about the film. [Inset] Although they weren't in the film, wasps will attack you in the game.

SLIMY SKINNED

There are 15 levels in total to conquer and your progress through Flik's plight can be recorded on a memory card. What increases the challenge factor though is the fact that there are absolutely no continues once your quota of lives has expired, and however many lives you have when you save it, that's how many you restart with. So if you get to the last level with only one life left... you're a bit bug-gered really!

Being a film licence, the action often switches to FMV sequences from the movie, although all too often you'll be driven round the twist by the repeated use of corny one-liners.



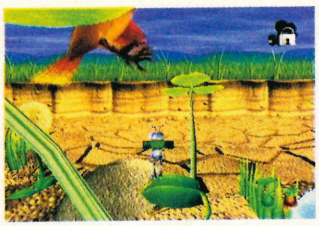
Initially, you'll be impressed with the quality of the graphics, and developer Traveller's Tales has done a fine job in retaining the feel of the film through the look of the game, but impressive set-pieces are lacking, with only the dandelion puff gliding level that really stands out.



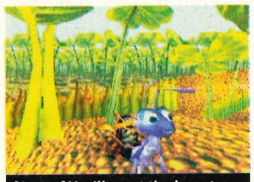
[Above] Just like in the film, these two insects perform a corny magic trick. In the game, you'll be rewarded with a part to the mechanical bird if you endure it. Strangely though, this bird plays absolutely no part in the game.



[Above] By obtaining Flik's harvester machine, you'll be able to walk into baddies and 'harvest' them. This is essential if you are to complete each of the levels properly.



[Above] Armed with his harvester, Flik looks more like a serial killer from the *Friday The 13th* films than a mere insect on a mission. [Inset] To evade the bird, Flik must find a dandelion puff to drift away on. Make it quick!



[Above] You'll meet the insects from the film at various stages.



"Duff controls and lame collision detection..."

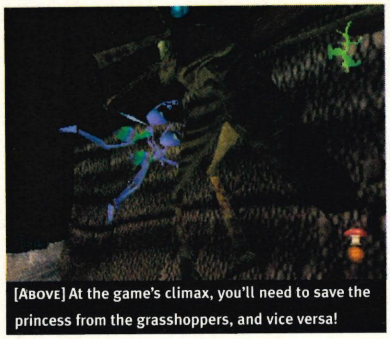
The camera angle can be very annoying as well because you'll constantly find yourself having to stop what you're doing and move the camera around so that you can see exactly where you're going.

ROOT BEER

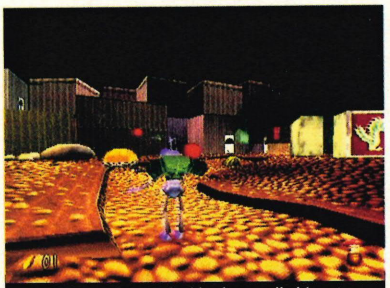
Being aimed at kids, much of the humour from the film has been vanquished in favour of repetitive levels that don't have much baring on the plot. Rather than exploring and seeing vast giant worlds through the eyes of an ant, you'll constantly have to traipse around repetitive landscapes searching for the power-ups needed to continue, and whenever this monotony is broken down by boss levels that are so easy that you'll be back to the boredom before you'll have a chance to draw breath.



[Above] Be careful where you walk because huge worms have a nasty habit of popping out of the ground and hitting you. You can spot their holes a mile off, just don't get too complacent.



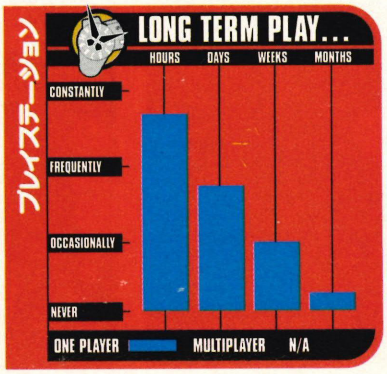
[Above] At the game's climax, you'll need to save the princess from the grasshoppers, and vice versa!



[Above] Flik arrives at the big city... sadly it's not quite as heaving as it was in the movie!

After the recent lavish platformers like *Spyro The Dragon* and *Crash 3: Warped*, *A Bug's Life* seems extremely dull in comparison, and there's none of that 'got to do and see everything' factor that made players want to play the aforementioned gems to perfection.

Of course, the enjoyment isn't helped much by the duff controls and lame collision detection that'll have you cursing the very presence of the many bugs that roam around on rails bumping into you. As film licences go, *A Bug's Life* does a reasonable job of complimenting the film, but any enjoyment you derive from playing it is very short lived. Not even the inclusion of some extra bonus levels could save this game from mediocrity. Taking into account that it's designed for kids makes it all the more baffling why any kid would want to play it – it's often infuriating to play and in places it's just too damn hard. So that just about sums it up, too hard for kids and too childish for adults, a classic case of catch 22. It's a hard life, bug!



PLAY

LOOKS	8
SOUNDS	6
GAMEPLAY	6
VALUE	7
SEEDS	6

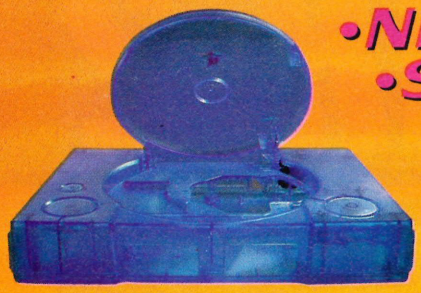
72%

Decent enough tie-in, but rather dull...

Alternatively:
Spyro The Dragon 88%
Tomb Raider III 93%

EUROPEAN TECHNOLOGIES

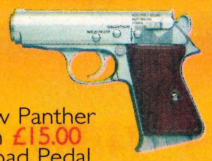
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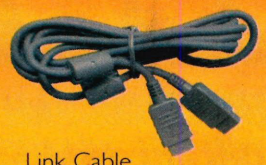
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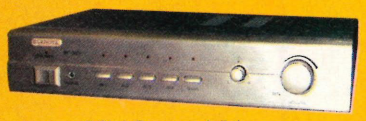
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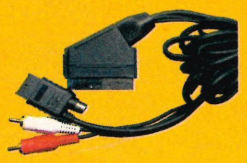
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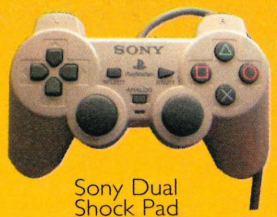
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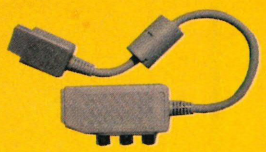
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BLOODY ROAR 2

REMEMBER MICHAEL JACKSON MAKING THE TRANSFORMATION INTO A WEREWOLF IN THE THRILLER VIDEO? THIS BUNCH OF SHAPE-SHIFTERS KNOW THE SAME TRICK!

Written By GRAEME NICHOLSON

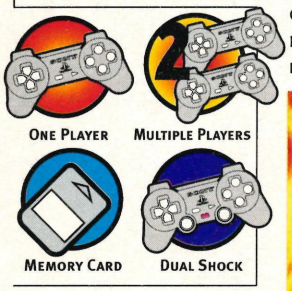
Bloody hell!

The original *Bloody Roar* was pretty good (PLAY 34, 85%) but we didn't expect it to spawn such an advanced sequel. This surprise gem from Japan bowled us over right out of the box, with its polished arcade-style attraction. Immediately the high resolution graphics mode grabs your attention, and when coupled with the furious pace of the battles, there's no denying that *Bloody Roar 2* has a very convincing coin-op look.

The control response is razor sharp too, meaning that the already impressive code is also reading joypad input at the rate of a top, custom made arcade machine. On top of this there are some monstrous special effects and large 3-D arenas, yet you won't find a hint of any slowdown on screen. Who knew that Hudson, famous for their brilliant-but-simple *Bomberman* series, would harness such raw power within the PlayStation?

PLAY information

Publisher: Hudson
Supplied by: Software Box on 01202 684642
Price: £59.99
Release date: Out now (import)





[ABOVE] You'd be surprised what a pair of designer contacts can do for your image. Run in fear.



[ABOVE] There're no "did I hit you?" moments in *Bloody Roar 2*. [INSET] Each character has a (Japanese language) story mode to play through, but all it means is just a few static screens between fights.

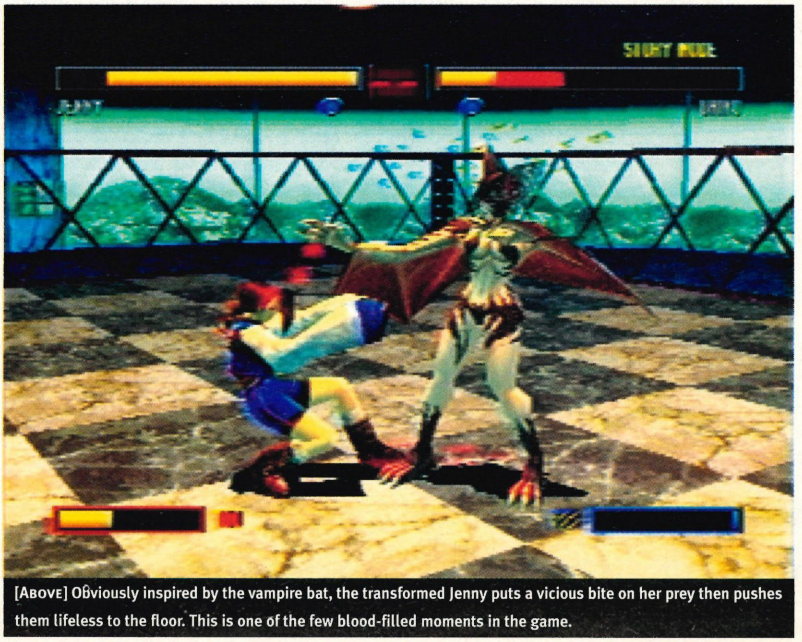
"Bloody Roar 2 has a very convincing coin-op look..."

WITCHING HOUR

The game is all the more graphics intensive because of a unique transformation aspect. During the fight, all 12 characters can change upon your command into hideous slobbering beasts, each one bearing a resemblance to its human counterpart. Alice wears a tight pink nurses outfit with thigh-high white woollen leggings as a human competitor, but when her gauge is charged and you



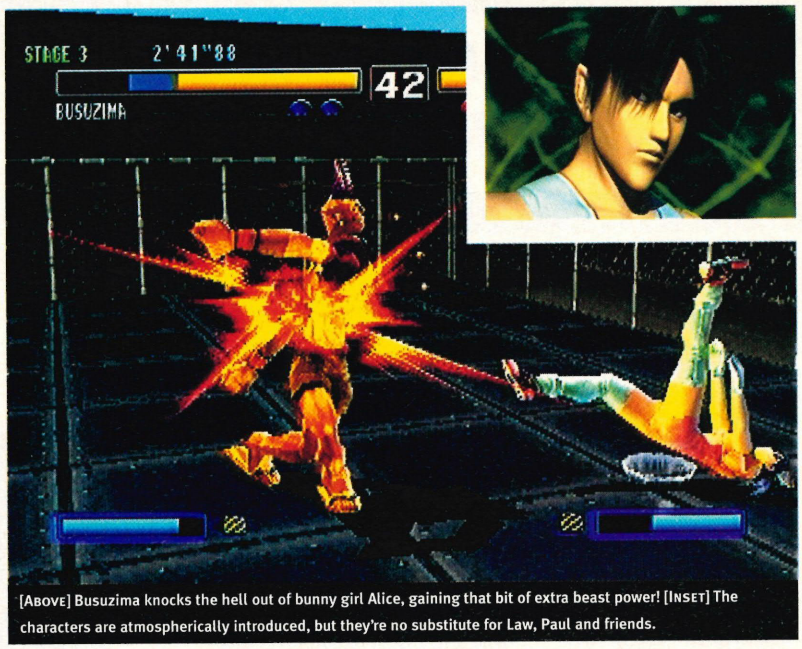
[ABOVE] The big blue guy isn't very scary really. He just turns into some form of house fly. Anything which likes turds and has to puke on its own food before eating it isn't frightening.



[ABOVE] Obviously inspired by the vampire bat, the transformed Jenny puts a vicious bite on her prey then pushes them lifeless to the floor. This is one of the few blood-filled moments in the game.



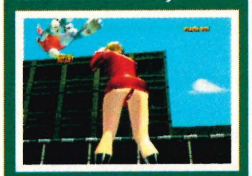
[Above] A blinding array of special effects accompany the transformation into those beastly creatures. It happens very quickly and smoothly though, and it's only a little tacky.



[Above] Busuzima knocks the hell out of bunny girl Alice, gaining that bit of extra beast power! [Inset] The characters are atmospherically introduced, but they're no substitute for Law, Paul and friends.

BUM RUSH

It's not just the characters in Bloody Roar 2 who can transform into slobbering beasts. The very same thing happened to us lot when the game's leather bound player, Jenny, appeared in the arena for the first time. Something of an exhibitionist, she will find several opportunities during a fight to bare her g-strung ass. She also has the most scrumptious motion-captured walk we have ever laid eyes on, and the two in combination can drive you wild!







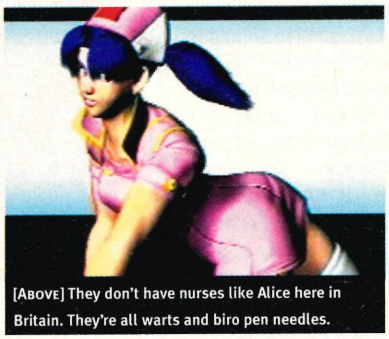
[Above] Use those arena walls to hold your opponents in place while you give them a good duffing.

hit the Beast button, she becomes a big pink rabbit with powerful white fluffy legs. Jenny is a leather-clad tart who changes into a six foot tall bat, complete with protective leathery wings, and so on.

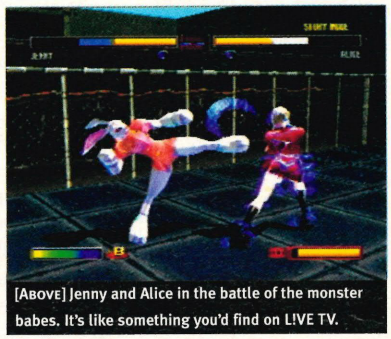
Once in the temporary form of a beast, a new batch of attacks becomes available that makes use of the animal's abilities. The chameleon can disappear against the background (watch his shadow to keep track of him), the mole will tear you up with his massive digging claws, the tiger will use its mighty jaws to bite down hard on an opponent and shake them around like a Beanie Baby.



[Above] Come to think of it, she looks an awful lot like those really cheap inflatable sex dolls, doesn't she? Perhaps we'll stick with Reiko Nagase after all.



[Above] They don't have nurses like Alice here in Britain. They're all warts and biro pen needles.



[Above] Jenny and Alice in the battle of the monster babes. It's like something you'd find on LIVE TV.

BUG HUNT

Where *Bloody Roar 2* has gone astray is in the forgiving combat system. An over abundance of moves that are simple to execute yet very powerful makes the game too friendly to 'button bashers'. You know them, the mates who don't own a PlayStation but come round and thrash you at your favourite game by randomly hitting the buttons really fast. They're despised by honest, accomplished gamers everywhere, yet *Bloody Roar 2* practically encourages them. It's so easy to get good results, that there seems little point in practising and learning long lists of moves for your favourite character.

There are greater import treasures to be found out there, many of which are more individual and better constructed in the controls department.

Bloody Roar 2 also has half as many available fighters than the unbeatable *Tekken 3*, with weaker characters than the Namco crew, but it's great speed and professional arcade cabinet gloss save the title and place it in the top ten.



PLAY

LOOKS	9
SOUNDS	6
GAMEPLAY	6
VALUE	7
CLAWS	4

82%

Bloody good, but not great

Alternatively:
Tekken 3 97%
Bloody Roar 84%

GLOBAL DOMINATION

TOTAL ANNIHILATION OF THE HUMAN RACE WAS NEVER GOING TO BE EASY. IT WAS CERTAINLY SUPPOSED TO BE FUN... WASN'T IT?

Swirling amid a myriad of space debris orbiting the earth everything looks peaceful from your satellite perspective. The countries and continents are a mere patchwork quilt waiting to be obliterated by the scorching blast of a nuke. *Global Domination's* the name and a right handful it is too!

The year is 2015 and, as ever in the future, the world has fallen on bad times. An organisation calling itself ULTRA (not the boy band, but Universal Tactical Response Agency) now controls all military factions and carries out contracts for the highest bidder.

As a rookie for ULTRA you then have to flex those megalomaniac muscles of yours in a series of missions designed around missile launches, tactical fleet positioning and satellite positioning to name a few. If you successfully accomplish your objectives you then get given the chance to take over more of the world. Think of it as *Risk* wrapped around a football.

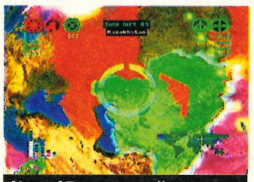
PLAY information

Publisher: Psygnosis
Customer support: 0151 282 3000
Price: £39.99
Release date: March '99

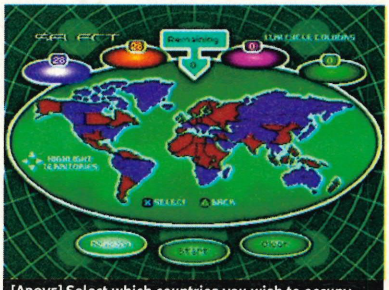
ONE PLAYER | MEMORY CARD



[ABOVE] Captain Roberts looks like she's been in one too many films aimed at an adult audience. She is one tough cookie though, and she'll guide you through your missions like a true pro. Lovely lip implants love!



[ABOVE] Target some distance country then drop some bombs!



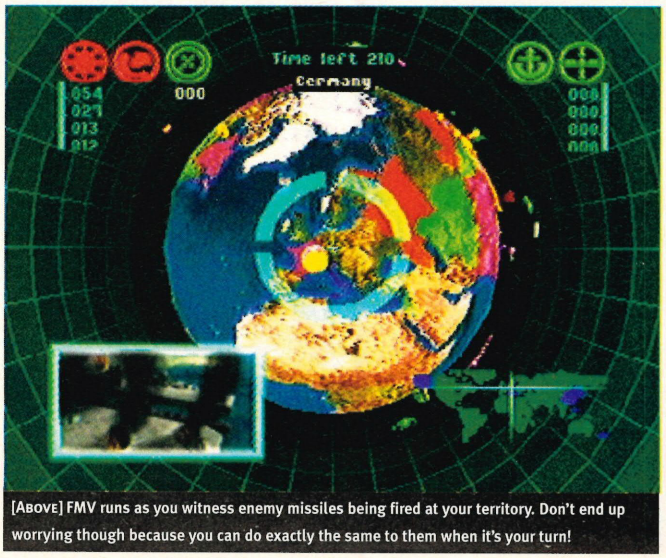
[ABOVE] Select which countries you wish to occupy then beat up the others with your missiles!

THE WORLD IS NOT ENOUGH

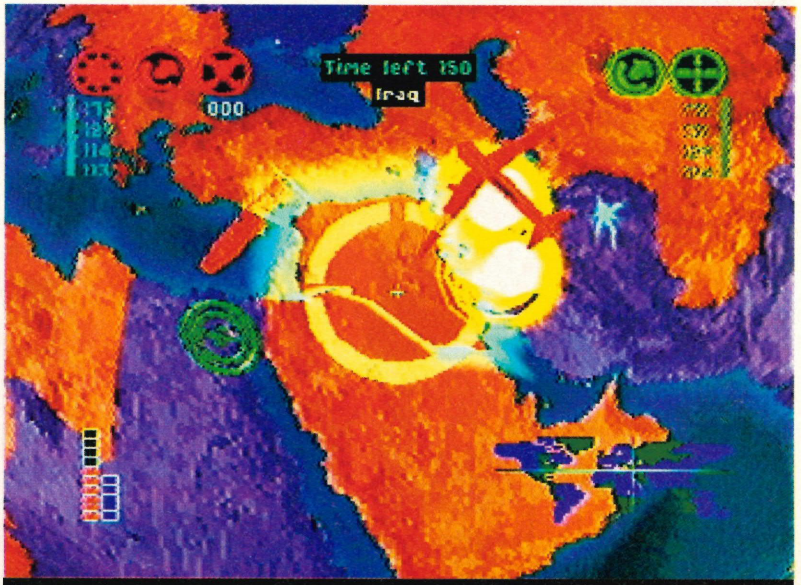
The single most problematic aspect of *Global Domination* is that it tries to do a multitude of things at the same time. It tries to be a strategy game at the same time as it tries to be a good old shoot-'em-up. Both aspects are so in-depth when they are combined things start to look harder than a Redneck bear wrestler at a wet T-Shirt contest.

You can angle projectiles, equip land-based shipyards, target Stealth Bomber airspace and destroy neighbouring

"The missions soon become convoluted..."



[ABOVE] FMV runs as you witness enemy missiles being fired at your territory. Don't end up worrying though because you can do exactly the same to them when it's your turn!



[ABOVE] Bomber planes prove very useful vehicles for making maintained drops over enemy land. They are also hard to knock out of the sky which is why you should always send them into the thick of the action!

LOOK OUT, IMPOVERISHED NATIONS...

MEGALOMANIA!

Others have tried to take over the world and they've always failed, but how?

Ming The Merciless



How? By aiming a large laser at the earth this bald baddy planned on obliterating our peaceful planet just for the hell of it.

Consequence? An American footballer known as Flash appeared on the scene to put out his fireworks. Brian Blessed was also there.

Blofeld



How? By playing the super-powers against each other, this bald baddy trying triggering WW3, again, just for the hell of it.

Consequence? After numerous failed attempts on his life he was last seen plummeting down the inside of a giant chimney thanks to a certain British agent.

Dr Evil



How? This bald baddy planned on drilling a giant hole into the earth's core and releasing molten hot magma through thousands of dormant volcanoes.

Consequence? The Sixties super spy, Austin Powers, forced him into retreat and he was last seen orbiting the Earth in a giant fast-food mascot with his petrified pussy Mr Bigglesworth. Mmm...

The Brain



How? Hypnotism, tidal waves, time travel, genetic modification and TV evangelists. The bald rodent baddy has tried the lot and should really give up.

Consequence? Disaster strikes in the shape of another, less cerebrally active, mouse named Pinky, The Brain's sidekick who's desperate to help the mousey cause but is the cause of much mousey desperation.

Lex Luther



How? This bald baddy covers his follicly challenged noggin with a rug and in his spare time tries to knock off the man of steal, the only person standing between him and global domination.

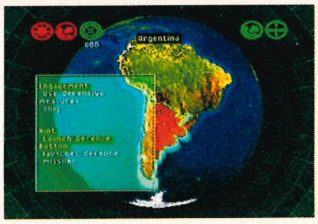
Consequence? Always finds himself in Metropolis gaol thanks to a man wearing his undies on the outside. Bless.

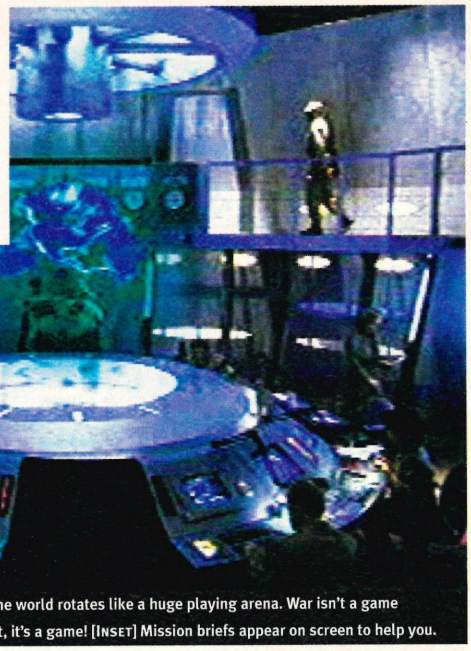
Leonardo DiCaprio



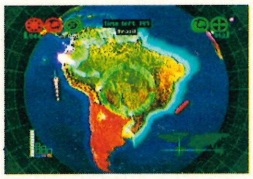
How? This floppy fringed trickster ended up convincing Kate Winslett she could fly then proclaimed himself King of the World. Big head.

Consequence? Became fish fodder.





[Above] The mission control room. From here the world rotates like a huge playing arena. War isn't a game though, it's deadly serious. Alright then it's not, it's a game! [Inset] Mission briefs appear on screen to help you.

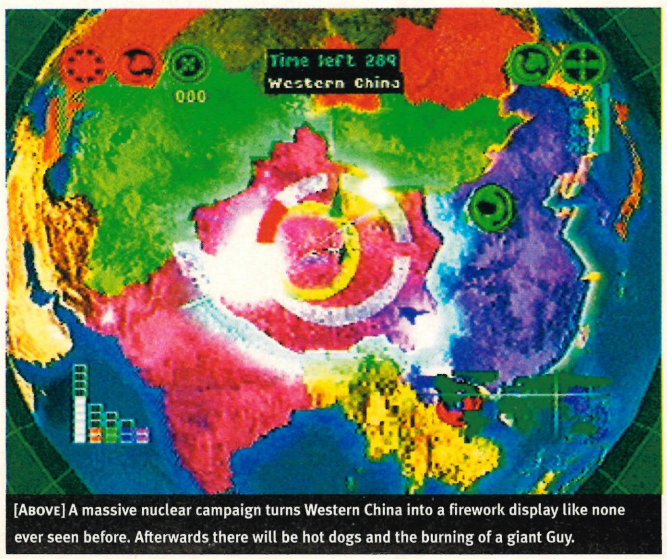




enemies in the hope of making new allies. All the while you need to constantly juggle these monumental tasks with intercepting enemy missiles using a barrage of defensive Exorcets.

This defence aspect is in the style of an *Asteroids* and *Missile Control* hybrid because the enemy launches come at you from every angle and although scores of fighter jets can deal with some, you find yourself spending sizeable chunks of the game solely dealing with scuds and nukes. The word 'clumsy' springs to mind. As in-depth as it sounds, the missions soon become extremely convoluted. Balancing the constant stream of harsh action with the strategy element would have Field Marshal Hague wishing he'd taken up ballroom dancing instead.

For those razor sharp tacticians out there the vast array of options will have you wetting your pants. Complex, intuitive decision making and precise timing ensure's those looking for a challenge will find it. In fact, never has there been a game that was so hard it fried the braincells.



[Above] A massive nuclear campaign turns Western China into a firework display like none ever seen before. Afterwards there will be hot dogs and the burning of a giant Guy.



[Above] The green, green grass of England! Unfortunately England are bombing everyone. Doh!

IT'S A SMALL WORLD!

Something no one could have anticipated when programming *Global Domination* is the size of the Earth. It's a pristine, polished marble of a map but it is so limited! Even with the whole planet laid out before you like a finger-buffet of the Gods, the amount of choices as to where your forces are positioned is strangely limited. You also learn where each craft needs to go thanks to the CPU placing its forces in exactly the same place all the time. Enemy weaponry appears at the same time, subs surface in the exact same places and power-ups pop up on cue, ready for collection.

This is certainly original and all praise is due for tackling what is tantamount to trying to take over the world, but the over complication of missions, the sheer difficulty of objectives and the constant stream of enemy attacks means the game doesn't slap you in the face like it could have and therefore should only be tackled by those of a sadistic disposition... they'll love it!. Trying the real thing would be easier.



PLAY

LOOKS	6
SOUNDS	5
GAMEPLAY	5
VALUE	6
FALL OUT	4

63%

Too complicated to be really enjoyable...

Alternatively:
Risk 35%
The Atari Collection 81%

LIVE WIRE

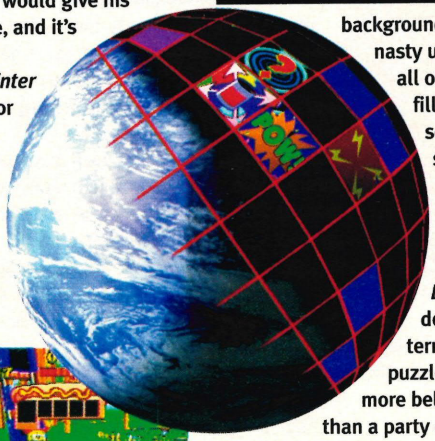


[Above] The space levels revolve around an orbiting planet, and can get really confusing. As ever, there's absolutely stacks of action involving power-ups and bonuses.

SNATCHING UP AN OLD IDEA, TOSSING IT INTO A 3-D AND DRESSING IT IN PRETTY GRAPHICS DOESN'T ALWAYS GUARANTEE SUCCESS AS SCI'S MANIC 'PAINTER' CLONE PROVES.

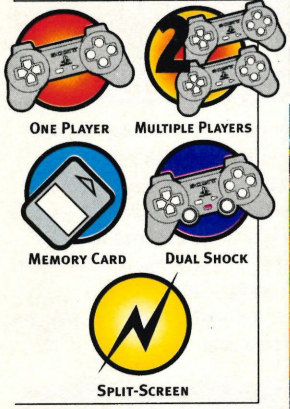
Written By **TOM SARGENT**

Most readers won't be familiar with the ancient Commodore 64 game *Paint Pot Charlie*... or perhaps even the Commodore 64! But that very game, which sounds more like the name a painter and decorator would give his half-witted apprentice, and it's predecessor – the stunningly named *Painter* – are the inspiration for SCi's kaleidoscopic cascade of colour-splashed fruitiness, *Live Wire*. In those devilishly simple games, you basically guided a paintbrush around wire-frame backgrounds avoid the odd nasty until you'd covered all of the lines and filled-in all of the squares. Don't scoff, it was thrilling stuff for the 8-bit gamer starved of polygon power. *Live Wire* is described as 'a 3-D territorial action puzzle game' touting more bells and whistles than a party of morris dancers at a rave, but conceptually it's the same game. After you've chosen which world to play in (there are five themed worlds based around different areas of some brat's bedroom – Funfair, Spooky, Wild West, Ocean and Space) you choose a character. If you imagine multi-coloured maggots with sticky-outy bits... er, yes.



PLAY information

Publisher: SCi
Customer support: 0171 585 3308
Price: £39.99
Release date: March '99





[Above] Most games are won or lost by effective use of pick-ups although you can still win without them.

FLIPPIN' HELL

Play takes place on the grid lines of fifty or so 3-D wire frame landscapes, each one teeming with inexorable critters (lobsters, ghosts, UFOs etc) and peculiar objects. When all the containing edges of an area are coloured in, the space inside flips over forming a solid textured polygon hued in the player's colour. Traps and blockades also present themselves to thwart your every turn, none of which is made easy by a control system that verges precariously close to 'smash up the controller' territory.

"A kaleidoscopic cascade of colourful fruitiness!"



[Above] Each world is incredibly cartoony and colourful. The main problem comes with the gameplay – although it's easy to pick up and play, it get's overly frustrating too quickly.



[Above] The best aspect of *Live Wire* is the amazing range of pick-ups and bonuses. These range from explosives, tidal waves, harpoon guns, machine guns, mortars, speed-ups, trap doors and death waves. There's over 40 in all.



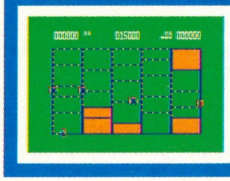
[Above] Playing the game from a third-person perspective is really confusing – especially the control system. You either love it or hate it, but the third-person view is by far the best.



[Above] As you fill in more tiles, more bonuses reveal themselves. There are so many – more than we've seen in any other game in fact! [Inset] You can win a level depending on three factors – tiles filled, tiles stolen and kills.

CRAZY PAINT

Hands up those of you who can remember Painter *or* Paint Pot Charlie. *No? Well if you haven't it's not really that surprising, because they came out on the ancient Commodore 64 and BBC Micro. Gameplay was simplicity itself and very much a 2-D experience. As you can see from the screenshot, it was a matter of running along the lines filling in the squares. Other than a couple of creatures trying to stop you, that was about it...*





[Above] Choose from one of five cutesy worlds... oh and a bonus.



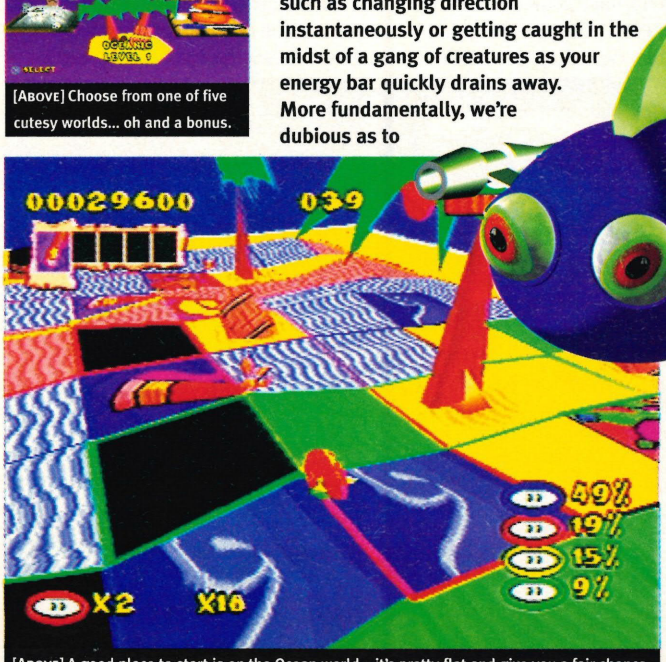
[Above] On Funfair world, you have to avoid speeding rollercoasters otherwise they just mow you down.

No matter how frequently you adjust the flexible camera system, it's almost impossible to play in the nausea-inducing first-person mode, and even the infinitely more user-friendly third-person view is tricky to say the least. To be fair, it becomes far more intuitive after a few plays, but there are times when the frustration nearly drives you bananas, such as changing direction instantaneously or getting caught in the midst of a gang of creatures as your energy bar quickly drains away. More fundamentally, we're dubious as to whether the jump to fully scaleable, rotating 3-D environments, as wonderfully vibrant and brilliant that they are, was really worth the hassle.

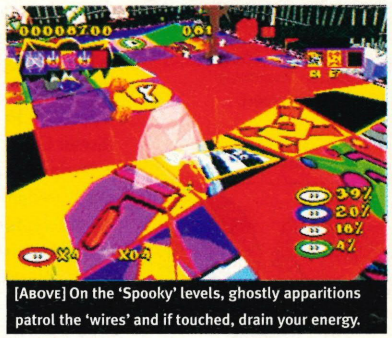
TOPSY-TURVY

One of the redeeming features of *Live Wire* is the ultra-flexible multiplayer section, where two modes – Competition and Team Play come into their own. The first can involve up to four characters (only two humans though) frantically competing for territory using a mixture of speed, cunning strategy – using the huge variety of special cells, and a bit of luck.

The trick is to make a direct beeline for the bountiful supply of specials and bonuses, because just when you think that the tide of good fortune is turning against you, all manner of beneficial mayhem can redress the balance of power within seconds. The same rules apply for a one-player game and the Team Play challenge too, but there's one niggling problem when playing with a split-screen option. Slowdown. Although this is not a major problem, it is ever-present.

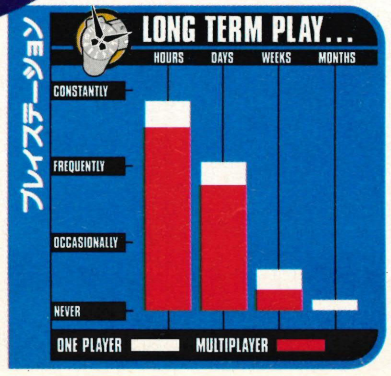


[Above] A good place to start is on the Ocean world – it's pretty flat and give you a fair chance to learn the ropes. Even here though the AI opponents are quicker than a quick thing.



[Above] On the 'Spooky' levels, ghostly apparitions patrol the 'wires' and if touched, drain your energy.

Live Wire is pretty addictive however, and although SCi would have us believe it's best played with another 'tougher' human opponent, the CPU opponents are more than a match for you on later levels (without the jerkiness) and as such represent better value. A nice twist on an old theme, which doesn't quite feel right. A pity.



PLAY

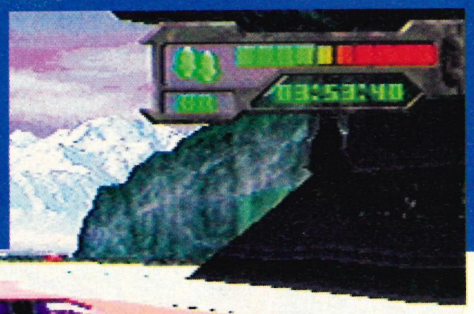
LOOKS	6
SOUNDS	7
GAMEPLAY	5
VALUE	6
DIZZYNESS	5

63%

Fast and furious 3-D, but awkward to play

Alternatively:
None really, this is pretty unique for the PlayStation

ELIMINATOR





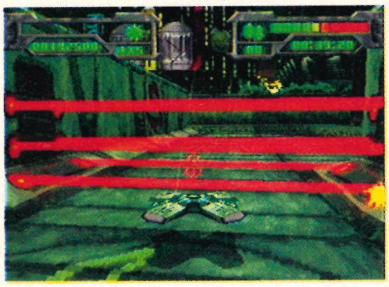
[Above] Acquiring power-ups is easy. When they appear simply fly over them and they're ready to use. Both primary and secondary weapons can be toggled, but in truth they're all pretty weedy.

"ON MY FIRST WHISTLE PLAYER 1 WILL START TO PLAY ELIMINATOR. ON MY SECOND WHISTLE HE'LL WONDER WHY HE BOTHERED... ARE YOU READY?"

Written By TUCKER

Psygnosis games are legendary for gratuitous violence and over-the-top pyrotechnics. So much so, that hopes of a 'more of the same please' slaughter-fest that verged on the apocalyptic, cast an expectant glow around the office as we loaded up *Eliminator*. How could it fail?

Colony Wars Vengeance provided hours of show-stopping excitement, and *Rollcage* rocked with an ultra-violent approach to driving that would give the Green Cross Code man nightmares. Imagine then, the looks of genuine disbelief and puzzlement as *Eliminator* not so much stormed, but limped embarrassingly onto the screen for the first time. Drab? You don't know the half of it. There's more life in a nursing home than in the bland, washed-out environments of this dystopian vision of future Earth.



PLAY information

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

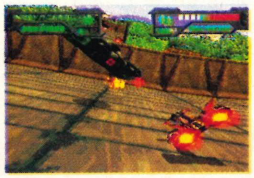

One Player


Dual Analogue


Memory Card



[Above] Even the explosions are disappointing compared to most of Psygnosis's other efforts.



ULRIKA

Game-wise, *Eliminator* couldn't be simpler... in theory. What initially looks like a straightforward arena based racing-cum-shoot-'em-up, soon collapses into unending frustration – the by-product of which is controller rage closely followed with self-loathing and occasional bouts of deep depression. Not only are the controls an absolute b**tard to get to grips with, but the emaciated enemies that are patrolling the first level are ludicrously hard to kill. This is compounded by a really awkward targeting system that, either switched on or off, tests your patience above and beyond duty.

This one step forward, two steps back approach to gameplay finally flips you out when you're plonked right back at the beginning of the level each time you die. Save game icons pop up now and then, but they're rarer than chicken's teeth. If you haven't already smashed your console into tiny jagged shards, the fact that you've got a time-bomb securely attached the hull of your ship may just push you over the edge – fail to collect enough time-extending icons and you die. Instead of adding tension and excitement to the game, it



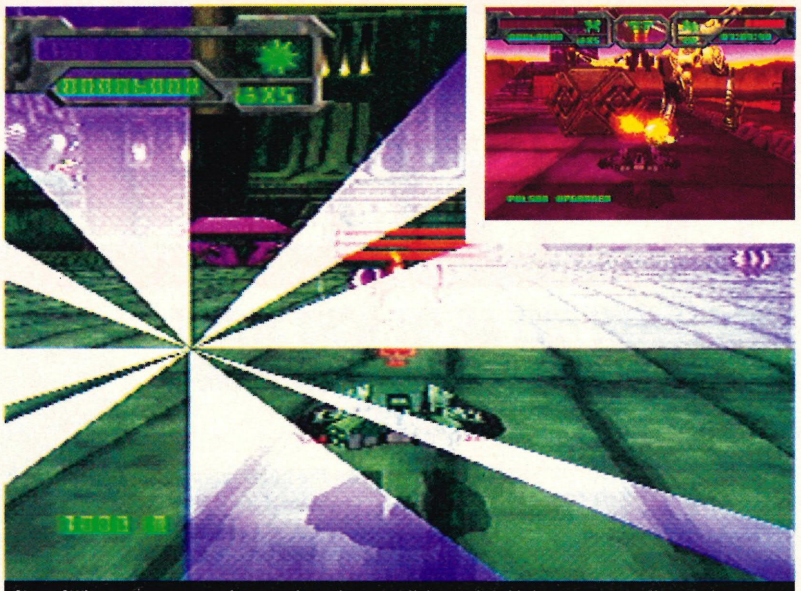
[Above] With floating enemies such as these, you need to use the targeting system, which turns out to be a real pain. It's difficult enough as it is controlling your own ship.



[Above] The level one boss is a kind of giant rotating sphere, which spews out bolts of laser death. The only way to knock it out is by knocking down targets which spin around in front of your ship. Not too difficult, amazingly.



[Above] Although different themes crop up – snow, water, ice and what have you, it always plays and looks basically the same: follow each track to the next arena... repeat. Hmm.



[Above] Whenever you run over bonuses the entire screen lights up, but this is as near as you'll get to the fireworks display we were hoping for. [Inset] The second level mothership drops a relentless supply of drones.



[Above] There's a distinct lack of colour and detail in *Eliminator*.

"It's all just too tough and too dull to be fun..."

serves only to annoy the player even more. Argh! There are eight levels in total spanning various themes, including Penitentiary, Maze, Asylum and Tomb, but once you've seen one, you've seen them all really. Each 'world' consists of pokey, crowd-filled arenas inter-connected by tunnels, but other than the fact that a few snow or water effects give each one a specific theme, they look identical. Primary and secondary weapons can be upgraded, but again they're so feeble that it hardly seems worth while using them.

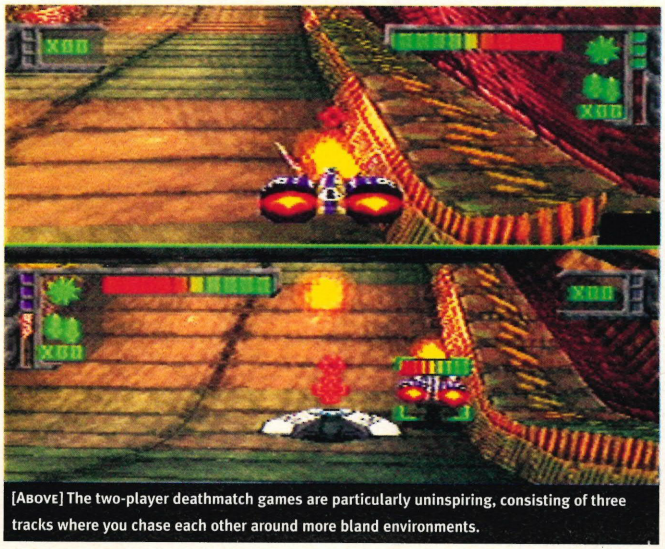
AS HARD AS CAN BE?

There aren't many things harder than Eliminator, apart from...

1. *...Eating a Phall curry...without crying.*
2. *...Quantum Physics.*
3. *...The audience at a live sex show.*
4. *...A Vinnie Jones headbutt*
5. *...Diamonds*
6. *...Writing your name whilst moving your foot in a circle.*
7. *...Learning Japanese*
8. *...Not talking bo****ks when you're drunk*
9. *...Not punching the Ed*
10. *...Thinking of another one*



[Above] Dodge these big lunks of metal, or they'll swat you out of the way. They can't be shot either.



[Above] The two-player deathmatch games are particularly uninspiring, consisting of three tracks where you chase each other around more bland environments.



[Above] Although it's hard to tell, this is the watery level. All you get is a blue backdrop and and bubbles.

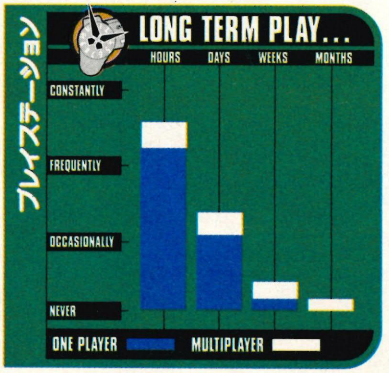


[Above] The enemy craft are ropey to say the least. Don't expect anything other than the mediocre.

GLADIATORS

Movement throughout is pretty fluid and your chosen craft is verging on agile if you manage to master the tricky controls. Strafing is not only useful, but absolutely essential and there's also a quick flip and reverse option too – it's quite similar to the system used in *G-Police*. Try as you might, the overriding flaw in *Eliminator* is the difficulty setting. Had the programmers put in an easier option, perhaps we wouldn't be moaning quite so much, but reaching the first boss is a monumental achievement in itself. Two-player action is catered for, to a limited degree also, with to the inclusion of three deathmatch arenas – Pit, Dome and Labyrinth. Sadly, this does little to increase your heart rate and bangs the final nail into the coffin.

Eliminator is one of Psygnosis's worst releases, not for any technical reasons mind. It's just too tough and too dull. Eliminate (i-lim-in-ayt) *verb* 1. get rid of; 2. remove. You got it.



PLAY

LOOKS	●●●●●○○○○○
SOUNDS	●●●●●●○○○○
GAMEPLAY	●●●●●○○○○○
VALUE	●●●●●●○○○○
CLOCKS	●●●●●●○○○○

52%

Eliminate it from your mind, forever!

Alternatively:
Wipeout 2097 93%
Dodgem Arena 50%

RUNNING WILD

BORN FREEEE! FREE AS THE WIND BLOWS. BUT YOU'LL BE RUNNING SCARED FROM SONY'S LAME ANIMAL RACER...

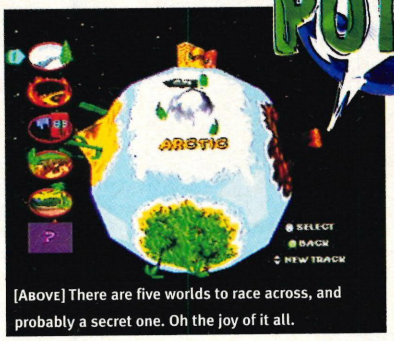
Written By TOM SARGENT

This may sound like the heart-warming sequel to *Born Free*, a film in which a kindly animal activist nearly got his crown jewels savaged by a pride of lions, but sadly, it's nothing more than a hideously boring mutation of the racing theme. The concept's the same though – minus any genital damage. You choose from one of a poultry six racing beasts – imagine a cross between Linford Christie and any one of six wild animals.

Now add a pair of Nike trainers and every stereotyped location seen in a racing game, and you're getting pretty close to the plot. The stuff of legends this ain't, but *Running Wild's* one and only redeeming feature is the pace and control. The graphics may have all the appeal of steaming offal, but at least the game tonks along and handles in an acceptable way. That said, there's a serious dearth of compelling ideas on show. After you've completed the Easy stage – a task that a trained chimp could succeed in, there's virtually nothing left to keep you entertained thereafter. With only six stages to conquer, the interest begins to wane at an alarming rate.



[Above] Just one of the incredibly dull pick-ups. Why bother?



[Above] There are five worlds to race across, and probably a secret one. Oh the joy of it all.



[Above] With the autospeed feature turned on you sprint along at a preset pace, but if turned off, you can explore the few nooks and crannies that pop up here and there. Not that they're worth visiting...

PLAY PUTRID

"This has all the appeal of steaming offal..."

PLAY information

Publisher: Sony
Customer support: 0881 505505
Price: £39.99
Release date: March '99



ONE PLAYER



DUAL ANALOGUE

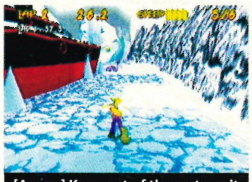


ORY CARD

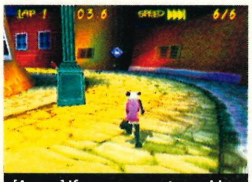
[Above] The characters line up for a race in the same way that cars would on a Grand Prix grid, only Grand Prix racing is fun. *Running Wild* really isn't.



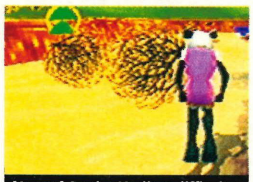
[Above] It doesn't matter which animal you choose because you can get around any bend using the shoulder buttons. Makes a mockery of the various speeds of the creatures doesn't it?



[Above] Keep out of the water – it slows you down like a good-un.



[Above] If you manage to avoid obstacles, you should win easily.



[Above] On the Medium difficulty more objects get in the way.

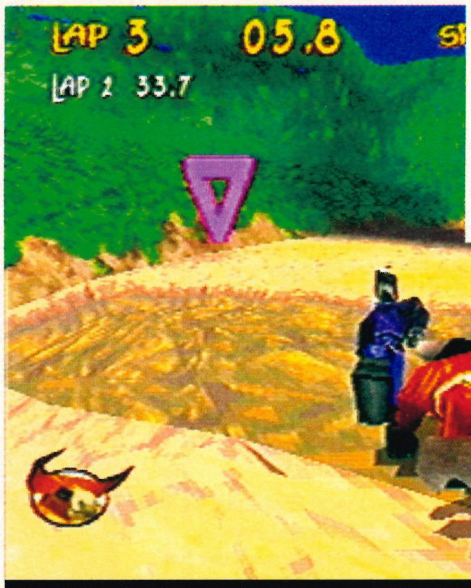
OSCAR

The only limp-wristed changes ushered in for the Medium difficulty challenge is the inclusion of a few more course obstacles. Thankfully though, there are a few weedy bonuses to collect as you force yourself, with gritted teeth, to endure each level, but any semblance of two player action has strangely been omitted. Why? This could have saved it from being handed the distinguished honour 'dullest racer of all time'. Power-ups include Speed Up, Fly, Ghost and a few others that we can't be bothered to depress you with. Their effect is temporary, and they can be used to strategically hinder other 'racers' besides improving your abilities.

As the steady flow of 'useful' hints explains however, you can win any race without using them – it's as if they were added as an afterthought. The courses revolve around snow, water, desert, jungle and city themes and Sony will no doubt tout the fact that each character must use their given attributes (based on power, jumping, agility and turning) to best effect when faced with icy tracks and huge hairpin bends. In truth you can use the rabbit character (the fastest) in combination with the shoulder buttons to make all of those nasty turns, and that's without even bothering with any power-ups.



[Above] Your speed meter fills up as you gather pace until eventually, green smoke pours out of your, er, arse? Every time you pass a fellow racer, they give a howl of disapproval. Good, eh?





[Above] It's not that difficult passing other racers even if they shower you with one of the extremely weedy power-ups. It normally a piece of the scenery that slows you the most [Inset] Even the replays are tiresome to watch.



[Above] Like the water, lava slows you down. There's usually more than one way around each course.



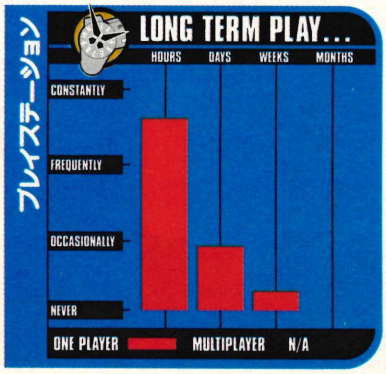
[Above] Jumping is one of the only useful attributes in *Running Wild*. Most of the power-ups are pretty poor.

KIM

If you're heart is still registering a pulse at this stage, there's the added 'bonus' of four game modes. Besides the standard Circuit option (where you take on all remaining bipedal freaks), there's predicable Practice Race, Challenge and Time Trial to stimulate the senses. Except, of course, they don't.

How anybody could even consider parting with their hard-earned cash when there are so many superlative racers doing the circuit is madness. *Running Wild* is dismal, and to add fuel to the fire, the clipping, when venturing too close to either side of a track, is the final insult.

If Terry Nutkin's was dead, he'd be turning in his grave. Avoid like a dose of syphilis.



PLAY

LOOKS	●●●●○○○○○○
SOUNDS	●●●○○○○○○○
GAMEPLAY	●●●●○○○○○○
VALUE	●●●○○○○○○○
DUNG	●●●●○○○○○○

38%

A poor man's *Crash Bandicoot*-cum-racer clone

Alternatively:
Crash Bandicoot 3 91%
S.C.A.R.S. 82%

POY-POY 2

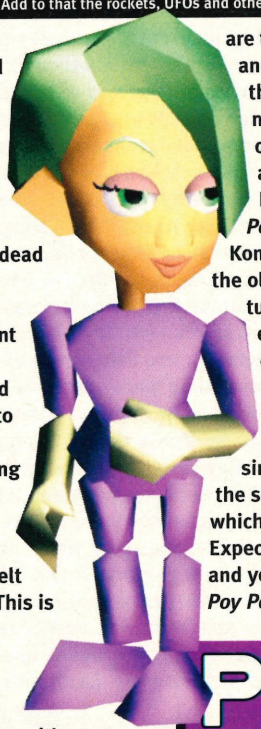
GREAT GLOVES! POY POY RETURNS TO THE PLAYSTATION IN SEARCH OF MORE LOG HURLING, MISSILE LAUNCHING MADNESS. WILL IT ROCKET SKY HIGH, OR FALL LIMPLY TO THE GROUND?



[Above] On Easter Island things aren't all they seem. For example, those famous Easter Island statues actually wander around trying to eat you. Add to that the rockets, UFOs and other crazy killers you're in for big trouble!

On the great scale-o-meter of unusual game ideas, the original *Poy Poy* burst straight through the roof, into the stratosphere and is now orbiting one of Jupiter's moons. The game called for the precision throwing of umpteen lethal objects towards other players in an arena to see who would be Ko'd first. The last bloodied pulp of a player left standing was the winner. To aid you in your utterly pointless, but nonetheless engrossing, quest were the magical Poy Poy gloves. When charged, these marvellous Marigolds would enable you to perform a vast array of special moves guaranteed to make the opposition's attempts as feeble as sucking house bricks through a drinking straw.

Poy Poy 2 sees the return of the formulaic action. See brick (rocket, dead player etc), pick up brick, throw brick. This time around though, the amount of power-ups afforded to your gloves has multiplied and new strategies have to be incorporated to deal with the multi-level playing arenas. To gain footholds over the arena you now have to reach the highest pinnacle available then pelt everything beneath you. This is *Poy Poy 2*.



Despite it's blatant similarity to *Poy Poy* and the feeling that Konami have merely dragged out the old programme for some fine tuning, it still remains an enjoyable romp, just like the original. The thrill of knocking a mate over, feeding them to a dinosaur or hurling them headlong into a swirling pit of sinking sand still pleases as does the smorgasbord of glove power ups which are as absorbing as ever. Expect anything new though and you will be disappointed, *Poy Poy 2* just doesn't have it!

PLAY information

Publisher: Konami
Customer support: 01895 853000
Price: £34.99
Release date: Out now

ONE PLAYER MULTIPLE PLAYERS MEMORY CARD

"it's almost exactly the same as the original..."





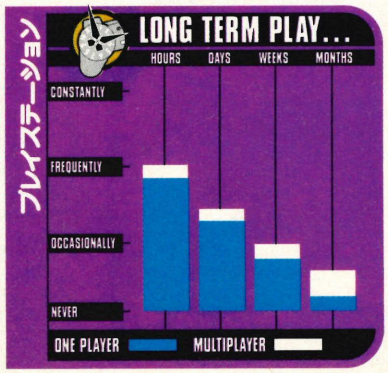
[Above] Now we know what's melting the ice caps. It's the guys from Poy Poy and their rockets!

HIT A BRICK

Poy Poy 2 is just as quirky as it's predecessor and the introduction of the higher ground gives it a slight depth the original lacked but fundamentally it's exactly the same game! The mechanics of the characters are almost identical as are the arena layouts, glove trading and upgrading shops and even the choice of deadly flying material. If anything, this should only be described as a late-arriving add-on disc.



[Above] Throw a rival into the sand pit and a pair of large claws reach out to pull them under. Avoiding the same fate is more difficult than it first appears, too! Stick to the edges!



PLAY

LOOKS	●●●●●●○○○○
SOUNDS	●●●●○○○○○○
GAMEPLAY	●●●●●●○○○○
VALUE	●●●●●○○○○○
ROCKS	●●●●●○○○○○

69%

Been there, done that, quite liked it

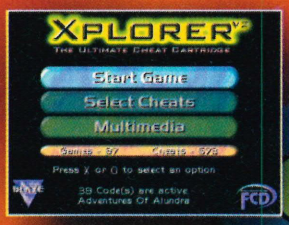
Alternatively:
Poy Poy 84%
Bloodlines Out soon

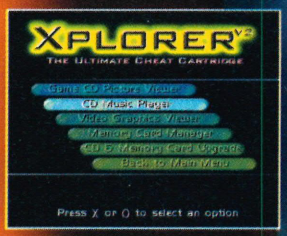
Written By BEN LAWRENCE

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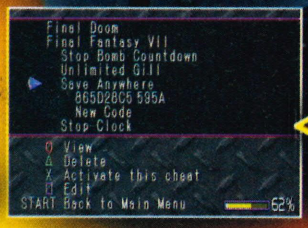
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PLAY magazine Issue 46 1999

RUGRATS

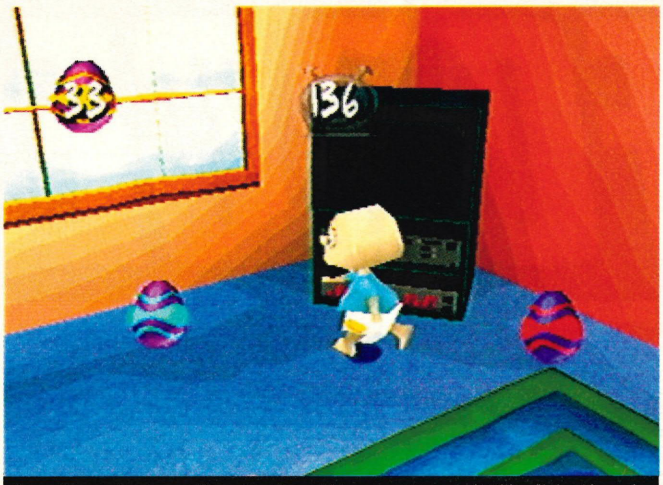
CHANGING NAPPIES IS A HIDEOUS EXPERIENCE. TEMPER TANTRUMS, VOMIT AND OCCASIONAL MYSTERIOUS CARPET PUDDLES ARE ALL TO BE EXPECTED. WHY DO PEOPLE HAVE CHILDREN?



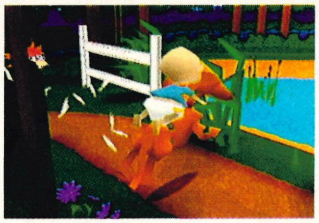
[Above] "Why am I stuck in this awful game," asks an apprehensive Chuckie, "I was much happier in that Saturday morning cartoon on Nickelodeon." Don't worry little guy, when you wake up it will all be over.

"Like watching an early version of the cartoon..."

Written By BEN LAWRENCE



[Above] Tommy has to run all over the place picking up easter eggs, but like all the other sub-games it's kept so easy for you that there's little point in trying.





[Above] The Rugrats decide the only way they can get back to their much more successful and enjoyable cartoon series is by space rocket. Good luck, guys! [Inset] Don't worry – you can't lose this race either.

A bunch of hideously deformed babies with Elephantiasis of the head are not your archetypal cartoon heroes. Somehow it worked for Nickelodeon though, and when the *Rugrats* were born the goggle-box generation were served up a steaming pile of baby philosophy courtesy of the toothless heroes unleashed upon them. Lead by Tommy, the gummy dribble factory, the Rugrats soon had the world captivated by their fantastical adventures. Well, they captivated a few under tens. Now they've come looking for adventure on the PlayStation... oh boy!

PLAY information

Publisher: THQ
Customer support: 01483 767656
Price: £34.99
Release date: March '99



One Player | Dual Analogue



Memory Card

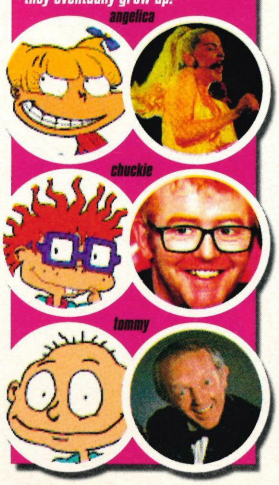
PILE OF NAPPY

The story is achingly simple. Tommy has lost all the pieces of his beloved Reptar puzzle and must undertake a series of nappy related nonsensical missions to retrieve them. Crawling and slobbering mindlessly around a 3-D Pickles' household he stumbles across sparkling sharp objects that open up missions. Complete a mission; Tommy gets a puzzle piece.

The gameplay is completely non-linear and you can choose which levels to tackle as you come across them. Unfortunately for *Rugrats* (and this is a major downer in a mission-based game) the missions are dreadfully simple. For the supposed target audience of five to fifteen this is way off the mark and if anything, should have been marketed as pre-school software. Frolicking around collecting Easter eggs, zapping robots and chasing Angelica around the garden are neither original or captivating concepts, and will hold the average teenager's attention for less time than he'd spend washing. Sniff the average teenager for proof.

GROWN-UP RUGRATS

Here's how we think everyone's favourite Rugrats will look when they eventually grow up!



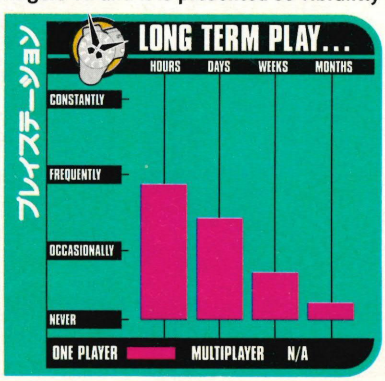


[Above] What could be more terrifying than a toddler messing about with laser weapons? Careful!

BABY WET ONE

The game itself does a fair impression of a *Rugrats* episode in it's approach, but it is broken up so severely with cut sequences you'd be forgiven for thinking you were just watching an early concept version of the cartoon. There were actually times when the cut sequences would take longer than the game proceeding it and that is not good.

Some games are identical in nature. too. Angelica fries a few aliens in space. Tommy fries a few ghosts in the kitchen. This is just a cheap attempt at elongating a game which is as short as a pair of pygmy's pyjamas. Luckily for *Rugrats*, although it fails on every level at being the adventure game it so desperately wants to be, it succeeds in acting as a kind of virtual activity mat. There are plenty of easily accessible activities for young-uns to get their chubby little fingers on and it is presented so vibrantly you almost want to pat it on the head for effort. The feel of the cartoons have also been captured with the inclusion of authentic music and sound effects from the series producer, Mark Mothersbaugh, along with the entire cast lending their vocal 'talents' to the melee.



POTTY

For parents, or anybody else for that matter, looking for a piece of harebrained baby adventure along the vein of both the film and cartoons they won't find it. Rather, they'll find a piece of harebrained programming unable to satisfy anybody but those with shares in The Early Learning Centre. Unfortunately *Rugrats* just doesn't cut it and for such a cynical generation that were brought up on guns and violence, they will be sorely disappointed.

PLAY

LOOKS	●●●●●●●○○○
SOUNDS	●●●●●○○○○○
GAMEPLAY	●●○○○○○○○○
VALUE	●●●●○○○○○○
BIBS	●●●●○○○○○○

50%

Nappy rash is much more fun!

Alternatively:
Rascal 77%
Spyro The Dragon 88%

RETRO FORCE

SHOOT-'EM-UPS ARE COOL AGAIN, AREN'T THEY? WELL THEY WERE UNTIL RETRO FORCE SPOILED THE PARTY...

With the current, almost insatiable appetite for old-school re-vamps you'd have thought that we were in safe hands with Psygnosis and its foray into the antiquated genre of the vertically scrolling shoot-'em-up. Not so.

Retro Force is amazingly poor compared to such recent graphical extravaganzas as *Colony Wars Vengeance* and the outrageously playable futuristic racer, *Rollcage* (reviewed this issue). It defies belief that *Retro Force* slipped through the net in such poor condition. What a waste,

"This game is a tawdry, brainless piece of tat..."

because Square's breathtaking *Einhander* and Irem's wonderfully grotesque *R-Type Delta* are living proof that there's still room and continued support, from gamers weary of endless 3-D polygonal clones, that shoot-'em-ups can still rock.

Due to their simplistic nature, the graphics need to catch the eye, but anybody expecting a Technicolor rush of pixels will be upset. Eye candy this ain't.

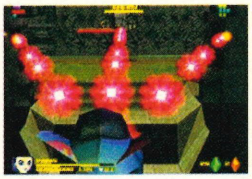
SWARM

Weedy little groups of alien craft swoop relentlessly down the screen making a beeline for your ship, until the game inevitably grinds to a halt for a couple

PLAY information

Publisher: Psygnosis
Customer support: 0151 282 3000
Price: £39.99
Release date: March' 99

ONE PLAYER | MULTIPLE PLAYERS | MEMORY CARD | DUAL ANALOGUE





[ABOVE] Lava spews over the rugged terrain, but the relentless onslaught of aliens barely changes.



[ABOVE] Bonus pick-ups litter the levels. Every-so-often one of these 'cat' tokens can be rescued, which serves only to boost your score. Most of the other pick-ups are weapons.





[ABOVE] Some levels are more colourful than others, but generally they're pretty dreary. [INSET] The token spiralling dragon sub-boss is er, spiralling around. Like the rest, he's easy to



[ABOVE] Cutesy end of level bosses lurch around on the screen stupidly. Once you get to grips with your weapon system, it becomes tiresome.





[Above] Up to four players are catered for, but this doesn't mean you're all on screen together – instead a pretty dull system of taking it in turns ensues. Was it worth it ,though?



[Above] Certain enemy installments release useful objects when destroyed such as shields, smart bombs and score-enhancing crystals. It's a race to grab whatever you can in the two-player mode.

XEVIOUS LIFE

Retro Force's influence goes way, way back. To 1983 to be precise, when a little known game called Xevious made a big splash in the arcades. Players simply controlled a small ship in the same way that other horizontal shoot-'em-ups did, but you were also able to bomb ground installations, too. An excellent 3-D update – Xevious 3D/G+ (reviewed in issue #23) is probably still available on budget and even though it came out a couple of years ago, is far, far better than Retro Force.







[Above] Sub-bosses are plentiful, but don't really intensify your enjoyment of the game.

of seconds as it tries to cope with, ooh... almost thirty simultaneously moving objects. Most of the elements which make a shoot-'em-up good are in there, the problem lies in their implementation.

Bosses, sub-bosses and mega-bosses pop up all over the place and although they're pretty easy to dispatch, they break up the onslaught of suicidal ships which fill the screen on each bland level. To aid players in their mission of total annihilation, there are three primary weapons to toggle between (Ioniser –– a stream of blue electrically-charged plasma; Fan Fire – a volley of red death orbs; Pulser – a front firing pulse beam) and an interesting bombing system, which uses three pre-set distances to satisfy all of your carpet bombing requirements.

There are even special weapons, smart bombs, homing missiles, shields, and plasma balls, but quicker than you can utter "seen it all before done better," you're bored senseless with the unabating similarity of the gameplay. One level merges painfully into another and it's pretty easy to get through, too. We managed to finish most of it in the first sitting, which doesn't bode well in the replay value stakes. At least there's a two-player option plus an interesting feature which allows four players to join in the action – not on-screen at once unfortunately, but in a kind of relay system. After completing one section, another player takes over and so on – not exactly awe-inspiring, but *Retro Force* is devoid of anything approaching the heady heights of real entertainment.



note, unless you force yourself to admit that holding down fire, whilst tapping the bomb button repeatedly is entertaining.

Retro Force is a tawdry, brainless piece of tat that seems at least a decade out of place. Funny then, that the 'plot' involves time travel, because if we could open up a portal for just a few seconds that's exactly where we'd chuck it. Avoid at all costs unless you're a glutton for punishment or simply must have another shoot-'em-up.

[Above] Backgrounds range from 'lush' forests to ice-covered peaks and then on to volcanic infernos. They hardly leap out of the screen to wow you...

DRONES

One thing of note to digest before hammering he final nail in the coffin, is the uncanny resemblance of some of the in-game alien craft to the Tie Fighters and Scout Walkers from the Star Wars trilogy; they're a bit too close for comfort. There are absolutely no redeeming features to



PLAY

LOOKS	●●●●○○○○○○
SOUNDS	●●●●●○○○○○
GAMEPLAY	●●●●○○○○○○
VALUE	●●●●○○○○○○
CLONES	●●●○○○○○○○

43%

Why on earth did the even bother?

Alternatively:
R-Type Delta 90%
Einhander 90%

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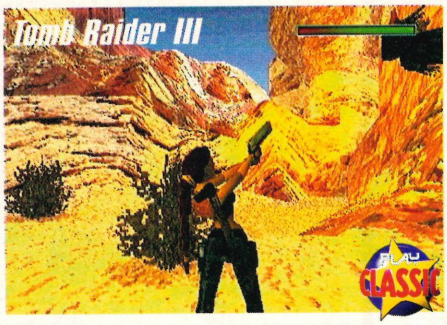
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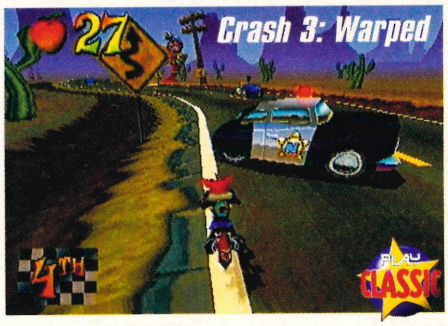
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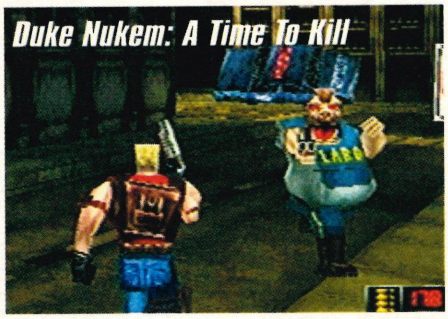
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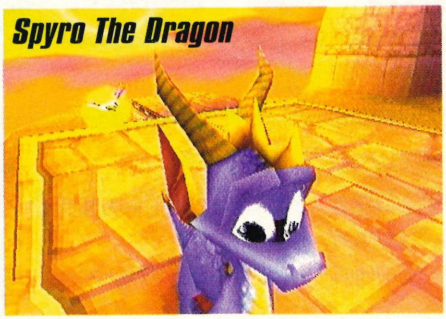
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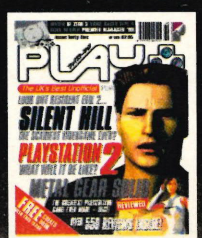
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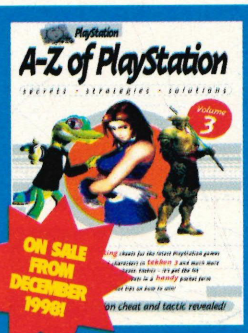
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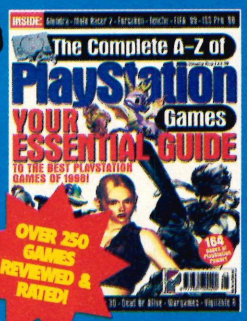
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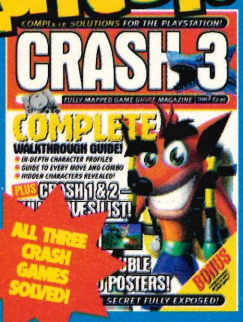
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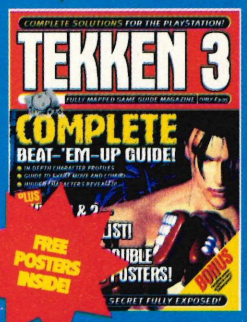
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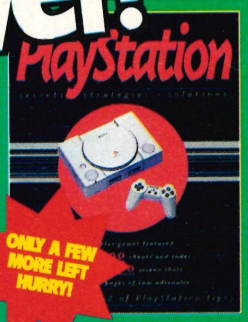
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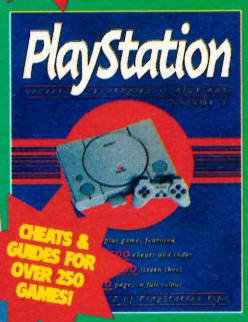


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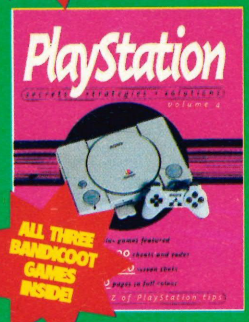


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STATION MASTER

Q&A

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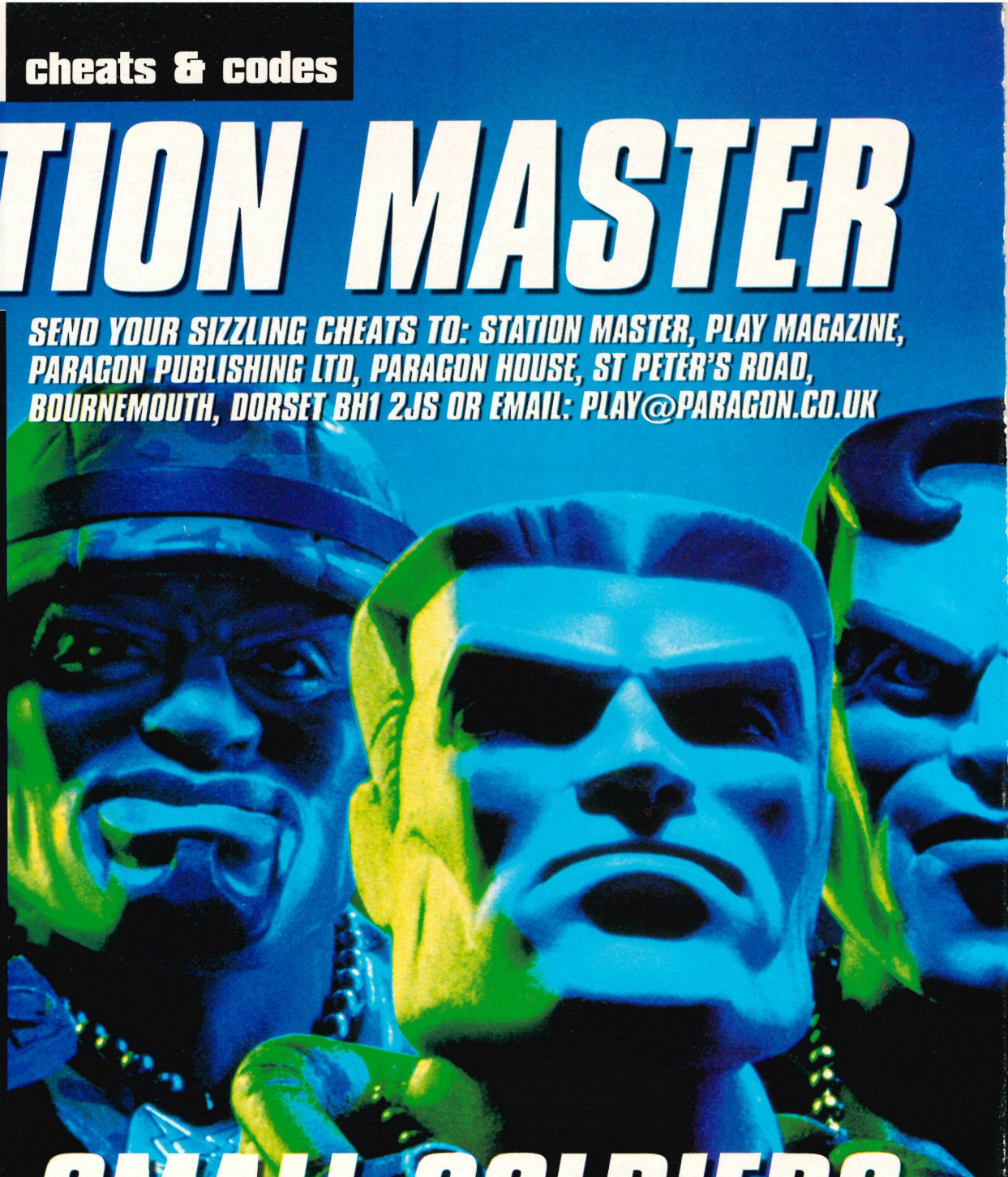
Dear Play,
I was wondering if you have any cheats for *Tommi Mäkinen Rally*?
Cian Murphy, Co Wicklow
Enter '_MONEY_' as a name then select the cheats option at the menu for infinite money!

Dear Play,
Please can I have some cheats for *Porsche Challenge*? I've read some cheats but they don't work.
Mark Evans, Cheshire
For infinite attempts quickly press L1, L2, R1, R2 and ■ at the main menu. A laugh will confirm the correct entry code.

Dear Play,
I've been playing *Alundra* for 50 hours and I have finally got stuck. I cannot get the super sword from King Snow and my PlayStation also has problems loading. I'm not having much luck lately.
Stig Hicks, Fetcham
To get the sword you first need to have got the power gloves from Jess. Next, intentionally die and use the quick restart mode more than 16 times. Go to the statue of King Snow and use the glove to lift the large rock. Then, walk to the statue and the screen should darken. King Snow will then give you the sword. As for your PlayStation, try placing it on it's side or up-side-down when it is turned on!

Dear Play,
In *Colony Wars* how do you destroy the Tzar's Super Titan? I would be grateful for some help, or some

SEND YOUR SIZZLING CHEATS TO: STATION MASTER, PLAY MAGAZINE, PARAGON PUBLISHING LTD, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS OR EMAIL: PLAY@PARAGON.CO.UK



SMALL SOLDIERS

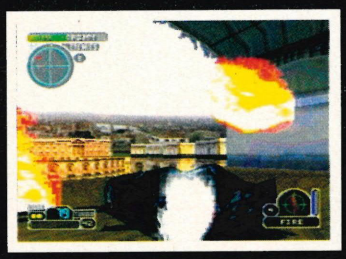
ALL WEAPONS
Enter ▲, ▲, ●, ●, ●, ×, ■, × as a password.

INVINCIBILITY
Enter ●, ●, ▲, ▲, ●, ×, ■, × as a password.

LEVEL	PASSWORD
Gorgon	×, ×, ▲, ■, ■, ×, ●, ×
Dimensional Temple	■, ×, ▲, ■, ■, ■, ●, ×
Floating Fortress	●, ×, ▲, ■, ■, ●, ●, ×
Spirit Bog	▲, ×, ▲, ■, ■, ▲, ●, ×
Canyon Village	×, ■, ▲, ■, ■, ×, ▲, ×
Creepy Caverns	■, ■, ▲, ■, ■, ■, ▲, ×
Space Ship	●, ■, ▲, ■, ■, ●, ▲, ×
Hall Of Patriots	▲, ■, ▲, ■, ■, ▲, ▲, ×
Graveyard Of War Machines	×, ●, ▲, ■, ■, ×, ×, ■
Nuclear Mine	■, ●, ▲, ■, ■, ■, ×, ■
Launch Centre	●, ●, ▲, ■, ■, ●, ×, ■



TWISTED METAL 3



SEXY FLOWER POWER SCREEN
The game contains an alternate character selection screen picture of Flower Power, featuring a revealing view of her very short leather skirt. Click here to view the normal and alternate screens as well as a complete composite.

UNLIMITED TURBO
Enter ⇩, ⇧, ⇩, ⇧, ⇩ as a password.

UNLIMITED LIVES
Enter ⇧, ⇩, ⇦, ⇨, ⇦ as a password.

PLAY AS SWEET TOOTH IN NORMAL MODE
Enter ⇦, ⇦, ⇦, ⇨, ⇨ as a password. Sweet Tooth will now appear at the vehicle selection screen.

ACTIVATE MEMORY CARD
Press Start, Start, Start, Start, Start as a password. Select any desired game settings and begin a game. A prompt to save will appear just before game play begins. Note: The saved settings may not load at times when this code is enabled. To solve this problem, open the top of the PlayStation, then power it on. Wait until the Memory card/CD player screen appears, shut the top, and the game will continue to load with the previously saved settings.

UNLIMITED AMMUNITION
Enter ▲, l, ⇧, ⇨, ⇩ as a password.

NO PICK-UPS
Enter Select, Select, R2, L2, Start as a password.

NO HEALTH PICK-UPS
Enter Select, L1, Select, Start, ● as a password.

NO FULL-HEALTHS
Enter L1, Start, Start, Start, R1 as a password.

ICE LEVELS
Enter ⇧, ⇧, ×, ×, ⇧ as a password.

ALL PICK-UPS HOMING MISSILES
Enter Start, R1, L1, Start, Start as a password.

ALL PICK-UPS NAPALM
Enter Start, Start, L1, L1, L1 as a password.

ALL PICK-UPS POWER4 MISSILES
Enter Start, L1, Start, L1, Start as a password.

SOLO DEATHMATCH
Enter ×, ●, ●, ●, ● as a password.

SPECIAL MOVES

Freeze	⇦, ⇨, ⇧
Invisibility	⇧, ⇩, ⇦, ⇨
Jump ⇧	(x2), ⇦
Rear fire Selected weapon	⇦, ⇨, ⇩

APOCALYPSE

INVINCIBILITY
Pause gameplay, then hold L1 and press ⇩, ⇧, ⇦ (x2), ▲, ⇧, ⇨, ⇩. A gun sound confirms correct code entry.

CONTINUE FROM LAST LOCATION
Resume the game after losing a life. Then, pause game play, hold L1 and press ■, ●, ×.

DEBUG MODE
Pause gameplay, then hold L1 and press ⇩ (x2), ▲.

EHRGEIZ

ALTERNATE COSTUMES
Hold a while selecting a fighter at the Arcade mode character selection screen.

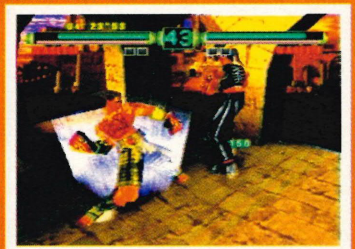
FIGHT AS YUFFIE KISARAGI
Successfully finish Arcade mode as Cloud.

FIGHT AS VINCENT VALENTINE
Successfully finish Arcade mode as Tifa.

FIGHT AS KOUJI MASUDA
Successfully complete Arcade mode using any male character.

FIGHT AS CLAIR ANDREWS
Successfully complete Arcade mode using any female character.

FIGHT AS ZACK



Successfully complete Arcade mode using all *Final Fantasy VII* characters.

FIGHT AS DJANGO
Successfully complete Arcade mode using the eight standard non-*Final Fantasy VII* characters.

V2000

TRIPLE CARGO HOLD
Search underwater to the left of the base on the Medieval level to find a 3x Cargo Hold.



CHURCH BONUS
Crash into the church on the Medieval level at speed to find a power-up.

ASTEROIDS

EXCALIBUR SHIP
Hold Select and press ▲, ● (x2), ▲, ■, ●, ■ when "Press Start" appears at the title screen.



C&C RETALIATION
If you play Skirmish or Link-Up on map 51, all your units change and have different abilities.

ISS PRO '98

CLASSIC ALL-STAR TEAM
Highlight the 'Exhibition' option on the Mode Select screen, then quickly press ⇧ (x2), ⇩ (x2), ⇦, ⇨, ⇦, ⇨, ●, ×. The sound of applause will confirm correct code entry. On the team selection screen hold L1 + R1 to make 'Classic All Stars' appear, and press × to select it. The team has maximum stats and includes greats such as Banks and Beckenbauer, although their names are still altered. Note: If you return to the Mode Select screen, you will have to re-enter the code.

POCKET FIGHTER

PLAY AS DAN
On the character select screen, highlight Ken and press ⇨.



PLAY AS GOUKI
On the character select screen, highlight Ryu and press ⇦.

continued>

cheats would do!
James Anderson, Dundee
Here are some cheats to help you along you way! Enter 'Hestas*Retort' as a password for infinite shields and 'Tranquillex' for infinite primary weapons.

Dear PLAY,
Could I have Lara Croft's address please, because I think she's cool?
Jamie Poulter, Norfolk
Oh dear! You can find Lara hanging around in most highstreets Jamie. We hope you find her.

Dear PLAY,
Please could we have more cheats for *BeastWars*. We saw your weapon strength cheat in issue 43 and our son would really like invincibility. Can you help?
Robert Dudley's dad, Cheadle
There are none for invincibility but for a level skip pause the game then hold L2 and quickly press ⇧, ⇩, ⇦, ⇨, ▲, ×, ×, ▲, ⇨, ⇦, ⇩, ⇧. Release L2 and immediately press start to resume play. For hidden characters hold R1, R2, L1, L2 and press ●, ×, ▲, ●, ●, ×, ■ at the options screen.

Dear PLAY,
Do you have any cheats for *SCARS please*, because I'm getting really bored of just racing Island and Aztec?
Marcus Wheeldon, Cheshire
For mirror tracks enter XPERTS as a password. For all the cars that will help you progress through the game enter ALLVID as a password.

Dear PLAY,
Any cheats for *FIFA '99*?
Christopher Reid, Dundonald
For 'loadsa' money press L1, L2, R2, R1, ●, ×, ■, ▲, start, select at the team edit screen.

Dear PLAY,
I recently got *MDK* and I am really stuck on it, do you have any cheats?
Dean Leyland, Ramsarse
For invincibility pause the game and press L1, ⇧, ■. Resume the game and immediately pause again. Press ●, ▲, ▲, ●, ⇨, ⇧, ⇦, L1, ■.

Dear PLAY,
Have you got any cheats for *Metal Gear Solid*? I heard you could make yourself invisible.
Just Luke, Nottingham
There are no cheats yet Luke, so if you want to turn yourself invisible just successfully complete the

Q&A is continued over page

Q&A continued

game on the easy setting after submitting to torture! Otacon will give you the stealth gear after you save the game.

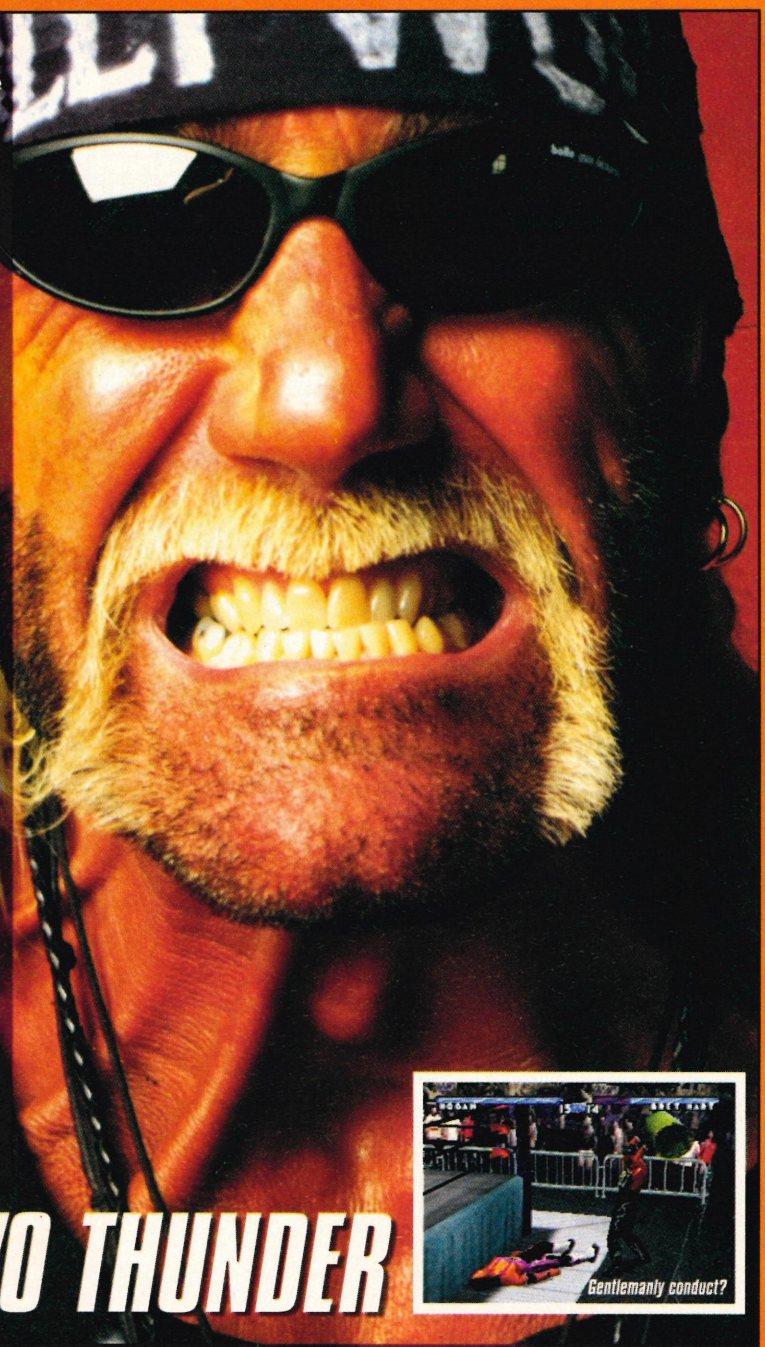
Dear PLAY,
Could you tell me some passwords for *The Lost World*? Thanks.
Gary Kavanagh, Dublin
For 99 lives as the human hunter enter ■, ■, ▲, ●, ×, ■, ■, ■, ■, ×, ●, ▲ as a password. Enter ×, ×, ●, ▲, ■, ×, ■, ×, ■, ■, ▲, ● for a velociraptor with 99 lives.

Dear PLAY,
Any cheats for *Future Cop LAPD*?
Mark Woolkey, Lincolnshire
For a shield power up pause the game and highlight 'Sound FX Volume' Press ■, select, ●, ×, then select the quit option to confirm. Follow the above but press ■, ●, ■, select, ●, ×, ■, ● for all weapons.

Dear PLAY,
Do you have the passwords for all the characters on *Vigilante 8*? Or could I just have any cheats?
Alexis Dritas, London
For all characters enter 'GIMME DA WORKS' as a password. For invincibility enter 'I_WILL_NOT_DIE'. Voila!

Dear PLAY,
In the asylum grounds on *Medievil* I'm stuck on Jack Of The Green's 2nd riddle. What do I do with the revolving slabs? Also, where do I find the rune key for the Dragon Armour in Gallow's Gauntlet? And... where do I get the second piece of the Dragon Gem (I've picked up the first one from the witch in Pumpkin Gorge)?
Colin Gilbert, Wirral
Questions, questions! To solve Jack Of The Green's riddle you need to turn all the faces to the 'smiling' position. It takes timing so watch which ones turn the fastest. The Dragon armour is obtained by knocking rubble on to the Dragon's head in the Crystal Caves. Do this by using the Club or Warhammer. The second piece of the Dragon gem is found by freeing the mayor in the sleeping village. Phew!

Dear PLAY,
Do you have a level select for the WOPR section of *Wargames*?
Greg Moore, Sheffield
Yes we do! Highlight and select level two, then enter ●, ×, ●, ●, ×, ●, ×, ×, ● as a password and return to the main menu. Then select single player to continue.



WCW/NWO THUNDER

RING SELECT
Press R1, R2, R1, R2, Select at the options screen to scroll through the various screens. Every time Select is pressed, the current ring will advance by one. To move in reverse, press L1, L2, L1, L2 followed by Select.

BIG HEADS
Press R1(7), R2, Select at the options screen.

BIG HEADS, HANDS, FEET AND WEAPONS
Press R2(7), R1, Select at the options screen.

MIGHT METER
Press L2 (x4), R2 (x4), L1 (x4), R1 (x4), Select at the options screen. The offensive and defensive attributes of each wrestler may now by adjusted.

CAGE RING IN ALL MATCHES
Enter the Options screen, highlight the 'Random' ring selection, then, press R1, R2, R1, R2, Select. The word 'Cage' will be spoken to confirm the correct code input. Since The Cage ring is not enabled with the 'Ring select' code, this is the only way to obtain it.

VIEW FMV
Press R1 (x4), L1 (x4), Select at the options screen. Press ⇦ + × to advance through the sequences, ⇨ + × to move back, or Start, Start to exit.

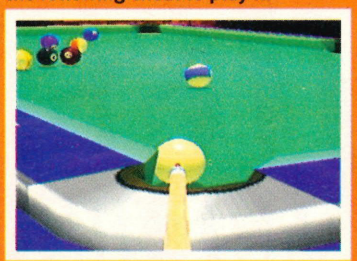
DANCING WRESTLERS
Enable the 'Ring select' code, then choose the USO ring to have dancing wrestlers. Press L1 to pan to the other side of the ring (except for Battle Royal) or L2 for a small dance move.

BONUS WRESTLERS
Select one of the following wrestlers and win any championship to unlock the corresponding bonus wrestler. To unlock these characters, more wrestlers, and some of the Nitro Girls instantly, press R1 (x4), L1 (x4), R2 (x4), L2 (x4), Select at the Options screen.

WRESTLER	BONUS WRESTLER
Bret Hart	Van Hammer
Sting	Stevie Ray
Lex Luger	Scotty Riggs
The Giant	Horace
'Diamond' Dallas Page	Rey Mysterio Jr
Raven	Lodi
Saturn	Sick Boy
Goldberg	Disco Inferno
Kevin Nash	Ernest Miller
Scott Hall	The Barbarian
Curt Hennig	Meng
'Macho Man' Randy Savage	Fit Finley
Rick Steiner	Reese
Scott Steiner	Chavo Guerrero Jr
Chris Jericho	La Parka
Bryan Adams	Eric Bischoff
British Bulldog	'Mean' Gene
Booker T	Miss Elizabeth
Dean Malenko	Arn Anderson
Wrath	Bobby Henan
Ultimo Dragon	Kimberly
Kidman	Larry Zbysko
The Disciple	Sonny Oono
Chris Benoit	Steve 'Mongo'
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POOL HUSTLER

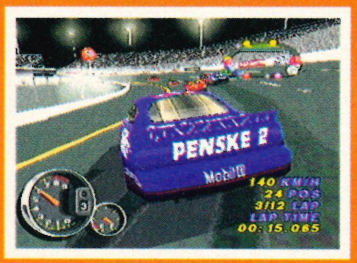
We'd never heard of 'Bowlliards' before, but it's a pool game using a ten-pin bowling scoring system. Enter the following cheat to play it.



BOWLLIARDS MODE

Press ⇧, ⇧, ⇩, ⇩, ▲, ▲, ✕, ✕, ⇦, ⇨, ■, ● at the title screen to hear a "ker-ching!" You can now select Bowlliards from the main menu.

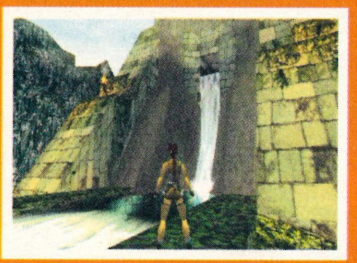
NASCAR '99



PAINTBALL GUN

1. Pause during a race and go to Race Statistics screen. Press L1 + L2 + R1 + R2 at exactly the same time to hear an engine sound.
2. Return to the race action and press ▲ to shoot paintballs at your opponents!

TOMB RAIDER III



When you get to the Underwater Propulsion Unit (UPU) on Lud's gate, press ● to release, then immediately ▲ to be able to fly around.

TEST DRIVE 4X4

The standard range of 4WD trucks and Jeeps not enough for you? Then try this pair of novel off-road vehicles...

SCHOOL BUS

Select Single Race or World Tour mode. Choose any vehicle, then at the transmission selection (AT/MT) screen, hold Select and press L1, ⇧, L2, ⇩ (x2), L2 (x2), R2. A noise will confirm correct code entry. Start the race and you'll be driving the bus.

ICE CREAM VAN

Select Single Race or World Tour mode. Choose any vehicle, then at the transmission selection (AT/MT) screen, hold Select and press R2, L2 (x2), ⇩ (x2), L2 (x2), R1. A noise will confirm correct code entry. Start the race and you'll be driving the ice cream van.



ACTION REPLAY

ACTUA GOLF 2

Always hole in one
3018E368 0000

ABE'S EXODDUS

Infinite rocks
801F36E6 02FF
Note: Once you start the game turn the cart off

BIOFREAKS

Infinite jetpak P1
8009D578 3200
Infinite jetpak P2
8009DBEC 3200
Rapid Fire P1
8009D628 0000
Rapid Fire P2
8009DC9C 0000
Extra Health P1
8009B2A0 00AF
8009D570 6400
Extra health P2
8009B2A4 00AF
8009DBE4 6400

ACTUA SOCCER 3

Home team has nine goal head-start
800F44FC 0009
Away team has nine goal head-start
800F44F8 0009
Home team's goals do not count
800F44FC 0000
Away team's goals do not count
800F44F8 0000

TOMB RAIDER 3

Infinite Ammo
800A62D2 0001
Unlimited Oxygen
80098E4E 0708
Spider Lara
80098E46 0001
Infinite Save Crystals
D009720A 0001
8009720A 00FF
Unlimited Energy Jungle
801D2D06 03E8
Temple Ruins
801DB1C2 03E8
River Ganges
801D3976 03E8
Caves of Kaliya
8017B49A 03E8
Costal Village
801D6BCA 03E8
Crash Site
801DC4CA 03E8
Madubu Gorge
801DA8E6 03E8
Temple of Puna
8018DE3E 03E8
Nevada Desert
801D62E2 03E8
High Security Compound
801DF682 03E8
Area 51
801DF3AE 03E8
Thames Wharf
801E1CCE 03E8
Aldwych
801D66FE 03E8
Luds Gate
801E23A6 03E8
City
801924AE 03E8
Antartica
801D9552 03E8
RX-Tech Mines
801DC88E 03E8
Lost City of Tinos
801D871E 03E8
Only use Energy Code for level that you are on.

XPLORER

THE ULTIMATE CHEAT CARTRIDGE
FOR USE WITH SONY PLAYSTATION

SF EX PLUS ALPHA

Infinite Energy Player 1
3671C164 5922
Infinite Energy Player 2
3671D68C 5922
Full Power Bar Player 1
3671C163 59E8
Full Power Bar Player 2
3671D68B 59E8
Enable All Endings
86719B9C 4C4F
86719B9A 584D

WCW NITRO

Infinite Energy Player 1
76573848 D6AE
86735958 5C42
Infinite Energy Player 2
76573848 D6AE
86735E88 5C42
Infinite Time Player 1
76573848 D6AE
867359B0 595A
Infinite Time Player 2
76573848 D6AE
86735E10595A
Big Head, Hands, Feet
365C8BF8 5957
All Rings
B669575C 595A
165C89B8 5959
All Characters
B673575C 595A
165C8CEC 5959
B665575C 595A
165C8968 5959

ABE'S EXODDUS

Invincible
365B3BFE 5959
Glow In The Dark
365B3B06 5959

TENCHU Rikimaru Codes

Massive Pockets
36735440 595A
Crimson Blade
36555B63 59BB
Healing Potion
36555B61 59BB
Caltrops
36555B62 59BB
Grenades
36555B68 59BB
Smoke Bombs
36555B67 59BB
Mines
36555B66 59BB
Poison Rice
36555B65 59BB
Coloured Rice
36555B6C 59BB
Super Crimson
36555B6D 59BB
Lightfoot Scroll
36555B6F 59BB
Fire Eater Scroll
36555B73 59BB
Protection Amulet
36555B70 59BB
Sleeping Gas
36555B6B 59BB
Ninja Armour
36555B71 59BB
Shadow Decoy
36555B6E 59BB
Ressurection Leaf
36555B6A 59BB
Chameleon Spell
36555B69 59BB
Dog Bone
36555B74 59BB
Decoy Whistle
36555B72 59BB

AYAME Codes

Massive Pockets
36735440 595A
Crimson Blade
36555B83 59BB
Healing Potion
36555B81 59BB

continued next month...

ABE'S EXODDUS

ADVANCE TO NEXT PATH

Hold R1 and press ● (x2), ✕ (x2), ■ (x2) while playing.

SPYRO

LEVEL SELECT

Pause game play, enter the Inventory menu, and press ■ (x2), ●, ■, ⇦, ⇨, ⇦, ⇨, ●, ⇧, ⇨, ⇩. Go to the balloonist to select any level in the game.

Keep your cheats coming!



AKUJI MAY BE CURSED, BUT HE'LL NEVER LOSE HEART WITH OUR EXCLUSIVE CHEATS AND THE FIRST PART OF THE GUIDE.

CHEAT

If you're having trouble staying alive, here are the exclusive cheats to make Akuji fearless, as well as heartless.
Pause the game and hold L2 or R2 to enter these codes.

⇦, ⇧, ⇧, △, ⇨, □ — Debug Menu/Level Select
⇨, ⇨, ⇦, △, ✕, ⇧, ○, ⇦ — Invincibility
⇦, △, ⇦, ⇦, ○, ⇦, △, ⇨, ⇩, ⇧, ⇧, ⇩ — Infinite Spells

AKUJI THE HEARTLESS

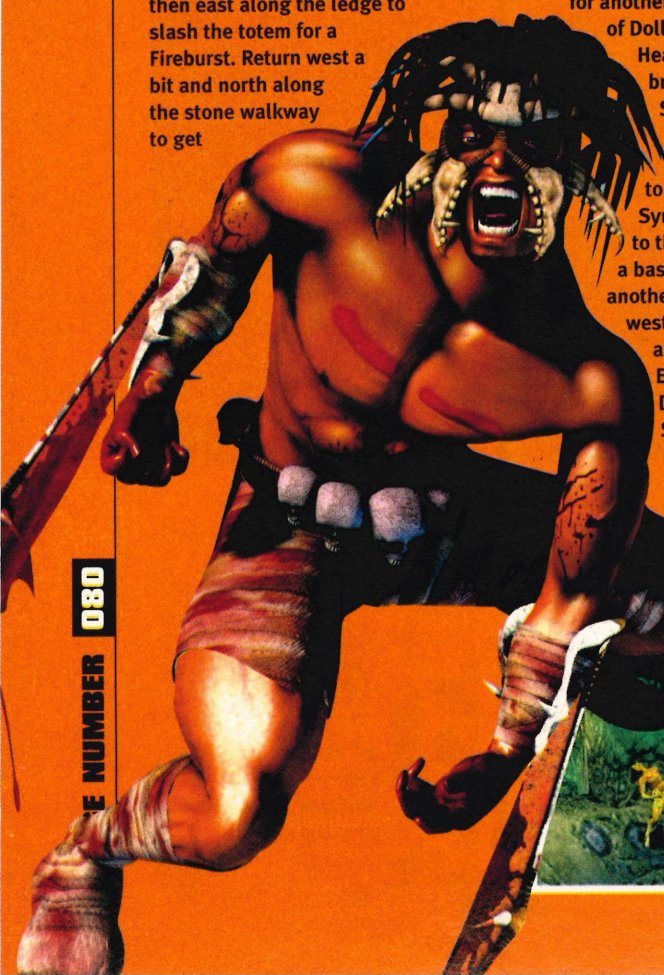
LO1 COYOCTUS RIVER OF SOULS SOLUTION PART ONE

Grab the three Voodoo Dolls behind you, then turn around and head up the right slope to hit the totem for a Fireburst Spell. Drop into the water to hit the Hint Tablet. Grab the Soulseeker Spell from the basket in the northwest corner.

Go to the south bit of land (with the broken pillar) and jump west to the next section. Slash the giant worm to death before it can strike, to collect five Symbols. Head south, then east along the ledge to slash the totem for a Fireburst. Return west a bit and north along the stone walkway to get Soul 1 from the totem. Return west to the corner, then north, slashing the basket for Dolls. Continue north for another Hint and basket of Dolls.


The worm has turned

Head east onto the stone bridge for a basket with Soulseeker. Drop off the end, ready to slash another worm to the left, collecting the Symbols. Continue north to the end of the ledge for a basket of Dolls, and another on the bridge. Head west by the waterwheel for a basket with Health. Exit west to Room 1. Defeat the wizard for Symbols, then get the basket of Dolls on the right. Jump up to the ledge and time your runs past the moving blocks to get Soul 2. Walk left into the switch to turn off the waterwheel outside. Drop down and grab the Dolls from the alcoves before exiting.





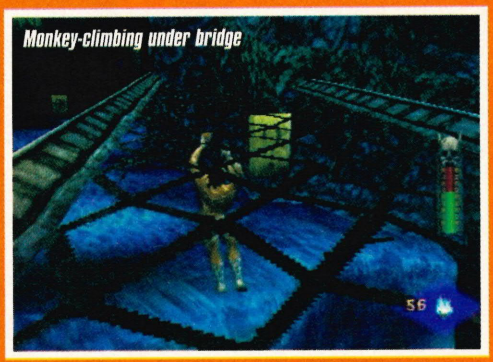
Jump up the waterwheel to get a visit from the spirit of the lovely Kesho. Grab the Health on the block if needed, then jump east via the stone ledge. Get the basket of Dolls on the right, then head east for another Dolls basket and Fireburst totem in the corner. Kill the big bird to the north, then hit the Diamond Checkpoint. Get the basket of Dolls & Health before continuing north.

Jump to the block for more Dolls, then slash the dragonfly for Symbols. Head east through the water and kill the worm for Symbols. Grab Soul 3 from the basket. Pick up the Loa Stone and use it on the altar, ready to kill another worm.

Head through the opened gate and kill the two dragonflies for Symbols. Grab the Soulseeker from the totem, then jump up to grab the monkey-bars. Climb across, grabbing the Dolls and dropping off at the end. Kill the two dragonflies for Symbols, then climb up the ladder.

Kill the bird at the top. (For extra Dolls, turn right and jump to the rocky ledge.) Jump up the steps with the Dolls. Grab the Health from the ledge and flick the switch on the left to open the gate. Jump to the rope slide to reach the opposite ledge for a basket of Dolls and totem with Soul 4. Drop down and go through the opened gate to enter Room 2.

Kill the wizard and get the two baskets of Dolls. Push the central switch to open the gate, ready to kill another wizard. Go through and exit via the portal.


Monkey-climbing under bridge


Kill the wizard, then push the switch to open the gate

L02 PLUTON TEMPLE OF TEARS

Jump carefully to the two rising pillars to your left and right to get Hellblast Spells. Return the middle and head north, collecting the Dolls from the totems. Continue past the altar and kill the two dragonflies. Collect the Fireburst, Hellblast, and Dolls before exiting north.

Head west along the corridor to collect the Hellblast and Shield of Blood. Collect the Dolls and Spells from the alcoves as you return east. Kill the legless scorpion mutant, then get the Dolls from the totems. Grab the Loa Stone and head west, then south, killing another mutant. Continue to the altar. Drop through the opened hole.


Destroy enemy generator first

Turn around and hit the Diamond Checkpoint, then grab the Health to use the floor switch, which opens the gate. Use a Shield Of Blood and kill the two wizards. Collect the Spell and Dolls before exiting through the green portal, which sends you back to start.

Head north again, ready to fight another couple of wizards. Drop down the hole again to find Soul 1 by the exit warp. Back at the start, exit north and head west to the opened room, ready for another scorpion man. Kill a couple of dragonflies by the pool, then grab the Loa Stone and the Dolls from the totem.

Proceed north down the steps and place the Loa Stone on the altar to drop the bridge section. Jump to the right rising pillar for Soul 2; to the left one for a Shield Of Blood. Jump to the north side and kill another wizard. Grab the Doll and exit north.

Drop down and kill the wizard, then quickly destroy the spinning generator. Kill the dragonfly, then hit the Diamond Checkpoint to the west. Jump up to the ledge to claim the Hellblast and totem of Dolls. Drop back down and grab the Dolls totems either side of the south slope.Step on the floor switch, then use the look function to aim a spell at the high north wall switch in order to open a gate.

Get the Health from the northwest corner, if needed, then jump up to the east ledge and kill the scorpion. There's another Health on the nearby pillar if you need it. Climb up to the north ledge and enter the opened gate for the Ring Of Death, ready to kill another scorpion. Proceed west along the balcony, then south to jump up to the high pillar for Soul 3.

Jump back north to the balcony and drop down into the next room. Kill the wizard and his generator, then get Soul 4 from the water. Jump to the north ledge for the Hellblast and Dolls totems. Drop off and step on the northwest switch, then aim a spell at the switch on the east wall. Jump via the blocks to the northwest slope and head up there. Step on the northwest switch. Head south along the west ledge, collecting Health and Fireburst.

Shoot the high switch on the south wall and jump east across the broken bridge. Watch out for the fireball-casting devil in the northeast corner. Once he's dead, head down the slope to grab the Hellblast and Dolls totem by the webs, before exiting north.

Kill wizards and destroy all four generators to turn off forcefield and open the hole. Drop in there and grab Dolls before exiting via the portal.

L03 KHALAS SANCTUM OF HATE

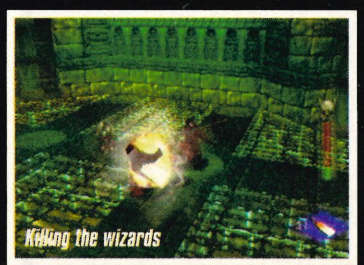
Smash the drums behind you for Dolls. Kill the mummy and get the Doll and Hellblast in the northeast. Head around to the northwest corner for a Dolls drum and mask, then jump up to slash the large head for a Hellblast. Flick the switch near where you started, to make a rising ledge appear. Get on it and head north up the slope.

Kill the wizard, then smash the east wall masks for more Dolls. Go south up the slope, then west over the bridge to grab the Doll. Shoot the bird, then jump south via the chandelier to get the Loa Stone. Return north to the bridge, drop to the altar to place the Loa Stone and open gate. Exit north.

Head down the west slope and get the Dolls drum. Smash the northwest coffins for Hellblast and Dolls. Proceed east to kill the mummy, then grab the corner Doll and another from the south mask. Continue east and grab the Hellblast from the coffin and the Health on the stone statue. Flick the switch there to activate more rising ledges. Return west and use them to reach the high north ledge.

Kill the bird, read the hint, then grab the Dolls from drum and mask. Jump to grab the monkey bars and get the Hellblast. Climb to the south edge and build up a swing to jump to the chandelier with Soul 1. Jump back to the top of the monkey bars. Head east and jump via the sliding ledge to the top. Kill the bird, then exit east. Grab the Doll and hit the Checkpoint. Walk carefully past the spinning blades. Kill the wizard and collect the Health. Jump south via the sinking stones, then west to deal with another wizard. Jump south to the steps and climb east up them to get Soul 2. Return downstairs and north for the Dolls. Return to the middle and time your run and jump west past the spinning blade. Deal with the mummy, then jump south via the sinking stones. Kill the wizard, then grab the Doll, and the Health from the coffin. Exit south.

Proceed south and kill another wizard. Drop into the pit for Doomblast and Dolls. Exit via the steps and jump via the appearing ledges to cross the pit. Kill the wizard, grab the Doll, and climb the ladder. Use the red mirror to spot the invisible platforms. Jump via them to get the Loa Stone. Jump to the two chandeliers for Doll and Health. Drop down and return north to exit. Jump north via the sinking stones and place the Loa Stone on the altar to open the gate. Go through. Hit the Checkpoint and grab the Hellblast. Jump to the floating platform when near. Look up and shoot the large hanging mask with a spell. Jump off on the north (right) side for the Doomblast and through opened gate for Soul 3. Jump back to the floating platform and off on the south side. Time your run between the spinning blades to get the Loa Stone. Return to the floating platform and jump to the west side. Kill the bird and place the Loa Stone on the altar.


Killing the wizards

Jump via the appearing steps to the top ledge. Defeat the wizard and grab the Health, Dolls, and Hellblast from the totems. Jump east via the sliding ledge, then kill another wizard. Get the Dolls from the drums and totem, and the Doomblast from the mask. Climb across the monkey-bars and kill the mummy. Jump left via the sliding ledge and kill the bird. Exit southeast.

Jump up the right steps for Soul 4. Return down the steps and get the Dolls totem. Drop into the pit, kill the birds and mummies, then grab the Dolls and Health. Climb back out via the ladder. Use the mirror to jump the invisible platforms. Kill the mummy, get the Dolls totem, and climb ladder. Hit the Checkpoint and grab the Hellblast. Kill wizard and collect Health.

Jump to the green bridge, then to the brown bridge. Head right to flick the switch and reverse the green bridge. Return to the green bridge and flick the switch to open the gate. Return to the brown bridge and kill the wizard, then flick the switch again. Return to the green bridge and flick the switch. Jump to the brown bridge and onto the ledge with the Hellblast.

Now jump via the appearing ledges (if you fall in, quickly jump back through the acid and climb up the ladder). Grab the Health at the other end and get the Dolls from the masks. When you enter the next room, you're attacked by wizards. Avoid the fireball from the crystal skull and use your Doomblasts to shatter it.

continued >

L04 BOSS MAHDI

REQUIRES: 7 SOULS

You start without spells, so quickly go and smash one of the spinning black Taurus points to make a random spell appear. Repeat while avoiding Mahdi's fireballs to grab as many spells as you can. In particular, watch out for his large plasma ball – run away until it explodes. Soulseekers are the best weapon to hit Mahdi when he's on his far podium, as you don't have to aim them: you can even hide behind a pillar. This tactic can be repeated when Mahdi jumps to the foreground (as he's a bit stupid) – or even better, activate a Shield Of Blood and hack away at Mahdi until he returns to his podium. When he does, collect more spells to top up your armoury. Keep repeating these tactics and he'll soon be ready for sacrifice.

L05 OINOS DARK ACROPOLIS

Kill the monks and smash totems for Spirit Strike and Dolls. Head forward and time your run through a gap in the spike roller, then kill the big bird and missile launcher. Hit totem for Spirit Strike and Dolls. Proceed to large tunnel and time run past the rolling wheel. Grab another totem for Spirit Strike and Dolls, then jump via the block to the ladder. Climb to the top and time your jump over the gap. Quickly slash the wizard and kill the fireball-throwing devil.

Cross the spine bridge, killing another wizard. Exit and collect the Ring Of Death. Target the missile launcher up on the right ledge with a Spirit Strike. Time your run through a gap in the spike roller. Collect Soul 1 and Health, then slash the Taurus point and kill the devil behind you. Run back under the roller and onto the rising wall to reach the upper ledge.

Deal with the wizard and quickly destroy the generator to gain the Loa Stone. Place it on the altar, then climb up via the sliding ledge. Jump up to the top of the bridge for the Health, then monkey-climb under it for the Dolls. Head through the narrow doorway.

Jump onto the near left wall corner, then onto the sloping block to reach Soul 2 and Ring Of Death on the high ledge. Drop down and grab a Ring Of Death from the wall near the altar. Avoid the rhino's charges and use Rings Of Death to kill him. Then hit the Checkpoint and go through the opened exit opposite the altar.

Grab the Dolls and quickly defeat the devil, collecting Captivity Strike. Proceed to the large tunnel and avoid the rotating wheels while dealing with the wizards – use your new spells. Jump past the wheels and destroy the generator. Get the Ring Of Death and Spirit Strike from the totem. For Health, jump onto the sloping slab on the left to reach the high back ledge. Climb the ladder and use Spirit Strikes on the devil, then carefully jump the gaps to avoid the wheels. Grab the Loa Stone and jump across to the arch for Health, then to the next one for Soul 3.

Place the Stone on the altar to open the next exit. Jump up as you enter, to get the Extra Life. Hit Checkpoint, then climb the ladder. Watch out for wizards as you head left, timing runs past the spikes, to hit the switch. Drop down and climb the ladder again, then head right past the spikes. Get the Captivity Strike and flick the switch. Drop down and climb the ladder, heading left to the rising ledge. Jump up via it and quickly defeat the devil. Head right, past more spikes, to flick the switch. For more Dolls and Soul 4, head round to the left spikes before dropping down to the floor. Flick the switch, then grab the Loa Stone and exit.

Place the Stone on the second altar, then deal with the two devils. Kill them both, then go through the newly opened exit and grab the Dolls around the portal before entering it.



Deal with the devil to reach the exit

L06 DISCORD BURIAL MOUNDS

Enter the graveyard and slash the two north (left) doors to find a Fireburst and Doll. Go behind the north buildings to find a green Energy Blast. Head east and jump on the moving rock. Turn around to jump to the ladder on the building and climb up. Jump across the ledges for another Energy Blast, then onto the original gate to claim Soul 1.

Return east to jump the chasm via the moving stone. Smash the left coffin for Dolls, then jump up south, then jump up the east steps and kill the zombie at the top. Head west up the north slope and kill the scorpion man. Jump to the middle of the (tipsy) platform, then over to get the Loa Stone. Drop down below the platform for Spirit Strike and Captivity Strike (on stone ledge). Drop down and jump back up the east steps to place the Stone on the altar. Enter the opened gate.

Get the Dolls from the coffin and jump up to head around to the left. Kill the mummy and scorpion as you continue around, up onto the spine bridge. Cross quickly to destroy the pyramid mummy generator and get the Health. Jump up to the ledge and head left to kill the zombie and mummy. Grab the Energy Blast, Dolls from the coffins, and a Fireblast from the doorway. Jump up onto the building via the northeast ledge. Head west and jump from the end to climb the ladder.

Jump back from the top of the ladder to the land. Kill the scorpion, then hit the Checkpoint. Jump up to the east and take the ropeslide down. Smash the southeast doors for Health and Soul 2. Open the coffin for Dolls, then climb the ladder and head around the wall to jump over to the Spirit Strike. Climb back up the ladder and retrace your route to the top of the ropeslide. This time, climb the west ladder and jump via the tipsy platform for the Captivity Strike. Then take the ropeslide down to the next section.

Quickly destroy the two mummy pyramids. Smash open the west door for Health. Collect the Loa Stone from the northeast corner (by the wall) and place in on the altar. Climb up the two ladders, then drop over the other side of the wall for coffins with Dolls and two lots of Health. Climb back up the ladder and follow the wall around. Jump north via the two tipsy platforms. Kill the two scorpions, then get the Loa Stone from the left and put it on the altar to open the gate. Go through.

Head left and up the ladder to collect the Loa Stone on the wall. Drop down and place it on the altar. Jump onto the northeast mound and jump to grab the ladder when it comes down. Climb up and, when it's at its highest, jump back to the rock. Then jump via the ladder rock to the high land by the bridge. Open the north door for Soul 3 and Doll.

Cross the bridge, killing the zombies and generator for Dolls and Health. Drop down by the ladder and hit the Checkpoint. Jump south to the coffin for Dolls and Health. Jump back north and climb the ladder. Jump via the tipsy platform and moving one to reach the land with the rhino. Avoid his charges, hiding behind the statues, while firing various spells at him.

Killing him opens the gate. Go through and touch the shrine to turn Akuji into a wolfman! Make use of your temporary extra strength to defeat the two rhinos. Climb up the ladder on the white south block and jump west to ledge. Destroy generator and scorpions there. Jump via the tipsy platforms and moving rock to reach the north ledge. Grab the Dolls from the coffin, then climb the ladder. Collect Soul 4 behind the portal before entering it.

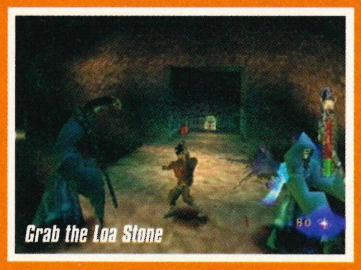


Run past the mummies to destroy their generator

LO7 STIGMA BLOOD SWAMP

Grab the Hellblast from the cage and the Ring Of Death. Jump to the east ledge and slash the worm. Run up the tilting platform and jump to the ladder. Climb up and slash the worm on the left, then smash the barrel for Dolls. Continue left, jumping over the steam to kill another worm. Pass the next steam jet and slash yet another worm. Kill the dragonfly as you enter the doorway.

Jump to the left ladder and climb up. Jump right to the barrel and smash it for Doll and Health. Jump back to the ladder ledge and right to the hanging platform. Jump to the moving platform and ride it right for Doll. Jump off on right ledge and grab Soul 1 from cage. Return on moving platform and jump to Hellblast. Dodge/kill the croc as you wade west. Slash the worm and get the Dolls barrel and Loa Stone. Turn around and jump up the south ledges to get the Shield Of Blood from the cage. Return east and kill another couple of worms to exit. Drop down and kill croc and dragonfly. Place the Loa Stone on the altar and go through. Jump onto the snake and ride it to jump onto the next platform. Jump to the next snake and platform, then to the rising one when it's down. Repeat for the next snake to reach the exit.


Grab the Loa Stone

Kill the dragonfly and shoot the missile launcher. Head over to the left to hit the Checkpoint and collect Fireburst and Dolls barrel. Watch for a croc as you head forward to the ledge where the launcher was. Proceed to the next ledge to kill the dragonfly and shoot the launcher. Grab Hellblast and Dolls from the barrel, then jump up the left semicircular ledges, slashing more dragonflies. Head along the high ledge, avoiding steam jets and collecting Dolls. Deal with a host of wizards to reach the Loa Stone and Health.

Drop down and return to the ledge by the blood. Jump over to the other side and grab Soul 2 from the water under the hanging platform. Jump onto the latter and ride the snake up to the ledge. Run past the steam jet and place the Loa Stone on the altar. Drop down and head for the opened exit. Ride the snake and jump to the platform. Proceed forward, jumping via the moving platforms and snakes, collecting the Dolls. If you fall in the blood, use a Shield Of Blood and quickly get on a low platform. When you reach the final platform, jump to the top of the exit gate to get Soul 3. Drop down and exit.

Hit the Checkpoint, then push over the slab behind it to form a bridge. Jump over to the Loa Stone and kill the wizards. Collect the Health, Fireburst, and Dolls from the barrels, then push over the right slab. Head up it and grab the Dolls and Shield Of Blood from barrels, then kill the wizards. Jump up the wooden ledges to place the Loa Stone.

Head back down the slab ramp and up the new ladder in the middle of the floor. Get the dolls barrel and push another slab. Proceed over it and kill the worms and wizard before collecting Health, Dolls barrel, and Loa Stone. Kill another worm and head back over the bridge to place the Stone on the altar.

Climb up the central ladder to the top level and kill another wizard. Get the Dolls barrels, then jump via the floating platforms to get the Loa Stone. Drop off the end of the platform to collect Soul 4. Return to the middle and climb up to place the Loa Stone to complete the statue. Kill the wizard and climb the ladder to the top. Jump to the Health on the platform, then up the rest to the portal. Kill or avoid the wizards and then exit.

LO8 HOTOMA BLIGHT

Collect Doll and Hellblast while slashing the cockroaches. Then slash the rope to drop the block. Jump on it to get the Doll on the tree stump. Now drop down, killing more roaches, and jump to Soul 1 on the pillar. Jump over fly-trap and jump up the steps, avoiding the blood plants and collecting Dolls.

Kill the yeti at the top, then grab the Captivity Strike to the east. Get the Spirit Strike, Health, and Dolls from the totems on the west side. Ignore the giant spider guarding the north gate – head east and up the steps, avoiding more blood plants. Grab the Dolls totem and cross the bridge. Get the Hellblast from the totem and flick the switch to scare away the spider.

Drop down and deal with another yeti, then head north to cross bridge. Kill birds at the other end and destroy their nest, then hit the Checkpoint. Shoot the launcher with Spirit Strikes. Grab the Dolls and Hellblast from the baskets. Climb the west pillar ladder for another Doll. Drop down and jump up using the north leaf spring. Grab the Health and Fireburst, then use the rope slide to reach Soul 2.

Drop down and collect Dolls and Hellblast from south totem. Jump up to northeast plateau and kill birds and their nest. Slash the rope to drop block steps, then drop down and kill the yeti. Grab Hellblast and Health from northwest basket, then head up the steps. Collect Hellblast from basket, then use Spirit Strikes to destroy west launcher. Climb up there for Doll and to cross bridge. Grab Spirit Strike and high Doll, then head north, jumping carefully via mossy ledge.

Head east to hit Checkpoint, ready to shoot north launcher. Grab Hellblast and Fireburst from basket, then head north for Health and Doll totem. Slash rope to drop blocks, then return south to fight two yetis. Jump up southeast block and north via tilting ledge. Jump to north ledge, then west via fly-trap. Grab Health and Doll from basket, then slash rope.

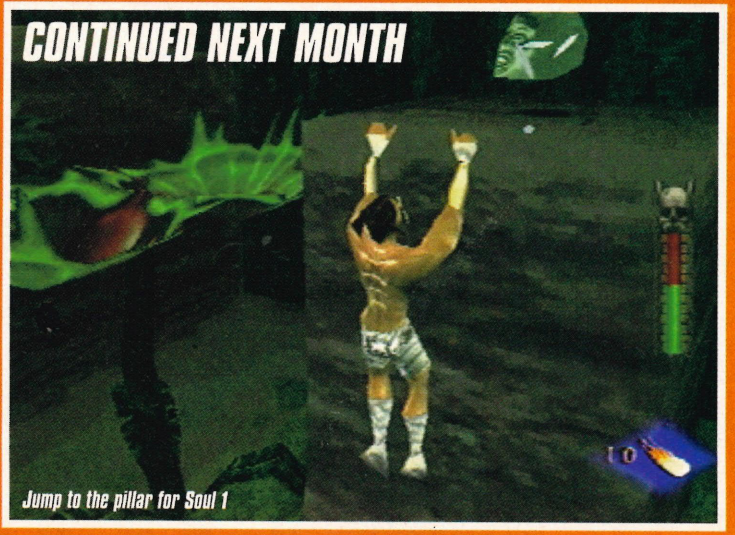
Jump north to block pillar, then west to slash another rope. Jump east via block pillars and fly-trap. Grab Dolls baskets and use leaf to spring west to platform. Jump up platforms via more leaf springs. Destroy bird and nest, then get Doll and Soul 3 from baskets.

Drop down carefully and head west to destroy birds and nest. Grab Fireburst and slash rope, then jump up to ledge to hit Checkpoint and grab Health totem. Jump north via block pillar, then west over bridge to destroy birds and nest. Grab Spirit Strike and Doll from totem. Jump from log to tilting ledge: go north to tilt it up, then south to jump to west ledge for Doll. Head up slope and jump to ledge with blood plant, then over to Doll.

Use rope-slide and get Hellblast and Captivity Strike from east basket. Drop to the north to slash rope, then use blocks to reach the north ledge to slash another rope. Jump via blocks again to reach high north ledge. Grab basket of Health, then use tilting ledge to reach Spirit Strike and Dolls. Jump back to tilting ledge to reach south Checkpoint. Go round to west and jump up and carefully north. Kill yeti, grab Doll basket, and climb ladder. Shoot launcher up above, then jump to blood-plant ledge. Jump to south ledge, then over to Soul 4.

Return to blood-plant ledge and climb ladder. Shoot launcher and get Hellblasts from baskets – shooting launcher over bridge. Cross over and get Health and Dolls from baskets.Use rising platform and jump to ladder. Climb up and monkey-climb across, then follow walkway to Loa Stone. Get Doll on platform to be lowered. Place Stone on altar and cross bridge, killing yetis, to reach the exit portal.

CONTINUED NEXT MONTH


Jump to the pillar for Soul 1

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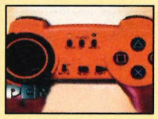

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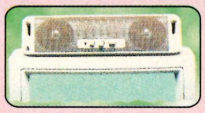

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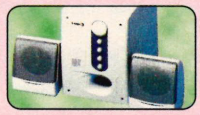
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BREATH OF FIRE 3



RIVEN

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Legacy of Kain Soul Reaver	**Due 30th April**	**£35.99**
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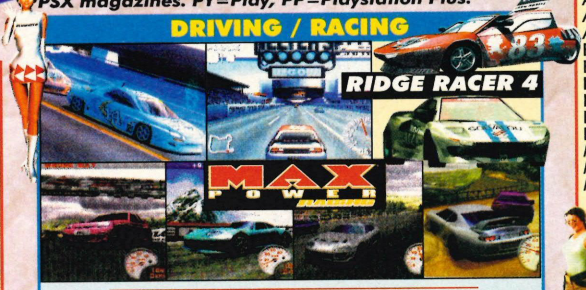
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X Men V Streetfighter	82% PY	£32.99
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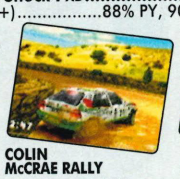
RIDGE RACER 4

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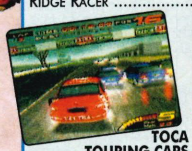


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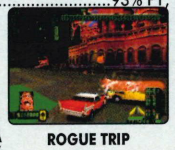


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Vigilante 8	94% PY, 91% PP	£21.99
V Rally *Dual Shock*	87% PY, 94% PP	£18.99
Wipeout	94% PY, 78% PP	£18.99
Wipeout 2097	93% PY, 94% PP	£18.99
Wrecking Crew	83% PY	£19.99



MICRO MACHINES 3



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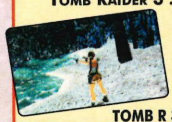
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ODT	91% PY	£34.99
Overblood	86% PY, 76% PP	£12.99
Resident Evil	95% PY	£18.99
Resident Evil 2	**96% PY**	**£28.99**
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Tomb Raider	94% PY, 92% PP	£17.99
Tomb Raider 2	95% PY, 95% PP	**£17.99**
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TOMB R 3



TENCHU

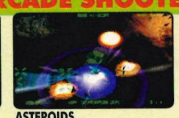


APOCALYPSE

ARCADE SHOOTERS



B MOVIE



ASTEROIDS



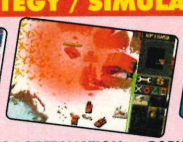
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Blast Radius	72% PY	£34.99
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Hard Boiled	29% PY, 40% PP	£18.99
One	86% PY, 83% PP	£18.99
PO'ed	87% PY, 76% PP	£14.99
Ray Storm	75% PY, 83% PP	£29.99
Tiny Tank Up Your Arsenal	Due April	£33.99
Viper	46% PY	£19.99

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Command & Conquer Red Alert	90% PY, 93% PP	£25.99
Command & Conquer Retaliation	**91% PY**	**£32.99**
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Constructor	88% PP	£18.99
Global Domination	Due 19th March	£34.99
KKND Krossfire	Due 19th March	£32.99
Monopoly	75% PY, 78% PP	£28.99
Populous - The Beginning	**Due 5th March**	**£32.99**
Risk	81% PP	£29.99
Steel Reign	58% PY	£29.99
Theme Hospital	88% PY	£24.99
Theme Park	86% PY, 85% PP	£18.99
Unholy War	70% PY, 89% PP	£29.99
V2000	82% PY	£19.99
War Games	60% PY, 90% PP	£18.99
Warhammer: Shadow of Horned Rat	82% PY, 86% PP	£29.99
Warhammer 2: Dark Omen	**85% PY**	**£18.99**
Worms	92% PY, 82% PP	£17.99

PUZZLE



Bust A Move 2	88% PY, 89% PP	£17.99
Bust A Move 3	88% PY, 85% PP	£23.99
Bust A Move 4	Due February	£25.99
Caesar's World Gambling 2	N/A	£31.99
Chessmaster 3D	68% PY, 87% PP	£22.99
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Kula World	83% PY, 89% PP	£29.99
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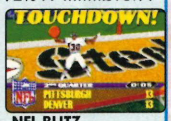


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Actua Golf 2	80% PY, 83% PP	£17.99
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Actua Soccer 3	92% PY	£24.99
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Cool Boarders 3	84% PY	£29.99
Dead Ball Zone	84% PY, 88% PP	£19.99
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FIFA Soccer '96	81% PY	£14.99
FIFA Soccer '99	**91% PY**	**£32.99**
Int'l Superstar Soccer Pro	84% PY, 92% PP	£18.99


PRO PINBALL: BIG RACE

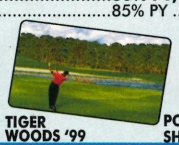




NFL BLITZ

Int'l Superstar Soccer Pro '98	**92% PY, 94% PP**	**£31.99**
International Track & Field	85% PY, 90% PP	£17.99
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NFL Madden '98	92% PY, 89% PP	£24.99
NFL Madden '99	89% PY	£32.99
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NHL Hockey '99	81% PY	£32.99
On-Side Soccer	76% PY, 65% PP	£9.99
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Premier Manager '98	**89% PY, 92% PP**	**£19.99**
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Pro Pinball Big Race USA	Out Now	£27.99
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Sensible Soccer Club Edition	**Out Now**	**£22.99**
Snow Racer	85% PP	£19.99
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Total NBA '98	92% PY, 85% PP	£29.99
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PLATFORM


CRASH 3


BUG'S LIFE

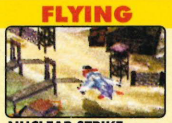

SPYRO

Baby Universe	22% PY	£25.99
Blasto	N/A	£24.99
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Bug's Life (Disney)	Due 19th February	£29.99
Casper	N/A	£24.99
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Crash Bandicoot	84% PY, 86% PP	£18.99
Crash Bandicoot 2	86% PY, 87% PP	£29.99
Crash Bandicoot 3	**Out Now**	**£33.99**
Croc	78% PY, 84% PP	£18.99
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FLYING


ACE COMBAT 2


NUCLEAR STRIKE


THUNDERHAWK 2

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BUST A GROOVE


HUGO

Bust-A-Groove	89% PY, 88% PP	£29.99
Centipede	Due 26th March	£28.99
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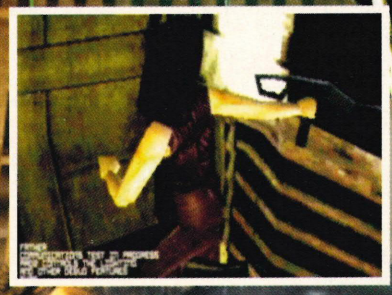
INCOMING GAMES ■ LATEST REPORTS ■

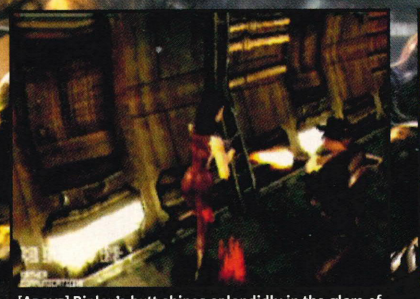
Ripley is back. Cloned from the charred remains of her alien infested body, she's plummeting back to Earth on a crippled research vessel swarming with laboratory bred Xenomorphs. She needs help... your help.

Playing as one of five characters from the film: Ripley, Call, Johner, DiStephano or Christie you must fight your way through 13 acid-dripping, monster-drooling, chest-bursting levels. Packing an awesome collection of high-powered weaponry, you will learn to juggle trigger pulling with quick thinking under pressure. As well as sending those gangly killers to their graves, you must also complete tasks given to you by Father, the ship's deranged computer. As if you haven't got enough to worry about!

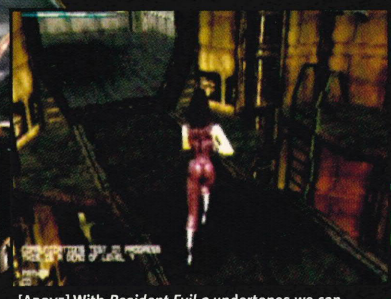
Resurrection looks decidedly different since the first time we set eyes on it, which suggests at some time during its development it has been returned to the proverbial drawing board. As it lingers nearer though, promises of completely destructible scenery, wave upon wave of aliens, claustrophobic and heart pounding action sequences make it all seem worth the wait. We've got high hopes for this highly destructible 3-D adventure...

PUBLISHER:	Fox Interactive
GENRE:	Action/Adventure
PLAYERS:	1
% COMPLETE:	90%
RELEASE DATE:	Spring





[Above] Ripley's butt shines splendidly in the glare of gun fire. Pretty cool for a dead bird don't you think?!



[Above] With *Resident Evil 2* undertones we can expect some very good things from this game!

AND WE ALL SHOUT, "GET AWAY FROM HER, YOU BITCH!"

ALIEN RESURRECTION

TWO AWESOME LICENCES. ONE HUGE GAME. EXPECT SPARKS

MARVEL VS STREET FIGHTER

What do you get if you cross a hugely successful cartoon licence with an equally successful arcade licence spanning over ten years? Pure, thick, creamy gameplay. Lashings of it.

Featuring most of the characters from the *Marvel Super Hero's* game and a few new additions (Gambit and Cyclops) as well as some of the most popular *SF* characters, the guys have to team up to save the world. The diabolical super bad guy, Apocalypse is up to his usual tricks, and in combining the two licences Capcom are bound to please a greater audience than ever before. Although this gaming marriage has been done before with *X-Men Vs Street Fighter*, Capcom hope to give the public that fast-paced face-pounding thumpathon that *X-Men Vs Street Fighter* just slightly missed out on.

An ultra fast frame rate, awe inspiring combos to make your nose bleed, special attacks and buckets full of moves tell us Capcom are on to a real winner. Whether it will make a vast impact on the market after *SF Alpha 3* is yet to be seen. We just can't wait to see if they release *Street Fighter Vs X-Men Vs Marvel Super Heroes Ex Plus Alpha*.



[Above] Having spilled his Calamari on the floor Spidey has a few problems cleaning it up.



[Above] In a fight on Saturday night? Simply follow this move and get home in one piece!

PUBLISHER:	Capcom
GENRE:	Beat-'em up
PLAYERS:	1-2
% COMPLETE:	80%
RELEASE DATE:	Spring

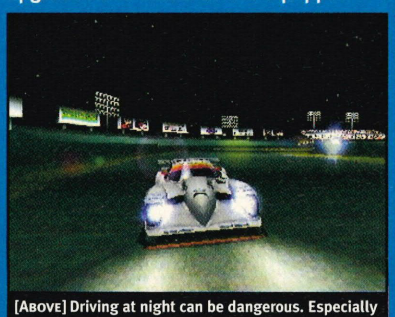
THE ONLY CAR REALLY WORTH DRIVING IS A SPORTS CAR!

SPORTS CAR GT

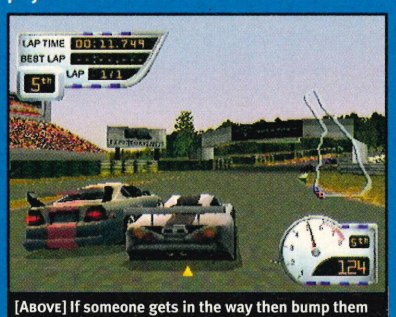
Sports cars have always appealed to the big kid in everyone. Jeremy Clarkson especially. EA hopes to get that big kid in all of us bursting out with enthusiasm by showering *Sports Car GT* with such motoring marvels as the Porsche 911, McLaren F1, BMW M3, and Mercedes CLK GTR to name but a few. To interest even more of us they've included eight world famous tracks from Donnington to Hockenheim and many more from North American and Europe. They've also made sure that every car can be fine tuned, upgraded and that it comes equipped with juicy handling. Hardcore racers will experience a huge adrenaline rush if all goes to plan!

Blimey, with those claims it sounds like we could be in for a treat like that never before seen on the tarmac smattered surfaces of the planet! We've seen it. It looks impressive.

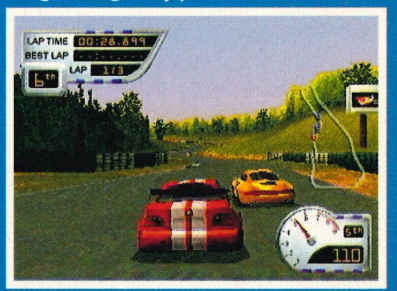
The prospect of realistic vehicle physics and track conditions are what pleased us most and we will certainly delve into this one as soon as it comes our way. Remember, we Playboys will be strapping on our seat-belts to provide you with the hottest review as soon as we get our grubby paws on it!



[Above] Driving at night can be dangerous. Especially if there's a cameraman taking pictures in your lights.



[Above] If someone gets in the way then bump them to one side and drive on laughing your head off.



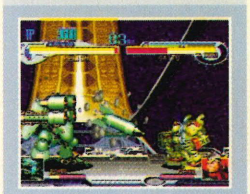
PUBLISHER:	Electronic Arts
GENRE:	Racing
PLAYERS:	1-2
% COMPLETE:	90%
RELEASE DATE:	March

CAPTAIN COMMANDO



Capcom's first hero (they actually took part of their name from CAPtain COMmando) is making a welcome return to the land of consoles. The game is still in the style of a scrolling beat-'em-up but Captain Commando now has a selection of terrific new weapons, power-ups and more importantly... far more bad guys to smash around like rag dolls! It's about time the old guy made a return and what better console to do it on than the PlayStation?

CYBERBOTS



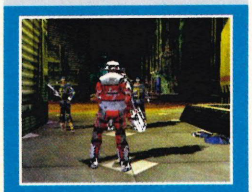
Another game from the healthy 2-D beat-'em-up stable of Capcom. This time though, instead of the StreetFighter clan doing what they do best, a number of fighters will be controlling giant robots and battling it out between themselves. A bit like BBC 2's Robot Wars but without Craig Charles and Phillipa Forrester. The special weapons should be awesome and with Capcom's creative mind behind it we are expecting to see thousand upon thousands of explosions. Can't wait!

DARKSTONE



Controlling four players at once sounds like a right handful. Throwing them into a perilous world of demons, magical evils, knights, damsels in distress and enough dungeons to keep the Marquis De Sade in constant ecstasy, DarkStone looks like a treat of Middle Earth proportions. Phew! We're looking forward to this...

MESSIAH



That cheeky cherub Bob is creeping closer to his PlayStation debut. Having been sent by God to the dying planet, Bob must try and make a difference to people's lives by possessing them and getting them to be nice to each other! The Devil has also sent a demon to earth to possess people and make them be nasty to each other – who will prevail?

TRAP RUNNER



Two mortal enemies. Trapped in a series of tunnels and deadly situations. Only one will walk away alive, but who will that be? Trap Runner is the grown up, long distance relative of the ancient classic Spy Vs Spy where two players go at it head-to-head, laying traps, planting bombs, using high-powered weaponry and occasionally resorting to fisticuffs with only one aim... to kill the other guy! The last man standing wins and it will take a great deal of skill to be the last man standing in this intriguing concept for a game.

RALLY DE AFRICA



A rally... set in Africa. It sounds limited but it looks absolutely lovely! Running in sumptuous hi-res, could this petrol-soaked piece of programming beat off the title currently held by Colin McRae? As soon as we get a closer look of this baby we'll be sure to whip up a frenzied review for you! GT2 is supposed to have a rally section so will Rally De Africa survive? Watch this space to find out!

AN RPG TO MAKE RICHARD THE LIONHEART PROUD. EH?

GUARDIAN'S CRUSADE

Activision's new RPG sees the merger of two distinctive genres for the first time, but whether they'll go hand in hand is another question! Both RPG and monster breeding elements have been combined in *Guardian's Crusade* to ensure that it will appeal to a broader audience than other RPGs before it. Guiding a young knight to the fabled Tower Of Gods you must help him deliver his precious baby monster safely and teach it survival tricks as he does so.

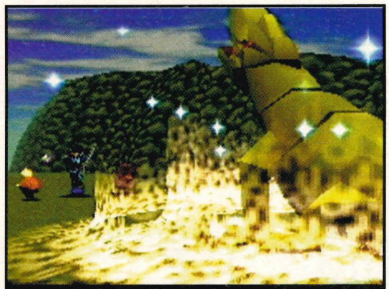
As you make your way across the world, your monster will need to learn to morph into one of 14 characters to keep you both you alive but you'll have to do your fair share too! By utilising a tremendous amount of resources (71 spells, 50 weapons, 100 armours, 155 attacks and 50 magical items) *Guardian's Crusade* looks set to appeal to hardened RPG fans by bombarding their senses with a plethora of magical goodies and weaponry!



[Above] Although your monster may look like a hippo with flippers he'll help you slaughter these two guys.



[Above] The giant lizard finds that flies no longer quench his appetite. Knights in shining armour do!



[Above] Watching your enemies burn endlessly is an essential part of any victory.

Activision have also considered the first-time gamer by introducing a user friendly menu system and simple to grasp controls. Besides that, it will also stretch the PlayStation's 3-D hardware to the limit as it strives to please all members of the gaming community.

It certainly looks as though Activision have combined the two elements successfully and for RPG and monster breeding fans...well, they're going to have a field day when this beauty arrives in the near future.



[Above] The dreaded fang attack! Threaten him with your Dentistry PhD and five minutes under the drill!

PUBLISHER:	Activision
GENRE:	RPG
PLAYERS:	1-2
% COMPLETE:	90%
RELEASE DATE:	TBC

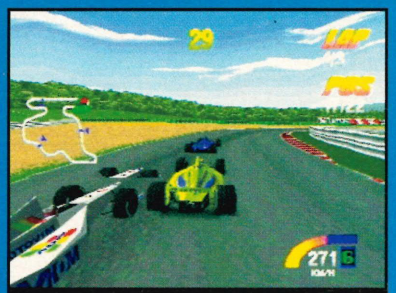
IT'S GETTING SO CLOSE, YOU CAN SMELL THE RUBBER!

MONACO GP

Having now spun and screeched our way skilfully around a bevy of test tracks, *Monaco GP* is limbering up and spilling oil in all the right places. On first impressions it is looking better than the abysmal release that was *F1 '98*, which hasn't exactly come as a surprise. The car handles as slick as a the Fonz on baby-oiled roller-skates, the rival AI is up there with the Hubble Space Telescope (that's fairly high) there isn't even a trace of those horrible Lego cars that popped up in *F1 '98*. All is looking well.

A few things do need touching up though, namely the inside view of the car. At the moment the animation looks like the cockpit is made up of a few spare parts from the odd Lada. There's also a sprinkling of Skoda thrown in for good measure.

The stats are still looking just as delectable as before, boasting 22 cars, all the famous F1 circuits, four-player link-up, team politics, fine tuning and all the favourite weather conditions that drivers have to endure. We can truly say that this one will turn a few heads. *Monaco GP* is also aiming to include an added element of realism to the proceedings and a lot of attention has been paid to the in-depth amount of fine-tuning and juggling of finances that are needed to run an F1 team. Hardcore racing, arcade action to dribble over and management stress that will melt your brain. We can't wait!



[Above] The speeds you go at won't give you the chance to admire the gorgeous day.

PUBLISHER:	Ubisoft
GENRE:	Racing Sim
PLAYERS:	1-4
% COMPLETE:	85%
RELEASE DATE:	Easter

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WORMS: ARMAGEDDON



The second PSX outing for the invertebrate heroes is coming our way soon! Packed with more weapons, moves and larger levels this looks like the best Worms game yet, including the PC series. As well as the tried and tested warfare in the shape of sheep and the occasional banana, those vicious fishing bait will come equipped with a whole host of other weapons and special moves that will allow them to blow their rivals away. We never knew what violent little critters they really were!



LUNAR SSS



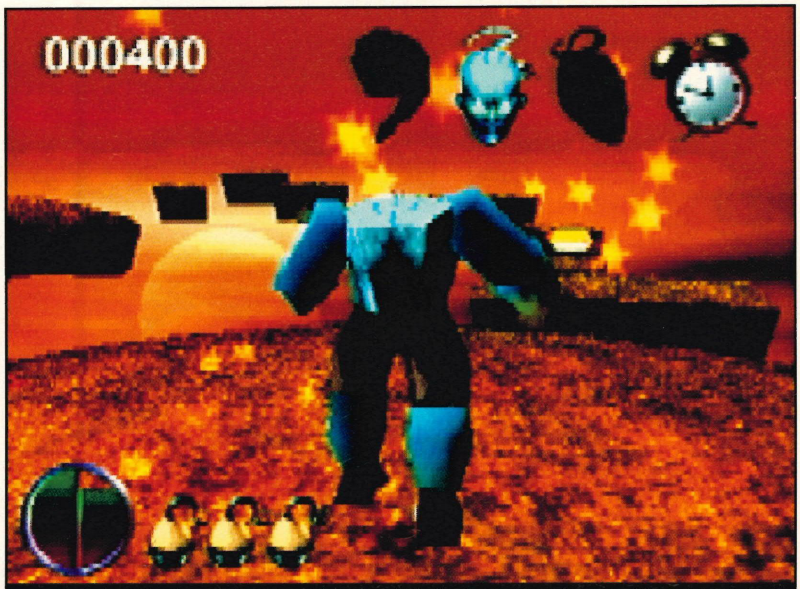
Yet more RPG shenanigans! This time you control a band of intrepid travellers on a quest that will not only involve saving the world but will mean careful character relationship-building for all your little fellas to get on and succeed. The more you manage to get your characters to interact with each other, the greater the chances of completing your mission. Viewed from the typical RPG top down view, Lunar SSS will appeal to old role playing fans because of its roots being firmly placed in the classic style. It certainly isn't going to be a rival to the likes of FFVIII but it should appeal to more easy-going fans.



PRAY YOU WILL WAKE FROM THIS HORRID NIGHTMARE!

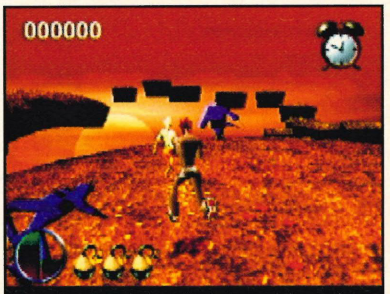
DREAMS TO REALITY

We take this section of the magazine to inform you about games coming up and what trickery they will wow us with, but this game by Cryo needs a lot of help. *Dreams To Reality* is such a refreshing idea it would be a shame to see it not work. You see, with the game nearing completion a great many serious adjustments need to be done in most departments if we are to look upon this kindly. The mechanics of the characters, scenery and the colours that look suspiciously bad, for example; all these need working on.



[Above] Your beefcake character has no trouble seeing off the first batch of bad, dream-dwelling weirdos that come his way. They explode in a shower of sparks... but will the latter demons be harder? Watch this space.

The story is gorgeously promising. Trapped in perpetual sleep you only have a limited amount of time to fight your way back to reality. You can also build up magical energy points that enable you to soar above your surroundings in third-person perspective. It certainly holds potential, but what we have seen of the actual outcome is far from impressive. Please, Cryo, give this wonderful idea a kick up the bum to turn it into the game that it deserves to be!



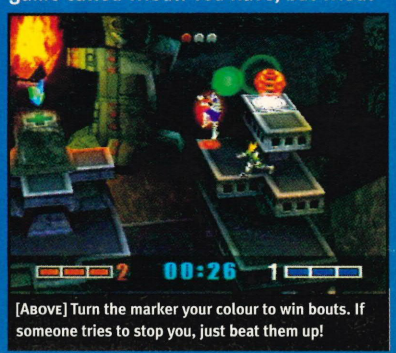
[Above] Is she naked? Well, she's certainly wearing a nappy. It's strange what you dream about isn't it!

PUBLISHER:	Cyro
GENRE:	Adventure
PLAYERS:	1
% COMPLETE:	80%
RELEASE DATE:	May

THIS LOOKS A BIT LIKE KISS CHASE FOR GROWN UPS!

BLOODLINES

Don't go thinking you've seen these screenshots before somewhere with a different game called *Tribal*. You have, but *Tribal* has now been renamed *Bloodlines*, it isn't the only thing that has changed though. We were expecting *Tekken*-in-a-maze but what is on offer is something completely different.



[Above] Turn the marker your colour to win bouts. If someone tries to stop you, just beat them up!

Choosing one of a selection of maze running fighters you then pit them against another fighter in a multi-level arena to battle it out. It isn't a case of kicking each other's noggins in, but more a case of strategy and running around like a pair of school kids. The object of the game is to change glowing markers in an arena to your player's colours. The first person to light all the markers their colour wins. Simple you say? Joke not!

This contains more booby traps and explosions than your average episode of *Brookside*. Teleporters, deep water, collapsing floors, electric flesh frazzlers and the odd trampoline will all ensure that reaching those markers is harder than it seems. Your rival will also be able to pull a few tricks out of their sleeves by garrotting you from time to time and stealing your markers.

Although the concept is certainly original we would love to see more detail on the fighters and maybe a camera view option where you can get close up to the action. Will it matter that it isn't *Tekken*-in-a-maze? We PLAYBoys will tell you soon when the finished copy gets here!

PUBLISHER:	Sony
GENRE:	Puzzle/Beat-'em-up
PLAYERS:	1-4
% COMPLETE:	90%
RELEASE DATE:	March

SEVENTIES SUPERCARS ALWAYS WERE FOR BAD GUYS

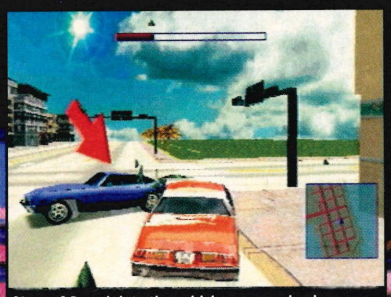
DRIVER



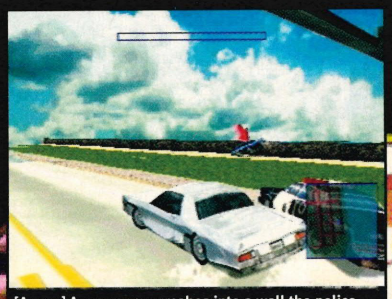
Ever wanted to be a getaway driver in a bank robbery? To feel the adrenaline course through your veins as the flashing lights of the cops fill the taut air of the getaway vehicle? You have? Get thee to a nunnery! For those who wished that *Grand Theft Auto* was more realistic, those who thrill in the chase of *Twisted Metal* and for anyone who has ever walked across a Pelican Crossing whilst the red man was still showing, this is for you.

Featuring the most sumptuous looking Seventies cars since *The Duke's Of Hazzard*, *Driver* is GT Interactive's controversial new game where you drive a series of powerful muscle cars in an orgy of law dodging missions. We gave *Driver* a thrashing recently and the office came to a standstill. The cars handle beautifully and you just want to crash them into a wall for the sparks that fly! Missions always seem to involve those pesky coppers trying to uphold the law but with training you soon find yourself driving down one of the hundreds of back-streets knocking discarded cardboard boxes out of the way, just like in the movies!

This little gem is going to be worth looking out for and despite being released around the same time as *Metal Gear Solid*, we've heard from inside sources that this is going to be a very surprising hit indeed. Stay tuned all you wannabe getaway drivers, we'll have more news soon!



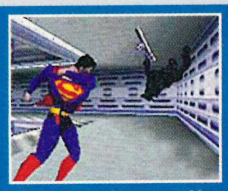
[Above] Smash into the vehicle you are chasing. Having trouble spotting it? Follow the arrow!



[Above] As your prey crashes into a wall the police decide to crash into you. What a hullabaloo!

PUBLISHER:	GT Interactive
GENRE:	Driving!
PLAYERS:	1-2
% COMPLETE:	80%
RELEASE DATE:	April

SUPERMAN



We just thought you would like to be reminded about this game's whereabouts. Having disappeared for what seems like ages, the man of steel is still lingering in production hell. The screenshots suggest that everything is coming along smoothly enough, but something certainly comes across as smelling a bit dodgy. Could it be that Superman isn't the game of steel that the programmers were hoping it would be? More news soon.



EXCITING BASS



Ever wanted to sit on the side of a canal, dangling your legs over the side and praying that 'the big one' will bite? With this fishing game all your dreams may come true! Featuring a multiplayer tournament you can also take on a rival and spend time sat patiently in front of your television waiting for the catch. The only problem with this one is the fact you can't eat your prizes!

NASEEM BOXING



The bad boy of boxing gets his own game and what a walloper this might turn out to be! Fighting against fictional boxers, the Prince will have all the opportunity he needs to do some serious damage. We previewed this young up-start a few issues back and since then the game has come on very nicely. There will be championship fights, friendly bouts, training and a host of other chances to step into his famous leopard-skin shorts and give the competition a cauliflower ear.

RAT ATTACK



Don't bother calling Rentokil. Just place a series of cats with super powers in a room and let them chase the mad rats that have escaped, around the house. The player will have to draw lines around the stray rats to enclose them and earn points. They won't make it easy though because these rowdy rodents come in all shapes and sizes: vampires, Einsteins, giant rats, and they're all hungry! Watch out for this one.

I FEEL THE NEED! THE NEED FOR SPEED... ON A CONSOLE!

WING OVER 2

Flight sims have always found their natural home on a PC. Maybe it's because developers don't consider PlayStation owners 'intelligent' enough to enjoy a flight sim. Well, by goodness, JVC are about to show them a thing or two!

Wing Over 2, the sequel to the moderately successful *Wing Over* comes complete with everything you'd expect from an aircraft apart from an air hostess and vacuum sealed mush passing as food. To make a name for yourself you must first undertake a few missions to pay for your tuition. Delivering sandwiches and taking the president's kids to school. The usual stuff. Once you've earned your wings though, the sky, as they say, is the limit!

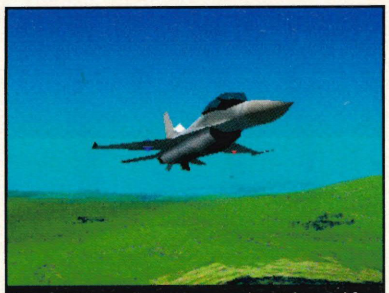
You'll be required to tackle dangerous missions in enemy airspace, dog-fight with over fifty adversaries, work in conjunction with up to sixteen allies, bomb ground targets and all in time to be back for breakfast and a loving hug from your adoring missus.



[Above] Showing off for the camera is not advised unless you know exactly what you are doing!



[Above] In the hangar you can assign different weapons to your planes. This one has a catapult.



[Above] Flying so low to the ground can't be good for the wildlife. Think of all the poor sheep.

Wing Over 2 features 26 aircraft in total (ejector seats as standard) and you'll be treating them all very differently in the missions you choose to accept. Expect one thing though, these planes will handle like you're sitting in the cockpit of a real fighter plane. Well, that's what we've been told. *Wing Over* admittedly left a lot to be desired, so maybe this instalment will spew forth the goodies for all us 'intelligent' gamers out there who are just waiting for a cracking flight sim to grace our screen.

PUBLISHER:	JVC
GENRE:	Flight Sim
PLAYERS:	1
% COMPLETE:	75%
RELEASE DATE:	May

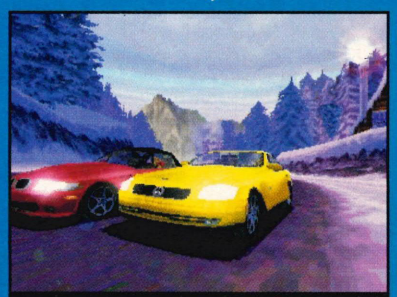
IS YOUR NEED STILL AS STRONG, THIS MANY YEARS ON?

NEED FOR SPEED: ROAD CHALLENGE

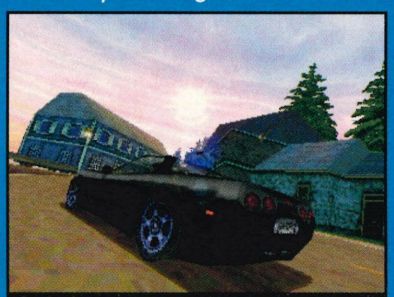
Oh goody! It's that time of year again. The sweet scent of gasoline is in the air, mixing with the musky odour of burnt clutch. EA's flagship racing series is about to father another sequel, with *Need For Speed: Road Challenge* hitting the US this March and us lot in early April.

The fourth *NFS* driving simulation looks pretty strong, as you saw in our exclusive screenshots last issue, and now that it's closer to release we have all the important facts and figures you need to know. For a start, the car line-up is top notch with 16 sexy, fully licensed models to choose from, including the nippy little BMW Z3 and Mercedes SLK, luxurious Jaguar XKR and Aston Martin DB7, not to mention American classics like the Pontiac Trans Am and Chevy Camaro.

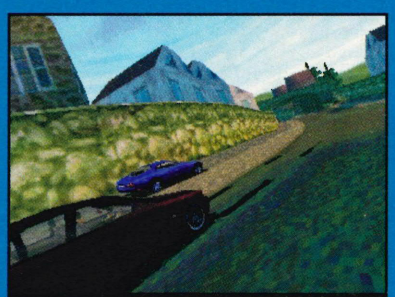
As well as that list of beauties, there is visible impact damage on the vehicles for the first time, a play-as-the-cop mode if you want to experience the more honourable side of dangerous driving, and a new physics system (always the heart of *Need For Speed*) too. Bring it on!



[Above] Even if you're from the evil anti-*Need For Speed* camp, you can't ignore the tasty new look.



[Above] Chevrolet donate yet another Corvette to be driven to the limit by you lot in *NFS: Road Challenge*.



[Above] Keep away from the stone walls in the new *Need For Speed* – now the cars can take damage.

PUBLISHER:	Electronic Arts
GENRE:	Racing
PLAYERS:	1-2
% COMPLETE:	95%
RELEASE DATE:	April

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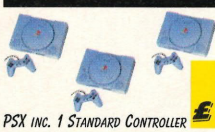
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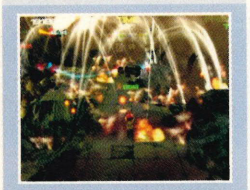
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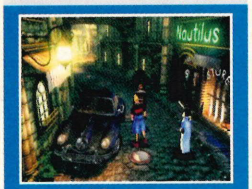
Unjammer Lami – she's a lamb and she also happens to be the successor to the rapping pooch PaRappa The Rapper. This time around though, the music will be concentrating on the heavier side of sound with none other than a complete selection of lamb related rock songs! Travelling around with her band 'Milk Can', Lami will be playing gigs, having adventures and bumping into all the old gang from the original classic. Yes folks, PaRappa will be making a guest appearance. Bless his little paws!

EXPENDABLE



Contra, Apocalypse and now Expendable! *Although this new game looks remarkably like Bruce Willis's nuke fest, Expendable promises to pack in many more explosions and weapons! Set over 20 levels you guide a thick-skinned marine through some of the worst hell-holes imaginable... and the point of the game? To kill as many things as you possibly can!*

FFVIII



Cloud and Co. have disappeared. Squall Lionheart, a sexually ambiguous hero with a sword cum gun is now the hero. Gone are the large, super deformed heads, this is animation to cry over. Gone are the dark and moody visuals. In are luscious, fantastical surroundings. The story is still top secret but is supposedly heavily romantic having been written by Barbara Cartland. Just joking.



CASHING IN ON THE YO-YO CRAZE? GOOD ON 'EM!

YO-YO'S PARK

Hopefully, you should be able to tell your grandchildren you experienced *Bubble Bobble*. If you can't do that then please tell them you nearly experienced it with the Nineties alternative *Yo-Yo's Park*. Hailing back to the days of *Rainbow Islands*, *New Zealand Story* and *Parasol Stars*, *Yo-Yo's Park* will please all looking for an up-to-date, yet nostalgic, slice of gaming.

Starring sickeningly cute Japanese anime characters it is your job to put an end to the terrifying Yo-Yo (yeah, right) after he takes over an amusement park and holds other sickeningly cute characters hostage. Set in loads of single screen locations you must stop Yo-Yo's hoards by waking up bombs who are snoozing happily around the park. When these bombs are woken up they get a tad miffed and you only have a limited amount of time to belly barge them towards the assorted nasties. After mere seconds it's a case of 'Kaboom'. If you are lucky, the possessed pop cans and feisty firecrackers will get the brunt of your bombing, if not then it's game over! This madness is spread over 62 levels. Yes, 62 levels we say! Can you imagine it? Why not gather a friend around and have a two- player game whereby you can jump into pool inflatables, ride ducks and shoot the myriad of bad guys from the air? You can also bungee jump around the screen, dive from platforms head-long into a cluster of ticking explosives and blow your mates up to gain all the glory of freeing the amusement park.



[Above] Cute doesn't mean cuddly. These guys will try their hardest to kill you. Kill them instead then!



[Above] Although it may look like utter chaos, believe us when we say we knew what we were doing.

We've given *Yo-Yo's Park* a right good thrashing already and we had to be forced away from the joypad screaming. This was 11 o' clock at night when all the lights had been turned off and everyone had gone home. Will this be a hit? We bet it will!

PUBLISHER:	**JVC**
GENRE:	**Platform/Puzzle**
PLAYERS:	**1-2**
% COMPLETE:	**85%**
RELEASE DATE:	**Soon**



KUNG FU, T'AI FU! IT'S A MARTIAL ARTS MOGGY!

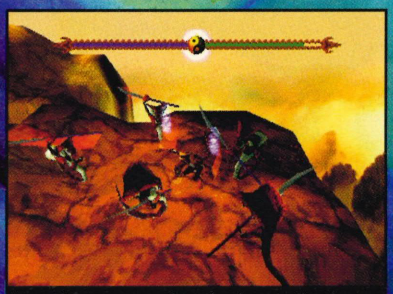
T'AI FU

The mystical East comes to life and stars a veritable zoo of wildlife heroes, too! Dreamworks' latest outing stars the tiger, T'ai, on his quest to banish the evil Dragon Master... who's a dragon. Being the lone survivor of the Tiger Clan, T'ai must not only defeat the Dragon Master but redeem himself after being blamed for the mindless slaughter of the gentle Panda Monks, a simple race who bow their heads a lot and eat bamboo. Take a guess who really did it!

T'ai will fight his way through 20 levels of oriental 'orrors and learn martial arts skills as he journeys. Beginning with the basic chopping and kicking bestowed upon all white belt tigers, T'ai will soon roar around with more than 100 moves including the likes of the dreaded 'Pounce Attack', 'Crane Hover' and 'Monkey Roll'. To power T'ai up he must also learn to master his Chi power that enables him to summon the elements to do his bidding. Clever pussy!

Dreamworks have made sure that everything about *T'ai Fu* contains a cinematic quality and to do this they have incorporated their super-duper, fantastic Morph-X Technology. This basically means the game will feature seamless animation, opulent lighting and particle effects and cinematic cut sequences good enough to make a film with... now there's an idea!

Although the game is aimed at a slightly younger target audience we can't wait for it! More soon!



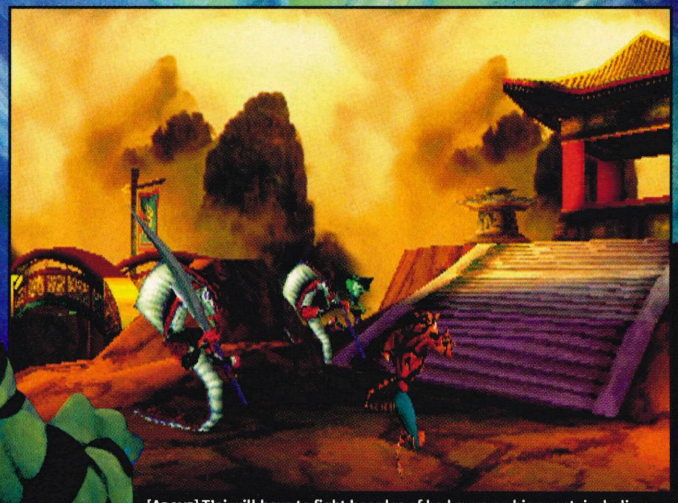
[Above] Danger comes from the sky as well as from the ground. A fly swatter probably won't help though.



[Above] Light sourcing gives T'ai Fu a true Oriental atmosphere. It also helps to see where you are.



[Above] T'ai ponders the strange blue jets of steam bursting from the rocks. "Meow," he says.



[Above] T'ai will have to fight hoardes of bad guys on his quest, including these hooded snakes with enough attitude to skin a cat.

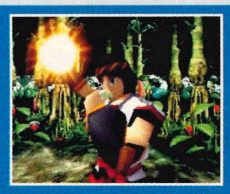
PUBLISHER:	Activision
GENRE:	Adventure
PLAYERS:	1
% COMPLETE:	80%
RELEASE DATE:	March

UNREAL



Undoubtedly peeved that Activision put together a version of Quake on PlayStation much faster than they could, GT Interactive has gone one step further by announcing Unreal for PSX before the end of the year. As it was both the local network multiplayer gaming and beautiful high-end graphics which made the game so great on PC, a PlayStation version that would have to be stripped of these features seems an odd choice. Unreal now faces a direct battle with Activision's promising Quake II, a battle that we will be following very closely. Check in again soon.

JADE COCOON



Rumours are circulating that this could not only be the PlayStation's version of Zelda. The world is in peril (as ever), you've got to save the day (as ever) and the playing arena is going to be outstanding. As you can see, the main character doesn't resemble Link, nor does he look as stunning as Cloud, but we bet he's got a few tricks up his sleeves!



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.

arena

SILENT HILL

Dear PLAY,

Whilst your coverage of Konami's *Silent Hill* in issue 45 certainly got me excited, I couldn't help but feel a sense of gloom that the PlayStation is failing to offer anything radically new for the near future. Bad enough, you might say, but considering that any serious Sony developers will soon be concentrating on the PlayStation's successor, this effectively means that the machine I've loved for the last couple of years has come to the end of its lifespan. Sure, *Silent Hill* and other games such as *Soul Reaver* look good, and I'm sure Core will manage to knock off another couple of *Tomb Raider* games to squeeze every penny out of bored PlayStation owners, but the days of cutting edge software appear to have ceased a good while ago with *Gran Turismo*. Yes, I'm sure *GT2* will be a polished improvement of the original, but there's no way it's going to be as revolutionary, is there?

Please feel free to contradict me, as persuasively as possible, but I have little enthusiasm left for Sony's world-beating console, and am currently eyeing up import prices on the Dreamcast to fill the void until PlayStation 2...

Bob Harris, email

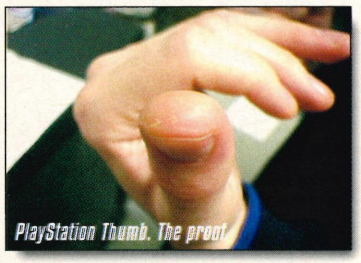
It's not like we ever suggest you should be into console monogamy, Bob, feel free to put out £350 for a Dreamcast. But we've got Sega Rally 2 *for ours and we promise* GT2 *will be five times better.*

"SILENT HILL LOOKS EXCITING... BUT THE DAYS OF CUTTING EDGE SOFTWARE APPEAR TO HAVE CEASED A GOOD WHILE AGO WITH *GRAN TURISMO*...."

THUMBALINA

Dear PLAY,
As a fairly new PlayStation fan, I find to my dismay, that I seem to have been afflicted with the now officially recognised PlayStation Thumb.

This depressing condition causes cramps and painful muscle spasms in the thumb, which usually occur at vital stages of a game. Motor racing games are the main culprits which tend to trigger symptoms.


PlayStation Thumb. The proof.

According to doctors, PlayStation Thumb is a form of repetitive strain injury (RSI) and is common among people who work with computers or "use their hands a lot."

Does anyone else suffer from this, and if so, what is the answer? If a cure is not found soon, I foresee my gaming career being cut short before it has even started, and the threat of early retirement from the game looming in the not-too-distant future.
Yvonne Crackett, Blyth

You don't need to tell us about RSI, Yvonne. The only time we stop wrenching our finger muscles on PlayStation pads is to further weaken our frail wrists at the keyboards of desktop computers. We welcome the day when our condition improves enough to just be plain old "chronic carpal tunnel syndrome."

The effects of PlayStation Thumb can be lessened though. First of all, try a little prevention. Relax your digits during play – it doesn't take much pressure to operate the D-pad and buttons, but in-game frustration causes you to tighten your grip and tire out your muscles. Next, take the physiological hint – when you feel pain in your thumbs, take a rest!

MARROW MAN

Dear PLAY,
Firstly, congrats on a fantastic mag, I read it from cover to cover within the first few hours of purchase and revel at the accurate reviews.

I am a 19-year-old fruit and veg warehouse assistant and I have a major problem. As I live in North Devon and my work hours involve very early starts, my social calendar isn't really up to much. When I'm not at work, I furiously attempt to complete my latest favourite game. I must admit, I have never completed any game, which leads me to my major problem – I am generally crap.

My reaction time is abysmal, I regularly press the wrong buttons in a ludicrous attempt to kill my enemies, and I simply cannot get it together to score a goal.

I have purchased a full 18 games, all being top titles, over the past year. I would desperately like to play them to their full potential, but I simply can't. Any advice would be graciously received.
Paul 'Marrow' Barrow, Devon

Quit your day job. How much fun is it being a fruit and veg warehouse assistant? Exactly. Drop your bananas and leech off the rest of us for a while. The government will dish out just enough cash to buy two games each week, and you will simultaneously boost your playing time to a maximum, thereby honing your skills to their peak. That's okay, you can thank us later.

GAMEPLAY WHY NOT GO FIGURE?

Dear PLAY,
Reading Arena in your latest issue, I thought I had better do what every poor, lowly student dreads – work. Since the release of *Mortal Kombat*, a small section of society felt that computer games were getting more and more violent. The introduction of FMV has helped to further their cause with enhanced graphics depicting scenes of gore. Between 1990 and 1994 the amount of violent computer games rose 74%.

However, the Australian Institute of Criminology has proven conclusively that the case presented by the pro-censorship lobby is incorrect and highly questionable at best. The pro-censors believe that the solution to violence in society is to ban depictions of the same. Australia's chief censor, John Dickie, believes that there is no evidence to suggest any casual relationship between violence in computer games and violence in society. The pro-censors believe that there is a simple solution to a complex problem.

ULTRALAB, at the Anglia polytechnic, have shown that children can clearly distinguish the difference between violence in computer games and violence that they hear about on the news.

This censorship ethos dates back many years to the feeling of paternalism felt by the government. The government has always felt that it knows what is best for society. Is society now not mature enough to decide what is best for itself? The pro-censorship lobby is a small but vocal group, with supporters in positions to impose their view upon us, such as Al Gore, the Vice President of the USA. But as far as the professionals are concerned, we are not a society that is desensitised by violence, and do not imitate what we see in computer games.

Anyway, enough work – I'm off to play *Tekken 3*.

All the best, you lot at PLAY,
Owen Nichols, Staffs



We were very impressed at how you'd actually done some research instead of just shooting your mouth off, Owen. The more articulate arguments we hear against the censors, the more credibility it has. Have some Gamplay cash on us.

WINS £150 VOUCHER FROM GAMEPLAY

LARA LIES

Dear PLAY,
Much debate has centred over who could play Lara Croft in a big screen movie version of the game. The discussion can now cease as I have seen the only natural choice. Whilst channel hopping last weekend my eye was caught and I was forced to do a double-take. The person in question was on *Top of the Pops 2*.

Yes – Sade, around the time of *Your Love Is King* IS Lara Croft. Research it if you don't believe me, the resemblance is spooky.

(Go on, send us some freebies, I'm a poverty stricken dad with a wife and two kids to support. Go on, go on, go on... etc.)
Col, email

Eh? Sade? Need we point out the pair of rather obvious missing

continued >

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.

My mum thinks PlayStation mags are a rip off and she only lets me buy them if they have something worthwhile on the cover (like cheats books). So do me a favour, keep putting cheats books on the front cover. Then I can keep buying your cool mag.
Anthony Frost, Oxon
■ Interesting. If mums are the ones who decide whether their kids can buy *Play* according to what's stuck to the front cover, how about targeting them directly? A sachet of de-scaling powder for the kettle? A little Oil Of Ulay? Vouchers for Toni & Guy? Ah, yes – Julio Iglesias postcards!

I would like to know why you are releasing another PlayStation. I've just recently bought a PlayStation because I can't get any more games for my Saturn, but in a year's time I'll be in the same situation again.
Jonathon Bancroft, Manchester
■ Sincere apologies, Jonathon, we are thoughtless idiots who are not worthy of your valued attention. On reflection, we will delay our revolutionary new console until 2010 and let Dreamcast, Nintendo 2000, Nuon and others vacuum up billions of dollars in market share. Cheers.

I'd just like to say Andy Massey is gay. How can he diss *MGS*? 'Cause it's got more guards than you can count to DUMBASS!!!
Ben Halford, email
PS Top mag man keep it up.
■ Though we have no hint as to his sexual preference, we don't agree with his poorly supported anti-*Metal Gear Solid* statements either.

Hey PLAY, I have a problem with *ISS Pro '98* (PAL version). I have read that there should be a playable demo of *Metal Gear Solid* on the CD but how do I load it? I have tried everything! Please tell me what to do!!!
Anyway, cool mag you have!!!
Deniz Kavak, email, Denmark
■ The demo of *Metal Gear Solid* comes on a separate disc in the *ISS* box. You would have certainly noticed that if you had a legitimate retail copy of the game...

PLAY PONDERS PLAYSTATION 2

One of the things we get asked about most often is PlayStation 2. People are gripped by tales of a machine that, to all but the best connected industry bods, exists only in rumour. Our article on the system last month didn't put your minds at rest either, instead provoking a heap of mail from concerned PSX fans. Was this the beginning of the end for their beloved (and in many cases recently acquired) consoles? Would software for the first generation PlayStation soon dry up to make way for expensive PSX2 games? This kind of hysteria is the reason why Sony has kept so eerily quiet on the subject – nervous consumers equal decelerated sales. Whenever 'PlayStation 2000', 'PlayBase' or 'PlayStation 2' goes on sale and whatever its real performance statistics turn out to be, the maths is very simple. There are over 50 million PlayStations in homes around the world. That's an irresistably huge user base to develop and sell games for, so the great games will keep coming. Feel better? Us too.

William Latham's Evolva uses a revolutionary approach to graphics and gamplay, and is bound for release on PlayStation 2. A friend of Latham's recently let it slip in a music paper that PSX2 technology was involved in the game's production.




Sade: our love is king, apparently.

continued> *elements from her physical appearance? And how are you going to support a wife and two kids with a T-shirt and a couple of games? You haven't thought any of this through, have you Col? No worries mate, thanks for trying.*

GUN NUT

Dear PLAY,

I am rather confused at the moment. I cannot see the point in having two types of light gun for the PlayStation. You have G-Con light guns and non G-Con light guns for certain games. The G-Con games have been endorsed for Sony and the non G-Con games are not. For example, *Point Blank* is a G-Con compatible game and *Die Hard Trilogy* isn't. This makes me rather p*****d as light guns are very expensive and it takes me simply years to save up for games, let alone a light gun!

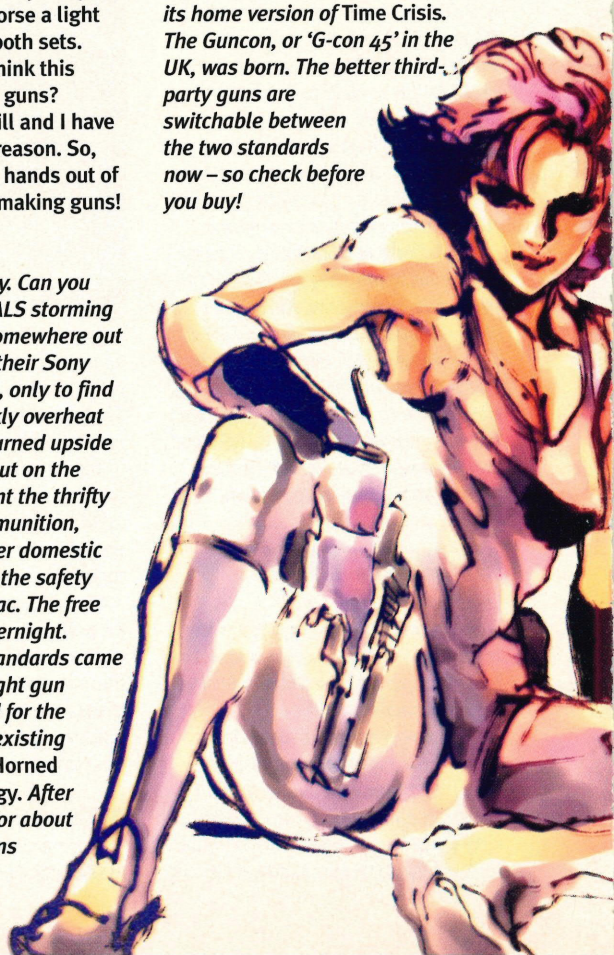
I myself have a non G-Con gun, as I own *Die Hard Trilogy*. But, ever since I have known that *Point Blank* was coming out on the PlayStation I have wanted it. But alas, it needs a G-Con 45. Buying the game and gun separately or as a boxed set, the price exceeds way over £55! I consider this to be a lot of money and having saved for four months I only have a puny £42! I know that *Die Hard Trilogy* is not made by Sony but surely they should endorse a light gun which works with both sets.

Does anybody else think this about PlayStation light guns? Hopefully somebody will and I have not killed a tree for no reason. So, come on Sony, get your hands out of your pockets and start making guns!

Scott Page, Worcs

Not real guns, obviously. Can you imagine? The Navy SEALS storming an enemy arms base somewhere out in the desert, carrying their Sony BulletBuddy handguns, only to find that the weapons quickly overheat then only work when turned upside down. Territorial lock-out on the magazine would prevent the thrifty use of nearby Iraqi ammunition, forcing the use of slower domestic stuff – unless you hold the safety catch down with blue tac. The free world would be lost overnight.

The two light gun standards came about like this. First, light gun games were developed for the PlayStation using the existing technology, including Horned Owl *and* Die Hard Trilogy. *After this had been around for about two years and light guns were on sale, Namco decided it needed to invent a new, super accurate light gun system for its home version of* Time Crisis. *The Guncon, or 'G-con 45' in the UK, was born. The better third-party guns are switchable between the two standards now – so check before you buy!*



THE PLAY DEBATE

WHERE THE READERS DECIDE

PEG LEG

The piracy debate always brings out some very strong views, and when we asked your opinion, you gave it to us straight. For most, it's not the easy access to import titles but the price difference between retail (around £44.99) price and the cost of a CD-R copy (£5-£10 in the UK and as low as £1.50 when ordering from hardcore duping houses in the Far East) that proves irresistible. However, many of you pirates indicated a willingness to pay around £15 for legit copies just for real boxes and manuals.

GROUNDHOG

Being so far on in the machine's life, you could be forgiven for thinking that everything has been tried in game design. One look at the evolving, innovative Japanese scene though, and you see that's a big fat fib. What type of videogame do you most want to see on your lovely machine? The wilder the better – hit us with your ideas!

GAMEPLAY CENSORS ON SAFARI

Dear PLAY,
First off, let me say that your mag is the best, even if I have to wait an extra month or so to obtain it down here in darkest Africa and then have to pay hideously inflated amounts for it.

Censorship is one of the major evils society has conjured up in its existence on the planet. The whole idea is that a couple of fat, old, conservative moral watchdogs sit in their dark little rooms and emerge to tell us how certain movies and games are going to warp our fragile little minds.

Now, I'm no expert on the actual protocol involved in nixing an item, but I'm pretty sure that it must involve trying out the product via the appropriate sensory stimuli. Why then are the censors themselves still such normal folk after countless hours of viewing such horrific material? Are they actually complete loons that spontaneously kill off the local McDonalds drive-through cashier for the wrong change, or are they the proof that videogames and movies aren't all that bad for a person after all.

The very idea of censorship is ludicrous. Who the hell are they to tell me what I should and should not be allowed to purchase? In my many years of exposure to violence in all types of media, the evening news still contains the most graphic violence I've seen, but for that we get a simple, precursory warning that "sensitive viewers" may be upset.

Society should not have to tolerate this, and it's up to us all to make our voices heard. Thanks for letting me air my feelings on this subject. It's time for me to go and hide that seventh body now. Have you ever tried digging a mass grave? It's really hard work.
Alex Wollenschlaeger, Bloemfontein, South Africa

The reason that the censors themselves are not affected by intense exposure to banned material is obvious: they're better people than us, Alex. They're mentally stronger and as such should be allowed to decide what we can view. Thank heavens that they are there to soak up all the erotic, violent and controversial works, leaving us with... Disney.



Thrill Kill. Don't hold your breath

WINS £50 VOUCHER FROM GAMEPLAY!

FILTHY MIND

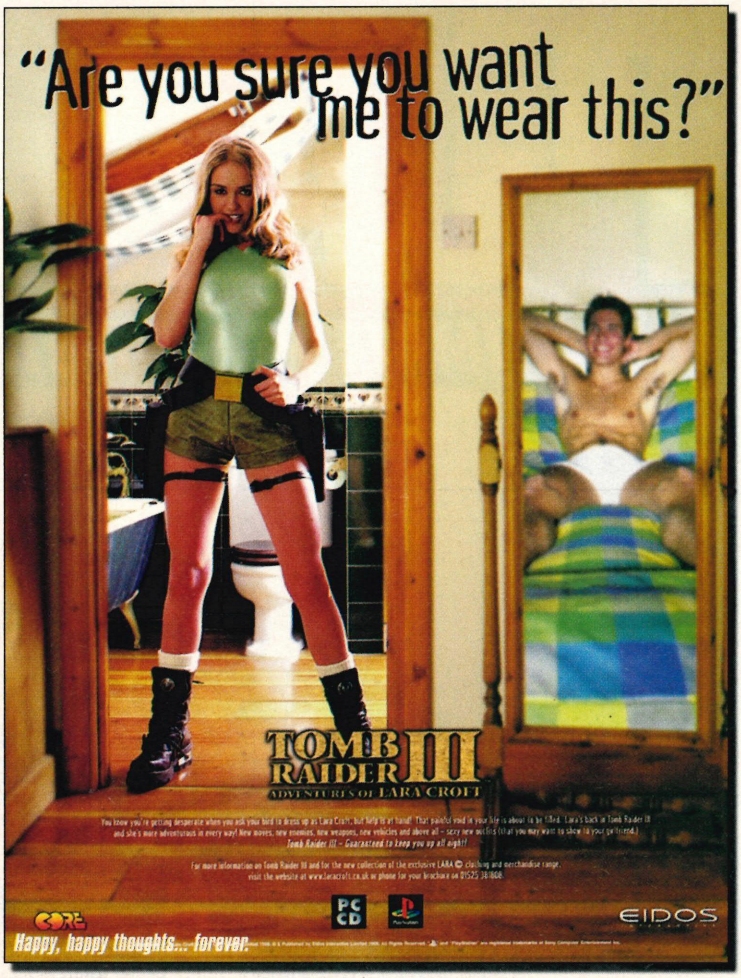
Dear PLAY,
After completing *Tomb Raider 1* and *2* I am now half way through number 3. Although I am having a bit of a problem with some piranhas it is a damn fine game. The thing is I wonder if you could tell me where I could get a Lara Croft outfit for my girlfriend. More for jumping off wardrobes than cliffs.
Bryan Gibson, Isle of Mull

So once you get your girlfriend into this costume Bryan, tell us, what will you do? Sick mate, that's what you are. Call 01202 299900 with the details if you get hold of one, eh? Cheers.

GUILTY GEAR

Dear PLAY,
I've just finished reading issue 44 of your fine magazine, specifically the letters, and knew I'd have to make myself heard before I went out and did something stupid (like buying *Hexen*).

I'd really like to meet Andy Massey, the man who doesn't like *MGS* (maybe he could show me his lobotomy scars). This fine piece of software is the main, if not only, reason I had my 'Station chipped.



Happy, happy thoughts... forever.

Despite all the "one tiny bit of solder in the wrong place could seriously screw up your machine," type warnings, I went ahead and had it done and a mere two days later, I owned the finest game in all the land. It's beyond me how Mr Massey could possibly find fault with such a great game. First he complains it's not enough like *Quake*... if you like *Quake* so much, why don't you go away and play it instead of writing some dumb, half-witted attempt to be controversial and win some vouchers!

Ahem... anyway, he also moans about the overabundance of weapons and the lack of stealth in the game. What is wrong with this man? I personally love the weapons, from the satisfying sound of two suppressed SOCOM bullets hitting the back of an unsuspecting guard, to the remote-controlled madness of the Nikita missile, to the pin-point accuracy of the PSG1 sniper rifle. Even the wet snap of the guards' necks as they crumple to the floor after a bare-handed ambush (hiding out in toilets has never been so much fun).

I have since finished the game on Easy mode and I'm now going through it again to make myself a more accomplished killer. Rest assured that I will be up long into the night snapping, shooting and sniping anyone who even pretends not to like this game!
Carl Dawson, Nottingham

"I WONDER IF YOU COULD TELL ME WHERE I COULD GET A LARA CROFT OUTFIT FOR MY GIRLFRIEND... MORE FOR JUMPING OFF WARDROBES THAN CLIFFS..." BRYAN GIBSON

PS – As my 'station is already chipped, any vouchers for Gameplay would be a mere formality but if you really want to give them to me then I suppose I can't stop you.

Oh yes you can. Thanks for the letter, Carl, that's how we feel about it too.

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.

PLAY magazine Issue 46 1999

PLAYLIST



THE ULTIMATE PLAYSTATION BUYER'S GUIDE

UPDATED EVERY MONTH

PLAYBACK TOP 10'S 103
The very best of every genre listed and scored so you know what to buy...



LONG-TERM TESTS 106
This month, two of the latest Platform releases are re-evaluated!



GROOVY GADGETS 108
All the latest PlayStation peripherals reviewed and rated on performance!



INSIDE OVER 300 GAMES REVIEWED & RATED!

SPYRO THE DRAGON VS A BUG'S LIFE 104

Can the might of Spyro overpower the ant hill mob? The two pretty platformers do battle!

* 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.
CLASSIC Abe's Oddysee	1	●								26	90%	The most addictive platform game on the PSX!
CLASSIC 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	84%	Great at first, but the appeal soon evaporates.
CLASSIC 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	71%	Simple brainless shoot-'em-up from Virgin.
Air Race	1-2	●								27	68%	Humdrum racer offering short-term appeal.
Akuji The Heartless	1	●							●	44	78%	Atmospheric arcade adventure, but very repetitive.
CLASSIC 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.

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	97%
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. Ridge Racer Type 4 91%
4. Colin McRae Rally 93%
5. Need For Speed 3 87%
6. TOCA Touring Car 94%
7. Rage Racer 94%
8. Formula One '97 90%
9. Moto Racer 2 87%
10. Wipeout 2097 93%

PLATFORM 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%

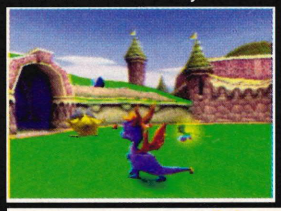
GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Bloody Roar	1-2	●								34	82%	A fine quality beat-'em-up.
Bomberman World*	1-5	●	●							33	85%	A fun-fuelled party game to blow you away!
Brahma Force	1	●								31	81%	Stompingly good mech-warrior action.
Brave Fencer Musashiden*	1	●								44	68%	A hotch-potch of gaming styles thrown together...
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.
Brunswick Pro Bowling	1-6	●							●	45	61%	An admirable effort to recreate a dull sport.
Bubble Bobble	1-2	●								11	85%	Arcade fun from the early Eighties.
Bubsy 3D	1-4									15	69%	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%	Muddled and slightly OTT sequel
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.

HEAD-TO-HEAD

SPYRO THE DRAGON vs A BUG'S LIFE

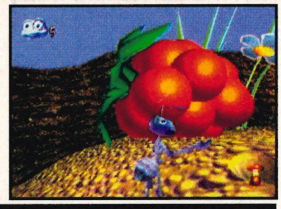
TWO CHILDISH PLATFORM GAMES TRY TO BUM-BOUNCE EACH OTHER!

This Christmas offering from Sony was a kind of benchmark for PlayStation platform games. Okay, it didn't offer anything remotely new in terms of gameplay, but its flawless appearance clearly showed that 3-D platform games could have an intelligent camera and a seamless horizon that flows unblemished into the distance. The graphics were this game's main selling point, no doubt about that, but although it was essentially a kid's platformer, *Spyro* offered a reasonable challenge for slightly older gamesplayers. There were certainly plenty of levels (although not too varied) and the main challenge came from collecting every single scrap of treasure (and some of it was hidden remarkably well). Other plus points about *Spyro* were the interesting sub-levels that had the mincing dragon flying through different terrains collecting a certain amount of objects before the time limit expired. Again, nothing radically new, but a decent enough distraction for a while. There's no disputing that *Spyro* knocks the stuffing out of *A Bug's Life* as it outclasses it in virtually every department from the graphics to the silky smooth gameplay. The only real downer is that it's a bit too easy.



Who's the hero? A dragon	An ant Who's the hero?
Comedy side-kick? A dragonfly	Lots of bugs Comedy side-kick?
Weapons: Fire	Berries Weapons:
Number of levels? 35	15 Number of levels?
Collectables: Gems	Grain Collectables:
Boss difficulty: Easy	Very easy! Boss difficulty:
Secret stuff? Not much	Bonus levels Secret stuff?
Babe count: A load of fairies!	Female ants! Babe count:
Cuteness factor: Sickeningly sal	Subtle & stylish Cuteness factor:
Worth getting? Worth a look	Nah! Worth getting?
Sleek and stylish kids adventure!	*Rough as a cat's tongue kids game!*

When you compare this film tie-in to *Spyro the Dragon*, its many flaws become clear. This game is very similar to *Spyro* in places, well, in fact it's fair to say that it follows the well-trodden platform path that has been slowly evolving with each new gaming platform. Both are set in 3-D environments, both involve collecting items to complete levels, and they both have sub-levels that involve an element of flying. *A Bug's Life* just doesn't flow as smoothly as *Spyro* though. The camera angles, at times, are atrocious and you spend much time winding it back around so that you can actually see where you're going. Unlike *Spyro*, this game also involves quite a lot of puzzle-solving. You have to grow plants in certain places and use them as a means of getting to higher platforms and reaching new objects, and it's all quite good fun for a while. But after you repeat this process several times with each new level (which, incidentally, aren't that different from each previous one) it gets quite dull and boring very quickly. Graphically *A Bug's Life* is very impressive at first – the giant surroundings do well to put you in your insect-sized world – but as the levels and the story grinds on, it becomes apparent how little variation there is. The upshot of this game is that you'll play it quite happily for a while, then you'll suddenly get pig-sick of it and never want to play it again.



GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
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.
Constructor	1	●				●				44	81%	Very addictive tongue-in-cheek sim game.
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.
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!
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%	Dull futuristic tank combat game. Pants!
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!
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	80%	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.
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.
Dodgem Arena	1-4	●		●	●				●	43	50%	Unsuccessful future sports fusion.
Doom	1-2			●						03	93%	Top link-up, but now looking dated.
Dracula X*	1	●								21	84%	Japanese vampire platformer.
Dragon Ball Z GT: Final Bout*	1-2	●								29	39%	Dismal beat-'em-up.
Duke Nukem	1	●		●					●	29	90%	Fantastically playable shoot-'em-up.
Duke Nukem: Time To Kill	1	●			●					39	87%	Duke cuts it convincingly in a third-person romp.
Dynasty Warriors*	1-2	●								25	71%	Restrictive and bizarre beat-'em-up, but pretty.
Earthworm Jim 2	1	●								12	69%	16-bit fun, but joke is wearing thin.
Einhander*	1	●								31	87%	Another genre sewn-up by Square. Breath-taking!
Epidemic*	1	●								19	71%	Slow and boring disease adventure.
Erhgeiz*	1-2	●							●	45	76%	Great-looking beat-'em-up that lacks the thrills.
ESPN Extreme Games	1-2	●								02	73%	Tiresome sports, no fun at all!
Everybody's Golf	1-4	●								36	85%	Highly enjoyable, fast-paced party golf game.
Excalibur 2555 AD	1	●								19	77%	Imaginative and lush RPG.
Exhumed	1	●								25	84%	Compelling Egyptian 3-D shoot-'em-up.
Explosive Racing	1	●		●			●			25	75%	Quick and playable racing, but not all new.
Extreme Pinball	1-2	●								07	54%	Miserable pinball sim with bad physics.
Extreme Snow Break	1	●								34	09%	Extremely crap.
Fade To Black	1	●								09	81%	Gripping sci-fi alien adventure!
Fantastic Four	1-4	●	●							26	69%	Hardly fantastic, but playable.
FIFA '96	1-4	●	●							03	81%	Unexceptional footie flannel.

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%

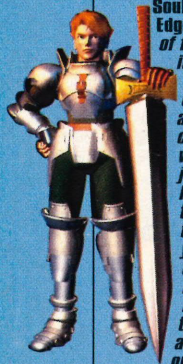
LONG-TERM
THE TEST OF TIME

SOUL BLADE
REVIEWED PLAY 17



This was once voted by us PLAY boys as being the greatest fighting game ever released on PlayStation... but that was until Tekken 3 *came along.*

It's fair to say though that Soul Blade *(AKA* Soul Edge*) is a different kettle of fish – for starters it's a weapon-based beat-'em-up whereby different approaches and techniques are called for in order to win bouts. You can't just storm in and hope to kick-ass with this beauty, otherwise the chances are that you'll get an axe through your skull! Definitely one of Namco's finest hours, this proved to be an almost flawless coin-op conversion, and definitely worth having!*



replay value



TOMB RAIDER II
REVIEWED PLAY 28



This is regarded by fans as being the greatest Tomb Raider *game to date, and now there is absolutely now reason not to own it.*

In search of the Dagger of Xian, Lara Croft [with newly-animated pony-tail] must brave a whole host of new adversaries and intricately-detailed new locations including the streets of Venice and The Great Wall of China. It was the immense challenge that earned the respect of journalists and gamers alike, and this remains one of the toughest games to crack of all time.

The recent release of Tomb Raider III *may have introduced dazzling new weapons and vehicles for Lara to exploit, but* Tomb Raider II *still possesses some of the most cunning puzzles, dazzling set-pieces and momentous video gaming moments seen for years. For £19.99, you'd need your head examined not to be tempted!*



replay value



GAME TITLE											PLAY ISSUE	SCORE	WE SAY...
FIFA '97	1-4	●	●								15	70%	Graphically better, but plays worse
FIFA '99	1-8	●	●							●	42	91%	The best FIFA game ever!
FIFA: Road to World Cup 98	1-8	●	●							●	29	88%	One of the best all-round football game yet!
Fifth Element (The)	1	●								●	40	50%	Thoroughly disappointing – rent the movie instead!
Fighter's Impact*	1-2	●									23	76%	Dated and blocky 3-D beat-'em-up. Buy Tekken2.
Fighting Force	1-4	●								●	27	89%	Brutally destructive two-player action.
Final Doom	1-2			●		●					13	82%	New levels, but otherwise the same.
CLASSIC Final Fantasy VII	1	●									27	93%	The final word in adventure!
CLASSIC Final Fantasy Tactics*	1	●									32	90%	Epic and engrossing strategy/RPG challenge.
Firemen, The*	1	●									05	78%	16-bit looking fire-fighting action game.
Firestorm: Thunderhawk2	1	●									03	85%	Playable helicopter blast-'em-up from Core.
Firo & Klawd	1-2										15	64%	Garish cartoon cop adventure. Dodgy.
Fluid	1	●								●	38	78%	Fleeting but interesting diversion.
Formation Soccer*	1-2	●									24	58%	Expensive and dated-looking footie guff!
Formula 1	1-2	●		●				●			11	84%	Exhilarating and glorious F1 sim!
CLASSIC Formula 1 '97	1-2	●			●			●		●	26	90%	Well upgraded and stuffed with excitement!
Formula 1 '98	1-2	●		●	●			●		●	41	68%	Enormously disappointing – get F1 '97 instead!
Formula Karts: SE	1-2	●			●			●			28	75%	Too simplistic for mass appeal.
Forsaken	1-2	●			●					●	35	84%	Nice engine, but the gameplay ages badly.
Frenzy	1	●								●	36	73%	Fun, but short-lived arcade hokum.
Frogger	1-4	●	●								27	69%	Genuinely disappointing frog-'em-up.
CLASSIC Future Cop LAPD	1-2	●			●					●	40	94%	The best isometric blaster we've ever seen!
G-Darius	1-2	●								●	39	88%	Hair-raising shoot-'em-ups don't come much better.
G-Police	1	●								●	27	84%	Atmospheric, pulse-raising 3-D arcade thrills!
Galaxian 3*	1-4	●	●			●					10	69%	Repetitive and confusing shooter.
Gex	1	●									06	76%	Wretched 3DO platformer with dumb lizard.
Gex 3-D: Enter the Gecko	1	●								●	33	89%	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.
CLASSIC 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!
CLASSIC 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!

* 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...
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!
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...
Max Power Racing	1-2	●			●		●		●	45	75%	Introduces some nice new touches, but still...
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	97%	The best PlayStation game ever released!
Metal Slug*	1-2	●								26	74%	Top maiming action, but not enough of it.
Michael Owen's WLS '99	1-4	●	●						●	43	88%	A good game, spoilt by the presence of bugs.
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.
Monkey Hero	1-4	●								45	75%	An above average *Zelda* clone.
Monopoly	1-4	●	●			●				28	75%	A fun and faithful conversion of the original.
Monster Rancher*	1-2	●								37	68%	Short-lived virtual pet novelty.
Monster Trucks	1	●								18	74%	Competent, but dull off-roader.
Mortal Kombat 3	1-2	●								01	81%	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.
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.

HEROES
THE ONES WE LOVE

COUKI (AKUMA)
SF ZERO 3



Okay so the hairstyle is rank, but who wouldn't want to be this demonic brute?

REIKO NAGASE
RIDGE RACER TYPE 4



Better-than-life virtual babe, and recent focus of PLAY's affections.

SOPHITIA
SOUL BLADE



The game is a bargain at £20, and this buxom babe is the main attraction!

LARA CROFT
TOMB RAIDER III



Causes grown men to masturbate, and you can't say that about Ms Pac-Man!

SOLID SNAKE
METAL GEAR SOLID



Can snap necks with one hand and keep a lady happy with the other. What a guy!

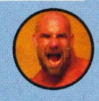
& VILLAINS
THOSE WE HATE

LIQUID SNAKE
METAL GEAR SOLID



Token hard-to-kill baddie who just so happens to have an English accent!

GOLDBERG
WCW/NWO THUNDER



You don't need skill or talent to be a wrestler, just ask this lucky bloke!

IRRATE READER
OUT THERE!



Can't find all of the crates in Crash 2? Well look harder then, fool!

SONIC
SONIC ADVENTURE



The Dreamcast's so-called killer-app eh? Better cash in your chips now Mr Sega!

CHERYL
SILENT HILL

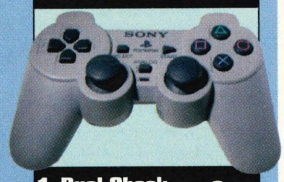


. . .For running off, getting lost and causing us to get chased by foetuses!

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



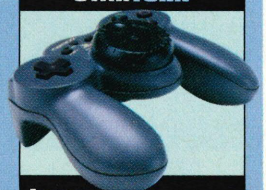
1. Dominator	Logic 3
2. Pro Arcade 2	Fire
3. EagleMax	Act Labs
4. Arcade Stick	Namco
5. PS Arcade	Interact

STEERING WHEELS



1. Top Gear	Logic 3
2. Dual Force	Gamester
3. RS Racing System	Act Labs
4. V3 Steering Wheel	Interact
5. NeGcon	Namco

STARTURN



Jogcon	Namco

Provides a whole new authentic driving experience. Just try it!

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
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!
Need For Speed 2, The	1-2	●			●		●			21	85%	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?
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!
Nightmare Creatures	1	●							●	27	86%	A fantastic, full-on splatter flick!

GROOVY GADGETS

A few new bits and bobs from the bizarre world of PlayStation peripherals. This month we drive, scratch and break!

Premier Pad

Supplied by: Wild Things
Price: £6.99
Best for: Looks. This see-through pad is stylishly crafted in a clear plastic case complete with attractive red trimmings. It also comes with the third-party standard slow motion and turbo-fire capabilities.



Downside: The button positioning. This pad bares an uncanny resemblance to the Vision Pad from Interact that we rubbished in issue 43, and it has the same faults. The main one being the duff positioning of the Start button. Whereby with the official Sony pads you know that the Start button is always in the middle next to the Select button, on this pad, the Slow Motion button replaces its position so if you want to pause the action, you naturally hit the slow motion button and all hell breaks loose. Well, it flickers a lot anyway. It also says on the box that it comes with an "extra long cable," er, where exactly? One of the first things we noticed when using it was how short the cable was, so someone out there is quite obviously having a laugh. The rest of the pad is reasonable enough, though.

OVERALL: ★★★★★

Soft Touch

Supplied by: Wild Things
Price: £9.99
Best for: Durability. If you recall, this pad was the first contestant in our 'Iron-Man' test we ran a few months ago. This pad endured multiple stomping of feet, fag butts and numerous other endurance tests – passing with flying colours. Basically, it's the biggest, chunkiest pad on the market.



Downside: The name. For such a rock-'ard pad, how could anybody christen it the 'Soft Touch'? The name is derived from the smooth velvety finish, but who wants a smooth velvety finish on a joypad? What we want is a nicely shaped, stylish and durable pad that we can throw around a bit a still use to impress our mates, and this pad only succeeds in one of those categories.

OVERALL: ★★★★★

Primal Pad

Supplied by: Wild Things
Price: £24.99
Best for: "Special black ice finish." Yes, this Dual analogue shock pad comes with a carbon-fibre-style look that does absolutely nothing except look good. It also comes complete with slow motion and independent turbo functions and is a really strange shape.
Downside: Where shall we start? The D-pad is absolutely awful, we couldn't get to it shake very well and there were two gaping seams underneath where the two arms meet the main unit. This meant that when you apply any real pressure to your hold, the arms bend and look generally fragile. Naturally, we put it to the test and with enough pressure they broke off completely. It was an unusually large amount of pressure though so we won't judge it on this. With the official Dual Shock pad being so damn goo, there's no point in going for any of the third-party offerings as they have tended to be so generally rubbish. So this latest offering is no exception.

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		arcade shoot-'em up	beat-'em-up	first person shooter	party/puzzler	platformer	racing game	sports title	strategy/adventure	PLAY ISSUE	SCORE	WE SAY...
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.
Pandemonium	1									15	84%	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.
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 Hustler	1-2	●							●	44	83%	Very playable, but not as authentic as *Pool Shark*.
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.
Premier Manager '99	1-4	●				●			●	45	78%	Slightly improved, but not different enough.
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.
Pro Pinball: Race USA	1-2	●		●						45	80%	Decent enough, but not as good as the others!
Pro Pinball: The Web	1-2	●								10	79%	Great, addictive fun, but a bit dated now.
CLASSIC Pro Pinball: Timeshock	1-2	●								34	90%	The best pinball game available for PlayStation.
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?
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	90%	Super fast, varied, playable racer.
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!
Rally Cross 2	1-2	●	●		●		●		●	45	83%	A bit of a rough looker, but it plays well enough.
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.

COIN-OPS

PLAY'S TOP 5...

This month, PLAY visited the ATE International show in London. This involved playing all of the latest ground-breaking coin-ops for free and generally bunking off work. Here are our faves...

STAR WARS TRILOGY

Despite being on general release in arcades for months, it was still hard to kick the fat sweaty Germans off of this one!



TIME CRISIS 2

Again, it may be getting on a bit now, but this was still the best shooting game on show, it's against some stiff competition as well.



RADIKAL BIKERS

Light-hearted and totally implausible racing game featuring pizza delivery girls. Great, stupid fun!



LA MACHINE GUNS

Nice-looking Virtua Cop clone from Sega. Didn't have the style and gimmicks of Time Crisis 2, but still worth a look.



GAUNTLET LEGENDS

Rehashed old Eighties classic. Only appeared here due to how utterly comically bad it was!



PSX JUKE BOX

WHAT WITH CDS BEING THE FORMAT OF CHOICE, GAMES ON THE SONY PS CONTAIN THE BEST TUNES AROUND. HERE'S OUR FAVOURITES...

METAL GEAR SOLID
ENDING MUSIC



This soothing and emotionally charged track combines ghostly Jap lyrics with Irish pipe music.

ACTUA SOCCER 3
LET ME ENTERTAIN YOU



Robbie Williams at his rock-tastic best. This upbeat chart hit provides the main tune for the game.

RESIDENT EVIL 2
2ND ENDING MUSIC



After the sombre track that accompanied the 1st ending, this all-out guitar assault has you drooling for RE3!

FIFA '99
ROCKEFELLA SKANK



Fatboy Slim's insanely catchy chart hit was a huge success in complimenting the brilliant football action!

WIPEOUT 2097
FIRESTARTER



Without the annoying lyrics, this instrumental version injected huge adrenaline boosts into the races!

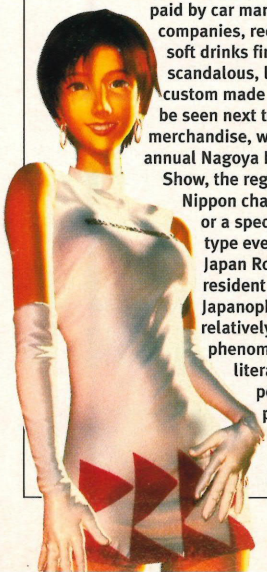
GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
CLASSIC Resident Evil 2*	1	●								32	96%	A truly spectacular sequel and utterly terrifying!
Return Fire	1-2	●			●					07	84%	Average 3DO split screen army romp.
Revolution X	1-2							●		08	40%	Dire Aerosmith mouse shoot-'em-up. Bad.
Ridge Racer	1	●					●			01	75%	Launch game, now looking very sad indeed.
Ridge Racer Revolution	1-2	●		●			●			04	84%	A better game, with link-up and nicer cars.
CLASSIC Ridge Racer Type 4*	1-4	●		●	●		●		●	44	91%	Stunning! But it does lack one-player appeal.
Riot	1-2	●								18	72%	Moribund futuristic sports – like Rollerball.
Rise 2: Resurrection	1-2	●								05	88%	Hideous robot beat-'em-up. A bad date.
Risk	1-4	●	●		●					29	35%	Boardgame – there's no contest.
Rival Schools	1-8	●							●	44	89%	Not as fast and fluid as the Japanese version.
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.
Sensible Soccer	1-2	●								44	52%	A pointless, almost sacriligeous release.
Sentient	1	●								19	84%	Absorbing and intelligent adventure. Bizarre.
Sentinel Returns	1	●				●				39	62%	Rough-looking and very repetitive strategy game.
Shadow Master	1	●							●	29	79%	Nice try, but lacks variety...
Shellshock	1	●								06	85%	Passable tank game, now looks basic.
ShockWave Assault	1	●								03	87%	Limited surface-based shoot-'em-up. Dull.
Side by Side Special*	1	●					●			30	63%	Uninspiring, run-of-the-mill racer.
Sim City 2000	1	●				●				12	75%	A fantastic game. Not suited to the PSX.
Skeleton Warriors*	1									10	56%	Grotesque import beat-'em-up.
SkullMonkeys	1	●								31	83%	Pleasurable plasticine playability.

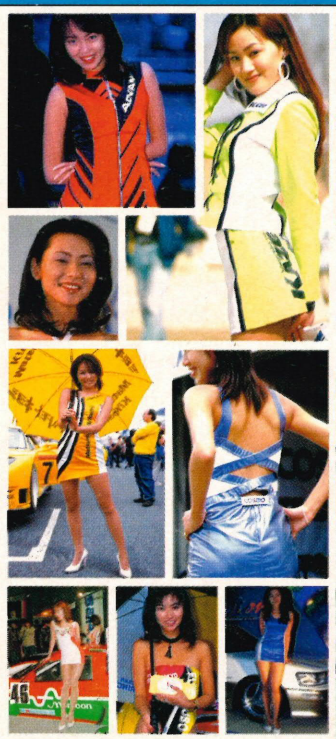
REAL-LIFE REIKOS

Outside of Ridge Racer Type 4, there are hundreds of real-life Reikos who pout and pose for the camera at automotive events in Japan. We look into Race Queen culture for you, dear reader...

Looking at the jewel of the *Ridge Racer* series, synthetic model Reiko Nagase, you would think she's too good to be true. Namco must have employed a team of people just to come up with the perfect woman – better than tired old Lara Croft any day! Think again though. Miss Nagase is based on a real institution of Japanese motor racing, known as Racing Queens or Campaign Girls.

These outrageously gorgeous females are paid by car manufacturers, oil companies, record labels and soft drinks firms to wear scandalous, logo-bearing, custom made outfits and just be seen next to the relevant merchandise, whether it's at the annual Nagoya Performance Car Show, the regular Formula Nippon championship races, or a special Ridge Racer-type event like the All Japan Road Race. Even resident obsessed Japanophile Graeme was relatively unaware of the phenomenon, and literally fell off his perch when presented with these photos (and hundreds like them).







An Avex Trax campaign girl does her thing

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
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.
Smash Court Tennis 2*	1-4	●	●						●	44	82%	Entertaining, but not too dissimilar from the last!
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...
Street Fighter Alpha	1-2	●								07	88%	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	90%	Simple, colourful graphics – total gameplay!
CLASSIC Street Fighter Zero 3*	1-2	●								45	93%	The best Street Fighter game ever released!
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.
Tiger Woods '99	1-4	●							●	44	50%	Nice license, shame about the golf game!
Time Commando	1									11	78%	Restrictive, but graphically impressive adventure.
Time Crisis*	1	●						●		24	90%	Stupendous light gun shooting action. Top.
Tobal No. 1*	1-2	●								12	94%	Cracking high res beat-'em-up with quest mode.
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.
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.

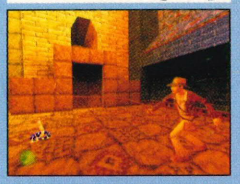
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SABOTEUR
SEPTEMBER (PAL)



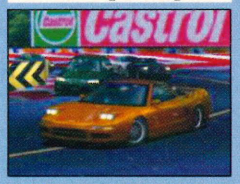
Eidos' beat-'em-up featuring one man and his dog looks like something to get your teeth into.

INDIANA JONES
SEPTEMBER (PAL)



Move aside Lara, the man with the hat is back to reclaim his place as the greatest adventurer!

GRAN TURISMO 2
TBA (NTSC)



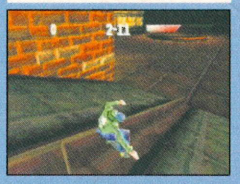
We'll be venturing to Japan next month to bring you the latest full low-down on this racing monster.

UNREAL
TBA (PAL)



No, we still don't believe it's going to happen either, but we'll keep an open mind!

TONY HAWK SKATING
TBA (PAL)



Complete freedom to skate wherever the hell we want in a game featuring our favourite skater of all time. Wow!

TIME CRISIS 2
TBA 1999 (JAP)



Still no exact release date, but keep watching this space for updates!

CELEBRITY TIPS WITH ALAN SHEARER

ACTUA SOCCER 3



1. Shooting "Its become a cliche but if you don't shoot, you won't score. A striker who can precisely pick his spot will be a real asset and will be up there in the scoring charts at the end of the season.

2. Speed "There is no substitute for pace. Whether its chasing a ball over the top, making a run into the box or dragging a defender out of position — there is nothing that is more frightening for defenders than a quick striker.

3. Partnerships "The TV pundits often talk about partnerships upfront. If you look at the successful sides, their front two usually compliment each other well. If one of your strikers is weak in one area, pick someone to play alongside him who has those skills. Likewise in midfield a mix of a creative playmaker and a tough ball-winner is a good blend.

4. Power "If you use the power bar and add some aftertouch, the keeper will struggle to get near anything on target.

5. Chip "By pressing shoot and pass at the same time the attacker will perform a chip. Lobbing the goalie is a real art. Just as he expects another blast into the far corner you leave him flat footed, stranded and helpless. He'll look a real fool as the ball drops effortlessly into the net!

6. Dummy "A striker's game is all about putting the ball in the net, but if you can do that with style all the better. Size up a shot with power, at the last moment pass the ball into the net.

7. Penalties "When placed under this pressure, composure needs to be called upon. Treat the direction controls of the pad as if it's the goalnet, for example left and down combined with shoot will produce a low shot into the bottom of the left-hand corner. Remember, too much power may result in sending the ball off target or too little may result in an easy save. Pick your spot, and stick with it. Add a bit of power and the keeper won't stand a chance.

8. Practice "You can't expect to win the World Cup without putting in the time, practice, and working out which tactics work best for your team. If you ask any of the top managers they'll tell you that it takes time to shape your team into a successful side. Work hard at your game and you'll get there."

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
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	79%	Fast and smooth rendition of the 'sport.'
Victory Boxing 2	1-2	●							●	40	84%	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.
Viva Football	1-4	●	●						●	45	79%	Some good ideas included, but the controls are odd.
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.
WCW/NWO Thunder	1-2	●							●	44	85%	The best so far, but still room for improvement.
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.
X Games Pro Boarders	1-2									45	35%	Poor quality snowboarding 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!

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Yeah, baby, yeah! We bring you the exclusive first review of Gex's take on Austin Powers in Deep Cover Gecko! Will the slimy green one repeat the success of his last game?



FREE 212 PAGE MGS SOLUTION

PLAYSTATION 2

The next ace in Sony's hand will finally be revealed as PLAY jets out to Japan to marvel at the wonder of PlayStation 2. All the specs, and the very first pictures guaranteed!

GT 2

Whilst we're in the land of the rising sun, we'll also take a peak at how this killer sequel is shaping up, complete with hot new screenshots and information.

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Need help on Metal Gear Solid? This comprehensive guide book will reveal all and blow the lid on the terrorist organisation!

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PLUS!

FA Manager, Carmageddon, Quake II, Ridge Racer Type 4, Croc 2, Formula One '99, G-Police 2, Wipeout 3, Alan Shearer, Pop Stars & more!

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