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G-POLICE 2 FINAL FANTASY VIII

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The UK's Best Unofficial PLAYSTATION Magazine!

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REVIEWED

OVER 550 REVIEWS

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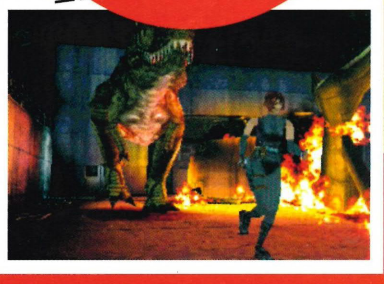

PLAY MAGAZINE Issue 47 1999

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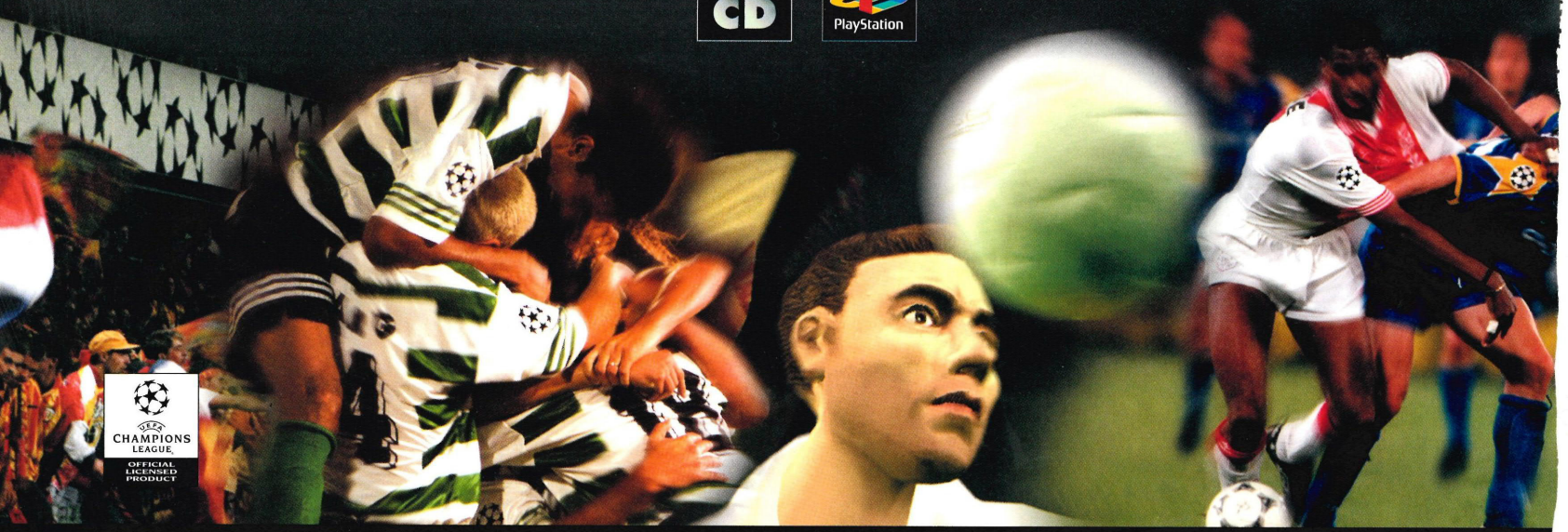

Silicon Dreams

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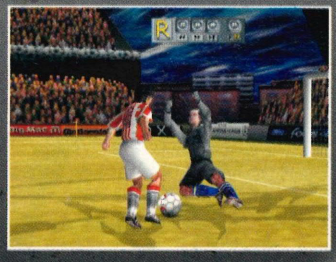
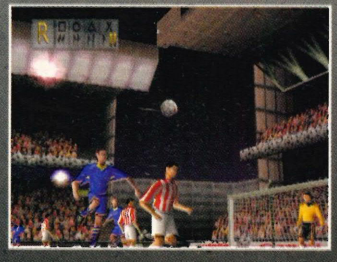
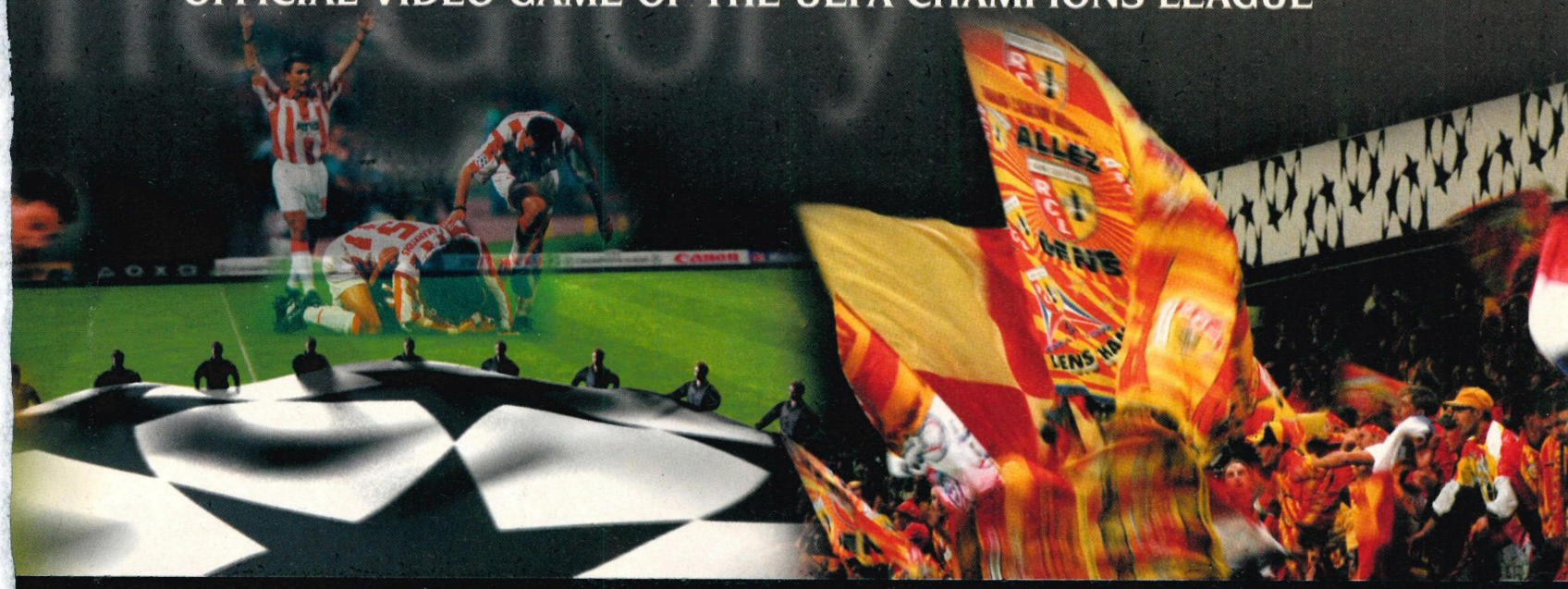


OFFICIAL VIDEO GAME OF THE UEFA CHAMPIONS LEAGUE



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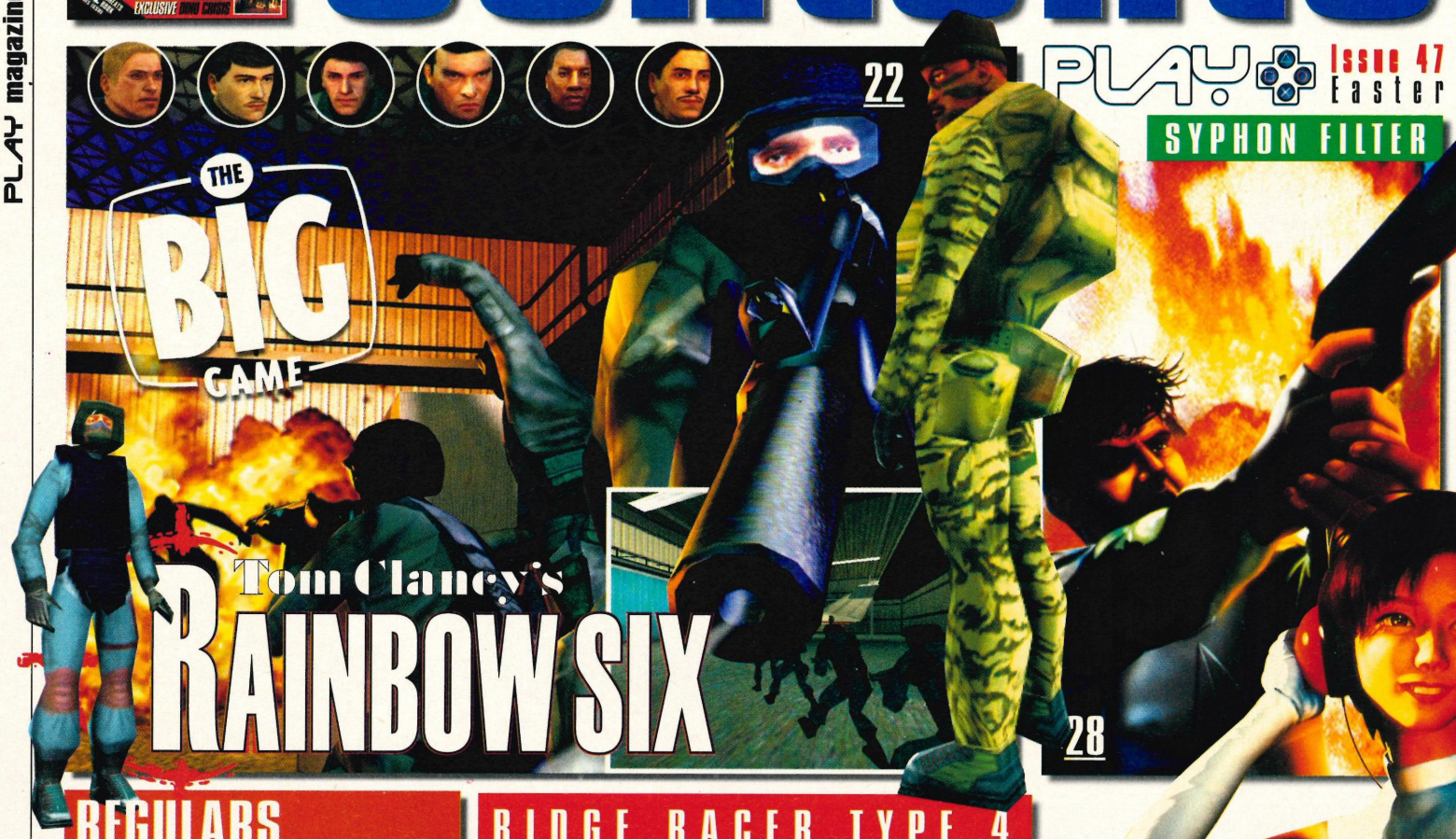

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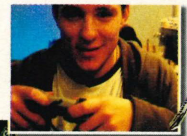

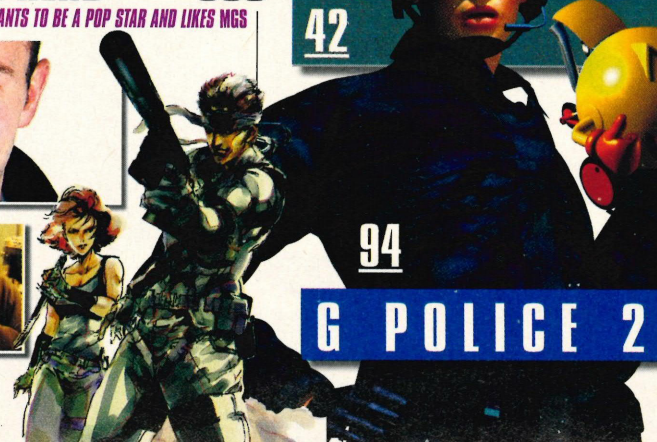



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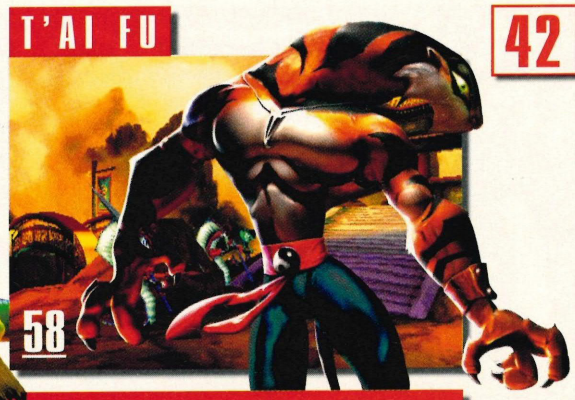

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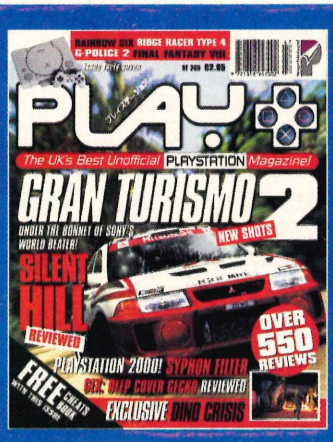


. . . AND the latest score just in from Japan, Sony two, Sega/Nintendo nil. What a devastating victory of the reigning console champions! Okay, so the console war is a bit more complicated than a game of football, but it would be hard to miss Sony's dominance in the field, especially on the strength of its latest bombshell from Japan – the official announcement of PlayStation 2!

You can read the full story on pages 10 and 11 but I'm quite happy to blow a secret here and now– the machine WILL be backwards compatible, which means you'll be able to keep hold of all your current games and play them will nostalgia well into the future. What a bonus! With so many top quality games still emerging on the PlayStation, it'll be scandalous to have to get rid of them. Take *Syphon Filter* in this very issue for example. Little was known or written about this game, but it's a real gem that you'll be hearing plenty about in the future. It even out-stealths *MGS* in some departments!



■ RYAN BUTT
EDITOR

DINO CRISIS

CAPCOM ANNOUNCES RESIDENT EVIL GAME WITH DINOS!

On 26 February 1999 Capcom issued a press release from its California offices stating that it will be releasing a brand new survival horror game for the PlayStation that doesn't feature zombies!

Produced by Shinji Mikami, the creator of the award-winning *Resident Evil* series, *Dino Crisis* – the new 'Resident Evil with dinosaurs' game showcases the development skills of one of the industry's most respected talents as he brings all kinds of new features and experiences to the PlayStation.

No firm release date has been set for *Dino Crisis* other than Autumn in Japan and America, but much more will be revealed at the forthcoming Tokyo Game Show (19 March) and E3 Expo in Los Angeles (13 May). Naturally, we'll be there to absorb the information. The game will feature brand new characters and a suspenseful story line, not to mention huge 3-D environments. As the title also suggests, this game is a take on of the whole *Jurassic Park* theme and will feature the relentless pursuit of predatory dinosaurs of all shapes and sizes. *Dino Crisis* takes place in the not so distant future on Ibis Island.



[Above] Big trouble! Remember that huge crocodile in *Resident Evil 2*? Well that's just a toothy tadpole compared to the massive Jurassic lizards that stalk the levels in *Dino Crisis*. Dare you miss out on this?

Professor Kirk, a scientific genius, has set up a secret laboratory to complete his most incredible experiment after his country discontinued the funding for his project. Though only 29-years-old, Professor Kirk's research focused on a revolutionary experiment to compile the 'Principle of Clean Energy', the ultimate energy source. When this new source of energy is released it can provide new life to a polluted planet Earth, starved for power. In *Dino Crisis*, players assume the role of Regina, a member of a special force operative team.

Regina and her team of government agents have orders to capture Professor Kirk and seize the details of his research. Once a tropical paradise, the island now runs rampant with carnivorous dinosaurs, including raptors and of course, T-Rex's, that haven't roamed the Earth for millions of years... until now! Your mission is

WIRED contents

SOUL CALIBUR 08
Is the question of when Namco's latest sword-fighting arcade game is coming to PlayStation finally answered? We sincerely hope not...

SOUL REAVER 09
Peter Cushing, if you're reading, fetch us some stakes because we're going to have one hell of a vampire-maiming massacre on our hands when Eidos releases this!



IT'S A FACT!

Thinking of buying *Final Fantasy VIII* for your chipped machine?

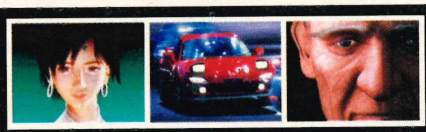
Don't. The game utilises new protection code that detects if your machine has been modified and refuses to load the game if it has.



IT'S A FACT!

Take 2 is to release a mission expansion pack for GTA ahead of the sequel's autumn launch. *GTA Mission Pack #1: London* will be released in April priced at £19.99. It will feature 32 new missions.

PLAYSTATION2



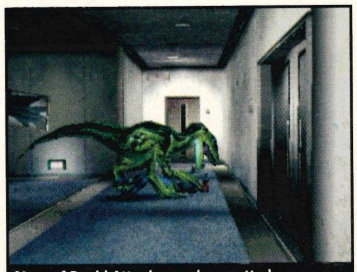
NEWS FLASH ■ TURN TO PAGE 10 NOW FOR ALL THE INFO >>>>

simple, find Professor Kirk, find out if his experiments have anything to do with 20 foot lizards running around, and attempt to get off of the island alive. Since Capcom's last survival horror game, *Resident Evil*, *Dino Crisis* shows major advancements to the genre. The dinosaurs for example are extremely detailed and fully rendered with the ability to stalk, attack and toy with their human prey.

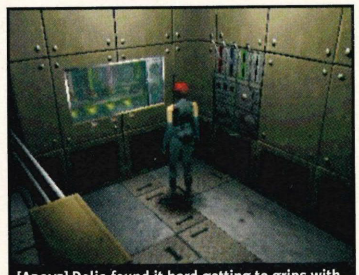
The game also makes use of a fully 3-D polygonal environment which allows players to interact in real-time with their surroundings such as by activating and deactivating security lasers and escaping numerous pitfalls in the floor.

The size and speed of the dinosaurs also adds a dramatic new element to the genre of survival horror. The huge dinosaurs in *Dino Crisis* are capable of disarming a person through vicious attacks; rendering the player helpless until another weapon is selected. Like the *Resident Evil* games, *Dino Crisis* incorporates an inventory and item system whereby the player can utilise various healing potions and combine weapons to create a unique and potentially devastating arsenal.

Other new effects include trails of blood when a character is injured and walking in a cautious manner when danger is near.



[Above] David Attenborough regretted volunteering for his particular nature trail.

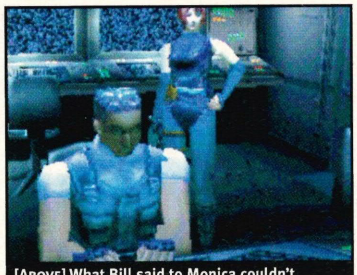


[Above] Delia found it hard getting to grips with the new fangled microwave ovens...

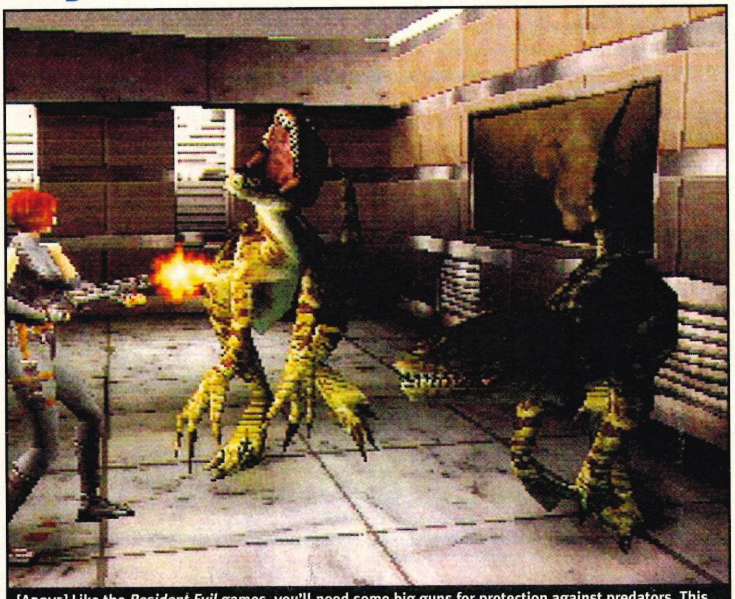
"Dino Crisis shows major advancements in the genre..."



[Above] Shinji Mikami's *Dino Crisis* takes the survival horror genre to terrifying new heights.



[Above] What Bill said to Monica couldn't possibly repeated in a family magazine!



[Above] Like the *Resident Evil* games, you'll need some big guns for protection against predators. This picture clearly displays the attention to detail that has gone into this game. See how the raptor winces!

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.

Apparently, Capcom is working on an N64 version of* Resident Evil *that will be set before the events of the original PlayStation game. The working title for the top-secret project is Resident Evil Zero (which is kind of apt when you consider Capcom's Street Fighter naming process!)

The Bitmap Brothers are currently developing Speedball 2100: Ultra Violence for PlayStation. The game will retain the gameplay foundations of the classic* Speedball 2 *game, but will now be in full 3-D. No release date has been announced as yet.

Well what a surprise, Metal Gear Solid ripped through the gaming charts to claim the number one spot after shifting close to 90,000 units in its first week of release. So now you know what all the fuss was about, eh?

Get this, those barmy French have withdrawn six top games from the shelves after protests from the lobby group Families de France. The games* Resident Evil 2, Unreal, Sanitarium, Wild 9, GTA *and* Carmageddon II *have all been cited by the group as "Profoundly harmful..." The group is now taking court action to have the games banned altogether.

Apparently, numerous celebrities have raced to put in orders for PlayStation 2. Meg Matthews, Jay Kay, All Saints and the Prodigy are all reported to be on the waiting list for the console, which is launched next year.

...And finally, a sequel has been confirmed for Star Wars: Masters of Teras Kazi. It will deal with the faults of the last game and feature two new characters – Lando Calrissian and Sedriss.

PLAYSTATION 2 10
Read all about it! All the gossip from Japan, all of the confirmed specs revealed, and we even print some exclusive demo footage to show what it is capable of!

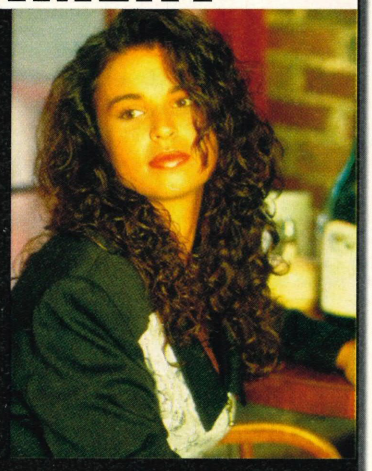
RALLYMASTERS 12
Gremlin announces a brand new racing game that could take the genre by storm. We reveal some of the features that it's hoping to incorporate.

MARVEL-LOUS 13
Capcom's Marvel Super Heroes Vs Street Fighter *arrived just a little too late for review, but we take a look and report back on what it's like.*

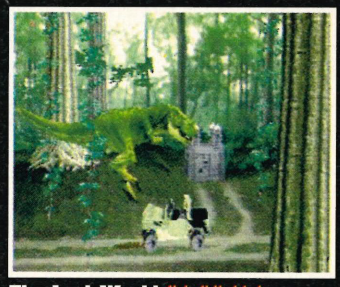
ENTERTAINMENT USA

with Cat Bucannon

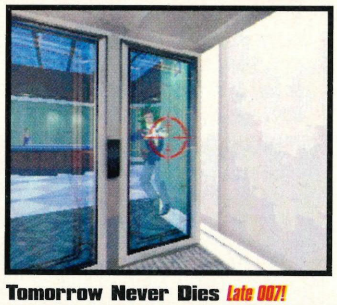
Regular monthly reports about the happening events in the land of the free from the PLAY American correspondent, Cat Bucannon. Each month, she will infiltrate secret meetings, and seduce corporate big-wigs for tasty exclusives!



I've recently heard a rumour that Black Ops Entertainment – known for the so-so underwater adventure *Treasures Of The Deep* – is burning the midnight oil on a **Jurassic Park** licensed fighting game that Electronic Arts are interested in releasing. So can we expect to see T-Rex's duking it out against Raptors? Let's just hope it's better than the previous JP licenses, eh!



The Lost World *Not all that hot.*



Tomorrow Never Dies *Late 007!*

Also from the Black Ops Entertainment camp, I've also heard that the release date for the long-awaited James Bond game, **Tomorrow Never Dies,** has slipped again! This time it has been put back to mid-August in the States, which is pretty dire when you consider that the new Bond film, *The World Is Not Enough* is released in America on 19 November. Perhaps they should just skip it and get on with the next one!

The most famous of Marvel Comics' creations is coming to PlayStation in his very own game (no more playing second fiddle to those Street Fighter dudes!) **Spider-Man** is set to make his full debut courtesy of Activision. The game will be a 3-D action adventure, but no release date has been announced as yet. Also on the web-slinger front, Sony has just acquired the rights to release a game based on the film!



Spider-Man *Does whatever a spider can!*



Resident Evil 2 *Leon's reality check!*

Capcom is preparing to release a snowboarding game sometime this Spring (as if we didn't have enough already! **Tricky Sliders** is the game, and the word on the street is that it will feature none other than Leon Kennedy (from *Resident Evil 2*) as a hidden character. Could this be the rookie cop enjoying one last holiday before taking up his position with the Raccoon City Police Department?

DEAD LOSS

DEAD OR ALIVE 2 GOES TO DREAMCAST

Bad news for beat-'em-up fans. We have recently learnt that two of our most eagerly awaited fighting games are to appear on the Sega Dreamcast, although it isn't known if it's an exclusive deal or not.

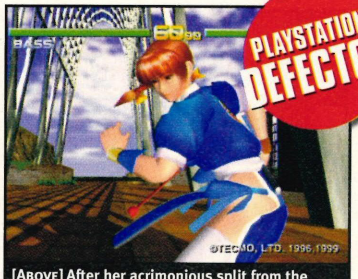
Dead Or Alive 2 from Tecmo and, more devastatingly, *Soul Calibur* from Namco will appear on the new Sega machine. Despite the fact that Namco hasn't yet officially announced the release, many industry insiders suspect that the game will debut at the forthcoming Tokyo Game Show.

As For D*ead Or Alive 2*, this perhaps isn't so much of a shock because the powerful arcade machine utilises Sega's Naomi technology, the same as the Dreamcast console. What is surprising is Namco's decision to release such a high-profile game on the Dreamcast – especially since the Japanese company has for so long been exclusively loyal to the PlayStation. Still we'll be praying that the official announcement comes soon, and that it doesn't rule out the possibility of these great fighting games making an appearance on the PlayStation at some point in the future... or even the PlayStation 2 for that matter. That would be mouth-watering...





PLAYSTATION DEFECTOR



[Above] After her acrimonious split from the Spice Girls, Geri tried to make ends meet.



[Above] Little was known about Hulk Hogan's secret life as a rap star, probably best that way.



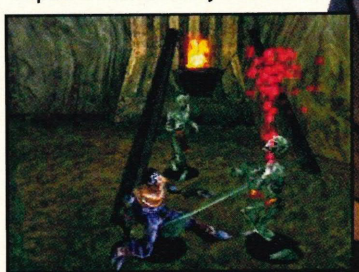
[Above] Tecmo's *Dead Or Alive 2*, get a good look at it now because you certainly won't see it appearing on the PlayStation. Still you could always pop around to your thick mate's house and use his Dreamcast!

SOUL MAN!

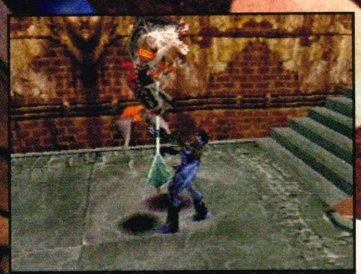
THE LEGACY OF KAIN CONTINUES

The wait is finally over and by the time you read the next issue of PLAY, *Legacy Of Kain: Soul Reaver* will be out in the shops. Don't worry though, releasing it without first issuing us with a review copy isn't a sneaky tactic from Eidos to disguise a crap game, it just wasn't ready in time for this issue that's all (don't be fooled by the reviews in other magazines, the game wasn't fully complete!). In case you didn't know, *Soul Reaver* is the sequel to BMG's mildly successful 1997 hit, *Legacy Of Kain*. The dark and gruesome sequel stars Raziel, a fallen angel who must devour the souls of vampires in order to rest easy in the afterlife.

The look of the game is rather reminiscent of Eidos' other major concern, *Tomb Raider*, but incredible new effects have been developed to allow Raziel to warp between worlds, effects that have to be seen to be believed. Like we said, we'll have the full review next month, but here are some new screenshots!



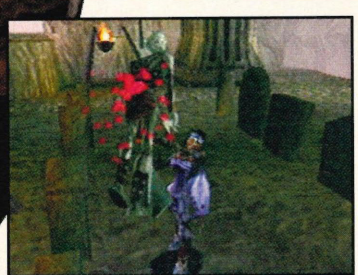
[ABOVE] What other game lets you turn frail zombies into attractive indoor fireworks?



[ABOVE] In *Soul Reaver*, you get to impale people if they so much as look at you funny!



[ABOVE] *Soul Reaver* takes the player to the depths of hell, then spits them out again.



[ABOVE] Uri was as surprised as anyone when he tried out his latest mind trick to messy results.

"The wait is finally over... Soul Reaver is in the shops ...and it's not crap!"

AVAILABLE MARCH 1999



[ABOVE] Jackson was less than pleased when he awoke to see the results of his latest operation. Owner of countless millions and enormous fantasy ranch are "no consolation," said the King of Pop, yesterday.



[ABOVE] Is this the game that's going to finally oust the *Tomb Raider* games as the ultimate arcade adventure? Eidos certainly hope so, although they're unlikely to start a clothing range with Raziel...

PLAYSTATION 2 OFFICIALLY ANNOUNCED!

"This is a new form of entertainment beyond games..."

"Tokyo, 2 March 1999 – Sony Computer Entertainment is pleased to announce the completion of its research and development project to design the successor to the PlayStation..."

The portentous tone of the press release might seem more appropriate to a defence project than a new games machine, but for Sony's rivals there's no doubt the impact is little short of nuclear in its scale and ambition. **This is a machine which realises everyone's wildest dreams.**

Around these pages are pictures which give some indication of the machine's power. Leading developers were given PlayStation 2 development kits just three weeks before the announcement and demonstration, but the results were hugely impressive. Polyphony Digital used its *Gran Turismo* car data to generate a demo running in real-time on PSX2 that looks better than *GT*'s opening FMV. The close up of virtual star Reiko Nagase's face shows that PlayStation 2 can handle in real-time the fantastic FMV intros Namco produces for its PlayStation games. The *Final Fantasy VIII*-style images were put together by Square, which took the 3-D data intended for a rendering supercomputer to make FMV sequences from, and ran the code on PlayStation 2 instead, again in real time. The message is that the best video sequences of current PlayStation titles is how real, three dimensional games will look on PSX2.

Although everyone in the industry knew something big was building for the 2 March party, celebrating the 50 millionth PlayStation sold, most expected PlayStation 2 news to be limited to developers. Instead, Sony have gone public with a blitzkreig of press releases covering almost every aspect of the machine's awesome technology.

In brief overview, PlayStation 2 will come with a DVD drive, offers **full backwards compatibility** with PlayStation 1 and offers graphics performance on a different level to anything yet seen.

After the announcement of the new PlayStation's CPU at the 1999 International Solid-State Circuits Conference, probably the most anticipated news concerned the graphics chip which would partner it. While Sony hyped the CPU as **capable of calculating 55 million polygons per second**, cynics wondered how many of these could actually be rendered by the graphics chip. We now discover the answer is an astonishing **75 million polygons per second**. With all the effects on – Z-buffering, textures, lighting and alpha blending (transparency) – the graphics chip can achieve a sustained rate of 20 million polygons per second. That's **the same polygon count as the computers used for Jurassic Park.** This compares to 8 million polys for 3Dfx's recently announced Voodoo 3 chipset. According to Sony, its system can render 150 million particles per second, producing a "screen image comparable to **movie-quality 3-D graphics in real-time.**"

Another astonishing aspect of the new machine is the I/O Processor for the new machine, the chip which handles the data exchange between peripherals and the system itself. For PlayStation 2, Sony have teamed up with LSI Logic to develop an I/O chip which just happens to be **100% compatible with PlayStation 1** and its peripherals. It's basically your current PlayStation on a single chip. Any PlayStation game or peripheral you own now should run perfectly well on the new machine, an achievement never before offered by any console straight out of the box – principally due to the exorbitant costs it incurs.

Aside from supporting existing PlayStation ports, the new chip also supports the emerging USB and

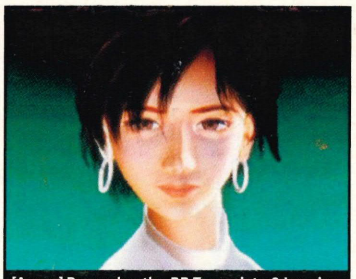
SEGA SAYS

*President of Sega of America, **Bernard Stolar**, spoke to press just three days after Sony's Big News, about how the PlayStation 2 announcement would affect Dreamcast. He was eager to point out that while the specs for the new PlayStation looked impressive on paper, gamers cannot experience the system for real. Dreamcast, he says, exists right now and is available to buy. While Sony struggles with the challenge of getting such an advanced machine ready within a year, Dreamcast will be building its library of titles – about thirty by Christmas '99. Stolar also explained that Dreamcast was always intended to be upgradeable, and in time it too will use DVD and other new technologies. He was quick to point out that the expected high price of PlayStation 2 (perhaps $400, but nobody knows for sure at the moment) put it within reach of older consumers and that Dreamcast could be afforded by everyone.*

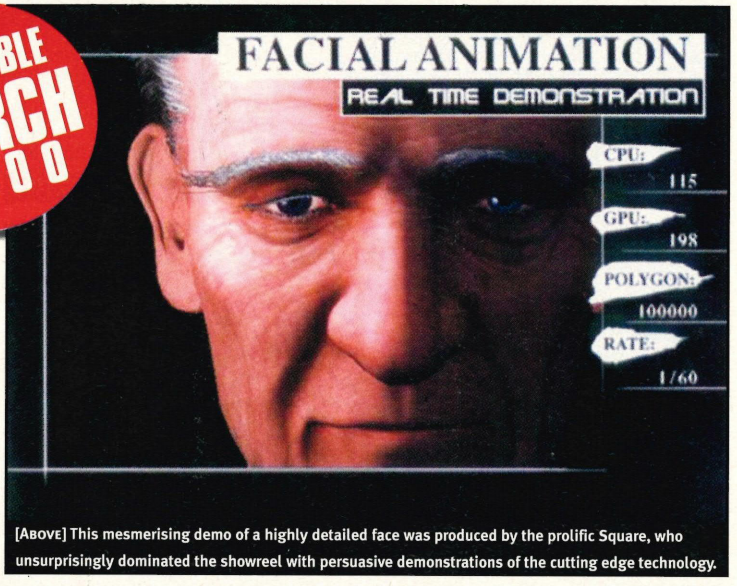
Dreamcast™

NINTENDO SAYS

It's only a rumour, but when approached for comment in a similar way to Sega US about whether Sony's PlayStation 2 announcement worried them, a Nintendo representative is told to have said, "Nope. All we need is Pokémon."

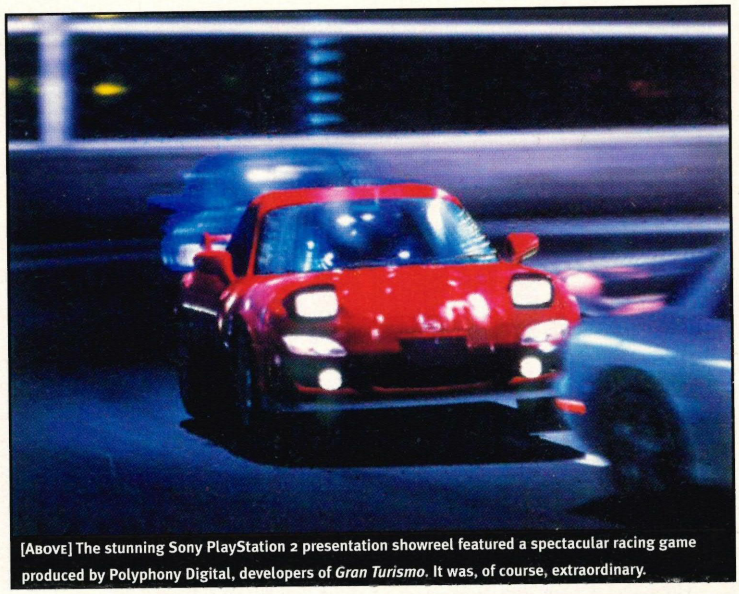


[Above] Remember the *RR Type 4* intro? Imagine Reiko Nagase as a real-time game character...

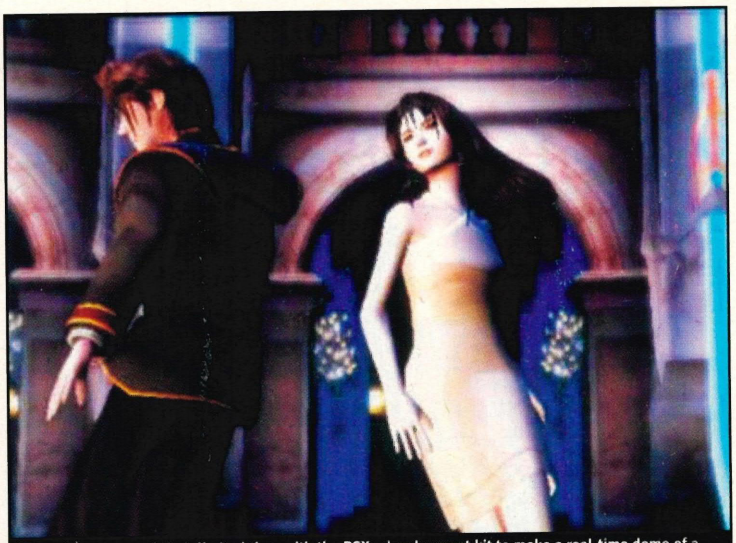


[Above] This mesmerising demo of a highly detailed face was produced by the prolific Square, who unsurprisingly dominated the showreel with persuasive demonstrations of the cutting edge technology.

PLAYSTATI



[Above] The stunning Sony PlayStation 2 presentation showreel featured a spectacular racing game produced by Polyphony Digital, developers of *Gran Turismo*. It was, of course, extraordinary.



[Above] Square used their limited time with the PSX2 development kit to make a real-time demo of a *FFVIII* cut scene. Faultless animation and superb character design wowed the 1500 industry pundits.

PROOF POSITIVE

The tech demos running on PSX2 at the conference...



'FEATHER' Thousands of non-angular feathers floating.

'BURR' A collection of weird, animated shapes.

'HELIX' Mathematically intensive fractal routine.

'FLUFF' Like dandelion heads, blown by 'digital wind'.

'ROCKY AREA' Completely organic-looking 3-D environment.

'MELT' Reflective metal, melted in real-time on screen.

'FIREWORKS' Particle-based routine with perfect light sourcing.

'BATH' Objects bobbing around in very real virtual water.

TECH SPECS

CPU 128-BIT "EMOTION ENGINE"	
System Clock Frequency	300 MHz
Memory Size	32MB
Memory Bus Bandwidth	3.2GB per second
Floating Point Performance	6.2 GFLOPS
3D CG Geometric Transformation	66 Million Polygons per sec.
Compressed Image Decoder	MPEG2
GRAPHICS "GRAPHICS SYNTHESIZER"	
Clock Frequency	150MHz
Maximum Polygon Rate	75 Million polygons per second
SOUND "SPU2+CPU"	
Number of channels	48
Sampling Frequency	44.1 KHz or 48 KHz (selectable)
IOP I/O Processor	
CPU Core	PlayStation (current) CPU
Clock Frequency	33.8MHz or 37.5MHz (selectable)
Sub Bus	32 Bit
Interface Types	FireWire, USB
Communication	via PC-Card (PCMCIA)
Disc Device CD-ROM and DVD-ROM	

FireWire connectivity standards used by new Macs and PCs. Connecting PlayStation 2 to a huge range of peripheral devices, from digital cameras to printers, keyboards and mice should be a breeze, although Sony may introduce proprietory elements to restrict this in the final product.

Sony have also confirmed **PlayStation 2 will itself use a DVD drive**, something which again may push up the unit's base cost, but will be partnered with advanced 3-D digital sound technology such as AC-3 and DTS. However, to avoid stepping on the toes of its own home entertainment division, Sony may remove PSX2's ability to play DVD movies.

There's no firm release date, but **Sony set itself a deadline of March 2000** to release the machine in the most important territory, Japan. A Christmas '99 roll-out would be absolutely perfect. Overseas, the system is expected to debut during Autumn 2000.

The final word, of course, goes to Sony: "The next generation PlayStation system announced here is a significant part of Sony Computer Entertainment's mission to create **'a new form of entertainment beyond games'** via the integration of innovative computer technology with digital AV technology."

ION 2

the future is DVD

Do you want to know more? yes

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!

The latest in Capcom's Street Fighter series has just been released in our arcades. **Street Fighter 3: 3rd Strike** is causing quite a stir because not only does it feature most of the previous Street Fighter favourites, but there are four new characters as well. They include a cyborg called Twelve and a mystical fighter who calls himself 'Q'. Sounds like yet another Capcom fighting triumph to us!



SF3: 3rd Strike *Hard-hitting success.*



To Heart *How many girls can you pull?*

Although little is known about it outside of Japan, there is actually a gaming genre called 'romance', and there's a brand new anime-style additional to this genre out now called **To Heart.** You've basically got two months in which to fall in love with as many girls as possible. Although they all look cute, the females will be extremely hard to impress because of sophisticated AI and character traits. Bet we could pull 'em all though!

Our favourite Final Fantasy spin-off, *Chocobo's Magic Dungeon* is going to get a sequel. **Chocobo's Magic Dungeon 2** will see more of the Final Fantasy characters making guest appearances as well as Chocobo now possessing more tricks and spells, including one that enables him to walk through walls. The game should be out by the time you read this, but be warned, it's very text-heavy.



CMD2 *Those 'clucking' chickens are back!*



Star Blazer *Hey, it's Liam and Patsy!*

The world is dying, you have to travel 12,000 or more light years to recover an atmosphere cleaning device, and all the while evil space-colonial corporations will stop at nothing to halt your mission! The game is **Star Blazer** and it's an RPG that is based on the highly successful anime cartoon of the same name. The game will be out by the time you read this so be sure to check it out if you get a chance.



OUT NOW! PowerStation (ISBN 1362-5047] is now available from all good newsagents priced just £3.95. Issue 33 features guides to *Metal Gear Solid, Akuji The Heartless, Populous: The Beginning, The Granstream Saga, Premier Manager '99* and many more besides! It's simply the best tips mag in the world...

RALLYMASTERS

GREMLIN ANNOUNCES NEW RACING GAME!

Digital Illusions, the BAFTA-nominated development team behind *Motorhead* is currently working on a brand new racing game for Gremlin Interactive – *Rallymasters*.

The game is expected to be released on the PlayStation sometime in the summer and will feature three Championship game modes as well as Single Race, Time Attack, Ghost Play and a two-player mode. The game will also feature a whole host of options including Championship Editor, three difficulty settings, three Championship divisions and car settings that can be fully modified. The onus is on detail with this game and the in-game real-time car damage and the reflection mapping on all of the cars is a clear indication that this game is going to be a looker. We'll have more information on *Rallymasters* in a full preview soon!

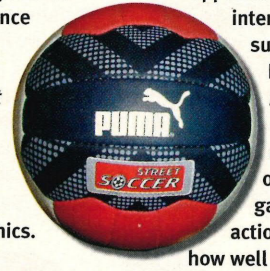


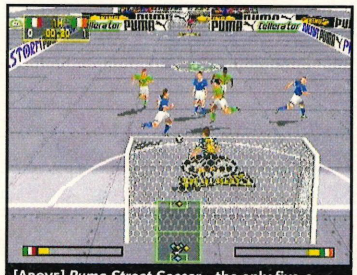
STREET-WISE

SUNSOFT'S PUMA STREET SOCCER!

Puma, the international sports company and Sunsoft have joined forces to produce a virtual football experience inspired by the world-wide tournament of the same name. *Puma Street Soccer* re-creates the five-a-side feel utilising the PlayStation's canny ability of producing real-time polygonal 3-D graphics.

Life-like animation, sophisticated artificial intelligence and an intuitive control system make this game a worthy challenger to the footie crown. It also features appearances by renowned international football stars such as Didier Deschamps, Peruzzi and more. *Puma Street Soccer* is the only five-a-side game available at present and one of the only football games to feature indoor action. The big question is how well does it play? Find this out and more in the full review in the next issue of PLAY.





[ABOVE] *Puma Street Soccer* – the only five-a-side game around... just in case you wanted one!



[ABOVE] Okay so it may not be as tactical as *FIFA '99*, but at least you score great net-swellers!

PLAYBOYS

Come on folks, give 'em a hand! These are the crazy guys behind this publication... but what sort of month have they had on board the good ship?

Ryan Butt
He's had a really s****y month. First there was his hellish tooth-ache that lasted an eternity, and then on top of that he caught a cold. How unlucky is that?
ryan@paragon.co.uk

Tom Sargent
He had a month of two halves. Working like mad to do his contribution to the mag, then taking the rest off to do what-ever sick things he gets up to!
tomsargent@paragon.co.uk

Ben Lawrence
He had a sad month. He borrowed the review copy of *MGS*, got all the way through the first disc and then discovered he couldn't load the second!
beni@paragon.co.uk

Graeme Nicholson
He had a character-building month... by getting his hair cut-off. Yes, after two years as a hairy highland ogre, Graeme now resembles a stroppy schoolboy!
silencio@paragon.co.uk

SO MARVELLOUS

BRAND NEW BEAT-'EM-UP PACKS A PUNCH...

Arriving just a little too late for review this month was Capcom's long awaited *Marvel Super Heroes Vs Street Fighter* game. This one- or two-player fighting game pits Capcom's favourite Street Fighters and the world famous *Marvel Comic* characters against the forces of the evil mutant Apocalypse.

What's so special about this game is that it introduces the 'crossover' fighting mode that allows tag-team battles between four characters. In this mode, the opposing team (player two or the computer) selects the identical characters of player one and then they battle it out in a realistic tag-team scenario. The game features 17 playable characters from both backgrounds and is also compatible with the Sony Dual Shock pad – so players can really feel the punches. When playing in the standard 'Battle' mode, players choose two characters, a primary and a secondary fighter. The primary fighter does the main skull-bashing, but by performing the 'Variable Assist' a devastating two on one combo, the secondary character is called in and the sparks fly.

Marvel Super Heroes Vs Street Fighter looks brilliant, but it is plagued by the same old annoying loading times. However, you can almost forgive it for this because the actual bouts are awesome. We haven't heard of an official release date for the game in this country yet, but we'll bring you the full import review next month.



[Above] Captain America looked on in horror as Chun-Li fractured her leg in numerous places.





FIFA FAIR PLAY?

BEST FOOTBALL GAME TO 'DO AN 'ARSENAL?'

Remember the FA Cup fifth round clash between holders Arsenal and Sheffield United? Remember how the Gunners broke the unwritten law of conduct on the pitch and failed to give the ball back to United when it was deliberately booted out to get help for an injured player? In that case you'll also recall how Parlour tossed the ball to Kanu, who then crossed it to Overmars, who scored. Perfectly legal, but so shockingly out of order! The two teams agreed to replay the tie with the FA's consent, but then FIFA got wind and threatened to kick-up a stink, why? We looked to the latest FIFA game to find out why.

With the mighty Blackburn Rovers taking on the foreign legion of Chelsea, we targeted French egotistical egg-head, Frank LeBeuf as public enemy number one and went in for a 'scything' tackle... CRUNCH! With the Frenchman injured, and racked with guilt, Blackburn's David Ginola (ah, the wonders of a dream-team transfer option!) kicked the ball into touch so that the crocked dome-head could be stretchered off. However, when Chelsea came to throw the ball back to Blackburn, as is expected in the unwritten gentleman's law, they simply tossed it to their own player and went on an all-out attack on the Lancashire outfit's goal.

Okay so Chelsea didn't score, but it clearly shows what a bunch of barbarians FIFA really are, is it any wonder that they tried to intervene and get the replay cancelled? We think not!

DVD review



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ON THE CARDS

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

SYPHON FILTER

It's just too good to put down. If it wasn't for this pesky magazine, we would have quite happily spent the whole month offing bad guys with intricate head shots in this utterly great game.

SILENT HILL

We've obviously been getting stuck into this one a lot, and it needs loads of saving – especially seeing as winged beasts can fly from out of nowhere and take your head off in an instant!

GEX: DCG

This month's memory card fall-guy is definitely Gex. His latest adventure was a disappointment and by the time you read this he most certainly won't be polluting our memory cards any more!

CHARTS

In association with GAME

Pos	Game	Developer	Publisher	Score
1.	Metal Gear Solid	Konami	Konami	97%
2.	A Bug's Life	Travellers Tales	Sony	72%
3.	FIFA '99	EA Sports	EA	91%
4.	Premier Manager '99	Gremlin	Gremlin	78%
5.	Grand Theft Auto	DMA Design	Platinum	88%
6.	Tomb Raider	Core Design	Platinum	94%
7.	Crash Bandicoot	Naughty Dog	Platinum	84%
8.	WCW/NWO Thunder	THQ	THQ	85%
9.	Crash Bandicoot 3	Naughty Dog	Sony	91%
10.	TOCA	Codemasters	Platinum	92%

READERS' MOST WANTED

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

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

BLAG!

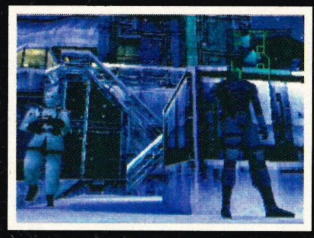
FREEBIES OF THE MONTH

With heads dropped and tears welling, we got to thinking that nobody loved us enough to send us any gear this month. More fool us, those lovely folk at Sunsoft raced to our aid and sent us some delightful bits of football kit to tie-in with *Puma Street Soccer*.

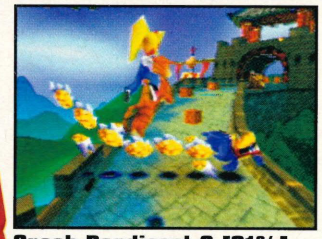
The goodies consisted of two attractive Puma football tops, a Puma Street Soccer football and a pump to inflate the damn thing with. At least now we have something other than Ben to kick around the office!



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!

SCOOP!

HOT-OFF-THE-PRESS NEWS

A sequel is already under development for Syphon Filter, before the original game has even emerged over here! No sooner had the game hit the shops in America to rave reviews and healthy sales and 989 Studios has suggested a sequel. (989 now hopes to continue with its new found success by turning the hero, Gabe Logan into a gaming franchise.)

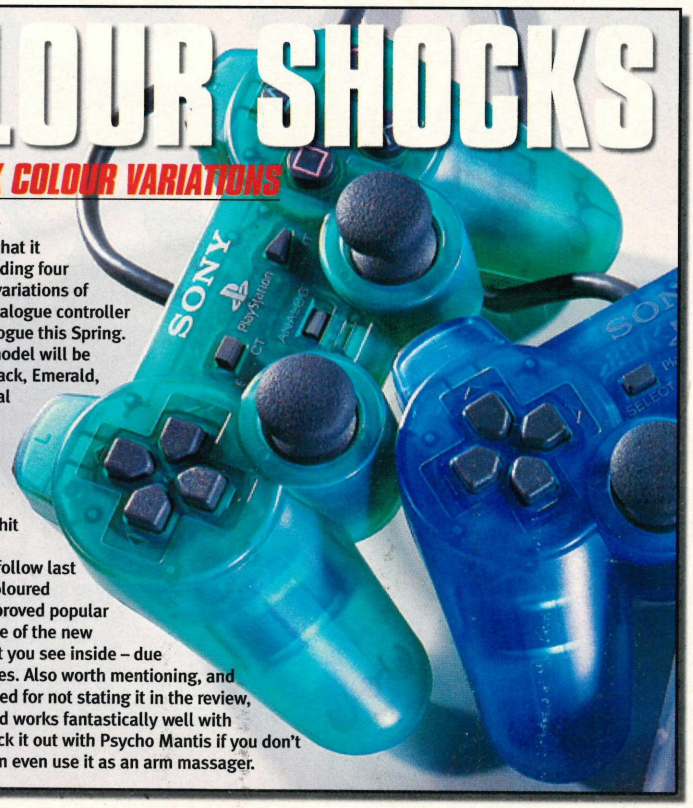
According to sources in Japan, Capcom is currently working on a coin-op version of Resident Evil. It is thought that the game will be a gun shooting one similar to House Of The Dead, *it is also reported to use a Naomi board, similar to* House Of The Dead 2, *and seeing as the two games had very similar plots, it'll be interesting to see which one emerges as the better. We'll have more information on this curious project in the next issue of the magazine.*

COLOUR SHOCKS

DUAL SHOCK COLOUR VARIATIONS

Sony recently announced that it would be adding four new colour variations of its successful Dual Analogue controller to its peripheral catalogue this Spring. The traditional grey model will be joined by Diamond Black, Emerald, Island Blue and Crystal variants. All will still feature the same precision analogue control and built-in vibration feature that made this pad such a hit in the first place.

These peripherals follow last year's launch of the coloured memory cards which proved popular with the punters. Some of the new coloured pads even let you see inside – due to the transparent cases. Also worth mentioning, and we feel greatly ashamed for not stating it in the review, but the Dual Shock pad works fantastically well with *Metal Gear Solid*. Check it out with Psycho Mantis if you don't believe us, and you can even use it as an arm massager.

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ON THE ROAD

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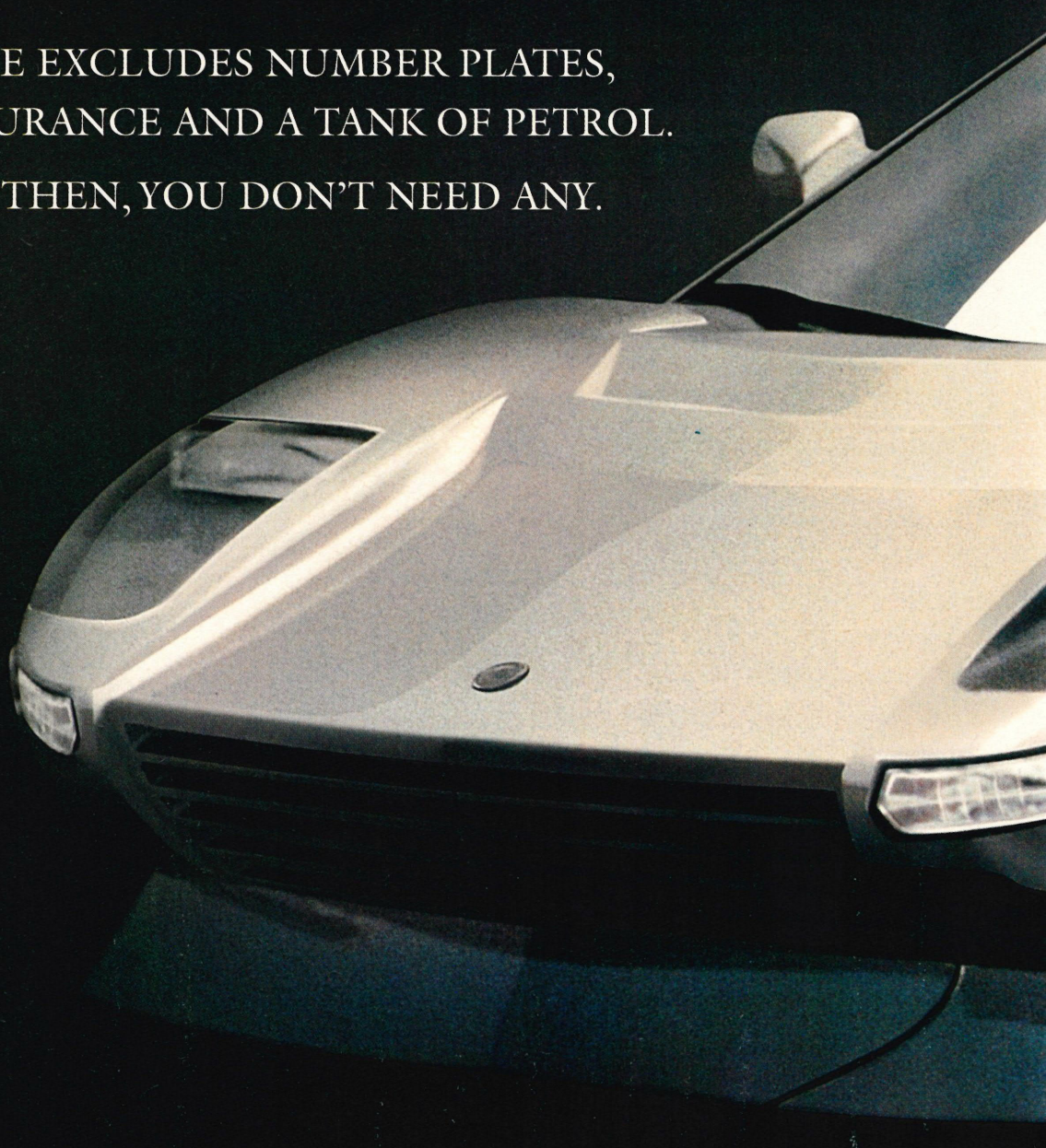

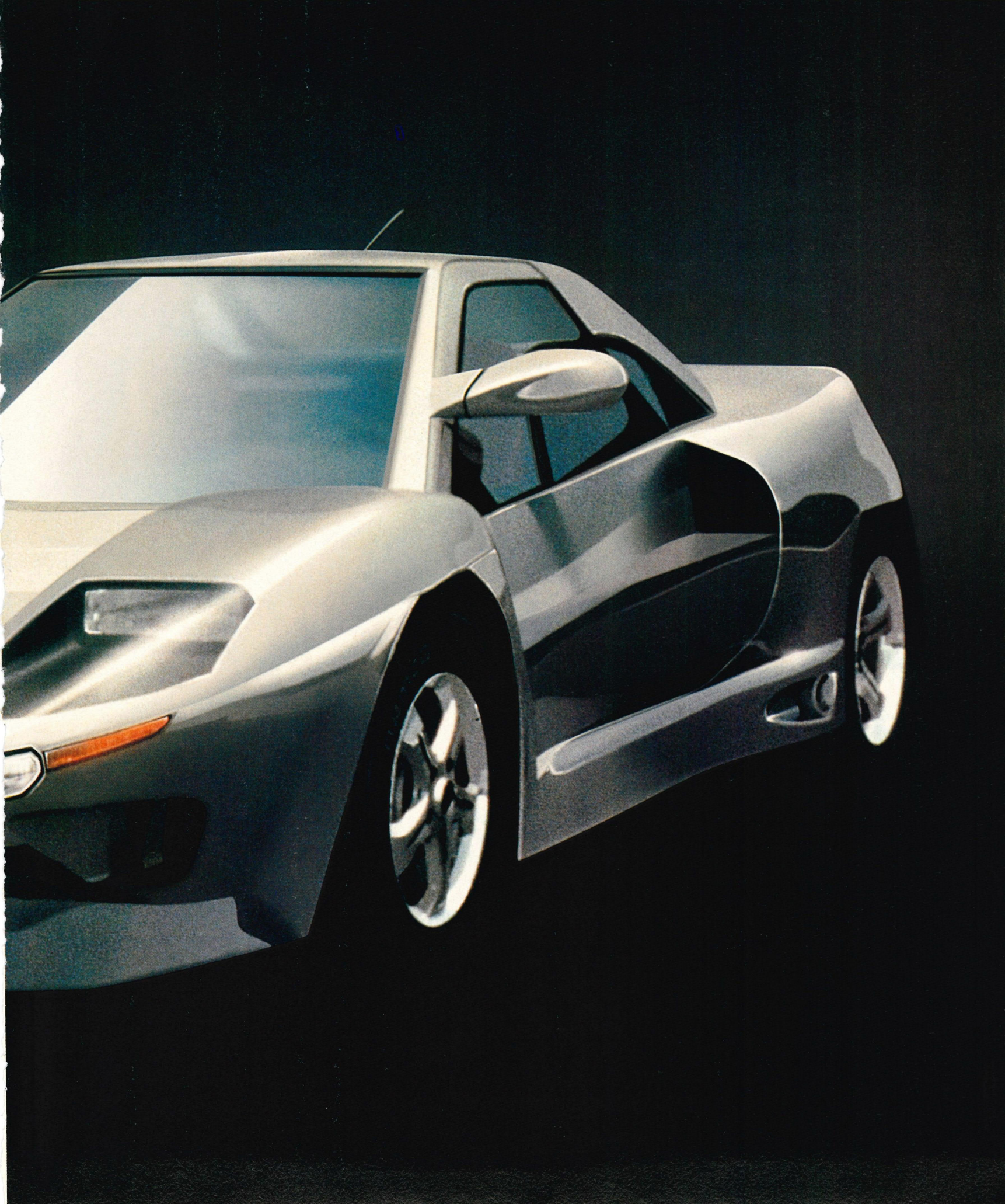

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ON THE ROAD



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namco PlayStation



GAME

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

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WIN CRASH'S JACKET

A designer Crash Bandicoot Leather Jacket worth £700

Just when you thought originality was dead and we were going to offer yet another TV or Camcorder (not that anyone ever complains), we've managed to land the most original and unique prize ever this side of PlayStationville. Thanks to our chums at Sony, one lucky reader will slip into a slick black lump of prime cow's hide worth a staggering 700 notes – and it's embossed with a tasteful *Crash* logo on the back Why is it worth so much? Apart from being made from the highest quality (and heaviest) leather, it's the only one in England! You can strut down the street, club or pub safe in the knowledge that nobody else has one like quite like this.

To win the jacket, all you need to do is answer the following 'taxing' question. Here goes...

WHAT'S THE NAME OF CRASH'S CURVACEOUS SISTER?

❶ Sharon ❷ Tracy ❸ Coco

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

Crash 'n' Carry
Paragon Publishing
Paragon House
St Peter's Road
Bournemouth
Dorset BH1 2JS

PRIZES

1ST PRIZE

A top designer Leather Jacket embossed with the Crash Bandicoot 3: Warped logo. A very cool prize.

RUNNERS UP

Five runners-up will each receive a Platinum copy of Crash Bandicoot 2: Cortex Strikes Back.

The rules to entering this competition are the same as always. The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing, or its sponsor Sony may not enter. Your entry should reach us no later than 1 May 1999. All winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply a prize of equivalent value rather than those illustrated. No cash alternatives, sorry.

PlayStation

NAUGHTY DOG

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!

WORKSTATIONS

IN-DEPTH FEATURES ON THE LATEST SOFTWARE

RAINBOW SIX 22
THE FULL LOW DOWN ON THIS TOP PC CONVERSION!

SYPHON FILTER 28
SONY'S OWN ANSWER TO METAL GEAR SOLID

GRAN TURISMO 2 32
THE RACING GAME THAT NEEDS NO INTRODUCTION!



WIRED UP PREVIEWS

A SHORT LOOK AT A GAME WHICH IS EITHER TOO BIG TO BE IGNORED, OR A FINAL ASSESSMENT BEFORE IT'S RELEASED

CROC II 88
HE'S BACK SAVING THOSE GOBBOS!

QUAKE II 89
NEARLY COMPLETE AND LOOKING GOOD!

SHADOWMAN 89
THE SERIAL KILLER HUNTER CHECKS IN

SDR 90
THE PSX'S OWN MARIO KART?

TRAP GUNNER 92
MULTIPLAYER MAIMING EXTRAVAGANZA!

NEXT TETRIS 92
AS IF THE LAST ONE WASN'T ENOUGH!

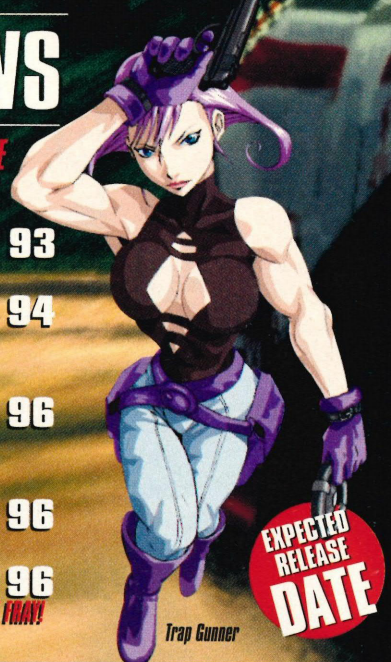
ACE COMBAT 3 93
PREPARE FOR FUTURISTIC TAKE-OFF!

G-POLICE 2 94
THE FUTURE OF LAW ENFORCEMENT!

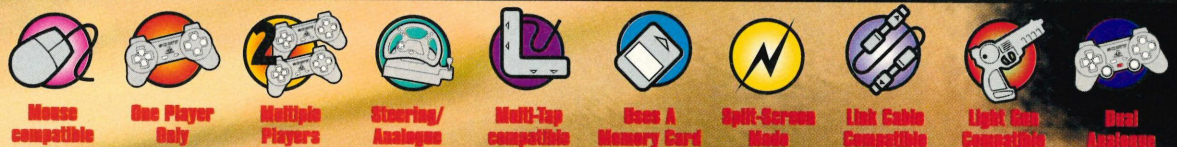
UM JAMMER LAMMY 96
AN ALL-OUT GUITAR ASSAULT!

SOUL OF THE SAMURAI 96
KONAMI'S MGS FOLLOW-UP?

LEGACY OF LEGAIA 96
ANOTHER MYSTICAL RPG ENTERS THE FRAY!



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.



THE GREATEST

ES REVIEWS

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. Well 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!

To Be Confirmed

due release date TBC

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.

RIDGE RACER TYPE 4 46
NAMCO'S POTENTIAL GT BEATER FINALLY APPEARS ON PAL!

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THE FIRST TRUE PSX SKATEBOARDING GAME, ANY GOOD?

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PLAY magazine ISSUE 47 1999

Tom Clancy's RAINBOW SIX

OXFORD-BASED DEVELOPER, REBELLION, HAS BEEN GIVEN THE TASK OF ADAPTING PC-HIT RAINBOW SIX FOR THE PLAYSTATION. PLAY'S MISSION – WHICH WE CHOSE TO ACCEPT – WAS TO DISCOVER WHETHER IT WILL LIVE UP TO THE LICENCE'S POTENTIAL. LOCK AND LOAD.

Written By STUART TAYLOR

THE BIG GAME

"Rainbow Six is shaping up to be one of the major PlayStation releases of the year..."



[Above] "Pop quiz, hotshot!" You've got two terrorists ready to perforate your sorry butt – which one do you go for first? It's this kind of high-pressure decision making that will make or break a mission.

Oxford – a city full of bright young things; eager students who are determined to get the best of educations so that they may practise what they have learned for the betterment of society. Oxford – a city populated by suave criminals and murderers, who will eventually be brought to justice by a dour, opera-loving inspector called Morse. Oxford – a city that is home to a rising star in the videogame development firmament, one which is currently nearing completion on its potential PlayStation blockbuster; *Rainbow Six*. The chances are that when you think of Oxford, you'll think of students and TV's *Inspector Morse*, but if *Rainbow Six* on PlayStation turns out to be as good as it looks at the moment, when you next think of Oxford you'll first think of Rebellion: the pioneering software developer who has bravely taken up the task of converting last year's award-winning PC tactical first-person title, Tom Clancy's *Rainbow Six*, to PlayStation.

Blueprint

- Publisher: Red Storm
- Developer: Rebellion
- % Complete: 70%
- Exp. Release Date: July
- Origin: UK
- No. of Players: 1-2



RAINBOW CLIMBING HIGH

Rainbow Six on the PlayStation has been in development for approximately ten months now and is nearing completion, so Rebellion and *Rainbow Six* publisher, Red Storm Entertainment, thought that it was high time to unveil the game to the world... or the next best thing (which is us, Play magazine, your continued>



[Above] Here's the all-important tools-of-the-trade menu screen. What, you thought you were going in bare-handed?

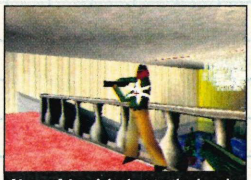
AVAILABLE JULY



[Above] Okay, so it's probably a guy-thing, but guess who's gun is bigger than the other's? The target is aimed squarely at the terrorist's throat... time to break out the funeral bouquet, then?

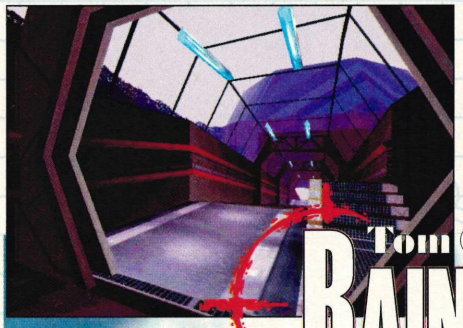


[Above] Planning is everything in *Rainbow Six*. Here's where you work out your plan of attack, which is the key to success.



[Above] A quick shot to the head will 'neutralise' this threat.







MEET THE TEAM

There are some careers that require special people – the dangerous world of counter-terrorism is one such career. Here's your chance to meet some of the members from an elite team of specialist operatives whose day job it is to save the world. Pay special attention to their respective skills and experience, you need to know exactly who it is your taking with you on a mission. The right mix could bring success, whilst the wrong... well, the chances are you won't be alive to find out what the wrong team will bring you.



1 ARNAVISCA, SANTIAGO

Born in Malaga, Spain. Attended University of Seville, 1983-88. Joined the Guardia Civil upon graduation. Served as a brigade commander 1994-96 in the Western European Union administration of Mostar in Bosnia. Recruited by the Guardia Civil's counter-terrorism unit – the Unidad Especial de Intervencion – in 1997. Arnavisca has competed in shooting competitions since he was a child and is an expert marksman. He is more comfortable acting as a lieutenant and advisor than a team leader. Extremely tenacious in combat, he has a reputation for maintaining an air of calm detachment no matter how tense the situation.



2 BECKENBAUER, LARS

Born on a farm near Chemnitz on the Czechoslovakian border. Drafted into the East Germany Army in 1970. Specialised in bomb disposal and demolitions. Assigned to East German Border Patrol, 1971-76. Arrested by the GDR State Security Service (Stasi) in 1976 under suspicion of involvement in several high-profile defections, but released due to lack of evidence. Beckenbauer has built his reputation as Germany's leading expert on explosives and demolitions. He has an encyclopedic knowledge of all types of explosive devices, and never overlooks any detail of an operation or leaves anything to chance. Beckenbauer is liable to be somewhat cold and distant toward the rest of the team, but only because he considers personal interactions to be a dangerous distraction.



3 BOGART, DANIEL

Born in Keokuk, Iowa, USA. Graduated from University of Iowa with a degree in law enforcement. Worked for three years as a patrolman in Keokuk police department. Hired in 1980 by the Federal Bureau of Investigation. Member of FBI Hostage Rescue Team 1987-97. Bogart is an excellent team leader. He has exceptional tactical skills and situational awareness from his years with HRT. Extremely cool under fire, he is also a crack shot, having won several marksmanship awards during his tenure at the FBI. His low-key demeanour and laconic sense of humour have made him a well-liked member of the Rainbow team.

continued> representative from the videogame magazine universe). PLAY was invited up to the plush Randolph Hotel in Oxford, to meet Rebellion and Red Storm, as well as get a hands-on feel for PlayStation *Rainbow Six* itself. Following the customary free eats and pleasant pre-preview conversations, the lights were dimmed and Red Storm's corporate video was played, giving us an idea of what this relatively new publisher is all about.

The first thing that strikes you about Red Storm is that it has a different and fresh approach to publishing. It states that it isn't competing with other software developers/publishers, but considers other entertainment media – like film, TV and books – as its direct competition. So, that it is why Red Storm has published the likes of Tom Clancy's *Rainbow Six* and *Ruthless.Com* in novel, computer and (it hopes eventually) motion picture format: Red Storm is looking at a wider scope multimedia entertainment experience.

PLANNING IS EVERYTHING

Following the Red Storm educational background, Rebellion took centre stage to present its interpretation of *Rainbow Six* on PlayStation. The original, first-person perspective, PC game is concerned with a crack squad of counter-terrorism operatives who tackle real-life terrorism scenarios, like rescuing hostages, for example. The player has to study the mission objectives, work out their tactics and an operational plan, select a team from a pool of the world's best operatives and, finally, put that plan into action.

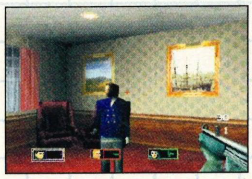
Players of the PC game loved the tense atmosphere that was generated by quietly entering an embassy building, peeping around corners, and sniping at the unaware terrorists. However, if your plan had more holes than Swiss cheese, that sensation of satisfaction was swiftly replaced with a feeling of dread and remorse as your team is cut to shreds and the hostages executed. As with so much in life, planning is everything in *Rainbow Six*.

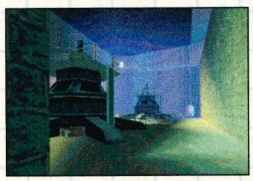
One of the major appeals of *Rainbow Six* was its first-person perspective 3-D graphics and

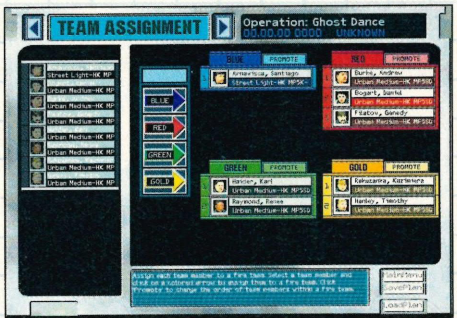
Tom Clancy's RAINBOW SIX

THE BIG GAME

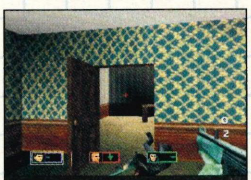
"The PlayStation version bit as compelling as its







[Above] As well as planning the specifics of any given mission, you'll also need to pick the ideal team for each situation.



[Above] The guy at the top is a hostage... so don't shoot him!





[Above] "Lock and load, gentlemen." It's time to saddle up and get your team on that plane... or perhaps your mission is to prevent the thing from taking off? You'll soon find out...



# of Rainbow Six is every PC parent..."

realistic sound-effects, something which is relatively easy to produce on a high-end PC, but on a PlayStation? Well, in spite of some initial doubts, Play magazine is pleased to report that the PlayStation version of *Rainbow Six* is every bit as compelling as its PC parent. One of the major differences between PC and PlayStation is the lack of a third-person perspective which, considering that practically everybody played *Rainbow Six* in the first-person anyway, is no real loss. Also, Rebellion told Play that by viewing the game world completely in the first-person, it avoided such unpleasant (and potentially atmosphere destroying) faults like fogging – let's face it, how many modern-day embassy buildings do you know that have fog in them?

There was only one level available to play, although Rebellion assured us that many more were well on the way. The level itself is a suitable introduction to *Rainbow Six* as a whole, and is concerned with the counter-terrorist unit gaining access to an embassy, 'neutralising' any terrorist threats, locate the hostage and get him out alive. The controls take a bit of getting used to at first, as the game practically uses every button on the pad. The analogue sticks control the player's movement, and pushing down on the right-hand analogue stick opens doors as well. The left-hand directional buttons allow you to scroll through your weapons, whilst the shoulder buttons let you put those weapons to good use.

If one of the team members is killed, the player is instantly given control of the next member of the team, who (if you remember how you positioned them during the mission planning stage) could place you in a different area of the building altogether, a bit like the aging EA space strategy game, *Space Hulk*. Once the controls were mastered, getting the hostage out of the embassy in one piece was relatively simple – although Rebellion stated that the final version of *Rainbow Six* will have three different difficulty levels. The latter varies from Easy (where player's can take multiple hits and the terrorists are completely stupid), Medium, and Hard (where one shot means instant death and the terrorists are as hard as a pornstar on viagra).

continued>

MEET THE TEAM



4 BURKE, ANDREW

Born in Manchester, England. Joined Royal Marines in 1986. Two tours of duty with British Special Air Service (SAS), 1988-91 and 1998-1999. Awarded Military Cross, 1998. Has taken part in SAS actions in 22 countries on four continents. Further details of his service record are sealed. Burke is a seasoned veteran of numerous covert operations. While not reckless, he has a strong can-do attitude and unlimited confidence in his abilities. As a leader he is decisive and demanding. He has a quick sense of humour and is likely to keep his team relaxed by telling jokes before the start of a mission. While he has some contact with his family, he considers the service to be his home.



5 CHAVEZ, DOMINGO 'DING'

Born in Los Angeles, California. Joined US Army, 1983. Served with the 7th Infantry Division, 1984-87. Rose to rank of Staff Sergeant before being recruited by the American Central Intelligence Agency (CIA) in 1987 for narcotics interdiction operations in South America. Discharged 1988 and became a full-time CIA employee the same year. Service records for the years 1988-89 are sealed. Chavez is an excellent light infantry soldier with an exceptional grasp of small unit tactics and close quarters battle. Although small in stature he is powerfully built and agile, a formidable opponent with a wide range of weapons and in hand-to-hand combat.



6 DUBARRY, ALAIN

Born in Chantilly, France. Attended the Ecole Supérieure d'Ingénieurs en Electrotechnique et Electronique (ESIEE) in Paris, 1984-89. Graduated with a degree in electronics engineering and computer science. Joined the Gendarmerie Nationale in 1990 as an officer in their computer crime division. DuBarry was recruited by the Groupe d'Intervention Gendarmerie Nationale (GIGN) – France's elite counter-terrorist unit – as a specialist in telephony and electronic surveillance in 1996. DuBarry is an expert on computers and computer nets as well as more conventional forms of surveillance. Although his role in counter-terrorism actions is usually intelligence gathering and communications, DuBarry is fully qualified to participate in armed operations. Introverted and thoughtful, and an excellent tactician, he often makes connections that other team members miss. Off-duty, DuBarry is an avid amateur scuba diver, and is an officer in the Confédération Mondiale des Activités Subaquatiques (CMAS).

MEET THE TEAM



7 MORRIS, GERALD

Born in Birmingham, Alabama, USA. Joined the American Bureau of Alcohol, Tobacco and Firearms (BATF) in 1988 as an agent in their Explosives Division. Earned an MS in Inorganic Chemistry from the University of New Orleans. His thesis 'Applications of Micro-stress Analysis in Accelerant Identification' is considered to be a landmark in the forensic analysis of bomb debris. Since 1998 he has been on extended assignment in South Korea with the Korean counter-terrorism task force, the National Police 868 Unit. Morris is a team player who likes his operations to run strictly by the book. His primary speciality is forensics, but he is also an expert at the setting and disarming of all types of explosive devices.



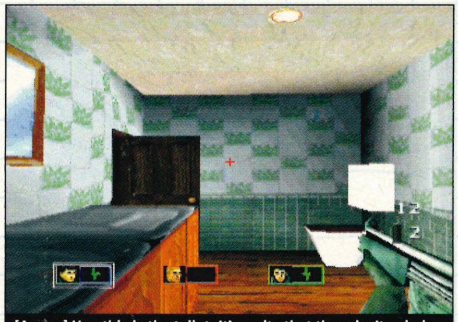
8 NORONHA, ALEJANDRO

Born in Belo Horizonte, Brazil. Attended college at the Brazilian military academy, Colégio Militar do Rio de Janeiro (CMRJ), 1977-81. Served two terms of duty with the regular Brazilian army before being recruited into the Counter-Terrorist Detachment (CTD) of the 1st Special Forces Battalion in 1987. Since 1995 Noronha has commanded one of CTD's three squadrons. He has cross-trained with the US 'Delta Force', Chile's Unidad Anti-Terroristes (UAT), Agentina's Brigada Especial Operativa Halcon, and Columbia's Agrupacion De Fuerzas Especiales Urbanas (AFEU). Noronha is well-known in the counter-terrorism community, particularly in North and South America, and has a reputation as a stern taskmaster. Noronha is particularly proficient in jungle operations and long-range intelligence gathering. He has no sense of humour and considers it unprofessional in others.



9 SWEENEY, KEVIN

Born in Birmingham, England. Joined Birmingham police force as a patrol officer in 1987. Promoted to detective in 1991. Spent the next five years working a variety of undercover operations in the Special Branch. Recruited by MI5 as an agent in 1997, he left his position with the Birmingham force. Assigned to MI5's counter-terrorism branch ('I' Branch). Despite his youthful appearance, Sweeney is a master of covert operations. He has a particular knack for blending into the background that served him well during his years working undercover on the streets of Birmingham. He also is an excellent burglar and, despite his large build, can move quite quickly and quietly if need be.



[Above] Um, this is the toilet. It's a pity that there isn't a dodgy terrorist here to catch unawares and indisposed.



[Above] The elite counter-terrorism operatives storm the embassy building. It is only now that you get to see whether your plan will work, or if you've just sentenced your team to death.

continued>

MISSION: SUCCESS

Converting such a highly-regarded title to another, technically-challenged format is an unenviable task, so what attracted Rebellion to the project? Basically, the developer liked the storyline of the original Clancy novel, was interested in working with Tom Clancy and his team at Red Storm Entertainment, and so thought that it could do a great job with the game. However, Rebellion were definitely not interested in doing a simple port-over of the PC original.

"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, what Rebellion has done is take the concept, characters and locations from the PC version and tailor them to suit its own vision of what would make an ideal *Rainbow Six* game for the PlayStation. Rebellion told PLAY that it was utilising the unique capabilities of the PlayStation with its version of *Rainbow Six*, and pushing the hardware to its limit in the process.

"The PlayStation *Rainbow Six* engine is brand new," said Kingsley, "and certainly this is a unique game interface as well." As an aside, this cross-platform conversion style is something that Activision is apparently adopting for its PlayStation version of *Quake II* – whilst the game is essentially the same, the levels will be designed to fit the PlayStation's capabilities and unique strengths. Some of the levels on offer in PlayStation *Rainbow Six* are Wonder World (a theme park), an oil rig, and the Congo – so, players can expect a fair amount of variety when it comes to the locations of the missions.

Rather than simply hand over the rights Rebellion and leave it there, Red Storm Entertainment has had a great deal of input into the PlayStation version of *Rainbow Six*. And they are more than happy with the results. In fact, the Red Storm representatives were singing the praises of Rebellion during PLAY's preview of PlayStation *Rainbow Six*.

So, what we've seen so far has more than impressed us, but how long are we going to have to wait until we get our hands on a completed copy of *Rainbow Six*? "At this stage we are between Alpha and Beta mode," said Kingsley. "The engine is done and the AI is being made to adjust to the players skill. At the moment the player is outfought at every turn! In the next month, we will also be finalising the level designs, and tweaking the scenarios, to ensure that we are providing a wide variety of gameplay." You can be sure that as soon as Rebellion sends us more info, PLAY readers will be the first to know what the latest developments are in what is shaping up to be one of the major PlayStation releases of the year.



[Above] The terrorist crumbles into a heap following a gut-shot.

"Rebellion were not interested in a simple port-over..."



[Above] Get the lowdown on who exactly it is you're about to send into the field. Knowing each special-operative's strengths and weaknesses is essential if you're going to succeed.

WHO IS STORM?



Tom Clancy's Rainbow Six *is just one of the titles from the titular author's new multimedia venture:* **RED STORM ENTERTAINMENT**. *The company was founded by author Tom Clancy and the Virtus Corporation (which had a history of developing 3-D multimedia authoring tools) during November 1996. Red Storm released its first title, Tom Clancy's Politika, in November 1997, but its biggest success was last year's Rainbow Six on PC. The latter is due for a PC-based sequel later this year, whilst the original game is on course for a September release on PlayStation.*



[Above] If in doubt, lob a hand grenade down a corridor.

SOFTOGRAPHY

ALIENS VS PREDATOR (PC)
ALIENS VS PREDATOR (JAGUAR)

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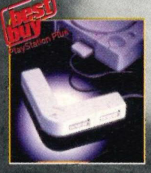
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PlayStation

SYPHON FILTER

BOND SHOULD HANG UP HIS WALTHER, AND SOLID SNAKE SHOULD WATCH HIS BACK, THERE'S A NEW ASSASSIN IN TOWN...

Written By TOM SARGENT

Blueprint

- Publisher: Sony
- Developer: 989 Studios
- % Complete: 75%
- Exp. Release Date: May
- Origin: US
- No. of Players: 1

"Syphon Filter is a gun fetishist's paradise with a weapon for every single occasion..."

AVAILABLE MARCH







[Above] Hiding behind a burning police car may give the impression that you're safe but don't be fooled. There are snipers on the roof of nearly every building in town. With nowhere to run only the best survive!



At a glance, *Syphon Filter* looks like a shameless clone of Konami's masterpiece, but where Solid Snake relied almost entirely on intricate stealth tactics with just a smattering of intense gun-play, the main protagonist Gabe Logan is immersed in a far more violent, in-yer-face world. This isn't *Duke Nukem* meets *James Bond* however, even if the gigantic arsenal of hi-tech weaponry stuffed into his trousers persuades you to think otherwise. Stealth plays an integral part of the game as we'll explain later.

TAKE AIM

Ever wondered what it is like to see through the eyes of a killer? Well here's you chance sicko!

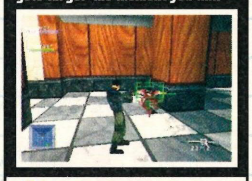
1 Normal *The standard mode is a case of third-person blastage.*



2 Aim *Lock on to a bad guy and this green target appears.*

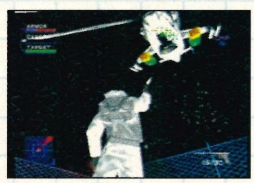


3 Locked *The target sign gets larger the moment you kill.*



4 Sniper *They might not even see you coming with this baby!*





"At first glance, a shameless clone of Metal Gear Solid..."

WHO'S WHO

There's loads of heroes and villians in Syphon to keep an eye on... here they all are...

1 Edward Benton *Age 47, American. Deputy Director of the Agency, 1999-Current. Division Chief, Agency, 1993-96. Intelligence Analyst, Balken Region, Agency, 1984-92. Training in International Relations and Politics. Sports a very bad haircut.*



2 Gabrial Logan *Age 35, American. 'Gabe' to his friends, he's recognized as the best operative in the Agency today. Agency Operative, 1993-Current. US Army Special Operations, 1987-92. Gulf War, 1991. Trained in Biochemistry and biology. Nice hair.*



3 Anton Girdeux *Age 65, French. Mercenary for hire, 1992-Current. Machinist, 1988-1992. Girdeaux has no official records linking him to any significant criminal activity. Believed to have been recruited to the Black Baton ranks by Mara Aramov. Well dodgy*



4 Lian Xing *Age 29, American. Operative for the Agency since recruitment after graduation in June 1996. An expert in the field of communications. She's the one who gives you constant updates on terrorist activity in the area.*



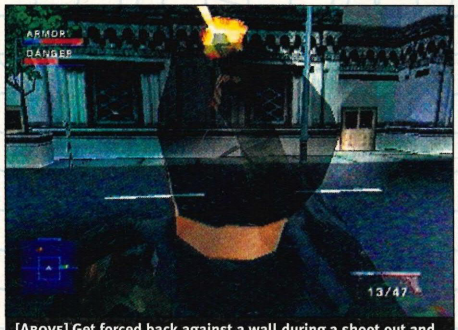
9 89 Studios may not be a household name on this side of the Atlantic, but it's the all-singing American appendage of Sony. Like a giant churning thing, games such as *Bust-A-Groove*, *Cool Boarders 3*, *Rally Cross 2* and (ahem) *Running Wild* have being pouring from its fruitful loin over the past few months. The latest (and reputedly) greatest of them all, *Syphon Filter* – a veritable behemoth of a game – has been bubbling away in the background for nigh on two years now and if you believe the hype, it's going to bigger than *Metal Gear Solid*. We'll reserve judgement on that one, but this espionage blastfest, which is aimed at out *Goldeneye*-ing *Goldeneye*, looks rather special.

DEADLY WEAPONS

What 989 has created is a heavily plot-driven thriller with all the fine-tuning of a big-budget Hollywood flick. Washington DC is reeling from the threat of 'Syphon Filter'– a biological virus so deadly that it threatens to permanently silence millions of innocent, overweight Americans... we're saying nothing. Conspiracies and counter-terrorism abound in a plot-heavy 3-D action-adventure that could have been penned by Chris '*X-Files*' Carter himself. Logan is essentially a counter-terrorist operative working for the shadowy Agency and as the kill-count increases he uncovers all kinds of unpleasantness involving suspicious goings-on by people in high places.

Featuring intricate gunplay (see boxout) and fierce exchanges of firepower in "fully integrated 3-D surroundings," players must also continued>





[Above] Get forced back against a wall during a shoot out and you'll be able to see straight through Gabe so you can fight on.



[Above] Be careful when it comes to unloading those rounds of ammo. One bad move and you may pepper your men with lead. The others won't take kindly to this and will then pepper you with lead!

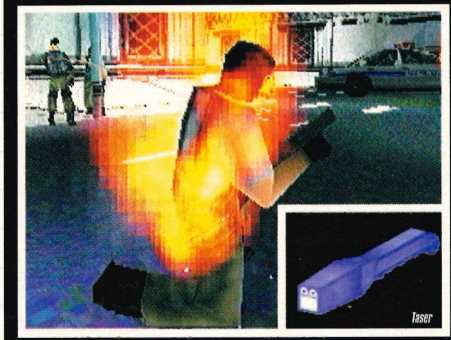


[Above] Even when they're dead shoot them to make sure of it!

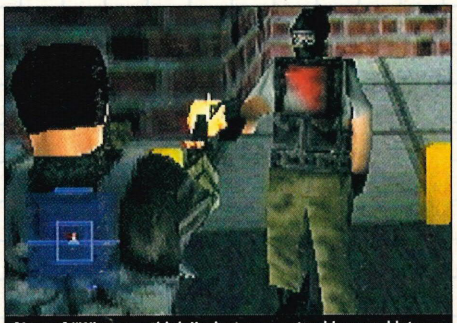
continued> evade threats in various mission-based scenarios from various carefully implemented third-person perspectives.

"*Syphon Filter* is an enthralling videogame that combines heart-pounding gameplay with the hard-hitting action of a blockbuster movie and the suspense of a great spy novel," enthuses Jeffery Fox, vice president, marketing, 989 Studios. "Players must use stealth manoeuvring and expert marksmanship, all while making decisions on-the-fly to unravel the web of conspiracy."

HOT STUFF



If you're low on ammo and within throwing distance of an enemy you can unleash a very special little weapon indeed. The taser is an electronic dart attached to a cable that, when fired, lodges itself into your foe then sends thousands of volts into their body. They start off by screaming, then if you keep your finger on the trigger, they begin fizzing and smoking and if you're really twisted you can keep it in long enough to watch them combust. When it's pulled out they resemble something your Dad would be proud of during a summer barbeque. They're probably not as tasty though. As you can see, we Play boys are a nasty lot and we let him fry!



[Above] "What, you think I'm just gonna stand here and let you shoot me?", says the dim-witted bad guy. "Yes," says Gabe.

Syphon Filter is a gun fetishist's paradise and with a weapon for every occasion, you'll be sweating like a wrestler's jockstrap with the tension and excitement generated by each direct assault.

The coolest feature bar none is the sublime targeting system which cuts out all the crap of lining up a shot and employs intuitive targeting methods: default, manual and target lock. The graphics are some of the best we've seen and when the various perspectives are tinkered with, look quite stunning. Could the PlayStation finally have a game to match the N64's all-conquering *Goldeneye* with all of the tastiest morsels thrown in from *MGS*? Here's hoping, but we'll leave you with the developers instance that with *Syphon Filter* they've "set out to create the ultimate spy/fantasy game," and the promise of a red-hot review next issue... shaken, but not stirred...

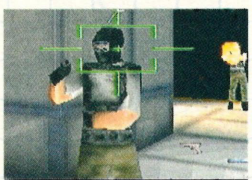
"The graphics are some of the best we've ever seen..."

ARMED UP...

Weapons play a big part in this game. Just look at all the goodies up for grabs...







[Above] Get your cross-hairs ready and let the redecorating begin!

SOFTOGRAPHY

Cool Boarders 3
Twisted Metal 3
Bust-A-Groove
Running Wild
Rally Cross 2
NCAA GameBreaker '99
NFL FaceOff '99
NCAA Final Four '99

WHO'S WHO

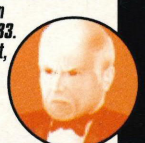
5 Mara Aramov *Age 32, Russian. Expert assassin working for Rhoemer. Assassin for hire, 1989-Current. She is believed to be responsible for the deaths of at least 14 people, all contracted murder assignments. She's a KGB Operative, 1986-1989. Member of the Black Baton.*



6 Thomas Markinson *Age 52, American. Director of the Agency. Agency Director, 1997-Current. Defense Intelligence Staff, Washington DC, 1986-96. Army Intelligence, 1976-86. Army Special Forces, 1968-75. Purple Heart. Medal of Honour, both earned in tours in Vietnam.*



7 Johnathon Phagen *Age 65, American. CEO and Founder of Pharcom Industries, 1992-Current. Vice President, Wyn Industries, 1983-92. Director of Laboratories, Wyn Industries, 1972-83. Research Chemist, Zyon Labs, 1965-72. Helped bring them to the biotech industry.*



8 Erich Rhoemer *Age 35, German. International Terrorist. Responsible for the bombing of the Comm Parks Building, London, 1997. Aeroplane hijacking, Gulf Airlines, Istanbul, Turkey, 1995. No records exist prior to 1994. Has ties with many terrorists.*



SUPERSPY GUY

Sounds familiar? Perhaps, but the sheer quantity of guns, grenades and special items is mind-boggling. Try the BIZ-2 pistol-machine gun, combat shotgun, taser, M-16 assault rifle, M-79 grenade launcher or C4 explosives for size. There are times when brute force in the face of overwhelming odds isn't going to be enough though, and this is where silenced weapons and the pièce de résistance – a sniper rifle – come into their own.

[Above] The character mechanics are quite simply fantastic. Gabe runs superbly, moving as realistically as any character we've seen. He also puts weight in his movement for extra realism.


JOEL PETERS, 32.
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PLAY magazine Issue 47 1999

GRAN TURISMO 2

BOUND TO BE THE BIGGEST DRIVING SENSATION THE WORLD OF VIDEOGAMES HAS EVER SEEN, GRAN TURISMO 2 IS GIVEN A GOOD GOING OVER BY QUALIFIED EXPERTS. THAT'S US.

Written By GRAEME NICHOLSON

"We think the first version of the game left room for improvement..."

Blueprint

- Publisher: Sony
- Developer: Polyphony Digital
- % Complete: 80%
- Origin: Japan
- No. of Players: 1-2



PlayStation 2 is coming, but Kazunori Yamauchi isn't done with the first generation PSX hardware yet. The automobile obsessive whose dream became the world's most successful racing game is still searching for perfection, with the help of the other talented men and women at Polyphony Digital Inc, in Tokyo.

With *Gran Turismo 2* Yamauchi has set his sights on a number of points in need of improvement from the original and gone about fixing them during the 15 months since *GT's* Japanese launch, in December 1997. Surprisingly critical of his own brainchild, he was apparently unhappy with the simplicity of the AI powering each CPU controlled driver and the droning engine tones of *Gran Turismo*. It's difficult to see where the spare performance capability will come from within the PlayStation, but just the same far more complicated, lifelike behaviour characteristics are promised for your racing opponents. On top of that, the sound will be upgraded to something less synthesized and much closer to a real growling engine.

Yamauchi explains, "In *Gran Turismo*, various constraints prevented us from including all the features we originally wanted to add. In *Gran Turismo 2*, however, we should be able to include many of these features, as well as many others we have devised on the basis of feedback from users who have played the game."

AVAILABLE SUMMER

Kazunori Yamauchi

Executive Vice President of Polyphony Digital Inc

RACE QUEEN

It would be impossible for this sequel to provide the same leap in quality again that *Gran Turismo*

SOFTOGRAPHY

MOTOR TOON GP
MOTOR TOON GP 2
GRAN TURISMO

GLOBAL DOMINATION

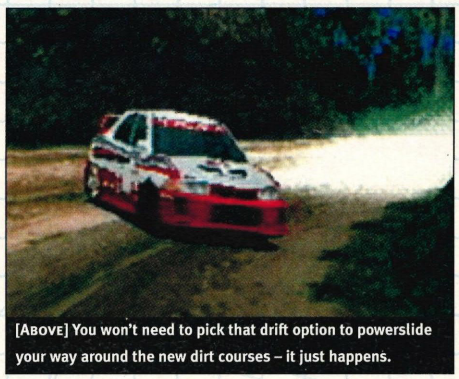
Not convinced of the merits of the original? Take a look at these GT unit shipments and then argue how so may people could be wrong...

Japan 2.21 million
Released in December 1997

Europe 2.33 million
Released in May 1998

USA 1.66 million
Released in May 1998

TOTAL 6.2 million



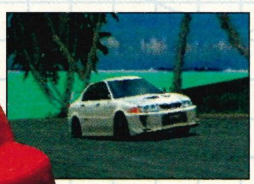
[Above] You won't need to pick that drift option to powerslide your way around the new dirt courses – it just happens.



[Above] Polyphony Digital has searched far and wide for the perfect motoring licenses. How else would a Tokyo based developer get a Mini Cooper signed on to the list? Look forward to beefing this baby up!

did, but the features are still being crammed in to ensure that *GT2* takes over as the most comprehensive racer on the planet. Filling the production, rally, sportscar and GT racing categories of the game are 400 licensed vehicle models this time, each with deeper tuning and upgrade possibilities than before. "With regard to car tuning, we think the first version of the game left room for improvement. Within the time available, we will do our utmost to enhance the range of driving pleasures opened up by tuning, as well as making the presentation clearer and more user-friendly."

"Gran Turismo 2 might be the most comprehensive racer on the planet..."





The sheer number of cars means that more people have their motoring tastes catered for, particularly in the European sports car range that was neglected by *Gran Turismo*. Yamauchi says, "In the original game, certain cars had to be excluded because we were not able to draw up licensing contracts with the manufacturers, but we are now engaged in negotiations to this end. Users have expressed the desire for an extremely wide range of models to be available in the game, so we are going to make every effort to accommodate their wishes."

RACING ROOTS

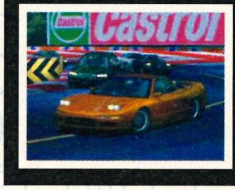
The most profound result of all the hard work Polyphony Digital has put in is evident in total play time of the forthcoming game. *Final Fantasy VII* took three or four weeks for most folk to finish off, *Gran Turismo* itself ran to around two to three months. And *Gran Turismo 2*? Yamauchi has stated that he believes the average player will spend a year on it. By God.

You need it, we need it, so when's it out? Not soon if you're confined to a British PAL release – probably September '99. Even the Japanese date is sketchy, as Kazunori explains, "We naturally want to make this title available to users as soon as possible, but as far as the release date is concerned we cannot yet be more specific than this summer."

THE LAST SEASON

We suppose you've forgotten the original game... maybe not.

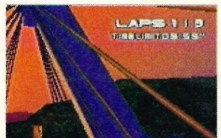
Gran Turismo *remains as arguably the best driving game in the world, on any system. The TV-style replays, wealth of tuning options, environment mapped cars... more than a year on, it's ace.*



SERIOUS COMPETITION...

Ridge Racer Type 4 *is Namco's answer to* Gran Turismo, *adding hundreds of car models and career play to the familiar arcade style driving. Will* Gran Turismo 2 *return the gesture with a fun and easy arcade mode, including simplified handling?*



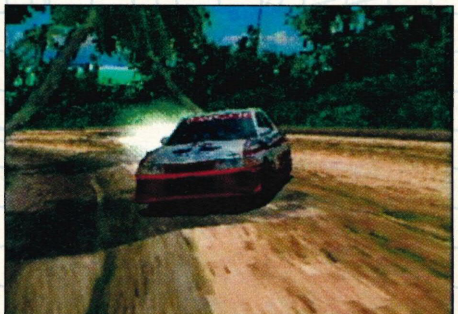












[Above] Bored of common old tarmac driving? *Gran Turismo 2* comes to the rescue with exotic rally tracks to race on.



[Above] You haven't experienced speed until you drive this race-prepared Mercedes CLK to its limits on another beautifully designed *Gran Turismo* track. With Mercedes signed up, can we expect an SLK, too?

INTERACTIVE TELCOM

PLAYSTATION VIDEO GAMES

● Are you stuck and frustrated? ● Need 99 lives or Ultimate fire power?
● Require Level select to move on? ● Would Turbo Mode help?



Abe's Exoddus & Oddysee
Actua Soccer 1 & 2
Adidas Power Soccer
Adventures of Menion
Agile Warrior F-111X
Air Combat
Alien Trilogy
Andretti Racing
Apocalypse
Area 51
Armoured Core & : Project Phantasma
Assault Rigs
Auto Destruct
Ball Blazer Champions
Bio Freaks
Blam! Machinehead
Blast Chamber
Blasto
Blast Radius
Blood Omen
Bloody Roar
Bomberman World
Brahma Force
Bubble Bobble
Bubsy 3D
Burning Road
Bushido Blade 1 & 2
Bust a Move 1, 2 & 3
Cardinal Syn
Casper
Carnage Heart
Cheesy
Circuit Breakers
Colin McRae Rally
Colonization
Colony Wars
Command and Conquer
Command and Conquer : Red Alert
Command and Conquer : Retaliation
Contra Legacy of Wars
Coolboarders 1, 2 & 3
Courier Crisis
Crash Bandicoot 1, 2 & 3
Crime Crackers
Crime Killer
Critical Depth
Criticom
Croc
Crusader : No Remorse
Cybersled
Cyberspeed
D
Dark Forces
Darklight Conflict
Dead Ballzone
Dead or Alive
Death Trap Dungeons
Defcon 5
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
ESPN Extreme Games
Excalibur 2555 A.D
Fade to Black
Felony 11-79
FIFA 96, 97, 98 & 99
Fighters Impact
Fighting Force
Final Doom
Final Fantasy VII
Firo and Klawd
Firestorm
Formula 1, 97 & 98
Formula Karts
Forsaken
Frenzy
Frogger
Future Cop : LAPD
Gex & Gex 3D
Ghost in the Shell
Goal Storm
G-Police
Gran Turismo
Grand Theft Auto
Gunship & : 2000
Gu-Sun Oyoyo
Hardcore 4x4
Hexen & Hexen 2
Hyper Formation Soccer
Impact Racing
In the Hunt
Independence Day
Indy 500
International Track and Field
Iron Man/X-O Manowar
Japan Pro Wrestling
J. McGrath Super Cross
Jersey Devil
Jet Moto & Jet Moto 2
Jet Rider
J-League Winning Eleven
Jonah Lomu Rugby
Jumping Flash 1 & 2
King of Fighters 95, 96 & 97
Klonoa
Knockout Kings
Krazy Ivan
Kula World
Kurin-Pa
Lemmings 3D
Lifeforce Tenka
Loaded
Lone Soldier
Lost Vikings 2
Lucky Luke
Machine Hunter
Madden 97, 98 & 99
Magic Carpet
Magic The Gathering : Battle Mage
Makeruna Makendo 2
Marvel Super Heroes
Mass Destruction
MDK
Mech Warrior 2
Medievil
Metal Gear Solid
Micro Machines v3
Mobile Suit Gundam
Monopoly
Monster Trucks
Mortal Kombat 1, 3, 4 & Trilogy
Moto Racer 1 & 2
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N20
Nagano Winter Olympics 98
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NHL 97 & 98
NHL Breakaway 98
Nightmare Creatures
Ninja
Novastorm
Nuclear Strike
Off World Interceptor Extreme
One
Pandemonium 1 & 2
Panzer Bandits
Parappa the Rapper
Paradius
Peak Performance
Pitfall & : Pitfall 3D
PO'ed
Porsche Challenge
Power Instinct 2
Power Move Pro Wrestling
Poy Poy
Premier Manager 98
Pro Pinball
Project Overkill
Psychic Force
Rage Racer
Raging Skies
Rally Cross
Rapid Racer
Rapid Reload
Rascal
Rayman
Ray Racers
Ray Storm
Ray Tracers
Rebel Assault 1 & 2
Reboot
Re-Loaded
Resident Evil 1, 2 or Director's Cut
Return Fire
Ridge Racer & Revolution
Rise of the Robots 2 : Resurrection
Riven : The Sequel to Myst
Road Rash & Road Rash 3D
Rockman X3
Rogue Trip
Rosco McQueen
Runabout
Samurai Showdown 3
San Francisco Rush
Shadowmaster
Shellshock
SimCity 2000
Skull Monkey
Small Soldiers
Soul Blade
Soviet Strike
Space Jam
Spawn
Speed Racer
Speedster
Spice World
Spider
Spot goes to Hollywood
Spyro the Dragon
Star Fighter
Star Gladiators
Star Wars
Steel Harbinger
Steel Reign
Street Fighter Alpha 1, 2 & Ex Alpha
Street Racer
Suikoden
Super Buster Brothers Collection
Super Puzzle Fighter 2 Turbo
Swagman
Tekken 1, 2 & 3
Tempest X3
Tenchu
Tennis Arena
Ten Pin Alley
Test Drive 4, 5 & Off Road
Tetris Plus
The Incredible Hulk
The Lost World
Theme Hospital
Theme Park
The Raiden Project
Three Lions
Tiger Shark
Tiger Woods
Time Commando
Time Crisis
Tobal No. 1 or 2
TOCA 1 or 2
Tokyo Highway Battle
Tomb Raider 1,2 & 3
Tommi Makinen Rally
Top Gun
Toshinden 1, 2 & 3
Total Drivin
Total Eclipse Turbo
Total NBA 97
Treasures of the Deep
Triple Play 97, 98 & 99
Tunnel B1
Twin Bee
Twisted Metal 1, 2 & 3
Victory Boxing
Viewpoint
Vigilante 8
VR Baseball 97
VR Powerboat Racing
V Rally
Vs
V Tennis
War Games
War Gods
War Craft 2 : The 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
WWF War Zone
WWF Wrestlemania
X-Com : Terror from the Deep
Xevious 3D G+
X-Men : Children of the Atom
X2
Z
Zeitgeist
Zero Divide 1 & 2

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TOTAL GAMES NETWORK

Written By PC SOCCER

ACTUA 3 ACTION



We were dazzled by the presentation of *Actua Soccer 3* when it arrived in the office. From Robbie Williams' opening track to the re-vamped graphics, the game was quickly hailed as the best of the series by the PLAY soccer pundits. However, the simplistic nature of the gameplay steers it more towards the quick-fire arcade style of football as opposed to the more in-depth simulation style preferred by games such as *Michael Owen's WLS '99*. As such, the appeal of this title isn't as long-lasting. Also, the speed of the on-pitch action and the, at times, erratic camera views doesn't really make the player feel as though they're fully in control.

ESSENTIAL ALAN

Alan Shearer was born on 13 August 1970 and grew up in a small town near Newcastle, Park Avenue. He came from a working-class family who were not exactly poor, but had little money. His father was a sheet metalworker in a local factory.

Alan's father encouraged him to play soccer from a very early age and always bought him the best soccer kit.

His first school was Grange First and then he moved onto Gosforth Central school at 11 years-old where he was captain of the school team. Alan never was very good at schoolwork, and in the end he only passed one exam – Oral English! His brilliance at football has more than made up for this though.

Did you know that at school Alan Shearer was known as 'Smoky' because of his addiction to smoky bacon crisps!

During his time at Gosforth Central, he joined the Wallsend Boys Club football team and it was here that he began to regularly play as centre-forward.

Alan left school at 15 with his amazing qualification in Oral English and joined Southampton as an apprentice footballer. At that time, who could guess that he was destined to become England's best footballer.

EARLY CAREER

Alan Shearer left his home town of Newcastle, to join Southampton football club when he was only 15 years-old. Shearer had always wanted to be a footballer when he was younger.

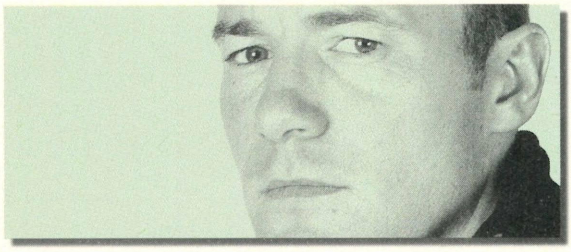
It was hard training at Southampton. Shearer had a argument with the Southampton coach, Dave Merrington, who said 'you have got to lose weight'. Shearer disagreed and because of this Dave Merrington made him clean the dressing room.

To get back at Dave Merrington, Alan Shearer left a trap in the medical room! When the trap was set off, the water gushed through the floorboards and flooded the room! Dave Merrington found out that the trap had been set by Alan Shearer, and he made him do 50 laps round the football pitch!

ALAN SHEARER

HE'S GOOD AT GAMES TOO?

ENGLAND'S MOST EXPENSIVE STRIKER, ALAN SHEARER, IS ONE OF THE MOST PROLIFIC GOAL-SCORERS OF HIS GENERATION. ALTHOUGH HIS MOST RECENT FORM HASN'T BEEN BRILLIANT, COULD THAT BE BECAUSE HE HAS BEEN CONCENTRATING ON HELPING PROMOTE GREMLIN'S ACTUA SOCCER 3? PLAY SPEAKS TO THE GREAT MAN HIMSELF.



The 1997-98 domestic campaign was not the happiest for England's best striker. Picking up a serious ankle injury in a pre-season friendly kept Alan Shearer out of action until the middle of January. After his return, he scored five goals in Newcastle's run to the FA Cup final but was on target only twice in the Premiership. Setting a world record at the time, Geordie Alan came home to Tyneside from Blackburn Rovers for £15m on the eve of the 1996-97 season and took his place in Newcastle United's Hall of No.9 Legends even before he had even kicked a ball.

28 goals in 39 appearances for United in 1996-97 did nothing to diminish his reputation as one of the world's finest goal scorers, and but for two injury lay-offs, he would very probably have extended his unique record of scoring 30 Premier League goals in three successive seasons. However, a final total of 25 in just 31 League games speaks for itself. He shot to fame by scoring a hat-trick for Southampton against Arsenal in his League debut in 1988, when he was still a 17-year-old apprentice.

"I WAS IMPRESSED BY GREMLIN'S INTEREST IN FOOTBALL..."

Kenny Dalglish took a still emerging Shearer to Blackburn for a then British record £3.6m in 1992, and was delighted to inherit the finished article again when he took over the managership of Newcastle from Kevin Keegan in January 1997. Alan scored twice in the 1998 World Cup finals but was bitterly disappointed not to lift the trophy.

Now the England captain, who has worked heavily in promotions in the past year, including his infamous appearances in a series of McDonald's adverts, is back to promote Gremlin's latest attempt at producing a top flight football game, *Actua Soccer 3*.

We went off to interview him and find out more about his time at Newcastle, his work on *Actua Soccer 3* and just what the future holds for the £15 million pound man.

PLAY: *How and whereabouts were you first spotted?*
Alan: I was 13-years-old and I was spotted by Jack Hixon a Southampton Scout.

PLAY: *What was your initial reaction?*
Alan: I was very excited, football was what I'd always wanted to do and to be given a chance was every little boy's dream.

PLAY: *What happened at your professional debut game?*
Alan: I was 17-years-old, Southampton Vs Arsenal, 9 April 1988 I scored a hat-trick in a 4-2 victory. I was the youngest player to score a hat-trick in the top flight.

PLAY: *Were you recognised on the street from that day on?*
Alan: A few people knew may face in Southampton, but nothing compared to nowadays, particularly here in Newcastle.

PLAY: *How did you first find fame?*
Alan: At first it is a surprise to be asked for autographs, but its a nice feeling to be recognised for something that you enjoy doing so much.

PLAY: *Are you happy with it now?*
Alan: There are far more pluses than minuses to being famous. I think I am a lucky person. I enjoy what I am doing, its what I've always wanted to do and I wouldn't want to do anything else.

PLAY: *Did you enjoy the Keegan years?*
Alan: Yes, I thoroughly enjoyed working with Kevin, he did an awful lot for Newcastle. In his time at the club he took them from the brink of relegation to the second division, to the top of the premiership.

PLAY: *How did you feel when he left the club?*
Alan: Obviously we were all disappointed to see Kevin leave, we had achieved a lot under his guidance.

PLAY: *Were you happy to see Kenny after spending time with him at Blackburn?*
Alan: I'd had some great years with Kenny at Blackburn, which culminated in winning the Premiership in 1995, I was looking forward to working with him again.

PLAY: *Now that Ruud Gullit is at the club, do you think success will come to Newcastle?*
Alan: I'm sure we will achieve the success that our potential suggests. Obviously it takes time for a new coach to get the players he wants and to greet the team playing the type of football he wants.

PLAY: *Why did you decide to endorse Gremlin's footie games?*
Alan: I was impressed in the company's interest in football, also the game itself. The level of realism and the graphics are superb, the first time I played the game, I felt it was a game that I would like to become involved with.

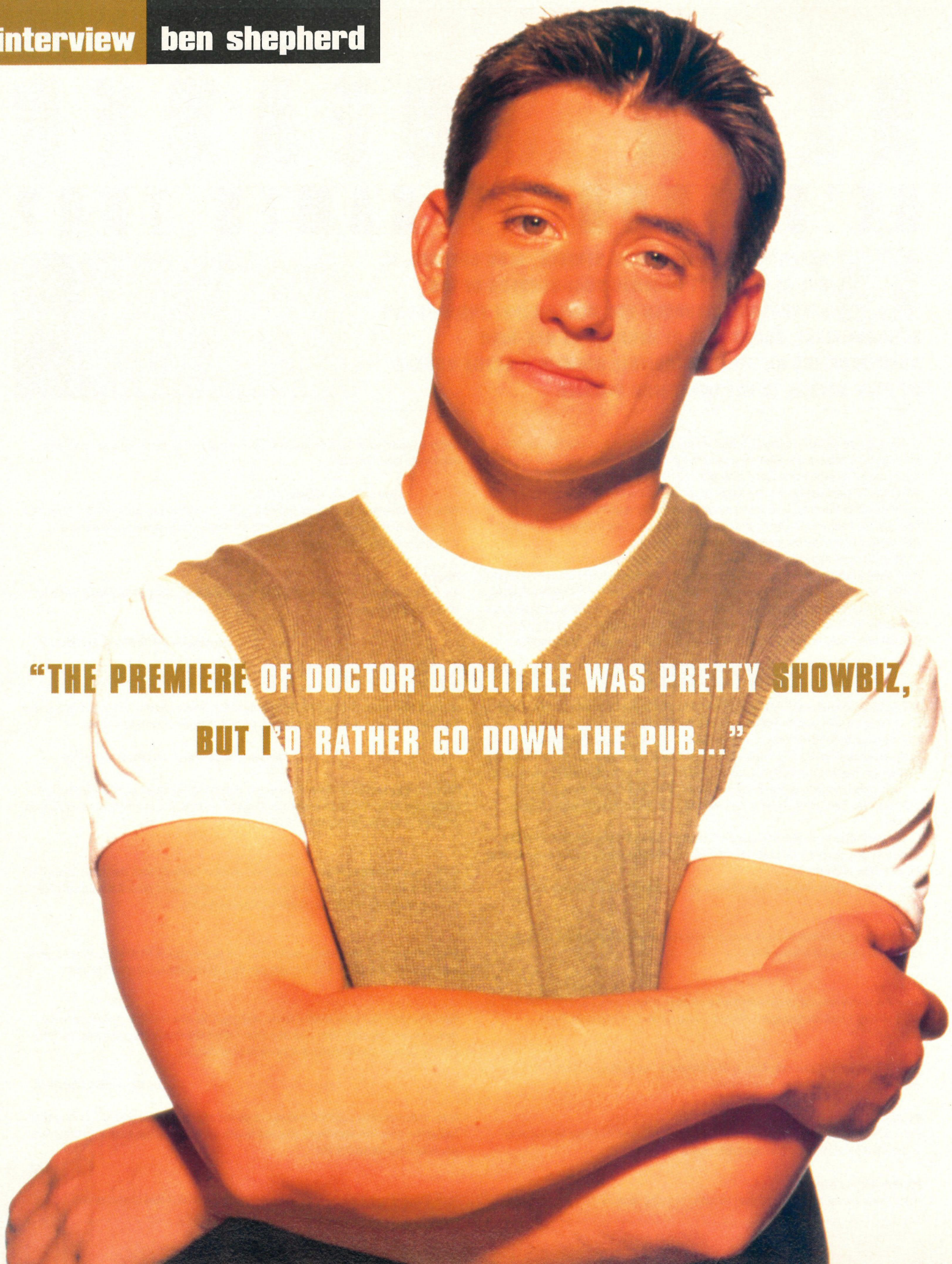
PLAY: *Are you any good at* Actua Soccer 3*?*
Alan: Of course – I am getting better at it. It is just a case of finding the time to get on the PlayStation – this is difficult with two daughters who enjoy playing *Croc*!

PLAY: *So do your daughters enjoy playing games then?*
Alan: Yes they do, I play against them at *Buggy*, the one with the radio-controlled cars, they usually win. They also like *Croc*. I think the PlayStation is a healthy thing, as long as they are not playing it every hour of the day.

PLAY: *We understand you couldn't make it to Gremlin to do the motion capture in* Actua Soccer 3*?*
Alan: Unfortunately, I did not manage to do the motion capture due to an injury that I had at the time, Michael Owen stepped in and undertook some moves for the game, you may have heard of him!

PLAY: *Do you enjoy any other sports?*
Alan: I love playing golf when I am not playing football, I find it relaxes me.

Written By MARTIN KLIPP

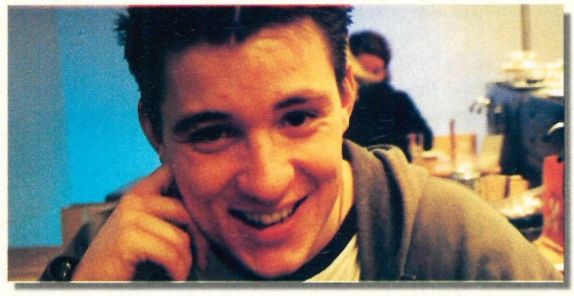


"THE PREMIERE OF DOCTOR DOOLITTLE WAS PRETTY SHOWBIZ, BUT I'D RATHER GO DOWN THE PUB..."

BEN SHEPHERD

METAL GEAR SHEPHERD

T4 FRONT MAN AND RESIDENT OF THE BIGGER BREAKFAST, BEN SHEPHERD IS SET TO BECOME ONE OF THE MOST SEEN FACES ON TV. WHEN HE'S NOT NESTLED NEXT TO MELANIE SYKES OR JOSIE DARBY ON-SCREEN, HE CAN BE FOUND PUMPING COINS INTO THE LATEST ARCADE MACHINES OR PLAYING ON HIS PLAYSTATION. WE DECIDED TO CHALLENGE BEN TO A DAY OF ARCADES, YO! SUSHI AND KONAMI'S AWESOME NEW ESPIONAGE THRILLER, METAL GEAR SOLID



PLAY: *Are you into Technology in a big way?*
Ben: I like to think I am but when it comes down to it I don't know as much as I should. I do like my PlayStation though. I've got my PlayStation and N64 lined up next to each other I spend far too much time on them.

PLAY: *Do you think there is a varied crossover between film and TV with games?*
Ben: Absolutely a few years ago when I was at university I had a part in a CD ROM. I think it's fantastic because it's a whole new medium for actors and it's bloody good fun, you get to have guns and blasters and things like that. You get to be a character and, let's face it, half the time you play these games you're attracted to them because you want to be that character. I was one of those characters!

PLAY: *What is your favourite game?*
Ben: At the moment I'm really into *TOCA 2* on the PlayStation and *Wipeout 64* although I'm getting frustrated with the anti-gravity ships because they're not fast enough.

PLAY: *If you designed a game what would it be like and what would you call it?*
Ben: It would involve lots of really big guns, loads of really cool weapons, explosions, violence and sex. Just your classic shoot-'em-up with gorgeous babes. I would call it something like 'Blast Fist', something stupid like that.

PLAY: *Now tell us about you, what was it like working with Melanie Sykes?*
Ben: "Mel is brilliant. She was so great to work with because she is *continued >*

"IT'S DIFFICULT NOT TO DRIBBLE OVER MEL EVERY NOW AND THEN..."

PLAY: *If you could be a character in any game who would it be?*
Ben: It would be very cool to be Snake out of *Metal Gear Solid* just because he's got all the amazing gadgets and he chats up all the girls, it's so cheesy, but then that's part of the appeal.

PLAY: *MGS is a more adult title, you review games on T4 how do you feel morally about endorsing games like this and do you think censorship should be thrown out of the window?*
Ben: I can understand why we need censorship in games, we don't want children to go out and pretend to shoot each other or start fighting after they play *Mortal Kombat*, but personally I don't find it difficult to disassociate the realism of life and the fiction of computer games. I see the medium as a way of acting out some of your fantasies in a really safe environment. I have no moral problem with it at all in fact there should be more guns and violence – no, no I'm only joking! I think you can work out any aggression and frustration by just playing the games, that's where it ends.

PLAY: *What was you first console, when did you start playing games?*
Ben: Well the first computer/console I ever had was a ZX81, I suppose that was sort of a console because you couldn't do much else on it than play games... if you could get them to load. It's funny, you used to load-in your tape and come back two hours later in the hope that it hadn't crashed, and now we grumble when it takes 20 seconds for our PlayStations to read the CD. That was when I was about eight, that's when I started playing games.

PLAY: *How many consoles have you owned?*
Ben: My aunt bought me a Game Boy when I was 19 and travelling around Australia, at the time I wanted an Atari LYNX because I liked the surfing game on it – *California Games*. Apart from that, the PlayStation and Nintendo 64 that I have now are the first real consoles I have ever had.



continued> so calm, down to earth and genuine, it's just difficult not to dribble every now and then, but you just have to deal with it. Now I love working with Josie Darby on the *Bigger Breakfast*. I've learnt so much from her and we work well together, it's the same with Fran on *T4* as I learnt things from Josie and Mel, I guess she can learn from me.

PLAY: *Spill the goss, what are Johnny and Denise really like?*
Ben: They're exactly the same as they are on-screen. Johnny is hilarious he just keeps the whole crew laughing. Basically if the crew think it's funny then it's funny,they're our harshest critics and if something's not funny they won't laugh. We don't set anything up, we're not like the *Vanessa Show*... it's all real.

PLAY: *Who would you most like to work with?*
Ben: We have loads of cool people coming down to the house, but Meatloaf always goes mad and is a great laugh so he'd be good.

PLAY: Company *magazine voted you one of Britain's most eligible men, what do you say to that?*
Ben: It's very amusing, it was nice of them to put me in. It's very flattering but I'm sure, in-fact I know, there are many more eligible people than me, I don't expect to win, I certainly don't expect to win!

PLAY: *In* Metal Gear Solid, *Snake attempts to chat up every girl he has a conversation with can you relate to this?*

"I GET DISTRACTED QUICKLY AND TEND TO LOSE THE PLOT..."

Ben: No, I'm s**t at chatting girls up! I think it's better to say nothing than make an idiot out of yourself.

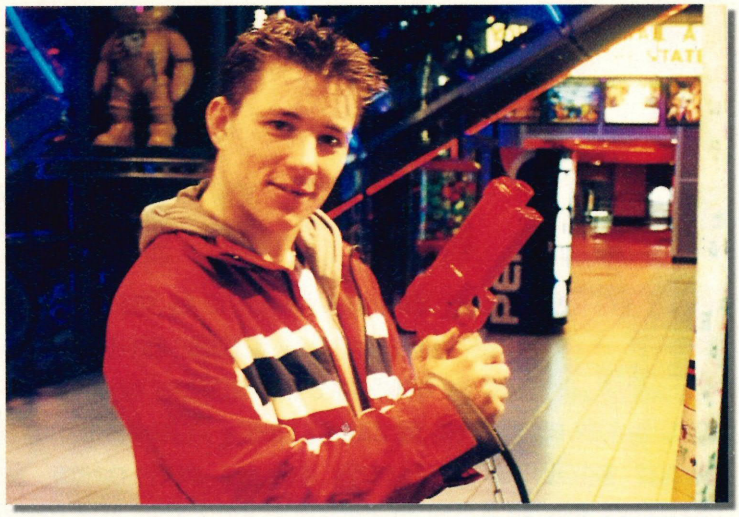
PLAY: *Who would be your dream date?*
Ben: Someone like Storm from the *X-Men*, or Jessica Rabbit. I've a fetish for cartoon characters!

PLAY: T4, Bigger Breakfast *anything planned for the immediate future?*
Ben: "I think at the moment it's just a case of building *T4* on Sundays and making it an even better show than it already is. I want to make it really stand out but I'd love to do a *Rough Guide*-type travel show. There's so much I want to see that I haven't, it would be a dream job.

PLAY: *Will we ever see you presenting or even singing on* Top Of The Pops?
Ben: I certainly can't see myself singing on it, but having said that I was in a band at school and I'd love to get into music more. So maybe I could see my self singing... very badly. I'd love to present it, it's such a landmark show for every generation, it would be a real cool to get on it. Watch this space !

PLAY: *What was the last showbiz bash you went to and are you up for celebrity life?*
Ben: "I went to the premiere of *Doctor Doolittle*, that was pretty showbiz, I do get invited to a lot of things but I don't have time to go to that many. I'd rather go down the pub with my mates. One of the best I've been to is Northern Exposure at Heaven and I took some friends we saw Sasha and Digweed and that was the cat's 'nads!"

PLAY: *There are rumours that T4 is thinking about hosting a big PlayStation competition can you shed any light on the subject?*
Ben: Yes it's true. We're looking into the logistics of the event at the moment and we're very keen to do something based around a computer tournament. Perhaps a celebrity-type tournament. If we were



gong to do something it would be based around a celebrity contingent rather than finding a world champion. We're really keen, it could be a good laugh.

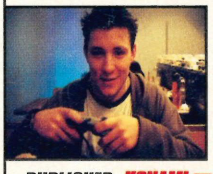
PLAY: *What are you thoughts on the introduction of bands submitting tracks for certain games?*
Ben: I think it's an fantastic way forward. I remember when *Wipeout* first came out and you had the Prodigy and the Chemical Brothers. Now you've got the Propellerheads and Fluke on the new one. It's brilliant and it really gets your adrenaline pumping. There's no reason why we should be stuck with some dodgy Casio keyboarding. So much effort goes into making the game and getting the playability right that you need to have top quality music and top quality sound and that's going to come from quality bands."

PLAY: *What effect do you think* Metal Gear Solid *will have on future games?*
Ben: I think the concept is great but after a while the multitude of cut-scenes gets a little annoying. It's definitely a landmark game but the loading times need to be reduced, especially for people like me who are really impatient.

PLAY: Star Wars Episode One, *excited?*
Ben: Oh yeah, we showed the trailer on *T4* and it was the first time I had seen it – we were about to go back live and I was so choked I couldn't speak! I'm desperately trying to sort out a trip to New York to see it. The only problem I can see is the title – that really has disappointed me. You've got *Star Wars*, *The Empire Strikes Back* , *Return of the Jedi*, and then *The F***ing Phantom Menace*! I think the name is really important and they've missed a really cool opportunity if you ask me.

PLAY: *And finally, any predictions for the future?*
Ben: The Stereophonics are going to be massive and so am I. I'm going to put on loads of weight and get a beer belly and the Stereophonics are going to conquer the world!

METAL GEAR SOLID



Ben Shepherd seems to be pretty clued-up in the world of videogames, so let's see what he makes of the PlayStation's finest moment to date...

PUBLISHER: KONAMI ■ PLAY REVIEW SCORE: 87%

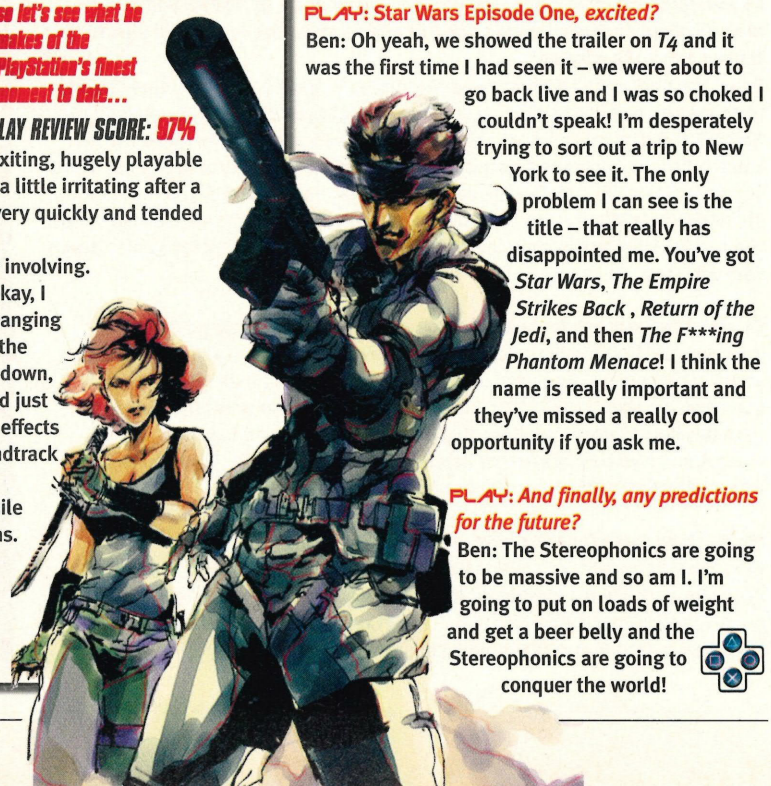
FIRST IMPRESSIONS: Very exiting, hugely playable but the cut-scene were a little irritating after a while. I get distracted very quickly and tended to lose the plot.

GRAPHICS: Superb, really involving.

SOUND: The sound was okay, I liked the way it kept changing to set the mood, but in the end I turned the sound down, turned my stereo up and just had the effects on. The effects were good but the soundtrack didn't enthral me.

PLAYABILITY: It takes a while to master all the buttons. The shooting also took a bit of time to get to grips with.

OVERALL: 90%



PLAY wishes to thank Konami and Yo! Sushi for assisting in this feature

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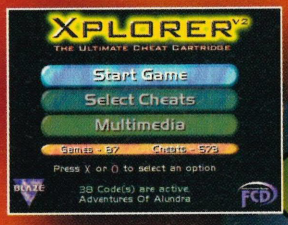

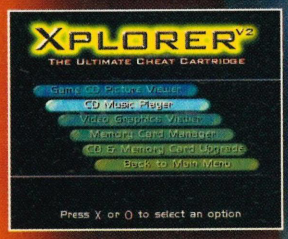







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R4

RIDGE RACER TYPE 4

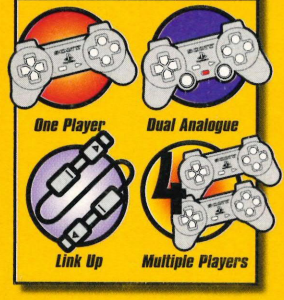
Written By RYAN BUTT

RIDGE RACER LINES UP ON THE STARTING GRID FOR ITS FOURTH HEAT, WILL IT SPEED OFF AHEAD OF THE PACK OR STALL EMBARRASSINGLY.

PLAY INFORMATION

OFFICIAL PAL UK

Publisher	Sony
Contact ✆	0171 505505
Price	£39.99



due april TBA

There are few really satisfying things in life; fine wine, the love of a beautiful woman, and powersliding a state-of-the-art automobile around a hair-pin! Despite being a mere videogame, *Ridge Racer Type 4* at least comes up trumps in one of these departments.

Ridge Racer Type 4 is the latest Namco showcase and it's really fast. We reviewed the import version few months ago, but in that time our interest hasn't waned and we were eager to see what an English version had to offer.

PLAY CLASSIC

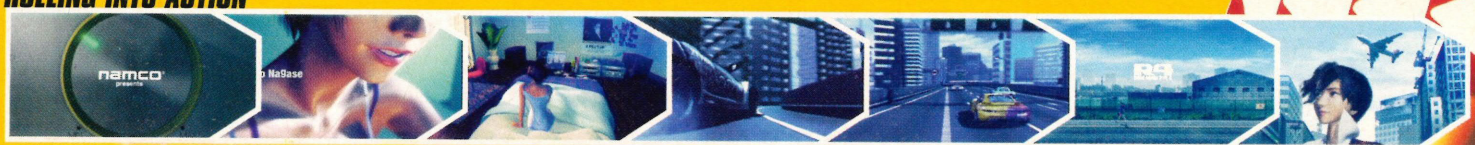


[Above] The better you perform in the season, the more super-cars will be available to you, and the game really shifts when you're driving these things!

ROAD RAGE

Before we go on though, Sony has been really sneaky and given us an English

ROLLING INTO ACTION



THE INTRO TO RIDGE RACER TYPE 4 IS A STRANGE ONE. BASICALLY, REIKO NAGASE GETS OUT OF BED, DOES HERSELF UP TO THE HILT AND LEAVES THE HOUSE, ALL THE TIME THERE ARE CARS ZOOMING AROUND THE STREETS...

A DESIGN FOR LIFE

When you have completed the championships and earned all the cars, you can take them into your garage and alter the paint-job. You can even brighten up your hot-rod with your own attractive stickers. There is a vast library of stickers to choose from, but if none take your fancy and you have the time and the patience, why not try designing your own, like our 'Team Play' stickers? The only disadvantage of doing this is that they only appear very small on the actual cars. Shame really.



NTSC copy for review – which is, for all intents and purposes, the US version of the game. Now, if we were cynics, we'd argue that the reason for this was so that we couldn't rant about how big the borders are or how slow it is compared to the Japanese version before the game goes on sale. But we're not, although it is food for thought...

The game is a lot simpler than *Rage Racer*, the last spawn of *Ridge Racer*. There are three modes, GP, TimeAttack and Vs – loners take the first turning, speed-freaks take the second and the third can be enjoyed when two or more parties are privy.

The GP mode invites you to pledge your allegiance to one of four different racing teams, each one offers a different difficulty level from Easy to Expert. You'll then be introduced to the owner of the team, a bland cardboard cut-out figure with less personality than a high court judge. They will proceed to spout trivial nonsense until you pick a car manufacturer to sponsor you and get into the job at hand, which is winning races.

ACRID SMOKE

There are eight tracks in *RRT4*, more than ever in fact, and they are vast, sprawling roads that throw up hills, bridges and turns galore to test you to the max. In fact, these are some of the most well designed tracks to feature in a racing game, and learning how to ride them without crashing takes skill and a wee bit of insanity.

RRT4 goes straight for *GT's* jugular vein by including 320 cars that are just waiting to be unlocked. These vehicles aren't all different though, continued>

"Some of the most well designed tracks to feature in a racing game, and learning how to ride them without crashing takes skill and a wee bit of insanity..."



WHILST WALKING, REIKO ENTERS A LONG TUNNEL. BUT THEN TRAGEDY STRIKES AS SHE BREAKS A HEEL ON ONE OF HER FETCHING SHOES – OH NO! THE ACTION THEN CUTS BACK TO THE FLASHY CARS, STILL GOING VERY FAST AROUND THE CITY STREETS...

RACING TEAM SOLVALOU

All of the cars in the Solvalou racing team are tuned for the maximum performance. So they basically go like the clappers!

MANUFACTURED BY AGE SOLO

This is a French car manufacturer whose designs focus on compact aerodynamic body styles. As you can see, they slowly grow to monsterous sizes before climaxing with the titchy little bubble car. All of these cars are 'Grips'.



01 Top speed: 178km/h (Stage 1) — AGE SOLO Prophetie
02 Top speed: 196km/h (Stage 2) — AGE SOLO Prophetie
03 Top speed: 200km/h (Stage 2) — AGE SOLO Dirigeant
04 Top speed: 205km/h (Stage 2) — AGE SOLO Bataille
05 Top speed: 210km/h (Stage 2) — AGE SOLO Megere
06 Top speed: 210km/h (Stage 3) — AGE SOLO Prophetie
07 Top speed: 214km/h (Stage 3) — AGE SOLO Dirigeant
08 Top speed: 219km/h (Stage 3) — AGE SOLO Bataille
09 Top speed: 223km/h (Stage 3) — AGE SOLO Megere
10 Top speed: 228km/h (Stage 3) — AGE SOLO Antilope
11 Top speed: 235km/h (Stage 3) — AGE SOLO Averse
12 Top speed: 239km/h (Stage 3) — AGE SOLO Licorne
13 Top speed: 303km/h (Stage 4) — AGE SOLO Prophetie
14 Top speed: 306km/h (Stage 4) — AGE SOLO Dirigeant
15 Top speed: 310km/h (Stage 4) — AGE SOLO Bataille
16 Top speed: 315km/h (Stage 4) — AGE SOLO Megere
17 Top speed: 319km/h (Stage 4) — AGE SOLO Espion
18 Top speed: 324km/h (Stage 4) — AGE SOLO Sorciere
19 Top speed: 328km/h (Stage 4) — AGE SOLO Supernova
20 Top speed: 306km/h (Stage 4) — AGE SOLO Ecureuil

RT DIG RACING TEAM

This team caters for 'Experts' because they have a very limited budget and so the performance of their cars isn't up to scratch.

ASSOLUTO MANUFACTURED BY

This Italian car manufacturer designs cars to be characterised by fluid, sporty body styles. All of the models have a distinctive rounded look about them, and check out the armoured 'land-speeder' at the end!



01 Top speed: 166km/h (Stage 1) — ASSOLUTO Promessa
02 Top speed: 180km/h (Stage 2) — ASSOLUTO Promessa
03 Top speed: 184km/h (Stage 2) — ASSOLUTO Bisonte
04 Top speed: 191km/h (Stage 2) — ASSOLUTO Regalo
05 Top speed: 203km/h (Stage 2) — ASSOLUTO Fatalita
06 Top speed: 196km/h (Stage 3) — ASSOLUTO Promessa
07 Top speed: 203km/h (Stage 3) — ASSOLUTO Bisonte
08 Top speed: 207km/h (Stage 3) — ASSOLUTO Regalo
09 Top speed: 212km/h (Stage 3) — ASSOLUTO Fatalita
10 Top speed: 223km/h (Stage 3) — ASSOLUTO Rondine
11 Top speed: 232km/h (Stage 3) — ASSOLUTO Cavaliere
12 Top speed: 248km/h (Stage 3) — ASSOLUTO Infinito
13 Top speed: 285km/h (Stage 4) — ASSOLUTO Promessa
14 Top speed: 292km/h (Stage 4) — ASSOLUTO Bisonte
15 Top speed: 296km/h (Stage 4) — ASSOLUTO Regalo
16 Top speed: 303km/h (Stage 4) — ASSOLUTO Fatalita
17 Top speed: 312km/h (Stage 4) — ASSOLUTO Aguila
18 Top speed: 324km/h (Stage 4) — ASSOLUTO Estasi
19 Top speed: 340km/h (Stage 4) — ASSOLUTO Squalo
20 Top speed: 360km/h (Stage 4) — ASSOLUTO Vulcano

RT MICRO MOUSE MAPPY

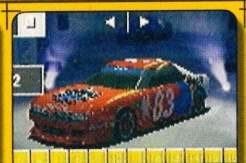
This French team takes pride in the ease of handling of their cars. This is why this team is best suited for racing novices.

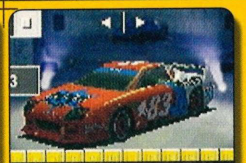
LIZARD

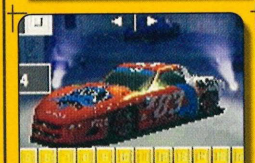
MANUFACTURED BY

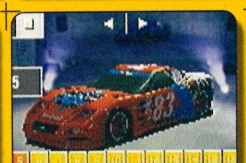
This is an American car manufacturer. Its designs are noted for their dynamic and aggressive forms, and they don't come much more aggressive than the beefed-up 'Batmobile' at the top end of the scale.

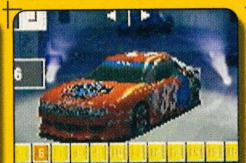

01 Top speed: 162km/h (Stage 1)
LIZARD Bonfire

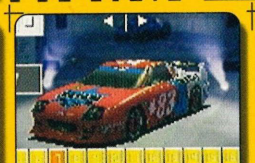

02 Top speed: 175km/h (Stage 2)
LIZARD Bonfire

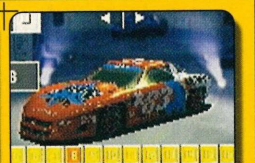

03 Top speed: 178km/h (Stage 2)
LIZARD Detector


04 Top speed: 184km/h (Stage 2)
LIZARD Wisdom


05 Top speed: 189km/h (Stage 2)
LIZARD Officer


06 Top speed: 191km/h (Stage 3)
LIZARD Bonfire


07 Top speed: 196km/h (Stage 3)
LIZARD Detector

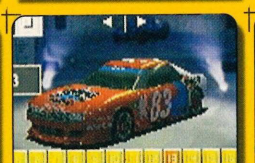

08 Top speed: 200km/h (Stage 3)
LIZARD Wisdom

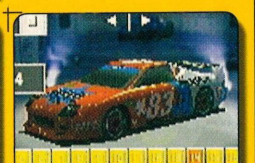

09 Top speed: 203km/h (Stage 3)
LIZARD Officer


10 Top speed: 210km/h (Stage 3)
LIZARD Colleague


11 Top speed: 216km/h (Stage 3)
LIZARD Comrade


12 Top speed: 219km/h (Stage 3)
LIZARD Ignition


13 Top speed: 280km/h (Stage 4)
LIZARD Bonfire


14 Top speed: 285km/h (Stage 4)
LIZARD Detector


15 Top speed: 290km/h (Stage 4)
LIZARD Wisdom


16 Top speed: 296km/h (Stage 4)
LIZARD Officer


17 Top speed: 299km/h (Stage 4)
LIZARD Tamer


18 Top speed: 303km/h (Stage 4)
LIZARD Cataract


19 Top speed: 308km/h (Stage 4)
LIZARD Reckless


20 Top speed: 351km/h (Stage 4)
LIZARD Nightmare

RT PAC RACING CLUB

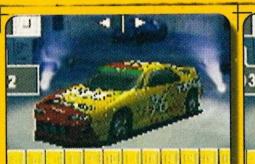
This new Japanese team is competing for the first time and eager to make an impression. The cars are well balanced.

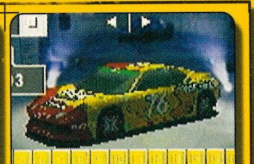
TERRAZI

MANUFACTURED BY

This Japanese car manufacturer is renowned for its varied style of cars. As you can see, they take on some often bizarre appearances – especially the three-wheelers. All of the Terazi cars are 'Grips'.

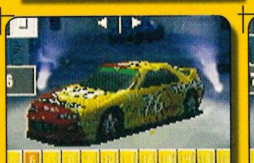

01 Top speed: 171km/h (Stage 1)
TERRAZI Ambitious


02 Top speed: 187km/h (Stage 2)
TERRAZI Ambitious

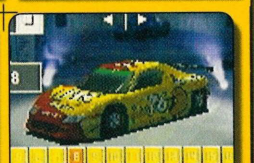

03 Top speed: 191km/h (Stage 2)
TERRAZI Troop

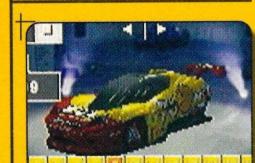

04 Top speed: 196km/h (Stage 2)
TERRAZI Rumor


05 Top speed: 200km/h (Stage 2)
TERRAZI Wildboar


06 Top speed: 203km/h (Stage 3)
TERRAZI Ambitious


07 Top speed: 207km/h (Stage 3)
TERRAZI Troop


08 Top speed: 210km/h (Stage 3)
TERRAZI Rumour

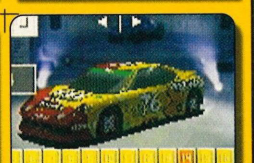

09 Top speed: 216km/h (Stage 3)
TERRAZI Wildboar


10 Top speed: 219km/h (Stage 3)
TERRAZI Capital


11 Top speed: 223km/h (Stage 3)
TERRAZI Cowboy


12 Top speed: 232km/h (Stage 3)
TERRAZI Starlight


13 Top speed: 292km/h (Stage 4)
TERRAZI Ambitious


14 Top speed: 296km/h (Stage 4)
TERRAZI Troop


15 Top speed: 299km/h (Stage 4)
TERRAZI Rumour


16 Top speed: 306km/h (Stage 4)
TERRAZI Wildboar


17 Top speed: 310km/h (Stage 4)
TERRAZI Decision


18 Top speed: 315km/h (Stage 4)
TERRAZI Terrific


19 Top speed: 316km/h (Stage 4)
TERRAZI Destroyer



20 Top speed: 399km/h (Stage 4)
TERRAZI Eutopia

TEAM MANAGEMENT

There are four racing teams to choose from in Ridge Racer Type 4, and you have to choose which one you want to drive for. But don't decide yet, read through these summaries first.

Team: R.C.MicroMouseMappy (M.M.M)





Owner: Sophie Chevalier. Difficulty: Easy

This French team has cars renowned for their ease of handling. The team also has a new owner this season – a woman! She needs to convince her father that she can handle the pressure of the job, so give her a hand and win some races.

Team: Pac Racing Club (P.R.C)





Owner: Shinji Yazaki. Difficulty: Normal

This new Japanese team is competing for the first time. Their cars are tuned for a balanced performance. Don't like the owner though, he's an untrusting rogue with a past. A bit of a dodgy geezer if you ask us.

Team: Racing Team Solvalou (R. T. Solvalou)





Owner: Enki Gilbert. Difficulty: Hard

This elite Italian team has a record number of victories in this competition and their cars are tuned for high performance. This team expects to win, and Enki is one of the harshest owners around. If you don't get the results, you sling your hook mate!

Team: Dig Racing Team (D.R.T)





Owner: Robert Chrisman. Difficulty: Expert

This once winning team is now in a bit of a slump. With a limited budget, it'll be a real challenge to turn things around and achieve a winning season again. The owner is an optimist, so just do your best and he'll be happy!

"Ridge Racer Type 4 is a definite buy, if only to bridge the gap until Gran Turismo 2 arrives..."

[Above] Corners are taken differently depending on what car you're driving. If it's a 'Drift' then you can slide around them, but if it's a 'Grip' then be more careful.



With her knackered shoes in hand, Reiko exits the tunnel and utilises her female charms to get one of the high-speed drivers to pull over. She then flashes the lucky git a beaming smile and climbs into his pulsating motor. Fin!

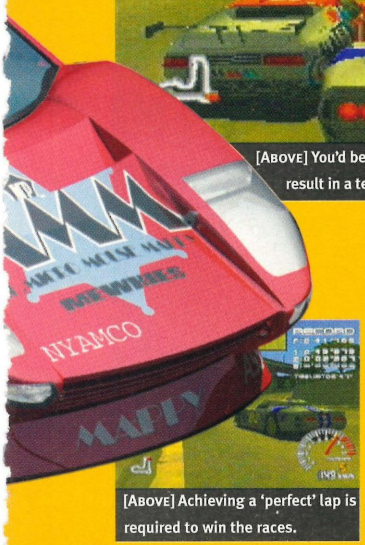


[Above] You'd be well advised to steer clear of other cars. Hitting them will result in a temporary loss of speed, and even your position in the race.





[Above] There are some nasty jumps with turns straight after. Go figure how to take them.



[Above] Achieving a 'perfect' lap is required to win the races.



[Above] When you hit a dark stretch of the track, your lights automatically come on.

RR ANTHOLOGY

RRT4 has a long and proud lineage, with many of the traits of the original game surviving until the present day. Here's a quick look at how the entire Ridge Racer collection has evolved.

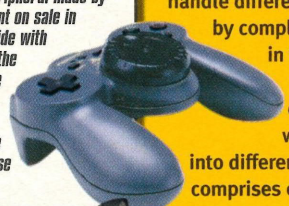
Name	Tracks	Cars	Multiplayer
Ridge Racer	3 6 reversed	13	None
RR Revolution	3 6 reversed	15	Link
Rage Racer	4 8 reversed	13	None
RRT4	8 16 reversed	320	Link & Split



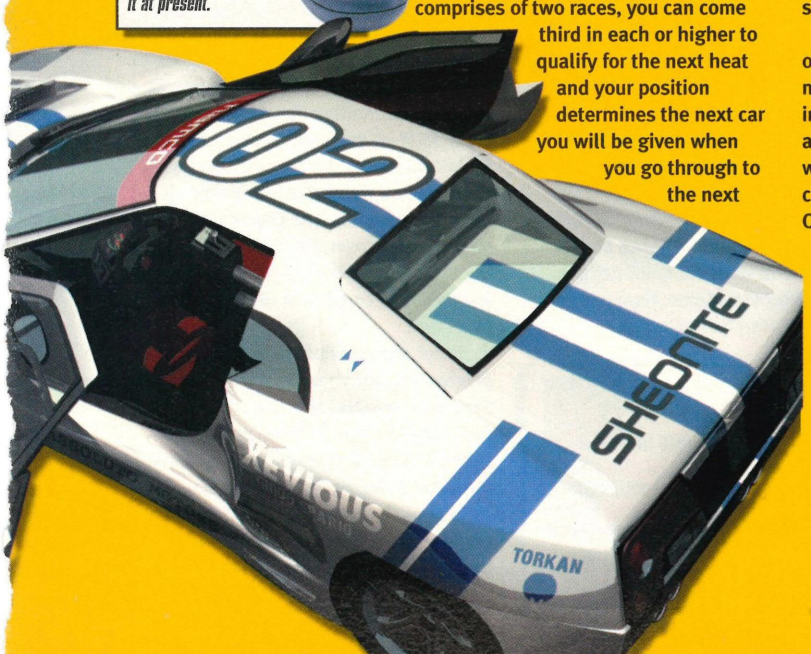
"Ridge Racer Type 4 isn't Gran Turismo..."

TOTAL CONTROL

The JogCon *is the fancy new driving peripheral made by Namco that went on sale in Japan to coincide with the release of the game. It will be released over here in April, but* RRT4 *is the only game to use it at present.*



continued > there are basically only 80 actual different cars, but when used with a different racing team, the engines have been fiddled with and they may actually handle differently as well. You unlock cars by completing races, there are eight in total (hence the amount of tracks, which incidentally can be raced in reverse as well!) and they are divided up into different heats. The first heat comprises of two races, you can come third in each or higher to qualify for the next heat and your position determines the next car you will be given when you go through to the next heat. For the next two heats, things get harder and you can only place second or higher and then no lower than first respectively. The cars you are given can be saved to your own personal garage and you can swap cars with any that you've unlocked at any time, although you have to stick to a strict line-up when competing in the 'Real Racing Roots Championship'.



SWEATY...

Ridge Racer Type 4 certainly isn't *GT* in terms of depth, but it does offer an altogether faster race. This carries over well to the split-screen two-player game and the four-player split-screen link-up, which is by far the fastest and most enjoyable multiplayer racing aspect ever seen in a PlayStation game of this kind.

It's just a shame then that the main bulk of the game is so shallow. The career GP mode isn't half as challenging or immersive as the vast competitions in *GT* and as for the actual driving mechanics, well, who ever heard of ramming another car at 195km/h and merely wobbling a bit? Okay, so *RRT4* may not be the most realistic driving experience, but fans of the long-running Namco series will instantly get to grips with what it has to offer.

Graphically, *RRT4* is a vast, vast improvement over the previous *Ridge Racer* games, and it even ruffles a few of *GT's* feathers. The lighting effects that signify the different times of day in which the races take place are splendid, as are the speed blurs and trails that dance off the tail-lights in the tunnels. It's a shame that the music isn't up to much though. Unlike the frantic J-pop of the original Japanese GT, the tunes here are instantly forgettable cheap techno that don't compliment the races.

RRT4 is a definite buy, if only to bridge the gap until *GT 2* arrives. It doesn't break any new ground other than providing the fastest four-player link up known to man, but it's good, solid racing action that'll make your palms sweat more than a Salma Hayek video.



PLAY

LOOKS	9
SOUNDS	7
GAMEPLAY	9
VALUE	9
2PLAYER	10

92%

The English doesn't add much to this racer

Alternatively:
Gran Turismo 97%
Rage Racer 94%

STREET SK8ER

SKATE OR DIE WITH THE FIRST PROPER PLAYSTATION SKATEBOARDING GAME. THE ONLY QUESTION IS, WHAT THE HELL TOOK THEM SO LONG?

Written By RYAN BUTT

When we were lads (as opposed to the overgrown kids we are now), us boys loved to skate. Of course, this is going back to the early Nineties when Deathbox, Santa Cruz and, most notably, Powell led the assault of must-have decks with to die for graphics. Things have probably changed since then though, but nonetheless, we still have enough scars on our knees to know what we're talking about!

Street Sk8er (okay, pants name but it gets better...) from EA believe it or not, is the very first PAL release completely dedicated to the hedonistic sport of skateboarding, and for a while we loved every truck-grinding minute of it.

PLAY INFORMATION

OFFICIAL PAL UK

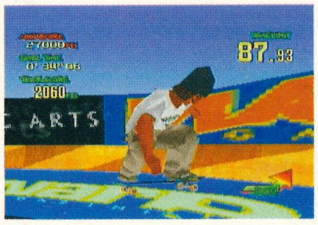
Publisher Electronic Arts

Contact ✆ 01753 549442

Price £39.99

One Player | Dual Analogue | Memory Card | Multiple Players

due march TBC



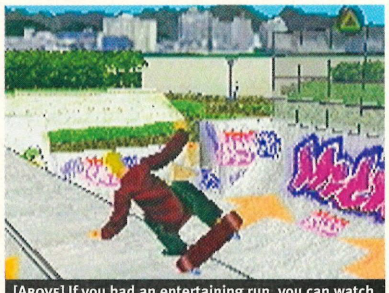




[Above] Each course is littered with ramps to thrash, all you have to do is press a button and hold a direction to pull off amazing, not to mention impossible, stunts. [Inset] The skater crouches in preparation for a jump.

CELL BLOCKS

The format of the game is very simple, pick a skater, choose a board and take to the streets. Each skater has four different strength categories in which some are better than others. There's 'Jump Power', which is probably the most important as it determines the height of your ramp jumps and also the quality (or sheer stupidity – you decide) of your stunt. Then there's the less essential categories of 'Cornering', 'Acceleration' and 'Max Speed'. When playing in Skate Tour mode (the main bulk of the game) you start off on the first of three different levels that range from ramp-strewn streets to all-out skate parks, your task is then to race through the winding route ahead against a time limit, scoring as many points as possible along the way. This is what we liked best about the game, the fact that anything and everything is skateable – railings, kerbs, the merest of ramp-like constructions – and you get points for pulling-off tricks on anything you deem worthy enough to 'ollie' onto.



[Above] If you had an entertaining run, you can watch it again using the action replay feature. Nice ollie!

"There isn't enough to challenge the player!"



[Above] This bowl is one of the three extra bonus stages.

SLIMEBALLS

When you accumulate enough points to clear each stage, not only will you be awarded points to boost-up your skater's aforementioned four strength categories, but you'll also enter into a bonus stage which is either a standard stunt halfpipe, a bowl, or a 'Big Air' halfpipe. Here you earn bonus seconds for the next stage.

Any skate-fans hoping for this game to be the thrill-a-minute rippin' experience they've been waiting for will be very disappointed. We're not denying the fact that it's probably the biggest short burst of enjoyment we've had in the office for ages, because it is. The problem is that it's so completely over the top and pulling off the most impossible moves is so easy that even a chimp could do it, but more about that later!

Street Sk8er is best played with two players, but not simultaneously because that isn't possible. This is a classic 'pass the controller' game whereby the visual aspect of watching your mates 'gleaming the cube' or falling flat on their arse is the main appeal. It's not much of a one-player game because there are only three tracks and it's all over before your even deface the underside of your deck.

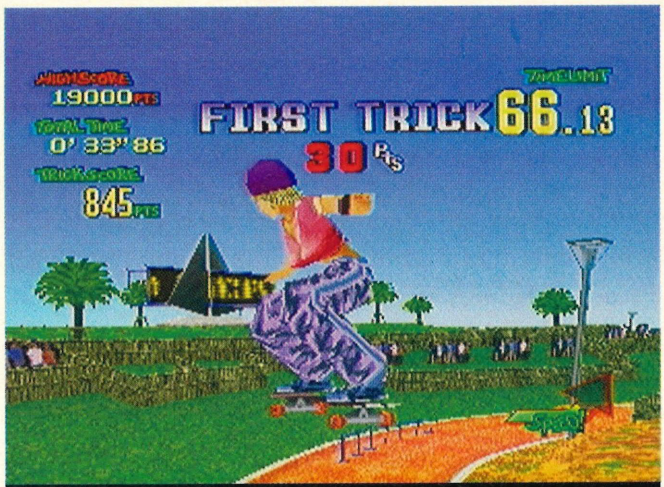
LOOK KINDA' STUPID...

BONOBO
STYLE REGULAR
TRICK LEVEL MAX L8
JUMP POWER
CORNERING
MAX SPEED
ACCELERATE
A TRAINED CHIMP DECKED OUT IN BAGGY THREADS. STRANGE!

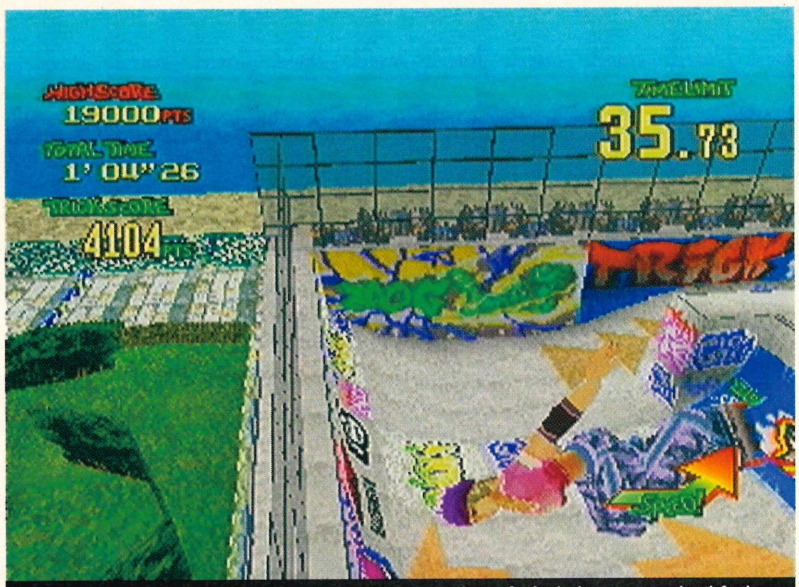
FRANKIE
STYLE GOOFY
TRICK LEVEL MAX L8
JUMP POWER
CORNERING
MAX SPEED
ACCELERATE
PINT-SIZED 'GROMMET' WITH CLOTHES THAT ARE FAR TOO BIG FOR HIM.

GINGER
STYLE REGULAR
TRICK LEVEL MAX L8
JUMP POWER
CORNERING
MAX SPEED
ACCELERATE
A WELCOME FEMALE SKATER WHO CHOOSES TO WEAR NEXT TO NOTHING. COOL!

TJ
STYLE GOOFY
TRICK LEVEL MAX L8
JUMP POWER
CORNERING
MAX SPEED
ACCELERATE
TACKY BEMUDA SHORTS AND YELLOW SUNGLASSES. NICE.



[Above] This is Sarah, one of the hidden characters that you get when you complete each course twice with the regular characters. Unfortunately, their moves tend to be the same.



[Above] Like we said, the tricks that you perform in this game are far too far-fetched to get any real satisfaction out of doing them. Take Frankie for instance, he spins in the air whilst his board rotates below him. Like, duh?!

...OR JUST REAL STUPID



MICK
STYLE GOOFY
TRICK LEVEL MAX L8
JUMP POWER
CORNERING
MAX SPEED
ACCELERATE
ADORNED IN UNUSUALLY SMART ATTIRE FOR A THRASHING SKATE-PUNK!



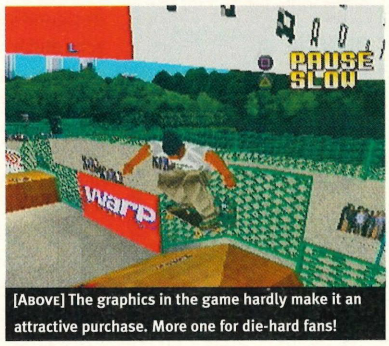
SAHO
STYLE BLADES
TRICK LEVEL MAX L8
JUMP POWER
CORNERING
MAX SPEED
ACCELERATE
ROLLER-BLADING NINJA, WHICH ISN'T SOMETHING YOU SEE EVERY DAY OF THE WEEK.



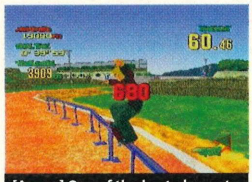
SARAH
STYLE REGULAR
TRICK LEVEL MAX L8
JUMP POWER
CORNERING
MAX SPEED
ACCELERATE
LOOKS KIND OF LIKE TANK GIRL'S YOUNGER SISTER, WHICH IS DEFINITELY A GOOD THING.



TJ
STYLE GOOFY
TRICK LEVEL MAX L8
JUMP POWER
CORNERING
MAX SPEED
ACCELERATE
A RATHER TYPICAL BUM-FLUFF AND TEA COSY COMBO ARE WHAT IS APPARENT HERE!



[Above] The graphics in the game hardly make it an attractive purchase. More one for die-hard fans!



[Above] One of the best elements is the rail-grinds. Very satisfying.

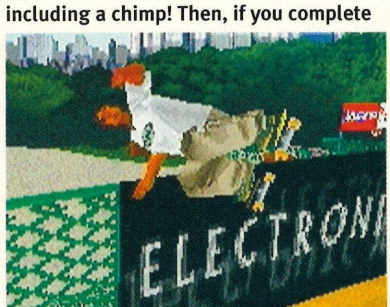
GULLWINGS

There is extra enjoyment to be had by winning things. If you complete each track with each skater (there are four initial ones) you unlock gates in each stage, expanding them and enabling more point-winning possibilities. If you complete each stage with each skater again, you'll unlock bonus skaters, including a chimp! Then, if you complete each stage with the bonus characters, you'll get extra boards followed by the option to tear through each stage in mirror mode – so there is stuff to come back too.

The underlying problem with this game is that there isn't enough to challenge the player, each stage can be completed after a couple of attempts and the moves are practically done for you, eradicating all sense of self-satisfaction.

The action is accompanied by a riveting soundtrack featuring a host of grungy artists such as – Pennywise. The graphics on the other hand are awful. Sure some of the scenery is pretty and the skaters look passable from a distance, but close up they're ugly pixels that don't move or behave like people, so it's impossible to relate to them.

Street Sk8er is a bold move by EA and it's certainly worth checking out if you're gasping for something entertaining in the short-term. Although we'll certainly be hanging out for *Tony Hawk Pro Skater*, from Activision which does away with time limits and lets you skate wherever the hell you want, for as long as you want, and that, for us, is what skateboarding is all about. This is just skating by numbers!



[Above] Rolling into fences isn't advised, not only does it invite ridicule from the crowds, it also hurts!



[Above] Of course, no skateboarding game would be complete without the hallowed 'hand-plant' move!

WOT?

Street Sk8er, what a bloody stupid name! Is it supposed to be hip or something, because if it is, here's a brief reminder of just how sad it is to try and be clever with your handles:

5IVE *One of the latest manufactured boy bands of today. Imagine what the poor lads must go through when they have to explain to dizzy TV presenters that their band isn't called 'Five-ive!'*

BACK2FRONT *Those two whiny-voiced kids with their baggy jeans on the wrong way round were once the future of pop, now they're probably out robbing banks somewhere.*

ALTERN 8 *Techno band of the early Nineties who used to stand behind large keyboards wearing protective white overalls and surgical masks. But who gives a fig about them now?*



PLAY

LOOKS	●●●●●●○○○○
SOUNDS	●●●●●●●●○○
GAMEPLAY	●●●●●●●●○○
VALUE	●●●●●●○○○○
RAILSLIDES	●●●●●●●●○○

78%

702° entertainment... but not involving enough

Alternatively:
ESPN Extreme Games 73%
Tony Hawk Pro Skater May

PLAY magazine Issue 47 1999

BLOODLINES

Written By TOM SARGENT

THE NAME MAY HAVE CHANGED, BUT NOT EVEN THE FOUR-PLAYER MODE CAN SAVE TRIBAL – SORRY, BLOODLINES, FROM ARREST BY THE BLAND POLICE.



[Above] The only way to play *Bloodlines* is in either two- or four-player mode. At least you can have a laugh bouncing around each well-designed arena knowing that they'll slip up. Unfortunately the CPU rarely does.

When the rare opportunity presents itself, foursomes (of the Multi-Tap variety) can catapult a mediocre game or even a great one into the stratosphere. Namco's ace *Smash Court Tennis* and Codie's diddy masterpiece *Micro Machines V3* were designed with multiplayer participation very much in mind... and they rocked.

There are two important facts to consider here – they are usually sports sims, but more interestingly and with only a few measly exceptions, usually pretty darn good. Check out the Playlist at the back of the mag to see what we mean. So when Sony flaunted *Bloodlines* as "the ultimate multiplayer game," we didn't automatically dismiss it as so much hyperbole. Before passing judgement, though, let's have a look at one of the simplest concepts comprising a game for a long time. In a word, it's a game of Tag, as in, 'you're it'. The technical term here is 'full contact pursuit', but other than using weapons, special player abilities and a hint of wrestling, that's all it is. Fact.

PLAY INFORMATION

OFFICIAL PAL UK

Publisher Electronic Arts

Contact ✆ 01753 549442

Price £39.99

One Player | Dual Analogue | Memory Card | Multiple Players

due february 19

TRAM LINES...

In a plot that could have been stolen from a post-apocalyptic Hollywood action flick, it's the future and there's a ban on diverse cultures in favour of a more uniform society. To counter this totalitarian 'big brother' behaviour, a bunch of young street punks, determined to retain a fragment of their ancestral heritage, have decided to kick ten tonnes of crud out of each other in purpose built arenas throughout the land. Bless 'em.



[Above] In multiplayer mode you can all play as the same character, but there aren't that many on offer.

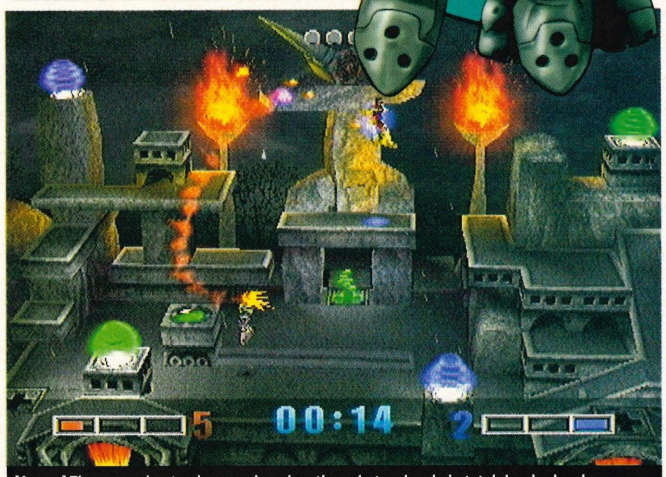
As we mentioned earlier, *Bloodlines* is essentially a game of tag played out in smoothly rendered battle arenas, but as a one- or four-player game it lacks substance and there's virtually nothing to do except let rip with a few



"This is dull, repetitive and far too hard..."

HEARTLESS

The Play student doctors have been studying the real bloodlines – the ones in your body. Firstly, 'arteries' – they're strong, elastic vessels adapted for carrying blood away from the heart. They divide into progressively thinner tubes and eventually become fine branches called 'arterioles' and 'capillaries'. 'Veins' are responsible for returning blood to the heart. And there you have it. Carry on doctors...



[Above] There are about a dozen unique locations, but 33 levels in total. harder levels introduce new, trickier elements to test a patient veteran. It's as tough as old boots though.





weapons, taunt your opponent, occasionally step on a springy panel to launch yourself through the air, and activate markers. Once you've activated the designated quantity (check your HUD) you've won... or lost, if the other player accomplishes this before you. When you have the initiative, indicated by a Ready Brek glow, you've got to avoid all attempts by other players to regain it.

Opponents excel in various disciplines – one might use his innate speed-burst, while another can send out a shockwave, but they pursue you relentlessly and with frightening accuracy (good AI or too bloody difficult – we say the latter) showering you with projectiles or wrestling manoeuvres at close quarters.



[Above] Prior to starting a match, the camera pans around the contestants as they wait to dash around the arena. The animation isn't that bad, but the game itself is pretty boring.



[Above] You can set the camera to pan in and out to capture all of the hottest action, but in multiplayer modes, this function becomes redundant otherwise you'd lose track of who was doing what to whom. Are you with us?

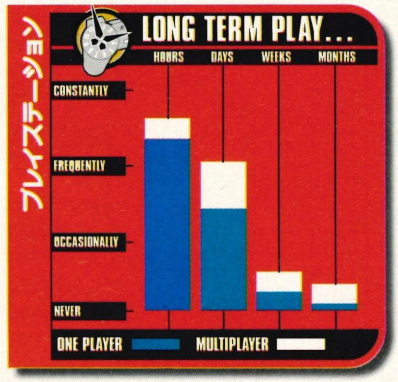


[Above] You won't be seeing this stance very often on the later levels. May we present the victory pose...

PARALLEL LINES

Bearing in mind the range of destructive and strategic elements that have been thrown into the mixer to enhance a fundamentally basic idea, each round seems to be over in a flash. After level five or six in the Arcade mode (playing on Easy or Medium settings) the opponents are so ruthlessly efficient that if you don't know exactly where you're going in the absolute minimum time, you're screwed. All of the trimmings that attempt to make the gameplay more interesting become increasingly redundant, as it always boils down to who can rush around the lovely architecture the quickest whilst avoiding incoming threats. In a word it's dull.

Not in a graphical sense – there's a plethora of impressive lighting effects and the panned-out four-player mode is smooth as silk. If the rounds lasted a bit longer and the pace adjusted more drastically, then it might have been different. As a one-player challenge, *Bloodlines* is pretty woeful, it's only when four of you team up for a bout of single screen, lager-slurping action that things start to become interesting. Graphically, it's pretty sweet and the arenas have been thoughtfully designed to make the most of all the weapons and strategies. But there are still at least twenty other multiplayer alternatives we'd rather play. Repetitive and too hard as a one-player challenge.



PLAY

LOOKS	7
SOUNDS	7
GAMEPLAY	5
VALUE	7
STEROIDS	6

59%

A complete waste of time and effort!

Alternatively:
Blast Chamber 82%
The Unholy War 70%

SILENT HILL

Written By GRAEME NICHOLSON

THOSE RESIDENT EVIL GAMES JUST DON'T COME FAST ENOUGH, DO THEY? PERHAPS THIS NEW ADVENTURE NIGHTMARE CAN HOLD YOU FOR NOW!

Harry Mason doesn't like a glitzy, big city vacation. His wife died a few years ago, leaving him to raise their daughter, Cheryl, on his own. He likes to visit the peaceful town of Silent Hill for the holidays, where there's no hustle and bustle, just a sleepy small town atmosphere.

Reaching town a little bit later than intended due to a breakdown, Harry notices a police motorbike as it rushes past the car and into the distance at high speed. It doesn't wake Cheryl on the back seat.

Soon after, Harry glimpses the same motorbike crashed out on the shoulder. Trying to understand what has happened, he turns his head in time to see a dark figure caught in the headlights. He wrenches the car into a violent spin, smashing the barrier and coming to a halt off the road. Waking up in confusion at the wheel, Harry checks for Cheryl – but she's gone. It's freezing. Ash or snow falls from the sky. Seeing the outline of a town in the blinding fog, Harry sets off in that direction. He must find his daughter.

PLAY INFORMATION

AMERICAN IMPORT

Publisher	Konami
Contact	Software Box
	01202 684642
Price	£59.99



One Player Dual Analogue



Memory Card

due february TBC

MORBID

Welcome to a new nightmare of survival horror! As you will gather, *Silent Hill* is the hottest thing on import at the moment, continuing the style that began with *Alone in the Dark* and most recently spawned *Resident Evil 2*. You control disaster struck Harry Mason on his quest that starts with searching for Cheryl, but quickly becomes just trying to stay alive. Probably the biggest advance *Silent Hill* makes over the games that influenced it is the incorporation of a full 3-D environment. Breaking away from zones of still screen scenery, *Silent Hill* pushes closer to an interactive cinematic experience by using rotating, panning and tracking cameras to follow your character through this unnerving town. Where necessary, the view of the action is properly controlled with a quality of cinematography you just don't find in-game anywhere else.

FREAK SHOW

The price of using legitimate 3-D graphics, generated by the PlayStation on its own, is that surrounding scenery is quite messy and indistinct, and is susceptible to the technical short fallings we'd rather forget exist. Texture warping, tearing and polygon glitches – and is that severe fog really just an atmospheric device? In *Resident Evil 2* most of the scenery looks gorgeous because all the rendering work was done on drastically expensive workstations, but of course that approach limits the game to static views.

"Silent Hill pushes closer towards an interactive movie experience..."



In one particularly creepy alleyway, instead of being bolted to the spot like some kind of wall mounted surveillance camera, the view draws backwards as Harry walks toward the screen, tilts stylishly as he approaches then ascends into the air above him as he reaches the gate. You have full control of him throughout.

CREEPING DEATH

Another very effective element of *Silent Hill* only made possible by the new 3-D approach is the use of light, or rather, darkness. Night and day are fairly unpredictable concepts in *Silent Hill*, as the impenetrable glare of the fog continued >

AT ARMS!

KNIFE Harry can strike very quickly with his knife, but it has really bad range, obviously.

PIPE Hits hard and reaches pretty far to get those child zombie heads, but it's S-L-O-W.

HAMMER Even harder hitting than the pipe, but once again its weight makes it slow.

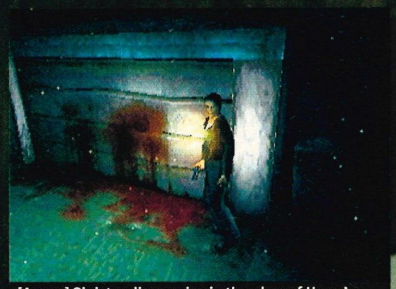
HANDGUN The main weapon that Harry calls on, it's the most reliable way to kill all nasties.

SHOTGUN Best kept saved for the bosses, and used up close for greatly increased damage.

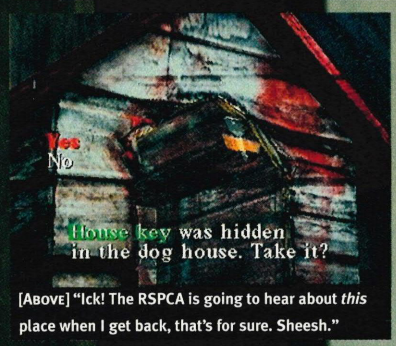
HUNTING RIFLE Too bothersome to aim at the quicker baddies, but totally lethal.

CHAINSAW Only available on Hard level. Makes Harry mostly untouchable by spooks.

ROCK DRILL Only available on Hard level. The OTT solution for a school full of zombies.

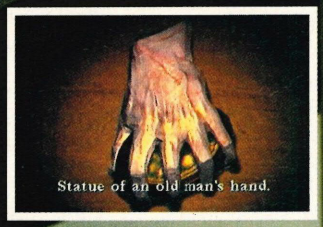


[Above] Sinister discoveries in the glow of Harry's flashlight add more raised hairs to your neck.

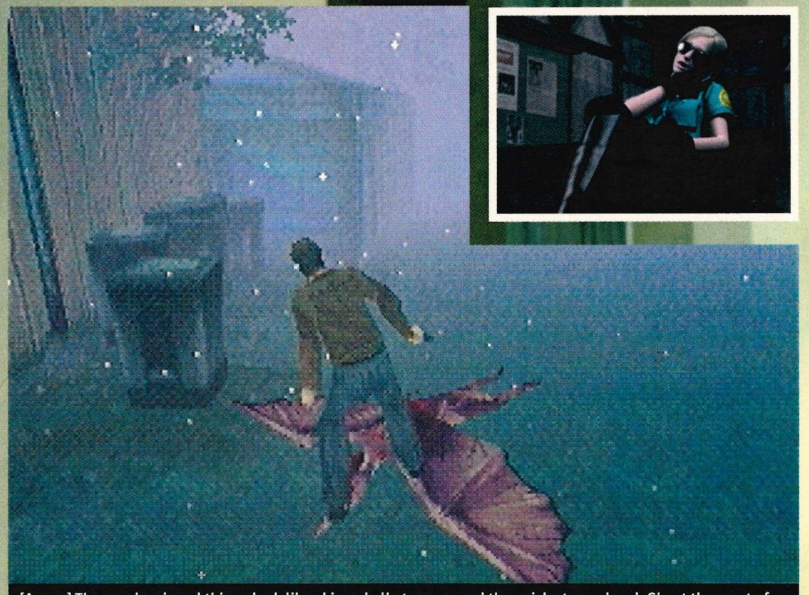


[Above] "Ick! The RSPCA is going to hear about *this* place when I get back, that's for sure. Sheesh."





[Above] After a rather unpleasant spell down an alleyway with a horde of child zombies, Harry wakes up in a Silent Hill café. Was it all a dream? [Inset] Well give the man a hand! This should be handy! Take my hand!



[Above] The purple winged things look like skinned albatrosses, and they pick at your head. Shoot them out of the sky then stamp on them to finish them off. [Inset] She looks cool here, but in-game Cybil has one fat ass.

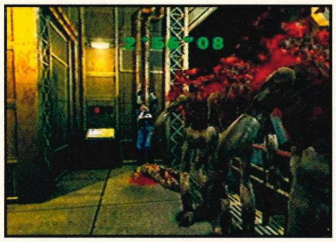
THE RIGHT INGREDIENTS

Where does this type of game stem from? Silent Hill is like a mixture of the oldest and most recent survival horror games. Let us explain...



ALONE IN THE DARK

Causing a stir on PC and 3DO systems before the term 'survival horror' was invented, Alone in the Dark missed out on a PlayStation release until the sequel. It may have been slow and clunky, but heart-thumping tension took a strong hold of the player and the game had a classy feel.



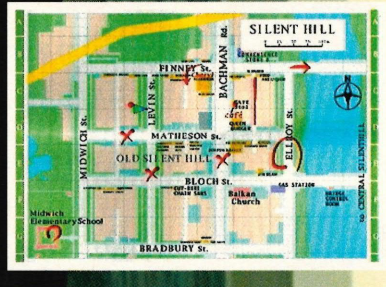
RESIDENT EVIL 2

There was nothing so subtle to be found in the next games of this type, Resident Evil 1 and 2. Instead of a psychological thrill, RE2 went for an all-out splatter flick approach with endless ambling zombies and giant B-movie monsters. Puzzles were secondary to free running blood and bullet casings.



SILENT HILL

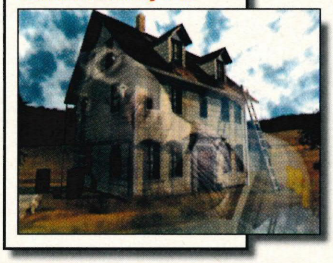
Taking selected elements from both Alone in the Dark (cerebral terror) and Resident Evil (zombie blasting), Silent Hill should have turned out as the best survival horror game of all time. The subdued pace of five-year-old Alone in the Dark and frankly upsetting puzzles put a stop to that, though.





BAD VIBES

Many classic shocker movies came to mind when playing Silent Hill. Firstly there was Twin Peaks: Fire Walk With Me with its 'search for a girl, meeting many strange people along the way' elements. Then maybe The Shining with its desolate snowy surroundings. But more to the point, The Fog, because there's so much of the bloody stuff!



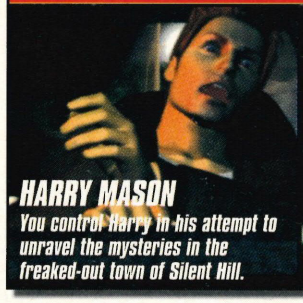
continued> can give way to total blackness in seconds. When Harry's taking cautious steps down a pitch-black side street, you can only see his immediate surroundings thanks to his flashlight. Everything outside this circle of light is unknown, so it's up to you to shine the beam into those black corners, where you might find nothing at all – or a skinless dog that tries to tear your throat out. All along you're catching glimpses of gruesome items such as body parts bound to a chain link fence, a dead patient in a rusty discarded hospital bed...

Whether in fog or darkness, the constrained vision puts an extra layer of apprehension and fear on the *Silent Hill* experience. You constantly feel like the expendable character from every horror film who, despite being weak and terrified, insists on splitting from the group and precariously investigating the darkness with only a chunk of wood to defend himself.

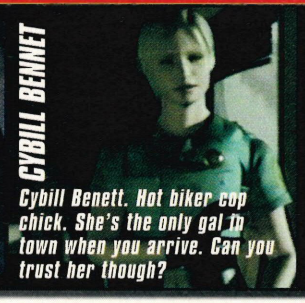


[Above] You'd have to go a long way beat *Resident Evil 2*'s outstanding intro sequence, but *Silent Hill* does make a very classy use of creepy FMV sequences. [Inset] Kooky nurse Lisa Garland – it's all very *Twin Peaks*.

WELCOME COMMITTEE...



HARRY MASON
You control Harry in his attempt to unravel the mysteries in the freaked-out town of Silent Hill.



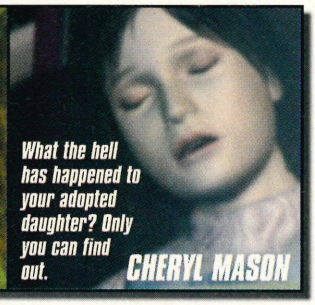
CYBILL BENNET
Cybill Benett. Hot biker cop chick. She's the only gal in town when you arrive. Can you trust her though?



LISA GARLAND
Competing favourably with Cybill Bennet for the annual Freaky-But-Sexy award of the town.

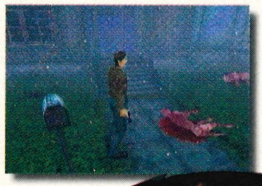


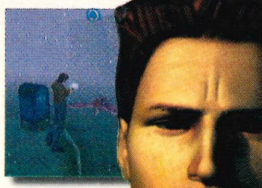
WEIRD OLD HAG
Stay well away, she's possessed. Perhaps you refused to buy some 'lucky pegs' from her.



CHERYL MASON
What the hell has happened to your adopted daughter? Only you can find out.

"You may feel like you've wasted your money..."





Harry has more than a chunk of wood, but unlike the cast of *Resident Evil 2* he's just an ordinary guy and as such is a bad shot with the few guns he gets. Up close, he's a bit more handy with a steel pipe, kitchen knife and, on Hard Level, a chainsaw! He's well animated for the varying actions he goes through while using the weapons, and he draws a satisfying amount of blood from most attacking creatures. Sometimes it makes more sense to run than to stand and fight, especially as save points (by way of a private journal) are few and far between.

MEAT BINGE

It's large, genuinely frightening at times, and filled with gore. Great.

But the reality of playing *Silent Hill* for any length of time can often mean extended periods of little action and a slow pace overall. Having an entire town to explore rather than a few buildings (hang your heads, *Resident Evil 1* and *2*) brings some welcome scale to the proceedings but if you can't work out the problem at hand, you can't go anywhere new. This makes it even more peculiar that some of the puzzles are so cryptic and obscure that your compelling sense of adventure can be turned into a headache.

Remembering that *Dino Crisis* (from the makers of the *Resident Evil* games) is shaping up to be something much more special, *Silent Hill* doesn't look quite as seductive as it did prior to release. If you find the idea of a full 3-D horror adventure just too tempting to resist, and you've got a good head for puzzle solving on your shoulders, *Silent Hill* will entertain you, make no mistake. For even the slightly less dedicated though, the rough graphics and drawn out sections of inaction will make you feel you've wasted your money.



PLAY

LOOKS	6
SOUNDS	8
GAMEPLAY	6
VALUE	6
SHOCKS	7

82%

Promised so much, but delivered too little

Alternatively:
Resident Evil 2 96%
Resident Evil DC 83%

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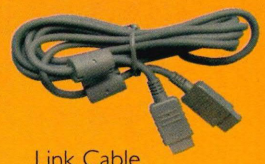

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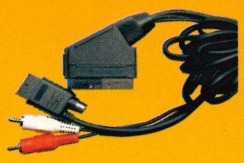

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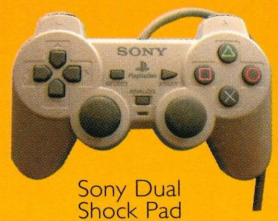

Sony Dual Shock Pad £15.00



Smart 2 NTSC To PAL Convertor (Will Play Import Games In Colour With A PAL Aerial T.V.) £15.00



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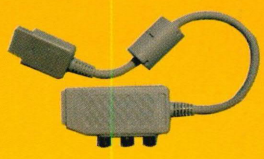

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UEFA CHAMPIONS LEAGUE

WITH MICHAEL OWEN'S WLS '99 NOT LIVING UP TO EXPECTATIONS, CAN EIDOS SET THE UEFA ALIGHT?

Written By PAUL MORGAN

PLAY INFORMATION

OFFICIAL PAL UK

Publisher	Eidos
Contact	0121 356 0831
Price	£39.99

One Player · Dual Analogue · Memory Card · Multiple Players · Multi-Tap

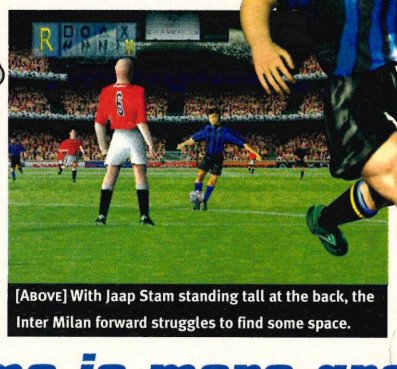
due march 26

'Coupe Des Clubs Champions Europeen', five words that sum up the most prestigious club event in the world. The European Cup may not have seen English soil since Liverpool 1984, but that isn't going to stop us, or indeed you, trying to claw it back!

UEFA Champions League follows hot on the heels of Eidos' last outing – *Michael Owen's WLS '99* only four months ago; that too was a sequel. With the sport of football never bigger or more widely supported in recent years, football sim after football sim has be introduced to the PlayStation public with the intention of recreating the greatest ever pass-time – okay, second greatest... ladies.



[Above] With the pressure to score in the dying moments of the game too high, the Paris SG player looks for help. [Inset] The Auxerre winger looks for the foul, by flinging himself over the opponent's leg.



[Above] With Jaap Stam standing tall at the back, the Inter Milan forward struggles to find some space.

Friends gather to mock, argue and cheer as they win the Premiership with Leeds, lift the FA Cup with Spurs, and bring home the European Cup with Man United – about bloody time!

we have all become accustomed to on Wednesday night's ITV. Unfortunately this fond reminder of past memories is soured by the god awful menu music which attempts to mix old Casio keyboard beats with classical music – just, no!

The front-end is not too dissimilar to that of boy wonder's *WLS '99*, all the options seem the same, if only displayed a little differently. One noticeable difference is the addition of the 'Auto Shoot' feature – this helps to get all your initial shots (at least) on target. Apart from a larger variety of stadiums and climates, there seems very little else added at this stage.

Moving onto the 'Play Game' menu you're given a selection of five ways in which to proceed: Exhibition – quick one-on-one; UEFA Champions League – the

"This game is more graceful than a Ginola volley..."

NATURAL PROGRESSION

Football may break for the summer, but the endless supply of football games continues all year long – hurrah!

THE CHAMPIONS

After the usual publisher and developer logos, the familiar Champions League music kicks in along with the video that



WORLD LEAGUE SOCCER '98

The first to appear on the PlayStation scene. The ability to play the ball realistically through the midfield and build up an attack, rather than whacking the ball up and hoping for the best – not unlike Wimbledon – was something new and wonderful to behold. Fast and fluid fun.



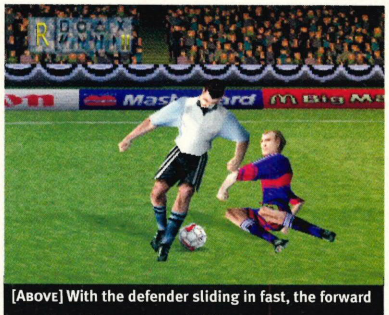
MICHAEL OWENS WLS '99

Along came young Michael, fresh out of the World Cup and boldly wearing his hero-status on his sleeve. WLS '99 featured a higher resolution of graphics, more teams, moves and options – however, it also included more bugs and far too many ways of beating the floundering keepers.

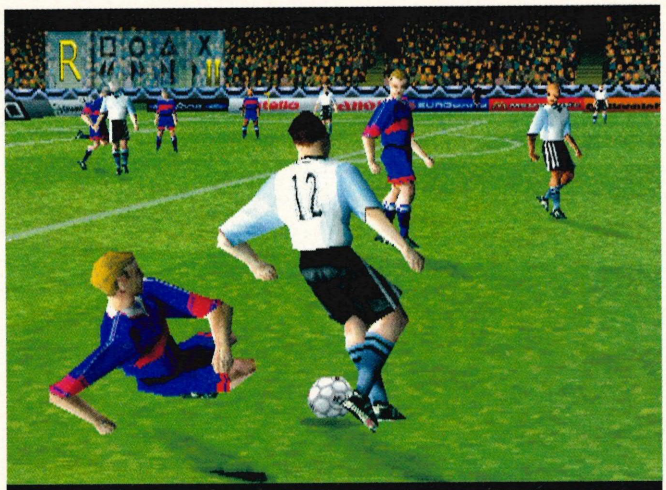


UEFA CHAMPIONS LEAGUE

The latest from Eidos and Silicon Dreams may be the best outing yet, but it could have been so much more. Yet the temptation to knock out another WLS clone before the end of the European Cup this season seemed too great. Some might call it cashing in, I'd call it... well yes, cashing in!



[Above] With the defender sliding in fast, the forward resorts to his repertoire of skills to ease past.



[Above] The on-looking players witness the silky skills of the super-substitute as he dazzles and woos the crowd with the infamous Johan Cruff move.



[Above] The striker attempts a spectacular overhead, but the keeper gets to the ball first and punches it away to safety. [Inset] Roberto Baggio slips past Dennis Irwin and looks to supply a cross before he reaches the byline.

OPTION FRIENDLY

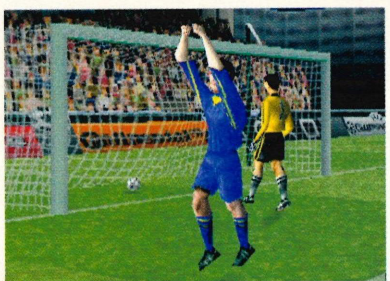
As well as skill, the formation and tactics of your team often prove to be the key factor.

Formation *Wingbacks, three forwards or sweeper, the formation of your team could be the deciding factor.*



Marking *From man-to-man marking to zonal patrolling, your tactics may prove vital.*





[Above] The scorer walks away hands held high and the keeper wonders where it all when wrong.

was the Champions League and the beloved Red Devils. Feeling aggrieved the past few years of the games in which they were robbed, okay, the ones they threw away... the need was there to put history straight – and those Italians in their place.

Stepping out into the Theatre of Dreams Bob Wilson and Brian Moore introduce you to "tonight's match." With the crowd's cheers ringing throughout the stadium and big Ron co-commentating, you soon notice the difference against its two predecessors. As you'd expect, the graphics have been improved and the players look less like monkeys from *Planet of the Apes* as in *WLS's '98* and *'99*.

Yes, the controls have been tweaked and the AI improved – especially the keepers – but there are still poor elements of the game that have been there since the original *WLS '98*. Player's control and movements now seem sluggish and the constant sliding tackle, foul, and 'not another bloody miss' are enough to make you hit your opponent in the back of the neck, a-la Le Saux. There are not enough new ideas, options and improvements to warrant the applause that the original so richly deserved.

Yet through all its repeated bad habits there is one aspect that cannot be criticised: shooting. The feeling of hitting the back of the net and knowing that you really earned that goal is better than ever. Every time you get the ball and charge at your opponent's defensive line there is a goal of the season more graceful than a Ginola volley awaiting you.

One of *UEFA's* saving graces is the inclusion of the previous European Cup winning teams from 1960 onwards, but as the saying goes: "Two many cooks spoil the broth," in this case, too little improvements do spoil the fun but not too terribly...

"AI has been improved, especially the keepers."

event itself; UEFA Champions League Scenario – alter the destiny of past games and turn them in your favour; Custom Tournament – create your own Champions League format with up to 40 teams competing; Practice – whereby you kick a ball round an empty field.

HE SHOOTS...

With this reviewer being a Manchester United fan [sorry dear readers – Ed] naturally the first step



[Above] In a crowded box you occasionally have time to bring the ball down skillfully with your chest. Seems a bit silly that the defenders are standing around admiring your show...



PLAY

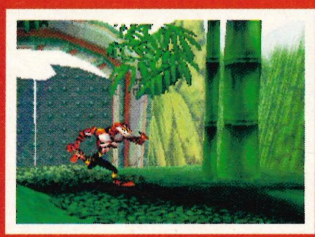
LOOKS	9
SOUNDS	7
GAMEPLAY	7
VALUE	7
ENHANCED	6

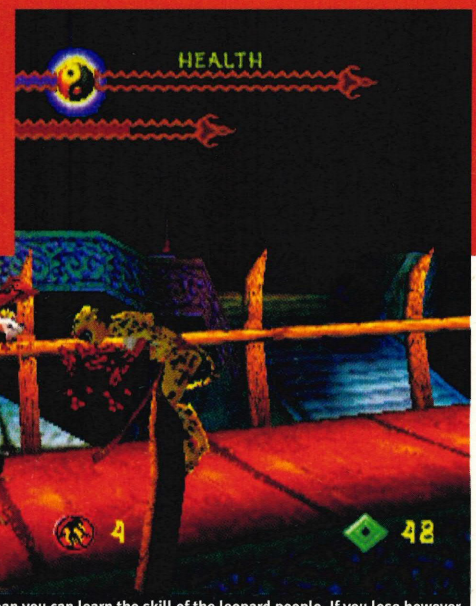
80%

Spoons wide into row Z!

Alternatively:
FIFA '99 91%
Actua Soccer 3 92%

T'AI FU





[Above] Fighting the Leopard Princess will mean you can learn the skill of the leopard people. If you lose however, you'll become the food of the leopard people! [Inset] Taking great bounding strides everywhere is great fun!

AN EPIC STRUGGLE BETWEEN GOOD AND EVIL. THE MYSTICAL ENERGY OF CHI AND A TIGER HERO WHO DOESN'T EAT FROSTIES. BUT IS IT GRRRRREAT?

A dark age has descended on ancient China. The humble Panda monks have been brutally slain, their only food – bamboo – being sold to make attractive DIY pagodas in garden centres across the world and the blame points directly at one 'person'. Shock, horror, it's the fur ball orphan they took under their wing so long ago! Now, to avenge the monks and to clear his name T'ai, the fully grown orphan tiger, must travel the length and breadth of China in search of the lost clans so that he can learn every skill possible before confronting his ultimate destiny... a battle to the death with the Dragon Master, and culprit behind all this oriental hullabaloo!

PLAY INFORMATION

OFFICIAL PAL UK

Publisher	Activision
Contact	01895 456600
Price	£39.99

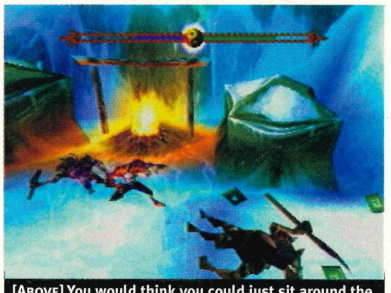
One Player · Dual Analogue · Memory Ca... ...ers

"Brazen cop-outs polka dot T'ai Fu... cracks are obvious!"

8 OUT OF 10 OWNERS

Dramatic *Star Wars*-like plot line aside, *T'ai Fu* is tarted up like a good 'un! Presented in dazzling hi-res, the ambience of China has been captured superbly. From paddy fields high in the mist shrouded mountains to the depths of a raging volcano, every area is soaked in lighting effects and textures akin to living in a stained glass greenhouse.

T'ai and the characters around him leave a lot to be desired though, often jerking through their frames like reluctant puppets. This gets worse as the game progresses because as T'ai acquires greater skills and powers his animation becomes extremely clumsy especially



[Above] You would think you could just sit around the fire singing songs, but oh no, here comes trouble!





[Above] Blood splatters everywhere, the snakes hiss in anger and you jump around like a loony trying not to get bitten. It's a hard life being a trouser-wearing tiger with attitude!



[Above] High in the mountains you must battle these reptilian freaks to the death. If you're a really cunning cat you can grab them from behind, lift them in the air and throw them over the side of a cliff. Or you could run!

due march 22

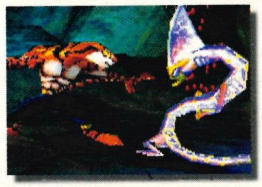
Written By BEN LAWRENCE

AGILE AS A...

As T'ai travels through China you will be able to learn various moves to keep your enemies at bay. To acquire the skills though, you have to earn respect from the tribes giving them to you. This requires you to beat up their hardest warriors. If you manage it you'll be rewarded with such talents as the leopard leap, the mantis magic and even the infamous monkey roll to help you defeat the Dragon Master. You lucky kung-fu tiger you!

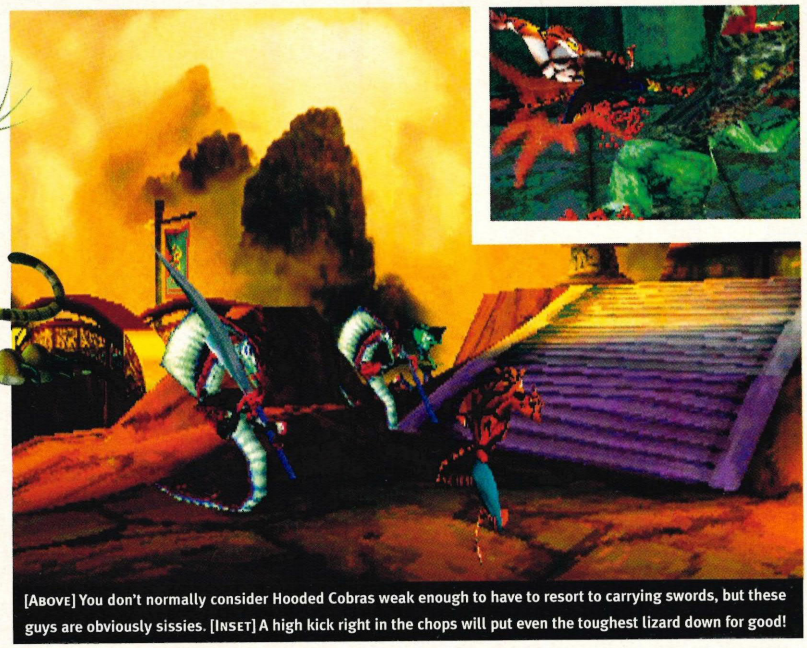








[Above] The opulent lighting effects add depth and character to the dangerous, snake-filled proceedings.



[Above] You don't normally consider Hooded Cobras weak enough to have to resort to carrying swords, but these guys are obviously sissies. [Inset] A high kick right in the chops will put even the toughest lizard down for good!

TAI'S CAT FACTS

1. Cats are prone to sunburn.
2. A cat cannot see directly under it's nose.
3. Cats have five toes on the front paws but only four on the back.
4. Most cats have no eyelashes.
5. Cats don't always land on their feet.
6. A cat would permanently sleep given half a chance.
7. Cats have 230 bones compared to a human having 206.
8. Cats can predict earthquakes but find it hard to tell people.
9. Swinging a cat in a small room coined a phrase.
10. Cats bring in dead animals because they're sadistic.

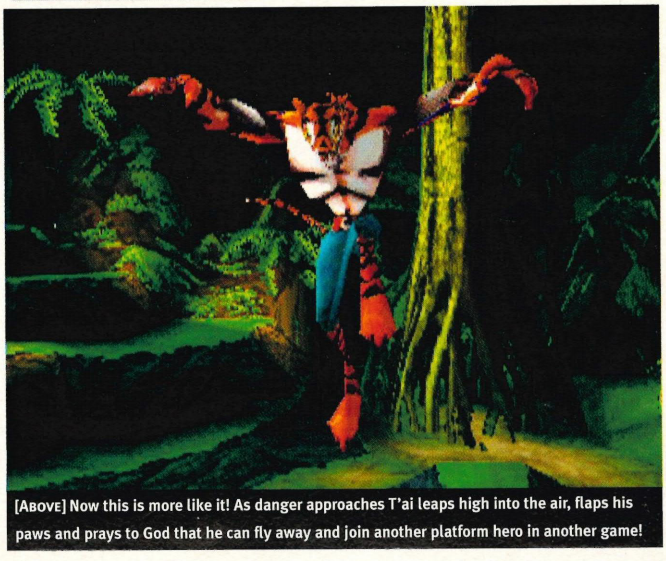
during battle sequences. Here, the camera actually hides the animation by very often pulling out too far for detailed scrutiny to be made.

Brazen cop outs polka-dot *T'ai Fu* to such an extent that cracks soon become obvious. Bad guys freeze in a frame when pushed over a cliff, blocking attacks are such a problem that loads of extra lives have been thrown in to compensate for the difficulty, and to add longevity some end of level guardians have been counted as a level in itself, whilst normal levels come with a smattering of gang fights to break up the imminent sense of boredom.

CATS LIKE FELIX...

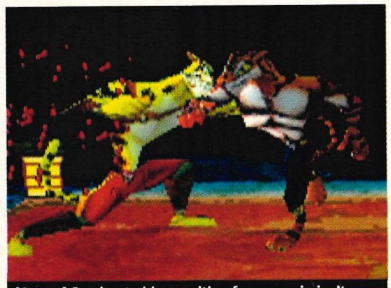
T'ai Fu does have the capacity to entertain on the lower of levels. Spanking seven shades of Kitty Kat out of other endangered felines, hoisting snake men over your head to hurl them into flaming pits and unleashing the elements to do your bidding all satisfy. After a while however, it's soon apparent that nothing more is required of you, particularly after three or four levels of mundane action after which time you begin to wonder when on earth anything significant is going to happen.

The concept and idea are refreshing, the animation scintillating and the levels are varied enough to prevent Anthea Turner scrounging a free holiday to show us the oriental delights, but the whole experience is still bizarrely hollow. If only our stripy hero had more enemies, greater moves and power-ups, vaster levels and less wandering about in a linear world simply looking for a fight, things might have been dramatically better. As it stands, *T'ai Fu* is nothing more than a slightly better than average platformer dressed in a fur coat.



[Above] Now this is more like it! As danger approaches T'ai leaps high into the air, flaps his paws and prays to God that he can fly away and join another platform hero in another game!

[Above] The cranes will try and knock you out with the 'crane kick' made famous by the Karate Kid.



[Above] Coming to blows with a furry cousin isn't pleasant, but it's got to be done for your redemption.

"An average platformer in a fur coat."



PLAY

LOOKS	7
SOUNDS	6
GAMEPLAY	5
VALUE	6
PUSSIES	5

72%

A bored, lazy moggy of a game

Alternatively:
Fighting Force 89%
Gex: Deep Cover Gecko 81%

PLAY magazine Issue 47 1999

TANK RACER

GROLIER LETS YOU RUN RIOT IN ITS DY TANK RACER. A CURE FOR ROAD RAGE?

Written By TOM SARGENT

A month ago

Rollcage pumped new life into the racing game. With its disregard for serious simulation and customisation in favour of pant-pooping speed, ultra-violence and cars that couldn't be destroyed, it redefined a genre that was beginning to take itself a little too seriously.

Following directly in those illustrious footsteps, *Tank Racer* maintains this light-hearted approach to mass destruction by slowing things down somewhat, but it maintains a high thrill quotient by granting players the opportunity to destroy even more buildings and roadside obstacles than seen in a race-'em-up before. What it manages better than most is to neatly combine the use of weapons with the fineries of spanking around various courses like nutter.

Why? For starters you can rotate the turret through 360°, so no matter where a nearby tank is, it can be taken out with either the default cannon (which briefly slows it down) or one of eight pick-ups that inflict all kinds of carnage. These include Homing Missile, Concussion Shells, three types of Mine and a wacky Alien Abduction Ray, not forgetting Shield and Turbo pick-ups.

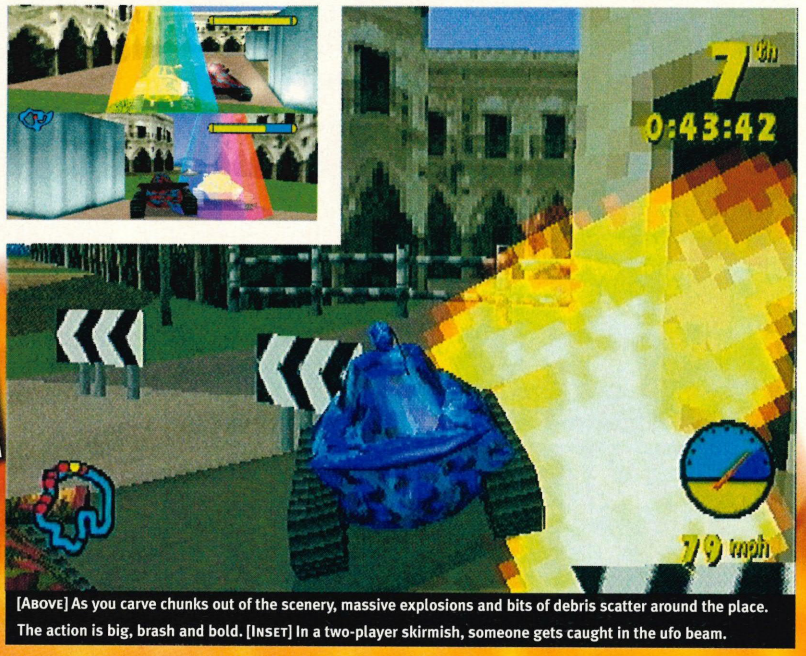
PLAY INFORMATION

OFFICIAL PAL UK

Publisher	Grolier
Contact	01865 264800
Price	£39.99

One Player | Dual Analogue | Memory Card | Multiple Players

due march 19



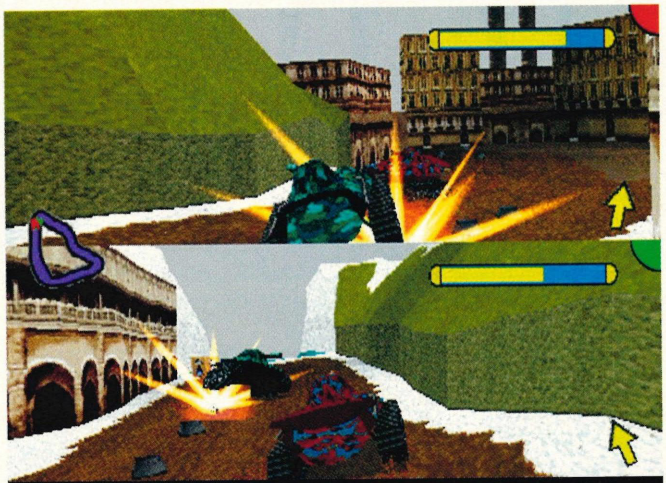
[Above] As you carve chunks out of the scenery, massive explosions and bits of debris scatter around the place. The action is big, brash and bold. [Inset] In a two-player skirmish, someone gets caught in the ufo beam.

"This is slap-happy, scenery-smashing hokum..."



SHERMAN

A special two-player setting lets one person steer, while the other operates the turret – neat or what? This is just one of a clutch of features which can be selected from an excellent front end that simply bulges with extra features, modes and secrets that need to be



[Above] Two players can go against each other in the ultimate human show-down. The courses are shorter than usual, but it's always good, honest blasting fun. Now do we like that!



[Above] There are only about 8 power-ups to collect, but they all serve a purpose. Homing missiles, mines and strange UFO beams work perfectly with the high speed shenanigans. [Inset] The Demo mode is pretty class too.

RETRO

Win enough races and three adaptations of popular 8-bit games can be opened up. What are they? Let's have a peep...

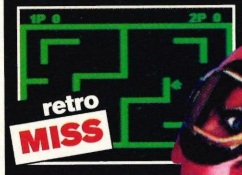
Asteroids *plays exactly like the arcade original and it's more fun than Activision's pseudo 3-D update!*

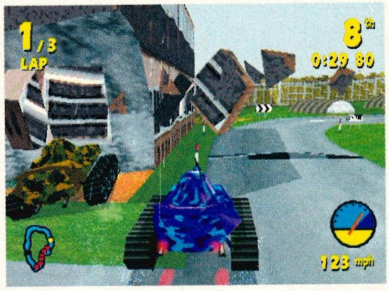


Pong *was the first ever video game and with the addition of a couple of tanks instead of rectangular bats is, er, crap.*



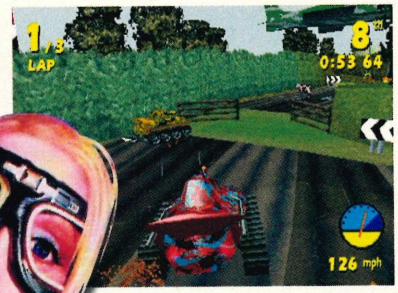
Tank Battle *had to be there. It's got tanks, a few walls, and a pea-shooter weapon. Hmm, World War 2 this ain't.*





unearthed. More on that later, but from the moment you load up *Tank Racer*, you know that a serious amount of time and effort has been put into the overall look and feel of the game.

As you can see from the vivid screenshots, the graphics are in high-res and create a believable 3-D world. Pop-up, as ever, can be a bit of a drag and the horizons aren't as long as they could've been, but gameplay is smooth and controlling the tanks is exquisite, particularly when you hammer them around corners with liberal use of the handbrake. The Dual Shock pad is perfect too – you feel every undulation as the suspension lurches around and you grind your way (often over parked vehicles) to the finishing line. There's nothing better than taking an alternative route through a fence or glass building and the chance of smashing pieces off the side of a building gets our vote any day of the week.





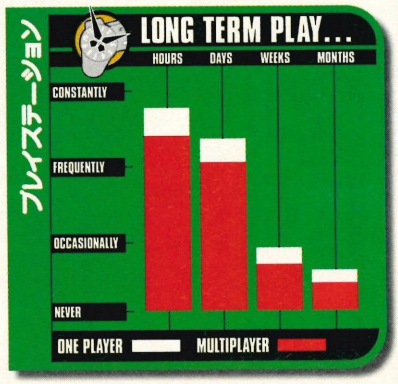
[Above] An endless supply of power-ups gently float down the screen for your convenience... which is nice.

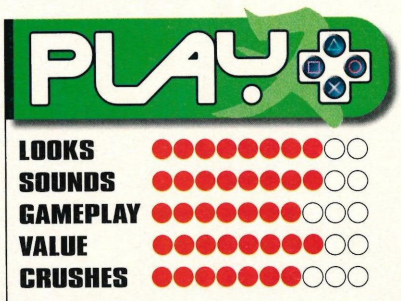


[Above] The best weapon is the homing missile – it throws an enemy tank into the air halting it instantly.

TIGER, TIGER...

There are 15 tanks to choose from, some of which need to be opened up by completing the Bronze, Silver and Gold competition tracks, and each of them handles differently according to top speed, acceleration, handling and grip. Besides the standard eight single-player tracks and a further eight versus circuits designed specifically for two human players, there are six purpose-built arenas, where blowing ten bells of bejesus out of each other is the order of the day. It's lively and gratifying in the short-term, but you soon tire of the relentless shoot 'n' dodge requirements. If you're looking for longevity, you may be happier slugging it out over a career option in *RR Type 4*, but for slap-happy, scenery-mashing hokum, *Tank Racer* ranks up there with the best of them.





79%

Crushingly good, action-packed fun...

Alternatively:
Rollcage 87%
S.C.A.R.S. 82%

SHE'S NOT

*Sadly that delightful comic/movie book heroine, **Tank Girl** doesn't feature in this racing corker, but what does the blast-tastic, lip gloss wearing dispenser of justice from the 21st Century think of the game?*

"Tank what? Never heard of it...!"

Shame on you girl, sod off back to the future then and take yer crappy film with you. Bah! There's no pleasing some people...Nice turrets though, for a thin bird...

CIVILIZATION II

CONCLUSIVE PROOF THAT THE BIG GUY IN THE SKY DOESN'T SIT ON HIS BUM GROOMING HIS BEARD ALL DAY. HE'S GOT HIS WORK CUT OUT FOR HIM!

Written By BEN LAWRENCE

If God was to sit down one day and write his biography entitled, 'Me and my Unruly Flock' and it was then turned into a film (starring Charlton Heston) which was then followed by a computer game tie-in, *Civilization II* would be the end result.

What lurks inside every copy of *Civ II* is one of the most comprehensive, engrossing peeks an humankind since the great bearded one himself sneezed forth the universe from his eternal nostrils.

Starting the game in the most pitiful of shanty towns you take it in turns with the computer to steadily grow your mud huts into an unstoppable empire that will be able to reach beyond the stars. Firstly though, there's the tiny matter of history to deal with. As your cities expand across the primeval slurry that is the Earth, the Neanderthal people under your gaze stumble across fire, astronomy and the occasional political philosophy whilst you struggle to maintain their happiness and steer them in the right direction. Whether you want them to become scholars, poets, or mindless maniacs raping and pillaging every hovel they come across... the choice is yours!



[Above] As your power spreads across the world you'll be able to uncover greater amounts of the map. Sending scouts out to find new settlements is an idea well worth looking at. [Inset] Only if these guys agree with it!

PLAY INFORMATION

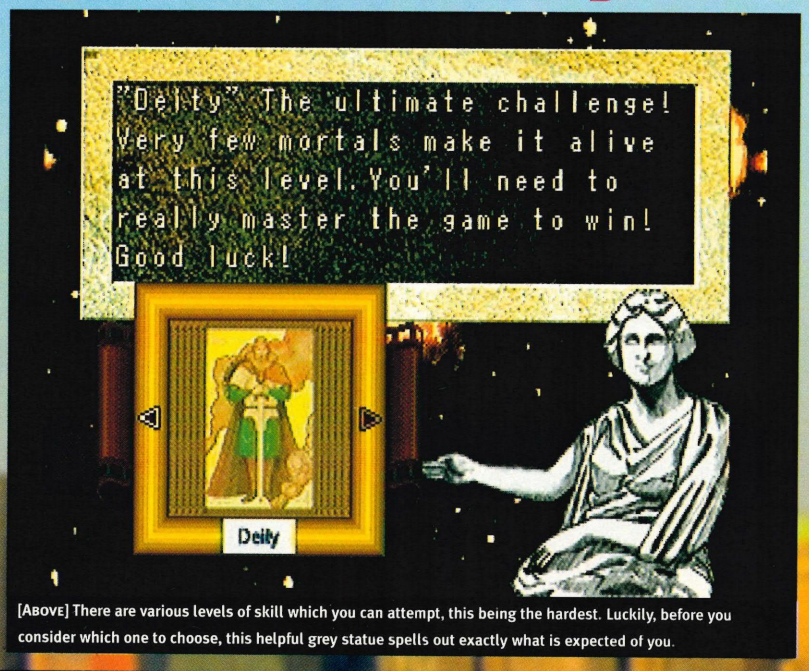
OFFICIAL PAL UK

Publisher	Activision
Contact ✆	01895 456 700
Price	€39.99

One Player | Dual Analogue | Memory Card | Mouse

due february 19

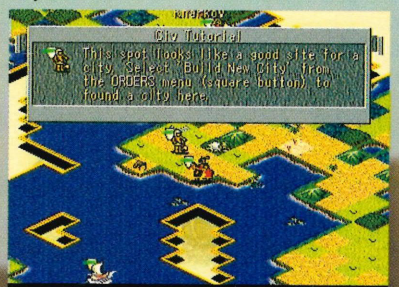
"The nearest you'll get to God without being dead!"



[Above] There are various levels of skill which you can attempt, this being the hardest. Luckily, before you consider which one to choose, this helpful grey statue spells out exactly what is expected of you.



[Above] This is how it starts. Small, insignificant and lost. Ahh!



[Above] Occasionally city tutorials will pop up to steer you in the right direction. Only read if you're a wimp!

TAKING CHARGE

We all need a hero (or dictator) to give life some meaning. Here's a few that pop up in Civilization II to remind us of glories past... We thought we'd give you a little lowdown on just what they were like when they walked the earth!

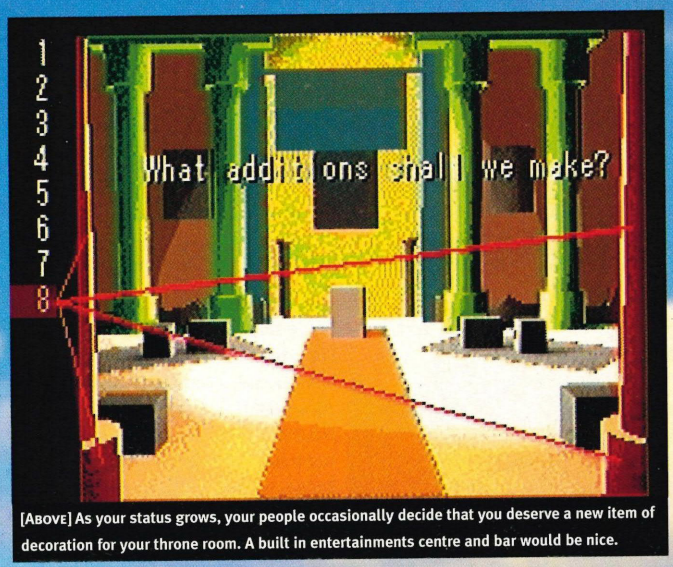
Ghandi *A fragile shell of a man who peacefully led his people to freedom against the British. Rumours that his surname was Andy are well and truly unfounded.*

Henry VIII *This fat, bearded monarch had a penchant for chewing chicken legs and farting. Collected women's heads. Died of a nasty incurable rash. Cheeky monkey.*

Caesar *Perhaps the most famous of all Romans, Caesar lives on in the hearts of many a Carry On fan in the shape of Sid James. He also inspired the name of a salad. What a legacy!*

Lenin *After founding the Beatles with a couple of mates he wrote a few songs then got shot whilst doing the weekly shop. His fans were red with anger... apparently.*

Sitting Bull *The proudest of all the Native Americans, this guy stood up to the Yankee threat right until the bitter end, all the while looking like a deranged granny.*



[Above] As your status grows, your people occasionally decide that you deserve a new item of decoration for your throne room. A built in entertainments centre and bar would be nice.



[Above] Charging about on your horses will allow you to send messages, gain the advantage over the enemy and mix in higher social circles. This guy has just come back from a polo match with Prince Charles. Posh eh?

TOP CIVS

The top five civilisations the world has ever had...ever!

5 Incas *Gentle Peruvians who grew the first potato and ate rats on a daily basis.*



4 Romans *Ruled by many emperors they used sheep intestines as a form of contraception and built many cities in periods greater than a day.*



3 Aztecs *Having to sacrifice a slave every day in order to make the sun come up soon meant they were desperately short on people. Hence their collapse.*

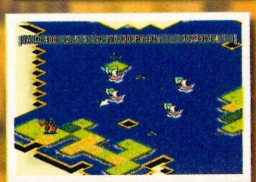


2 Egyptians *They spent days bathing in blood and milk, also forcing thousands into slavery to build giant pointy sand castles. Nasty pieces of work.*



1 Smurfs *These peaceful little chaps are smurfed over by their communist leader Papa Smurf. They release smurfingly bad cover versions of smurfingly bad pop songs as part of their religious beliefs.*







As the centuries fly past quicker than a chettah on hot coals, your territory spreads which means having to deal with other civilisations.

These rival guys will either want to become your allies by opening trade routes and selling treasures and gems for the price of knowledge or they'll consider storming your cities for themselves. Believe us when we say the AI of your rivals is up there with any human opponent. You need to play deftly and delicately in order to exploit your neighbour's generosity. The last thing you need is Ghandi unleashing a torrent of nuclear weapons on your men just because they've stolen a load of exotic spices.

GHASTLY GOINGS ON!

This game is one ugly little beast and we don't doubt for a second that a few people will automatically assume that ugly means bad, after all the concept is merely manoeuvring sprites around a map!



[Above] Battle ships block any other ships from entering the port. Blow them out of the water then!

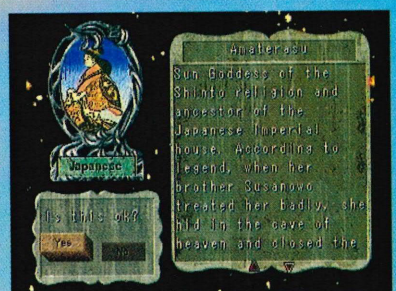
Cities pop up without any visible building animation, battles don't happen (rather your unit's power bars decline when hostilities approach) and the whole landscape is a patchwork of tiles slotted together like a badly grouted bathroom wall. Just because *Civ II* looks like a badly constructed Duplo set though, doesn't matter too much, it oozes enough depth of play to keep Stephen Hawkins scratching his head for hours.

IT'S A SMALL WORLD!

After a few centuries you find yourself building stealth bombers, planting spies within rival conglomerates and placing nuclear devices in the central plaza of your worst enemy's capital city. All in the name of making your little guys Kings of the world. Your throne room gets bigger, your political advisors panic and flap around like 'yes' men and your influence spreads like an unstoppable case of acne until eventually you are the supreme omnipresent power of the world. This is the nearest to God you will get without being dead.

Just because *Civ II's* a rough looking PC conversion doesn't mean that it won't hold some appeal to us supposed 'less cerebrally active' PSX owners.





[Above] After selecting who you want to be, the computer then shows you what you look like. Shwing!

Encouraging the inclusion of such thinking games onto our market can only serve to increase the PlayStation's audience and satisfy those of us who like the old grey matter tickled from time to time. If you fancy a challenge, the likes of which rarely pays a visit to the PlayStation, then look no further. *Civilization II* has arrived.

PLAY

LOOKS	2
SOUNDS	2
GAMEPLAY	8
VALUE	7
POWER	8

79%

Big on challenge, bad on looks

Alternatively:
Sim City 2000 75%
Global Domination 68%

GEX: DEEP COVER GECKO

CRYSTAL'S MERCURIAL GREEN GECKO IS BACK IN ANOTHER DIMENSIONAL PLATFORM CAPER TO DAZZLE THE SENSES. ALL MOUTH AND NO TROUSERS?

Written By TOM SARGENT

...Five minutes elapse. Yep, thought so. Just like Gex's last PlayStation foray, just five measurements of time seep by before you turn the volume down to escape those bloody annoying one-liners!

This time, the exceedingly camp 'Lord of Love' has moved on to, we hope, bigger and better things, leaving a superfluous void to fill. Enter Danny John-Jules, or to call him by his other name Cat from the used-to-be-funny *Red Dwarf*. Okay so maybe Danny's not that bad, and at least it's a damn sight better than Leslie Phillips crooning "Hellllllooooo!" But what about the all-important gameplay?

PLAY INFORMATION

OFFICIAL PAL UK

Publisher	Eidos
Contact	0181 6363000
Price	£39.99

One Player | Dual Analogue

Mem

due April TBC

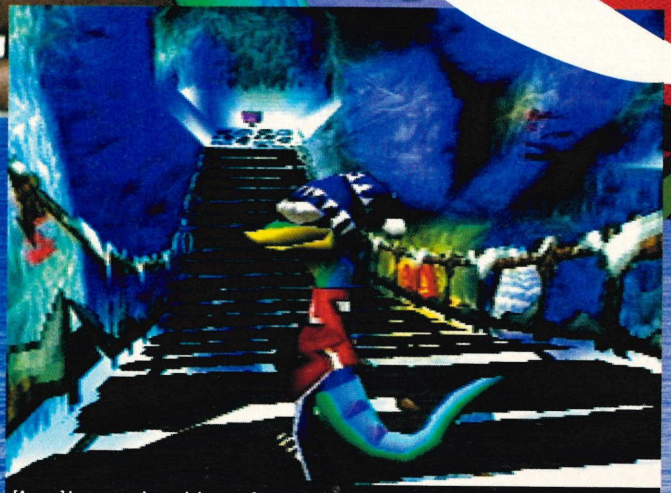
Gex, the wise-cracking Gecko with attitude has come a long way from his inception as a 2-D platform clone, the seamless transition into the realms of true 3-D was a feast for the eyes. Here was a game that may not have rivalled the perfectly balanced antics of a certain chubby Italian plumber on the N64 (due, in part, to an awkward camera system) but it irreversibly upped the ante for a console starved of any other examples in the genre. That was then, and the problem with *Gex: Deep Cover Gecko* is that although the sequel absolutely gushes with colour and candy-filled cuteness, it's almost indistinguishable from its predecessor.

There's little doubting the cheeky amphibian's charm though, even if he's replicating last year's loopy antics – albeit in a much bigger game world. Everything, from movement to background detail has been enhanced, but there's that nagging feeling that it could have been polished to an even deeper shine. Unlike platform games such as

"This game absolutely gushes with colour and candy-filled cuteness..."



[Above] Whack objects such as these guards for bonus FlyCoins.

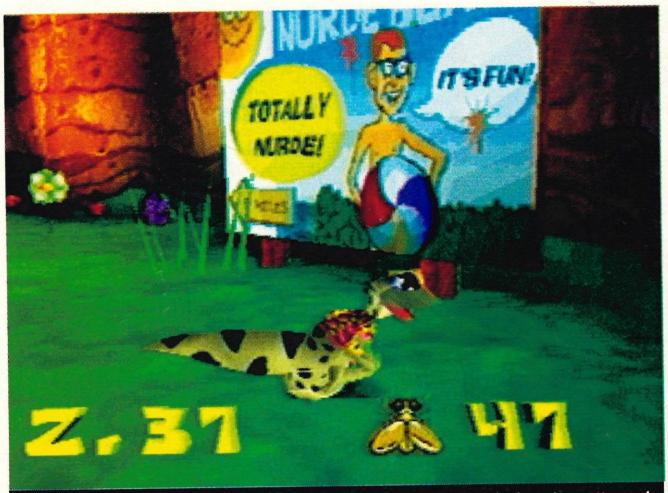


[Above] In a scenario reminiscent of a pantomime, Gex changes into over 25 different costumes. Many of these are found in secret or bonus areas. Here he's a snow-bum.





[Above] Here, Gex rushes around as a Trojan soldier. The setting is Mythical and very pretty it is too.



[Above] Although the graphics are colourful and different from the original, you're pretty much doing the same thing. But as the old saying goes, if it ain't broke, why fix it.



[Above] Every level is consistent in that you collect FlyCoin tokens. Gather up enough and you'll get an extra life. The same as the last game then... [Inset] Gex's armour is good, but not compared to this hulking monstrosity.

MASTER OF DISGUISE...



Diver Captain Nemo would be proud as the slimy green fella plumbs the depths.



Army Donning a metal potty on his head in order to save Private Gex. Don't tell Spielberg.



Dracula Count Gexula. He vants to bite your neck. Do Geckos drink blood? Thought not...



Hercules Strong as an ox and as thick as pig-s**t! Watch him hurtle huge objects



Scuba He may look like a frogman, but Gex is the first gecko to don an aqualung.



Snowboarder Cut some wicked air as the ultimate snowboarding amphibian.



Mech Enter the terrifying world of anime and wear a huge metal endoskeleton.

Pirate Arghhh Jim lad. Pieces of Eight. Gex slither yer gizzard as a part-time pirate.



Tank Trundle around the World War 2 level driving over and destroying everything in sight.



Wild West Blondi! It's a case of the good, the bad and the Gecko in this Western rip-off.

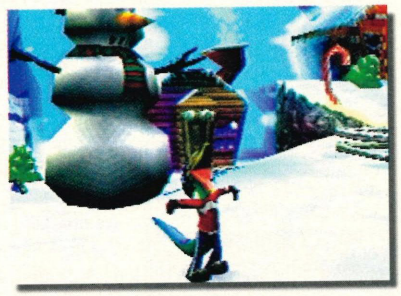


[Above] Look what happens when you go on a high-fibre diet...

Crash or *Spyro* where everything is just so smooth and yummy, you're constantly on edge because you don't know when the next annoying glitch or drunken cameraman are going to strike next...

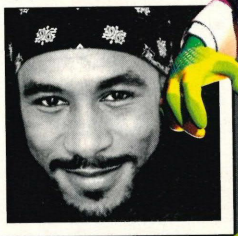
GEX APPEAL

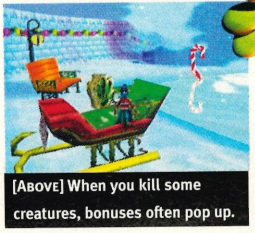
Certain pieces of the scenery in Eidos' platform romp warp and fold when they most definitely shouldn't and, dare we say it, there's a certain ragged edge to some of the poly-generated scenery, which often distracts you from the 'real world' feel that Crystal has attempted to recreate. That said, the wonderfully decorative environments draw you in like a moth to the flame – each demanding a unique approach and method to complete, but where *Deep Cover Gecko* impresses the most is in it's carefree approach to exploration with none of those distressing time penalties to hamper you (apart from a few secret levels and sub-games). It's also a game that doesn't take itself too seriously – for example both the continued >



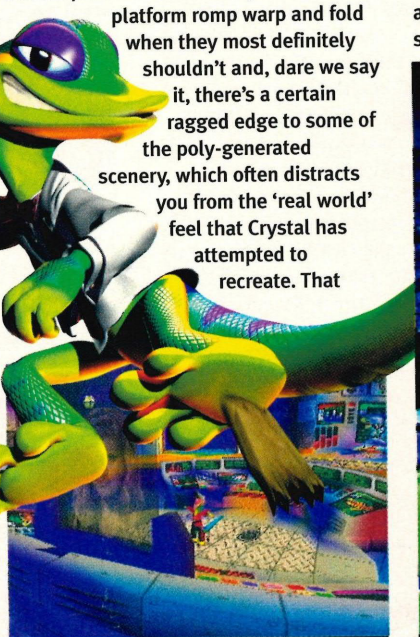
TOP CAT

It's **Danny John-Jules**, bandana aside and Red Dwarf's favourite son (almost) who adds much needed spice to the vocal expressions of Gex.

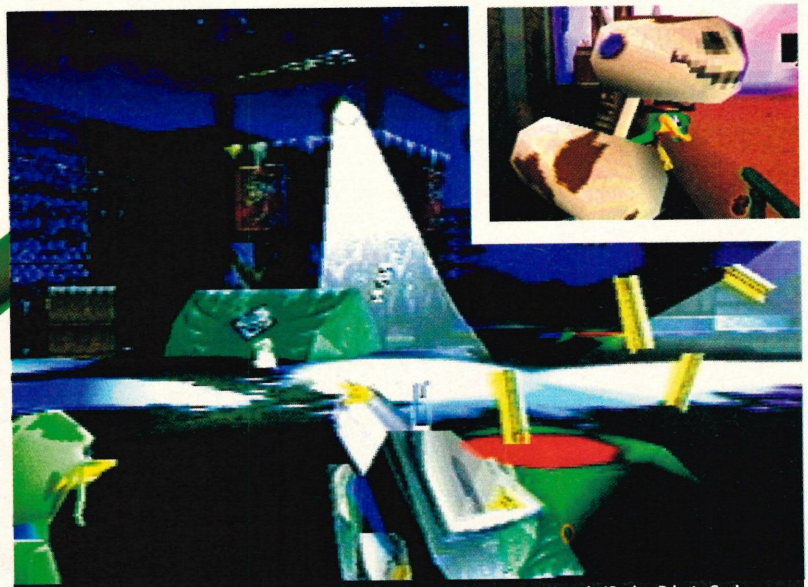




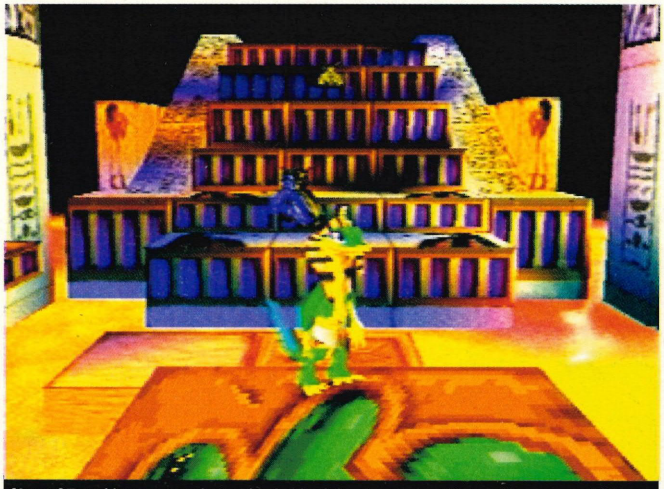
[Above] When you kill some creatures, bonuses often pop up.



[Above] The central hub and starting point of all the levels. Secret areas can be accessed from here too.



[Above] There are two entire worlds to get through split into various themes. Here, in 'Saving Private Gex' you have to shoot out the lights. [Inset] Gex gets to grips with an evil Humpty Dumpty in the Pantomime level.



[Above] Tutankhamun must be turning in his elaborate grave watching this crazy amphibian dash around. Put the controller down for a few seconds and he even 'Walks Like An Egyptian'.



[Above] Gojira! Gojira! Mecha Gex clanks around in a huge metal endoskeleton in this gorgeous anime world
[Inset] Press the tail whip button and Gex's snowboard spins the evil elves on their backsides.

AGILE WARRIOR

Gex has more moves and tricks than ever. Learn 'em, quick...

1 Karate Kick
More of an extended jump really. Very useful for negotiating big gaps.



2 Paw Stuff
As with the last game your pads allow vertical surfaces to be scaled.



3 Bounce
Press the jump button twice for a super jump. Best used from standing.



4 Tail Whack
Whacking enemies with your trusty tail is the best attack.



5 Tongue *Gex's tongue provides a bit of help when you fall short of a ledge.*

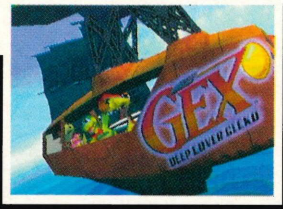




[Above] This talking tortoise gives you useful clues to each new level. Apart from that he gets in the way.

WASHED UP

While Gex is still sunning himself with a few babes on a private island, his old rival and arch-nemesis Rez is up to his tricks again. Agent Xtra of the TV Terrorist Defence unit has been dragged her off to the Media Dimension and you've got to save her.





"Almost indistinguishable from its predecessor..."

continued> Evil Santa boss and Gex himself have written their names in the snow on the 'Holiday Broadcasting – Totally Scrooged' level... and yes, it's yellow!

As for the plot, Gex has established himself as an international secret agent for hire commissioned with the task of rescuing a dumb blond called Agent Xtra from the vile clutches of his arch nemesis, Rez. (Xtra being the silicon implants bursting out of her top, we presume).



GEX LIFE

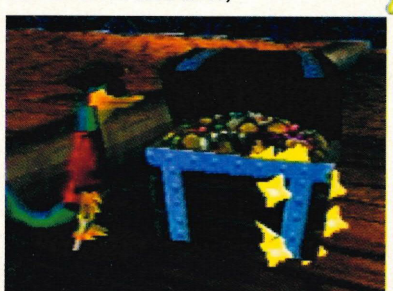
Our loveable lounge lizard has learned a few new tricks to add to his CV since we last saw him. He Scuba dives, glides, drives a huge tanks, rides proudly atop a camel and a mule and cuts some ice on a snowboard. At one point he even dons the attire of an infamous web-slinger.

Whatever next? Gex the drag-queen, or Gex the celebrity chef? With 'episodes' with such as 'Saving Private Gex', 'Cut Cheese Island' and 'Tut TV – Holy Moses', the emphasis is once again centred around parodying pop culture and the media. The costumes and disguises (over 25) are fabulous as are some of the new in-game effects such as reflective surfaces that can be quite eye-popping at times. One thing that Crystal hasn't redressed is the supposedly intelligent camera. It stinks, basically, and you're forever readjusting it as you had to in *Akuji The Heartless*. It's fair to say that *Deep Cover Gecko* is a sticky-tongued, platform-leaping success if you haven't sampled the delights of a Gex game before. Just don't expect anything novel if you own the last one. Better than *Spyro*? Not a chance.









[Above] Flick your tail to reveal bonuses in various environmental objects. I wonder what's in this chest?



PLAY

LOOKS	8
SOUNDS	8
GAMEPLAY	8
VALUE	8
TACKYNESS	8

82%

A complete waste of time and effort

Alternatively:
Gex 3-D: Enter The Gecko 92%
Spyro The Dragon 88%


KONAMI
"A Fantastic Fighting Game" 90%
Extreme Playstation
PlayStation
拳聖
KENSEI
SACRED FIST
YOU WON'T KNOW WHAT HIT YOU
"It Certainly Packs A Wallop" 9/10
Official PlayStation Magazine

FINAL FANTASY VIII

THE LAST WAS HAILED AS THE GREATEST RPG EVER. THE SEQUEL, HOWEVER, DOESN'T JUST SCREAM ONTO THE PLAYSTATION, IT ROARS!

Written By ADAM BOUSSADA

Impressive ain't the word! As soon as *Final Fantasy VIII* is loaded up you are thrust into an intense FMV sequence, giving you the full background behind this extraordinary adventure. The sequence depicts an amazing battle between the hero, Squall, and a master swordsman. After which, the hero wakes in hospital with a bloody scar bisecting his face.

From the hospital you can take a look round the amazingly detailed campus, picking up clues to your mission (at least you can if you speak Japanese). After getting the low-down, it's onto the world map, to complete one of the many quests that will reunite you with your lost love... same old story.

After the slow start, you soon come to realise that you are dealing with an amazing game. Dramatic battles, punctuated by outstanding FMV, are the order of the day. Excellent characters and involving missions, make it feel like you are playing a film rather than an RPG!

(Japanese) dialogue and well draw heroes have replaced them both.

As you begin to play, the changes to the game become apparent. The scenery is much the same, but the backgrounds have been improved to show off some excellent light sourcing. Character interaction is good as well. The people that occupy the same areas, will turn their heads as you walk by, or acknowledge your existence in some other manner.

Battles are conducted using the time-honoured turn-based system, which you either love or hate, so that's the first real clue as to whether or not you're going to like this game. In the old *Final Fantasy* you could just sit and stare into space, whilst constantly pressing the attack button, you now have to pay attention to the time bar. Every attack is crucial and well-timed blows often deliver greater reward than randomly placed hacks.

PLAY INFORMATION

JAPANESE IMPORT

Publisher	Square
Supplied by	Video Game Centre
✆ 01202 527314	
Price	£75.99

One Player | Dual Analogue | Memory Card

PLAY CLASSIC

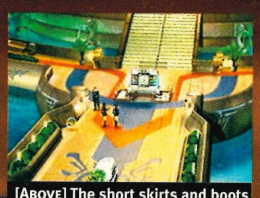
"Sell everything you own to get this game!"



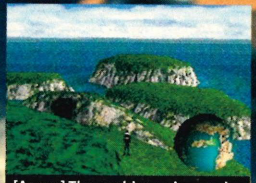
due 1999 TBC

TIMES SIX

It seems that Square has gone all-out to broaden the appeal of the RPG genre. Gone are the cutesy graphics and poor humour, that have plagued it for years. Strong



[Above] The short skirts and boots are like Bournemouth girls!



[Above] The world map is round rather than the flat map of yore.



[Above] Enter the training area and this hungry-ass T-Rex is set on you. Talk about in at the deep end!



EYE CANDY

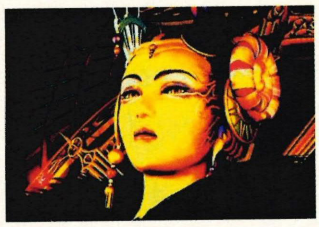
The game is opened by the best FMV scene ever. ❶ Highlander-style swordplay sets the pace for this massive RPG. ❷ Here's blood in your eye! The hero goes down fighting in the first act...

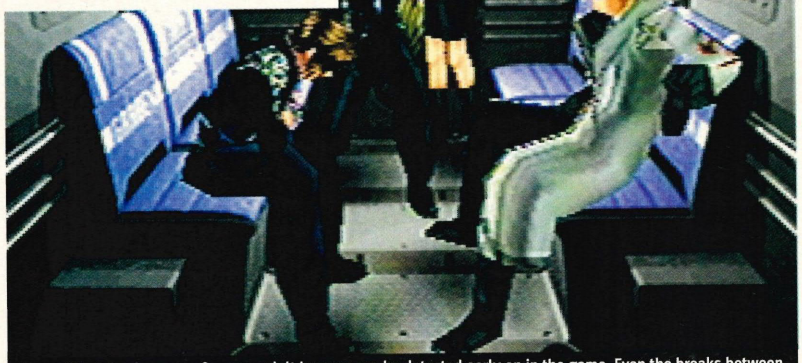










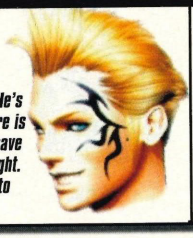


[Above] Certain elements of a more adult humour can be detected early on in the game. Even the breaks between action look gorgeous. [Inset] Your arch enemy is both beautiful and vicious. Isn't that always the way with girls?

THE ADVENTURERS RETURN... AGAIN

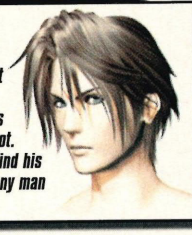
ZELL

Zell's karate skills are matched only by his tatooist's competence. He's loud and brash, but there is none other you should have by your side during a fight. His limit break is sight to behold.



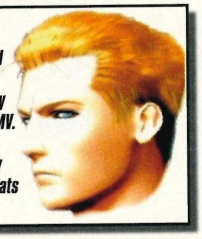
SQUALL

This dude is the Cloud Strife of FFVIII, without the huge head. He's twice as tough and has a well-hard scar to boot. Squal's mission is to find his lost love, woe betide any man that gets in his way!



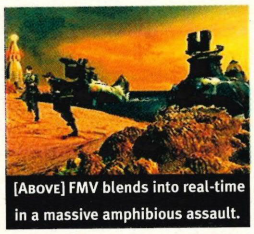
SEIFER

Scar giver and all round bad guy, Seifer decks Squall with some deadly magic, in the opening FMV. There's going to be one hell of a fight when they meet again! Ringside seats are available.





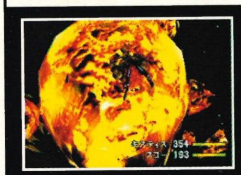
"Without doubt the best RPG ever made..."



[Above] FMV blends into real-time in a massive amphibious assault.

SLAM DUNK

The summon spells are even more spectacular then before. Watch this demon shoot the hoop.







Limit breaks have been totally upgraded, to included some amazing beat-'em-up action. One of the characters lets you perform massive combos, using the D-pad to control his attacks, whilst the main hero lets you trigger his gun-blade to deliver a devastating blast. Performing limit breaks requires good co-ordination and timing, so much practice is called for. The creatures you face during the game are location specific. If you are fighting in the open countryside. You will face insects and other flora and fauna. When fighting in hellish caves your enemies will be bats and demons, not clowns and Jack-in-the-boxes as in previous *Final Fantasy* games.





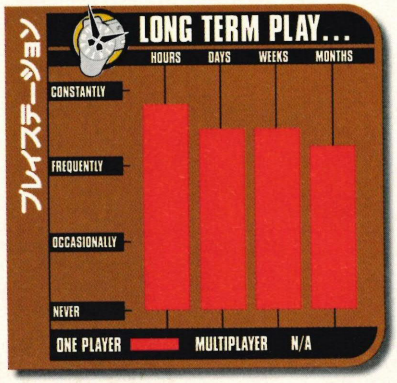
[Above] The backgrounds have been given a complete overhaul. Superior light sourcing comes as standard.

SIMPLY THE BEST

This is without doubt the best RPG ever made. When it appeared in the office, hardened game hacks ran for cover, in the face of all the Japanese text. Little did they know that, once past the walls of Kanji, the game is extremely playable and will have you hooked in an instant.

The RPG's dull façade has been banished forever. Enemies leap from walls and walkways to do battle, accompanied by a thumping soundtrack. Spells are charged as hand-to-hand battles rage. Seamless FMV is blended into real-time graphics, whilst a magnificent plot embroils the player into the game.

If you have a good command of written Japanese or access to a translation document, then this version is highly recommended. If not, the PAL version is released late Autumn. In either case, sell everything you own to purchase this – you won't regret it!



PLAY

LOOKS	9
SOUNDS	8
GAMEPLAY	9
VALUE	9
BATTLES	9

92%

One muther of a fantasy game!

Alternatively:
Suikoden 80%
Wild Arms 85%

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JUST KEEPS ON GROWING !!!

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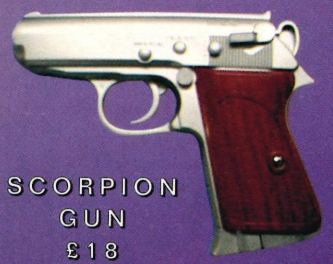

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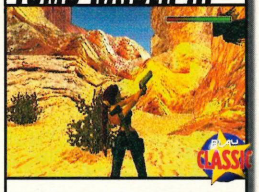

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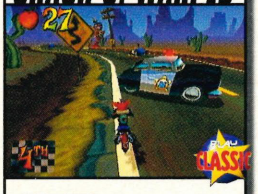

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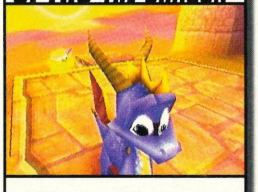

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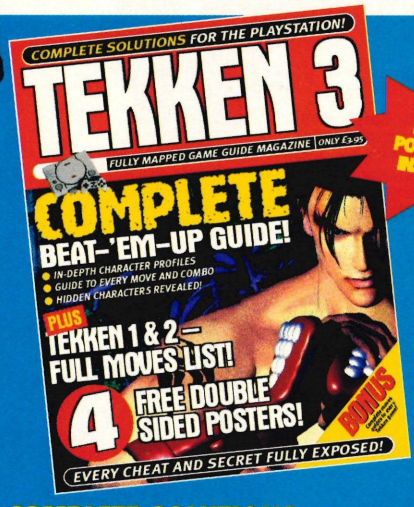

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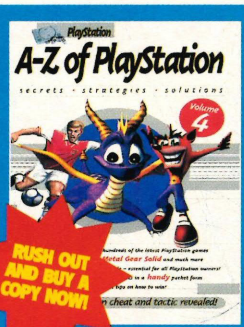

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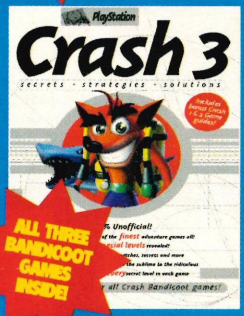

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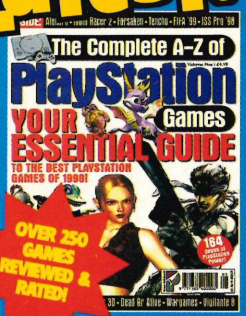

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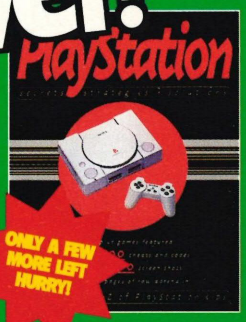

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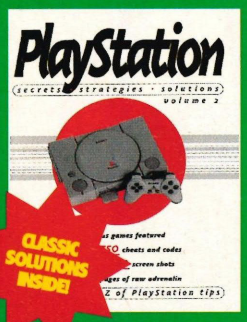

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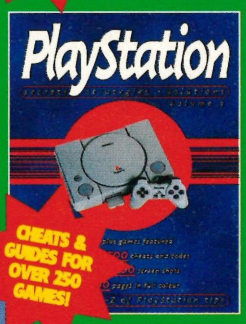

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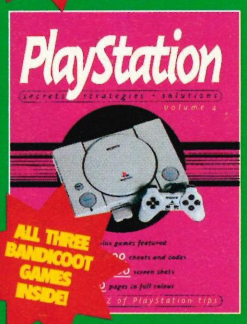

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If you're hopelessly stuck, or just need advice, send queries to: Q&A, PLAY Magazine, Paragon Publishing Ltd, Paragon House, St. Peter's Road, Bournemouth, Dorset BH1 2JS We know everything, and if we don't know something, we'll just ignore you...

Dear PLAY,

How do you steal the tripod in *Broken Sword*?

Ken Parsons, Bradford.

Here's the monthly *Broken Sword* tip folks! Hide inside the sarcophagus it the museum until night falls. Two gangsters will come to steal the tripod. Use the totem when they appear. The totem will fall breaking the glass case protecting the tripod and setting off the alarm. You will fall unconscious and a pantomime cat will enter the room from the roof and steal the tripod. Next day you will find yourself at Nico's apartment explaining to her what happened the night before. Guess who the cat woman was! She will hand you the tripod!

Dear PLAY,

Do you have any cheats for *B-Movie* because it's really hard!

Paul Johnstone, Poole

For a level select press L1, R1, L2, R2, ▲, ×, ●, ■, ■, ●, ×, ▲ at the Press Start screen. Return to the Start Mission screen to select any level in the game.

For all ships, weapons, and upgrades press L1, R1, L2, R2, ⇧, ⇩, ⇨, ⇦, ⇦, ⇨, ⇩, ⇧ at the Press Start screen.

Dear PLAY,

Have you boys got any cheats for *VR Sports Powerboat Racing*?

David Collison, Flixton

For fast boats enter ZOOOOOM or SPEEEED as a name. For Minnow, Pike and Barracuda class boats enter MIN, IKE or CUD as passwords.



most requested hot

FUTURE COP: LAPD

INVINCIBILITY

Pause game and highlight the Sound FX Volume selection on the Options screen. Press ● (x2), Select (2), ●, Select, ×, ■, select the Quit option, then select 'Yes' to confirm. The screen will jump to confirm correct code input.

LEVEL SKIP

Pause game play and highlight the Sound FX Volume selection on the Options screen. Press ■, ●, ■, ●, ×, Select, ×

HEAVY WEAPONS AMMUNITION

Pause game play and highlight the Sound FX Volume selection on the Options screen. Press ●, ×, Select, ■, ●, ×, Select, ■

SPECIAL WEAPONS AMMUNITION

Pause game play and highlight the Sound FX Volume selection on the options screen. Press ■, Select, ■, ●, ■, Select, ×

BLUE PLAYER SWITCHED WITH BLACK PLAYER

Pause game play and highlight the Sound FX Volume selection on the options screen. Press ■, Select, ●, × (x2), ●, Select, ■

PRECINCT ASSAULT MODE SINGLE PLAYER LEVEL PASSWORDS

URBAN JUNGLE

5	FUCUGYBIMI
10	SUHUGYBIDR

PROVING GROUNDS

5	SICRRYBLLI
10	TIFRNYBLSR

HOLLYWOOD KEYS

5	SICRGYDLLI
10	TIFRGYPLSR

VENICE BEACH

5	SICRGLBLLI
10	MIFRGIBLSR

STREET FIGHTER ZERO 3

FIGHT AGAINST SHIN GOUKI

ntsc version

Defeat Guile and Evil Ryu in the first two bonus stages in a World Tour. The third and last bonus stages will be in Thailand once more, with Shin Gouki as the Boss. Defeat him to unlock him at the Character Selection screen by pressing L2 while Gouki is highlighted.

FIGHT AGAINST SUPER GOUKI IN FINAL BATTLE

Access Final Battle and select a character. Next, hold L1 + L2 before the Versus screen appears. The Versus screen should show you're fighting with Super Gouki to confirm correct code input.

FIGHT AS ARCADE BALROG

Access World Tour mode and win without unlocking Guile or Evil Ryu; play up to Infinite Super Meter M Bison only. After the credits are complete, access any mode, highlight Balrog, then hold L2 and press any button. Arcade Balrog's Punch attacks are the same as his Kick attacks except for the ⇩ + HP and ⇩ + HK attacks.



CLASSICAL MODE

Amass a total of three hours of game play under options. Then, highlight a fighter at the Character Selection screen and press Select to fight as the classic version. Alternatively, successfully complete Arcade mode on difficulty level 6.

SAIKYO (LOW GUARD METER)

Amass a total of four hours of game play under options. Saikyo Karin does not have the ability to do a 99% throw. Alternatively, successfully complete Arcade mode on difficulty level 7.

MAJI (LO) MODE

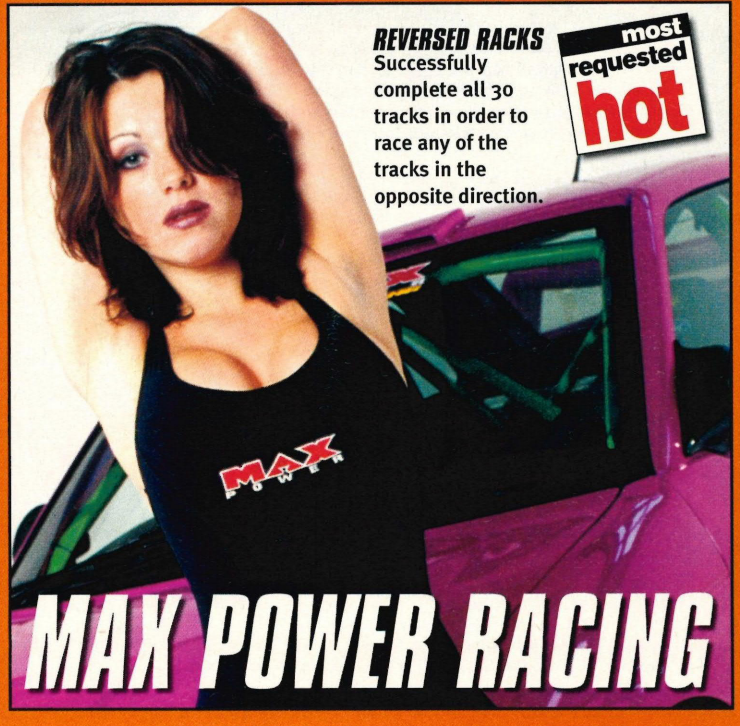
Amass a total of five hours of game play under options. Alternatively, successfully complete arcade mode on difficulty level 7.

ALL MODES

Accumulate a total of 96 hours of game play under options.

ALTERNATE OPENING SEQUENCE

Accumulate a total of 48 hours of game play under options. The opening sequence will now shows all the new characters (including Guile and Evil Ryu).



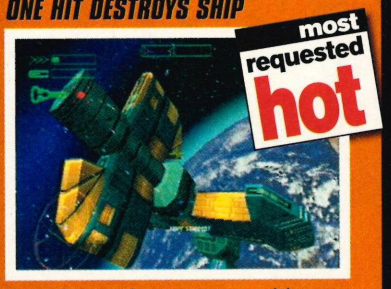
REVERSED RACKS

most requested hot

Successfully complete all 30 tracks in order to race any of the tracks in the opposite direction.

COLONY WARS 2

ONE HIT DESTROYS SHIP



most requested hot

Enter Tsunami as a case-sensitive password.

WCW/NWO THUNDER

HIDDEN RANTS

Highlight a wrestler at the Character Selection screen and press ●.

BLOODY ROAR 2

FIGHT AS SHEN LONG

Successfully complete the game with any character in Arcade mode without using continues.

FIGHT AS GADO

Successfully complete the game with any character in Arcade mode.

CUSTOM OPTION

Successfully complete Arcade mode to access the custom option, with Big Head mode, Recovery Speed and other selections.

ERETZVAJU

BONUS STAGE & FIGHT AS BOSSES



ntsc version

Successfully complete Story mode with at least three different characters.

BIOGRAPHIES

Successfully complete the game in Story mode.

CONGRATULATIONS MODE

Successfully complete all game modes using all characters. Use the 'Congratulations' selection in the extra options to view a special FMV sequence.

NARRATOR MODE

Successfully complete the game under One Player mode.

O.D.T.

For a full range of cheats, pause the game and input the following codes

FULL MANA

⇦, ⇨, ⇦, ⇨, ●.

FULL AMMUNITION

⇦, ⇨, ⇧, ⇩, ●, ■.

continued >

Dear PLAY,

Have you got any cheats for *Suikoden* apart from the money cheat as I already have that?

Ross McColl and his mum, Kay, Greenock

To recharge items place them in the vault when they have only one charge remaining. When you withdraw them they will then be fully charged.

Dear PLAY,

I have bought *Tenchu* and I'm now stuck so could you please tell me any cheats for it?

Nick Beech, Walsall

To restore health pause the game and press ⇦, ⇦, ⇩, ⇩, ■, ■, ▲, ■. To carry 99 items hold L1 and press ⇦, ⇦, ⇩, ⇩, ■, ■, ▲, ■.

Dear PLAY,

Please can you tell me any cheats for *Abe's Exoddus*. I've been trying for ages but I still haven't had any reply from you. Please, please help!

Kate Palmer, Wirral

We love it when you grovel! Okay, here's a couple of cheats. Hold R1 and press ●, ▲, ■, ×, ⇩, ⇩, ⇩, ●, ▲, ■, × to make Abe invincible and hold R1 and press ⇩, ⇧, ⇦, ⇨, ▲, n, ●, ▲, ■, ●, ⇩, ⇧, ⇦, ⇨ and the main menu to access a level select.

Dear PLAY,

I've been wondering whether to get my PlayStation chipped. It sounds like a great idea but my dad thinks it will damage the computer. Is it illegal?

Chris Headrick. Liverpool.

Although there is nothing in the law to say it can't be done if you attempt it you forfeit your warranty with Sony. Some machines have also been know to burn out after a while which means your dad will probably have to fork out another £100 for a new one. The plus point though is you'll be the envy of all your mates if it works because you'll be able to play all the new Japanese releases. The decision, as they say, is yours!

Dear PLAY,

There is a rumour that you can play as Kuma in *Knockout Kings*. Is it true?

Lee Goodison, Shaftsbury

It's not Kuma, but you can certainly play as a bear. Press c + ■, ⇨ + ▲, ⇨ + ●, ⇨+× at the main menu. Now select any boxer to be the bear.

Dear PLAY,

I have just bought the Xplorer Cheat Cartridge v2 and I'm desperate to Q&A is continued over page

Q&A continued

find some codes for *FIFA '99*.
Jonathan Marsden, Shadwell
For lots of goals simply enter 3657A49859AA!

Dear PLAY,
I've seen cheats everywhere for *Rogue Trip* but none for infinite lives, are there any?
Garth Miller, Blackpool
Press L1 + R1 + R2 + Select when starting a level. Then hold L1 + R1 and press ⇧, ⇩, ⇦, ⇨ for infinite lives.

Dear PLAY,
In Leon's scenario on *Resident Evil 2*, I've got all the plugs apart from the King Plug. Where is it?
Damien Noblett, Waterford
Place the two red gems you should have accumulated either side of the statue in the old store room and he'll drop it for you. Beware of lurking lickers though!

Dear PLAY,
Please could you tell me how to do Steve Austin's trademark hold "The Stone Cold Stunner" on *WWF Warzone*. Also, when do you do it?
Jonathon Major, Exeter
When your rival's energy is in the red press ⇨, ⇨, tie up. Do this during a tie up situation.

Dear PLAY,
Can I please have some cheats for *One*?
Matthew Maglennon, Bromley
For all weapons enter MAXPOWER as a password, for level select enter HEVYFEET as a password and for a debug mode including invincibility enter HEYBUDDY as a password.

Dear PLAY,
I am terribly stuck on *Spyro*. Please, oh fountain of all knowledge, is there a level skip cheat? Your most humble servant for eternity.
Toby Horton, Bristol
Pause the game and enter the inventory menu. Press ■, ⇦, ●, ■, ⇦, ⇨, ⇦, ⇨, ●, ⇧, c, ⇩. Go to the balloonist to select any level. I'll send my boots round to be licked clean some time in the near future.

Dear PLAY,
I was wondering, how do you get Dr Boskonovitch in *Tekken 3*? He's the only character I have to find!
Jeff Keehan, Co Clare
Hard one this! Complete Tekken Force mode four times (collect bronze, silver and gold keys then complete the mode one final time.) Defeat Boskonovich when he appears then you can select him in the arcade mode.

BRIAN LARA CRCIKET

most requested **hot**

PASSWORD CODES

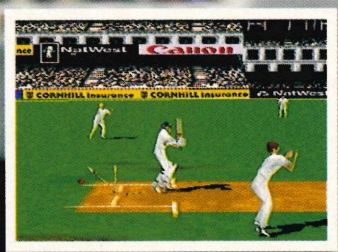
Input the following codes as a password:

ALWAYS WIN GAME GETBRIBE
PLAY WITH A BEACH BALL BIGBALLS
SUPER BATSMAN SUPERMAN in Classic Match mode
BEACH MODE SUNSHINE in Classic Match mode
WORLD XI MODE PENSIONS
UNBREAKABLE STUMPS SOLIDOAK
HELMET VIEW CHRISREA
SLIPPERY BALL DROPBALL
ALL CLASSIC GAMES NOWAYEAS

MATCH CLASSIC MODE PASSWORDS

Press ⇩, ✕ to activate the password option.

LEVEL	PASSWORD
2	OVERTIME
3	SAUSAGES
4	DILLBERT
5	BATKINGS
6	PANCAKES
7	FRIEDEGG
8	PLACEBO(
9	CLUBLESS
10	PORRIDGE



MINI TIPS – THE BOWLERS

FAST BOWLER

Most effective at the start of an innings on green or normal pitches. Also useful on hard, fast pitches with extra bounce.

Speed is the most important factor for the fast bowler, especially on the County and Test levels where the pace difference is very noticeable compared to the medium-fast bowler.

Try to blast the batsman out with full-length balls pitched at his feet or short balls aimed at the head. These are particularly effective against lesser or new batsmen.

Try the odd slower ball as the batsman will be getting used to the speed and this could fool him into playing early and giving a catch.

MEDIUM-FAST BOWLER

Most effective on green or normal pitches – the stock bowler. The best line to bowl is just on or outside the batsman's off-stump, pitching the ball fairly full. If you keep to this line, the batsman will find it hard to score runs and, if you bowl the odd short or slower ball, he might try to whack those balls and get himself out.

As with the fast bowler, try pitching the ball around the feet of any new batsman.

Swing Bowler

Most effective in overcast or humid conditions when the ball swings more. Fairly ineffective in hot, sunny conditions.

Pitch the ball about three quarters of the way to the batsman most of the time and choose to swing it predominantly in one direction. This will enable you to swing it the other way and surprise the batsman. Make sure you allow for the swing in the line you bowl, otherwise you might concede a few wides.

OFF-SPIN BOWLER / SLOW LEFT ARM

Most effective on damp pitches with a slow turn.

Watch the amount of spin this bowler generates and adjust your line accordingly. Keep the ball pitched up around three quarters of the length of the pitch and vary the speed with the boost button.

Bowl the occasional arm ball that doesn't spin, to try to deceive the batsman. Be careful not to bowl short, though, as it will be a free hit.

LEG-SPIN BOWLER/SLOW LEFT CHINAMAN

Very effective on hard or dusty pitches with accelerated turn and bounce.

Variation is the key for the leg-spin bowler, with an array of different deliveries to bowl. Keep the ball pitched up around three quarters length of the pitch and vary the speed of the standard ball for your basic delivery, but throw in the odd googly and flipper.

The googly spins in the opposite direction, whereas the flipper is a faster ball that only spins very slightly. The ideal length for the latter is slightly shorter than the standard delivery.

continued>

FULL ENERGY
⇦, ⇨, ⇦, ⇨, ■.

FULL EXPERIENCE
l, ▲, L1, L2, R1, Select.

UPGRADE WEAPON LEVEL



R1, L1, R2, L2, ⇦, ⇨, ⇧, ⇩.

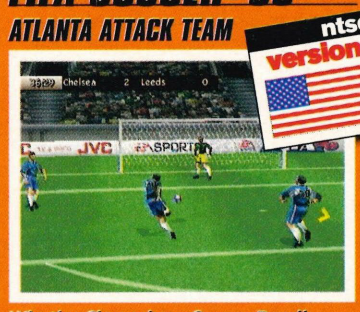
UPGRADE MAGIC
⇩, ▲, Select, L1, R1, Select.

PLAY AS KARMA
Press R1, R2, L2, L1 at the main menu.

PLAY AS SOPHIA
Press L1, L2, R2, R1 on main menu.
Note: The full ending available when completed under the 'Hard' difficulty.

FIFA SOCCER '99

ATLANTA ATTACK TEAM



Win the Champions Cup as Brazil under the Professional difficulty level, then, select Custom Cup and choose International Team.

FINDING RONALDO
Ronaldo may be found in the game as Calcio on the Inter Milan team.

FIFA: RTWC '98

CONTROL BALL PHYSICS
Press ■, ×, ■, L2, L1 at the Team Edit screen.

FORMULA 1 '98

ROMAN COLISEUM TRACK
Enter GO COWS as the driver name.

ACTION REPLAY

R4
Extra Trial
800F3754 0001
Complete Extra Trial
800F375C 0101
800F375E 0101
Unlock All Team DRT
800F3710 FFFF
800F3712 FFFF
800F3714 FFFF
800F3716 FFFF
800F3718 FFFF
800F371A FFFF
800F371C FFFF
800F371E FFFF
Unlock All Team MMM
800F3720 FFFF
800F3722 FFFF
800F3724 FFFF
800F3726 FFFF
800F3728 FFFF
800F372A FFFF
800F372C FFFF
800F372E FFFF
Unlock All Team PRC
800F3730 FFFF
800F3732 FFFF
800F3734 FFFF
800F3736 FFFF
800F3738 FFFF
800F373A FFFF
800F373C FFFF
800F373E FFFF
Unlock All Team Solvalou
800F3740 FFFF
800F3742 FFFF
800F3744 FFFF
800F3746 FFFF
800F3748 FFFF
800F374A FFFF
800F374C FFFF
800F374E FFFF
Max Speed
(Press Select & L2)
D00F381A 0101

STEEL REIGN
Infinite canon shells
800B7C14 0063
Infinite phoenix missiles
800B7BCC 0063
Infinite armour (Diamondback tank) Do not use at same time as codes for the other tanks
800B7A60 0064
800B7A62 0064
800B7A64 0064
800B7A66 0032
Infinite armour (Sidewinder tank) Do not use at same time as codes for the other tanks
800B7A60 003C
800B7A62 003C
800B7A64 003C
800B7A66 003C
Infinite armour (Copperhead tank) Do not use at same time as codes for the other tanks
800B7A60 00FA
800B7A62 00FA
800B7A64 00FA
800B7A66 00FA
Infinite guided missiles
800B7BBA 0063
Infinite Mark 1 laser
800B7B60 00FF
Infinite Mark 2 laser
800B7B72 00FF
Infinite Special Weapon
800B7BDE 00E8

SYPHON FILTER
Infinite Armour Everyone
80068BEE 2400
Infinite Ammo For Pickups
800467C6 2400
Infinite Timer All Levels
80116690 FFFF

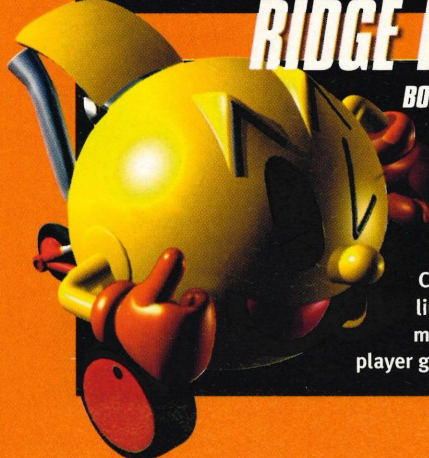
XPLORER
THE ULTIMATE CHEAT CARTRIDGE
FOR USE WITH SONY PLAYSTATION

A BUG'S LIFE
Infinite Health
800A6594 0004
9 Lives and 50 Grain
800A65A0 3209
Start with Goldberry
800A6596 0300
Start with Blueberry
800A6596 0100
Start with Homing Berry
800A6596 0200
Have All Enemies Killed
800A658E 0000
Have All Movies Unlocked
80082284 000F
8009B878 0707
8009B87A 0707
8009B87C 0707
8009B87E 0707
8009B880 0707
8009B882 0707
8009B884 0707
8009B886 0707
8009B888 0707
Have All Levels Unlocked
80082284 000F
Always Have Super Jump
800A6590 0020

TENCHU
Caltrops
36555B82 59BB
Grenades
36555B88 59BB
Smoke Bombs
36555B87 59BB
Mines
36555B86 59BB
Poison Rice
36555B85 59BB
Coloured Rice
36555B8C 59BB
Super Crimson
36555B8D 59BB
Lightfoot Scroll
36555B8F 59BB
Fire Eater Scroll
36555B93 59BB
Protect Amulet
36555B90 59BB
Sleeping Gas
36555B8B 59BB
Ninja Armour
36555B91 59BB
Shadow Decoy
36555B8E 59BB
Ressurection Leaf
36555B8A 59BB
Chameleon Spell
36555B89 59BB
Dog Bone
36555B94 59BB
Decoy Whistle
36555B92 59BB
Both Characters Infinite Energy
765A3C8C 595A
565A3C8C 095E
8C000000 0000
00000000 0000
All Weapons
765A06C0 5906
565A06BC 095E
BC000000 0000
00000000 0000
All Missions
9659FAB0 8179
3659FAB0 5964

WARGAMES
Unlimited energy
B65E5708 595A
16644B04 67DA
Unlimited ammo
86644C6C 5A7E
96644C1A 5958
86644C1C 5A7E
966449CA 5958
866449CC 5A7E
96644A7A 5958
86644A7C 5A7E

RIDGE RACER TYPE 4



BONUS VEHICLES
Unlock all 320 cars in the game. The Pac-Man character, which can run at 252 km/h, and the Sony Eat-'Em-Up car may be selected in Time Attack mode.

FOUR-PLAYER MODE
Connect two PlayStations via a link cable and a Link Battle mode that allows a simultaneous four player game will appear.

HIDDEN TRACK
Enter CHEESY POOFS as the driver name.

BOMBERMAN

ALTERNATE BLOCK LOCATIONS



Enter 56565656, 16161616 or 49894989 as a password for the Beginner, Normal, and Hard difficulty settings in battle mode.

SHOW TIME EVENT PASSWORDS

Level	Password
10	3G59E326
20	3D5D49C4
30	8D5A4B26
40	8D5A4BCE

FULL POWER PASSWORDS

1	46224622
11	10191019
21	12221222
31	26572657
41	38793879

AKUJI MAY BE CURSED, BUT HE'LL NEVER LOSE HEART WITH OUR EXCLUSIVE CHEATS, WHILE THE FINAL PART OF OUR WALK-THRU GUIDE WILL REUNITE HIM WITH THE LOVELY KESHO.

AKUJI THE HEARTLESS

SOLUTION PART TWO

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.

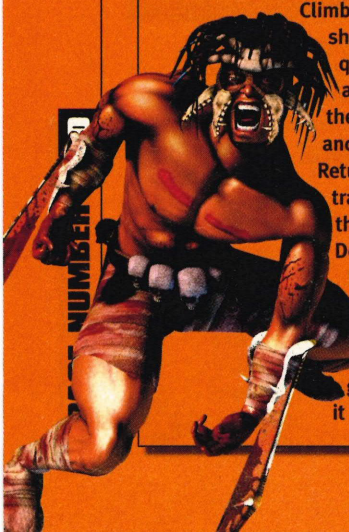
Debug Menu/Level Select
Invincibility
Infinite Spells

L10 LADHAA — THE ARBORETUM

akuji level 10

View the hint, kill the spider, and grab the Hell Blast. Climb the ladder, but don't jump back too far or you'll fall off! Quickly uppercut the flying demon. Grab the Dolls and cross the bridge to defeat another demon. Jump on the central trampoline to reach the Soul Seeker above. Grab Dolls and Health from basket, then climb the ladder and follow walkway to Soul 1. Return down ladder and head around to south, using Soul Seekers on two flying demons. Grab Health and Doll from baskets, then use glider to reach next section.

Kill demon, then avoid the flies and jump across via the tilting log. Destroy the fly queen and climb the ladder for Soul 2. Drop back down and proceed east, killing another spider. Jump along the ledges, collecting Health. Flick the switch, then jump back via the ledges. Kill two demons, then jump on the new rising platform. Jump off at the top and kill spider. Now jump along the tilting logs. Kill the two demons at the end, then grab the Dolls. Climb up the two ladders and jump back onto the ledge. Kill another demon and hit the Checkpoint.

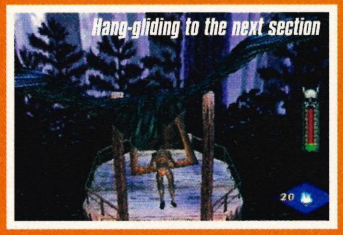


Climb the ladder and shoot the fly queen. Go south and kill spider, then collect Soul 3 and Dolls baskets. Return north and trampoline up to the ledge for Doll. Jump left up ledges for Dolls and Doom Blast. Drop down to the glider and take it down to get the Hell Blast. Kill the ants below and grab the Dolls basket.

Jump up the revolving platforms to the round ledge, then over the rotating log. Kill the demons, then proceed over the bridge to kill some more. Jump via tilting log to another set of revolving platforms: before jumping up them, drop down the ladder for a Doom Blast. Jump from the top of the revolving platforms to the ledge with the glider and use it.



Kill the demon and hit the checkpoint



Hang-gliding to the next section

Kill the demons, then climb the ladder and kill some more. Jump across via tilting log and rotating log. Kill the ants and grab Dolls basket, then climb up the ladder. Then use the glider.

Grab Hell Blast and kill ants in room. Look up to see a fly queen in the ceiling. Blast it to drop a ladder. Climb up to the top to claim Soul 4 and Soul Seeker. Drop down and bounce along the trampolines, shooting the fly queen on the left. Jump to the end walkway and blast another fly queen and demons. Use the glider. Kill the demons, jump to the ladder, and climb up to the exit portal. Now you're ready for some real hardcore action...

L11 SEIOMOS — SLIME CAVES

Drop down and grab the Soul Seeker on the right, then use it to defeat the winged demon (or uppercut him). Collect the Loa Stone, Energy Blast, and Doll. Cross the water and exit.

Shoot the snake demon and get the Doll totem. Jump over the health-draining water and hit the two switches either side of the warp gate to stop the wizards appearing. Grab the Doll totem and Soul Seeker. Place the Stone on the altar, then jump up via the new high pillar. Hit the switches to close the warp gate, then kill the wizard. Grab the Energy Blast from the totem, then exit north.

Shoot the two snake demons, then grab the Dolls in the water and smash the crystal statue to claim Soul 1. Kill another snake demon, then climb up the northwest ladder. Close the warp gate and kill the wizard. Jump east via the tilting crystal platform to collect the Loa Stone. Drop back down and exit south.

akuji level 11

Place the Loa Stone to create the crystal bridge. Cross the latter and uppercut the demon, then shoot the worm. Grab the Health and Dolls totems, then hit the Checkpoint.

Shoot the snake demon, then jump across via rising rock. Time jump via spiked crystal platform to crystal statue. Smash it and grab Doll. Jump back to land and proceed east, jumping via the two rising rocks. Close the warp gate and kill wizard, then grab Health from totem. Jump up for Doll totem, then up to the top to head west for Soul 2. Return east and monkey-climb along bridge for Dolls. Grab Energy Blast and shoot worm. Shoot snake demon ahead, then jump across via crystal platforms, avoiding spikes. Monkey-climb across, collecting Dolls. Grab Loa Stone and drop down to south. Jump west via rising rock. Place Loa Stone on altar to raise more pillars. Shoot worm, then two more. Jump north via pillars and kill demon. Grab Energy Blast and Doll totem, then Health from above rising rock. Jump up to top and jump east over gap. Grab Energy Blast from warp gate, then hit switches to close it and kill wizard. Continue east to grab Doll totem and jump up to top to kill demon. Grab Energy Blast and drop down for Soul 3 and Dolls totems.

Jump back up and continue around ledge. Grab Energy Blast from warp, then close it. Grab Loa Stone and Doll totem, then return along ledge to kill another demon. Place Loa Stone, then hit Checkpoint.

Shoot the worm, then grab the Energy Blast, Doll, and Health. Climb up the ladder and jump up for Doll and Health. Close warp gate and kill wizard. Monkey-climb around and swing to ladder to climb up. Jump back to bridge for more Dolls, before climbing up next ladder.

Take cover behind the rocks to avoid the big mouth's fireballs as you collect the Energy Blasts and Soul Seeker. Fire spells at the large statue to destroy it, revealing the Loa Stone. Collect the latter and drop down to the bottom to use it on the altar.

Kill demon and grab Health, then proceed to warp gate: close and kill wizard. Climb up east ladder and jump over to alcove for Loa Stone. Drop down, grab Doll totem, and monkey-climb west to ladder. Climb up and jump back onto bridge, then north to ledge. Fending off wizards, place Stone to create crystal bridge. Cross it, jumping via spiked crystal platforms to claim Soul 4. Quickly jump up other platforms to top ledge (it'll probably take several attempts). Push the boulder off the ledge to smash the crystal floor. Drop down to exit portal.

L12 LIMBO — A CROSSROADS

Grab Hell Blast on right, then jump up and smash Taurus point. Jump across new platform and hit pyramid switch to lower bridge. Drop down and kill fireball demon, then shoot another over bridge before crossing. Avoid spikes to get Hell Blast, then grab Doll totem. Use jet to jump up to next ledge. Get Dolls totems and uppercut bird before jumping up. Grab Hell Blast from totem, then time run past spikes. Don't enter electrified water. Shoot Taurus point and jump to new platform: shoot next point for another platform to jump across. Follow walkway, killing another bird. Grab Flame Shroud and hit Checkpoint.



The Flame Shroud protects Akuji

Head south, past bird, for Loa Stone. Return north to battle large demon using Flame Shroud. Place Loa Stone on altar to turn over first platform. Jump to it, then north via rest as they turn over, avoiding green forcefield. Jump back south and east to kill demon and collect Soul 1. Grab Soul Seeker and Health, then jump west and north via platforms.

Smash crystal point for Health. Use ladder to climb left and up to altar. Drop into pit and kill birds, jumping up jet to collect Loa Stone. Smash crystal points for Hell Blasts and Dolls. Climb back out and place Stone on altar, then use jet to jump up to platform for Health. Jump via rotating platforms to northeast ledge. Hit switch to open pyramid, then jump across to platform for Flame Shroud.

Jump to rocky area, then down to lower ledge to collect Soul 2. Climb up ladder and kill beast – use Flame Shroud. Grab Hell Blast and Dolls from crystal points, then time jump south via spike platform. Kill another large demon and proceed around walkway to jump to next section.

Hit switch to lower platform, then hit Checkpoint. Shoot demon, then hit totems for Hell Blast, Soul Seeker, and Dolls. Time jump to west spikes platform to hit switch. Jump back and shoot south Taurus points to drop another platform. Shoot another demon and jump up north spinning platforms to hit final switch, to lower bridge. Drop down and shoot another demon, then cross bridge.

Shoot demon, then jump onto first disc. Quickly jump along them before each disappears, to reach Loa Stone. Drop down the back to find Soul Seeker and Health. Jump back around the corner and over to the west ladder. Climb up and jump back to the disc: jump north along them, then west, over to the switch platform. Hit it and jump to Dolls platform, then take rope-slide back down. Jump south along discs again to collect Soul 3, Hell Blast and Doll.

Return north via ladder and discs to place Stone on altar. Use jet to jump to ladder and climb up. Shoot Taurus point, then jump via rotating ledge. Collect Health and jump to next ledge to hit Checkpoint.

Jump via the series of turning platforms, quickly enough to avoid green forcefield. Kill the beast on the other side. Collect the Flame Shroud and Hell Blast from crystal points. Grab Dolls behind the stairs before heading up them. Flick switch to summon the 'shepherd'. Jump into his boat to take a ride.

When the boat stops, jump out. Smash crystal points for Health and Hell Blast. Hit the pyramid switch to open the gates above. Watch out for the released beast: kill it and collect Hell Blast and Dolls from the alcoves. Use jet to jump up to ledge and kill another beast through gates, then a fireball demon. Drop down to collect Dolls, Hell Blast, and Health. Jump to statue base for Soul 4. Jump back to outside and climb up ladder to original ledge. Kill another fireball demon, then a large one. Jump to disc and right, around the rest to reach the exit.

L13 BOSS 3 — PURITY REQUIRES: 30 SOULS

Immediately start running around the outside of the land (not the energy-draining water) to collect the Hell Blast and Fire Bursts. Now head towards the centre and rapidly fire your Hell Blasts at Purity to send her fleeing. Jump over the water, into the opening to follow her. Jump over the islands to collect the Flame Shroud and Hell Blasts. Use a Flame Shroud and go in to uppercut Purity. When she breaks in two, crouch and slash the tail thing for Health. Now go up to the head and rapidly shoot Hell Blasts at it to destroy it (or use Flame Shroud and slash).

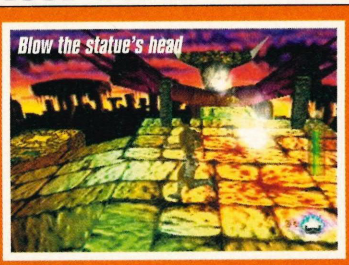


L14 ENOCH — THE BLOOD RUINS

Grab Fire Bursts from totems, then time run through spikes gate and quickly destroy spiders nest, then spider. Grab Fire Burst and Doll from totems and head east. Go round to right and kill spider. Kill spider and grab Dolls and Fire Burst from totems. Flick switch to start west ledges sliding in and out. Climb up them and kill demon, then grab Spirit Strike.

Follow walkway around, smashing totems for Dolls and Fire Burst. Flick switch to raise lift and jump to it. When it drops, jump north to Soul 1. Jump back to lift and over to switch. Flick it and jump on new lift to be raised up. Jump to high ledge and kill spider, then collect Ring Of Death, plus Doll and Fire Burst from totems.

Drop off north side and collect Dolls and Fire Burst. Shoot a succession of demons. Smash all the urns (except the southeast one, which contains a wizard) and totems for Dolls, Fire Burst, and Soul Strike. Climb up north ladder and left up steps. For Soul 2 (it's tricky, so you might want to leave it), drop off north ledge and steer back south to land on pillar. Retrace route to top of steps. Destroy pyramid and spider, then grab Fire Burst. Jump east to moving platform, then south to ledge with fireball tower, and via another moving platform to east side. Grab Ring Of Death and flick switch to open gates. Drop down to west and head north through gates. Time run past sliding block to hit Checkpoint.



Go west to wall and slash open block for Soul 3. Now head round to the east, killing another spider. At the end, kill all the wizards and demons to claim the Loa Stone. Return round to altar to place Stone.

Head east and up sliding ledges to top. Destroy spiders nest and spider, then demon. Grab Fire Burst and Doll from totems. Proceed west for another Fire Burst and cross bridge, killing spider. Flick switch to start sliding ledge, then jump up steps and kill wizard and demons. Flick switch and climb steps. Kill demon, grab Soul Strike from totem, and flick switch. Time jumps up sliding ledges: left, right, and middle.

Kill demons at top, then climb up southwest ladder. Jump south to ladder and climb up to make statue come to life. Avoid fireballs and shoot back with your own spells, to destroy head. Collect Spirit Strike, Fire Burst, and Doll from totems. Jump north to collect Loa Stone, then south again and east to jump to altar ledge. Place Stone to open gates. Drop down and go through to hit Checkpoint.

Kill spider and head up steps. Don't open urn (wizard) – head south to destroy nest and spiders. Continue south and destroy spiders nest and wizards to get Loa (use north wolf transformer to help you). Head to northwest and, ignoring urn (spider), climb up ladder. Don't smash totems yet – place Stone on altar to raise bridge. Kill wizards, then jump via totems to walls for Dolls, Fireburst, and Soul 4.



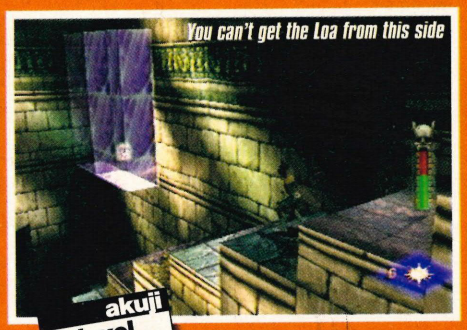
The bridge is raised to the exit portal

Drop down and proceed south, killing another demon over the bridge. Jump south past moving blocks, then climb left ladder. Grab Soul Strike and kill more demons. Jump north via moving blocks to ledge. Grab Spirit Strike and flick switch to lower south bridge. Head over it and flick the switch to be raised up to the exit.

continued >

GAME OVER At last, Akuji has a happy reunion with his bride Kesho, who magically replaces his lost heart before snogging his face (mask) off. If you've managed to collect all 52 Souls in the game, you get to see a special bonus sequence with the beautiful Kesho dancing while Akuji hunts for an animal to sacrifice.

L15 CHINA — THE BLADE TEMPLE



akuji level 15

Push switch on left to turn off spinning blade. Crawl under it and jump onto it for Dolls. Proceed down the steps and slash the chrysalis on the right for Soul Seeker and Doll. Kill wizard. Jump south via pillar to steps and go down them.

Kill spiders and get Doll chrysalis. Kill snake demons, then slash chrysalis past first spinning blade for Dolls and Soul Seeker. Push switch to turn off blade, then jump onto it and second spinning blade to ledge. Kill the witch demon (repeated uppercuts work well), then slash chrysalis for Soul Seeker, Captivity Strike, Dolls, and spider. Kill the latter, then push switch to make a pillar crumble, forming steps in the lava. Drop from northeast corner for Soul Seeker. Shoot snake demons and jump along the debris: take a detour south for Soul 1, then head west to doorway.

Jump up via blade to ledge. Hit left chrysalis for Flame Shroud, Doll, and spider. Head round to south and kill wizard. Collect Flame Shroud, then Captivity Strike in left alcove. Shoot snake demon, then use Flame Shroud and head east along lava for Doom Blast, then south for Captivity Strike. Jump out to south and kill wizards. Head east and get chrysalis for Soul Seeker, Health, and Dolls. There's more Health in the east corner, along with another wizard.

Jump up ledges, avoiding steam jet, to reach moving platform. Ride it north and jump up more ledges, avoiding steam jets. Jump east and kill spider and wizards. Grab Doom Blast and Captivity Strike by south doorway. Head north and jump to ledge for Dolls and Soul 2 on left. Return to south doorway and exit.

Hit checkpoint, then jump to moving platform. Crouch as it passes under other platform, then jump to doorway and exit.

Kill snake demon and witch and collect Soul 3 in lava. Grab Doom Blast on right, then press switch on left to drop pillar into lava. Shoot snake demons and cross debris, to southeast corner. Push switch and jump onto moving platform, then via spinning blade to top ledge. Shoot more snake demons, then open chrysalises for Doom Blasts, Captivity Strike, and Dolls. Push north switch to activate moving platform. Jump onto it and avoid steam jets. Jump to west alcove to exit. Push right switch to activate moving platform. Jump to it and crouch under blade, then jump to next blade and onto platform. Push switch to drop platform – avoid vertical blades. When it rises again, jump to west ledge. Kill wizards and spider, then grab Doom Blast from alcove. Proceed north down steps, past vertical blades. Jump up for Health, then onto right pillar stump. Jump up and monkey-climb across to swing into doorway to exit.

Smash through glass and grab the Loa. Drop down and exit south. Place Stone on altar, then shoot witch on right. Jump over there to claim Extra Life and push switch. Jump east to round platform on statue. Jump east and over to southeast corner, past vertical blade, for Dolls and Soul 4.

Jump onto rising spinning blade and up to high ledge. Head north past vertical blades to collect Dolls. Head west and kill spider and wizard. Collect Flame Shroud, then jump south via tilting ledges to find Dolls and exit portal.

L17 BOSS 4 — SAMEDI REQUIRES: 40 SOULS



akuji level 17

Immediately start running to avoid the Baron's fireballs. Hit the Taurus points to make spells appear on the altars. Remember the locations of the Soul Seeker (vertically moving point), Health (sideways moving), and Shield Of Blood (erratically moving). Keep moving or take cover behind the pillars, firing Soul Seekers back at Samedi. However, if you get too far away from him, he'll rush in to attack – watch out he doesn't knock you over the side. Keep hitting points to replenish spells and health.

Watch out for Samedi's powerful Doom Blasts when his energy gets low – take cover behind a pillar. Once you've knocked his energy bar down to zero, it'll replenish and he'll turn into a winged demon. Repeat the same tactics as before to finish him off.

L16 GEHENNA — THE DEAD ARMADA

akuji level 16

Grab Dolls and Hell Blasts from barrels, then head west over crates to shoot green monsters. Head southwest and up steps, then northeast for Hell Blast. Climb rigging and shoot another green monster. Jump to rotating platform and over to next section. Shoot barrel by steam jets and jump in to grab Health. Get Dolls barrel and take south lift down.

Kill large demons by destroying crates for Spirit Strike, Hell Blast, and Doll. Grab Hell Blast and Doll from barrel, then drop down below lift and open barrel for Doom Blast and Soul 1. Jump back up and west to lift. Jump off at top and uppercut monster, then shoot another. Jump over to hit Checkpoint, then shoot squid monster (aim at its head).

Let yourself be sucked into vent to reach top of shed for Health and Doom Blast. Head down steps and shoot monster below. Grab Hell Blast and Soul Strike from barrels, then jump down to next section. Jump to the mast rigging and climb up to find Soul 2. Drop down and shoot monsters. Grab the Dolls barrel, then hit the harpoon gun to fire the rope.

Use this rope-slide to reach the next ship (A). Defeat large demon, then grab Health. Head southwest through door to find Loa Stone. Flick the switch, then return through door to blast monster. Jump up via vents and hit Checkpoint.

Jump up tilting platforms, avoiding flying debris. Grab Doll and Hell Blast, then shoot squid monster above, but don't destroy crates. Jump up and over crates for Doll and Soul 3. Jump back south and up for Health. Shoot two more squid monsters above, then green monster below. Jump down to harpoon gun and hit it, then take rope-slide to next section (B). Hit Checkpoint and grab Hell Blast and Doll from barrel. Head east, shooting crates to help destroy demons. Collect Soul Strike, Doom Blast, Hell Blast and Doll. Collect another Hell Blast and Doom Blast from barrel, then hit switch. Kill another couple of demons as you return west. Get sucked into the vent to reach the next section.

Grab Health from the barrel and jump across the rotating platforms, avoiding the flying debris. Jump to solid ledge for Doll and flick switch. Cross lift back to start of level.

Hit new Checkpoint and place Loa Stone on the altar to open doors. Go through to find another altar and a switch – flick it to open deck. Return south and drop down for Dolls and Seal Of Sadiki (C). Go through door and flick switch to raise harpoon gun. Grab Health and Dolls from barrels, then return north. Kill squid monsters, then exit north.

Kill large demon, then climb the ladder. Ride moving ledge, moving sideways to avoid steam from vents. Jump down to walkway halfway across and follow it round to be sucked into pipe. Get Loa Stone and enter pipe. Head north through doors and climb up ladder again. This time ride the moving ledge all the way to Health at end and exit. Head round to left, to the deck, and enter north doors. Place Loa on altar and return outside to climb new ladder. Grab Dolls barrel and climb outside of rigging. Hit harpoon gun and ride rope-slide to next mast. Collect Soul 4, then drop down and hit harpoon gun. Use rope-slide to reach the exit portal.



PREMIER MANAGER '99

FORGET THE 'HAND OF HOD' – HERE'S ALL THE MANAGEMENT TIPS YOU'LL EVER NEED TO KNOW STRATEGY PLAY GUIDE

TRAINING

A key part of any successful team is the training. A physically well-prepared team will always be one up on the opponents. Use the customised training option and design a training programme individually suited to each player at your club. For example, with Paul Gascoigne you don't want a routine based on skill; instead concentrate on fitness. This will improve the player's ratings and he'll have a greater influence on the team's performance.

After a midweek European game you may want to rest Bergkamp, ensuring he is fresh and sharp for Saturday's potential title decider. Alternatively your very limited centre-half from Wigan needs to improve his left foot. So put him into a skill-heavy routine and within weeks he'll be dropping 60-yard passes onto a 2p coin. If you sign a player with raw potential from the lower leagues, design a routine over the long-term which concentrates on skill and power. After a couple of seasons you'll have a player ready for first-team action or possibly a £5 million prodigy on your hands, ready to sell on to the highest bidder – much to your chairman's content!

FINANCES

WIN BONUS Use the win bonus for the games where, traditionally, players need to be motivated – ie 'The Anglo Italia Cup'. Also use it for event matches such as Cup finals, title deciders, relegation deciders and so on. If you offer too much money on too many occasions, the players will become unmotivated and will accept the bonus as a right, rather than as a special extra.

TICKET PRICING You need to strike a balance with your ticket pricing policy. Charge too much and the fans won't come along; charge too little and the club will operate at a loss. Offer concessions for the fans to come – for Anglo Italia and League cup matches, reduce the prices so you can draw the biggest gate possible for minor games. Remember: fans will always pay to watch a winning team so try charging a little extra. Don't take liberties, otherwise the fans will stay away.

FACILITIES When commissioning ground development work (facilities or new stands), make sure you do it at a time when the income losses will be at a minimum. Start work towards the end of the season or during the summer when the ground is out of action. This means more work can be done without distraction. Also, if you're certain to win promotion, increase your ground capacity as soon as possible, making sure it is ready for the sure–fire attendance boom of the next season.

SPONSORSHIP Get your sponsorship deals sewn up quickly so you have income rolling in immediately.

DIRECTOR CONFIDENCE Don't allow the club's finances to go into the red for too long, otherwise the directors will sack you. Keep the club operating at a loss and it's the deadly 'vote of confidence' for you.

CAREER If you're in it for the long haul go with the Career choice and choose one of the Division 3 minnows. Feel the strain as the rain lashes down, no money in the kitty and no-one in the ground except one man and his dog – plus your team has more donkeys than Blackpool beach.

Alternatively, you can select the Manager game. This allows you to choose the team of your dreams – be careful of what you're rushing into though, this ride ain't no picnic.

TEAM SELECTION If you want to 'Spend, Spend, Spend' select the obvious big money teams like Man United, Liverpool and so on, or one of the Italian giants such as Juventus or AC Milan. Yet even though the bank vaults are brimming will cash, the heat will be on from the directors if you fail to deliver after an elaborate spree.

If you choose the Career path, your powers of wheeling and dealing must be deep-rooted in the dodgy East End, Arthur Daley school of trading. You start off with only a few hundred thousand in the pot – use it cautiously. Remember, second-hand, knocked off Ronaldo copies don't come from battered suitcases on street corners down the high street. You don't have to go from one extreme to the other: select middle-of-the-road Nationwide teams or the average Premiership outfits. Club objectives will vary from club to club, as do the pros and cons. Relish the task, relish the challenge.

TACTICS There are over 150 tactical combinations within the game. Use them to your advantage and adapt your style of play in accordance to the opposition. Use the opposition icon (magnifying glass) to your advantage. Check their team sheet and counteract it accordingly. Are your opponents playing five midfielders? You may want to play a sweeper in order to avoid their midfielders advancing runs, breaking from deep and attempting to beat your offside trap. Away from home, against the champions or form teams, play five at the back and field a counter attacking formation – this should minimalism the goals against, with a chance of a breakaway goal. However, if you're a traditionalist and believe in fielding your strongest team week-in week-out, use the pre-season to find out your best available team and the most effective formation. Also, use the area of player ratings to analyse your opponents' strengths in these colour-coded departments:

RED ATTACKERS
YELLOW MIDFIELD
BLUE DEFENCE
GREEN GOALKEEPER

These are rated out of one hundred, so select a team to out-point your opponents in as many areas of the pitch as possible.

PRE-SEASON The key here is to attain a balanced four-match schedule. A heavy duty program against the likes of Ajax, Man Utd, Inter and so on could result in a serious injury list and tired players before the season has even started. However, going for a light schedule against the likes of Wrexham, Vicenza and Southampton will leave the team with the competitive spirit of a tortoise, which isn't good...

TRANSFERS

The database contains over 10,000 players from the UK and Europe. Use this to your advantage by sending your scouts to scour as many countries as possible. Search for the hidden gem that will potentially save you millions and also earn the club a few bob via a lucrative transfer.

Use the Top Team and Top Scorer options as a scouting tool. Monitor it carefully to see who is scoring/performing week-in, week-out. Spot any early form from a player regardless of league status and you may have the bargain of the season on your hands. If you're a newly promoted/ established club, the best way to entice a superstar to your club is to offer the best financial package possible. The most enticing offer is a mid-length contract offering a lucrative weekly wage and a get-out clause if you get relegated. This way the player knows he is guaranteed top-flight football on a decent whack.

When tabling an offer for a foreigner, use the house and car bonus option. This will make the Roberto Carloses out there feel instantly at home. Similar tactics can be used when trying to entice strikers – offer him a goal scoring bonus. Trying to get an established ageing pro to your club? Easy, offer him a long-term contract, as it's just what he's after – he needs security for the wife and sprogs. Snap up all the players you can possibly get on the Bosman ruling and sell them on for a hefty profit. Be careful though: sign too many players and the wage bill will go ballistic. If the Director is unhappy, he will sack you.

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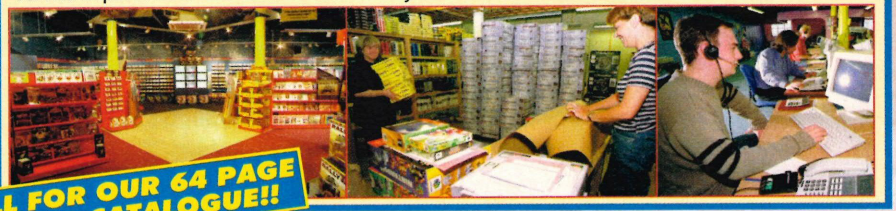
IF YOU DON'T LIKE IT...DON'T KEEP IT

Everything is sent by first class post so delivery time is normally within 2 working days, or we offer optional next day delivery if you can't wait! Our tough cardboard packaging has been designed to ensure that your products arrive in perfect condition and our salesmen are all enthusiasts and do not make commission, so they can give you completely impartial advice. *Remember, if you don't like it you don't have to keep it so we make sure we tell you the truth!* Add to this our superbly efficient technical support and customer service departments and we are convinced you will find us to be NUMBER ONE!





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The Playstation produces incredible Hi-Fi quality sound but this is only output in dull mono through your TV. To unlock its full potential you need to hook up a pair of stero speakers. This is easily done - please ring for advice on any cables you may need.

Screenbeat Maxim 120
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CHEATMASTER CARDS
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XPLORER PROFESSIONAL
Also allows you to *CREATE YOUR OWN CHEATS!*
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To assist in choosing the right game for you, we have included review scores from both Play and Playstation Plus, two of the country's leading PSX magazines. PY=Play, PP=Playstation Plus.

ADVENTURE / ROLE PLAYING





Sony add to the increasingly popular RPG genre with Wild Arms, a bizarre Wild West flavoured, Manga-style adventure. Featuring 3 characters, each with different abilities, the gameplay is very similar to old school RPGs such as Zelda. With magic, monsters and mystical quests, RPG fans will love it. **RRP £34.99 Our price £29.99**

Alundra	**91% PY, 91% PP**	**£19.99**
Azure Dreams	70% PY, 67% PP	£28.99
Breath of Fire 3	**80% PY, 84% PP**	**£29.99**
Broken Sword 2	90% PY, 91% PP	£29.99
City of the Lost Children	78% PY, 68% PP	£34.99
Diablo	91% PP	£24.99
Discworld 2	80% PY	£34.99



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BREATH OF FIRE 3



RIVEN

Excalibur	86% PY	£24.99
Final Fantasy 7	93% PY, 97% PP	**£36.99**
Granstream Saga	Due 13th March	£29.99
Kingsfield	61% PY	£24.99
Legacy of Kain	81% PY, 92% PP	£21.99
Legacy of Kain Soul Reaver	**Due 30th April**	**£35.99**
Magic The Gathering	N/A	£22.99
Riven	84% PP	£25.99
Treasures of the Deep	83% PY, 78% PP	£24.99
Versailles	10% PP	£19.99



BREATH OF FIRE 3 *Following on from the success of Final Fantasy 7 and Alundra, Breath of Fire 3 is the quest of a young boy named Ryu. Featuring beautiful Manga-style graphics, turn-based and real-time combat and a massive world to explore.*

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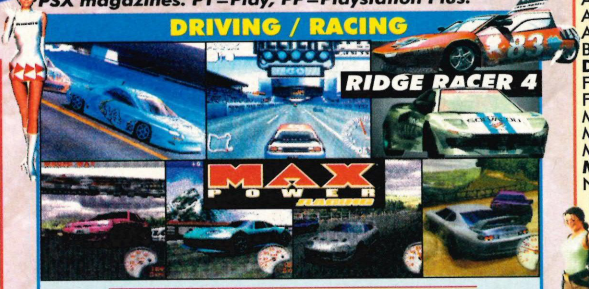
TEKKEN 3

Biofreaks	78% PY	£14.99
Bloody Roar	85% PY	£18.99
Bushido Blade	**94% PY, 83% PP**	**£24.99**
Dead or Alive	91% PY	£19.99
Dynasty Warriors	71% PY, 68% PP	£9.99
Fantastic 4	69% PY	£16.99
Kensei Sacred Fist	Due March	£32.99
Mortal Kombat 4	87% PY,	£30.99
Mortal Kombat Trilogy	92% PY, 91% PP	£18.99
Pitball	N/A	£9.99
Pocket Fighter	84% PY	£32.99
Psychic Force	73% PY, 76% PP	£9.99
Rise of the Robots 2:The Resurrection	88% PY, 78% PP	£16.99
Rival Schools	96% PY	£32.99
Soul Blade	**96% PY, 94% PP**	**£18.99**
Streetfighter Collection	67% PY, 87% PP	£33.99
Tekken 2	95% PY, 95% PP	£18.99
Tekken 3	**94% PY, 96% PP**	**£33.99**
Tobal No.1	94% PY, 91% PP	£14.99
Toshinden 2	74% PY	£12.99
Toshinden 3	78% PY, 76% PP	£29.99
X Men Children of the Atom	78% PY	£30.99
X Men V Streetfighter	82% PY	£32.99
Zero Divide 2	53% PY	£29.99

DRIVING / RACING



Auto Destruct	84% PY, 77% PP	£16.99
Ayrton Senna Kart Duel 2	N/A	£19.99
Bugriders	N/A	£9.99
Burning Road	**90% PY**	£12.99
Circuit Breakers	81% PY, 80% PP	£21.99
Colin McRae Rally	**93% PY**	**£32.99**
Destruction Derby	86% PY, 72% PP	£18.99
Destruction Derby 2	82% PY, 89% PP	£18.99
Dodgem Arena	50% PY	£29.99
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Formula 1	84% PY, 88% PP	£18.99
Formula 1 '97	90% PY	£29.99
Formula 1 '98	68% PY	£32.99
Gran Turismo	**97% PY!!!**	**£32.99**
Gran Turismo + Dual Shock Pad		**£46.99**
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Jeremy McGrath's Supercross 98	67% PY, 52% PP	£18.99



MOTO RACER 2



COLIN McRAE RALLY



FORMULA 1 '98

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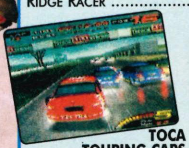
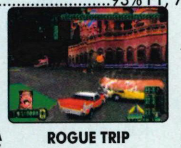
MAX Power Racing	**90% PP**	**£30.99**
Megaman Battle & Chase	N/A	£19.99
Micro Machines 3	**92% PY, 95% PP**	£17.99
Monaco Grand Prix Racing	Due 26th March	£32.99
Motorhead	79% PY, **92% PP**	£17.99
Motor Mash	N/A	£19.99
Moto Racer	86% PY	£18.99
Moto Racer 2	87% PY, 91% PP	£32.99
N_2O	70% PY, 89% PP	£17.99
NASCAR Racing '99	82% PY, 64% PP	£32.99
Need For Speed 3	87% PY, 89% PP	£18.99
Need for Speed 4	Due 2nd April	£32.99
Newman Haas Racing	74% PY, 75% PP	£19.99
Porsche Challenge	82% PY, 80% PP	£18.99
Rally Cross	89% PY	£27.99
Rally Cross 2	Due 13th March	£29.99
Rapid Racer	87% PY, 82% PP	£14.99
Red Asphalt: Rock N Roll Racing 2	55% PY, 68% PP	£9.99
Ridge Racer	93% PY, 76% PP	£18.99



TOCA TOURING CARS



ROGUE TRIP



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Ridge Racer 4	**Due 16th April**	**£34.99**
Road Rash	75% PY, 64% PP	£18.99
Road Rash 3D	76% PY, 80% PP	£25.99
Rogue Trip	**92% PY**	**£24.99**
Roll Cage	Due 2nd April	£34.99
Sports Car GT	Due 2nd April	£32.99
Street Skater	Due 2nd April	£32.99
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Test Drive 5	87% PY	£25.99
TOCA Touring Cars	**92% PY, 91% PP**	**£17.99**
TOCA Touring Cars 2	**92% PY**	**£33.99**
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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



TEST DRIVE 4X4



GRAN TURISMO

ARCADE ADVENTURE



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Apocalypse	65% PY	£25.99
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Fade To Black	90% PY, 87% PP	£17.99
Fifth Element	50% PY, 79% PP	£29.99
MDK	90% PY, 80% PP	£19.99
Medievil	86% PY	£31.99
Men In Black	35% PY	£30.99
Metal Gear Solid (15+)	**96% PY**	**£31.99**
Nightmare Creatures	90% PY, 86% PP	£29.99
Ninja	78% PY, 82% PP	£22.99
ODT	91% PY	£34.99
Overblood	86% PY, 76% PP	£12.99
Resident Evil	95% PY	£18.99
Resident Evil 2	**96% PY**	**£31.99**
Running Wild	Due 26th March	£29.99
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Tenchu	**92% PP**	**£27.99**
Tomb Raider	94% PY, 92% PP	£17.99
Tomb Raider 2	95% PY, 95% PP	**£17.99**
Tomb Raider 3	**93% PY**	**£33.99**



TOMB R 3



TENCHU



APOCALYPSE

ARCADE SHOOTERS



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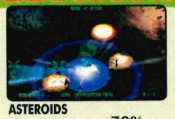

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Blast Chamber	82% PY	£14.99
Blast Radius	72% PY	£34.99
B Movie	86% PY	£22.99
Crime Killer	81% PP	£19.99
Crusader No Remorse	80% PY, 85% PP	£19.99
Future Cop LAPD 2100	**94% PY, 89% PP**	**£25.99**
G Darius	88% PY	£28.99
Hard Boiled	29% PY, 40% PP	£18.99
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Tiny Tank Up Your Arsenal	Due April	£33.99
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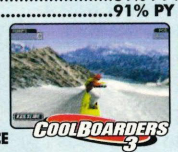



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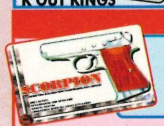

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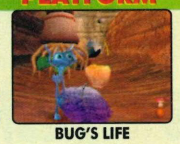
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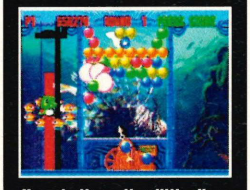
ARMORED CORE 3



The mech game with enough firepower to make Saddam take up sewing is back with more attitude than ever before. **Armored Core: Masters Of The Arena** *isn't so much the third game in the Armored Core series but more of an add-on to* **Project Phantasm.** *The game mechanics are virtually identical as are the weapons, upgrades and mech vehicles. Worth a look when it reaches these shores? We'll see!*

BUST-A-MOVE '99



How do those tiny little dinos keep on doing it? The latest in a very long line of the bubble bursting series sees Bub and Bob up to their usual tricks, only this time there are even more characters, even more varieties of bubble to burst and even more game modes. Thankfully the series is one hell of an addictive ride so we can only imagine good things when it arrives. The sooner the better!

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THE KIDDIES FAVOURITE GREEN-SKINNED KILLER IS BACK!

CROC II

Publisher Electronic Arts ■ **Genre** Platform ■ **Players** 1 ■ **% Complete** 90%

We thought he'd whipped Baron Dante's slimy hide. We thought the Gobbos were free once again. We were wrong.

Croc is soon to return to the land of Gobbos and this time he'll be in search of his natural parents, as ever though, his journey will be fraught with danger. Travelling through bigger, more impressive levels than before Croc will now be interacting with brand new Gobbo tribes in order to complete his monumental task. Each tribe will need him to perform tasks for them in order to unlock other parts of the game. The early version we clapped our eyes on meant having to plummet down a mine shaft on their behalf in order to collect some stolen treasure. Whilst doing this it was already obvious that *Croc II* was a larger, more polished game than it's predecessor. The little nipper's movement has improved along with the character interaction with the Gobbos and the game now boasts improved camera angles too!

AVAILABLE SPRING

The playing dynamics are fairly similar to the previous Croc outing but with a whole new world to explore, more trapped Gobbos to free, larger playing areas all awash in sumptuous colours and eye-pleasing visuals, it can't be bad! Expect a full review as soon as we get hold of the slippery little lizard...



[Above] Trouble comes in all shapes and sizes. This one happens to be rather big and lives in a pond!



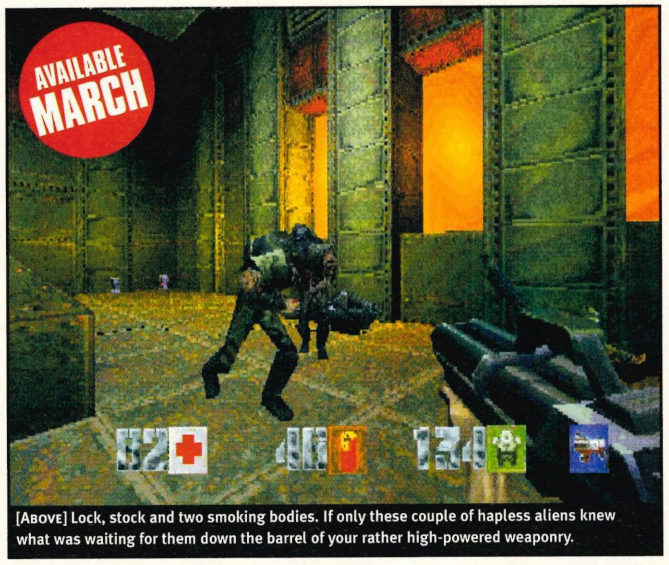
[Above] Guide Croc everywhere but make sure he's got his gloves on or else he'll freeze his tiny little toes off. We wouldn't want that!

"He's in search of his parents..."

THE GAME WE'VE DREAMED OF IS HERE!

QUAKE II

Publisher Activision ■ **Genre** First-person ■ **Players** 1-4 ■ **% Complete** 95%



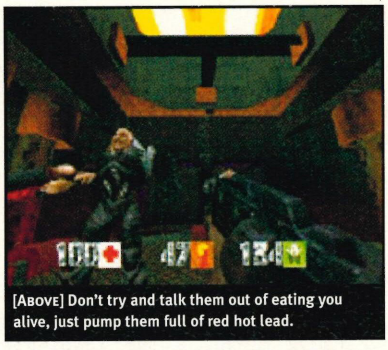
[Above] Lock, stock and two smoking bodies. If only these couple of hapless aliens knew what was waiting for them down the barrel of your rather high-powered weaponry.

Alien scum are obliterating the human race, so what are you going to do about it? Why, plug in the PlayStation and pretend it's not happening, that's what.

It has been a long time since a solid first-person game graced our screens and what better game to break the downward trend than *Quake II*. Activision have paid tremendous attention to the PSX conversion by making sure every aspect is as succulent as it could be. The players will be 'single skinned' for realism, the corridors will be widened so the PlayStation can handle the cornering and rumours of a four-player split screen similar to the N64's *Goldeneye* all suggest that an immense amount of attention has been applied to make *Quake II* as faithful to the PC version as is technically possible.



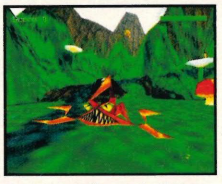
[Above] Fortunately your medi-pack is at full count. You are going to need every bit in this hell hole!



[Above] Don't try and talk them out of eating you alive, just pump them full of red hot lead.

The arsenal is also colossal, consisting of super shotguns, grenade launchers, rail guns, something called a 'hyper blaster' and the infamous BFG 10k, an upgrade of *Quake's* BFG. You'll need that hardware because with strange dog aliens and heavily armoured outer-space meat heads wanting to kill you, you're going to have your sinew stretched to the limit. We'll literally be tearing each other apart to review this so stay tuned to see who is going to bring you the full review. Whoever it is, they'll be bloody...

CENTIPEDE



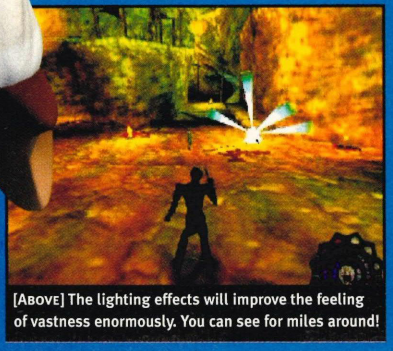
Remember the early 2-D shooter that graced the BBC and Atari computers by the name of* Centipede*? You had to shoot the aforementioned creepy crawly as it wormed it's way down the screen towards you whilst you desperately tried to prevent it ruining your mushroom crop. A bad dream? Nope. A new release? Yup!* Centipede *is about to makes it's debut on the PSX and in time honoured fashion it's gone all polygonal!

THERE'S SOMETHING IN THE DARKNESS WATCHING YOU! LOOK!

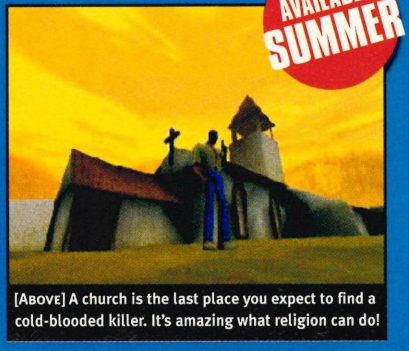
SHADOWMAN

Publisher Acclaim ■ **Genre** Adventure ■ **Players** 1 ■ **% Complete** 70%

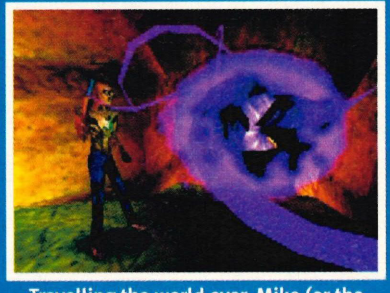
This disturbed little game promises to scare the living daylights out of us. The reluctant sta of the game is Mike LeRoi, a hit-man fo ed into his macabre trade through financial pressure. After years of pre-paid executions, Mike suddenly dies one day in a horrific car crash along with his family. Rather than going straight to hell though, Mike is resurrected thanks to a Voodoo priestess named Mama Nettic who wants him to carry out a few vengeful tasks for her... to slaughter serial killers.



[Above] The lighting effects will improve the feeling of vastness enormously. You can see for miles around!



[Above] A church is the last place you expect to find a cold-blooded killer. It's amazing what religion can do!



Travelling the world over, Mike (or the ShadowMan as he becomes known) must hunt down these scum bags and bump them off by solving puzzles and finding clues to their whereabouts. The world he inhabits features some of the most dazzling graphical textures we've seen along with some of the most gruesome undead creepy-crawlies. Yes indeedy, just like *Resident Evil 2*, *ShadowMan* will be inundated with hoards of hungry zombie flesh eaters!

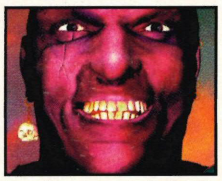
With the gut-wrenching amount of blood, gore and black magic combined with the twisted plot and serial killer shenanigans we can't help but want to play it!

CRICKET WORLD CUP '99



Just because Brian Lara had a stab at the PSX market, EA have considered it worth having a pop at the genre. Unfortunately, not much is known at this point in time but we all know exactly what cricket is about – poor man's baseball. From the very early specs we've glanced across, this game could be a serious contender to* Brian Lara *but we'll let you know more soon.

CARMAGEDDON



Even though we don't like the idea of the gushing red blood of humans turned into green zombie ooze for the sake of those who take pleasure in complaining, we are looking forward to this gruesome racer. Will you be able to resist the chance to slaughter as many people as you legally can in a high powered sports car? We think not.

GLOVER



Improving your ball control couldn't be easier than with this little game. Featuring a host of different balls to control, Glover [a walking glove] must guide them around hostile environments back to safety. His task will be made a living hell by the evil inhabitants that have taken over his world since the magical balls went AWOL, so you must be a dab-hand with your reflexes, too. Sounds kinky.

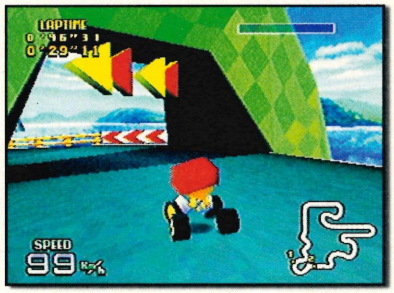
GRAN TURISMO 2



This game almost speaks for itself. Quite simply put, this is going to be the best racing game ever. Sumptuous looks, new teams, car damage, a rally course and handling like a sleeping bag full of page three girls. Gran Turismo 2 is coming. Stop everything you're doing, go sit by a clock and count the minutes away. Beware though, this is a major candidate for having mod chip detection...

STRAP ON YOU SEATBELTS AND START UP YOUR ENGINES!

SUPER DEFORMED RACING



Publisher Sony ■ **Genre** Racing ■ **Players** 1-4 ■ **% Complete** 80%

At last the PlayStation could be getting a *Mario Kart* of it's very own! Funcom's *Super Deformed Racing* promises to deliver, and we quote, "The most playable, fun and addictive racing game on the PlayStation." In order to achieve this claim the whole concept of racing has been redefined and Funcom has come to the conclusion that you don't actually need a car to race in. Instead they've opted to show just the wheels of the kart along with the super deformed character. Doing this means the driver dynamics can be enhanced whilst greater attention can be paid to the feel and thrill of driving rather than the look. It also gives the game an obvious cartoony quality, another element that distances the game from the run-of-the-mill sludge of other racers. During it's two year development the programmers have also paid great application to character personalities. This means that the vehicle's handling, suspension and turning curves will depend entirely on what sort of personality they have!

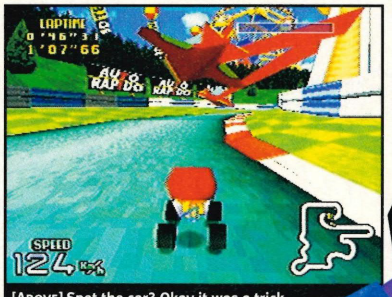
AVAILABLE SPRING



SDR will also feature a four player option allowing you to race on one of the 12 tracks with a bunch of mates. Six characters with three hidden ones plus a plethora of weapons will also give it that distinctive feel that Funcom are striving for. We'll have a full review just as soon as we've figured out just how a car moves without an engine. Best not ask.

"You don't actually need a car in SDR!"





[Above] Spot the car? Okay it was a trick question, there are only wheels. Blimey!

IT'S GO! GO! WAIT...

We first previewed this game almost a year ago, when the title had yet to pick up a publisher. Here's what the producer, Pádraig Crowley had to say about SDR then when we asked him what had influenced the game...

"In a way, it was the original Mario Kart. But we decided to make this game more as a reaction to all the serious racing games that were [and still are] appearing on the PlayStation. Also, we knew that with the price cuts on the console, that the traditional 'older' age group of PlayStation owners would begin to widen and that there would be a lot of younger kids getting PlayStations for Christmas. But, yeah, the no-nonsense fun approach of Mario Kart was something we wanted to aspire to and actually better.



"Donkey Kong Racing was very pretty and had a lot of nice graphical touches, but one area we felt it could have been better on was in the physics and depth of control. One of our main objective with SDR was to make a physics and control system that complimented the great 'detached limb' design of our characters and vehicles. We couldn't undo all the designers' and artists' work by putting in a fake set of handling characteristics."



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MESSIAH



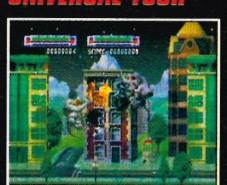
Bob the angel needs to earn his wings so he can get rid of the soft down currently sprouting from his back. To do this, God has sent him to Earth to clean up the mess it's got itself into. Bob has to possess bad guys and make them do good, all the while the devil will be possessing good guys and making them do bad. Boy, has this little chap got his work cut out for him!

NBA IN THE ZONE '99



All you NBA fanatics out there are going to enjoy this little treat. With the NBA back to work, so are the developers. This time around the year's rosters are updated, players are motion captured for realism, there are arcade and sim modes and even a player editor. So nothing new there then.

RAMPAGE: UNIVERSAL TOUR



Eddie, George and Lizzie the giant monsters get an airing again as well as an opportunity to do untold damage to the world's cities. There are weather conditions affecting their performance, special moves, combos, power-ups and even three more monsters to choose from to help you on your reign of destruction. Remember to beware of the evil government troopers who'll try to kill you. Apparently they taste just like chicken.

PIT YOUR WITS AGAINST HALF A DOZEN ASSASSINS?

TRAP GUNNER

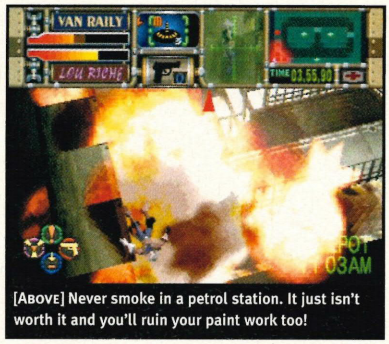
Publisher Atlus ■ **Genre** Action ■ **Players** 1-2 ■ **% Complete** 75%

Those of us old enough to have hair in dark places fondly remember a simple little Spectrum game going by the name *Spy Vs Spy*, a game of skill, speed and an ounce or two of mind blowing blasting! Now, thanks to Atlus, *Trap Gunner* plans on revamping that old espionage classic for all to enjoy once again.

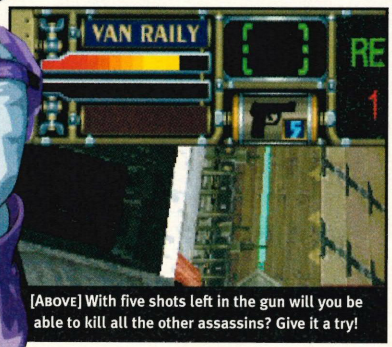
Combining the ingredients of an overhead shooter, real time strategy game and beat-'em-up, *Trap Gunner* revolves around six top notch assassins and espionage experts thrown together in a bitter battle to the death. The corporation behind their fates is 'GAIN', an evil crime syndicate who saw that the agents could stand in its way of global domination and so set out to annihilate them. To help achieve it's goal, GAIN have given the agents 36 battlefields to fight in and weapons including plasma bombs, land mines and man traps. All of this is presented in a fully 3-D polygonal arena, is Dual Shock compatible and comes with a very welcome multiplayer mode so you and a couple of mates can try and kill each other at the end of a long day at work. Nice.

It sounds to us like a cross between *MGS* and this month's effort *Bloodlines*. Interesting, very interesting. We'll have a full review as soon as we can.

AVAILABLE SPRING



[Above] Never smoke in a petrol station. It just isn't worth it and you'll ruin your paint work too!



[Above] With five shots left in the gun will you be able to kill all the other assassins? Give it a try!



[Above] You can see each other, but you can't reach each other. Do you want to call a truce? Of course not.

THE VERY FINEST AND MOST DEFINITIVE PUZZLER IS BACK

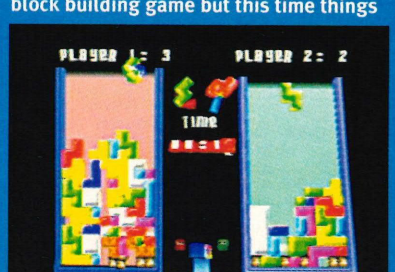
THE NEXT TETRIS

Publisher Hasbro ■ **Genre** Puzzler ■ **Players** 1-2 ■ **% Complete** 60%

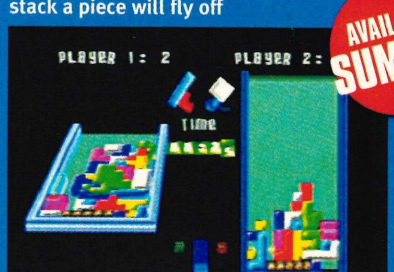
It was only a matter of time before the PlayStation got this. Everybody knows *Tetris*, so everybody should be fortunate enough to play it. The designers of the Game Boy classic version, Bullet Proof Software have returned to give their touch to the block building game but this time things are slightly different. Being billed as: "The next evolution of *Tetris*," some of the standard blocks of four will now be cracked. This means that they will fall as a single block but once they hit a stack a piece will fly off independently and continue to fall until it hits another stack. This new aspect means the player will now have to concentrate far in advance to anticipate where the blocks might go.

There is also a two player mode that takes advantage of the new 3-D engine. If you manage to clear two, three or four lines your opponent's bricks will tumble and twist through every degree making their life harder to place the blocks correctly. The 3-D engine will also create many of the game's, as yet unannounced, effects. It will certainly be nice to see the extremely late arrival of a PSX *Tetris* so let's hope it uses everything the PlayStation can offer it. More news soon you crazy puzzle fans!

AVAILABLE SUMMER



[Above] Whilst your stacks keep on climbing, your rival's keep on falling. It's just not fair is it?



[Above] Now this is just being rude. The moment the other guy does something clever your screen spins!

THE G'S WILL RIP YOUR FACE APART! PROBABLY...

ACE COMBAT 3 ELECTROSPHERE

Publisher Namco ■ **Genre** Flight Sim ■ **Players** 1 ■ **% Complete** 80%

The third game in the *Ace Combat* series promises to be the best of the bunch, but is this press talk or the truth?

Set sometime in the near future *Ace Combat 3: Electrosphere* features a whole new concept of the world, as well as a whole new approach towards mission structure. Unlike the rigidity of the mission structure in the previous games, *Ace Combat 3*'s outcome will depend entirely on your performance in the air. This is thanks to a new multi-story aspect which means the plot will branch off every time you make a decision. It also means the next mission you undertake is determined by your actions in the one preceding it. This new element certainly seems to add scope to the old style missions of the previous two games.

The planes themselves will be upgraded with new models and a revised control system will allow greater manoeuvrability, thanks to the inclusion of sensitive analogue control. With the greater mobility of the planes, Namco have been able to include the most ferocious dogfights yet which rely on your professional handling of the aircraft instead of just big weapons. Twisting and blazing through the air like the Wright brother's on magic mushrooms means the battles will be the most intense airborne fighting sim on the PlayStation. To intensify the thrill of knocking some bogey from the sky, *Ace Combat 3* also has a virtual cockpit mode where you can control your 'eyes' with the analogue controls. Real life? Strap on your jump-suits and wait for the verdict. It's coming soon.



[Above] "Red leader, this is the magnificent man in his flying machine, I can see your house, over."



[Above] Now, which runway do I land on? The short, medium, or long one? Be a devil, head for the shorty!

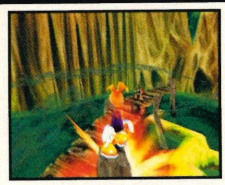
AVAILABLE TBA





"Ace Combat 3 features some of the most ferocious dogfights yet seen on the PlayStation..."

RAYMAN 2: THE GREAT ESCAPE



That weird French bloke with no arms or legs in back again on the PSX. Presented for the first time in 3-D, Rayman will once again be undertaking hazardous missions across the globe. Hopefully this time the gameplay will be simplified slightly because so many people thought it was overly difficult. Not us though 'cos we're well 'ard.

SAGA FRONTIER 2



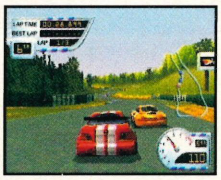
Many RPG fans long for a game in which they can tackle missions with many different story paths with many different characters. They'd also love to have a game packed with character interaction, magical spells, weapons, monsters and adorable little heroes with overly large heads. Look no further RPG fans, Saga Frontier 2 is winging it's way towards an import stockist very soon. You lucky devils.

SHAOLIN



A four-player simultaneous beat-'em-up? Surely not! Well yes, it is! Choosing from one of over fifteen fighters you then have to claw your way to victory. Apparently this is stocked with special moves, combos to weep over and ultra smooth animation guaranteed to give it that certain realism factor. Oh baby, we want this as soon as it bursts out of the limbo that is production.

SPORTS CAR GT



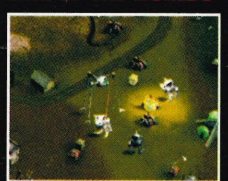
Eight world famous tracks, sports cars from such stables as Mercedes, Porsche, BMW and McLaren, cars fine tuned to within an inch of their lives, upgrades and handling to get the adrenaline pumping, this promises to please all but the most cynical of racing fans. We'll have more news as soon as we get a grip of ourselves. Let's just hope this isn't released at the same time as GT2 though...

URBAN CHAOS



*You're a copper at the end of the century. Some truly bad s**t is going down and you've got to find out exactly what it is. Unfortunately for you there's a whole real time, real size city with sewers, high-rise buildings and deadly streets crawling with maniacs and religious loonies raving on with PMT (that's Pre-Millennial Tension). It's going to be one tough journey ahead of you and the time is ticking by.*

WAR OF THE WORLDS



Back in the Fifties when the world was full of worry concerning a nuclear holocaust, a small radio play was broadcast about a bunch of Martians who decided to take over the world. Listeners thought it was real, ran into the streets screaming and even topped themselves through fear. Guess what guys, it's coming to the PSX.

IN THE FUTURE THE POLICE DON'T HAVE TRUNCHEONS...



G-POLICE

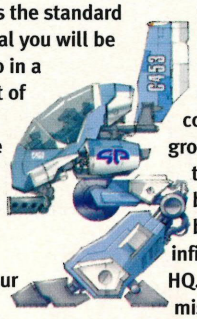
WEAPONS OF JUSTICE

Publisher Psygnosis ■ **Genre** 3-D Action ■ **Players** 1 ■ **% Complete** 75%

Strap yourselves in because this baby is winging it's way towards us at a tremendous speed!

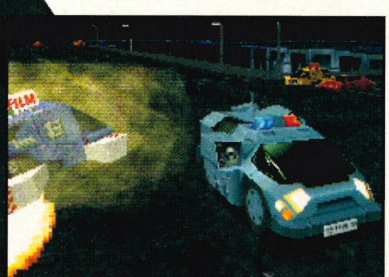
AVAILABLE SPRING

To say *Weapons Of Justice* had a bucketful of improvements lavished upon it since the original arrived b... in 1997 would be a cruel understatement. This time around, as well as the standard fighter craft from the original you will be able to scout around Calisto in a Raptor Robot similar to that of *Future Cop LAPD* and also pilot a deadly Corsair grade space craft and armoured ground unit. The enemy AI now means that they will attack in intelligent group formation and anticipate your every move. Tremendous amounts of attention have also been paid to giving *Weapons Of Justice* an arcade experience to surpass the first game. The controls have been simplified, the weapon selection has been cranked up to a whopping 25, in-depth mission objectives and briefings allow for a story line of preposterous proportions to unfold and as if that wasn't enough you now have the chance to work in conjunction with ground troops as they storm buildings, set up barricades and infiltrate the enemy's HQ. Cor blimey missus, love a duck, this is going to have you lot wetting yourselves.





"Tremendous attention has been paid to ensure WOJ surpasses the first game..."



[Above] The ground units are just as tough as the air units, only they can go through red lights!



[Above] The last thing you'll ever see is this beast on top of you!



[Above] Advertising is now illegal in the future. Spot an ad and blast hell out of it. Die advert, die!



[Above] As if bowing for the adoring crowd, the Havoc seems to glide like a knife through the air.

BACK TO THE FUTURE

Whilst the original G-Police had the usual faultless Psygnosis visuals, the game itself failed to score massivley with the public, easilly overshadowed by the more involving space combat sim, Colony Wars. The chief problem with G-Police was its high dificulty level, thanks in main to the tricky control system, and whilst the concept of flying around a Blade Runneresque city in a heavilly armoured, Blue Thunder 'coptor was inspired, gameplay mechanics and level structure was shaky, factors adressed by the sequel...



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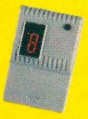

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DOCTOR V64 jr

POP 'N' MUSIC



Following the international success of **Beatmania**, *Konami has decided to release a string of coin-op originated music games onto the PlayStation. This simplistic music maker will be released along with a special controller and feature 19 songs, including five more than the arcade machine. The game should already be out in Japan by the time you read this.*

WORLD NEVERLAND 2



This strange life simulation involves going to university, getting married, and then having children to raise and act as future controllable characters. Sounds too much like real life to us. Crap, with a capital K. A strange concept we're sure you'll agree, but it isn't known just how detailed this game gets. **World Neverland 2** *will utilise the PocketStation, but it is doubtful if it will ever materialise outside of Japan.*

MEGURI AISHITE



Sony Computer Entertainment of Japan has been busy of late with a string of odd-ball games [including **Um Jammer Lammy***], this latest addition is a 'love simulator' whereby you take control of a hormonally-charged school student who is trying to find his true love. There are 12 lovelies to woo, all played by well-known [in Japan] Japanese voice actors. Again, a bit unlikely here.*

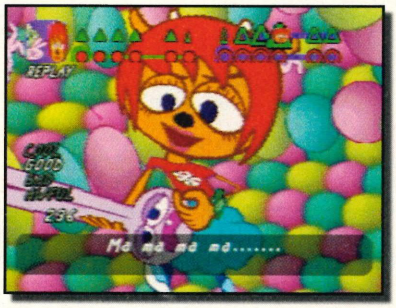
THE RAPPER'S BACK – NO, IT'S A LAMB WITH AN AXE!

UM JAMMER LAMMY

Publisher Sony ■ **Genre** Party ■ **Players** 1-2 ■ **% Complete** 95%



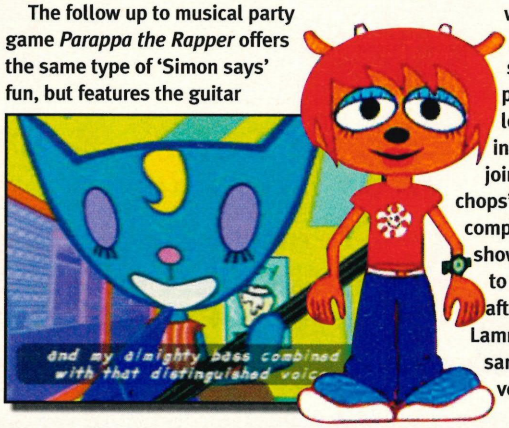
[Above] Clever Lammy applies her guitar playing skills to all teh problems that confront her.



It's a good job games don't come on tapes anymore, like in the Spectrum days. If they did, we would've worn our preview copy of *Um Jammer Lammy* so thin it would have snapped and been chewed into the depths of the drive.

The follow up to musical party game *Parappa the Rapper* offers the same type of 'Simon says' fun, but features the guitar playing Lammy (a short pink lamb) trying to make her way to a live gig where she'll play with her band, Milk Can. She is hampered every step of the way by psychedelic characters who insist on challenging her to a karaoke style battle which she must win to continue, from the airplane flight to the guitar store. What has kept the preview copy spinning all day long is the range of extras included. Two players can now join in simultaneously, 'trading chops' as they say in guitar circles, competing for points. Little Parappa shows up too, and you can pick him to rap your way through the levels after completing the game with Lammy, or set them both off on the same song. We want the review version and we want it NOW!

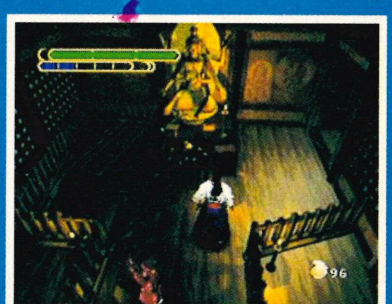
AVAILABLE SPRING

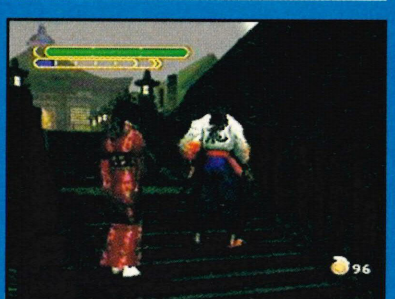


THE MYSTICAL EAST IS ABOUT TO UNFURL ITS WRATH!

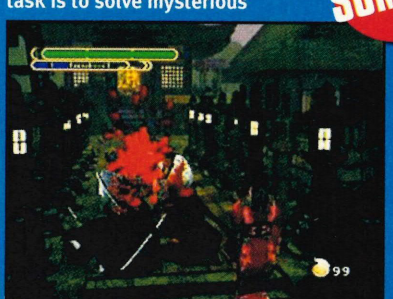
SOUL OF THE SAMURAI

Publisher Konami ■ **Genre** Adventure ■ **Players** 1 ■ **% Complete** 65%





[Above] Something bad is going to happen as soon as they step over the top...but what? Find out soon.



[Above] That's what you call a headache. Imagine what trouble he'll have getting those stains out.

Imagine a cross between *Resident Evil* and *Tenchu*. Imagined it? Now mop up the mess.

Konami's up and coming offering, *Soul Of The Samurai*, takes it's influences from both these games and introduces us to the heroes Kotaru (a sword-wielding Samurai) and Rin (a knife-throwing nymphet). Their task is to solve mysterious sightings of demons in their village as well as finding out why people keep going missing. Mmm... tricky one.

AVAILABLE SUMMER

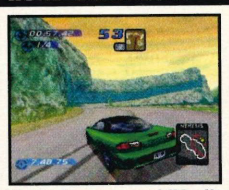
Presented using polygonal characters in front of 2-D pre-rendered backgrounds there will be a heavy emphasis on the kind of exploration found in *Resident Evil* combined with fighting scenes to fry your brain. Fighting in *Soul Of The Samurai* will require the skill of *Tenchu*, brutality of *Resident Evil*, stealth of *MGS* and even the good old straightforward punch-them-in-the-gob elements of *Tekken*. If that isn't enough they'll also be required to learn a fair dose of spells and magic because demon bashing is going to be harder than it looks. Expect good things from this game – its audience appeal is broader than a hippo. Not that we've got anything against hippos you understand. It's just that they're a bit on the lardy side. Okay?

FAVOURITE DEAR



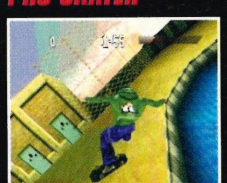
Another bizarre 'love simulation', this time from NEC Interchannel Ltd (ring any bells?) You play the game as an Angel searching for heroes and heroines to save the world from the clutches of evil. There are 12 characters to access and you must pick six of them to do the fighting. The game will already be out in Japan by the time you read this.

NEED FOR SPEED: ROAD CHALLENGE



By the time you read this, the fourth Need For Speed will be just days from release in the US. It may share its looks with NFS3, but the extras have been heaped on by the truck load. The great line of licensed cars will take performance altering damage that has to be fixed with your limited funds, which you'll also need for upgrades. Pink Slip mode lets two players bet saved cars on the outcome of a race! April release in the UK.

TONY HAWK: PRO SKATER



Even Tony's name was a blast from the past for us lot, adding to the misty-eyed scene of us re-living our misspent youths with the preview copy. This has enormous skate parks and city environments to 'McTwist', 'kick flip' and "hand plant" your way though, and should be a big hit with twentysomethings.

POLYGONAL RPG MADNESS... TOO GOOD TO BE TRUE?

LEGACY OF LEGAIA

Publisher Sony ■ Genre RPG ■ Players 1 ■ % Complete 80%





"There are over sixty hidden battle arts to be learned in Legacy Of Legia..."

Strange creatures called 'Cells' were once chummy with the inhabitants of the land named Legaia. They worked with the people, helping them farm, gather knowledge and other such mundane duties that can be enlightened with the helping hand of strange beasts. Everything was hunky-dory until one day a mysterious mist descended over the Cells transforming them into bloodthirsty monsters who would no longer obey the command "sit." The humans ran to the hills in fear of their lives. Now, with their civilisation in tatters, the humans have sent out three brave warriors to find out just what was in the mist.

Presented in a total 3-D environment (even the backgrounds are rendered with polygons) the humans will be taking part in a little more bloodshed than the usual class of RPG. Learning how to fight with new "tactical arts" engine allows the player to absorb the fighting skills of rivals they bump off then utilise their new skills as the enemies get harder.

They will also be able to choose where to hit an enemy during the turn-based battles. By simply using the D-Pad you can aim attacks in specific areas to bring them down quicker. If you're fighting a spider for example, you'll need to go for that soft, easily sliceable abdomen. Mmm... gushy.

There are over sixty hidden battle arts to be learned and it's guaranteed that to succeed in your quest in the mist you'll need them! We promise to focus all of our black magical powers into giving you a full review of *Legacy Of Legaia* as soon as we can.

AVAILABLE SPRING



[Above] During the family BBQ uncle Tony put too much petrol on the grill and blew his face off.



[Above] The streets are deserted, which leaves our hero to gallivant around doing exactly as he pleases.

arena



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GAMEplay

HAS IT GOT CLAWS?

Dear PLAY,

I've been reading all the hype about *Legacy Of Kain 2: Soul Reaver*, and although I've managed to forget that the original game was a fairly ropey RPG, I'm still not convinced that the title will be the *Tomb Raider* killer it's purported to be. The main character doesn't really inspire excitement (he reminds me of Liam Neesam in *Darkman*, sadly) and the 'oh so scary', gothy look of the game just strikes me as dull, yet you've built up the game as much as your rivals, so I can only presume

"Is Soul Reaver really going to challenge TRIII?"

that you've seen the game and the thrill is in the gameplay, or you're simply jumping on the bandwagon and pumping up excitement for a game that's bound to disappoint.

Come on and confess, or alternatively persuade me this isn't a case of the Emperor's new clothes...

STEVE BANKS, MERSYSIDE

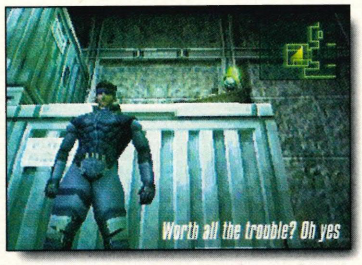
There's no secret agenda, Steve. Everybody's always on the look out for the Next Big Thing and *Soul Reaver* currently fits the bill, that's all. When finished it could sink or succeed, but we'll tell you the truth either way. Now calm down.

DEAD STATION

Dear PLAY,
I am an enthusiastic PlayStationer with one major problem. My PlayStation is dead!

Having seriously wanted a copy of *Metal Gear Solid* I decided after some serious thought to get my PlayStation chipped. It lasted three days before the motor burned out and the electrics fried! It was dead, my life had ended, I'd lost my PlayStation. I had no idea what to do. Three weeks later I handed out £149.99 for a brand new PSX.

Having gone to school the next day I spoke to a friend who informed me that his PlayStation can play imported games without being chipped. He then gave me some story about how if you bought a PSX with an A or B before the serial number then it wouldn't need chipping because Sony didn't know about the problem then. As I had owned a PlayStation since two days after it was released (a 1000 model) I checked the bottom of mine only to find a letter A! I was seriously p****d off then as I had wasted £149.99 on a new PSX and thirty-odd quid on the chip to be fitted and an extra £10 on the chip itself. Please could you help me sleep at night by telling me that was a lie. Please!
RICHARD EASTON, MERSEYSIDE



It's perfectly true. How could you be a PlayStation owner for over three years and not know this stuff? Did you have your head in the sand in the months following the machine's UK release, when everyone was discovering, talking about and printing tales of the 'swap method'? Perhaps a little research and asking around on your part would have avoided this whole nasty affair!

Also, any decent chip fitter (especially one that charges £30 to perform the deed) will offer a no quibble guarantee that you get another chipped PSX free of charge if their bad workmanship toasts your machine. Lastly, a single call to one of the many places offering PlayStation repairs would have saved you most of that £149.99 Richard. Tut, tut.

continued>

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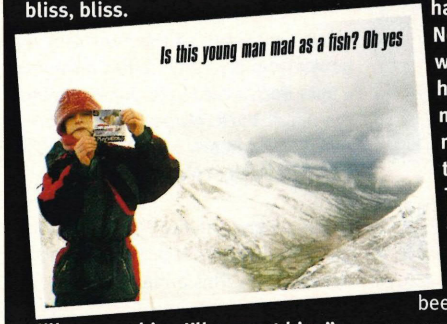
IT'S A CRAZY CLIMBER

Dear PLAY,
Have I got a truly horrific story to share with you!

It was six AM on Sunday morning, I was in a deep tranquil sleep dreaming of Lara Croft and sweet zombies jumping all over my PlayStation monitor. Then the horror started. A character more sick and sadistic than any of the *Silent Hill* mob who goes by the name of 'Dad' dragged me out of bed. There was an immediate panic and anger when I realised the PlayStation had been cunningly turned off by this intruder.

"I have a truly horrific story to share with you!"

Before I realised what was happening I was in the car being driven towards the hills of North Wales. Dad was laughing, joyfully talking to himself: "No machines today, no bangs, jumps, whiz-bangs or screams, only fresh air, bliss, bliss, bliss.



I'll convert him, I'll convert him." Sad man, but nevertheless extremely dangerous. What if he does manage to damage my relationship with my PlayStation? Will I ever grow up to be normal? I may even start playing dominoes with him.

Having been dragged up over 1,000 meters of icy, dirty rocks I found myself having to turn to my emergency travel kit, no, not glucose sweets or Kendal mint cake but my *Cool Boarders 3* instruction guide. My mind was immediately stimulated to life, I could work out new and challenging ways for the cool board heroes to get off this bloody cold piece of rock that my dad seemed to value on a par with his testicles.

Saved from insanity by this simple book, I flashed it threateningly at dad as a victim threatens a vampire with a crucifix. Dad screamed, fell on his knees and started to cry. He has been warned not to underestimate the power of PlayStation.To my amazement he took off all his clothes (the embarrassment, it was very cold) shouted, "I'm a bandicoot," and bounced off over the rocks into the mist. He must have been caught by Doctor Neo Cortex since I'm still waiting for him at home. I hope he comes back soon. I need his money to buy your mag or my sanity will be threatened once again.
THOMAS DAVIES, SHREWSBURY

Perhaps a crucifix would've been more appropriate after all, as anyone who wants to force you into the desolate, frozen hilltops of Wales is at best a perverted sadist, but more likely a crazed Satanist. A good gamer should never be up before 13.00 on a Sunday, resting the smoking eyes and inflamed fingers of Saturday's gaming before putting in another six hour session. May £150 from Gameplay make up for the loss of your demented father.

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.

Dear Play,
Please can you tell me how I can get a job as a games tester, as I understand such positions exist.
LEE ALEXANDER, CARDIFF
Bit of a tough one that Lee, everybody wants to be a games tester. The best thing you can do is contact the software companies using the numbers we provide in each issue, and ask for advice on getting the job. Beware – it's badly paid!

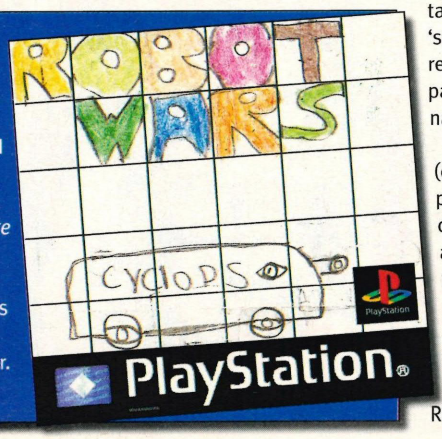
Dear PLAY,
Please can you give me a competition to win an N64 and two games, *007* and *WCW Revenge*. I collect all your magazines every month. I really want it. It's my birthday in a few days so you can give me it for a present. You can give me 10 questions and if I get three right I get the prize. Here's my telephone number...
ALBERT YANIT, LONDON
PS – I am a great fan of your magazine. I'm desperate.
We're fresh out of Nintendo games for fixed competitions with random members of the public, sorry!

Dear PLAY,
I have bought *Max Power Racing* and I have to say if it wasn't for the last few levels I would have part-exchanged it for another game. My point is, why are companies allowed to get away with flogging us half finished games? Can't you do after-release interviews with the companies to confront them with why they treat their purchasers with such contempt. This is a consumer issue. Ann Robinson would do this, why can't you?
SIMON JONES, DEVON
We've never been beaten by Ann Robinson yet and we're not about to start! How about you lot send in questions you'd like developers or publishers to answer, and we'll share the replies?

GAME BOY

To Paragon Publishing,
I was wondering if you could create a game that is like *Robot Wars*, the TV program. I have designed a possible front cover for this for the game. In the game you could start off with a car that isn't very good and pass different events to make money so you can create cars that take more damage and do more damage to your opponent. The more damage you give, the more points you get and the more points you get the harder levels you get. If you could consider this request I would be grateful.
ANDREW GRAY, MIDDLESBOROUGH

Right, we've considered it, and the answer's no. We'll stick with *Vigilante 8* if that's okay Andrew. Not least because the dreadful, amateur UK production of the original US show is perhaps the dullest thing you can watch on TV. Except Philipa Forrester. She loves us.



gameplay winner £50

BAD MOOD BUDGET BEN

Dear PLAY,
The reason I'm writing is because I'd like to be the first person to actually complain about PlayStation Platinum games.

Many people think that these games are good quality for a good price, but I preferred the days when you had to shop around for a good bargain and were proud for discovering it before the next person. Another reason for disliking them is that it means games retailers set their prices at exactly £19.99, not a penny more or a penny less. "What's so bad about that?" you're thinking. I was saving to buy *Ridge Racer Revolution* for the small sum of £15 at my local games store, but as soon as I went to purchase it, I noticed that the original copies had been replaced with Platinum versions of the same game for £20. The price actually increased £5 just because it had 'Platinum' written on the box, and of course with Platinum games you don't even get a decent picture printed on the disc!

I think Sony should simply set an RRP for a game, to give stores some idea of what to price their games at and then it should be up to the stores to compete with each other, just like the old days!
BEN KREFTA, KENT

Yes. There are games which should sensibly be selling for £5 or £10 by now, but they are kept at the rigid £19.99 mark in almost every shop, as part of the Platinum range. The reason for all this Ben, is that neither the publisher of one of these games or Sony gets any royalties when a store sells you a used game. Proof that this gets right under their skin is evident in Japan at the moment, where it has become normal to put the 'No Resale' stamp on the back of software packaging to legally prevent second-hand sales. At least we're not at that stage yet, but the bargain bucket days were certainly a lot of fun.

"I have a truly horrific story to share with you!"

PLAY PONDERS GREAT TOYS!

Videogame collectibles – evil marketing cash-in or desirable household decorations? We have to say we love them in a big way. Here are two of the latest in PlayStation hero toys we've got.

play toys winner TRY!



CRASH BANDICOOT

MOULDING ★★★★★
DETAIL ★★★★★
ACCURACY ★★★★★
EXTRAS ★★★★★
OVERALL ★★★★★

Crash is big and bright, if in a bit of a nightmare to pose without him falling over. The included jet-board, wooden crate, wumpa fruit, bonus crystal and gold mask make up for it though! Buy Dr Neo Cortex as well, and stage a 'fight' on the sofa!



SOLID SNAKE

MOULDING ★★★★★
DETAIL ★★★★★
ACCURACY ★★★★★
EXTRAS ★★★★★
OVERALL ★★★★★

The face is a bit off the mark, but Snake is unbelievably well detailed and comes with a heap of accessories from the game.

play toys winner BUY!

SAD, SAD SONY

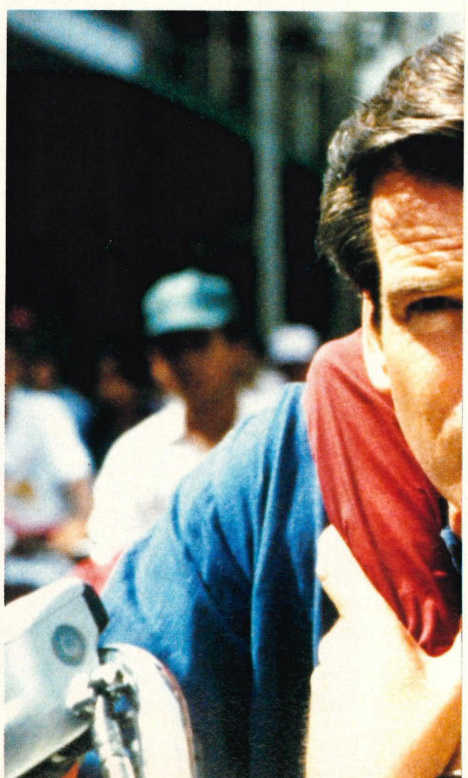
Dear PLAY,
Please help! My quality of life has deteriorated... my PSX has become irritable! I have been good to my 'Station these past three years, spent much quality time with it and introduced it to all my friends. Even so, the clever grey box has dulled over recent weeks – it sometimes does not boot discs or goes into freefall spins during games, freezing the action. Where have I gone wrong?

If it were a Tamagotchi it would be thriving, such is the wealth of experience we have shared. We have seen the wonders of three *Tomb Raiders*, three *Bandicoots*, two *Resident Evils*, *FFVII*, many driving thrills and countless footie games. I thought we were both looking forward to the little grey guy's finest moment – *Metal Gear Solid*. Now this! Have I worked it too hard? Have I over-estimated the power of the PlayStation? With its older brother the PSX 2 probably 12-18 months away, I expected a little more staying power from my Sony buddy. If there is a spin doctor out there that can inject the magic back into my PlayStation and end my agony please respond.
DARREN PAGE, EMAIL

As a stop-gap solution, try standing the console on its side or placing it upside down. This either pops the laser lens closer to the disc making for less data errors or helps the excess heat escape away from the CD mechanism. Next you can easily mess with the laser aperture, re-focusing the old thing, but we won't tell you how to do that because it's possible to knock it so far out of focus that discs no longer load at all. Eventually though, you're going to want a new CD drive, which can be bought mail order for under £40. Don't worry, there are only two simple plug-in connections to make, and you're well out of warranty so what the hell.

GUNNING FOR CAPCOM

Dear PLAY,
After living with a dad who is in the RAF for 16 years now, I've come to know quite a lot about aircraft, weapons and the like. I'm writing to complain about the lack of research put into some games which feature these aspects. The two which I remember best are in *Resident Evil 2*. In the first game, the STARS team escape the mansion in a Bell UH-1 Huey, while in the second game the intro showed them escaping in a Blackhawk! What's going on? Also, the secret weapon, the 'Gatling gun' is hideously underestimated. A Gatling gun is a



THE PLAY DEBATE

WHERE THE READERS DECIDE

OBSESSION FOR MEN...

Lots of boasting, but no real self concern, from gamers who answered our questions in the last issue about overdoing the PlayStation experience, gaming for hours into the night. The tales run from just being late for work on repeated occasions or nearly crashing the car from PSX fatigue, to lying to family and friends about prior engagements to gain more screen time. Games with strong story lines tend to be the worst cause of addiction. Younger players have gone 20 hours or more without rest on something like *Final Fantasy VII*, some have slept on the floor next to their whirring machines to wake up and continue after three or four hours. One thing was conclusive: you're all mad.

STINKERS...

Games live and die by hype these days. What over-inflated software creations fell so far short of their promoted image that you took them back the same day, were embarrassed to own them or felt truly angry at the softcos about? We've got a few candidates of our own, but you'll have to show us yours before we show you ours!

20-foot-long, eight-barrel gun, firing explosive-tipped bullets the size of milk bottles at about fifty a second (seriously!) which is stuck to the bottom of an A-10 Tank Buster – not the measly thing in the game. The gun featured is a Minigun, like the one from *Predator* or *Terminator 2*.

Now I don't want to sound fussy, this doesn't affect the gameplay, I just wish games companies would research their facts better. I'm not alone in thinking this – some of my mates think this, too.

By the way, when will real flight sim games make a come back? Games like *F-16 Combat Pilot* and *Knights of the Sky*, they were classics in their time.

Enough moaning, you guys keep up the great work and I'll keep buying your mag.
MIKE BILLHAM, NO ADDRESS

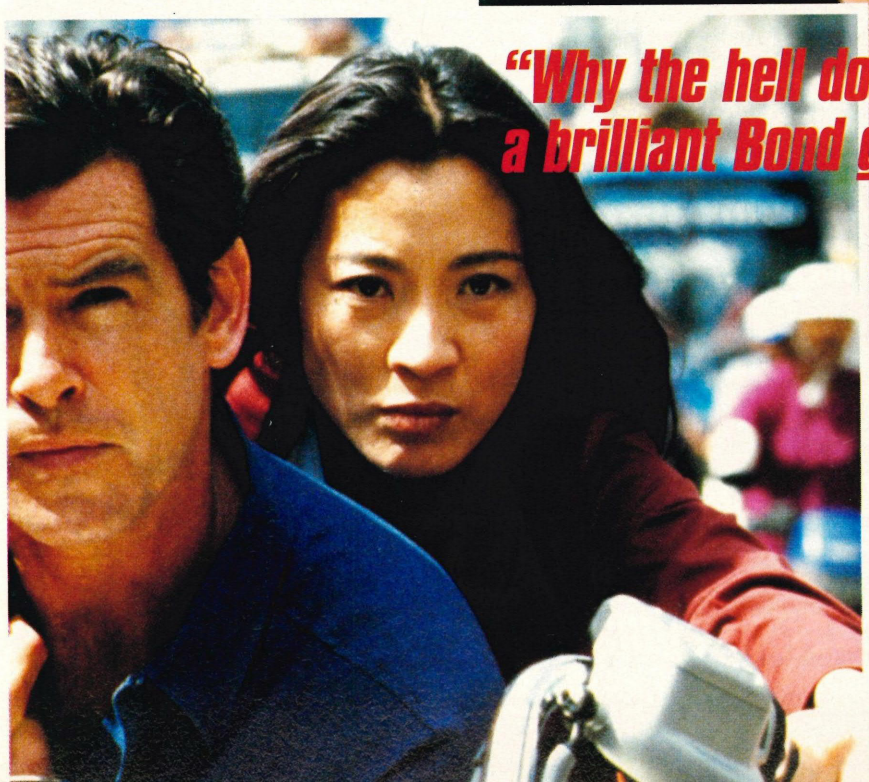
You are most certainly not alone, Mike. Our very own weapons freak (that's Mr Nicholson) picks up on this sort of thing all the time, which is why the extremely well-researched *Metal Gear Solid* was a breath of fresh air. But he also told us that the GAU-8/A Gatling gun on the Tank Buster has seven barrels, not eight, and fires not just explosive but depleted uranium 30mm shells. Oh, and that the wonderful Miniguns (made by the lovely light bulb people at General Electric) in *Predator*, *Terminator 2* and *Resident Evil 2* actually require three 12-volt truck batteries or mains power to work, which is why nobody really walks around with one, firing from the hip.

PURE GENIUS?

Dear PLAY,
As I sat reading Arena in issue 45, I came across a rather intriguing letter from a certain Darrel Tansley. Adding puzzle sections to the magazine, what a bloody marvellous idea! I read on. Slap him you say? Hell no. You cannot slap the man, he is a goddam genius. As gamers we all think we know it all, but how do we prove it, how do we test our knowledge or improve it?

Despondently I read on only to find this is no "Sunday paper." Tell me one Sunday paper you have ever read with quizzes of such things as consoles like the PlayStation (yet it is the Eighth Wonder of the World). Please, anyone who agrees write in too. I leave you with this: "Together we shall have our way, as one we shall conquer."
ELF, LEICESTERSHIRE
PS – I beg you, reconsider for all our sakes.

Perhaps you overdid the melodrama Elf, but there might be some sense in what you're saying. What do the rest of you think? It seems a bit unlikely that children of the MTV and console generation would want to curl up on the sofa with a copy of PLAY and a ball-point pen, solving crosswords and magic squares.



"Why the hell do we Playstation owners not have a brilliant Bond game like the 64's Goldeneye?"

BOND LETTER

Dear PLAY,
Why the hell do we Playstation owners not have a brilliant Bond game like the 64's *Goldeneye*? Every shot I see of *Tomorrow Never Dies* looks, frankly, rubbish, and it's been ages coming out. Is it ever going to arrive and will when it finally does will it go straight to the bargain bucket? And will it have a multi-player mode, because if it doesn't, it can just p* off and die. Ta for your time.**
SEAN CONNERY(?), AMERICA

Listen mate, George Lazenby was a better Bond than you. Clear off.

arena

We reserve the right to edit your letters and regret that we cannot reply personally. If you want us to print your email address, please give specific permission.

PLAYLIST



THE ULTIMATE PLAYSTATION BUYER'S GUIDE

UPDATED EVERY MONTH

PLAY magazine Issue 47 1999

PLAYBACK TOP 10'S 103
The very best of every genre listed and scored so you know what to buy...



LONG-TERM TESTS 106
We take another look at some classic games and see if they still play well



PLAYSTATION FAMILY 108
We get to grips with the obscure relatives of your grey PlayStation...



INSIDE OVER 300 GAMES REVIEWED & RATED!

SILENT HILL VS RESIDENT EVIL 2 104
The two scariest PlayStation horror games attempt to out-shock each other. Which one will emerge as the ultimate gore-fest?

HEROES AND VILLAINS 107
Friends and enemies from the weird world of PlayStation!

COIN-OPS (TOP FIVE) 109
Which arcade machines have we been feeding this month?

PLAYSTATION JUKEBOX 110
Our favourite top tunes from PlayStation games!

SOLID SNAKE SPEAKS! 110
What has the suave lady-killer got to say for himself?

CASTING COUCH – LARA CROFT 112
The women we think are best suited to star as the lovely Lara!

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.
A Bug's Life	1	●								●	46	71%	Too hard for kids, too dull for adults...
Abe's Oddysee	1	●									26	90%	The most addictive platform game on the PSX!
Abe's Exoddus	1	●									41	92%	Supersedes Oddysee as the must-have platformer!
Ace Combat*	1-2	●									01	81%	Slightly repetitive flight sim.
Ace Combat 2*	1	●								●	23	84%	Far better graphically and playability wise.
A-Train*	1	●					●				09	62%	Complex resource management with trains.
Actua Golf	1-4	●	●								10	88%	Best golf game on PSX so far (until Golf2).
Actua Golf 2	1-4	●									23	80%	Not as good graphically, but still great fun.
Actua Golf 3	1-4	●								●	41	76%	The best Actua Golf game to date, by jingo.
Actua Ice Hockey	1-4	●	●							●	32	70%	A worthwhile stab at the sport, but flawed faults.
Actua Soccer	1-2	●									04	79%	Slick looking footie sim, now dated.
Actua Soccer: Club Edition	1-2	●									22	62%	Cynical re-badged version of above.
Actua Soccer 2	1-4	●	●							●	28	84%	Great at first, but the appeal soon evaporates.
Actua Soccer 3	1-4	●	●							●	42	92%	Top arcade style, simplistic football.
Actua Tennis	1-4	●	●							●	41	76%	Not quite an ace, but still hits the spot.
Adidas Power Soccer	1-4	●	●								06	74%	Great then, now failing against the competition.
Adidas Power Soccer '97	1-4	●	●								19	52%	Same game, but with UK teams. Poor.
Adidas Power Soccer '98	1-4	●	●							●	36	75%	Fantastic-looking, but not free-flowing enough.
Adventures of Alundra, The	1	●									34	86%	Engrossing and enchanting RPG.
Agile Warrior:F111X	1	●									03	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.
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.

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 '99	78%
7. Everybody's Golf	85%
8. Total NBA '98	93%
9. Actua Soccer 3	92%
10. Actua Golf	88%

STRATEGY & ADVENTURE

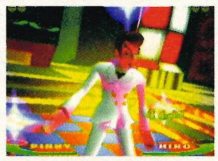


1. Metal Gear Solid	97%
2. Resident Evil 2	96%
3. Tomb Raider III	93%
4. Parasite Eve	87%
5. Tomb Raider II	95%
6. FF Tactics	90%
7. Final Fantasy VII	93%
8. C&C: Red Alert	90%
9. Broken Sword II	90%
10. Resident Evil	95%

PLAYBACK

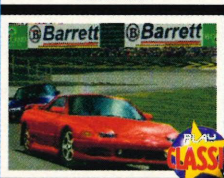
PLAY'S TOP 10...

PUZZLE & PARTY GAMES



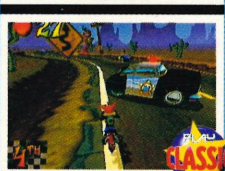
1. Bust-A-Groove	89%
2. Music	90%
3. Bomberman World	85%
4. Devil Dice	84%
5. Bust-A-Move 4	89%
6. Puzzle Fighter	90%
7. Worms	92%
8. Kurushi	88%
9. Micro Machines V3	88%
10. PaRappa	82%

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%

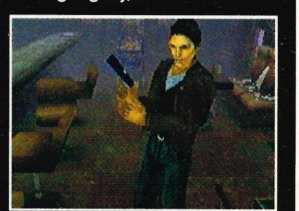
GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Blood Omen: LOK	1	●								18	81%	Be a vampire – top bloody fun.
Bloody Roar	1-2	●								34	80%	A fine quality beat-'em-up.
Bloody Roar 2	1-2	●							●	46	82%	A great improvement and very enjoying
Bomberman World*	1-5	●	●							33	85%	A fun-fuelled party 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!

HEAD-TO-HEAD

SILENT HILL vs RESIDENT EVIL 2

BLOOD SPLATTERS AS THE TWO SCARIEST SURVIVAL HORRORS GO TO WAR!

With disturbing undertones of both *Twin Peaks* and *The Shining*, *Silent Hill* could well be one of the most twisted and darn right spooky pieces of software to hit the PlayStation. Playing great attention to the eerie atmosphere and paranoia of small town America, *Silent Hill* is an exercise in cold sweat. Compared to the puzzle solving superiority of *RE2* it only excels with a few of the tasks peppered about, the rest could have been lifted from *RE2* itself. The action too is fairly repetitive, consisting of zombie babies lurking out of the shadows and winged lizards swooping from the fog. Despite being repetitive though, the camera angles and terrifying music interspersed with unseen screams and scufflings in the dark, keep the hairs on the back of your neck constantly on end. With regards to totty, the mysterious Cybil, *Silent Hill's* resident copper, is more than a match for both Ada Wong and Claire Redfield. The story line also keeps the player feeling uneasy because there are some utterly morbid happenings that Mason stumbles across. The game is huge but it soon becomes repetitive and no amount of gore prevents it from souring slightly, unlike *RE2*...



Who's the hero? Harry Mason	Leon Kennedy Who's the hero?
Where's it set? Silent Hill town	Raccoon City Where's it set?
Enemies: Babies, dogs	Zombies, dogs, spiders Enemies:
Number of weapons: 8	13 Number of weapons:
Best weapon: Chainsaw	Gatling gun Best weapon:
Puzzle difficulty: Quite hard	Fairly easy Puzzle difficulty:
Cut-scenes: Sparse	Excellent Cut-scenes:
Babe count: 3 birds	3 beauties Babe count:
Is it linear? Oh yes!	Pretty much Is it linear?
Any sub-games? No	4th Survivor Any sub-games?
Sick and eerie but lacking soul.	*The ultimate rollercoaster into hell*

The classic sequel to the classic survival horror game still packs one hell of a punch. Freshly ripped from a classic George Romero flick the story surpasses *Silent Hill*'s to an immeasurable standard. A city torn apart by a corporation's lethal virus, a few desperate survivors each with their own agenda and enough zombies and surprises to satisfy every one. Puzzles are extremely lateral as opposed to *Silent Hill*'s few brain fryers but unlike the extremely linear affair of *Silent Hill*, *RE2* is almost entirely free-roaming in comparison. The weapons, pre-rendered backgrounds and cut-scenes are all vastly superior and although *Silent Hill*'s camera angles and real-time scenery are noteworthy they don't quite dent *RE2*'s lush surroundings. *RE2*'s femme factor is certainly more interactive than *Silent Hill* and even Sherry is cuter than Harry's missing sprog Cheryl, but that copper... she still does it for us! *RE2* is also crammed full of longevity thanks to the hidden missions and unlike *Silent Hill*, because the surroundings are constantly evolving and changing, it doesn't give the impression of repetition, nor does it get boring. This is still the best survival horror game around. The fear comes, not from the fact you can't see what's lurking in the dark, but from the constant shocks, the engrossing plot and superb characterisation.

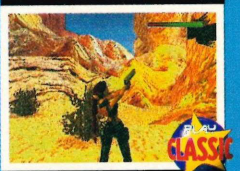


GAME TITLE		arcade shoot-'em up	beat-'em-up	first person shooter	party/puzzler	platformer	racing game	sports title	strategy/adventure	PLAY ISSUE	SCORE	WE SAY...
Circuit Breakers	1-4								●	35	81%	Great fun, but very limited in areas.
City of Lost Children	1	●								18	78%	Slow moving French 3-D adventure.
Clock Tower	1	●				●				27	83%	Stylish, and utterly chilling murder mystery!
CLASSIC Colin McRae Rally	1-2	●			●		●		●	37	93%	Rally gaming at its best!
CLASSIC Colony Wars	1	●							●	27	92%	Gorgeous, totally playable space blasting.
CLASSIC Colony Wars: Vengeance	1	●							●	42	93%	Improves greatly on the first. An epic!
Command & Conquer	1									16	79%	PSX version slow and sorely lacking.
CLASSIC C&C: Red Alert*	1-2	●		●		●				29	90%	The last word in real-time wargames.
CLASSIC 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!
CLASSIC Crash Bandicoot 3: Warped	1	●							●	43	91%	The best platform game on the PlayStation.
Crime Killer	1	●							●	37	78%	A bit samey, but delivers action thick and fast.
Crisis Beat*	1-2	●							●	40	45%	A rather arthritic *Fighting Force*.
Critical Depth	1-2	●			●				●	32	72%	Above average underwater blaster.
Criticom	1-2	●								04	87%	Early average beat-'em-up. Now forgotten.
Croc: Legend of the Gobbos	1	●							●	26	78%	It's intellectual theft, but fun nonetheless!
Crow: City of Angels	1	●								21	21%	Absolute shite!
Crusader: No Remorse	1	●								18	80%	Decent shoot-'em-up from the PC.
Crypt Killer	1-2							●		18	38%	Blocky, dreary, shoddy shooter.
Cyberia	1	●								04	67%	'On rails' FMV shoot-'em-up. Ugh!
Cybersled	1-2	●			●					01	55%	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!
CLASSIC Dead Or Alive*	1-2	●							●	34	91%	The breast beat-'em-up in ages!
Deathtrap Dungeon	1	●								33	88%	A compelling high-drama dungeon adventure.
Defcon 5	1	●								03	88%	Run-of-the-mill space adventure. Slow.
Descent	1-2	●		●						06	85%	Was good, now utter cack!
Descent 2	1-2	●		●						24	63%	Almost the same game. Not that fun to play.
Destruction Derby	1-2	●		●						01	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.
CLASSIC Die Hard Trilogy	1	●				●	●	●		11	92%	Utterly brilliant three film games in one.
Discworld	1	●				●				01	74%	Unfunny cartoon adventure.
Discworld II	1	●				●				28	80%	Humourous off-the-wall adventuring...
Disruptor	1	●								14	87%	Impressive 3-D Doom clone.
Dodgem Arena	1-4	●		●	●				●	43	50%	Unsuccessful future sports fusion.
CLASSIC Doom	1-2			●						03	93%	Top link-up, but now looking dated.
Dracula X*	1	●								21	84%	Japanese vampire platformer.
Dragon Ball Z GT: Final Bout*	1-2	●								29	39%	Dismal beat-'em-up.
CLASSIC Duke Nukem	1	●		●					●	29	90%	Fantastically playable shoot-'em-up.
Duke Nukem: Time To Kill	1	●			●					39	87%	Duke cuts it convincingly in a third-person romp.
Dynasty Warriors*	1-2	●								25	71%	Restrictive and bizarre beat-'em-up, but pretty.
Earthworm Jim 2	1	●								12	69%	16-bit fun, but joke is wearing thin.
Einhander*	1	●								31	87%	Another genre sewn-up by Square. Breath-taking!
Epidemic*	1	●								19	71%	Slow and boring disease adventure.
Eliminator	1	●							●	46	//%	/////
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.

PLAYBACK

PLAY'S TOP 10...

PLATINUM RANGE TITLES



1. Tomb Raider II	95%
2. Resident Evil	95%
3. Soul Blade	96%
4. Time Crisis	90%
5. Tekken 2	95%
6. TOCA	92%
7. Die Hard Trilogy	92%
8. Tomb Raider	94%
9. ISS Pro	84%
10. GTA	88%

BEAT-'EM-UPS



1. Tekken 3	97%
2. Soul Blade	96%
3. SF Zero 3	93%
4. Dead Or Alive	91%
5. Bloody Roar 2	82%
6. SF EX Plus	91%
7. Bushido Blade	94%
8. Tobal 2	92%
9. SF Zero 2	94%
10. Tekken 2	95%

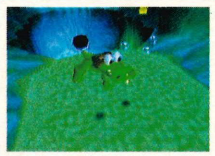
FIRST-PERSON SHOOT-'EM-UPS



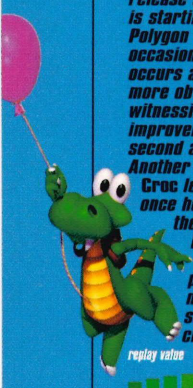
1. Duke Nukem	90%
2. Forsaken	92%
3. Doom/Final	82%
4. Tenka	86%
5. Mechwarrior 2	91%
6. Exhumed	84%
7. Alien Trilogy	91%
8. Disruptor	87%
9. Doom	93%
10. Tunnel B1	87%

LONG-TERM
THE TEST OF TIME

CROC
REVIEWED PLAY 28



Accused of being intellectual theft, **Croc** *wasn't quite the Mario contender it could have been due to its simplistic approach and overly child-orientated appeal. Thankfully it still had enough gameplay to satisfy, and with the imminent release of the sequel,* **Croc** *is starting to show it's age. Polygon warping and the occasional case of clipping occurs and they are even more obvious after witnessing the improvements made to the second amphibious outing. Another aspect that gives* **Croc** *less appeal than it once held is the fact that the market has since been hit with some corkers in the platforming genre, most of which have surpassed Croc's charm. Shame really!*



replay value

MUSIC
REVIEWED PLAY 41



Quite simply the best melody maker on the PlayStation, **Music** *still retains the massive appeal it had when it first hit our decks. Choosing from a selection of riffs you then simply piece them together to produce your own tunes. Looking back on it now, some of the samples are a bit cheesy but the quality stuff crammed in there more than makes up for it. There are also near limitless amounts of tunes to be created, so tinkering around after weeks of play will still produce varied and original tunes.*

The initial thrill of sifting through the new sounds has faded because once you learn to distinguish between them it becomes a case of going straight for the desired tune. This isn't a criticism though, it only means you can concentrate on all the ones you like, discarding those you know won't work with your piece. Still the best of its genre.

replay value

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
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.
FIFA '97	1-4	●	●							15	70%	Graphically better, but plays worse
CLASSIC 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!
Global Domination	1	●								46	63%	Too complicated to be fun.
Goal Storm*	1-2	●								01	69%	Disappointingly slow, fails to score...
Granstream Saga, The*	1	●								38	76%	Absorbing, but a bit on the easy side.
Gran Turismo*	1-2	●			●		●		●	31	97%	The best racing game ever made!
Grand Theft Auto	1	●								30	88%	Criminally addictive road rage!
Grid Run	1-2	●	●		●					15	53%	Banal maze game with few rewards.
Guilty Gear*	1-2	●								38	43%	Extravagant fighter, undone by its own effects.
Gunbarl*	1-2	●						●		40	83%	Addictive shooting sequel to *Point Blank*.
Gun Bullet*	1-2	●						●		26	85%	A real blast for one or two players...
Gunship	1	●								08	68%	Has not stood the test of time...
Hard Boiled	1	●								25	29%	A disastrously wasted license...
Hardcore 4X4	1-2	●		●			●			15	81%	Hellish and repetitive off-road action.
Heart Of Darkness	1	●								38	81%	Very playable, but short-lived platform puzzler.
Hebereke's Popitto	1-2	●								02	43%	Why bother with this when Puzzle Fighter exists?
Herc's Adventures*	1-2	●								25	70%	Cute-looking run-of-the-mill adventure.
Hercules*	1	●								24	63%	Sweet and innocent, but simple and dull.
Hermie Hopperhead*	1	●								02	53%	Worthless cartoon platform banality.
Hexen	1	●								21	35%	One of the PSX's worst ever games!
Hi-Octane	1-2	●			●					03	80%	Reasonable Bullfrog racer.
Horned Owl*	1-2	●						●		05	73%	Poor excuse for a light gun game.
Hyper Tennis	1-4	●	●							11	78%	Utterly pointless tennis sim. There are better.
Impact Racing	1-2	●		●						05	87%	Good then, now utter tripe!
Incredible Hulk, The	1	●								17	45%	Nothing 'incredible' about it. Poor.
Independence Day*	1-2	●		●	●					21	47%	Wretched film-inspired nonsense!
International Moto X*	1-2	●		●						21	77%	Moderate motorbike racer.
Int Superstar Soccer Deluxe	1-4	●	●							17	83%	16-bit footie conversion, no frills.
Int Superstar Soccer Pro	1-2	●								22	84%	One of the best football games on PSX!
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.

GAME TITLE											PLAY ISSUE	SCORE	WE SAY...
Judge Dredd	1-2	●							●		28	62%	Fantastic license, disappointing game.
Jumping Flash	1	●									01	87%	Highly imaginative first person platformer.
Jumping Flash 2*	1	●									08	86%	Psychedelic sequel to above (only better).
Kick Off '97	1-2	●									25	68%	Doesn't do the name justice!
Kick Off World	1-4	●	●								36	77%	An average game replete with great options.
Kileak The Blood	1	●									01	57%	Sparse Doom clone that lacks any kind of thrill.
Kileak The Blood 2	1	●									05	65%	The same only with a '2' at the end.
Killing Zone*	1-2										08	57%	Contemptible beat-'em-up. Avoid.
King Bowling	1-4	●									02	37%	Uninspiring cartoon bowling sim. Duff.
King's Field	1	●									06	61%	Long lasting RPG, looks crap though.
King Of Fighters '95*	1-2	●									11	62%	Utterly pointless 2-D beat-'em-up!
King Of Fighters '96*	1-2	●									24	59%	Rips off every fighting game. Still crap though.
Klonoa: Door to Phantomile*	1	●									30	83%	Fast and loveable Japanese platformer.
Knockout Kings	1-2	●								●	43	88%	Simply the best boxing game on the PlayStation!
Konami Antiques Vol. 1	1-2	●									31	58%	Varied, but dogged with too much rubbish!
Krazy Ivan	1	●									04	61%	Good when it came out, but it has dated badly since.
Kula World	1-2	●									35	83%	Innovative puzzle fun with balls!
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!
Livewire	1-2	●				●				●	46	63%	Fast and furious 3-D, but awkward to play.
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.

HEROES
THE ONES WE LOVE

GREY FOX
METAL GEAR SOLID

Psycho ninja nutter turns good and dies in spectacular fashion. Nice one!



RYAN HART
TEKKEN 3 CHAMP

For beating-up loads of foreigners and bringing the trophy back to England!



SOLID SNAKE
METAL GEAR SOLID

For being such a hardened smoker that he smuggles them up his...



LARA CROFT
TOMB RAIDER III

Appeared on 'Page 3' of The Sun, *albeit with her ample charms covered.*



REIKO NAGASE
RIDGE RACER TYPE 4

For demonstrating the power of PlayStation 2 to us in amazing fashion!



& VILLAINS
THOSE WE HATE

VULCAN RAVEN
METAL GEAR SOLID

For sounding like a bad impression of Arnie and getting eaten by a bird.



FLIK
A BUG'S LIFE

For being geeky, awkward to control and for starring in an ominous game.



TOMMY
RUGRATS

For crawling around dodgy 3-D scenarios saying "Look at all this stuff," too much!



CYBIL
SILENT HILL

For wearing steaming leather pants, then turning around and looking like Jo Wily!



TOOTH
EDITOR'S MOUTH

For aching all the time and making him snappy and dead irritable. Pull it!



HARDWARE

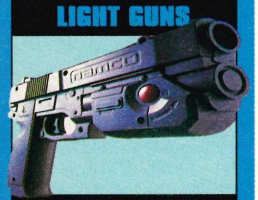
TOP 5 PERIPHERALS

JOYPADS



1. Dual Shock	Sony
2. Dual Analogue	Sony
3. Analogue +	Joytech
4. PSX 1	LMP
5. Station Master	Logic 3

LIGHT GUNS



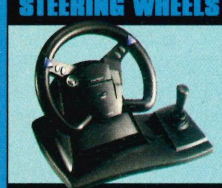
1. G-Con 45	Sony
2. Scorpion	Fire
3. Erazer	Fire
4. Predator	Logic 3
5. PSX Light Gun	LMP

JOYSTICKS



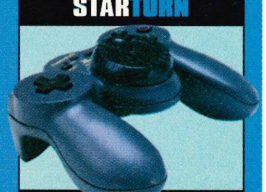
1. Dominator	Logic 3
2. Pro Arcade 2	Fire
3. EagleMax	Act Labs
4. Arcade Stick	Namco
5. PS Arcade	Interact

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...
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.
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!
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.
ODT	1	●							●	42	89%	Masterful, unforgiving mutant mayhem!
Off World Interceptor	1-2	●			●					02	77%	Jerky 3-D buggy battling disgrace. Avoid.

MEET THE FAMILY

What with being the biggest selling games console on the planet, the clan of the Sony PlayStation is growing all the time. Here's the formal introductions...

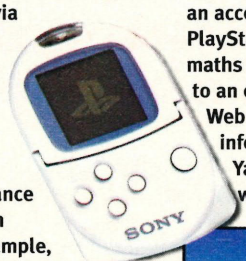
THE PLAYSTATION

The biggest-selling CD-based console in the world, PlayStation is the videogame system that delivers arcade standard games into the home. Custom-designed microprocessors and breakthrough internal architecture lend PlayStation immense speedand fantastic graphic processing power. However it's not just for games, PlayStation can also play any standard audio CD through a TV set.



THE POCKETSTATION

Miniature games console for which you can download specially designed games from your PlayStation via its Memory Card slot. Games for PocketStation are stored on the same disc as PlayStation games and the PocketStation can enhance PlayStation games with added features. For example, using PocketStation you may be able to power-up characters in your favourite PlayStation game whilst sitting on the loo.



The PocketStation also caters for stand alone games, infra-red data swapping between two units and on top of all this it also acts as a memory card.

THE NET YAROZE

This is a multi-format PlayStation which is only available to Net Yaroze Members. Net Yaroze is a hobbyist development kit which allows anyone with a knowledge of the programming language C to make PlayStation games.

In addition to the Net Yaroze hardware (black PlayStation, two Controllers and an access card), members get PlayStation 3-D object creation utilities, maths and sound libraries, plus access to an exclusive Net Yaroze Members Web site for support and Net Yaroze information exchange. See the Net Yaroze Web site at www.scee.sony.co.uk for details.



GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Olympic Games	1-8	●	●							09	82%	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.
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!
Populous : the Beginning	1	●							●	46	70%	An excellent game, marred by slowdown
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!
Poy Poy 2	1-4	●	●							46	69%	Been there, done it, quite liked it.
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.
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.
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.
Resident Evil	1	●								08	95%	Gothic horror adventure – recommended!
Resident Evil: Director's Cut*	1	●								27	83%	Marginally better than RE, but dated.
Resident Evil 2*	1	●								32	96%	A truly spectacular sequel and utterly terrifying!
Retro Force	1-2	●			●				●	46	43%	Don't even go there! A really bad shoot-'em-up.
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.

COIN-OPS

PLAY'S TOP 5...

Here are the top five arcade machines that the PLAY staff regularly churn their hard-earned pennies into. If you've played a corking coin-op recently, let us know about it and we will include it in our list.

STAR WARS TRILOGY

A bit easy, a bit linear, but who cares, for short-term thrills and Jedi confrontations, this game is the master.



TIME CRISIS 2

Remains an all-time shooting classic. We're counting the days until it is finally released on the PlayStation.



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. Doesn't have the style and gimmicks of Time Crisis 2, but still worth a look.



GAUNTLET LEGENDS

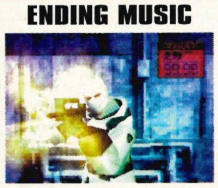
This game is coming to the PlayStation soon... which is bad really, considering it's crap.



PSX JUKE BOX

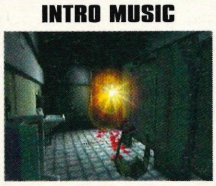
WHAT WITH CDS BEING THE FORMAT OF CHOICE, GAMES ON THE SONY PS CONTAIN THE BEST TUNES AROUND. HERE'S OUR FAVOURITES...

METAL GEAR SOLID
ENDING MUSIC



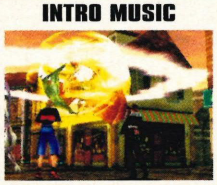
This soothing and emotionally-charged track combines ghostly Jap lyrics with Irish pipe music.

SILENT HILL
INTRO MUSIC



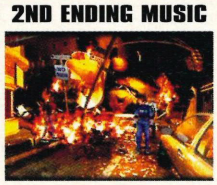
Wobbly guitar riffs accompany the sinister CGI intro. Very Twin Peaks, *we must say!*

FINAL FANTASY VIII
INTRO MUSIC



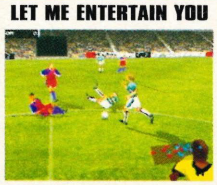
A haunting score that is reminiscent of the Satanic chanting from The Omen. *It sure stays with you!*

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!

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.

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
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.
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!
Rogue Trip	1-2	●							●	41	92%	Motoring madness with knobs on.
Rollcage	1-2	●			●		●		●	46	87%	Stomach-churning racing mayhem at its finest.
Rosco McQueen	1	●							●	26	88%	You play with fire, you get this sizzling game!
Rugrats	1	●							●	46	50%	Made for kids, but it's still rubbish.
Runabout*	1	●								20	77%	Highly playable racer, but way too short.
Running Wild	1	●							●	46	38%	A feeble attempt at a themed racing game.
Salamander Deluxe Pack	1-2									25	74%	Aged, but enjoyable Eighties shoot-'em-up.
Sampras Extreme	1-4	●	●							09	90%	One of the best tennis games on PSX. Slick.
Samurai Showdown*	1-2	●								13	62%	Should be called Samurai Slowdown!
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.

SOLID SNAKE SPEAKS!

What with starring in the best PlayStation game ever and being a bit of a lady-killer, we decided to snare Solid Snake from* Metal Gear Solid *for an exclusive chat!



PLAY: How did you become a top secret government agent?

Snake: It's always been in my genes. I was engineered to be the ultimate warrior. I've tried to fight against my biology – quitting Fox Hound and moving to Alaska, but I guess I'll always be drawn to the fight.

PLAY: What's your favourite weapon of choice?

Snake: My head and my hands. Even the best weapons jam. Besides, I prefer to be up close and personal for the kill.

PLAY: Is that radio device constantly stuck in your head?

Snake: No way. The Codec was only implanted for my latest mission. Imagine having your superiors constantly butting in on your life. There are times when you've got to be on your own.

PLAY: Who was the toughest adversary you had to overcome?

Snake: None have been push overs. My hardest battle was probably against Grey Fox, for emotional and physical reasons. Psycho Mantis was a really tough character, before I discovered how to block his mind powers. I know there'll be tougher challenges in the future.

PLAY: Any twinges from the effects of Fox Die yet?

Snake: I still don't know if I've been infected. If it's in my system, I won't know anything about it until moments before my agonizing death. That's fine. I've always lived for the moment.

PLAY: How's Meryl? Still together or have you junked her for a newer model?

Snake: After what we've been through, Meryl will always play a part in my life. Having said that, it ain't easy sticking with one chick when you're called 'Solid Snake'.

"It ain't easy sticking with one chick when you're called Solid Snake."

PLAY: So, just how did you escape that missile assault from Liquid on top of that radar control tower?

Snake: Winning or losing doesn't enter my mind. If the odds are stacked against me, it makes no difference. I'll either survive or die. This attitude has kept me calm enough to escape from some pretty impossible situations.

PLAY: What one item (not counting the Codec) could you have not done without on your mission, and why?

Snake: The people on the other end of the Codec. I like to work alone, but I also need human contact. If that still counts as the Codec, the other thing I couldn't do without would be a pack of smokes. Why d'you think I went to so much trouble to smuggle them into the mission?



PLAY: What brand of cigarettes do you smoke?

Snake: I can't say. I don't want to encourage kids to smoke. It's a nasty addiction.

PLAY: Looking back over your last mission, was there anything you would have done differently, had you the chance?

Snake: Save Grey Fox. He was a good man and a strong soldier. His mind was twisted up and I wish I'd found a way to bring back his real character.

PLAY: Oh, and while we're on it, did you know that the American President is Solidus and that you're going to have to fight him next?

Snake: No idea what you're talking about.

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!
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!
Street Fighter Ex Plus	1-2	25	91%	It's absolutely EX-cellent!
Street Fighter: The Movie	1-2	01	35%	The original PLAY score was a misprint! Crap!
Street Fighter Zero 2*	1-2	12	90%	Simple, colourful graphics – total gameplay!
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.
Super Puzzle Fighter 2*	1-2	18	90%	Fan-bloody-tastic Japanese puzzler!
Supersonic Racers	1-8	11	91%	Chaotic Wacky Races-style multi-player romp.
Swagman	1	21	82%	Proficient cutesy overhead cartoon adventure.
Syndicate Wars	1-4	22	85%	I love the smell of napalm in the morning!
Tail Of The Sun*	1	22	84%	Innovative caveman adventure. Badly presented.
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.
Tekken 2*	1-2	07	95%	Ultimate 3-D beat-'em-up – essential purchase!
Tekken 3*	1-2	34	97%	Undoubtedly the greatest beat-'em-up around.
Tempest X3	1-2	16	86%	Ancient coin-op brought up-to-date. Good fun.
Tenchu	1	40	77%	Dark and deadly assassination action.
Tennis Arena	1-4	28	84%	Slick, addictive and playable...
Ten Pin Ally	1-6	18	60%	Dismal and utterly pointless bowling sim.
Test Drive Off-Road	1-2	24	35%	A turkey! Tarnishes the Test Drive name.
Test Drive 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.
Tobal 2*	1-2	22	92%	Highly advanced sequel. More of everything!
Tokyo Highway Battle	1	20	73%	Great concept, let down by low overall speed.
Tomba*	1	31	56%	Unrewarding, dated platformer/RPG.
Tomb Raider	1	14	94%	Superb Indiana Jones-style 3-D adventure.
Tomb Raider II	1	28	95%	A fine sequel that easily surpasses the first.
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.

THE MOST WANTED

SABOTEUR
SEPTEMBER PAL



Eidos' beat-'em-up featuring one man and his dog looks like something to get your teeth into.

DINO CRISIS
AUTUMN NTSC



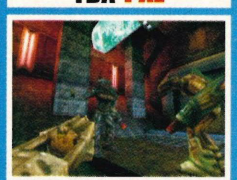
New from the makers of Resident Evil come this Jurassic Park-style action adventure. Be very afraid!

GRAN TURISMO 2
TBA NTSC



New cars, new off-road rally sections... how can this game fail to be the greatest racer ever?

UNREAL
TBA PAL



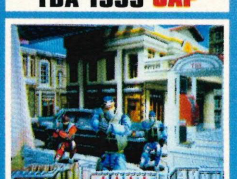
No, we still don't believe it's going to happen either, but we'll keep an open mind!

GTA LONDON
TBA PAL



Embark on a monster crime spree through our nation's capital. This should be better than the first.

TIME CRISIS 2
TBA 1999 JAP



We expect an official announcement to be made at the E3 show in May.

MOVIE NEWS
CASTING COUCH
LARA CROFT



What with the cameras about to start rolling for the forthcoming Tomb Raider movie, Play ponders who will be the sexy starlet squeezing into Lara's lycra vest. Place yer bets...

Kate Winslet



Traditional 'English Rose', did alright in Titanic and would probably make a decent enough Lara. However, die-hard fans may be alarmed by the lack of cleavage and big thighs.

Jennifer Lopez



Busty beauty whose previous work includes Money Train, Anaconda, Jack, and a female voice from Antz. Now tell us, could you not see her squeezed into a tight vest and shorts? Hubba hubba!

Lori Petty



Proved that she's got what it takes to cut it in an action flick after Tank Girl, but her waif-like form makes her an outside bet for the role of Lara Croft. Are we being petty?

Rhona Mitra



The allegedly 'stroppy strumpet' who was once the real-life Lara would be another obvious choice, but can she act? Anyone who saw her in The Man Who Made Husbands Jealous would perhaps say not!

Catherine Zeta Jones



After her role in the recent Mask Of Zorro film, we're backing this Welsh beauty for the part. Let's face it, she's got a figure to die for and she can do the accent!

Nell McAndrew



She is the current real-life Lara for Eidos' promotional shoots and very easy on the eye. The only real problem here is that she's a model and not an actress. But then nobody ever dared tell Grace Jones that!

'Kaffy' Burke



Great actress, comes from England, has the right colour hair, big up-front... [Er, perhaps that's quite enough from the Lara Croft casting couch for one month! – Ed]

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	81%	The best basketball game on PSX, until...
Total NBA '97	1-8	●	●								20	87%	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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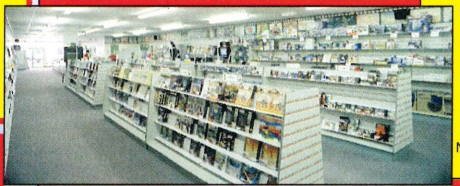

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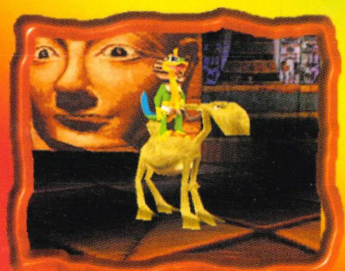

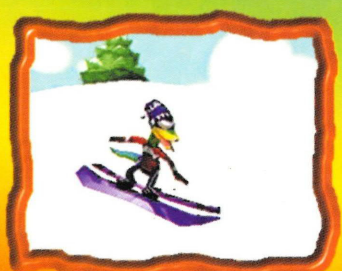

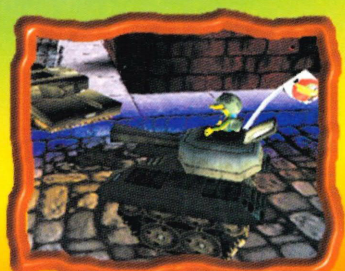



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