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TOTAL PlayStation

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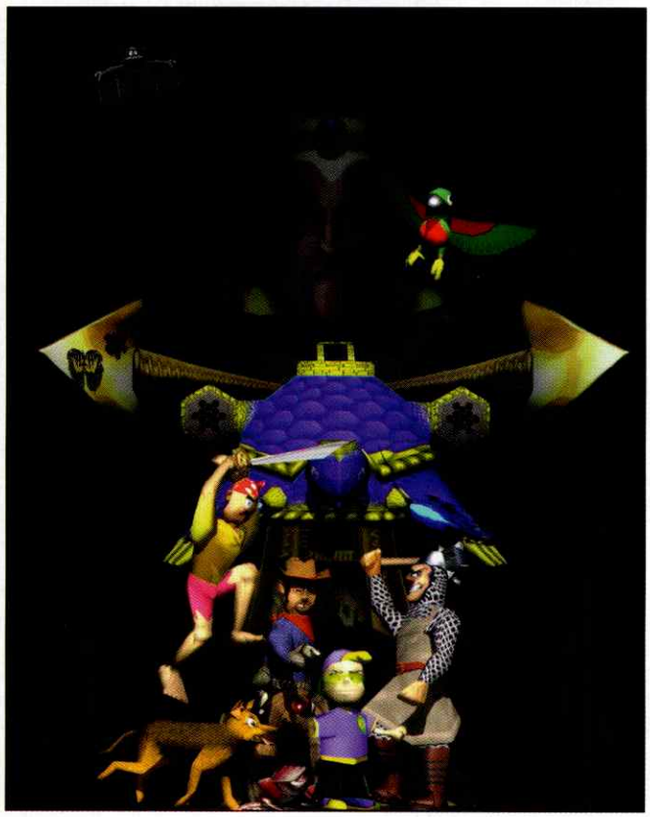
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Contents

"Happy, Happy New Year, New Year, Happy, Happy..."

REGULARS

News 6 • Tips 73 • Subs 112 • Letters 116
Back Issues 119 • Interzone 128 • Next Month 130





Exclusive

Rascal 24

Psygnosis have a go at the cute platformer genre and inject some of the best visuals to feature in a PlayStation platform game. We have a gander at what could be *Croc*'s worst nightmare in our exclusive preview





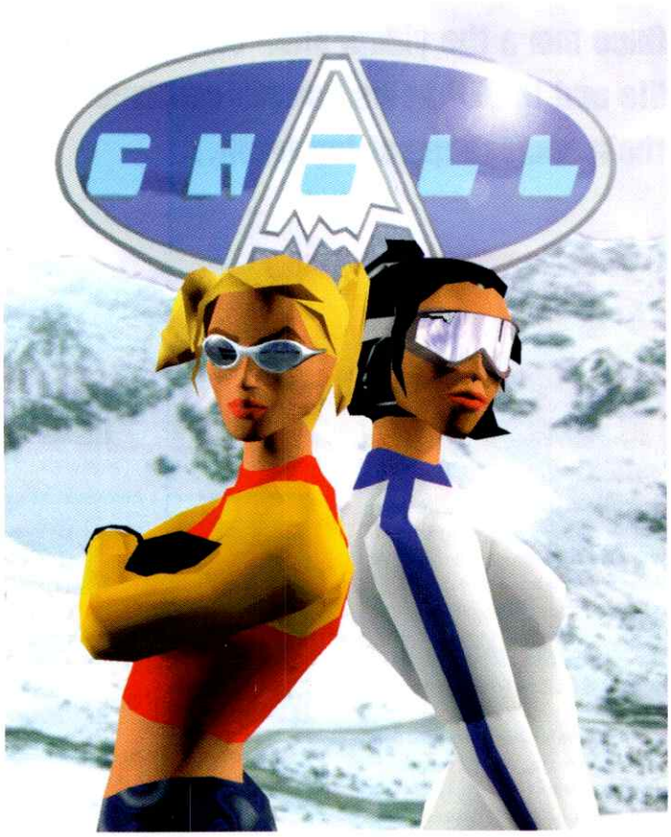


Exclusive

MK4 22

The arcade biggie is PlayStation bound. We look at the 3D *Mortal Kombat*, which promises to obliterate its prequels

Contents



Chill 16

Eidos' snowboarding game is another contender for the definitive version of the sport. We have a peek at the game which wants to beat *Cool Boarders 2* and become the ace winter racer



Bushido Blade 48

Oriental beat-'em-up which eschews console-esque conventions in favour of a fighting simulation to die for. Quite literally, in fact. What do we think of its originality? To page 48, young one

Seduction of the Innocent 18

As the tabloids go overboard with DMA's *GTA*, we take a look at the shock factor which video games have always relied on and ask whether the times will ever change















Premiere 14

Premiere Close-up
Chill 16

Feature
Seduction of the Innocent 18

Showcase
MK4 22

First Play
Rascal 24
Resident Evil 2 26

Previews
Monkey Hero 30
NBA Fastbreak 32
Wayne Gretzky's 3D Ice Hockey 33
Star Wars: Masters of the Tera Kasi 34
N20 36
Buggy 38
Actua Ice Hockey 40
Armoured Core 41

Feature
Big Screen: Vanishing Point 42

Reviews
Bushido Blade 48
Bloody Roar 52
World League B/Ball 56
Street Fighter Collection 58
The Note 62
Indy 500 64
Grand Theft Auto 66
NHL Breakaway 68

Mini-Reviews 70
Lethal Enforcers
Mechwarrior 2
Ridge Racer Revolution

Solution
Tomb Raider II 74

Mini-Tips 114
Q & A 120
Directory 122
Interzone 128

News

Once more the videprinter crackles into life and the TP news hounds continue their endless quest for truth...

Words From The Wise

At last we can happily wave off 1997 and look forward to a prosperous and software-rich New Year. The last twelve months have been arguably the most exciting and fruitful in the history of the industry, with incredible games appearing every month and instantly assuming must-have status.

Another interesting facet of the last year has been the unprecedented number of sequels hitting the streets. The likes of *Tekken 2*, *Tomb Raider II*, *Final Fantasy VII*, *Red Alert*, *Rage Racer*, *Formula 1 '97*, *Actua Soccer 2*, (deep breath) *FIFA RTWC*, *Madden '98*, *Actua Golf 2*, *Crash 2*... and on it goes. So many different genres, styles and approaches, but all have one thing in common – they thoroughly dispel the old maxim of sequels never being as good as the originals.

There are two massively anticipated follow-ups to come in '98, namely *Resident Evil 2* and *Tekken 3*. You can bet your bottom dollar there'll be more to come, but let's hope that original ideas don't suffer due to excessive sequlitis. Even *Metal Gear Solid* is a sequel, albeit of a Stone Age NES game.

But let's not be cynical. There's yet another great big adventure ahead of us, so let's just sit back and enjoy the ride.

1998, take me now!

Miles

PlayStation Tekken 3 Unveiled



Nina



Law



King



Paul

Since the initial announcements concerning the PSX conversion were released a short while after the launch of the arcade board, the games world has been awash with both unconfirmed rumours and industry speculation as to the cancellation of the third installment of what has come to be regarded as the finest fighting game ever, *Tekken 3*.

The project has been surrounded by a heavy net of secrecy. With the developer's reluctance to release any official statements, the rumour mill started to create stories to keep the ever-interested public at bay. Over the past month several comments have been made, or leaked from Namco, as to the state of play – including an official denial of the surrounding speculation of the finished product supporting a specially developed memory add-on.

The hardware extension rumour was given rise to from the decision to drop the use of the PSX-friendly System 11 board, in favour of the graphically enhanced System 12, inspiring comments – particularly in the Nintendo press – regarding the PlayStation's inability to handle such impressive specs. However, Namco have now finally released the first images of the forthcoming PSX conversion. At the moment only static shots have been given to the press, so at this stage we can only draw comparisons in terms of visual quality, which is thankfully indistinguishable from its arcade counterpart.





The new installment is set 19 years after the second Iron Fist tournament and the balance of power has again changed hands. Armor King is now the legendary God of Fighting. Out of the original fighters



Exit The PlayStation

This month's mini movie is the epic 20, yes 20 minute long sequence that provides the ending for SquareSoft's stunning *Final Fantasy VII*.

To attempt to retell the game's amazingly complex plot on this page would take up the entire magazine, but to sum up briefly, we can tell you that







Lin



Lei



Jin







Hwoarang





Yoshimitsu

only four remain; Paul, Nina, Yoshimitsu and the Hong Kong supercop, Lei. The rest of the cast are made up by some new pugilists (that will no doubt appear very familiar) including the offspring of the doomed union between Kazuya and Jun, one Jin Kazama, as well as the wayward son of Marshall Law, Forest, and the protégé of the now retired King (who is also, bizarrely, named King).

Backing up the rear are some new fighters; Lin, a very young female versed in the Chinese art of Kempo, Hwoarang, a dead ringer for Geri out of the Spice Girls, and finally the pierced visage of Soul. As with the previous installments, each character has its own sub boss, who must be faced before the dimatic battle. It is as yet unconfirmed if these characters will make the PSX version, but their removal seems very unlikely.

Announcements on the visuals confirm that the enhanced character sprites and 3D backgrounds will remain completely intact, dispelling the rather pessimistic reports of the PlayStation's lack of processing power rendering the possibilities of an arcade perfect conversion slim. This makes the possibility of an arcade perfect translation very positive, although comparisons with the arcade version can only be drawn from close examination of playable code. Even in this early stage of development the game's success, both commercially and critically, looks to be well assured – examination of Namco's pedigree on the PlayStation will only confirm further.

More details will be unveiled by Namco very soon, with continuing updates to follow on the PlayStation game that everyone's attention will be drawn to.







everyone – well, almost everyone at least – lives happily ever after.

The quality of the rendered footage is flawless, and thankfully provides the player with the kind of satisfying plot closure they will be wishing to receive after a solid 50 hours of gameplay – all of which only makes us ponder how much longer the CGI visuals will still take second place to live action on the big screen?











CHARTS

Chart Track

1. Tomb Raider II – Eidos
2. FIFA: RTWC – EA Sports
3. Final Fantasy VII – Sony
4. TOCA: Touring Cars – Codemasters
5. Time Crisis – Sony
6. Actua Soccer 2 – Gremlin
7. Croc – EA
8. Red Alert – Virgin
9. V-Rally – Ocean
10. Crash Bandicoot – Sony

Indie Chart

1. Tomb Raider II – Eidos
2. Final Fantasy VII – Sony
3. GTA – BMG
4. FIFA: RTWC – EA Sports
5. TOCA: Touring Cars – Codemasters
6. Time Crisis – Sony
7. Crash 2 – Sony
8. Actua Soccer 2 – Gremlin
9. Resident Evil: Director's Cut – Virgin
10. Duke Nukem – GT

Reader's Top Five

1. Final Fantasy VII – Sony
2. Tomb Raider II – Eidos
3. Duke Nukem – GT
4. Fighting Force – Eidos
5. FIFA: RTWC – EA Sports

TP Top Five

1. GTA – BMG
2. Final Fantasy VII – Sony
3. FIFA: RTWC – EA Sports
4. Colony Wars – Psygnosis
5. Duke Nukem – GT



FORMULA ONE LIMITED EDITION GIVEAWAY

To celebrate the successful re-launch of their much legally troubled but equally excellent Formula One simulation, *F1 '97*, Psygnosis have employed the quite obvious talents of top Page Three vixen, Melinda Messenger. She will once again lend her visage, amongst other things, not only to Psygnosis' new advertising campaign but also to grace a limited edition version of the game.

With only a minimal amount pressed, these special packs will be exiting the nation's stores at a rapid speed, leaving nothing but a whirlwind of dust and a faint echoes of [illegible]. Fortunately Psygnosis were kind enough to offer five TOTAL PLAYSTATION readers a great opportunity to win their very own copy. All that stands in your way are the following questions:

1/ Name the winner of the 1997 Formula One Championship?

2/ Which team does British hope, Damon Hill, race for?

Put the answers on postcard or a sealed envelope, clearly marked "Melinda's F1 '97 Compo" and send them to the following address:

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Good luck!

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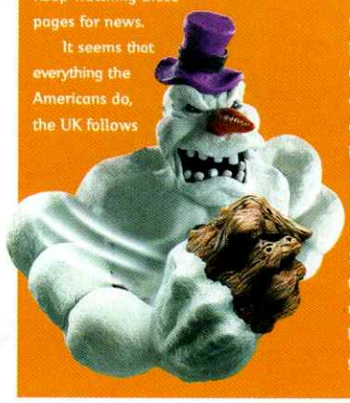
STRANGE BUT TRUE COLUMN

Each month TOTAL PLAYSTATION will attempt to bring you all the most bizarre but factually confirmed gaming stories that the PlayStation world can throw at us.

First up this month is the still continuing tale of Interplay's proposed PlayStation version of the classic (Ahem!) SNES beat-'em-up, *Clayfighter*. The 2D fighter was a typical *Street Fighter 2* clone, which featured claymation caricatures of various familiar faces. Thankfully the game's surreal sense of humour was very amusing and saved the game from obscurity, winning over the less discerning gameplayer. The promises of a 3D update of the code quashed our unpleasant memories of the original, and the *Clayfighter 33 1/3* bandwagon began to roll. Visually pleasing screenshots and character artwork was released, and the N64 version arrived in a playable form, winning much regard amongst the TOTAL 64 camp. Yet nothing appeared regarding the PlayStation version – allegedly developed alongside the Nintendo version. The release date slipped and then slipped once again. Sadly there is no happy ending to this story – has *Clayfighter* vanished? Keep watching these pages for news.



It seems that everything the Americans do, the UK follows suit – but with a six month delay. This trend is reflected not only in the release of PSX software but also PlayStation shortages. After the PSX price drop during the summer months, the US experienced massive shortages allowing Nintendo to take the upper hand, albeit in the short term. Well, with a certain sense of irony, six months down the line the UK is experiencing exactly the same problem; the £129.99 value pack is attracting massive public interest and the inevitable shortages have risen. Fortunately PlayStation sales have such a huge margin over the N64 that the shortage of hardware has done very little to damage Sony's dominance.



The rumours about top horror movie maestro, John Carpenter's involvement with Psygnosis' new forthcoming title, *Sentinel Returns* have amazingly proved to be true. Giving a clear indication of Psygnosis' obvious clout, the directors of such classics as Halloween and The Thing has graced the game with his trademark techno style soundtrack. Is there nothing the guys from the 'Pool can't do?

So until next time, keep watching the skies... Just remember – no matter how strange things get, what have you got to do? That's right, you gotta believe!

FREE FORMULA KARTS DEMO

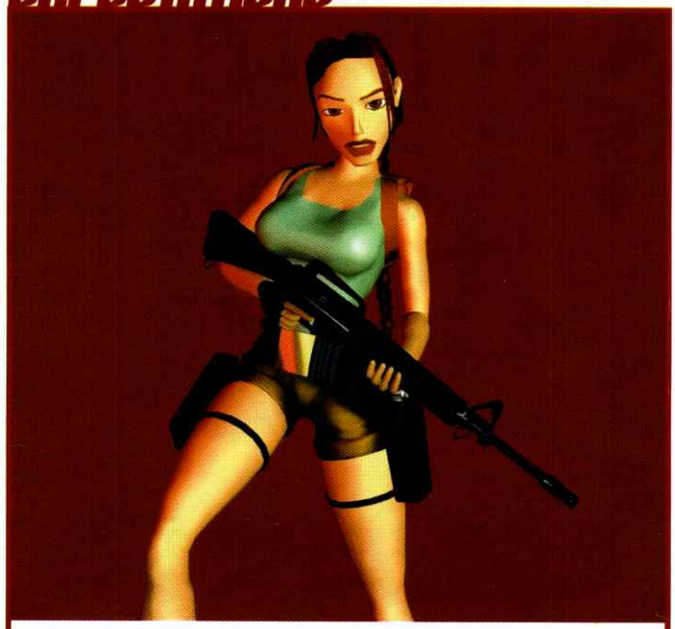


Telstar are offering 100 TOTAL PLAYSTATION readers the opportunity of owning a demo copy of their carting romp, *Formula Karts*. To get your hands on some mini racing action, all you have to do is send a CD-sized, self-addressed, stamped envelope to this address:

Dept. 5, Telstar Electronic Studios, 62-64 Bridge Street Walton on Thames, Surrey, KT12 1AP

Remember these demos are of limited availability so get writing... now!

LARA PERFORMS BEYOND EXPECTATIONS



After suffering a great deal of financial misfortune over the last quarter, Eidos had been incurring losses mounting to a staggering £18.3 million. So, with a great many expectations falling upon her shoulders, Lara Croft's second adventure, *Tomb Raider II*, was regarded as a life line. Thankfully the US developers have finally released some much welcomed good news – in just two days the PlayStation version of *Tomb Raider II* sold over 55, 000 copies in the UK alone, with total European sales expected to top 300, 000. It only goes to prove that Lara's pulling power looks in no danger of waning whatsoever.

NINTENDO FALL AT THE WAYSIDE

It has long been considered that the Japanese software market is the blueprint to the moving and shifting of the rest of the world. If this is so, then we have some disconcerting news for all N64 owners, happily glancing at the competition. A leading Japanese console dedicated magazine has printed sales figures for Japanese hardware, which indicate that the PlayStation is out-selling the N64 by the staggering margin of ten to one. This dark cloud is also looming over the software market – the current batch of N64 titles are failing to make the top five retail charts. These figures are made even more impressive when we take time to consider the loyal fan base that Nintendo have there. Could this simply be a minor drop in Nintendo's popularity or an indication of the failure of the ill-conceived machine?



SLIPPAGE SPICE



What surely must come as nothing short of devastating news to all PlayStation owners and lovers of popular music has leaked – Sony have announced that the release of the much anticipated Spice Girls multimedia product, *Spice World* has been dropped from the post-Christmas line up, with the release currently pencilled for April.

It was originally hoped to have been launched alongside the forthcoming movie (See Interzone for more details – James) and their current album. However, after the band were hit by a massive media backlash and a noticeable drop in record sales, it has been strongly rumoured that *Spice World* will simply drop into permanent development limbo, never to return.

THE NAME'S BOND



Whilst Rare's premiere title, *Goldeneye* continues to make huge waves throughout the software market, all of us at the TOTAL PLAYSTATION offices can only look on longingly, admiring this obviously impressive piece of software from afar. To make matters even worse, the possibility of the Nintendo loyal Rare licensing the game for the PlayStation are as slim as a vegetarian in McDonalds.

However, there is now definitely a bright light at the end of the James Bond barren tunnel that is the PlayStation, for MGM Interactive have announced that Bond's latest adventure – the quite highly recommended *Tomorrow Never Dies* – will mark Bond's PSX debut. The new game is currently in the preproduction stage and levels of secrecy are high, but one would imagine that the success of *Goldeneye* may have played a large part in any decisions made regarding its gameplay structure.

For those of you who that have yet to see the movie, the plot is typical Bond fodder, with an evil megalomaniac tyrant plotting the instigation of the Third World War. During the action-packed running time, Bond has to endure various car/motorbike high-speed chases, gun fights, secret gadgets, an amazing arse-kicking Chinese secret agent and a passionate embrace with Superman's wife, of all things!

Inspiration for a stunning game? Let's hope so... more details soon.

OI, DID YOU KNOW?

Oi, Did You Know?

"When playing *Resident Evil*, the first zombie encountered feasting upon the corpse of a fallen Conrad inspires the first in-game cut sequence, showing the zombie turning to face you. The creature's eyeball was in fact a real, digitised scan of an eyeball from a real life corpse, which is actually very unpleasant."

"The original *Mortal Kombat* arcade game was a massive flop. Undeterred, Midway withdrew all the machines from the market and began setting the massive hype machine in motion. After several months of promo momentum the game was relaunched – to massive success – and the rest, as they say, is history."

"One of the most popular platform games to appear upon the Spectrum, Matthew Smith's seminal *Jet Set Willie*, was actually impossible to complete. Even with the aid of all of the various cheats, the final item that had to be collected did not exist."

PSYGNOSIS MOVE UP A GEAR

The world of sports is incredibly diverse, with each nation having its preference. These sporting tastes are reflected in the wealth of PlayStation software and their countries of origin, with football games making a far greater dent on PSX sales figures than any baseball sim. Yet one of the most popular motor racing sports in the world is only now making its belated way on to the PlayStation's starting grid. *Indy Car* racing is at its most basic simply Formula One with more overtaking. With the huge success of both *Formula One* games in the UK, its creators (the ever reliable Psygnosis) are hoping to open our eyes to the screeching skidmarked world of the independent motor vehicle.

Newman/Haass Racing features such drivers as Christian Fittipaldi and Michael Andretti, all of whom will be familiar to fans of the sport. Featuring an enhanced version of the original *F1 '95* release, the actual gameplay is said to lean toward the sim end of the market, with the addition of the arcade friendly two player split screen option. As with the previous release, attention to detail will also be a major selling point, with fifteen reproductions of *Indy Car* circuits and statistically correct drivers and vehicles. The release date is currently set for mid-April.

Fans of the sport have been deprived their Indy Car fix since the launch of the machine, then suddenly two come along at once. Check our exclusive review of JVC's pending *Indy 500* for more details.

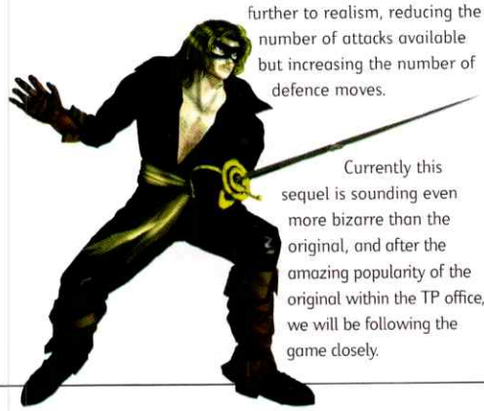


BUSHIDO BLADE SEQUEL

With the PAL version finally nearing its release, the UK will soon be able to sample the long awaited Squaresoft weapons-based combat game, *Bushido Blade*. Sadly, by the time the game reaches the shelves, its sequel will be gracing the Japanese market place. The sequel will see the introduction of three new fighters, an enhanced graphical engine and all-new combat mechanics. The game once again returns to the traditions of the Samurai, but in this incarnation lends itself further to realism, reducing the number of attacks available but increasing the number of defence moves.







Currently this sequel is sounding even more bizarre than the original, and after the amazing popularity of the original within the TP office, we will be following the game closely.

WHEN DINOSAURS RULED THE EARTH

TOTAL PLAYSTATION takes a look way back when, to examine some of those golden games of yesterday that still influence the development of software today...

Capcom's *Street Fighter* was solely responsible for the huge popularity and development of the beat-'em-up, introducing the concepts of special moves and combination attacks. No single game has had such an impact upon a single genre and every fighting game released after *SF2* has been touched by at least one of its influences, the most notable being the range of characters, with a Ryu lookalike making a guest appearance in almost every genre release.

The game's most impressive appearance outside the arcades was its initial SNES version, which introduced the home gamer to an almost arcade perfect conversion for the first time.

The game's legacy continues via various updates and re-inventions. For more details check out our review on page 56 – how about that for a coincidence?



Jack The Hack

The Internet, as per usual, is chockablock with crazy rumours concerning happenings, new releases and events surrounding the weird, and sometimes scary world that is the Sony PlayStation. Fear not. As we at Total PlayStation have employed the journalistic talents of one Mr Jack the Hack to bring you all the interesting and plain stupid gossip that the information highway can throw at us. We couldn't confirm that there's even a shred of truth in any of Jack's rantings – and in some cases let's hope that there isn't.

The long awaited PlayStation conversion of the finest soccer game of all time, *Sensible Soccer* 200, has once more slipped away from us. Publishers GT Interactive have announced that the game will be in stores by February '98.

Konami are rumoured to be currently working on a brand new PlayStation beat-'em-up, *Kesami*. Recently, when asked for comment upon the game, Konami denied any involvement with *Kesami*, but they did confirmed that development is underway upon another beat-'em-up that is at this time unnamed.

Acclaim are continuing with the quest to bring the superstars of the WWF to the PlayStation. This time the grappling will be in polygon form, featuring rendered characters from the wacky sport. The main point of interest – apart from slapping very large sweaty men – will be the customise option, giving the average WWF fan the chance to make their dreams come true and create their very own superstar. Every aspect of the fighter can be redefined: height, weight, build, even the style of his ill-fitting lycra suit.

Kalisto have announced that work has now commenced upon *Nightmare Creatures 2*. That's all we know at this point in time but more details will follow.

Lara Croft's attempts at global domination have reached toward the pages of her very own comic book, as she graced the pages of Image Comic's crossover special in a co-starring role with the equally proportioned Witchblade. Sadly, the comic has not been picked up for UK distribution and is only currently available from the US based Top Cow Comics, via specialist stockists.



Having slipped into development limbo for almost an eternity, the side scrolling 3D adventure, *Heart Of Darkness* has resurfaced under the wing of Infogrammes. After being very well received during its PC run, the developers Amazing Studios began production of the conversion at which point the game appeared to vanish, until now. Unfortunately a release date has yet to be given.

Naughty Dog have released a statement confirming the third installment of the popular *Crash Bandicoot* series, with the possibility of a distinct change in the gameplay, breaking away from the pseudo 2D style in favour of some *Croc* style full freedom of movement... hmm... sounds very familiar!

That's all for this month, so until next time... Keep your ear to the ground and your nose clean, cheers all!
Jack



Lara Leaves Eidos

In a shock move, Eidos have announced that their ultimate PR representative, the quite stunning Lara Croft real life counterpart, Rhona Mitra, has parted company with the leading software house. Having graced various men's magazines and scandalous tabloid newspaper articles about her alleged breast enlargement, Mitra has left the role of Miss Croft.

Eidos are currently looking for a replacement, keep watching these pages for more explicit details, h'uh h'uh.



Alien Information?

Horrors most disturbing icon, H.R Giger's Alien, has been the subject of some confusion, with Argonaunt's proposed version of the Atari Jaguar classic, *Alien Vs Predator*, allegedly being dropped. The reasoning behind this was to allow the developers to turn their attentions to an all-new game, which was again to feature the exploits of these alien creatures.

It has been officially announced that the new Alien project will be a conversion of the hit movie, Alien Resurrection, and also that *Aliens Vs Predator* has been simply put on hold in preference to the latter. Combining elements from the hit movie with a 3D first-person engine, gameplay takes place upon the transportation craft, Auriga. The craft has been completely overrun with the alien creatures, with the player adopting the role of one of the movie's five leads. The objective is simple: destroy the aliens before they destroy you. To enhance the game's cinematic feel the interactive backgrounds, sound effects and dialogue have been taken directly from the film.

Alien Resurrection will be available in the second quarter of 1998, with *Alien Vs Predator* following in late summer, as the xenomorph invasion begins. This year, no-one will be able to hear you scream.

Colony Wars Compo

Psygnosis' visually stunning, space bound shoot-'em-up, *Colony Wars*, has received massive, and equally well deserved success. But for those readers who have yet to witness the game in all its glory, we have the solution. Psygnosis are giving away five copies of the game and five exclusive *Colony Wars* T-Shirts. All that stands in the way of you and control of the universe is the following question:

"Which famous artist provided the inspiration for Psygnosis' *Shadow Master*?"

Send all entries to the usual address clearly marked:

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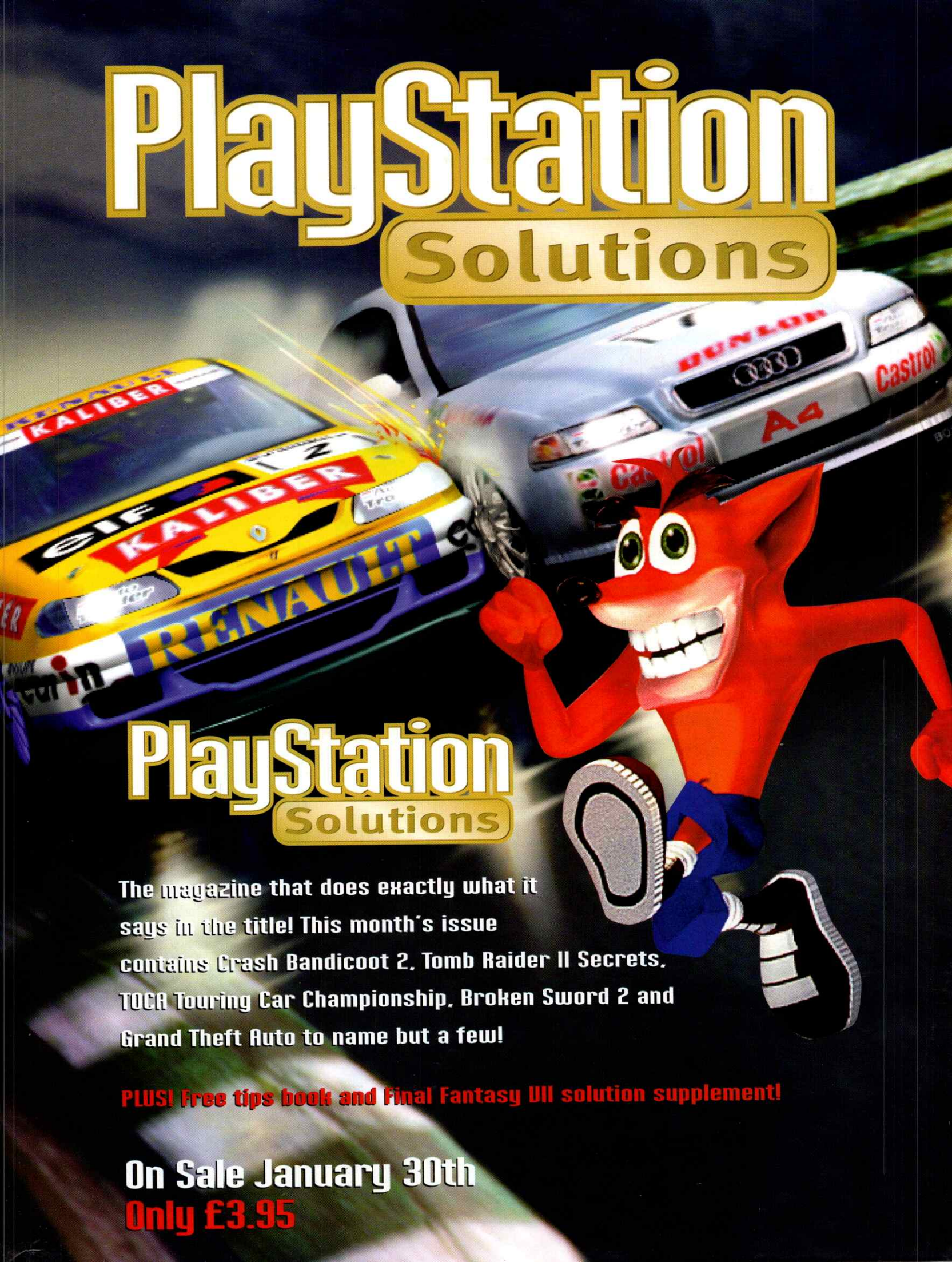




Price Watch

	Dixons	HMV	Toys R Us	Independent
Grand Theft Auto	£44.99	£44.99	Not Stocked	£44.99
Crash 2	£39.99	£39.99	£38.97	£39.99
Jersey Devil	£44.99	£44.99	£44.97	£44.99
Broken Sword 2	£34.99	£34.99	£34.87	£34.99
Marvel Super Heroes	£39.99	£39.99	£38.97	£39.99

Prices correct at the date 15th December '97


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Premiere

Total PlayStation brings you a fleeting look at some of the up and coming games that will be passing a seductive look in your direction over the coming months

Up & Coming

Title: Cardinal Syn
Publisher: Sony

The creators of the visually stunning but ultimately shallow beat-'em-up, *Criticom*, return once more to the genre with the Sony-backed *Cardinal Syn*. The gameplay has been relocated from the futuristic setting of their previous title to the blood soaked arenas of the medieval age. Opting for a far more macabre tone, the introduction of solely weapon based combat, extreme levels of gore and fatality-style finishing moves, *Cardinal Syn* hopes to dispel the criticisms of previous beat-'em-ups.

The battles take place to decide the ownership of various clan territories, with 18 fighters making up the character ranks and differing clans. With a mixture of mythical creatures alongside more traditional armoured warriors,all literally hacking each other to pieces, *Cardinal Syn* is certainly a prospect worth looking out for. Penned for a release in April '98.











Title: Need For Speed 3
Publisher: EA

The sequel very few wanted is nearing completion – the third installment of the *Need For Speed* series. Basically it's an enhanced version of the previous game, but *NFS3*'s game mechanics have also been redesigned. The grey area between simulation and arcade race experience has often spelt failure, so *NFS3* hopes to go some way towards defining the two distinct areas, offering players various new features, including competitor AI programming, customisable weather conditions and redefinable traffic density. Surely the most promising of all these options though, must be the promised ability to completely customise your choice of vehicle. The game's ten tracks have been redesigned to allow shortcuts, and *NFS3* also marks the return of the ever popular Boys in Blue, who will be no doubt be in hot pursuit of those breaking the speed limit. Release date unconfirmed at time of press.







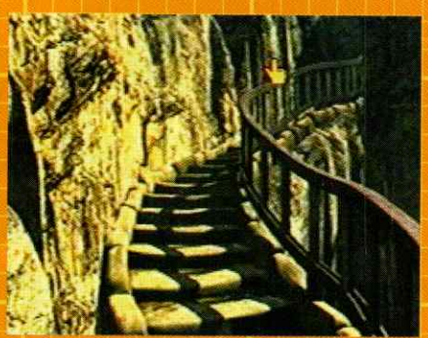
Title: Riven
Publisher: Acclaim

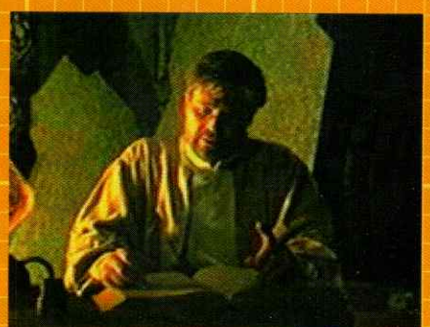
The popular PC adventure, *Myst* is truly one of the most unique gaming experiences ever to have touched our imaginations. The almost dreamlike quality of the title was quite refreshing in the presence of the endless mix of beat-'em-ups and racing games on offer at the time. Sadly, since its gentler pace seemed to lack mass appeal, *Myst* was undeservedly ignored by many gamers.

Fortunately the rights to its sequel – the equally bizarre *Riven* – have now been purchased by Acclaim, who are currently working on the PSX conversion. As with the original, this new game will feature the use of progressive still images, which are updated to give the illusion of movement. Gameplay will again feature the key factors of exploration and puzzle solving, incorporating various video clips and interactive puzzles, filling the game's impressive total of four CDs.









Title: Mace
Publisher: GT



Bearing in mind the content of *Cardinal Syn* and GT Interactive's forthcoming *Mace: The Dark Age*, it would appear that the Middle Ages were really not a very nice time to live in. After all, characters seemed to spend their days fighting each other with very large swords and other such nasty, pain inducing weapons!

In a similar manner to Namco's *Soul Blade*, *Mace* places the player in the beat-'em-up fray with a very large weapon in their hand, facing eight other characters in a battle to be awarded the ultimate prize... the Mace of Tanis. The true strength of a beat-'em-up isn't its plot though or, for that matter, its visuals – the combat mechanics are by far the most important thing. Having played on the N64 version, we have to admit that the game plays like a blend of *Tekken* and *Soul Blade*, but we can only draw true comparisons from the final PSX code – which will be hitting our desks sometime in the second quarter.







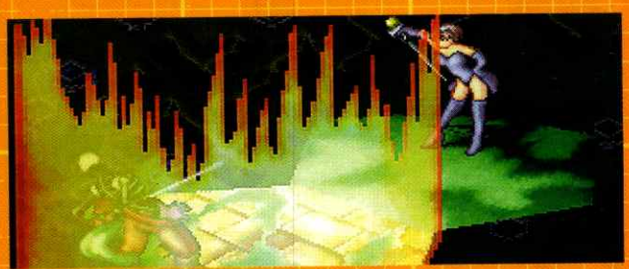
Title: Master Of Monsters
Publisher: ASCII Entertainment



With the world warming to the RPG genre after the quite unprecedented success of Squaresoft's epic *Final Fantasy VII*, the next genre looking to break the confines of the Japanese market place and plot a course to the mainstream is the turn-based combat game. Konami's *Vandal Hearts* provided an introduction,with a varying degree of success. ASCII Entertainment are placing their bets on their update of the SNES classic, *Master of Monsters*. Once again a medieval setting provides up to four players the chance to lock themselves in mortal combat with rival armies, for control of their planet. Unlike previous games, the player will be able to create their own army of creatures, breeding various monsters to create the perfect offspring.

Master of Monsters is now seeking a UK distribution deal, so release details are pending at present.

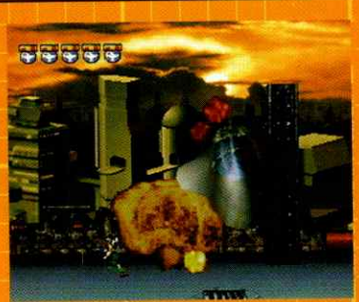






At A Glance

Title: Contra II
Publisher: Konami



Konami's *Contra* series commenced on the NES system, receiving massive acclaim. Its legacy has touched every major home gaming system, with its various guises updating but not harming the classic gameplay. Sadly the scrolling blaster has since fallen very much out of favour with the gaming public, with *Contra*'s first PlayStation foray being highly disappointing.



Undeterred, Konami have commenced work on a sequel, *Contra II*. Developer's Appaloosa are keeping tight lipped as to the game's style and specs, but a release date has been pencilled for the third quarter of 1998.

Title: WCW Nitro
Publisher: T•HQ

The ever-popular sport of professional wrestling once more makes an attempt to conquer the PlayStation. *WCW Nitro*, from the creators of the enjoyable *WCW Vs The World*, hopes to deliver all the sweaty thrills of the sport... ahem... featuring a huge cast of familiar faces from the scene.





These include such greats as Hulk Hogan and the Crow wannabe, Sting, taking their place alongside various hidden characters, secret arenas and other bonus options. Based upon an enhanced graphical engine, *WCW Nitro* will be shouting and ripping its shirt off on a PlayStation near you, early in the second quarter of the year.

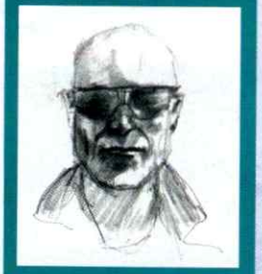
Chill

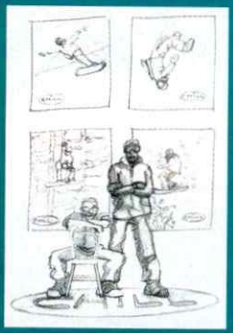


Eidos attempt to steal *Cool Boarders*' crown as they launch their first assault on the Sony dominated snowboarding sub-genre, *CHILL*....

BLACK AND WHITE

Born from the tip of a pencil came the *CHILL* characters, here to change the world of PSX snowboarding forever







The launch of a certain soft drink introduced the masses to the life-risking hobby of extreme sports. Having tired of 'having a bit of a kick about' down the park, the nation turned their attentions to bungee jumping, white-water canoeing, parachute jumping, and pretty much any outdoor activity that could result in a rapid trip six feet under. However, as the nation's undertakers began to rub their hands with anticipation, the fad appeared to fall out of favour as quickly as it began. With one major exception: snowboarding dude.

Having loaded you brain with caffeine-free sugar pop, what better way is there to spend the day than crashing down a mountainside on a greased plank of wood? Snowboarding has elevated itself above an average sport to become a way of life, complete with its own style, language and bizarre baggy trousers. Attracting a massive amount of media attention – particularly the impressive stunts that the boarders perform with a staggering amount of ease – snowboarding has received the official stamp of cool. So as one would expect, a handful of enterprising software developers have launched their interpretation of the sport upon the slippery slope of the PlayStation market, the most notable being Sony's *Cool Boarders*. But the uneasy blend of racing and stunts proved to be far from what the PSX snowboarding dudes wanted.



The backgrounds are highly impressive using pre-rendered backdrops and polygon foregrounds to create the illusion of depth without any loss in realism

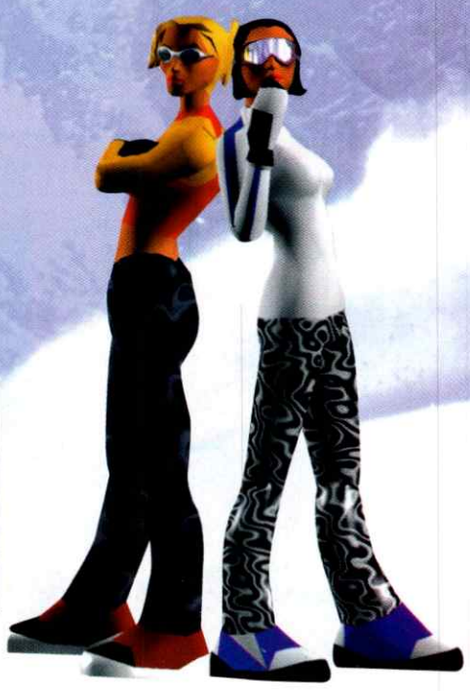
The nature of snowboarding is not simply racing a single stretch of track looking to crack the elusive lap time. Snowboarding is about freedom, man, freedom to wear baggy pants and go where the mountain takes you, dude, that's beautiful. Stereotypes aside, the lure of boarding is the rush; follow your own route down the mountainside, perform tricks en route and basically avoid breaking various limbs or getting your trousers dirty – a fact that most developers are obviously blissfully unaware of. All is not lost though



The player will be able to perform rail slide inspired manoeuvres en route



The floating camera will adopt the most aesthetically pleasing view point





The stunts aspects of *CHILL* are a little over-the-top, as perfectly demonstrated by Trixy's one-footed spin. Another pleasing departure from the *Cool Boarders* rule book

for the PSX snowboarder, as Eidos seek to reproduce the sports to a far more satisfying degree in their snowboarding sim, *CHILL*.

Mad buzz rush

CHILL has been designed to accurately reproduce the sport with the minimal amount of artistic license. The player is given the opportunity to select their own path down five different mountains, making their selection of a boarder from the five available, one of which only becomes available after successful negotiation of the five runs. As with *Cool Boarders*, the player is also given the choice of boards, each being suited to a certain style and general performance. Offering the options of all-out speed, total control or a mixture of the two, the decision is solely dependent of the rider's preferences.

The most promising addition to *CHILL* is the almost total freedom that is lavished upon the courses, allowing multiple routes down each. Ranging from the sedate beginner course, allowing the boarder to get to grips with the control method and the performance of simplistic stunts, to the knuckle-whitening, adrenaline addict's dream – steep slopes, massive jumps, variable weather conditions and mountainside drop-offs, running at a minimum of 30 frames per second.

The boarder will be assessed upon their skills, in terms of both style and ability, with the promise of secret runs providing the inspiration to return to the slopes once again. The hidden runs are based upon some very over-the-top concepts and are currently sounding very promising, including a ski jump section and, more interestingly, an avalanche run along with a tidal wave of snow to provide the necessary impulse to remain squarely upon the board.

The ultimate goal is simple: be crowned the most chilled boarder on the slopes. Facing off against four other contestants, the player will have to perfect the most difficult tricks and ride the hardest slopes. Multiplayer options have not been ignored, with the inclusion of a head-to-head split screen option allowing the player to square off against a non-CPU opponent.

Initial impressions of *CHILL* have been very favourable, with the promise of the first true PSX snowboarder romp exciting even the most straight-legged trousers in the office, dude. **TP**



DUDES AND DUDETTES

Meet the gang whose job it will be to show you a snow covered good time. Role call from left to right: YoDoll (speed freak), Bone (freestyler), Gooty (stunt pro), and Trixy (all-rounder)



The various courses are littered with some rather bizarre hazards, i.e. a bus!



To perform stunts the player can utilise the various ramps or steep drop-offs



The Slalom sections present further challenges and options for the player



Real-time effects such as snow crests have been put into perfect use

SNOW INTRO

Before the game begins the player will be presented with a rendered intro sequence, detailing all the complex stunts that they will have to perform during the game. Talk about rubbing salt in an open wound, see how easy they make it look















TP SPECIFICATIONS



Publisher:	Eidos	Price:	£39.99
Developer:	In-House	Released:	April
Players:	1-2	Game type:	Snowboard Sim

Seduction of the Innocent?

Proving no issue is safe, TOTAL PLAYSTATION attempts to unravel the results of media lead videogame controversy and the effect that it has on the industry and the public themselves...





The seeds of controversy are sown by the individual, cultivated by the gullible and reaped by the media. In such a diverse culture as ours, with its multitude of tastes and moral indinations, it has become increasingly apparent that, with only a minimal number of exceptions, all mediums of entertainment will cause offense to someone. The most obvious examples of these morally confrontational media come from music and films: both have at various times been held up as the sole cause of society's many ills. How many times have we seen the tabloids and news features flaunt such salacious banners as 'Movie Made Me Murder' and the all-too-frequent 'Ban This Sick Film?'. The feature inevitably follows with a story implicating, by the smallest detail, a factual link between a horrific atrocity and the offender placing a foot in his local branch of Blockbuster and reading the cover lines of horror film. Placing this amount of emphasis on these alleged catalysts to violence works in a completely opposite manner than intended. Instead of sending the potential viewer running scared in the opposite direction, the controversy heightens interest, arousing the average consumer's awareness of the film, or game.

Some moral-minded individuals seek to protect us from ourselves but only succeed in creating more publicity. And as the well worn saying reminds us, there is no such thing as bad press.

Controversy creates a notoriety that will surround a product forever. For example, during the initial home video boom, many films were first released upon the market in a completely uncensored form and without an official BBFC certificate. Therefore, well at least in theory, a young lad on the way home from school could pop into his local shop and hire a copy of *Zombie Flesh Eaters*, with only the discretion of the shop owner to prevent him. Obviously this was completely unacceptable and an amendment to the law as it stood needed to be made but in typically tabloid manner, the British public

"Adult themes are playing a great part in the software market of today. Gamers have grown up on a diet of simple sprite driven games and their tastes have changed accordingly" Gavin White, Head of PR, BMG





That Bleeding Postal Service

This kill-everything, top down shoot-'em-up is a completely open ended blaster, with the sole aim being the death of everything mortal. The shooting of expectant mothers and children is particularly exploitative and totally unnecessary, and their removal would be welcomed. As for the mindless blasting that will remain, this is typical, albeit bloody, arcade fodder.

Possibly overly controversial for its own good







were whipped into a frenzy and made the massive mistake of letting both the newspapers and TV shows think for them. Rising from this mayhem, came the 1984 Video Recordings Act.

Outrageous filth

The bill placed the BBFC in complete control of the growing new entertainment medium, allowing them to censor or, in extreme cases, ban a video outright. During the first months of their reign, the censors compiled a list of over 50 titles that, for various reasons, they saw fit to ban from the public.

The tabloids heralded these moral crusaders as the saviours of our ever-so-corruptible souls. In fact, whilst removing these films from general consumption, this single act has assured the titles' notoriety forever. It has been rumoured that various additions to the video nasties list change hands for upwards of £100 – a price made even more ridiculous when one takes time to view these censorship created classics. Ironically, the fact is, if it wasn't for their 'video nasty' tag these films would have sunk into obscurity long ago.

certain software company to promote their latest driving/crime game – check your Sunday papers for more details, nuff said.

Controversy has surrounded computer and video game entertainment since its earliest of origins, taking up a very early partnership with the world's first universally recognised arcade game, *Space Invaders*, which was held up as the reason behind truancy in public schools and sliding test scores. The launch of the home computer saw the first real public outcry; until their release video games had remained trapped within the confines of the local arcade. Now their evil grip could penetrate our homes, making young children into

in reality the picture was a far different one. Once the hardware was finally accepted as part of a mainstream social life, the games themselves became acceptable.

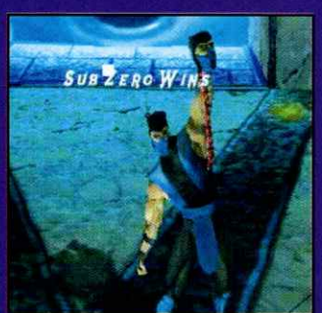
One title that has burnt its cover image onto our childhood memory was UK-based Palace's *Barbarian*, which adorned its game packaging with a semi-clad Maria Whittaker,

"If publishers want an easy, trouble-free commercial life, perhaps they should should avoid violent games that focus on deliberate killing" Member of the BBFC

As proof that controversy is the perfect sales pitch – costing virtually nothing but gaining massive coverage across all press – this tactic appears to have been very cleverly employed by a

outcasts, eagerly spending their free time hunched in their rooms, playing games till the wee hours. Schoolwork thus naturally suffered and gamers' tendencies toward violence increased greatly. Or at least that was the consensus of the media, whereas

a Page Three favourite of the time, and that Wolf bloke from the Gladiators. The barely contained Miss Whittaker and the hack and slash action contained within the game itself were considered too much for young eyes and the scandal bandwagon began to gather momentum. A number of software







Finish Him

One of the most overblown games of all time, the original arcade outing of the legendary series attracted a great deal of attention for its over the top death moves. Yet in these days of its 3D incarnation, one has to wonder what all the fuss was about. About as controversial as Liam Gallagher giving a camera man the v-sign





stockists pulled the game from the shelves and the generic news story appeared, thus assuring the game's massive success.

What about the children?

Due to the fickle, exclusive-hungry nature of tabloid journalists, their attentions were quickly turned toward a fresh victim.

With the release of CD-based software and the newly given freedom lavished upon development teams, the FMV sequence was born, and the market for games then grew beyond being a simple kid's toy to appeal to the mainstream. With the increased age and competition in the marketplace, games developers were constantly searching for the elusive new angle to launch their latest product. This saw an increase of realism in software, with ID's seminal title *Doom* and Midway's *Mortal Kombat* leading the bloody assault on our senses.

As you could imagine, the concept of hacking people in two with a smoking chainsaw or tearing out their still-beating heart was a little too much for some, and more public mayhem quickly ignited. With the links between controversy and success becoming increasingly apparent, both titles have now become household names, and have spawned many sequels and countless spin-offs.

The launch of Sega's ill-conceived and terminally limited Mega CD saw the release of another game which demanded the attentions of the European Leisure Software Publishers Association LTD (ELSPA). Working alongside the BBFC, the newly formed board judged the suitability of content of every piece of software released upon all formats, and awarded the game an age rating, separating the audience up into four separate categories .

Movie Made Me Murder

Unlike the official BBFC Certificate, these ratings were actually little more than recommendations, allowing an individual to purchase the game. So, in the cases where a game was simply unacceptable for an audience under a given age, an official certificate was given. With any improper enforcement on the behalf of shop owners resulting in a heady fine and possible jail sentences, this partnership has proved unworkable over the past few years, with only the smallest number of titles falling foul of the rule book, which the Board requiring the removal of various elements, most notable being Capcom's *Resident Evil*.

This epic re-telling of the classic haunted house story contained a particularly unpleasant intro showing its Japanese origins. The blend of severed limbs and graphic bloodletting proved too much for the film censors. With the game's release in question, various cuts were made to allow the imposition of a 15 age limit. Obviously the public was undeterred or simply blissfully unaware, as the truncated version went on to break all previous standing sales figures.

Over the last quarter, cracks have begun to appear in the once concrete alliance between the BBFC and ELSPA. The break up of this union could have an unprecedented effect on the content of video game – a development that will certainly be covered extensively in the future. Recently several complaints have been lodged against ELSPA by software companies as to the amount of time the members of the BBFC have spent evaluating their games, which entailed the slippage of release dates and therefore a massive increase in advertising budget to

"Decisions made about the video and games industry should be made on the basis of what is actually the case and not misconceptions or tabloid press sensationalism." Laurie Hall, Secretary General of the Video Standards Council







We're Doomed

ID's much praised Doom breathed life into the PC gaming market with its excessive bloodletting and frantic gameplay. The genre it created has moved onward, but the original still packs a major punch and has still to be equalled. A classic, whose surrounding controversy has succeeded in elevating the game to household name status and beyond





maintain the product's momentum. It is also quite within the BBFC's power to flatly refuse the title's release, causing companies unacceptable losses. Such games as the highly publicised shoot-'em-up, *Postal* have suffered accordingly, and its release is still unsecured. As the game's extreme levels of mindless violence have attracted a great deal of coverage, keen potential buyers have simply been investing in the already available imported version.

Sick form of entertainment

Postal's media coverage has been eclipsed by another title surrounded by controversy since its initial announcement, BMG's *Grand Theft Auto*. Announced over 18 months ago, the game's intriguing premise of car crime instantly inspired comments to the effect of, "They'll never get that past the censors!"

During the final stages of the game's coding and the release of early promotional material, *GTA* soon found itself elevated to public enemy number one. Its gameplay calls upon the player's criminal tendencies to climb a nameless crime syndicate's ranks. Achieving this questionable goal entails car theft, drug running and murder – all of which are thankfully displayed in a typically clichéd and tongue in cheek manner, leaving only those with particularly narrow minds oblivious to the joke. Sadly, in the minds of the worst kind of hack journalist, the game is currently being paraded as a 'sick, immoral, and a destructive influence to all.' Actual reported details of the game itself are sparse to say the least in these scaremongering pieces, making one wonder if the writers of such articles have ever even played the game, or have simply read the press release.

After continued play on our office copy, we at TOTAL PLAYSTATION are still none the wiser as to how to successfully steal a car or fire a handgun. Yet our playing skills are improving. Hmm, that's strange… But the horror story headlines continue as the hype machine rolls on, undeterred.

Acts of random violence committed by young offenders are always disturbing, leaving the general public in dismay as to the motivations. To place the blame upon the mediums of entertainment is surely too convenient.

The Official Comment

The Home Office report concerning the effects of video game violence, 'The Effects of Violence on Young Offenders Report' - which is expected to herald new restrictions on software contents - has been delayed further.

Originally planned to be issued in mid-October, it will now be released sometime during the month of January. Speculation upon content suggests that BMG's Grand Theft Auto will be addressed, along with possible inclusions detailing the current problems surrounding the games industry and the BBFC. More details to follow.

"Outside the specialist press the media have no knowledge of the video games industry" PR Representative for Grand Theft Auto

Controversy is a self-defeating exercise in the extreme, doing little more than publicising a product way beyond the realms of any ad campaign. Don't believe the hype and just make up your own mind – after all if you don't like what you see, you can reach for the off button.







Crime Level Rising

Currently filling the pages of various tabloids, BMG's top down racer, Grand Theft Auto, actually deals with its rather questionable subject matter in a completely over-the-top manner. The exploits of a low level scumbag as he climbs the criminal ladder are a little unpleasant in content, but are shown from a great distance, never becoming offensive to the eye.

Controversy was never far behind the game, and this has led to the award of the dreaded 18 certificate







Mortal Kombat 4





Midway's most successful arcade series, *Mortal Kombat* takes its first steps into the realms of 3D – can it possibly survive?

KAST OF KHARACTERS

Kombat begins once more, and a band of brave fighters step into the fray



Kai
Enlisted by Raiden and Liu Kang to aid them in their battle with Shinnok



Scorpion
Seeking mortality, the undead Ninja's loyalties are with Quan Chi



Tanya
Travels into the Netherealm seeking to save her home land from the evil clutches of Shinnok

The success of Midway's long standing beat-'em-up, *Mortal Kombat* is only possibly rivalled by Capcom's seminal *Street Fighter 2* and its legacy. Originally launched to very mixed reactions in the early 1990's, the series gathered much momentum during its various incarnations to haul itself to the pinnacle of mainstream success, spawning three sequels, numerous home conversions, a cartoon series, a live action touring stage show and two hit movies. *Mortal Kombat* is instantly recognised amongst the ranks of most video gaming cognoscenti – establishing its own sub genre, the frighteningly entertaining blend of fists, feet and severed spines provided inspiration for countless titles across the genre spectrum.

Sadly, with the torch having been passed from the 2D fighting game to 3D, the games' appeal was somewhat tarnished by the polygon based pugilists who now dominate the genre. The next logical step for the arcade giants was to translate the trademark gameplay into the third dimension without incurring any unforgivable losses to the winning structure. Therefore the fourth 3D installment has been closely followed since work commenced. Utilising Midway's redesigned 3D hardware, which is rumoured to be more powerful than both Sega's Model 3 boards and Namco's System 22, allowing a total display of 1.5 million polygons running at 60fps, *Mortal Kombat 4*, or *MK 3D* as it has been dubbed, not only matches the playability and extreme levels of violence that the



Sub Zero prepares for his horrific spine tearing finishing move after being victorious in his final bout against himself. The outcome of this move is by far the most nasty



Raiden
The God of Thunder returns to end Shinnok's rein of terror and unite the heavens



Jax
Major Jackson returns once more to locate his missing commanding officer, Sonya Blade



Fujin
The God of Wind takes his place at Raiden's side



Shinnok
Exiled from Heaven, Shinnok attempts to create his own kingdom and destroy the Elder Gods



Johnny Cage
Returned from the dead by Raiden, Cage seeks once more to aid his loyal comrades



Reptile
Seeking asylum after the defeat of Shao Kahn, Reptile finds a new ally in Shinnok



Sonya Blade
Having been enlisted by her government to report on the uprising lead by Shinnok, Sonya seeks her own retribution



Reiko
A mighty General in Shinnok's army, believed to have fallen in battle, Reiko returns...



Sub-Zero
The brother of the original mythical Ninja, loyalties lie with the forces of good



The roundhouse kick remains an extremely powerful attack incurring as much damage as an uppercut when connected correctly



The graphic conclusion of one of the horrific finishing moves, as the spinal column gently sways from side to side

game has become synonymous with, but has also exceeded all expectations.

Prepare For Kombat

The combat mechanics of its 2D counterpart remain, but in a far more accessible manner. The basic punch and kick buttons are replaced with complex series of directional and button combinations. Another noteworthy addition to the list of character moves is the ability to snap various bones out of joint on the opponent. This will momentarily weaken them as they struggle to reset the bone, leaving their defences down and open to attack. The introduction of weapons which can be draw at various points during battle and the ability to use various on-screen items as projectiles also increases attack possibilities.

Defensively, and to full exploit the spectacular 3D effects, the use of an avoid tactic has been incorporated into the game, allowing the player to be able to side step an offensive attack with two taps of the run button. Projectiles also play their destructive part in the gameplay, but their impact has been lessened to avoid a simple bout of fireball tossing. One of the main criticisms that was levelled against the former release was the lack of combinations attacks available. Midway have addressed this flaw, allowing the player the freedom to combine various multi-attacks with throws, projectiles or limb snaps, providing the combo freak with more than enough to contend with.

As for the cast of characters, a number of the original pugilists have returned including Lui Kang, Raiden, Sub Zero, Reptile, Johnny Cage, Scorpion, Sonya Blade and Jax along with six all-new fighters. These unfamiliar members of the *MK* ranks are a mixture of characters from Midway's ill-conceived *MK Mythologies* and further additions to the established family tree. Much has been done to retain the dark and sombre look of the visuals, not wanting to alienate their intended audience. Most noticeable is the eradication of the almost comic book fatalities of the original entrees to the series in favour of far more realistic finishing moves.

Knowledge Is Power

Mortal Kombat 4 manages to retain the *MK* magic, successfully translating the gameplay from the realms of 2D whilst increasing the game's already massive appeal and placing it amongst the hallowed ranks of *Tekken 3* and *Virtua Fighter 3* – this impressive 3D debt virtually assures the game's success long into the future.

With the home console market playing an increasingly important role in the production of the arcade game, the inevitable PlayStation conversion of *MK4* was officially confirmed during the development of the arcade hardware.

Those handling the weighty task of bringing the jaw dropping visuals of the 3D arcade game are the creators of Sony's excellent semi-3D platform adventure *Hercules*, Eurocom Entertainment. The production team are working closely with *Mortal Kombat* creator Ed Boon to create the most faithful translation possible. With this and the pending release of the finally confirmed third installment of the *Tekken* series, the ever popular PSX beat-'em-up genre has finally been thrown a lifeline to pull it out of its repetitive hole.

Mortal Kombat 4 is currently scheduled for a four quarter release – look for further updates in future issues. **TP**

Fatalities

Mortal Kombat 4 sees the return of the horrific finishing moves that have become the calling card of the series – the blood has never looked so real



Sub Zero's often censored spine tearing move now available in 3D



Having torn off the vanquished foe's leg, Quan Chi then proceeds to beat them with the wet end!



Scorpion's trademark flame breath makes a welcome return



Liu Kang's Dragon Morph is now presented in 3D



Liu Kang
The true champion of *Mortal Kombat* enters the Outland, this time to rescue Princess Kitana



Quan Chi
Having used his powerful magic powers to release Shinnok from his prison, Quan Chi leads his assault on the Earth



Full rendered end sequences are now included for each character



Arena hazards now include spike cells and cliff falls

TP Specifications



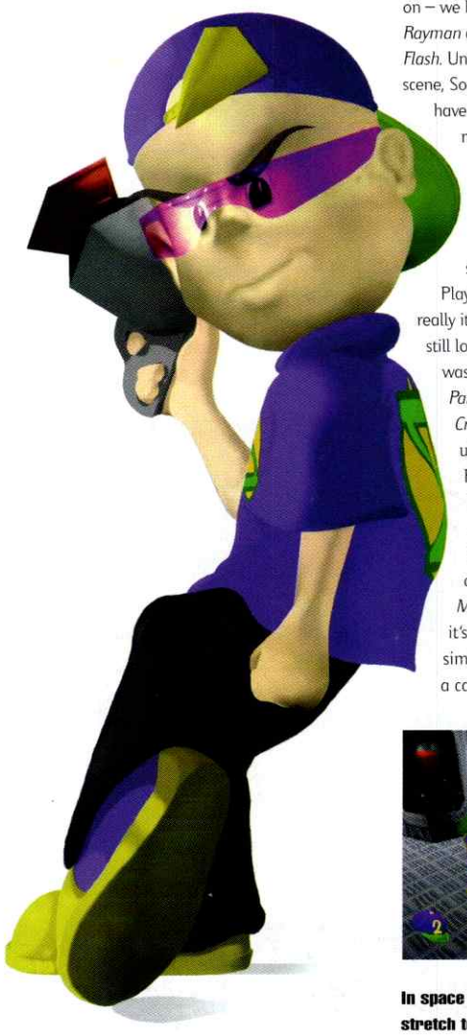
Publisher:	GT Interactive	Price:	TBA
Developer:	Midway	Released:	Fourth Quarter '98
Players:	1-2	Game type:	Beat-'em-up



Rascal



Backwards-cap-wearing cute characters were rife during the early nineties console boom, but the lead kid from Psygnosis' platformer, *Rascal* blends retro elements with some of the most impressive effects to be seen in a PlayStation platformer



PlayStation owners had a confusing view of platform games early on – we had the sub standard 2D cutefest *Rayman* and the pleasantly novel *Jumping Flash*. Until *Crash Bandicoot* came on the scene, Sony (perhaps deliberately) didn't have an official mascot for their machine like Sega's Sonic or Nintendo's Mario. When *Mario 64* made platform games jump into the land of proper 3D, the race was on to come up with a suitable competitor for the PlayStation. *Crash Bandicoot* wasn't really it however, as the gameplay was still lodged in the 2D domain and wasn't any different to *Pandemonium*. More recently, EA's *Croc* has performed well as has the ubiquitous *Tomb Raider II*.

Psygnosis have signed *Rascal*, by Traveller's Tales – makers of *Toy Story* on the 16-bits and *Sonic-R* on the Saturn – in an effort to offer something more akin to *Mario 64*. Looking at the screens, it's impossible not to see the similarities – a capped male hero in a cartoon fantasy land with impressive lighting and reflection effects. The important thing about *Rascal* is that, not only is it guilty of using clichés, but it squares up to the N64 by offering jaw-dropping graphical routines throughout. Water effects are great and metallic reflections from armoured knights and shields make *Croc* look a bit drab. The storyline of *Rascal* is based around a time travelling kid who is on a mission to save his clumsy father after he fell into the time machine he created, which serves as a good enough excuse for dozens of levels based around all sorts of terrain, from the Wild West to Atlantis. The action starts off in the science lab where the time machine is located – early indications from the quick bash we had on the game are favourable, especially when using the



In space with a dinky robot – influences stretch to such things as Star Wars





The lighting effects work well – they don't clash with on-screen characters



Levels are often multi layered and don't offer you flat plains like *Crash Bandicoot*. Are you listening Crash? The game is true 3D and all the more impressive for it





Bearing more then a passing resemblance to *Rampage*, dinosaurs wreak havoc in a modern day city. Jurassic Park 3 anyone?

analogue controller for more precise turn and jump situations.

The central character has been developed by Jim Henson's Creature Workshop – although he obviously doesn't resemble a muppetesque cookie monster. We've seen little of the character other than a few sketches and the in-game version – the bubble gun he wields looks like being quite fun and a useful alternative to the head jumping 'bottom bomb' of Mario and co. It's odd that Traveller's Tales are making a platform game in the *Mario* mould as they've developed the most recent *Sonic* game for Sega, but it gives them a good pedigree for producing a decent platformer. The time travelling theme of *Rascal* is more than a cursory plot device too; when visiting levels at different periods in time they will look quite different. The most awe-inspiring level at present is the pirate galleon, which when visited for the second time is a shipwrecked mess lying in a desert rather than the ocean. The game area includes a castle complex, an Aztec themed arena, the Wild West, a galleon based level, Atlantis and the lab where the original troublesome time travelling machine was constructed.

The amount of levels in the game are all divided into sub-sections, which is usually a curse for the PlayStation as it means disc access is a regular and sometimes lengthy process. Psygnosis are keen to point out the excellent loading times of *Rascal* which really are of lightning speed, even in this preview version. The same term could be applied to the game itself as the Pal version runs at a high frame rate with small borders. This is due to the programmers using 'assembler' rather than the more common, but slower, programming language of 'C.' Codes can be written directly to the respective chips and can massively reduce processing times, especially where 3D graphics are concerned. The other game characters are larger than you would usually expect from a PlayStation title too – one stage saw a huge armoured knight stalking the TP team as we anxiously passed the pad around, routinely gawping at the graphics. The gameplay seemed to be at a semi finished stage but is being subjected to some final tweaking as we speak.

When *Rascal* is released it will mark a departure for the Liverpool based developers and publishers who have turned from the cyberpunk influenced *Wipeout* and *G-Police* and sci-fi *Colony Wars* to a rebirth of cute. Whether it will be as successful as the above-mentioned titles is open to debate, but with the younger audience of PlayStation owners increasing over Christmas 1997, all bodes well. As for the review, keep an eye out, as we are expecting a finished code very, very soon. TP



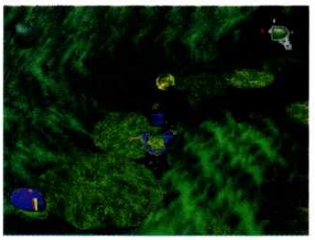
Gangsters are yet another caricature to accompany cowboys, robots and aborigines. This one appears to be legless — too much time in the pub, naughty gangster bloke!



Enemies are often huge, or at least the same size as you



The Wild West, complete with a lone gunslinger. Until you come along



A *Tomb Raider* style swimming sequence but with better animation



Run! *Rascal* shows that some platform clichés never die

THE TIME, THE PLACE

Venture from the Wild West to space and back to the science lab while passing Atlantis. Oh yes, *Rascal* does have a veritable Back To The Future ride for you. In a surprise turn for PlayStation platformers, the themed levels actually look different to each other, rather than using similar textures and buildings. *Crash Bandicoot*, where are you now, eh?













TP SPECIFICATIONS



Publisher:	Psygnosis	Price:	£44.99
Developer:	Travellers tales	Released:	April
Players:	One	Game type:	Platformer



Resident Evil 2

What can you say about the follow-up to one of the best games of all time? Well, check out these stunning new screenshots for a start!







Usually it's best to conserve ammo by avoiding the zombies, but not in confined spaces

Resident Evil 2 is arguably the most eagerly awaited sequel, alongside *Tekken 3* of course, of 1998. The original, despite being one of the PlayStation's first releases, still ranks among the console's finest moments. It also enabled Capcom to finally lose their tag of being a one product company.

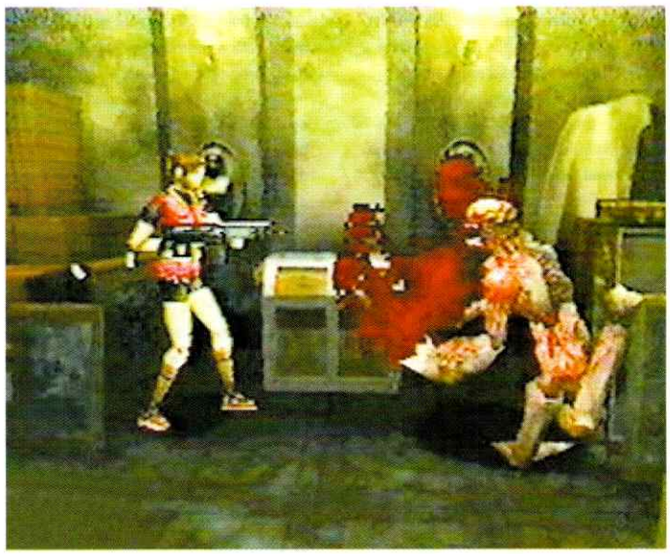
If you don't know or can't remember the story, here's a bit of a recap: Bio-technic corporation Umbrella, involved in highly sensitive and top secret genetic experiments, set up a lab in an old mansion deep in remote mid-western woodland. The questionable aim of this sinister installation was to create the ultimate biological weapon. Inevitably,



Periodically you'll come across strange mutants, tougher than normal zombies



***Res Evil 2* will feature greater graphical variety, including the zombies, who're no longer carbon copies of one another, but now come in all shapes and sizes**



It's good to see that all of the blood and guts of the original have made the journey to sequel city, plus a whole lot more besides!

New weapons will also be available besides the standard shotgun and pistol of before

as dipping into the tacky horror section of any video shop will tell you, things went horribly wrong. Scientists infected by the chemical on which they were working became zombified and developed an insatiable appetite for human flesh, as you do. A government team was sent in to investigate when communications with the installation were lost and they too disappeared. If you want to know the rest you'll just have to play the damn game!

Evil Dead

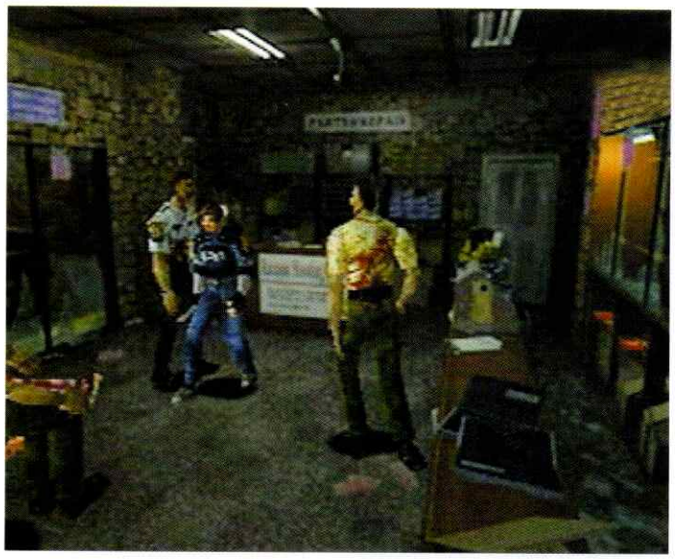
For a bit of background *Res 2* (as we call it, being 'in the know') is set two months after the first game in Raccoon City, a small town near the original house of horror. After the disaster nobody had the good sense to nuke the place, leaving the undead to run amok. It was only a matter of time before the hunger-fuelled zombies found their way into town, following the scent of all that flesh, ripe for chomping. At first there were only a few isolated incidents. Then things really started to go wrong.



A carefully aimed shot sees the limbs splintered and severed...



Watch out though — a downed zombie isn't always a dead zombie!



One of your first priorities is to obtain some decent firepower. The feeble pistol won't get you far in this zombie-filled town



The most eagerly awaited sequel of 1998? Very possibly



There's a much wider range of environments to explore this time

The two new heroes are Leon Kennedy, a Raccoon City cop, and Claire Redfield, sister of Chris. Chris never returned from that fateful mission and she's in Raccoon city to find out what happened to him and the others.

Zombie Flesh Eaters

By the time our heroes arrive however, the entire city is over-run with gruesome flesh-eating zombies and bizarre genetically engineered monsters, and so the cycle begins again.

Expect the format to be very similar to the original. Fixed camera views giving it that movie-quality, puzzles, lurching zombies and the odd extra tough adversary to keep players on their toes. New weapons will also be available besides the standard shotgun and pistol of before. Further visual variety is likely to be provided by new items such as body armour which will actually appear on the character sprite when worn. More exciting however, is the rumour that things like blood splashes will permanently stain the character's clothes. Very cool!

Where things are being tightened up most is more on the presentation side.

As you can see from the screenshots, it's looking a lot more pleasing than before

Howls of Residents



Leon Kennedy

With the increasing number of bizarre deaths around Raccoon City, the police force is expanded. Leon's one of the unwitting new recruits signed up to serve and protect. Guess it didn't say anything about getting eaten in the contract



Claire Redfield

As you can probably guess, the name isn't merely a coincidence. Chris Redfield, hero of the first game, never returned from Raccoon City and sister Claire has travelled to the remote town to find out what happened to him



The dead!

There might be a new cast of good guys but the faithful zombies remain, lurching, grunting and looking for a bite to eat – preferably out of some unfortunate's unmentionables. Yummy!

Dying a Death

Remember the death sequence in the original *Resident Evil* when the screen just faded to white with the dead character's body floating in a pool of blood? For the sequel this particular element has been spruced up as you can see, so every last painful moment is played out in front of you. Whether you're savaged by wild dogs or set upon by a horde of ravenous zombies you'll be able to live your own death in glorious schlock-o-vision!















Now the zombies come at you from all directions – real Dawn of the Dead stuff!



They might be slow and stupid, but one false move and you're breakfast baby!



Perhaps finding an alternative route might be preferable



It's always the same around chucking out time down the Dog and Thistle



The camera angles are being improved so they don't obscure the action

ITCHY SKETCHY...

Artist's sketches of the locations before they're properly rendered up for the game. We thought we'd let you see 'em because we happened to have them knocking around. We're nice like that, you know









Did no-one survive the onslaught of the ravenous undead?



George Romero is to direct the game's TV commercial!



Is *Res Evil 2* Heading for an '18' certificate after the fuss over *GTA*?

HALF AND HALF

You could blow the zombie's heads off with a shotgun at close range in the original, but now you can do 'em some serious damage. Blow off legs, arms, even rip 'em in half, and still they keep coming after you. It's worse than trying to chuck ya girlfriend!



Visually, as you can see from the screenshots, it's looking a lot more pleasing than before – lots more variety and colour. There'll also be more action with more zombies staggering about and a healthier supply of ammunition than veterans of the original are used to. You'll definitely need it as this time it'll be quite possible to have four or five zombies attacking at once.

Further improvements to look out for are improved loading times between locations, and especially in the cut scenes where you open doors, go upstairs etc.

Day of the Dead

As before, the story will unfold differently depending which character you choose, though this time we're told it'll be even more noticeable, which can only add to the lastability. In a slight deviation from the formula, the intro and end sequences will be fully rendered, doing away with the FMV featured in the first game. Whether this is a good or bad thing depends on your point of view. Us – we're gonna wait and see.

To accommodate all the new features, not to mention the fact *Res 2* is rumoured to be twice the size of its mega-selling elder brother, the game will appear on two CDs. There are still some months to go before release, but already the odds must be pretty long on this one not being one of the games of 1998. It could even outstrip its predecessor which has notched up sales in excess of three million worldwide! ***TP***



It appears it wasn't only a few human guinea pigs who were exposed to Umbrella's blundering genetic experimentation!

TP SPECIFICATIONS



Publisher:	Virgin	Price:	£TBA
Developer:	Capcom	Released:	Summer '98
Players:	One	Game type:	Adventure

DEMO MORE

For anyone who missed our last issue or has been living in a small hole on the planet Zarg for the last couple of months, you can get your hands on a funky playable demo completely free with *Resident Evil: Director's Cut*. If you can't wait for the full game to experience the sumptuous new graphics and even gorier gameplay, you might want to grab yourself a copy





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Monkey Hero

Quite possibly one of China's finest cultural exports makes his PlayStation debut in BMG's latest action adventure, *Monkey Hero*...



The various end of level bosses provide the player with the perfect opportunity to hone their combat skills



The Monkey Hero is equipped with powerful magical abilities

Each culture has its folk hero; an individual that has performed an extremely brave (and/or stupid) act, faced death in the eye and simply laughed, someone whom our children can look up to, a defining influence upon all. We Brits grow up on stories of Robin Hood, robbing the rich and giving to the poor, the Scots had their Rob Roy and the Irish have Jack Charlton, who's English anyway. All of these men are great role models and – with the exception of Kevin Costner's interpretation – are a constant source of amusement to all ages. But to be honest, the Chinese were a little shortchanged on the old cultural heroic aspects, with one of their most memorable imports to our culture being the legend of the Monkey Hero.

The half-man, half-monkey creature was allegedly created in an ancient time, when primal chaos reined. The planets formed and formed again as endless eons passed. Elemental forces worked upon a single rock as old as creation, which became magically fertile. From this rock sprang a single egg, which hatched, springing forth the Monkey Hero. Now that's a little damned harder to shallow than a bloke running around the woods in a pair of green tights. Undoubtedly most readers will be left scratching their heads in complete bemusement over the *Monkey Hero*. Yet this little fella has graced our TV screens on numerous occasions, in the borderline surreal Monkey Magic show.



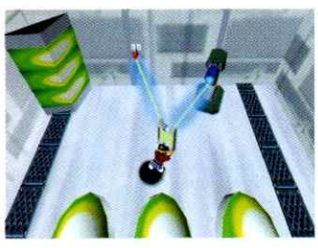
Monkey Hero makes use of polygon constructed backgrounds and characters without losing the trademark style that has established the tradition Japanese RPG genre

Monkey Magic

Originally screened during the early 1980's, only the briefest of exposure had the viewer instantly hooked, with the horribly cool title music scaring their brain forever. Unfortunately – or possibly for the sake of our sanity – Japanese developer BLAM!'s retailing of the legend opts for a different tale from Monkey's checkered past. His TV quest to return the magical scriptures to Buddha over, Monkey is once more called upon to right the wrongs of the planet.

Buddha once more calls upon his loyal subject to pull the Heavens from the jaws of destruction

The unity between the three worlds of existence has been destroyed, allowing elements from the worlds of





Logical puzzles play a lead role in the discovery of secret areas (Left) The final confrontation with the Cloud Boss is all that stands in the Monkey Hero's path





From the mists of the ancient temple rise the ghosts of fallen warriors, showcasing the PlayStation's impressive light sourcing effects whilst providing general atmosphere

Dream and Darkness to escape into Monkey's world. Buddha calls upon his loyal subject to pull the Heavens and Earth from the jaws of darkness. To achieve this goal, Monkey must travel the three realms, searching for the eight characters of the Magic Story Book – only when each have been found can eternal harmony be restored. Failure will entail a mighty spanking at the hand of Buddha, and as we all know, spanking a monkey hero is never a pleasant task.

Spanning over 2,500 screens, Monkey will face numerous challenges in his journey, with the gameplay leading itself to a blend of RPG exploration, puzzle solving and good old fashioned combat. Strangely, the trademark character interaction of the genre has been reduced to a minimum – a decision made to quicken the pace and hopefully avoid the sometimes linear nature of RPGs.

Set over 16 levels, the hairy fella will encounter 45 different foes and fourteen boss characters, but fortunately he is well versed in the ways of martial arts and spell casting. He can even bring into play his trusty pole, which for some inexplicable reason can shrink or grow on command and is usual kept behind his ear, which is always practical. Magical prowess will also be of great benefit to the player, with the collection of various combinations of potions and spells allowing the player to use new abilities in the shape of a damaging offensive attack.

Adopting a top down perspective, the designers have created a real-time 3D texture mapped terrain, giving the player full interaction with their surrounds. A limited number of secret items have been discretely hidden in each location, with the choice of which of the game's multiple endings you get to see determined by the number found.



The many foes encountered during his quest are quickly dispatched by a series of blows from the Monkey Hero's magical pole weapon, in another nod to the RPG genre

MONKEY IS FUNKY

The surreal live action adventures of Monkey and his band of friends, have to rate as one of the most memorable shows ever to have been purchased from Japan, terribly re-dubbed and thrown out to an unsuspecting public. The reasoning behind this isn't our complete lack of taste but the almost dreamlike quality of the show. Each completely incoherent episode blurred into the next, as the motley crew travelled their ancient land. Sadly Monkey has been lost from our screens for too long, though thankfully the show's rights are now owned by the UK's finest satellite channel, Bravo. Check their listings or contact their Web site for more details... www.bravo.co.uk







The Water Margin

The game's obvious Japanese origins are very apparent in both the *Monkey Hero's* general presentation and the cut sequences, which mix the very cutesy anime style with the standing rules of the legend. This style is reflected in the game's visuals – albeit with an obvious Western influence showing through on the design of the various impressive bosses. Graphically *Monkey Hero* promises to deliver a mixture of traditional 2D RPG style with 3D environments and effects, very much in the same manner as the world map screens used in *Final Fantasy VII*.

The release of such a typically Japanese game into the mainstream market is an indication of the quality of the game itself. It may also be able to utilise the current interest in the Japanese RPG genre, which was heightened by the unforeseen success of the latest installment of *Final Fantasy*.

Monkey Hero may mark the return to a more traditional, but equally enjoyable style of gaming. Let's just hope that they have had the good sense to change the title music. All together everyone, one, two, three... "Born from an egg on a mountain top, Monkey was funky and nev..." (Snip – shut it Gale! – ED) TP

BMG'S CUTESY TOUCH

Could the *Monkey Hero* be next in line to capture the gameplayer's hearts? After all, the little fella's publisher BMG have had great success with their other characters. Gex and the stars of both Pandemonium titles have acquired quite following, whether a tiny hairy chap has star quality is anyone's guess?



BMG INTERACTIVE

TP SPECIFICATIONS



Publisher:	BMG	Price:	£39.99
Developer:	Blam!	Released:	May
Players:	One	Game type:	Adventure

NBA Fastbreak

A basketball game, again. Yet again, we ponder whether such games can every reach the dizzy heights of *Total NBA '97* and *NBA Jam*. *NBA Fastbreak* thinks it has something to offer...



The tip off, with some "I'm cool" hands on hip poses



The practice mode is plain but good for learning slam dunks



A foul, with the cross-shaped shot meter on the right

After a spate of 2D basketball games, Midway has finally realised that, yes, *NBA Jam* has had its day. Unfortunately for them, they released this as *NBA Hangtime* sales began to falter. After five different takes on *NBA Jam* with college, toumament and 3D being among the best, the times have changed. The *Jam* has been laid to rest after being mercilessly flogged to extinction.

NBA Fastbreak isn't an arcade game as such then. Forget any simple two-on-two action and envisage five on five proper b-ball (as those across the pond call it). A practice mode appears on the options screen, which suggests that perhaps Midway have seen fit to give the arcade gameplay a complete overhaul for the simulation mode – an arcade mode is still selectable for those who can't live with *Jam*, but most gamers can. Entering the practice mode reveals a plain court with two players. Controls can be learnt here and the various moves perfected. Tapping buttons unleashes some very nifty turns and clever throws. The shoulder buttons activate the familiar turbo function that seems to be regulation in every sports game now. Some strange walking movements to avoid losing the ball can be used, most usefully outside the D where you can skirt around the edges of the line without losing your chance of a three pointer, which is void once you've passed the line.

In terms of looks, *NBA Fastbreak* is a curious mix of the 2D crowds of *NBA Jam* but the action is now in 3D with the polygon players showing enough features to be identifiable. It helps that the classy lads of the NBA do have very visible identities such as died hair. The cartoony inflated heads and such like have gone and Midway have obviously gone for realism – cutting humour is out of the picture completely. The wacky commentators do remain but we always liked them for contributing to the glitzy American feel – this is certainly something that *World League Basketball*, reviewed this issue, could've done with.

From what we've played of it, *NBA Fastbreak* looks like being a very playable game with greater longevity than arcade affairs. That means that it is taking on the UK developed *Total NBA '97* – the jury will be called in when the TP team have finished their assessment of both. Does the old magic of *Total NBA* still hold true or is new boy *NBA Fastbreak* good enough to become the ultimate console ball bouncer? **TP**



A basket side scuffle which is easier to negotiate than the clumsy *NBA Jam* series. See the uncluttered screen, imagine the intuitive gameplay. Oh, the thrills



He goes for a three pointer, outside the D



The Chicago Bulls' home court, hence the red bull and decent players

TP SPECIFICATIONS



Publisher:	GT	Price:	£44.99
Developer:	Visual Concepts	Released:	March
Players:	1-4	Game type:	Basketball Sim

GRAPHICAL GOODNESS AND POLYGON PEOPLE

Overhauling the graphics engine of *NBA Jam* completely, *NBA Fastbreak* has some nice looking polygons, especially on the motion captured players which look very impressive close up. They move well and the dunks are probably the most fluid aspects of the game – these close up shots are dependent on the camera angle but the in-game cam does move about enough for you to catch decent close up views of the players



Wayne Gretzky's 3D Hockey

Once again it's time to hit the ice, amongst other things, as GT Interactive takes *Wayne Gretzky's 3D Hockey* from the rink to the PlayStation



WAYNE GRETZKY

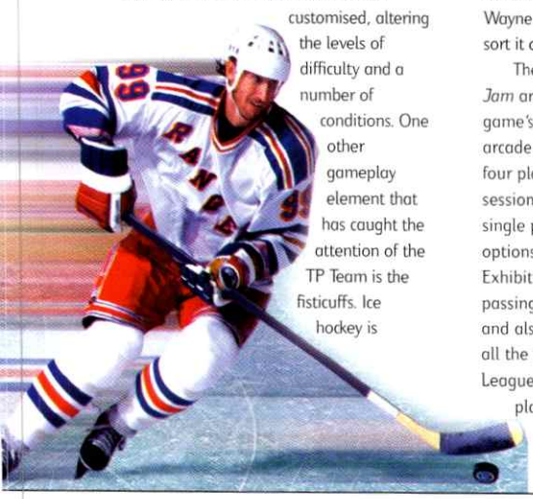
Born: 1961, Ontario
Height: 6 ft
Weight: 180 pounds.
Team: New York Rangers
Position: Centre
Shoots: Left



The overall quality of the motion captured animation is best showcased during replays

Strangely, ice hockey is rapidly establishing itself as one of the fastest growing sub-genres without the benefit of a loyal fan base in this country. Over the last two issues of TOTAL PLAYSTATION we have seen five hockey games, an impressive testament to the growing faith developers have placed in the sport.

Having only made minor ripples in the UK software market, Midway have made the decision to break the all-too formulaic bounds of previous games, producing what is best described as *NBA Jam* on ice. *Wayne Gretzky's 3D Hockey* is based upon the Midway arcade machine, with the developers Creation looking to capture the fluid and exciting gameplay, but with a few new PSX-only touches. *Gretzky's Hockey* can be played in two distinct modes, Arcade and Simulation. The former being a reproduction of the arcade machine, simplifying the complex rules in favour of more user friendly gameplay. The Simulation mode allows the more experienced player to follow the laws of the ice. Various key elements of both the Simulation and Arcade modes can be customised, altering the levels of difficulty and a number of conditions. One other gameplay element that has caught the attention of the TP Team is the fisticuffs. Ice hockey is responsible for more injuries than any other sport – this obviously has nothing to do with the body checking and general lack of sportsmanship involved, but the bare knuckle fights that apparently break out after a particularly painful clash of players.



Round One, Fight

So to remain true to sporting tradition, Wayne and Co will halt the gameplay and sort it out like real blokes.

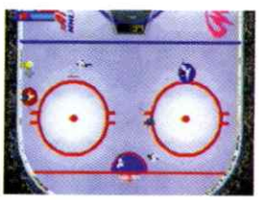
The similarities with Midways' *NBA Jam* are most noticeable during the game's presentation screens and the arcade styled gameplay, allowing up to four players via a multitap, for endless sessions with a bunch of buddies. The single player is well catered for in the options department, with a single Exhibition Match, Practice Mode, (honing passing, shooting and blocking abilities), and also a Full Season option, featuring all the teams from the official NHL League, including statistically correct players and team logos.

Visually the game sticks to its arcade origins, featuring smooth motion capture and real-time blood effects – only joking – all viewed from a number of intriguing and different camera angles.

Wayne Gretzky's 3D Hockey promises to satisfy both the hardcore ice hockey fan and the average PSX owner with a violent streak. **TP**



The team selection screen is highly reminiscent of Midway's *NBA Jam* series



The top down camera is surprisingly practical when you're passing the puck



Each goal is followed by a cut scene showing the victory march of the successful team



The location of the puck when not in possession of either team will be displayed by a large arrow

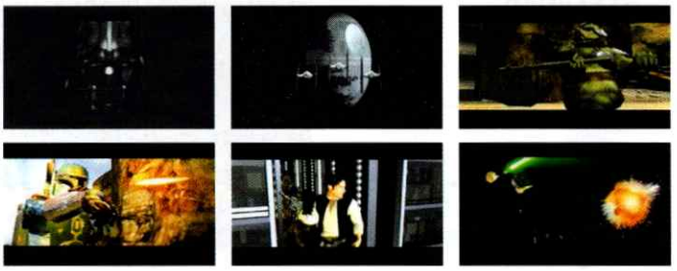
TP SPECIFICATIONS



Publisher:	GT	Price:	£39.99
Developer:	Midway	Released:	March
Players:	Four	Game type:	Ice Hockey Sim

Star Wars: Masters of the Teras Kasi

A long time ago, in a galaxy far, far away, somebody spilt somebody else's pint, and before anyone knew what was going on, a big fight broke out in the pub. Allegedly.





Each character will have their own individual weapon attack

Star Wars sells. It's as simple as that. It used to be sex, but no longer. 20 years after George Lucas' epic fairy tale of good against evil first enthralled the cinema-going world, and the saga has never been so popular. The videos are flying off the shelves, available to own for the last time (again). There are dozens of books, toys, video games, the works. There have been plenty of Star Wars games in the past on all the major platforms and in the arcades, but none have quite raised the eyebrows like *Masters of the Teras Kasi* did, and that was before we even saw it. I mean c'mon – what's going on? All our favourite Star Wars characters in a... beat-'em-up? Crazy notion, cats. Was it the result of in-depth market analysis to suss out exactly what the consumer wanted, or was the idea conceived at a particularly drunken Lucasarts office party? I guess we'll never quite know for sure. One thing is for sure though. *Masters of the Teras Kasi* is here, well, nearly here, and it is, as they say, a beat-'em-up.



"You're not my father!" One of Star Wars' most famous scenes is re-enacted with a little help from the Teras Kasi



The stormtrooper will be available as a hidden character



Hardly befitting of a princess is it, all this scrapping!?

The storyline concerns someone called Arden Lyn who, for various thus-far undisclosed reasons, is out to destroy the Rebel Alliance in, you guessed it, a one-on-one tournament of hand-to-hand combat. Teras Kasi is the name of an ancient martial art, as old as the Jedi's, and it's through this that Arden Lyn intends to achieve her goal. In anticipation, Luke Skywalker trains up a select few of his Rebel comrades and battle can commence.

Lucky Luke

Players will be able to select from a whole host of favourite characters. On the dark side Arden Lyn will be backed up by Boba Fett (complete with rocket pack), a sand person (called a Tusken Warrior it sez 'ere), and a Gamorrean Guard (fat green blokes who looked after Jabba the Hutt). Battling on the side of righteousness are the regular

NOT THAT LONG AGO ON A CONSOLE QUITE NEARBY...

We track down just some of the great saga's interactive off-shoots...

Star Wars Arcade



The first Star Wars game, as you'll no doubt remember, was that crusty arcade vector shoot-'em-up re-enacting the famous Star Wars finale – the rebel attack on the Death Star. Then came *Empire Strikes Back* – another vector shoot-'em-up, this time set on the ice planet Hoth during the invasion of the rebel's base. Similar, but somehow not as good

Super Star Wars



The Trilogy came to the SNES in the form of three scrolling platformers. Not very original, but helped hugely by funky graphics and an impressive rendition of the famous theme

X-Wing vs Tie-Fighter



There were actually three Star Wars-based 'flight sims' on the PC – first *X-Wing*, then *Tie-Fighter*, and most recently *X-Wing vs Tie-Fighter* – an outstanding space shooter which does the license proud but will, unfortunately, never see the light of day on the PlayStation



Dark Forces

The *Doom* genre exploited in a game which received mixed reviews. Already looked dated when it was ported to the PlayStation without any tweaks, but fun nevertheless. The recent PC sequel *Jedi Knight* (pictured) looks considerably more impressive

Shadows of the Empire



One of the N64's big launch titles also proved to be one of the biggest disappointments of 1997. Perseverance reveals a reasonably playable game let down by shoddy presentation and excessively naff graphics

Rebel Assault



Yuck! Dour spooling FMV 'action' with about as much involvement as a Blue Peter home-made Christmas card. Seek out and avoid!

gang: Luke, Han Solo, Chewbacca and Princess Leia. No R2-D2 then, which came as a bit of a disappointment. But you can't have everything.

As with any self-respecting beat-'em-up, there are a few hidden characters in there, so with a bit of luck there'll be some stormtrooper action on offer as well as few other surprises.

What beat-'em-up would be complete without a big old bad-assed boss character? *Masters* is no exception, and who else but Darth Vader could fill the role? Hurray!

All the characters are fully rendered with a colossal 1250 polygons going to make up each one. The whole thing runs at thirty frames per second so you can be assured things will be as smooth and fluid as you could wish for.

There'll be about 25 or so moves for each character, including combos, kicks, punches, etc. More interestingly, each character will be able to access their various weapons, so Luke can use his light sabre, Han has his trusty blaster strapped to his side and Boba Fett has a fully functioning jet pack. Obviously each character will have their own good and bad points. Princess Leia won't be so powerful, but she'll be fast. By contrast, the likes of Chewbacca and the Gomorrean Guard will be slow and lumbering but deadly if allowed to unleash their big moves.

A pinch and a punch

As strange concepts go this is right up there with gurning. Nevertheless the graphics are looking very nice indeed, as we've come to expect from Lucasarts games, and the idea of Star Wars characters in a beat-'em-up is intriguing to say the least. The question is whether it can live up to its potential. There have been a lot of Star Wars games down the years and they've been a right old mixed bag. The classic vector arcade machine, still worth 10p today, and more recently the superb *X-Wing vs Tie-Fighter* on PC go hand in hand with utter tosh like *Rebel Assault* and the disappointing N64 tie(cash)-in *Shadows of the Empire*. PlayStation Star Wars fans have only the aforementioned travesty (*Rebel Assault*) and *Dark Forces*, which achieved mixed reviews.

In a genre where *Tekken 2* is so firmly established as number one, it'll be interesting to see how one of the most lucrative licenses ever helps sales of a pretender to the crown. And, hey, you never know, *Masters of the Teras Kasi* might actually be a killer game in its own right. Rest assured we'll be beating down the doors of Virgin Interactive (well, ringing them up a lot anyway) to ensure we have a review copy for you in time for next issue. **TP**





Princess Leia makes use of the staff which comes with Boushh disguise to give Boba Fett a damn good drubbing



The rather nice character select screen, based on the Millenium Falcon's holographic chess game



Your schwarz is as big as mine. Let's see how you handle it



The battle moves on to the ice planet of Hoth...



... before taking in Cloud City, home of Lando Calrissian

TP SPECIFICATIONS



Publisher:	Virgin	Price:	£TBA
Developer:	Lucasarts	Released:	March
Players:	1-2	Game type:	Beat-'em-up

N2O

The domain of the psychedelic video game has been mysteriously vacant of late, so please welcome the dazed and confused *N2O* which is, like, almost here man...





The two above screens show off the lighting effects in *N2O* – the effect is perhaps used too frequently by developers wanting to create easy effects though

Bug eyed beasties

You'll see that all enemies are of the insect kind – spiders, flies and wasps are crawling everywhere. There are legs in every direction and there's something distinctly claustrophobic about being in tunnels with the miniature population of the outdoors – especially spiders. Arachnophobes and the claustrophobic beware – you'll be uncomfortable and, if you play for more than a minute, dizzy.

The curious genre of video games which create a trance like state for the player has only really been explored by the llama loving hippy and home computer coder, Jeff Minter, who wrote the superb *Tempest* game in the eighties. A full on "I am in space with flying stuff" update appeared on the Atari Jaguar and *Tempest X* made its way onto the PlayStation. The PlayStation version didn't quite manage to surpass the Jaguar effort, so it's with bulging eyes that we stare towards the chemically monickered *N2O*. *N2O* is the abbreviation for laughing gas, strangely, but there are no charity-bash vicars with high pitched voices and a dump of balloons.

The sounds of *N2O* will be an important part of the game, and early beats suggest that a rhythmically thumping trancefest is in preparation. The game itself is very similar to *Tempest*, in that you are chucked down a never ending tunnel in a spaceship, and have to avoid a hoard of insect based enemies. The key appeal to the game seems to be a regression to infuriatingly addictive games of the past. The question of whether gamers will put up with the level of potential frustration encased with the multiple tunnels of *N2O* will be a hot potato come February, when a review copy wings its way to TP towers.



Possibly related to the insect below, Mr tongue is an easy foe



A rare instance of a dark unoccupied tunnel complete with strobe light

Lucy in the sky

Control in *N2O* is amazingly simplistic – spin and shoot, with the odd jump in order. Pressing left and right allows you to spin around the tunnel so you can be blasting upside down. The pace is very fast at this stage and the neon shades of every colour imaginable blend well for shoot-'em-up fans with a taste for the strange. Power-ups

The game itself is very similar to Tempest in that you are chucked down a never ending tunnel



Unconventional insects such as this feature too



Similar to the fly to the right, but more potent as it's a wasp



It's a fly, a green one which doesn't have to stick to the tunnel walls



Your friendly local tarantula is a slow mover but has heavy firepower

Columbia

The spinning effect of *N20* will make you dizzy, disorientated and sleepy – if you play it on a 50 inch TV and sit on a sub-woofer, that is. On conventional screens the effect will remain, but be less effective. Turn the split screen two player mode on and, ladies and gentlemen, we are floating in space. The spectacle of split screen *N20* is like watching a TV full of glowing Pot Noodle beams having a dance, which will hypnotise you slowly, very slowly until you drift, drift away...





are yielded by shooting the insect and arachnid enemies. Collecting them is a case of being in the right place in the tunnel as it speeds relentlessly forward. Slowing down can only be done for about three seconds, and then you are catapulted even faster for the time you've spent delaying the track.

There are 30 levels, so to speak, but there are no gaps between the levels – fuelling further comparison to Atari's *Tempest*. Speed, it seems, is the buzzword for *N20*. The publishers are aware of comparisons to the Atari game too – the press speech deems *N20* "A timeless shoot–'em-up" which, although reeking of clairvoyancy, shows they know about *Tempest*. This could prove to be a double edged sword though – the PlayStation already has a version of *Tempest*, so *N20* will have to surpass it. On the other hand, the lessons learnt by the developers in acknowledging *Tempest 2000* should mean that they think they can improve the formula – or at least offer the PlayStation owner something sufficiently different.





The lush green shades and flowery undulations are perhaps as controversial as Gremlin wish to get. Should Gremlin addicts the Super Furry Animals lend a hand?

Brash lighting effects and shimmering reflections hit the sides of the tunnels you traverse, with debris flying towards you like shards of glass – jumping across to the other side of the tunnel is a perilous undertaking. The most impressive graphical effect is a smart bomb device, which throws a ring of fire ahead of you, detaching the enemies from the tunnel edge to be pulled, via a vacuum, into oblivion.

Cynics may cite light effects as a method over-used by programmers to coax easy yet effective effects from their development kits. Average gamers will like it all the same though, and let's hope that the finished game is better than the disappointing *Tunnel B-1*. Gremlin should nevertheless be applauded for trying something different – their *Actua Sports* range is superb, but there are only so many sports to cover... **TP**



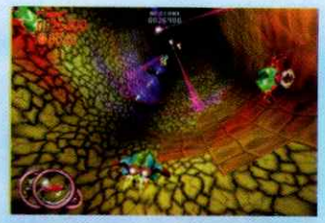




The tunnels are not always spherical – note the hexagon-like formations



Enemies can take up a sizable chunk of the tunnel scapes





Machine gun fire rattles down the tunnel in preparation for baddies

I want to be a hippie and I want to get (SHIP!)

Pause for a moment of contemplation or refreshment and you will see that the screen starts to ripple in a wobbly manner. The tunnels move like jelly while remaining static, and your ship and the enemies perform a slow motion shimmy while you go and have a nice cup of tea







TP SPECIFICATIONS



Publisher:	Gremlin	Price:	£39.99
Developer:	In-House	Released:	Spring
Players:	1-2	Game type:	Psychedelic Shooter

Buggy



Gently does it as control is so sensitive, at least in the preview version

Ever raced a remote controlled car? Ever played a PlayStation game? If the answer's no on both counts, Gremlin could help you kill two birds with one stone!



Head through the gates to gain power-ups. After all, everyone knows the only good buggy is one that's been pumped up to the max!

BUGGY THAT FOR A LARK

Just a few of the many weird and wonderful buggies to look forward to. Remember: only four to choose from at first but loads more become available will the more races you win



Bug Bumper



Aftershock



Herby Mk2000



Dragster

There are two directions you can go with a racing game. Most PlayStation racers tend to be, or at least try to be fairly realistic. Okay, so the likes of *V-Rally* and *Test Drive 4* boast some pleasingly OTT crashes, but they still take themselves quite seriously. The alternative has been used to great effect on the N64, and that's the idea of cartoony racers who don't necessarily have to comply with the normal laws of physics. Just check out Rare's recently released *Diddy Kong Racing*. Likewise Gremlin have come up with something a little different to separate *Buggy* from the massed ranks of racers, all jockeying for position in the charts. You see, the cars in *Buggy* are actually miniature remote controlled models which mean they bounce and slide their way around in an enjoyably exaggerated fashion.

There'll be four buggies to choose from at the start (with hidden ones becoming available later, of course) and an impressive 16 tracks on which to strut your funky business. The version we played was still quite early, with no computer-controlled vehicles but most of the courses were in there, enabling us to give it a damn good thrash. There's certainly plenty of variety on offer, with courses ranging from lush grassy meadows to beaches and muddy dirt tracks.

Woah, hardcore!

More than one person in the office was heard to comment on the similar look and feel to Gremlin's earlier release, *Hardcore 4X4*, even at this early stage of development. The graphical style is very similar, as is the track design, with all sorts of humps and hillocks making progress a rather hazardous affair. Gameplay is a different matter entirely. If you've ever had a go with a remote control car you'll know that not only are they very quick, but they're also very manoeuvrable – able to turn on a sixpence even when moving at speed. Therefore expect loads of hairpins in the track to test that manoeuvrability to



Check out the translucent lighting



This starry sky looks quite impressive



Wahey, got the glowing aerial pick-up!



Hard Corps



Born Slippy



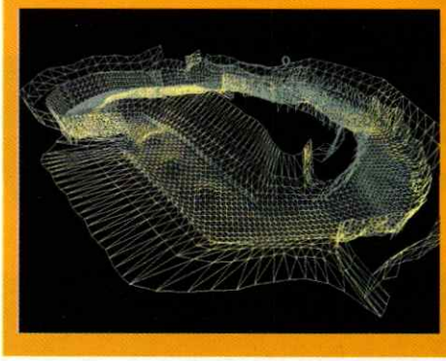
Double Whammy



Trilobite

WIREPLAY

Each of the tracks is lovingly created first as a 3D wireframe model. This gives the basic shape of the circuit and also enables the designer to tailor the lie of the land. Details such as rocks, trees and other scenery is then added, still in wireframe form, before finally applying the texture which will bring the whole thing to life. So easy it makes you wonder how come we're not all at it, eh! If only I'd spent more time learning to program me old Speccy instead of playing *Jetpac*, I could be that Bill Gates by now. How could I have been so stupid?





the limit. It also means the controls are very light indeed. You'd better start developing a light tapping action, as holding left or right for anything more than a split second will either see you eating wall or swinging the dam thing round 180°. It sounds annoying, but it should offer a welcome change from the increasingly similar driving games which seem constantly to flow onto the shelves.

Comparisons with *Mario Kart 64* and *Diddy Kong Racing* on the N64 are bound to be a bit unfair, however there are some similarities. For example, the level select – where you drive your buggy around a labyrinth with numerous doors leading to the tracks and various bonus levels – is most reminiscent of *Diddy Kong*. At first all but two of the doors are closed. Win a race on one of the available tracks and one of the previously closed doors will now be open. Behind it could be another track, a new car – who knows what. Other secret cars can be found hidden in various nooks and crannies around the actual race tracks so it pays to have a look around. There are also *Mario Kart*-style shortcuts, such as hidden tunnels, making it doubly important to keep the peepers peeled.




The level select section is very similar in style to Nintendo's *Diddy Kong Racing*. More doors open the more races you manage to win

Comparisons with Mario Kart 64 and Diddy Kong Racing on the N64 are bound to be a bit unfair



There's nothing like a bit of subliminal advertising to influence the masses. Better to concentrate on that 90 degree bend up ahead

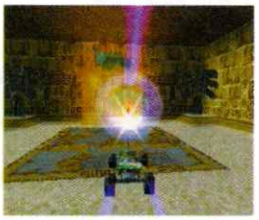
Racey banter

Players will be invited to participate in one of four race modes. Single race is pretty obvious – a race on any of the available tracks against the usual computer-controlled rabble. Championship mode is, again, pretty self-explanatory – take part in a series of races across all different tracks. Win the first Championship and a new one will become available, complete with all new courses to race on. Multi-player animals will be pleased to hear a split screen mode will be included, as will a time attack option for practice and setting those all-important world records which you can then boast about to your friends, if you like that sort of thing, not that we do, of course!

Moving swiftly on, *Buggy*'s looking for all the world like a top notch little racer, complete with many much-needed elements of originality to kick-start a genre which is starting to grate. It seems like the capabilities of the PlayStation have made a lot of developers lazy. Throw a few snazzy graphics into a tried and trusted 3D game engine and hey presto – a racing game. *Buggy*'s a bit different and certain to be all the better for it! **TP**



Look out for falling boulders



More funky lighting effects



Split-screen two-player action



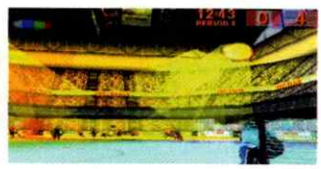
Can't beat a bit of lens flare

TP SPECIFICATIONS



Publisher:	Gremlin	Price:	£39.99
Developer:	In-house	Released:	February/March
Players:	1-2	Game type:	Racing

Actua Ice Hockey



Ooh look – an ice hockey game without an NHL license. There must be more to this than meets the eye...



The graphics retain a lot of detail even close up



Panning camera views brings you right into the action

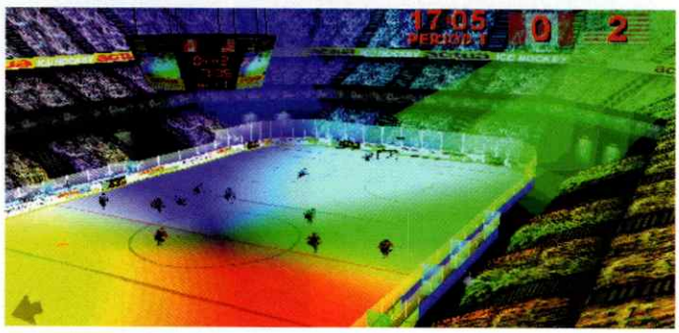


Compete in the full Olympic ice hockey tournament

What is it with ice hockey games, eh? In all my years as a games player there have been quite literally, well, a lot. They've all looked and played remarkably similarly and they've all singularly failed to hold my interest for more than about three matches. Maybe I'm weird. I know many committed fans of EA's *NHL* games, widely regarded as the best available, but I could never get into it. The play area always seemed cramped, the slippy-slidey nature of the control seemed too hit and miss, as did the passing and shooting which for me came down to a case of whack it and see.

Now then, this being a preview, I have to be positive. I must put aside all my undoubtedly misguided preconceptions and approach the subject like a hungry dog who's spied an unattended sausage.

Actually my dislike of ice hockey games came to a head about two years ago and I don't think I've played one since. Perhaps that's why the preview version of *AIH* seemed bizarrely playable. I don't remember being able to pass the puck with any degree of control or accuracy in the past, but all of a sudden I can! Hmm, what can be going on.



A more panoramic view of the arena. Not ideal from a playing perspective, but handy for rubbing your friends' faces in it during replays of those classic goals

Don't cocky, it's gonna get hockey

Actua Ice Hockey will carry the official license for the ice hockey tournament at this year's Nagano Winter Olympics and will feature all the national teams complete with accurate rosters for the competing nations, plus England who failed to qualify, apparently. The 3D engine used to such great effect in *Actua Soccer 2* is back and very nice it's looking too. Special mention goes to the nifty reflection effect on the ice which gives the graphics a real sense of depth. That takes us nicely onto the ultra-realistic motion capture – another trademark of the *Actua* games. An improved motion capture technique has been employed on *Ice Hockey*, called the '10 camera motion analysis system'. I won't go into detail for the obvious reason (i.e. I don't understand it a word of it, deerrrr) but essentially it allows more of the body area to be to be fitted with the reflective markers used in the motion capture process than before. Consequently the motion captures themselves are smoother and even more lifelike.

Okay so the visuals are sorted, but what about the gameplay? British Championship play-off winners, the Sheffield Steelers, are providing all the technical advice, making sure players behave realistically and react to any given situation as they should. It's actually Steelers' captain Chris Kelland who's doing most of the motion capturing, being a bit of an all-round top geezer in ice hockey circles.

So, all in all a very promising looking title – the first full 3D motion-captured hockey game on the PlayStation – and a full review to look forward to next month. ***TP***



Goals are greeted with spectacular disco-lighting and thumping Gladiators-style music. All together now – Uh! Uh! Uh! Uh! Another one bites the dust!

TP SPECIFICATIONS



Publisher:	Gremlin	Price:	£39.99
Developer:	In-House	Released:	February
Players:	1-4	Game type:	Ice Hockey Sim



Armoured Core



Big stomping robots, manic shoot-'em-up action – this can only mean one thing: It's time to bolt on those extra weapons and step into the firing line!



***Armoured Core* is set to be one of Sony's early 1998 releases – a crucial period in which we can expect to see the battle with Nintendo escalate**

They sure love their giant robots, the Japanese. Every other Manga movie seems to depict great big mechanical monstrosities blasting the hell out of one another with a huge array of devastating weapons. Well, if this sounds like your idea of heaven then *Armoured Core* will have you frothing at the anticipation glands.

The storyline follows the usual route. Set in a far-flung future, the planet has been laid waste by nuclear armageddon. The world's governments fell in the aftermath and, as per usual, the planet was taken over by massive industrial corporations with no interest in anything except increasing their own profitability.

Those of the general population who survived the holocaust fled to live under the surface while the various companies continue to battle one another for global control. Fighting these battles are those previously mentioned robots and as a mercenary you're there to offer your services to the highest bidder. A series of missions will be offered to you and some will pay more than others. Obviously the higher the reward, the bigger the risk so you'll have to use the old noodle a bit in making your selections.

Core blimey!

The 3D shoot-'em-up action will take place in a variety of arenas, some inside, some out, in a similar style to that PlayStation dinosaur *Lone Soldier*. Remember that? A sort of 3D version of *Commando*. The main difference with *Armoured Core* will be freedom of movement around the combat arena rather than simply progressing along a narrow preset path.

The game will be mission-based with tasks and environments varying drastically from one to the next. The general rule of thumb however will be to destroy anything that moves. To do this a number of weapons will be available. Obviously you'll start out with the bare minimum of firepower but as you earn more cash you'll be able to go shopping for the serious kit.

An interesting feature to look out for is the ability to soup up your robot. As mentioned earlier, credits earned for successfully completing missions can be spent on weapons, but there's more besides. You'll be able to purchase new arms, legs, heads and bodies, each with its own special properties enabling you to create a robot (known as an AC) to your exact personal specifications. Also bear in mind you'll have to shell out compensation for anything you trash which you shouldn't. Highly expensive!

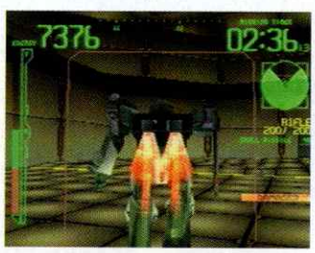
It's basically a tried and trusted formula with a few novel new features thrown in to pump up the interest. Expect a review of this highly promising title next month. ***TP***



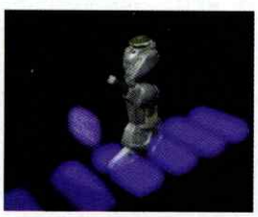
There are some nice light-sourcing effects to accompany gunfire and explosions



The radar on the right of the screen shows helps to track down elusive targets. However its range is quite limited so you can't rely on it too much



A tap of the X button sends the takes the battle into the air, adding a whole new dimension to the combat



Limbs, heads and body parts are interchangable allowing players to tailor the robots to their liking



As long as the target is kept within the big red target box your guns will auto-track. Very handy in the heat of battle



As is so often the way with these things, the strafe function can be devastatingly effective

TP specifications



Publisher:	Sony	Price:	TBA
Developer:	From	Released:	March
Players:	1-2	Game type:	Shoot-'em-up

THE BIG Vanishing

Fed up with borders, slower gameplay and squashed graphics? TP looks closely at what we term The Vanishing Point, and how to make the most of your PlayStation



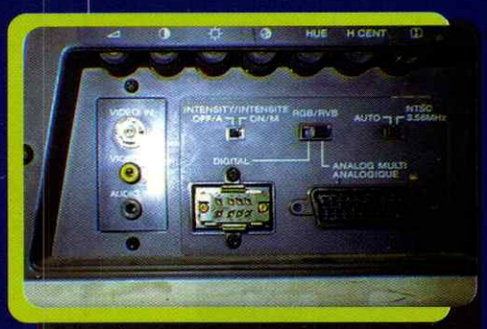
UK gamers have had a raw deal when it comes to games conversions for quite some time. The borders that adorn the top and bottom of the screen are there due to our PAL television systems which run at 50hz rather than the more common 60hz of American and Japanese TVs.

The great irony is that if you have a scart socket on your TV, games can run full screen and full speed, but UK games are coded to have borders and slower speed even if your TV is capable of a 60hz display.

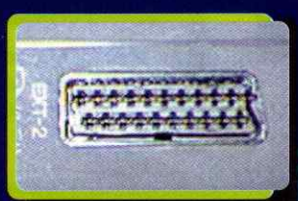
Sony have to cater for the gamers with older televisions which can only use the RF socket for connection. The fact is, less than 10% of people own these older televisions while the rest of PlayStation owners have to suffer having the same display as someone with a television which probably came from the early eighties. You could have an American or Japanese PlayStation, in which case you'll have full screen, full speed play. Dodgy internal conversions to UK machines allow you to run import software as it is intended to run too — no borders here matey. These internal conversions are not endorsed by Sony and invalidate any warranty you may have. The dubious people that do the conversions are perhaps not always electronic wizards either. Best not to trust back street magicians to fumble about inside your PlayStation. The problems of overheating and the infamous 'disc skipping' syndrome are lessened with newer PlayStations, and although we have borders and speed loss, games will usually run properly, which is not always the case if you own a PC.

On the subject of other formats, N64 gamers have had it a lot worse than PlayStation owners for a while. Key titles like Mario 64 and Pilot Wings 64 were heavily bordered, but due to press criticism recent games now have small or non-existent borders. There is no reason why Sony games can't do the same, but it's just laziness on behalf of the developers who want to get their game out as soon as possible or before competitors get theirs out. It's unlikely that developers will change the way they work unless gamers write to the companies themselves and complain. That means you, people!

By the time the next PlayStation hardware arrives, it is likely that only scart televisions will be supported as RF-only televisions will be rare — only small portables will use the system as its sole connection. We live in hope, readers, we live in hope...



A selection of connections, but the Scart socket to the far right is the most common for gamers



Most TVs only have a single Scart socket



SCREEN: Point

the telly terrors

We all know it's a pain to see games letterboxed, and it's perhaps even worse to notice a drop in speed. The Ridge Racer series is a prime candidate. The cars all look abnormally fat as they are stretched sideways, and the drop in speed (usually 17.5%) means that if you compare the game to the arcade version or the Japanese PlayStation game, you will feel a bit short-changed. Another racing game that has problems is Felony 11-79. The speed of the game is kept in tune with foreign versions, but as a result the borders are very large, taking up almost a third of the screen. More recently, however, Final Fantasy VII's UK release has been accompanied by huge borders which are virtually twice the normal size. The widescreen effect spoils the panning effect of certain scenes and all the characters seem like fat midgets which isn't fair. The recent Sony advert which carries the slogan 'is your TV big enough?' for Final Fantasy VII seems to be a little cheeky in retrospect. Sony also have a selection of widescreen TVs which have a 'Game' button which conveniently stretches the picture to fit the screen and – gasp! – eliminates borders. The Sony TVs are impressive but slightly out of the price range of most users. The widescreen effect isn't ideally suited to video games but the larger Sony range of widescreen boxes have two TV tuners in-built. This means that two separate PlayStations can be plugged into the one TV set, giving two displays – ideal for link up games. Unless you feel like splashing out on a monster TV, you must carefully look at a TP review and make note of any speed/border criticisms.







Broken Sword 2 **fall foul of border critcisms but are used intentionally**



The borders house icons and dialogue controls

the tele tubbies

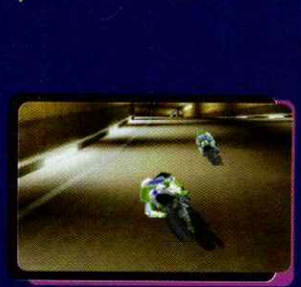
Small border triumphs are usually achieved by UK developers who pay more attention to our needs. Psygnosis are usually very reliable — both Wipeout games were identical in look and speed to other parts of the world. Codemasters and most EA games can be looked upon as commendable conversions. Moto Racer rips along at breakneck speed even in the split screen two player mode. The multiplayer favourite, Micro Machines V3 is also a good bet for small border shenanigans. The rule of thumb is that if it's developed in the UK, it's okay.







Micro Machines V3 **- an UK developed star in terms of borders and gameplay**





Delphine's supelative *Moto Racer* has miniscule borders, draws far into the distance and is very fast

scart and rf: get yourself connected

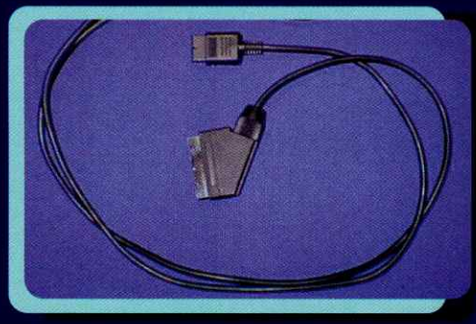
An RGB scart lead offers a much sharper picture than RF cable. It also splits the sound and visual signals so they are both clearer than normal. Incidentally, it is the finest picture you can get from the PlayStation and you will notice a huge improvement over an RF lead. The new PlayStations have a AV-out socket as before but both the RF and scart lead feed into it as opposed to just the scart on older models. The RF lead used to swallow the audio connections too.



An aged RF cable - only really acceptable for gaming use on portable 14 Inch TVs. For TV aerial signals, really



New owners wanting hi-fi connection will need this lead



A third party RGB Scart cable - essential for big screen gaming,really

new adventures in hi-fi



A meaty hi fi will make Q-Sound games sing but Pro Logic set ups are better



The all purpose multi out socket in all its glory

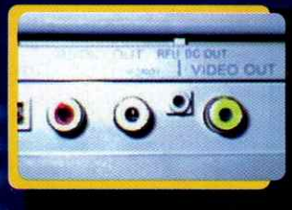
One of the best hardware features of the PlayStation is its audio options. That was until the slightly newer model of the PlayStation came out with a metal compact disc unit and no audio sockets. The absence of these was due to the price cut. For owners of the pre-1997 PlayStation, a couple of stereo phono leads are all that is needed to hook up your PlayStation to a hi-fi. A Pro-Logic or Dolby Surround Sound hi-fi makes things even better of course, with many games supporting surround sound.

Psygnosis are developers who keenly embrace the sound technology aspect of game development with titles such as Krazy Ivan. There is an alternative to surround sound, for people who don't have a five speaker set up. The technique is called Q-Sound which creates a good effect between two normal stereo speakers. This type of 3D sound is frequently used by Capcom in their coin-ops and the feature can be most effectively heard in the original Formula 1 game.

Game music has become a subject of much attention since the 32-bit consoles arrived with CD drives. Proper musical tracks like the ones featured in Wipeout inspired other developers to dabble with music in a contemporary way. Apollo 440 were responsible for the in-game music of Rapid Racer and Orbital hit the decks and powered up the synths for Test Drive 4. Most PlayStation games are suited to the frenetic pace of most UK dance music but more subtle genres have also benefited from CD sound. Discworld featured the voices of Eric Idle, while the seminal point and click adventure Broken Sword 2 has a soundtrack composed by Barrington Pheloung who has worked on Inspector Morse and cult flick Truly, Madly, Deeply.



From top to bottom - a new PlayStation with no phono sockets, a Japanese machine with S-VHS connection and an old UK machine with phono sockets



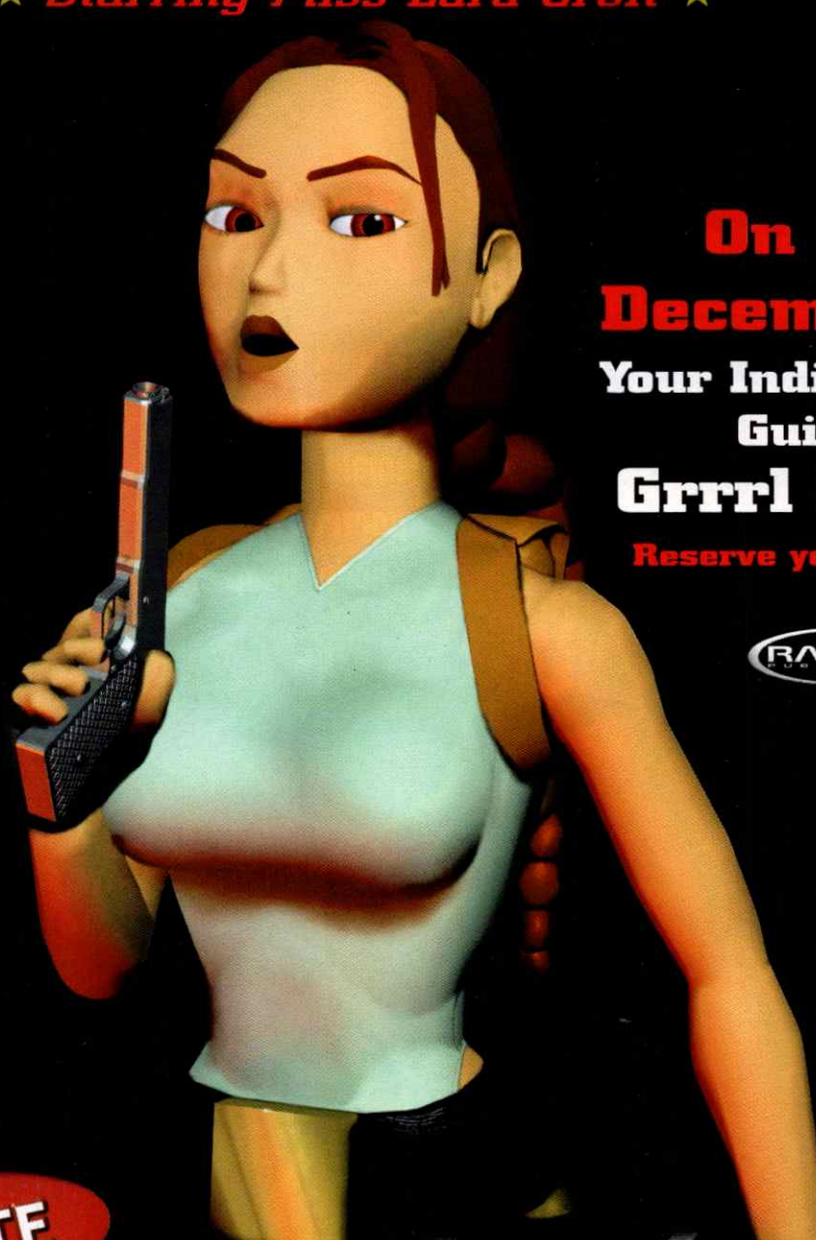
The two phono sockets on the left, with video feed on the right. From the 1995 UK PS design

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58 **Various incarnations of Capcom's redefining beat-'em-up has been collected in a package which includes Street Fighter Alpha 2 as well as Super Street Fighter 2 and it's turbo sequel. A veritable bible of combos exists for the Street Fighter virgin and a healthy text book of moves for veterans remain. Arcade perfect actions is here, people.**

Reviews

The new year welcomes Sqaure's next effort after the seminal Final Fantasy VII in the oustanding Bushido Blade, and more superb beat 'em ups in Bloody Roar and Street Fighter Collection. The post Christmas fighting onslaught is contrasted by JVC's Indy 500 and The Note with controversial controversial GTA ram raiding it's way onto page 66, fully deserving to be among the biggest hits of the year. A good start to 1998 then and something for all you new owners of Sony's grey box to play with. Enjoy.

Bushido Blade 48
Bloody Roar 52
World League B/Ball 56
Street Fighter Collection 58
The Note 62
Indy 500 64
Grand Theft Auto 66
NHL Breakaway 68

Mini Reviews 70
Ridge Racer Revolution
Lethal Enforcers
Mechwarrior 2

Mini Reviews 70



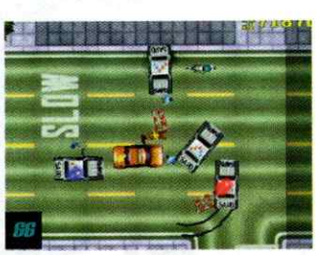




















Icons


No. of players

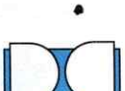

Steering wheel compatible


Memory card (1 block unless otherwise stated)


Light gun


Multi-tap


Split screen mode


Dolby surround


Link-up mode


Analogue

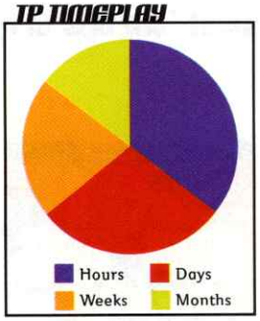

Mouse

TP Timeplay

This revolutionary new device will adorn all reviews from now on. Giving you an idea of exactly how long a game is likely to retain its appeal. Here's how it works:

The total of all the sections is always ten. In this case initial interest will be reasonable, increasing after a few days as you start to get to grips with the controls. It'll take weeks however to get the most out of the game with so many tricks and skills to master. After that however, its appeal will tail off, though it'll still emerge for regular multi-player action.

TP TIMEPLAY



MARK IT!



90 or more:
Any game earning a TP Direct Hit is an essential purchase for any gamer



85-89:
Falls just short of greatness but is still a must for fans of that particular genre



0-49:
Basically, only its mother could love it. Only desperation could make you touch such a thing!

Bushido Blade



Square are great aren't they? Not only do they deliver the most stunning range of RPGs but they also seek to make beat-'em-ups original



The range of weapons vary from a traditional katana to rapiers, broadswords and er, sledgehammers



Don Juan De Marco stands proud as his victim begins to fall



Camera angles rotate depending on your move and are occasionally distracting

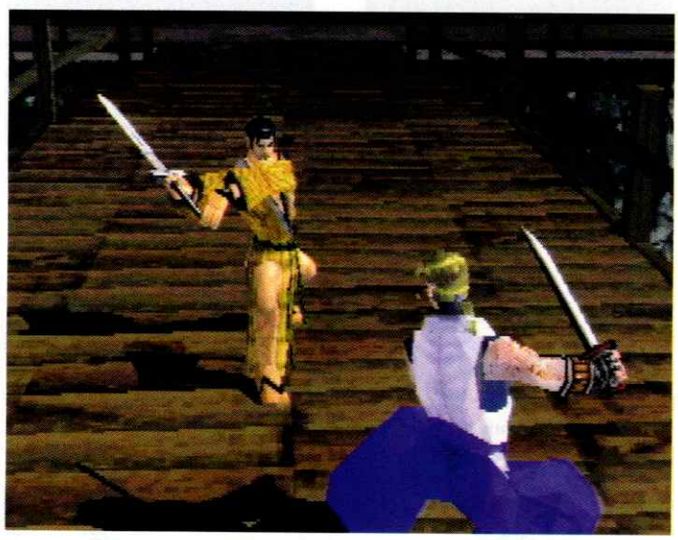


Death is an oddly dignified affair in *Bushido Blade* – characters loom over their kills in a contemplative manner

The TP office is strangely in unison when it comes to beat-'em-ups – if it's not *Street Fighter* or *Tekken*, most won't pick up the pad. Exceptions to the rule are the Square produced *Tobal 2* which never made it here due to poor sales of the original. Funny then that Square should choose to release a less mainstream title than the *Tobal* sequel. *Bushido Blade* is a game based solely around the legends and formalities of Japanese martial arts. As opposed to punching and kicking, *Bushido Blade* relies completely on varieties of Katana blades and assorted sticks.

If this leads you to believe that the game is similar to Namco's 'knife and dash' *Soul Blade*, it isn't. One tap of the run button will make you see that the fighting arenas are gigantic compared to the traditionally tiny screen confines of 3D beat-'em-ups which still adhere to the rules laid down by the seminal, yet 2D *Street Fighter* series. It's possible to run for over a minute in one direction while passing bridges and obstacles such as trees, water pools and eventually brick walls. So the arenas aren't infinite in their scope but they are when comparing *Bushido Blade* to its contemporaries. The freedom of movement is purely to make the game as realistic as





Poses are constantly realistic and there are no unfeasible sword movements. Counter movements such as these make *Bushido Blade* very cinematic



Motion capture seems to make falls as painful looking as those of *Tekken*



When weapons make contact the sound effects are realistic and the weapons feel heavy or light depending on what weapon you are currently using

possible. Delving into the Story Mode by picking one of the six characters on show reveals the simple but evolving plot of the game. A group of martial arts practitioners who regularly practice and recruit new members are really just a front for a bunch of assassins who kill for money rather than the honour and grace of their craft. A recruit decides that this is a major act of falsehood and decides to jump ship. That character is you and – surprise, surprise – the other members of the group are all ready to give you a good kicking. Trawling through the fighters can be an odd task, because although the speech between characters appears in text form along the bottom of the screen, the original Japanese voices have been kept and just a two line snatch of dialogue will convince you that they have better and more professional voice-over artists than us in the West.

The voices add to the atmosphere and style of the game, which seems to be a synergy of kung fu films that were so rife in the seventies and Square's *Tobal* games. There are no cartoon characters, obviously, and Japanese humour takes a permanent back seat because this is the most serious console fighter ever. Control wise, there are no huge combos and no screen flashing hyper moves to speak of. *Bushido Blade* is encased in realism at all times, but this just makes the game even more appealing. Opponents can run through dingy environs, chasing each other while one turns, raises their weapon, backflips and then swiftly



Weather effects heighten the atmosphere, and the sparring partner to the left is currently injured, hence her slightly lowered position. A fatal strike is imminent

RUN LIKE THE WIND

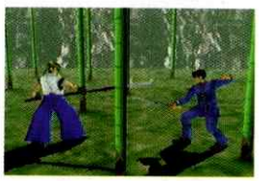
Console fighting games have always catered for the more macho games player, giving gamers a clump of unfeasible special moves. *Bushido Blade* gives cowards a chance to leg it and run away in a wimpish manner. Running attacks can be much more potent, especially if you can run around behind your enemy and stab them in the back







The practice mode allows you to constantly fight with few loading times



Locations offer obstacles such as this troublesome bamboo

ORIENTAL IMPACT

Not since *Tekken* have we seen such cringe-inducing slaps in a video game. Swords pierce limbs, sledgehammers crush skulls and rapiers slice stomachs. The sense of impact is huge with players falling, or perhaps even flying, in response to a vicious jab. Brilliantly for a fighting game, the weight seems to focus upon the chosen weapon – so if you have a broadsword rather than a rapier you're going to have to evaluate your moves very carefully









Weapons can clash, meaning a frantic button tap or a swift retreat



The point of view mode lets you look head on at the enemy with hovering swords in between you

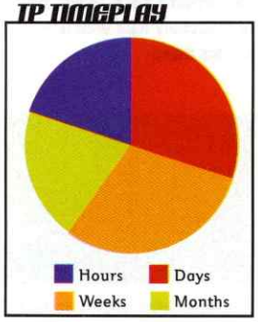


The use of polygons dedicated to the characters rather than the background makes the game move at quite a pace

MARTIN SAYS...

I've been playing *Bushido Blade* since it turned up in the office, and for a slash-'em-up it has to be one of the best. I would definitely place this between *Soul Blade* and *Tekken 2* for sheer playability alone. The fact that there are no 'power bars' and injuries are carried throughout the rounds sets this game apart from the others in its realism – do you think you could get up and fight normally after being sliced with a sword? A 'real' weapons sim at last.

TP TIMEPLAY



brings it down upon a skull. A bit grim, admittedly, but not in such a jubilant manner as the fatalities in *Mortal Kombat*. The fight scenes will be quite a break from the norm for some gamers as battles can be over in little over two seconds. One fatal stab and that's it – your character will drop to their knees and collapse. The contestants in the Story Mode often have some dialogue to share before they finally bite the dust and lie face down. The cinematic feeling is accentuated when your chosen character grabs a fallen foe to their chest while they utter their last words. Quite touching, if you neglect the fact that ten seconds later you'll be maiming another person. The huge arenas are similar to the Battle Arena mode that was removed from Core's *Fighting Force* for some unexplained reason

The violence in *Bushido Blade* is quite impressive, in terms of detail – if you are struck beneath the waist more than once, you will continue to fight while on your knees. Should you progress to the next stage having sustained an injury, bloodied bandages will appear around the effected limbs. As mentioned, the potentially short round times may confuse some but the combat method is initially quite simple. Three buttons are dedicated to low, medium and high strikes and the shoulder buttons are used for running and the raising of your weapon. The eight weapons mean that the combat variation makes up for the lacking selection of six fighters. It's certainly quite different from the current craze for thirty plus fighters and hidden foes. Other comparisons with beat-'em-ups in the usual format are special moves and effects. Although moves are realistic, shallow shadows follow swishing blades and weapons glint in a stylistic way.

For all its inventive gameplay and innovation, most gamers will see *Bushido Blade* as an odd stylistic statement of the genre. It's an excellent fighter but you can't avoid the fact the UK players would've rather seen a good conversion of *Tobal 2* with its high-res graphics and fun game modes. Cult appeal, it appears, is the route that Sony have sought for their new recruit. It's a polished piece of software and the production of the game is similar to *Final Fantasy VII*. CGI scenes are used in the story mode for intros and endings – they are of the same standard as Namco's

ARENAS

Bushido Blade has eight main arenas which allow you to run all over the place. Bridges can be run across and everything looks very picturesque. Different levels can be climbed to or descended from, adding some platform elements to the proceedings. The camera pans out to accommodate both players on screen until they become hardly visible. The CPU will chase you, however, and won't lie idle as in side-on beat-'em-ups







Tekken 2 and *Soul Blade* CGI too. What is more relevant in terms of gameplay is the sound though. The weapon clashes mean that every 'kerchink' and 'ping' is captured to full effect and the ambient background music is superb. The arenas are kept plain in terms of polygons but the scope of them allows gameplay to come to the fore. Polygons are used more excessively for the characters in a manner that *Star Wars: Master of The Tera Kasi* uses. Close up, the combatants have dear facial features and some tremendous achievements in the eyebrow department that would make even the Gallagher brothers jealous.

The modes in *Bushido Blade* are numerous and cater for the player who has bought *Bushido Blade* as an effort to avoid the likes of *Battle Arena Toshinden 3*. Story Mode is the usual game, Training Mode is self-explanatory but gives you infinite energy to play about with. You will fall to the ground and die but, magically, you will rise again. Slash Mode is a predominately side-on affair which will be more in tune with players expecting a normal beat-'em-up. The versus and link up mode are the lifespan enhancing two player jaunts which are welcome. Last of all is the Point of View mode which, like the *Tekken 2* cheat, allows you to face opponents head on. This is unervingly real as you can run around and not be able to see where the



Being left open to an attack is a major hazard to your limbs and vital organs

enemy is. An on-screen depiction of your character appears on the top right of the screen. This shows the position of your body – whether you are on you knees or not, or whether, by some misadventure, you are lying on your face. Very atmospheric and quite disturbing if you're not familiar with someone slicing your head from behind.

In summation, Square are offering a polished and original beat-'em-up – for some that may be enough to ensure that they jump from the mainstream into the more obscure Oriental gameplay. Others may find that Hudson's *Beast* offers more gameplay immediately and there is the small fact of *Tekken 3* coming in the next four or five months. A long wait maybe, but if you are a new Square convert after *Final Fantasy*, you may well opt to go for *Bushido Blade*. **Richard**



The range and height of strikes can be varied. High, middle and low are only the beginning – backswipes and rapid slashes are all available with practice

TP RATINGS

Total PlayStation — Totally unique in the beat 'em up genre, but this is not a recommendation

Publisher:	Sony	**Price:**	£34.99
Developer:	Squaresoft	**Released:**	February
Players:	1-2	**Game type:**	Oriental Fighting Sim



[GRAPHICS]	90
[SOUND]	84
[PLAYABILITY]	76
[OVERALL]	84

9/10 *Official PlayStation Magazine*





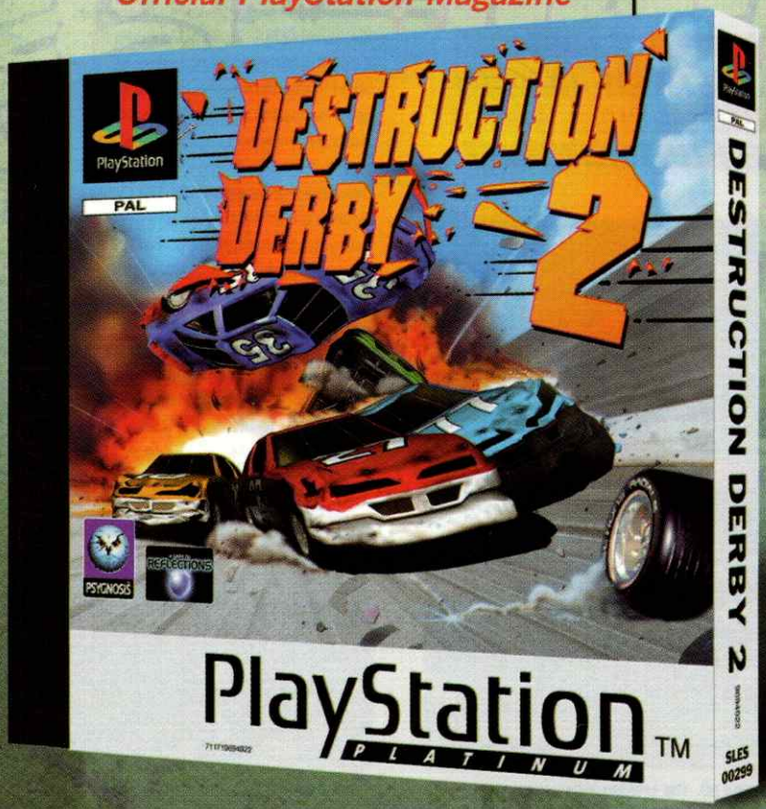
9/10 *PlayStation Power*

PlayStation

£19.99 *Each*

Need we say more?

9/10 *Official PlayStation Magazine*





9/10 *PlayStation Power*

PSYGNOSIS

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Bloody Roar

Pink rabbits and moles, with blood. Hudson's new beat-'em-up comes in with a novel blend of carnage and cute.

PlayStation GOOD SHOT



Close combat is necessary for longer combos – get in deep



Mortal Kombat levels of blood are sprayed everywhere



The extensive options mode which is useful for Vs scraps



Character select screens are as extensive as *Tekken 2*

Do you want it hard or do you want it fast? The PlayStation beat-'em-up market desperately needs something original. The slew of fighting games – produced so fast that they hit the shelves with gameplay still trying to catch up – has been alarming of late. The hard men of the genre are Mr *Tekken* and Sir *Street Fighter*. *Toshinden* has reached its third form, which is really no better than the first game – apart from the graphics. The scene looks set to be bleak until such a time as *Tekken 3* decides to leap onto CD after its lengthy arcade outing.

But wait, a new contender has arrived, through the mist, through the flames – cue dramatic camera pan and music – it's, it's... a pink rabbit with blood. Oh dear, surely something's gone wrong. What happened to Bomberman? I don't understa... (sound of rapid clobbering).

The beat-'em-up has long been associated with the thick fluid known as blood. The average *Mortal Kombat* series has buckets of the stuff and to many, it seemed that it was selling buckets of blood, rather than gameplay once the game reached its third incamation. Cute characters in beat-'em-ups are rarer but they do feature in Square's *Tobal* duo and the occasional Japanese title. The theme of violence mixed with rabbits and moles never occurs. Except for now, that is, because *Bloody Roar* is clearly mad. Pretty school girls who can muster little more than a duff punch can change into 8ft wolves mid-fight and launch into a vomit inducing fist fight. The PlayStation beat-'em-up scene is witnessing a semi flurry of beat-'em-ups before *Tekken 3* takes centre stage, assisted by *Mortal Kombat 4*. *Bushido Blade* should be going head to



Lightning effects combined with the more subtle streaks which highlight contact. Yes, ***Bloody Roar*** is the special effect capital of beat-'em-ups

it's, it's... a pink rabbit with blood. Oh dear, surely something's gone wrong. What happened to Bomberman?



The pink rabbit goes into beast mode for a huge hit. The trailing effect for super moves is similar to the pale shadows in ***Street Fighter Alpha***



Head-stomping is an essential move for irritating human opponents



Never underestimate the power of a rabbit. He hits awful hard if you ask him 'what's up doc?' — That's an evil right uppercut you got there mister wabbit!





Explosions show up the violent contact brilliantly

head with *Bloody Roar*. Developers have realised that clichés don't work in fighters anymore. Hence *Bushido Blade* has removed energy bars, time limits and special moves while *Bloody Roar* features the strange variety of human/animal creations which bolster the gameplay and double the amount of characters – sort of.

Segmented offshoots

This may all sound a bit extreme for the developers, who gave birth to one of cutest Japanese iconic characters ever: *Bomberman*. The beat-'em-up genre has become so popular that virtually every company has had a stab (no pun intended, whatsoever) at producing one. RPG meisters, Square, used *Tobal No 1* as their debut slapper, Namco have *Tekken*, Sega have *Virtua Fighter* and Nintendo have – oh dear – *Killer Instinct*. The offshoot of this is that beat-'em-ups have become so segmented that each title has a huge following. Say that *Tekken 2* is better than *Virtua Fighter 2* to any Saturn owner and watch the sparks fly. Although they look similar, the style of play couldn't be more different. *Bloody Roar* is a cross between *Tekken* and the intense juggle action of caged fighters, like the *Fighting Vipers* coin-op. And, surprisingly, *Bloody Roar* is a coin-op conversion but it obviously hasn't had much coverage outside Japan, so you probably won't see the game at your local arcade. If you have, then *Bloody Roar* will be more familiar to you than gamers who only play games on their beloved PlayStation. Hudson have few arcade games released apart from the multiplayer *Bomberman* units which can be found in any Japanese arcade. You can see why the game would've been welcomed in the arcade – for one, it isn't by Namco or Sega and is more original than most coin guzzlers. A round of applause for Hudson who took the financial risk of putting the unit in the arcade in the first place.





Distance panning is similar to *Tekken* — characters can use a range of running attacks — the pictured desert scene is ideal for this as there are no walls or boundaries

Combo hits appear on screen and a Beast gauge builds up, depending on how many times you hit your opponent. Raise



Some if the moves are complex to initiate but once mastered are deadly as regular, King (*Tekken*) will be aware of. 360 degree chucking should be an Olympic sport



Yugo summons his beast mode, ready to administer 'drubbing'

Name of the bloody game!

Bloody Roar, you may have noticed, went under a different name up until about a month ago. The name was a far more simplistic *'Beast'* and in America it's something else altogether. *Beastorizer* is the questionable tag used by the people across the pond. King of name changers, Prince, 'artist formerly known as' or er, 'squiggle' commented that he was a bit jealous about being outdone by a video game. "Betcha by golly wow, I'll beat it." He was later heard to comment



Yugo and Bakuryu



Alice and Bakuryu



Mitsuko and Gado



Fox and Long



Greg and Bakuryu



The UK logo in its glory

THE INCREDIBLE HULK

Characters are deceiving rascals in *Bloody Roar* – one minute they're normal people, then they rapidly mutate into the beast. Rabbits, tigers, moles and wolves all have a set to. The rabbit constantly bounces up and down, while the wolf is mostly in a crouching position leering at competitors. The mole often tunnels into the ground, reappearing at another location – which is a bit dubious as most arena floors are made of concrete















Catapulting opponents into the air gives an excellent feeling of weight



An average replay for the loser

JAMES PARRIES...

Having reached the end of my beat-'em-up tolerance, it looked almost certain that my once blooming love for the genre had been lost forever. Yet with the release of this and T•HQ's equally impressive *Vs*, the mindlessly repetitive genre has been thrown a much needed lifeline.

I personally prefer *Vs*, but *Bloody Roar* is a very enjoyable and complex game, that will no doubt appeal to all beat-'em-up fans. Worthy of much praise and success – nice one.

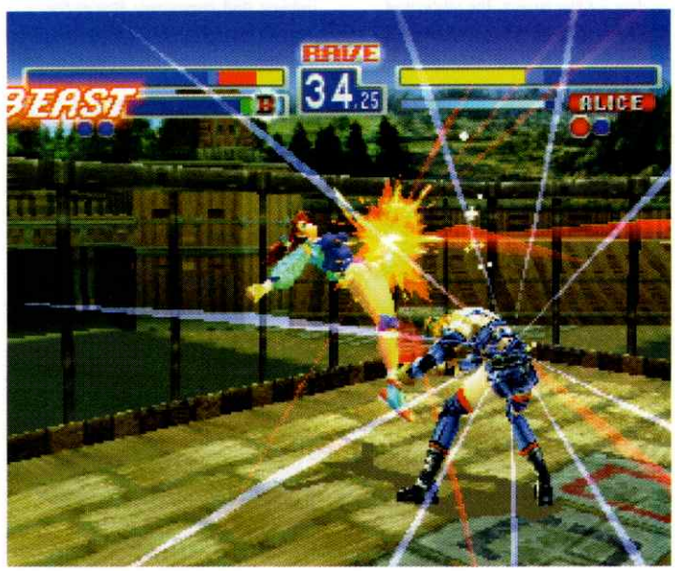
the gauge up to a suitable level and you are free to transform into a beast by tapping a button. Graphical pyrotechnics abound at this point, with lightning coming down from the skies, and a bright shield envelops your character, harming the opposition if they're close enough. Once in beast form, you become a lot more powerful, even if you do pick the character which turns into a pink rabbit. This is the stage where excessive amounts of blood start to fly around in great big dumps. Impressive, if not entirely needed.

The graphics aren't up to the standard of *Tekken* but make a mockery of many more recent 3D beat-'em-ups with dodgy collision detection and dichéd characters. The intro to each fight is a nice distance pan of the arena which sets the scene, accompanied by some *Street Fighter EX Plus Alpha*-esque replay shots. Black backgrounds and character shadows appear from three angles in the replays.

The beast transformation is a fairly original concept for a beat-'em-up – the super powers gained by changing into a beast is a super hero concept but resembles much earlier titles by game developers. *Jet Set Willy* and Rare's aged classic, *Knightlore* spring to mind. The use of wolves, rabbits and tigers mean that different tactics can be adopted for each match . Players that remember Roger and Alex being the dumsy duo of kangaroo and dinosaur will be pleased to see that all animal combatants are properly weighted and aren't believers in the 'tap any button you can' school of combat. Which will be a bit of a blow to those less able in the combo linking department. Perseverance makes the game more playable and offers more depth than key jabbing *Toshinden* or the more recent *Yusha*.

Set Piece

But, back in the realm of the 3D beater, *Bloody Roar* seems fresh for the genre. Recent hopes such as *Yusha* and *Vs* have



The standing player activates beast mode and the process is offensive, meaning that the character in flight is going to have her energy sapped





Reversals are good for chain linked combos and, right, throws are very nasty affair

ARRON SQUARES UP...

I disagree with James – and this time it's about work! In my opinion this far surpasses *Vs*. The graphics and explosions really grab your attention and the gameplay is very immediate. It still lacks the subtlety and plain addictiveness of *Tekken 2*, but this is great for people who don't want to spend hours learning stack loads of moves.

This game has come out at a good time for the genre, a worthy 'filler-inner' until *Tekken 3* comes along.

THE COLOUR OF MY BLOOD

Spray it, drink it and just lose it. *Bloody Roar* has huge plumes of blood – mostly when the Yugo character is selected, as his wolfish tendencies of chewing opponents' necks are messy. His huge claws don't help things either and when he's joined by his Monty Mole lookalike mate, who tunnels into people's heads, you'll cringe. Similar acts of violence occur when players are chucked through walls or pushed through pains of glass. It's all pretty sedate stuff compared to *Mortal Kombat*, however, and gore certainly wasn't used as a selling point in Japan. Western publishers assume we want blood for that all-important shock factor though, perhaps it's shown clearly in the title. If the Virgin advertising boys have anything to do with it, we could well see *Resident Evil*-like blood baths appearing on 'oh-so' controversial billboards









been fundamentally flawed – *Yusha* had dumsy controls and *Vs* didn't have a proper jump command. The differences between the beat-'em-ups after *Tekken 2* seem to lie in their gameplay – the graphics are pretty much of a generic hash, full of stereotypes. 'Do you fight with a fist or a sword?' is to be the question that will separate most third party beaters. There are few recent 2D games to compare *Bloody Roar* to. The days are gone when we could talk about how *Tekken* is more visually appealing than *Street Fighter Alpha*. The gameplay of *Bloody Roar* is still in the 2D vein but this is no major fault as the genre still has life in it. Just look at the re-release of the *Street Fighter* series in the *Street Fighter* collection, reviewed this very issue. We've been frequently having a bash at the collection in fact.

Bloody Roar dispels formulaic traits with a number of options – if you don't like fighting games which cage you in and prefer the free roaming fluidity of *Tekken*, you can remove the barriers. This may appear to be a simple choice but it is surprising the amount of games which only offer the one style of play – barriers or no barriers. Having both options changes the gameplay significantly. Taking your opponent to the fence in a bully-boy set piece means that they will venture upwards, rather than falling backwards. *Street Fighter 2* veterans will rejoice at this fact, as the famed 2D beater was liked for its end of screen barriers, which were frequently the domain of obscene combos which could almost bring the game to a halt.

You've probably guessed that *Bloody Roar* is a decent game. Two player games fall slightly short of *Street Fighter EX Plus Alpha* because there just isn't the selection of character on offer. The design of them isn't as classy as Capcom's stylistic cartoon characters. But perhaps being familiar with Chunners and co has made them more identifiable to us. Whatever the case, more characters would've been welcomed but we'd rather have quality than quantity thank you very much. As a one player game, *Bloody Roar* satisfies all the shallow promises of *Toshinden* and co. A good showing for Hudson – *Bomberman World* is awaited with drooling mouths. We just hope the celebrated round bomb people aren't going to turn nasty... **Richard**

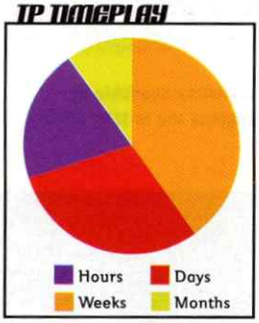
The days are gone when we talk about how Tekken is more visually appealing than Street Fighter Alpha





The boundaries for the arena on the left can be removed if you wish, but personally we prefer them, especially as some walls can be knocked down by combatants

TP TIMEPLAY



TP RATINGS

Total PlayStation

A solid beat-'em-up with well balanced characters which is very impressive

Publisher:	Virgin	Price:	£44.99
Developer:	Hudson	Released:	February
Players:	1-2	Game type:	Beat-'em-up



[GRAPHICS]	87
[SOUND]	75
[PLAYABILITY]	85

[OVERALL] 86

World League Basketball



Orange balls, tall people and a shiny court. The basketball sim has had little to shout about apart from Sony's own *Total NBA* from 1996. Here comes another, but can it better *Total NBA*?

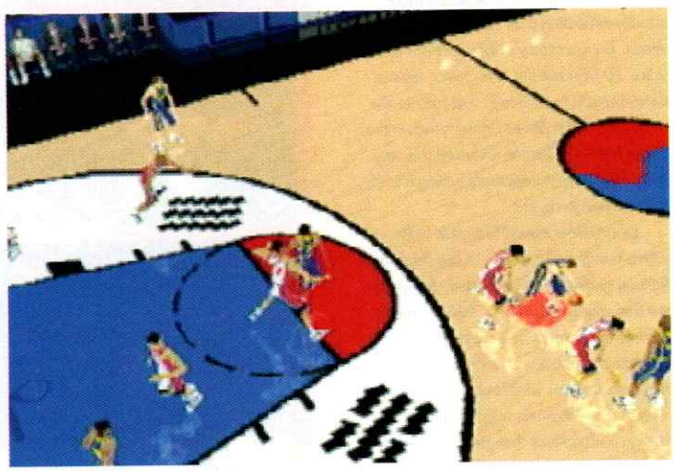




The title screen announces proudly that it is World League rather than NBA

The style of basketball games has changed amazingly over the past few years. The genre began with lumpy Commodore 64 sprites running around side on, and, for processing reasons, most used the two on two formula to ensure the game didn't come to a complete halt. Four player basketball games are uncomplicated and inevitably turn into arcade-based ones rather than strategic events.

Total NBA was the first console game which really introduced us to having two whole teams on court. *World League Basketball* has complete teams playing against each other, and wraps the whole package up with some neat, if not exactly awe inspiring, 3D. The simulation nature of the game is immediately apparent as the title screen pops up with no fast moving FMV clip or American hip-hop music, just a drab beat that plods on. Flipping through a couple of option screens gets you through to the game proper and



The pale red circle is the sign of possession or the player being controlled. Passing is awkward and the circle is slow to respond sometimes



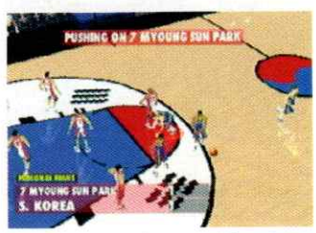
A midline squabble as England try to take control



A two part penalty which will yield two points if performed flawlessly

then you start to realise that *World League Basketball* is never going to threaten *Total NBA*. That's not being harsh, but there are numerous flaws graphically. Firstly, the players aren't motion captured which makes them look quite old fashioned. Passing comments across the office suggested that the players look more like monkeys than people.

The graphics aren't too bad, and although we've been spoilt by motion capture, official licenses and excessive presentation, the real game exists in the gameplay. The in-game pace of *World League Basketball* is quite slow when you glance at the likes of *NBA Jam*. The action on court is a mixture of rapid walking and some strategic passing. It's unlikely solo runs will allow you to run the whole length of the court and score because there are time limits – you can't hold the ball forever. Rules wise, pretty much everything is adhered to which means that one of the more frustrating rules is present. You can't pass the half court line and then wander back across it. Play always has to be straightforward; there can be little moving back. The rules of basketball will be accepted by fans but there can be little doubt that fans will want fast action and accurate play, which isn't here in any great degree. Passing requires you to press a direction on the pad as well as the pass button. It



Pepsi colours on the court. The colours of the Korean team no less



The court reflections show what we expect of recent sports sims and our aging PlayStations. Although easy for developers, they still look very tasty

doesn't work, because if you bear in mind that players can't always be seen (depending on the camera angle chosen) throwing the ball to another team member is an act of faith rather than a precise movement.



It's too late for a 3-pointer so I guess I'll be going for the slam dunk

Shooting should be more dynamic, but when going for a three pointer, the players still appear to be suffering from exaggerated gravity. The jumps are all too brief and the ball seems to almost float from players' hands. The ball physics aren't in place either – it rarely bounces out of control and goes straight to the basket when thrown with little curvature. This may all sound a bit negative but physics are an important part of sports games, and if it doesn't feel right, the atmosphere is gone. *World League Basketball* is a school netball match in essence; dunks are not spectacular and when the ball rolls around the



The camera doesn't get much closer when near the basket

rim or drops through a barely animated net you can see why.

Redeeming factors are relatively few and far between – the game is an adequate representation of the sport, but not realistic or exciting. Even in the multiplayer mode, things aren't much better. The token inclusion of an eight player mode isn't practical and the two player games just can't reach the excitement of *NBA Jam*. Basketball as a simulation is boring – the best efforts in the genre have been heavily arcade orientated. You can turn some sports into sims – F1 for example – but for the most part *World League Basketball* has little excitement. When dunks should be monumental efforts of skill, it feels like you're flipping tiddlywinks into a hat. Which would be fine if this was a simulator for chucking the coloured pieces of plastic, rather than a fast paced American sport which usually has glitz bulging onto the court with shattering sonics and dazzling graphics.

Sadly *World League basketball* has none of these aspects and when *Total NBA '97* offers them all, you'd be advised to stay away from this painful interpretation of the sport. It's basketball, not netball. Someone should have told the developers methinks. **Richard**

JAMES SAYS...

Once more I disagree with the rather harsh words of Richy boy, admittedly *WLB* is facing some tough competition, in the form of *Total NBA '97* and Konami's *NBA In The Zone* series. Alas it fails to live up to the high standard set by these games, *WLB* is perfectly suited for the beginner. The leisurely pace of the gameplay and the lack of complex play are limiting but do not allow the player to get to grips with the nature of the sport. For younger NBA fans only.



Whole court views are available from the options



Presentation is worringly sparse and dull



There are few air incidents in *World League Basketball*

THE CAMERA CAN

World League Basketball has some novel camera views. The default view is a sliding sidecam which is, amazingly, a side on view of the action. Should you tire of this mode, then a bonkers overhead mode can be selected. or for the more basketball obsessed, a 30 degree slant view is there for the taking. All views apart from the default view are impractical though, and it's a shame more attention wasn't paid to the central game engine



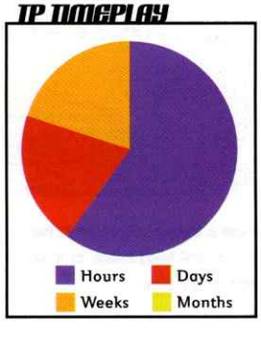








TP TIMEPLAY



TP RATINGS

Total PlayStation

An average basketball game which looks more like primary school netball

Publisher:	Mindscape	**Price:**	£39.99
Developer:	High Voltage	**Released:**	February
Players:	1-8	**Game type:**	Basketball Sim



[GRAPHICS]	65
[SOUND]	58
[PLAYABILITY]	63

[OVERALL] **64**

Street Fighter Collection

Never satisfied, the *Street Fighter* posse are back for yet another bout of aggravation and fisticuffs. Hurray say we!





Two of the original brawlers battle it out. Whatever happened to Blanka and Guile, eh?



Back to the old school with the original cast from their various countries. The likes of Chun Lee, Blanka, Ryu, Balrog, Ken, Sagat to name a few, plus a couple of new faces



Two of the original boss characters, Sagat and Vega exchange blows

It's back again. Like the proverbial good man, you just can't seem to keep Street Fighter down. Even in this age of 3D polygon beat-'em-ups, the Street Fighter games retain their vast army of fiercely loyal fans. Certainly the game has ventured into the three dimensional arena itself with Street Fighter EX Plus, but it's in its original 2D form that the purists revel.

Six years ago, the coin-op revolutionised the perception of what fighting games were all about. Suddenly we went from having five or six attacks to a whole library of techniques and styles. The revolutionary special moves have become a standard ingredient of every fighting game since. In that respect it actually redefined the genre to such an extent you can hardly compare pre-SF beat-'em-ups with those that followed it. In that it justifies its place alongside the likes of Doom and Lemmings as a a benchmark by which all similar titles will be measured.

Kick, punch, block

This little package is for those who missed out on this all-time dassic or who want to experience again the game which sparked a



Vega's biggest strength is his speed and good range of ground and air throws



Sagat is quite quick for such a big guy and his high and low fireballs can confuse opponents



That old chestnut, Blanka's electric attack. Very infuriating for opponents without a projectile attack in the repertoire





Chun Li in classic girly get-up as she was when we first grew to love her



No-one gives Ryu any stick in his own back yard and gets away with it



It's the most famous match-up in the history of beat-'em-ups, and Ken celebrates victory over Ryu by nicking the poor fellow's pyjamas!



Ken misses his throw and takes a low blow to the joy department for his troubles!



Ooh what a feeling, when we're dancing on the ceiling... yeah, thanks Lionel!

million pale imitations. Coming on two discs, it contains Super Street Fighter 2, Super Street Fighter 2 Turbo and Street Fighter Alpha Gold. Super Street Fighter features the cast of the original game - Ken, Ryu, Dhalsim, Chun Li, Honda, Blanka, Guile, Vega, Bison, Zangief, Sagat and Balrog - plus four new characters. Dee Jay, Cammy, T. Hawk and Fei Long — the 'new challengers.' Turbo adds the option of faster gameplay but more importantly introduces power bars. These are charged up by pulling off special moves, enabling special super moves when the bar reaches maximum.

"It redefined the genre to such an extent you can hardly compare pre-SF beat-'em-ups with those that followed it"

Dancing in the street

When these games first came out Street Fighter machines still occupied prime positions in arcades the length and breadth of the country. In this day and age you're more likely to find 'em round the back in the cheapy 10p-a-go section or covered with grease in the corner of a chippy. No longer do they attract crowds of drooling admirers, but they still retain their legendary playability. Everybody knows at least a couple of special moves, the games were that popular. Nevertheless this is the first time Street Fighter 2 in its (almost) original form has appeared on the PlayStation. We've had Alpha, Alpha 2, EX Plus and the best forgotten SF: The Movie but no classic SF2 until now. A fact not lost on the numerous people who stood behind us while we were playtesting it going 'Oh wow, is that orignal Street Fighter 2? Cool!'

It's by no means as subtle as more recent games like Tekken 2, but there are plenty of moves for the average player to get to grips with. Fans who owned the SNES version will no doubt be lining up to get their hands on a copy and they'll not be disappointed. As you'd expect, the conversions are arcade perfect. Even the SNES version had to sacrifice the odd



12 Super Street Fighter gave Ryu a new red fireball, capable of stunning and flooring opponents with one hit

RAGING DEMONS

This is tricky special move known only to Akuma and Evil Ryu (you'll have to figure out how to find him). Plenty of pose value 'cause not many people know how to do it and it'll eat up most of an opponent's energy bar in one go



SUPER MOVE MENTAL

Every character in Alpha and Turbo has their own super move for when normal specials just aren't up to the job. Charge up that power bar and let 'em fly!

Adon Axe Kick

A big arcing kick which comes over the top to catch ducking opponents



Charlie Double Sonic Boom

As you can imagine, this is like a regular sonic boom, but in stereo!



Akuma Multi-Fireball

Akuma rains fireballs down from the air. Hard to dodge





Ken's final confrontation in Street Fighter Alpha is against his old adversary Ryu in the snowy wastes



The Super Dragon Punch can be deadly as it has extended forward range as well as the ability to hit jumping opponents

The 'Collection' idea is a fine one and could have made this an unmissable package

frame of animation here and there for the sake of speed. For the first time they can be enjoyed in the comfort of your own home in full arcade splendour.

Time to collect

Graphically, though still more than competent, SF no longer turns head as it used to. Nevertheless its a measure of how little the gameplay has aged that people were queuing up for a go while yours truly was desperately trying to screenshot the damn thing. And it's never just one game either. What started off as 'just a quicky before lunch' ends up as best of three, best of five, first to ten, and before you know it it's four hours later and still whoever's on a losing streak continues to demand rematches until they win.

It's unique also in that you can pick it up, suss a couple of moves, and play straight away. However for the master there are loads of complex combos, hidden features and secret moves to discover. In fact the office beat-'em-up boffin - a guy who can pull off any tenstring with any character in Tekken 2 at will, still rates Alpha 2 as his all-time favourite single-player game. A failing with the vast majority of beat-'em-ups down the years is that computer quickly becomes predictable and boring, leaving only the Vs mode to keep players occupied. Not so here.

Street tough

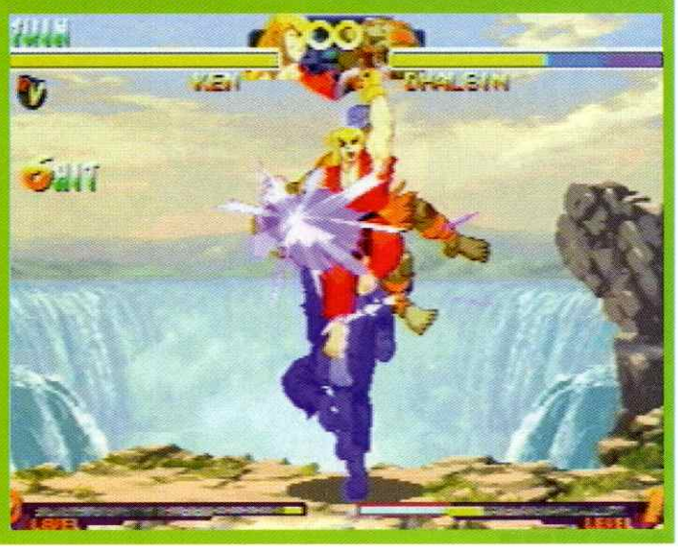
So, while I have no gripes about the games themselves - I've always loved Street



It's more satisfying to save super moves for the big finish

Ken Multiple Dragon Punch

Ken has two multiple dragon punches. One forward and one vertical





Sakura's moves and fighting style are based on those of Ken and Ryu

Fighter - I can't help but feel this is a real missed opportunity. The 'Collection' idea is a fine one and could have made this an unmissable package charting the development of arguably the world's greatest and certainly most influential fighting game. So where's the original Street Fighter 2? On two CDs we could have had every Street Fighter game ever released. Two versions of Super and Alpha Gold, which is basically Alpha 2 plus a couple of knobs, simply doesn't do the idea justice. It's nice to play the old characters again, and to see them in their pre-Alpha non-Manga-ised form, but SF Collection could have been so much more.



Chun Li's previously rather feeble fireball is beefed up for Alpha

Rating this is going to be tough. What's here is great. I really don't need to tell you about the quality of the Street Fighter games. Everybody knows all about that. The score isn't so much a reflection of what's here, more of what isn't. Even if they'd just stuck Street Fighter 2 on there it would have made a difference. Personally I reckon they should have put the whole lot on, including SF: The Movie just for everyone to have a good giggle at. You wouldn't expect to buy a Frank Sinatra collection which didn't include My Way, would you?

As it is, this seems more of a Street Fighter cash-in than a Street Fighter collection. If you're a Street Fighter fan or newcomer who fancies a piece of the classic action, don't let this put you off, but considering the potential, as a package SF Collection is something of a let down. As games go on the other hand, it really is not to be missed. Despite greivances, you really should add this to your collection without delay. **Miles**



New girl Sakura arrives to challenge the Queen of Street Fighter, Chun Li



Cammy takes on Dee Jay in a battle of the 'New Challengers' from Super Street Fighter



Steady on boys, what a beautiful pair, of ladies of course, ahem!

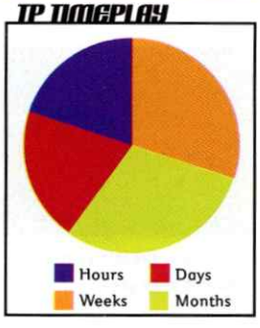
ARRON SAYS...

I was wondering how dated this would feel after the likes of Tekken 3, Mortal Kombat 4, etc. But I needn't have worried. This is Street Fighter. 'Nuff said. It still feels as gorgeous as ever, plays as wonderful as always, and still looks good enough to rate up there with the best beat-'em-ups at present. The only qualm I have is why did Capcom put Super Street Fighter, AND Super Street Fighter Turbo in this collection? Why not have the original Street Fighter II, Super Street Fighter, and Street Fighter Alpha 2? This would have made this an unmissable package. As it is, I still strongly recommend that you buy it immediately.

Thanks to Games Console

Due to ever-tightening Christmas deadlines the game you see reviewed here is actually the Japanese version. We'd like to take this opportunite to thank Games Console for our review version. For all your games needs, both UK and import, be it Sony, Sega or Nintendo, you can call them on 01252 810 649, fax 01252 810 650 or email games.console@virgin.net. Alternatively drop by and see them at 160 Fleet Road, Fleet, Hampshire GU13 8BE.

TP TIMEPLAY



RICH SAYS...

The fact that I was still gagging for some Street Fighter action even though I already own the games on the collection says something about Capcom's best game. The arcade perfect renditions of Super Street Fighter 2, and it's subsequent Turbo incarnation are superb. Alpha 2 is worth buying on its own, so to have some vintage arcade perfect prescursors in the mix is a bargain. Fans and newcomers run to game emporiums across the country and open your wallets wide. I agree with the boy Arron that Street Fighter 2 Turbo would've been nice, but I'm sure we'll see it later on in the year.

TP RATINGS

Total PlayStation

Great playability, but as a package a lot more could have been done with it

Publisher:	Virgin	Price:	£TBA
Developer:	Capcom	Released:	February
Players:	1-2	Game type:	Beat'em-up



[GRAPHICS]	75
[SOUND]	74
[PLAYABILITY]	88
[OVERALL]	85

The Note





Following *Final Fantasy VII*, publishers have suddenly become interested in RPGs again – *The Note* is Sunsoft's candidate to entertain, bewitch and possess your soul. Mwa, ha, ha, hah...



The frankly dodgy title screen in all its dubious glory



A room and a door. This is as pulse racing as *The Note* gets



Some more suitable lighting would've been good



A drawer. Investigate after killing the local rat

RPG fans have finally got something to be proud of their PlayStations for – *Final Fantasy VII* is probably the best game for the machine and Konami have now granted the UK release of the older – but still superb *Suikoden* and *Vandal Hearts*. Liverpudlian developers and publishers, Psygnosis have signed up Japanese RPG, Alundra for the UK and others will surely follow. Square have *Final Fantasy Tactics* lined up too, not to mention the possibilities of *Saga Frontier* and the *Front Mission Series*. The pre-*Final Fantasy VII* games (the SNES editions) are being released in Japan to great success and we hope they will make it over here.

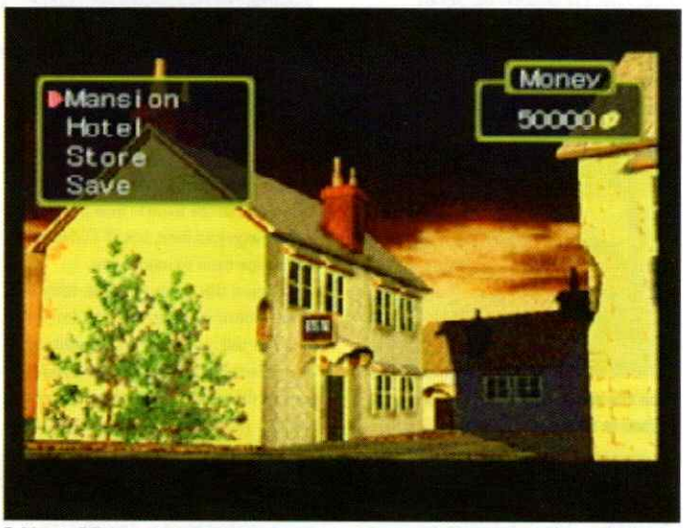
Back to *The Note*, however. If you remember *King's Field* from last year, you'll be familiar with the 3D roaming formula of RPGs. Menus pop up for picking up and dropping items and you walk around, *Doom* style, until meeting doors or enemies. The plot of *The Note* is a bit dichéd – you'll soon discover that three high school kids have ventured to a haunted house. The two girls and one boy have disappeared. The mother of one of the girls visits an occult journalist to help find her. Both set off to the haunted place in search of the kids, in a scene very reminiscent of the beginning of *Resident Evil*. Cheesy voice-overs kick in and things do not look that good at the start.

Urgh! Zombies

Exploring the first room reveals that the pace of the game is quite slow, since option screens need to be called up for most tasks.



Certain areas allow you to have a kip to conserve your own energy



Exiting buildings and you are given a choice of locations to go to, like *Broken Sword 2*. Here your choices are limited, as it's early in the game

The right-hand set of buttons are used to adjust the view and strafe, while the shoulder buttons can be assigned with commands. Each hand can hold an object, so you can walk along with a torch and a shotgun. The gun needs to be reloaded and to do that you need to hold bullets in the other hand – realistic, if a little unpractical. The fact that you have to light lantems and open curtains to see anything is a bit of a put off – wandering around solving puzzles such as 'light all the lamps in the room to open



A local hotel vendor disappears beneath the desk after you threaten to beat him up unless you stay for free. Ring the bell to see the coward fight – ding ding!



The two heroes enter the mansion and have clichéd chat

ENTER THE WORLD OF SURVIVAL HORROR!

The first section of the game sees two characters walk through double doors and start contemplating how strange the mansion looks. Yes, it all looks very similar to *Resident Evil* and although the game plays rather differently, it's hard not to spot the influences of Capcom's masterpiece – possessed dogs and stumbling zombies, named 'slaves', pervade the title...









the door' seems unoriginal and sedate. You'll no doubt be wanting some characters to meet, or at least some enemies to kill.

A rat appears eventually, running around on the floor, and a major flaw is revealed in the game combat engine – you have to look down to kill a ground based enemy. Killing the rat is a hilarious task of legging it to each available lantern, lighting it so you can see the huge lump of vermin taking chunks out of your feet and then pulling your shotgun out. The shotgun has no visible bullets and the rat seems to go into full on somersault mode for its death routine. Watch out *Mortal Kombat 4*.

Strange combat encounters aren't the only questionable thing that occurs either. Get hit and the screen blinks and wahey, your view is restricted. Enemies go for your eyeballs, apparently. Or eyeball, rather, as you seem to blink through only one central eye. When this is damaged you have to try and negotiate the corridors and enemies with restricted vision – which is stupid, to be frank. It doesn't let you have a fair chance of seeing anything, especially when combined with the low lighting. Stumbling about trying to find a lantern to light, is like being a drunken fool coming home on a Saturday, fumbling for the light switch – no fun.

You'll discover bats and wolves within the first 20 minutes of play and it will soon dawn on you that this is a dodgy *Resident Evil* in RPG form. You might gain some joy from it if you are an ardent RPG fan but most gamers will see this as a sloppy Japanese game, which loses something in its translation. Fans of ancient text adventures or Dungeon Master might appreciate the style of gameplay, but most people will find it too slow for action game fans and not deep enough for players of decent RPGs. *King's Field* is still a better alternative statement of the genre, despite being over a year older. At best, *The Note* is a diversionary quest for those who have bought every other PlayStation RPG and are after curios such as this, rather than must-buy RPGs from Square and Konami. **Richard**

It will soon dawn on you that this is a dodgy Resident Evil in RPG form

WE HAVE PLASTIC HAIRDOS, WE ARE PLASTIC PEOPLE

The characters in *The Note* are curious in their appearance – plastic hairdos prevail. The three missing high school students, Linda, Toshi and Dave, are accompanied by freelance journalist Akira and his partner Angela. The is also a very curious chap called Paulo (note dodgy name). He is discovered in the mansion and seems to know quite a bit about the building. His appearance is not properly explained, probably due to the translation. In the Japanese versions he was probably a butler, or something...



The missing Linda



Akira's woman Angela



Freelance journo Akira

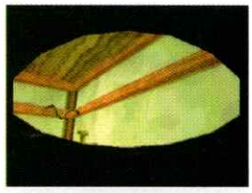




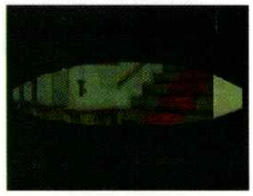
The declining 'eye' view which doesn't allow you to see Mr Wolf very well

JAMES NOTES...

***The Note* is a puzzling little game, if you'll pardon the pun, but the major stumbling block is its near sedate pace. After playing the game for a brief period of time, I found myself wanting to take a nap on the office sofa. Weather this a positive or a negative point is quite beyond me, but *The Note* is quite unlike any game of recent memory. Worthy of a second look, and recommended to those you have tired of the current batch of high action epics. A weird little fella alright.**

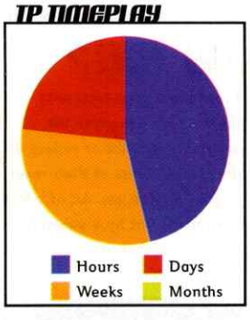


Trying to clobber the bad with only half your sight is silly



The field of vision is laughable and not fun at all

TP TIMEPLAY



TP RATINGS

Total PlayStation

An average 3D action RPG which is boring rather than intriguing

Publisher:	Sunsoft	Price:	£39.99
Developer:	N.K.System	Released:	Out Now
Players:	One	Game type:	3D Action RPG



[GRAPHICS]	79
[SOUND]	65
[PLAYABILITY]	60
[OVERALL]	62

Indy 500

In the wake of the success of Psygnosis' *Formula One '97*, JVC introduce the PlayStation to the world of indy car racing...



Sadly due to the excessive speed and nature of the game, one is given little time to take in the impressive background scenery



The careful driver will be rewarded with victory – as for the haphazard, take note



CHECK THE OIL SIR?

Those seeking to customise their vehicle are given the option to enhance or reduce all the key elements of their racer – tyres, engine, etc. All of which are carried out by a polygon pit team in another nice little visual touch





The appeal of video gaming is simple – the player can immerse themselves into a world different from the rather dull one in which we live. The sheer scope of the virtual fantasy available is near limitless; one moment you could be battling aliens on a far away planet, or the next engaging in a pugilist battle to the death. Gaming provides the ultimate form of escapism, not to mention huge amounts of entertainment. But no other genre has provided more of an exhilarating blast of instant excitement than the racing game.

What better way could there be to while away a couple of hours than slipping behind the virtual wheel of a powerful and equally expensive sports cars and pushing it to its limits? The racing genre has achieved great success on the PlayStation, with its releases making up for over 25 percent of the entire software back catalogue. Unfortunately the vast majority of these titles do little more than attempt to imitate the benchmark games, and thus fail. With the public, and most definitely the press, apparently starting to tire of these arcade-based motor thrills, recent trends have directed the genre toward the simulation end of the market, giving gamers the opportunity to take part in such factual motor sports as NASCAR and most noteworthy, Formula One. One of the most welcome elements that these games offered was the option for the player to define the structure of the game to their own specifications. With simulation and arcade modes allowing the sports fan the



The in-car camera places the action almost upon the tarmac, increasing the frame rate noticeably, but unfortunately this does make the view point a little tougher



Stray onto the grass and the car will go into an almost uncontrollable skid



The vehicles suffer from real-time damage, with horrific crashes sending various parts of the vehicle spinning in the air. Another very nice inclusion to the visuals

chance to relive former glories and the beginner the more relaxed pace to practice their skill and progress.

Are You Trying?

With the exception of Psygnosis' *Formula One* releases, the distinct line between these vastly different styles has been blurred almost beyond recognition, offering little, and in some cases, no difference between the two, leading inevitably to disappointment for both parties. Thankfully the latest sport to make the transition from the tyre marked grid to the PlayStation is Indy car. This variation on Formula One has a wider appeal than its counterparts due to the greater amount of freedom the drivers are given to overtake, making the outcome of the race far less assured than that of F1. Taking their inspiration from the Indy car circuit, JVC have produced an intriguing blend of arcade and simulation for their *Indy 500* racing romp. One of the key elements of the game that places it in a different category than its F1 cousins, is the gameplay. The style of racing is best described as a blend of *Ridge Racer* handling mechanics and simulated crashes and general metal bending mayhem. Having gorged ourselves on *Ridge* and its sequels and then suffered a steady diet of sub-standard racing romps, *Indy 500* has come as a welcomed, albeit only minor, change of pace. Developers TOMY, the creators of various kiddies toys, have managed to incorporate the correct amount of statistical refinements and customisable options to entertain the serious motoring fan without losing sight of its arcade origins. Those familiar with the highly influential Sega arcade game, *Virtua Racing* will be instantly at home with this.



The behind camera allows you check out the distances between you and the other competitors

One of the most important factors that seems to have been lost during the development of the various motor sports simulations currently stocking the PSX shelves, is that games should be fun. Bogging the player down with countless options screens is far more likely to instill boredom in all but the most loyal of motor racing fanatics.

The arcade friendly gameplay never strays far from the realms of realism, making background knowledge of both tracks and vehicles a must. Lifespan is also further increased by the excellent split screen two player mode, allowing the player to take on a friend without the customary loss of speed.



The rain effects are very pleasing to the eye but sadly have little knock on effect in terms of loss of traction and changes in the handling of the vehicles



Purely dependent on speed, the player can perform a power slide type move, albeit only briefly

To Break The Machine?

Visually *Indy 500* is sadly rather ordinary, with the reduction in trackside detail the high speed levels have been maintained. A few graphical touches are very impressive, including the rain effect that subsides when the car is under cover and the real-time skid marks left on the track by the careless racer. Incidentally, the weather effects don't appear to bring about any changes to the cars' handling, making them little more than pleasing eye candy.

Unfortunately *Indy 500* is denied the big scores because of a few minor flaws. The most damaging being the amount of tracks – only three in total, one of which is an oval. Admittedly, these are reversed after the completion of each track, but remain a little disappointing. The player starts the race in a position designated by their performance in the preceding time trail, yet if a single mistake is made during the TT or the race itself the player will find themselves instantly down the rankings, with the task of catching up a tough one. This is a flaw in the programming that allows the CPU competitors to perform almost perfect laps whilst the player continually crashes into the track boundaries. Once mastered the player can remedy this with careful and tactical driving, but this remains very disheartening to the first time player.

Ironically, *Indy 500* does little for fans of the sport, who'll find the arcade styled gameplay a little too simplistic. But those who are looking for some fast paced action will be well catered for. **Boris**



The relay feature that follows every race allows the player to relive all the hair-raising moments

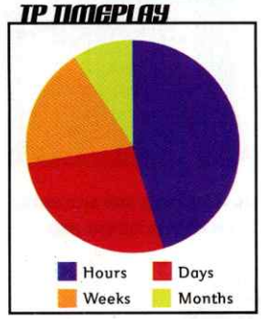


The grains of sand become momentarily lodged in the grips of the tyres, causing a limited loss in traction

Any Comment Terry?

One of the most memorable moments from Psygnosis' *Formula One* outings was Murray Walkers humourous, and at times completely inane commentary. Sadly *Indy 500* has been lumbered with hideous sound effects, commentary and music. The vehicles themselves sound similar to the average lawn mower, the clichéd rock soundtrack ultimately leads to distraction and the commentary is little more than a garbled mess. Great game, shame about the sound

TP Timeplay



TP Ratings

total PlayStation

Adrenaline fuelled introduction to the popular American motor sport

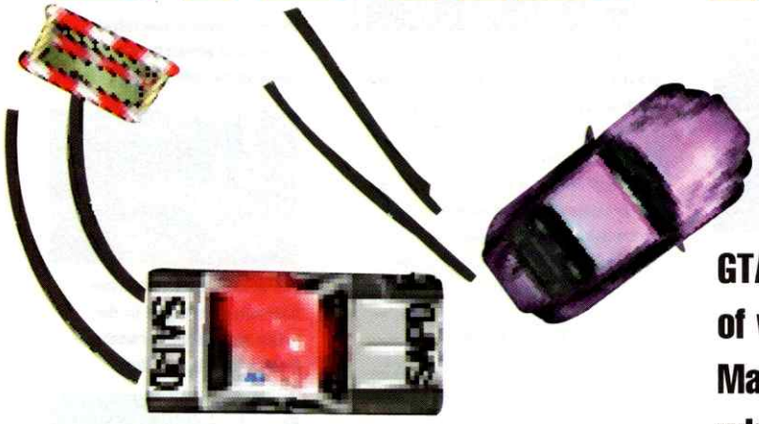
Publisher:	**JVC**	**Price:**	**£39.99**
Developer:	**TOMY**	**Released:**	**February**
Players:	**Two**	**Game type:**	**Racing**



[GRAPHICS] 77
[SOUND] 69
[PLAYABILITY] 84

[OVERALL] **80**

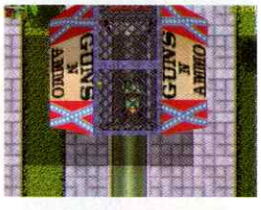
Grand Theft Auto



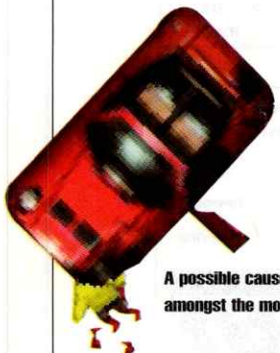
GTA finally graces our office after months of waiting, and in the words of Jane Mansfield, when I'm good, I'm good, but when I'm bad, I'm better...



The choice of characters has very little effect on gameplay



To reload your side arm simply drive through the gun shop



A possible cause of concern amongst the more moral minded

Being a good boy is something that is imprinted on your infant brain from the day you're born. Parents insist that you eat with your mouth closed, stand up straight, always remember to mind your manners and all sorts of admonitions from the endless generic list that is supplied to expectant mothers. The fact that we spend a large proportion of our youth desperately fighting our natural urges to be bad, has got to play a major role in the sheer delight that being bad entails. The almost complete adrenaline rush of robbing your first penny chew is powerful stuff. Alas, spending the next week worrying that every knock on your front door will be the shopkeeper and several armed police, ready to take you away for fifteen years is not so good.

As you get older the desire to rebel becomes greater, but fortunately common sense kicks in, preventing you from placing a swift one on your boss' chin. But just the thought of performing the act is enough to keep insanity at bay. Maybe we were all born to be bad?

Finally BMG have tapped right into this evil vein running through us all, with the worryingly enjoyable *Grand Theft Auto*. At last we can vent our nasty tendencies without fear of a hefty jail sentence. The title places you in the grubby shoes of a low-level street punk, whose childhood dream has been to climb the ranks of his local friendly crime syndicate. There are a selection of four villains to choose from but the only differences appear to be cosmetic.



Having been corned by the police the best tactic is to run, avoiding the temptation to unleash a hail of bullets, as the police will return fire and they are better marksmen





Careless driving and general carnage will attract the attention of the local police force. The squad cars will attempt to force you off the road and into a jail cell

Starting at the bottom is a hard task, but with much practice and wrong-doings you will soon be able to make quite a name for yourself. Sadly the choice of a top down racing type structure is initially very disappointing, with the promise of full 3D bank robberies and iffy substance deals crushed in an instant. Once you have battled past the quite ugly graphics though, the delights of car crime, drug running, murder and providing a taxi service for ladies of loose morals is yours to saviour.

Nick Ya A Stezza

Gameplay is surprisingly open-ended, and the various missions can almost be completed at the player's leisure – with the exception of the simple courier levels, which are obviously timed. The wealth of missions is impressive, with variety unhindered by the limitations of the genre

MILES SAYS...

Despite the bucketloads of humour and non-stop action, the most pleasing thing about *GTA* is you can do what you want. The missions are there, or you can just muck about doing handbrake turns and trashing the place. You don't have to play properly to enjoy yourself and it's this open-ended appeal that makes *GTA* the best game I've played in ages. Marvellous!

– elements of racing, combat and puzzle solving all come into play. *Grand Theft Auto* also makes a few nods at certain blockbuster movies, including driving a tank through the high street and a bus which will explode if the speed drops too low, very subtle. Generally gameplay consists of locating an object or person and the transportation of them to a different section of the vast city – thankfully an on-screen cursor constantly points you in the right direction.

Each vehicle that you drive will only be able to sustain a certain amount of damage before it's completely wrecked, but acquiring a new motor is a lot simpler than popping down to see Honest Dave and splashing the readies on a new set of wheels. All you have to do is select your new vehicle from the passing traffic, walk out in its path, drag the current driver out – remembering to perform a hand break turn on his head – and then head back to the nasty business.

Each of the in-game vehicles also has its own signature music which plays whenever you're inside. The tracks range from country and western to hip hop, each of which has a certain charm of its own that will soon have players' toes tapping.

The much publicised levels of violence are also very over-blown, with the distance between the crime and the player being so great that the effect is almost cartoon-like. This said, the game does keep in tune with its criminal inspiration via the gratuitous use of bad language, which is likely to offend grandmothers across the land. We suggest that you don't let them play it.



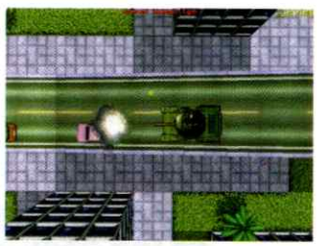
It's a matter of life and death on the streets – death mostly – but it's just your own life you're trying to preserve to fulfil your ambitions of gangland supremacy

Five Notes To You, Mate

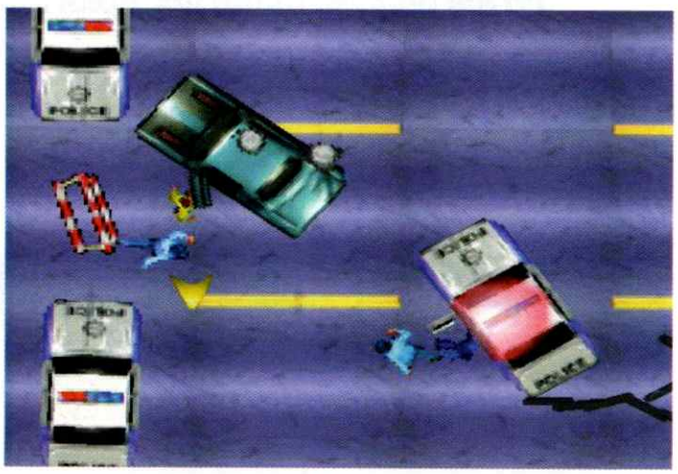
Gameplay is set over three huge cities, based upon New York, San Francisco and Miami, each with their own characteristics and array of innocent civilians to mow down. Success is achieved by one of two routes: the careful driver will be rewarded with mission points and a lot less in the way of police intervention. Those willing to take more risks, and rack up a meaty body count as they leave a trail of destruction and fleet of cop cars in their wake, will gain more respect. The behaviour of the incidental characters is very well conceived, with their reactions mirroring real life. Unleash a hail of bullets in a public place and the pedestrians will scatter. Unfortunately, whilst being very amusing, this does attract the attentions of the police, who will be quickly on the scene to fit you with a nice pair of silver bracelets and damn good kicking.

Unfortunately *Grand Theft Auto* lives and dies on its questionable subject matter, with BMG successfully whipping enough media frenzy to hide the game's visual shortcomings. One such problem arises in the most essential of areas – the player's view point. The floating camera views the action from a variety of heights, zooming and panning to adopt the best vantage point but all too often, after having a particularly spectacular crash, the impact will send the player spinning uncontrollably. The vehicle then finally settles in the side of a building, which completely obscures the action – your only option then is to thrash the buttons and hope for the best. When the clock is ticking this can be very annoying to say the least, but it is admittedly only a minor grumble.

GTA is a very enjoyable game that will no doubt sell by the bucket load, but we're left to ponder whether this success would have been so assured if it wasn't for the controversial plot? ***James***



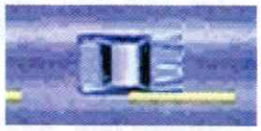
The tank is located in the latter levels and is a powerful, if sluggish machine



***Grand Theft Auto*'s graphics engine is far from complex, but the use of such effects as scaling and real-time skid and blood marks do indicate its 32-Bit origins**

TAKE YOUR PICK SIR!

In each bustling metropolis there are no end of vehicles to acquire, do some chores and then mow down some smokeys. It's all in a days work for Travis and Co. Take your pick from just a few of the level one selection



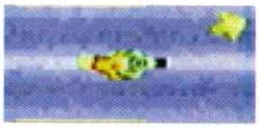
Portsmouth



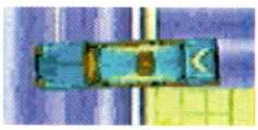
Porka Turbo



Transit

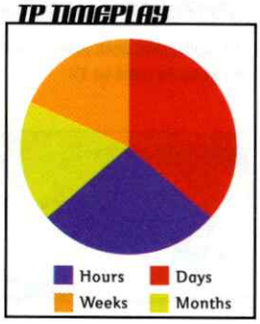


Superbike



Limousine

TP TIMEPLAY



TP RATINGS

Total PlayStation — *GTA* **is a brave and highly entertaining attempt at originality**

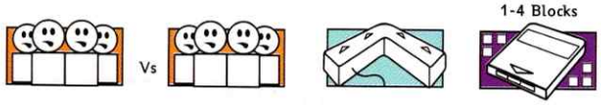
Publisher:	BMG	**Price:**	£44.99
Developer:	DMA Design	**Released:**	Out Now
Players:	One	**Game type:**	Killin' 'n' Stealin' Sim



[GRAPHICS]	79
[SOUND]	92
[PLAYABILITY]	89

[OVERALL] 90





NHL Breakaway '98

Another NHL game? Confusion in abundance as we venture onto the ice once again, but does *NHL Breakaway* surpass *NHL Open Ice*, and can it take on the imminent *Actua Ice Hockey*?



Shots on goal can be taken from just past the halfway line



The highlighted puck movements are actually used on TV



A clean shot is hampered by the amount of players near the net



The view can be adjusted so you can see virtually all of the rink

Sports games have always been a popular subject for video game translation. After all, the sports are games in their own right and usually have huge followings, thus gamers are familiar with the rules and traits of said activity. Ice Hockey is a case in a point, but, and it's a fairly sizable 'but' (no sniggering please), the ice hockey scene isn't huge here in the UK.

That's no matter to you, if you're a hockey fan of course. Here at TP towers we have to admit that none of us are avid fans of the sport but we do enjoy having the occasional bash – it's just that we tend to treat the genre as football on ice. The rules of ice hockey aren't really conducive to the fast moving gameplay that we really need





pressing select brings up a 'live' passing menu - see the symbols circling the players and press whichever one coresponds to the player you want to pass to



pre match hoo ha as the players line up for, oh dear, an anthem



The obligatory FMV intro with, surprise,surprise, a goal

from sports titles. The options to chop and change game settings are quite welcome then. NHL Breakaway 98 falls between two stools. Firstly, it isn't as simulation based as EA's take on ice hockey, and it doesn't really resemble the rapid pace of the average 2D ice hockey game NHL Open Ice. It's a go-between that decides to mimic TV style coverage of the sport.

Illuminated lines follow the path of the puck and injuries are plentiful and



The 3D engine stands up well when the camera wonders close to players

it isn't as simulation based as EA's take on ice hockey, and it doesn't really resemble the rapid pace of the average 2D ice hockey game NHL Open Ice

deliberately overblown. When players are tripped up and head for the deck, it's not unusual to see them somersault before ending up on the cold platter. The injuries that can be dealt within one game are quite disturbing – five minutes of play saw two of my opposition stretchered off with a broken collar bone and some form of limb breakage.

The substitutions and time outs are all rather time consuming, but can be turned of so that you don't have to watch the injured players stumble off the ice.

Fighting is included, furthering the idea



A lone player shoots and probably scores as no defenders are present



The ref does look like RoboCop, albeit without the voice

of television hockey. To be honest, NHL Breakaway 98 does a fair job of creating an atmosphere via the rough and speedy graphics. The players move well, and some nice touches like a player backpaddling when he changes direction after a sprint – complete with ice spray – are numerous. What a lot of people will instantly be familiar with if they've tried a recent console hockey game is the 'huge' goalie syndrome. The goal keepers in real life hockey are large once they've been equipped with all their padding. They hog the goal and try to stop the comparitively small puck going between their legs or past their arms. The game rendition of the goal situations is a



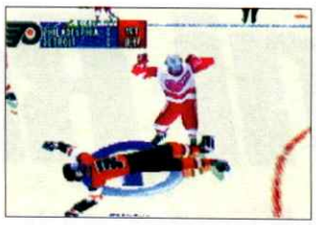
A punch up, no less, and a pleasing gameplay diversion

rapid 'run up and slap' type situations lift the two player game but don't offer sufficient entertainment to prolong the one player game for great lengths of time.

Scoring is more difficult than you'd

Miss and a whole bundle of players leg it behind the goal

bit unsatisfying, as pelting the puck towards the goal offers little scope for targeting. It seems as though you choose to shoot straight at the goalie or slightly to the left or right. Miss and a whole bundle of players leg it behind the goal to find the puck, which can be illuminated as well as having a trail behind it. Fake shots and expect, which, while realstic, lacks the reward based play of chucking many pucks past the goalie. Passing is fluid and is the most satisfying part of the game – the speed of the passes combined with the potential threat of several bulldozing members of the opposition means you have to weave in between them. Solo runs are great but the



Down on the ice, your sportsman manner is in doubt



You are sent off for fighting even if you lose the scrap. Boo

scuffles which are created sometimes hamper play. Running off with what you thought was the puck only to discover that you are in possesion of nothing but thin air and the opposing player has command of the puck is a pain – not least because the enemy will have put one past you. **Richard**

JAMES SAYS...

Once again a further software company make the mistake that the UK market has room for yet another ice hockey sim. The reasons behind this is quite beyond my comprehension, NHL Blah Blah has nothing at all to elevate it above the competition. The gameplay is extremely fast and thus confusion sets in. Graphically impressive but ultimately shallow. I would also like to point out that the Robocop ref gag was my idea, Mr "Sticky Fingers" Melville. (Alright, Mr 'irate' Gale - Rich)



A jubilant goal - light and organ music cut in here. Joy



Time outs, caused by fouls and the like, break up the flow of play



The light effects look more like sci-fi ray gun shots



Close ups are nicely detailed - note the reflections



Half time means it's back to the bunker with the teams

REPLAYED

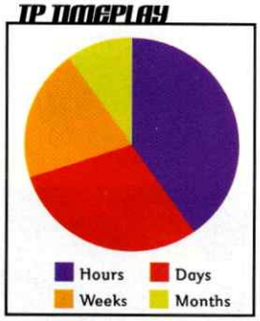
Pause the game at any point and a decent replay mode is available. It's a shame you can't get this close up to the players in game as the graphics stand up well on closer inspection. Scuffles look much more convincing and shots on goal become, for the first time it has to be said, clear. We're not to sure about the ref though – he appears to resemble Robocop's grandad or an extra from Tron. That aside, you'll find yourself using the replay to question the ref's judgement. Shame you can't start a ref/player brawl - he really is a bit innacurate, watch the replay after a foul and ponder his words...







TP TIMEPLAY



TP RATINGS

Total PlayStation — A good looking yet painfully average hockey sim

Publisher:	Acclaim Entertainment	**Price:**	£39.99
Developer:	Sculptured Software	**Released:**	Out Now
Players:	1-8	**Game type:**	Ice Hockey Sim



[GRAPHICS]	78
[SOUND]	64
[PLAYABILITY]	66

[OVERALL] **69**

Mini Reviews

Ridge Racer Revolution



Namco's second installment of Ridge Racer is now released on Platinum, just like its older brother. The enhancements in this version are mainly the new track which is longer than the last one, the link-up mode which allows you to access the original track and the cheat modes. Mini versions of the familiar selections of Ridge Racer motors can be driven via a cheat mode and powerslide contests extend the appeal of what is, at first, a very simple game. Graphical glitches are ironed out in this conversion as is pop-up and other niggles that made it into the first game.

The soundtrack features impressive mixes from both the Ridge Racer arcade machine and its sequel, Ridge Racer 2. The unique thing about Ridge Racer Revolution is that it was created specifically for the PlayStation and was not simply an arcade conversion. A very worthy contender for Rage Racer and an absolute bargain. It works brilliantly with the NegCon too. ***TP***







Seaside setting marked a dedcidley tropical venture for *Ridge Racer's* high specced big brother. Cheats were also available, like mini cars and spin points

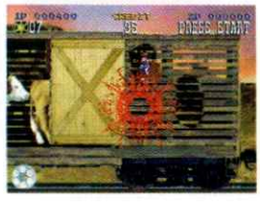
Info

Publisher: Sony

Rating Overall: **91**

Lethal Enforcers







Dated light gun fare, wild west style. Good shootí Tex

Light gun games have been released in droves recently. Namco's seminal Time Crisis was joined by a hideously underachieving Judge Dredd and GT went off the rails with arcade blaster Maximum Force. Lethal Enforcers harks back to the post laser disc era of gun games. Stumble into a seaside arcade in the early nineties and you will have witnessed something along the lines of Mad Dog McRee. By that I mean the line of western themed shooters with cowboys and busty ladies talking of sheriffs. The benefit of laser disc meant the game looked like a film. Lethal Enforcers did too, with digitised characters and realistic scenery. The thing was, it was pants, and nothing Konami did could change it.

The pub across from our office has a machine and only strangers to the land of games or sufficiently refreshed customers approach the double gunned cabinet. In the present era of Time Crisis, Lethal Enforcers could've been (and was) done on the SNES which shows how aged this conversion is. ***TP***



Info

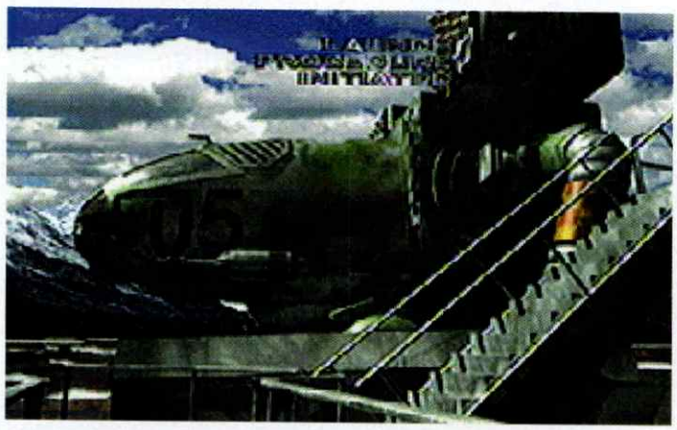
Publisher: Konami

Rating Overall: **32**

Mechwarrior 2



The original 'giant robots bashing each other' game, well, the sequel to it at any rate, looked fairly bland even when it first came out. However behind the sparse visuals lurks an immensely playable mission-based strategic shoot-'em-up which will certainly appeal to those looking for action with a bit of thought required on the side. There's a handy training mode in which an computer controlled instructor takes you through the various basics of controlling a Mech, including movement, negotiating obstacles, hitting stationary targets and hitting moving targets. Loads of different mechs and weapons are available and the tough missions will keep you going for quite some time. So, if big violent robots are what get you going, you could do a lot worse than grabbing yourself a copy, especially at the new £19.99 price point. **TP**



Cut scenes are just as impressive as the in game visuals, resembling *Krazy Ivan* and a myriad of sci-fi low budget video films. Still, nice to see such CGI skills being displayed



Info

Publisher: Activision

Rating Overall: 83







Decent explosions and PC style distance drawing are superb

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LEVEL 1:

THE GREAT WALL







1.1

You start your adventure by sliding down a steep slope into the first room. Straight away run forward until you see a pool of water to your right, jump into this and wade to the other side or you will have a large tiger breathing down your neck. Shoot it from the safety of the water and then wade out onto the platform on the far side, climb up and follow the obvious path until you come to a gap that must be jumped. Jump this and turn to your right, then jump across the smaller gap to find the first secret of the game.

Jump back over the gap and keep on following the path until you reach a room with barred windows.

1.2

There is not much to do in this room except look out of the windows at the rather nice view, then drop down through the grill in the corner, that leads to the next room.

1.3

After dropping into the water swim to the steps and walk up them, jump the gap and pull the switch – this will open the door that was previously shut. Before running through the door, get your guns out and be ready for three killer crows.

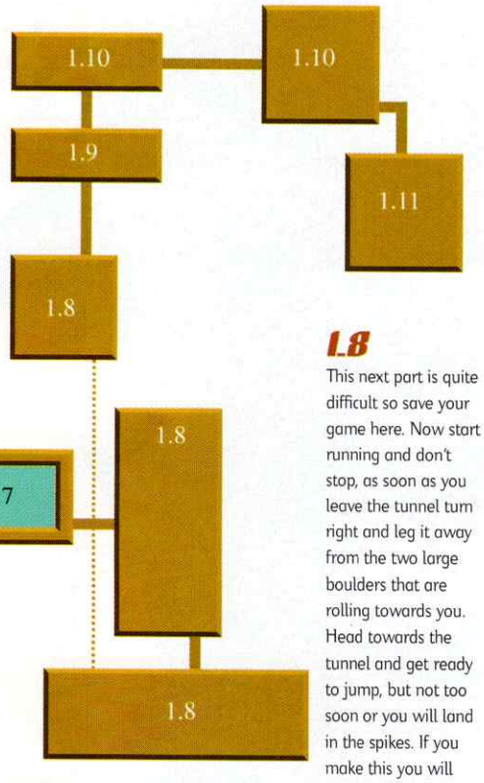
1.4

After killing the crows climb up onto the edge of the wall and take a look over the edge – if you can't see a pool of water you're on the wrong side, now make sure you aren't going to miss and take a dive into the pool.

After landing gracefully in the water look for a underwater cave which holds the key – well a key at least. Pick this up and swim to the surface but before climbing out check to see where the tiger, which will have just appeared, is prowling about. When it is safe, climb out and blast the tiger, then look for way back up the wall – the green mound piled up against it should do the trick. Once back up, use the key in the door that's opposite the one you came through at the start.

1.5

As soon as you open the door get your guns out and blast the nasty spiders that come at you from all angles. When they are all dead, climb the ladder in front of the door and blast another spider at the top, then collect the key and climb back down. When you reach the bottom of the ladder you will see a door to your right – unlock this with your key and proceed through.



1.6

At the end of the short tunnel that follows, you will be jumped by yet more spiders, so have your guns ready and kill these quickly. Next to the skeleton is a medi-pack and some ammo – pick these up and run down to the large block. Thanks to her super-human strength, Lara can pull this away from the door. Now proceed through to a steep slope, which Lara must slide down.

1.7

At the bottom of the slope is a room filled with water. Look to your left and you will see a ledge about halfway up the wall, use this to get past the blow-pipes that will start firing if you try to wade across. At the other side simply drop into the water and climb out into the next tunnel.



1.8

This next part is quite difficult so save your game here. Now start running and don't stop, as soon as you leave the tunnel turn right and leg it away from the two large boulders that are rolling towards you. Head towards the tunnel and get ready to jump, but not too soon or you will land in the spikes. If you make this you will slide down a slope into a larger corridor but don't stop because the walls are closing in, so turn to your right and you will see a hole in the wall, climb into this and you are safe for a while.

Again, when you start running don't stop, because the floor will collapse sending you plunging into a pit of spikes. Towards the end of the tunnel get ready to jump three swinging blades at ankle height (these can do a lot of damage, so get your timing right). If you think you have time there is a secret on the floor, but beware – the walls are still closing in, so unless you feel brave just keep running. You will eventually come to a slope that sends you skidding into a small room. No time to stop – run to the corner of the room and stand on the broken tile, which then breaks, sending you falling to welcome safety.











1.9
Phew, you made it. Along the tunnel in front of you are two large rolling blades, and just in front of these is a medi-pack. Timing is all important here if you are going to make it, so wait until they have just passed you, then run like the wind to the other side.

1.10
Get your guns out to deal with the few spiders then walk very carefully to the death-slide handle at the edge of the diff. Press and hold the action button to grab it and hang on. At the bottom are two tigers, so have your guns out before you touch the ground and deal with them before continuing on through the hole in the wall.

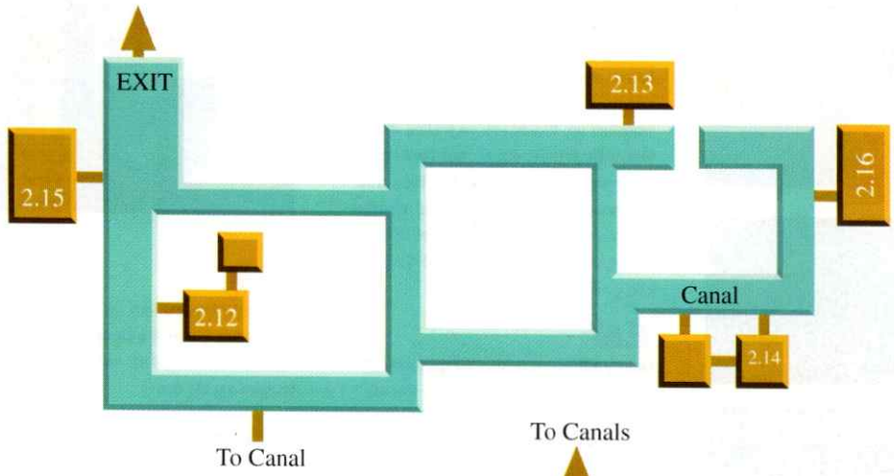
1.11
This is it, the end of the level, all you have to do is run to the doorway and that's it.

LEVEL 2: VENICE

2.1
From the start, turn around and run down the alley, kill the dog that appears at the end and turn left.

2.2
Down the end of this second alley is another slavering dog and a dodgy guy armed with a baseball bat – kill them both and then turn right to get to 2.3.

2.3
Collect the flares and push the switch. Now climb up through the trap-door that has opened, then push the next switch and carry on climbing. Once you're up on the roof, turn to the window and climb up onto the ledge, shoot the window and walk through 2.4 to the next room.

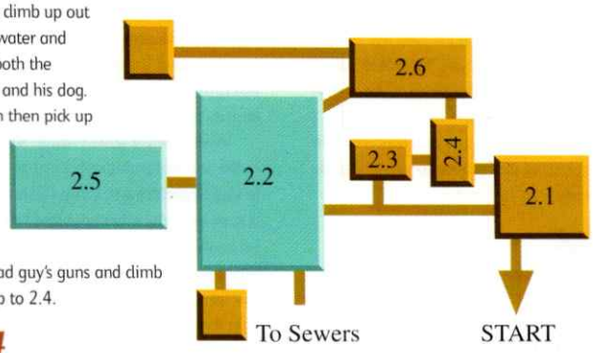


2.1 (balcony)
Shoot the guy on the balcony then make your way over to him – he will have dropped a key so collect it and go back to 2.2.

2.2
Dive into the water and then swim under the middle wooden door...

2.5
...to find a speedboat. Yes, you can drive it but you can't go anywhere yet, so push the switch on the wall and use the key in the lock to open the doors and swim out.

2.2
Quickly climb up out of the water and shoot both the baddie and his dog. You can then pick up the dead guy's guns and climb back up to 2.4.



2.4
Turn left, kill the dog and then go through the door.

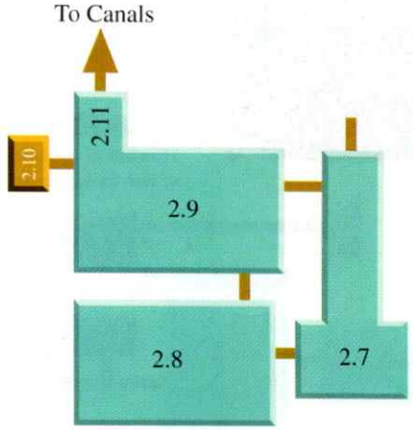
2.6
Run across the bridge and push the switch, then return into the main room and shoot out the window, climb up onto the ledge and take a running jump over to the canopy.

2.2 (canopy)
Make your way across the canopies and through the door to pull the switch, then dive into the water and swim to the boat. Drive the boat to the gap in the fence that covers one of the tunnels.

2.7
Drive the boat along the tunnel until you fall into a large room.

2.8
In the middle of this room, under the water, is a secret – collect this and take the only tunnel out.

2.9
To your right and up a ladder is yet another secret, so collect this and then go to the other side of the room and drive in through the double doors. Park your boat and swim back through into the main room.



2.10
To your right is a window, shoot this and go into the room beyond, shoot the baddie and collect the ammo he drops. Also collect the shotgun shells in the doorway, then pull the lever you find there and go back out through the window.

2.9
Turn to your right and climb up the ladder.

2.11
Dive into the pool and pull the lever before getting back in the boat and driving out.















Canals

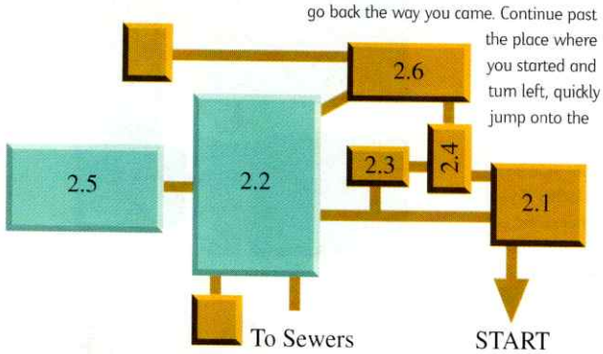
When you get to the canals, turn left and follow the canal until you come to three gondolas parked in the way (these can be smashed up, should you be feeling that way inclined). Get out of your boat here and jump to the raised section, then onto the canopy – you should now see a bridge. Get your guns out and jump over to the bridge, then shoot the goon and his dog and go into the courtyard.

2.12

Quickly kill the man with the gun and collect the key he drops, then use this to open the door. Go through and drop down into the hole and pull the lever. Now return to your boat, killing anybody that gets in your way... Bang, bang, bang!

Canals

Once back in your boat turn it around and go back the way you came. Continue past the place where you started and turn left, quickly jump onto the jetty and kill the bad dude who will be pumping bullets into you. Jump back into the boat and carry straight on to the end, then turn right and park next to the jetty. As soon as you get out of your boat a baddie will come out of the door, so when he does be ready – kill him and go in the door.







2.13

Kill the rats then pull the lever and return to your boat.

Canals

Turn the boat around and take the narrow alley on your left. At the end turn left again, then find an open door on your right.





2.14

Collect the key and look up at the ceiling to find the way out. At the top are one man and his dog – kill them both and pull the lever to open the big doors.

Canals

Kill the guy on the walkway then get back in the boat and head back to where you trashed the three gondolas. Park by the steps and kill the baddie, then use the key to open the door but be ready for the guy that comes out. When he is dead go into the room.

2.15

Push the switch and return to the boat.

Canals

When you get back in the boat carefully drive down the alley in front of you but stop before the mines, which are floating in the water. These must be destroyed before the level can be completed, and the only way to do this is drive your boat into them. but obviously you can't be in it at the time! So, find a safe stretch of water and practice jumping out of the moving boat – the boat will carry on going and this is how you can destroy the mines.

When you are good enough have a go at the real thing, although it is a good idea to save before doing it. When you have done this, swim to the other boat that has been left on the level and head back to room 2.14. When you reach here keep going to the end and take a left – there is a room on the right that can be driven in but don't do this, instead jump out onto one of the windows and shoot the guy inside.

2.16

Drive the boat in and push the switch, you will now notice that the door is shut and that to get out you'll have to drive out through one of the windows, so line yourself up with the window ,that is in turn lined up with the ramp.

Canals

As soon as you leave the room a church bell will start to chime, you have until the twelfth chime to get to where the bombs were and through the double doors, so follow these instructions careful. You will need to hold the X button for extra speed all of the way, so with this held down head out of the window and straight up the ramp, smash through the windows, then when





you land go straight forward and through the narrow alleyway that was blocked by the gates. At the end turn right and the finish will be in sight. Don't worry if you don't triumph the first time – simply try again from the last room.









LEVEL 3: BARTOLI'S HIDEOUT





3.1

Drive your speed boat along the tunnel until you come to a gate, this will open as you approach, then park at the jetty and kill the rats. Continue up the steps to your left and kill the guy in the corridor at the top, then enter the corridor and pull the switch, this will open the doors down by the jetty.

3.2

Kill the three baddies, run to the windows on the left of the room, shoot one and kill the two dogs that jump through. When they're dead go out into the conservatory (3.3) and run to the end to find ammo and a medi pack. Now return to the main room and turn left to look down the corridor – proceed with caution and avoid the swords – then pull the lever at the end and return to the main room.







3.2

Climb onto the brown sloping block, then jump almost straight away and grab onto the level above, pull yourself up and walk to the large block, push the block as far as it will go then turn to your left and take a running jump over to the opposite balcony. Pick up the ammo and turn to look at the wall with what looks like ladders stuck to it and grab on to it. Shimmy across to the opening and walk out onto the balcony.

Turn to your right and shoot the goon on another balcony, then turn around and walk to the open end of the balcon. Jump over to the canopy and you will start to slide backwards so hold X to grab on. Now shimmy across to the end, then pull yourself up. As Lara is climbing up press the jump button so she will backflip onto the next balcony. Turn to your left and walk to the end of this balcony, take a running jump and grab onto the next platform. Now haul yourself up and jump on to the canopy. From here you can drop down to the platform below and then across the canal, and in through the double doors.

3.4

Run up the staircase and through the door to your right.

3.5

Shoot the two baddies then run to the window, shoot it and walk through, kill the guy on the balcony and shoot the next window and walk through.

3.6

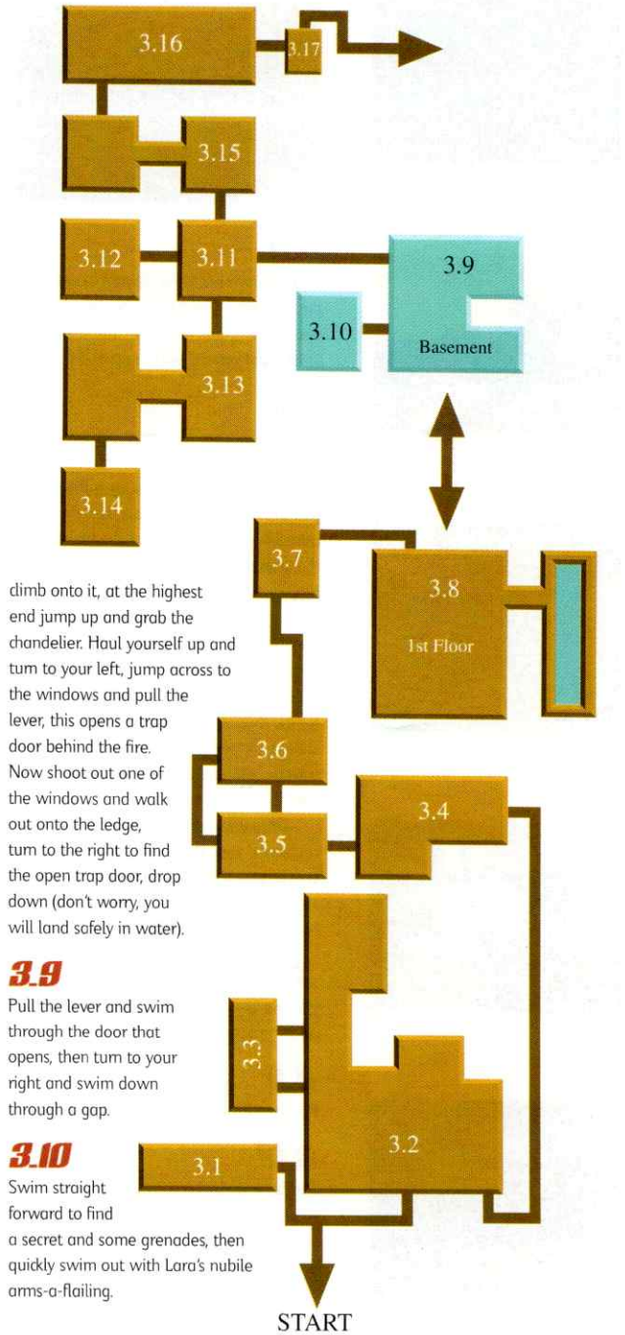
Kill the two guys (one sneaks up behind you) and the dog, then walk over into the fireplace, push the block as far as possible then hop on top of it. Follow the corridor until you reach a slope leading into the next room, position yourself to face the water and dive in thus avoiding the blades.

3.7

Climb out of the water and position yourself to face down the corridor with the flames. Standing on the wooden floor tile will turn off the flames so do this and then quickly run and jump your way to the end, walk up to the door and it will open automatically.

3.8

Shoot the goon and his two dogs before dropping into the room, walk to the sloping block directly in front of you and climb onto it, at the highest end jump up and grab the chandelier. Haul yourself up and turn to your left, jump across to the windows and pull the lever, this opens a trap door behind the fire. Now shoot out one of the windows and walk out onto the ledge, turn to the right to find the open trap door, drop down (don't worry, you will land safely in water).



3.9

Pull the lever and swim through the door that opens, then turn to your right and swim down through a gap.

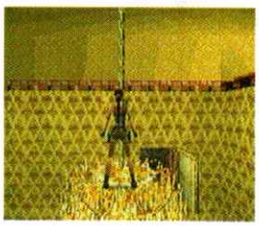
3.10

Swim straight forward to find a secret and some grenades, then quickly swim out with Lara's nubile arms-a-flailing.















3.9

Back in room 3.9 swim straight forward through the submerged broken window and turn left then left again, climb up the ladder and you are back in room 3.8

3.8

Again jump up to the chandelier but this time take a running jump to the middle one, turn to your right and jump the gap, pull the lever and jump back onto the chandelier. Now carry on to the highest chandelier then up to the platform. From here turn to your right, kill the rats, and jump to the ceiling joist, shimmy along then pull yourself up and align yourself with the next platform. A running jump is needed and your guns should be out ready for the thug who will attack when you land, shoot him then climb up onto the wall. Turn to your right and you will see a lever, jump over to it and pull it.

Drop down onto the nearest chandelier and make your way to the lowest one, now turn to your left and jump to the hole in the wall containing the key. When you have it make your way to room 3.9.

3.9

Use the key in the lock next to the double doors to open them.

3.11

Run straight through this room into 3.12.

3.12

The book shelves are climbable so look up to see where to climb, then pull the lever you will find at the top before returning to room 3.11.

3.12

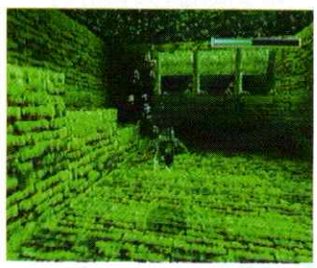
Turn right into room 3.13.





3.13

Climb up the first set of book shelves on your left, at the top turn around and jump to the platform on the opposite side of the room. Climb up the shelves to your left, then jump onto the window sill, shoot out the window and walk through. Slide down the canopy and jump before you fall off the end, you should land on a small balcony. Turn around and take a running jump at the sloping roof, turn to your right and jump onto the wall then in to the water.



3.14

Climb out of the water and go into the shed, shoot the baddie and collect the key, then return to 3.12.

3.11

Pull the lever here and go through into the next room.

3.15

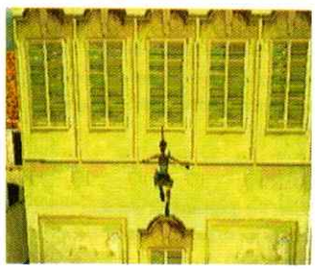
Kill the baddies in the garden then go through and out of the door.

3.16

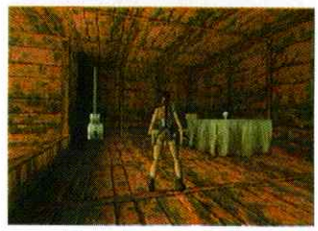
Swim left and climb up onto the wall, use the key in the detonator then run to the remains of the building.

3.17

Make your way up through the ruins until you reach the roof, then follow the path all the way along and you will come to hole – drop down here and then go down the slope to finish the level.

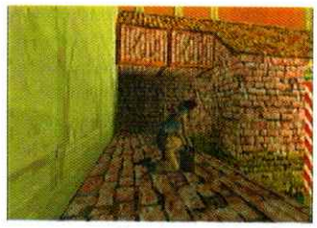
















LEVEL 4: THE OPERA HOUSE

4.1

From the start, jump into the water, avoiding the swinging box, and you will see a lone gunman. Swim to the opposite side of the pool and dimb out – this must all be done fairly quickly – and shoot him full of lead. When he is dead, look to your left and you will see the pool is partially divided by a wall, dive in and swim to the other side of this wall to discover a dimbable wall. About two thirds of the way up is a ledge, drop onto this and tum around, then dimb up onto the next ledge, here there is a switch that must be pulled.







Now return to the ladder and continue dimbing. When you reach the top, move to the far right before dropping off the ladder or Lara will fall all the way back down and break both her legs. Now jump to the next platform and prepare to jump across the gap to the white ledge on the other side. When you are across tum to look at the swinging box and line yourself up for another big jump, you can make it but only by the tips of your fingers, which is a good thing because if you pull yourself up the box will do you major damage. When you are out of the way of the box pull yourself up and tum to the left, with the box swinging in front of your eyes look down



at the hole in the roof that you opened earlier with the switch. Good timing is needed to miss the box and land in the hole so if you haven't saved lately, save before you jump.

4.2

Have your guns ready to deal with the chap who will try to hurt you as soon as you land. With him dead jump onto the crates to discover a key.

As you leave another goon will come through the door and down the steps, kill him and make your way back to the swinging box.

4.1

From your starting position look right to see a flat piece of roof, stand close to the wall and take a running jump, when you land hold the action button (X) and jump off backwards grabbing onto the edge and shimmy along until you can drop off safely onto another flat bit of roof. Now tum so your back is facing the water and hop off backwards again. Hold X so you grab the edge, now shimmy along until you are above the window, drop and grab the window ledge then haul yourself up. Shoot the window and it will smash revealing a room with pieces of jagged glass embedded in part of the floor.

4.3

Staying on the window ledge, move as far right as possible and as dose to the inside edge as possible then take a standing jump to the side of the glass. Hold the walk button and you can walk safely through the glass and up to the ladder on your right. At the top of the ladder follow the corridor until you reach a lock, here you must use the key you found in room 4.2. Keep going until you come to a ladder, dimb this and you will be at the edge of the roof of a large room. Here you must jump onto the remaining roof tiles to get to the other side but they fall after a few seconds so once you start keep moving. When you are safely to the other side tum to your right and dimb to the gap



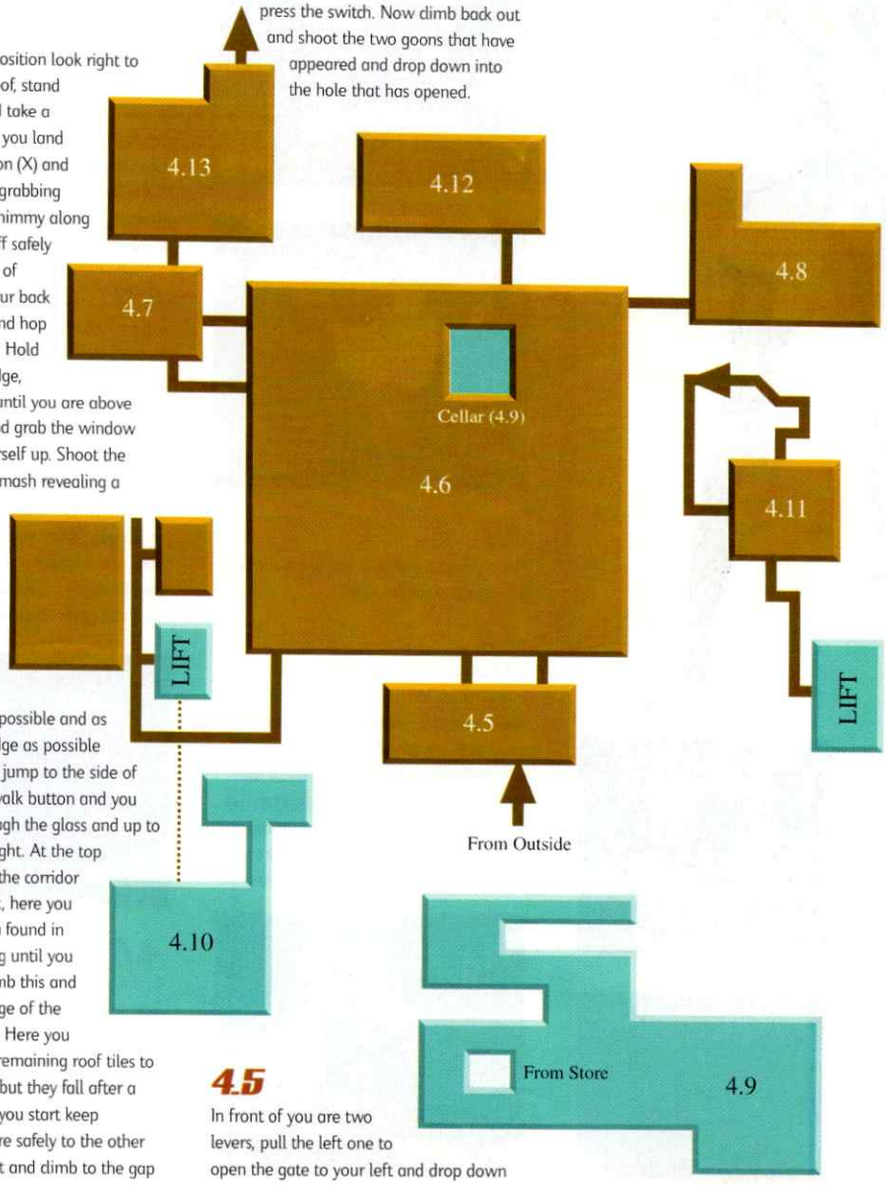
in the wall, follow the corridor until you see the roof of the opera house.

4.4

Shoot the man running around before dropping down onto the roof. As soon as you drop two dogs and another guy will come at you from your left, kill them and run around to the other side to find two more baddies, when this is done jump up onto the dome and head towards the swinging box. Take a running jump avoiding the box and grab the edge, haul yourself up and light a flare, then drop down into the hole at the back and press the switch. Now dimb back out and shoot the two goons that have appeared and drop down into the hole that has opened.







4.5

In front of you are two levers, pull the left one to open the gate to your left and drop down











the hole. Run down the steps and press the switch around the corner then return to the gate which is now shut, jump up and grab the ladder and then use the gate to climb across into the hole. Now you can walk to the edge and look down at the impressive opera house.

4.6

After dropping down, turn to your left and shoot the guy that comes around the corner then turn around and run the opposite way, kill the baddie and the dog and walk over to the hole in the floor. Carefully climb down to the ground floor and kill the two dogs and the goon. When they are dead jump in the water and swim to the other side, climb out again and shoot the dog and the guy with the gun, then run into the left doorway.





4.7

Pull the switch and then run to the room directly opposite this one.

4.8

Kill the two goons and stand at the entrance to the room. Jump up and grab the ledge above and pull yourself up, avoid the glass and run to the raised bridge. Turn to your left and take a running jump over to the ledge and shimmy along until you can pull yourself up. Pull the lever to lower the bridge and then jump back over to the walkway and go over the bridge. At the





end of the walkway turn to your left and do a running jump over to the next ledge.

Climb up to the hole in the wall and do another running jump over to the top walkway, turn to your right and make your way along jumping the gaps and avoiding the swinging sacks. When you reach the switch, push it and walk towards the slope leading into room 4.6. Turn around and hop off backwards, making sure you grab the bottom of the slope to slow yourself down, then drop to the floor and go down through the trapdoor.

4.9

Light a flare and turn down the left tunnel, turn left again and swim down the steps, at the bottom of the steps turn left and pull the switch.

Dive back into the deep water and look for a narrow tunnel, swim down it to find a secret, then make your way back to the area you started in and swim down the wide steps. When you surface climb out in front of the ladder and collect the relay box then climb the ladder back up and go into the main room once more.



4.6

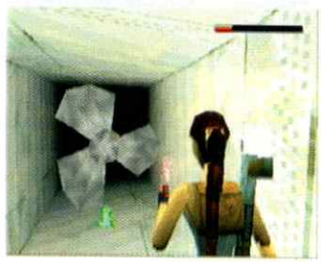
At the top of the ladder jump up to the next level and run around to the opposite side of the balcony. Here you must turn left and follow the corridor around. Kill the two dogs and use the relay box in the broken machine next to the lift. With this done you can call the lift by pulling the lever, but don't get in it yet, wait until it starts to go down and hop onto the roof and from here climb up the ladder. At the top of the ladder walk slowly through the glass to find a secret and some uzis, then climb back down the ladder and call the lift again. This time get in and try out your new uzis on the two baddies at the bottom. When they are dead send the lift back up using the switch and drop down the hole it leaves.

4.10

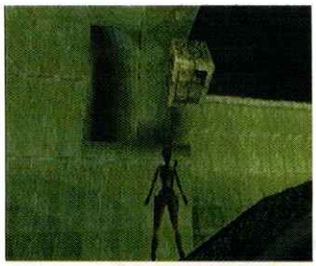
Swim up the steps to find a circuit board, then return to the lift shaft – once here look through the bars and you should be able to see a lever, swim to this and pull it, then swim through the gate that opens. Climb up the shaft and kill the baddie and the dog and follow the corridor along to some windows, shoot these and drop into the room beyond.

4.11

Pull the switch next to the door to open it and slide down the slope, jumping at the last second and grabbing the ledge at the bottom, collect the key and climb up to your right. Now turn to face where the key





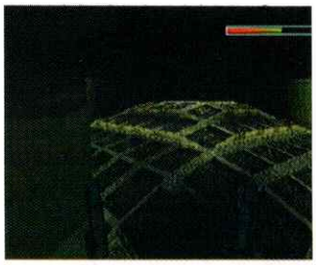












was and do a side flip onto the next slope, again jump at the bottom to avoid the fans, follow the corridor and kill the rat. Walk to the edge and do a standing jump over the gap. Turn around so your back is to the fan and you're on the edge of the hole you just jumped over, do a back-flip and repeat to get up the next level. Go up one more level to get a secret – be careful of the fan hidden in the darkness behind it – then go back down one level and follow the corridor. Pull the box away from the door to reveal a switch to open it, when the door is open push the box out into the room beyond. Now climb up onto the ledge with the windows on it and shoot them out, go through into the room and push the box out on top of the other one and use these to climb up to the top set of windows. Kill the goon and return to the lift shaft, jump up to the next level and you are back in room 4.6.





4.6

Kill the baddie and run forward until you see a key hole. Use the key you found in the ventilation shafts to open the double doors to your left, hop over to these and drop down the other side.

4.5

Dodge the boulders and press the switch to your right, this will open the first gate you came to inside the opera house. Climb up the ladder and use the circuit board in the broken machine, then press the switch next to it. This has opened the curtain on the stage in room 4.6 so head for this.

4.6

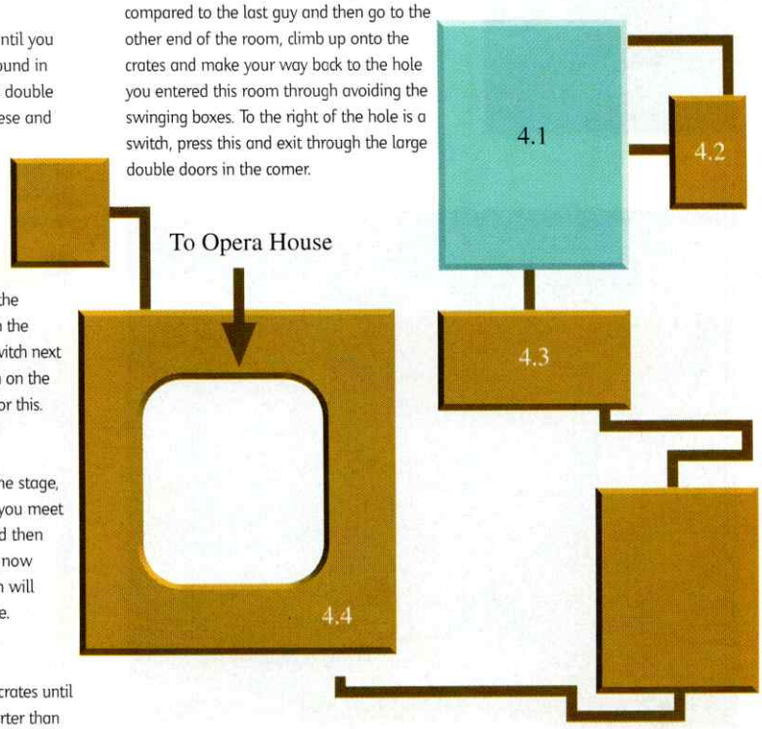
Now head for the stage, killing anyone you meet on the way and then go through the now open door, which will take you backstage.

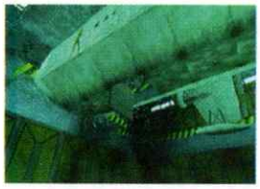
4.12

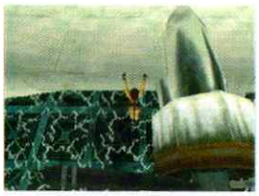
Make your way through the crates until you see a crate that is shorter than the rest – pull this out to reveal a switch. Press this and climb up towards the lampshade, then through the hole in the wall. When you emerge on the platform above the stage turn to your right and follow the platform along. Drop into the hole and jump over the hole in the floor to the hole in the wall, then pull the switch to open the door past the swinging sack.

4.13

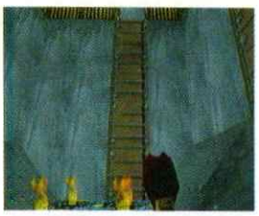
When you are past the swinging sack drop into the next room avoiding the swinging box and battle with the goon who attacks you. If you have any uzi bullets use them, otherwise use the most powerful gun you have because he is very hard to kill. When he is dead get ready for two Dobermans and another baddie who are easy to kill compared to the last guy and then go to the other end of the room, climb up onto the crates and make your way back to the hole you entered this room through avoiding the swinging boxes. To the right of the hole is a switch, press this and exit through the large double doors in the corner.





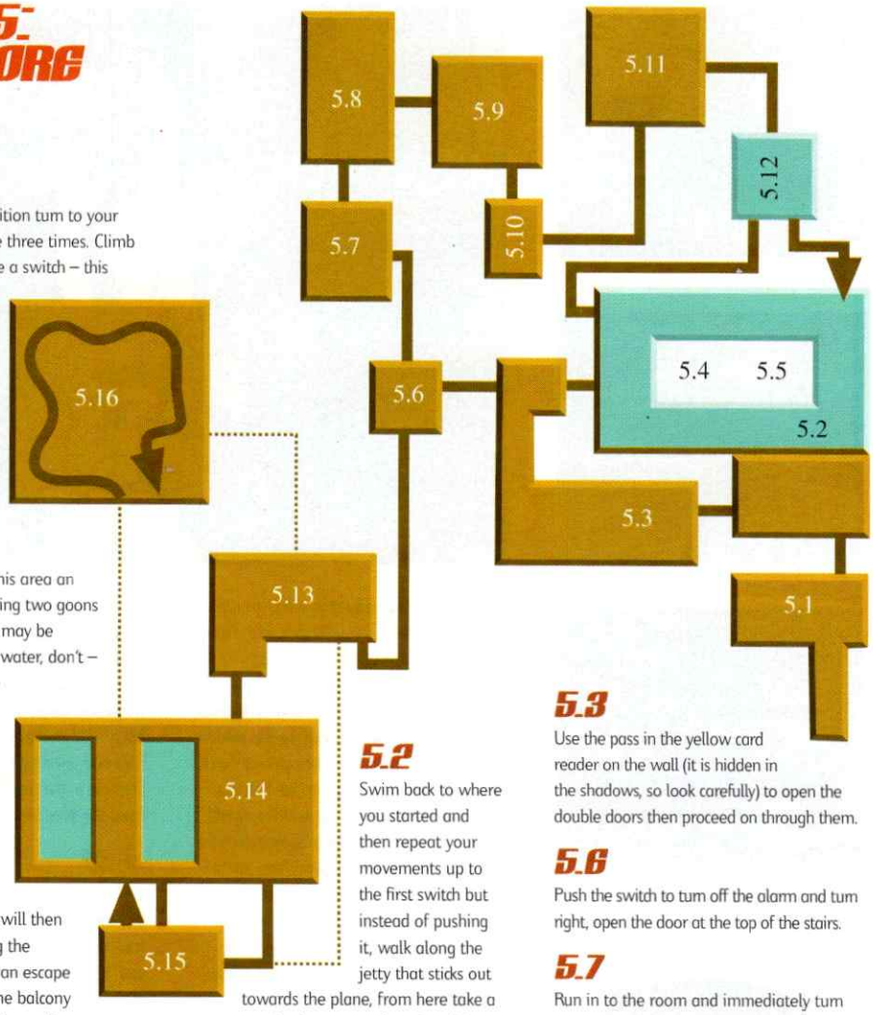








LEVEL 5: OFFSHORE RIG



5.1

From your starting position turn to your right and pull the crate three times. Climb over it and you will see a switch – this opens the door that leads out of this room, but only for a short time, so you must clear a path through the crates (only faded crates can be moved) and then push the switch.

5.2

As soon as you enter this area an alarm will sound bringing two goons running. Although you may be tempted to dive in the water, don't – instead go through the door on your left, avoiding the baddies as much as possible.

5.3

Avoid the slope and run around the corner up to the windows – the goon with the gun will then shoot at you, smashing the windows, so that you can escape onto the balcony. On the balcony turn to your right and drop off onto the platform below, here there is a switch that must be pushed to open a hatch in the belly of the plane, this is your next destination.

5.4

Swim up into the hole under the plane and climb out, directly in front of you is a switch, push it to stop the propeller then leave.

5.2

Swim back to where you started and then repeat your movements up to the first switch but instead of pushing it, walk along the jetty that sticks out towards the plane, from here take a running jump onto the wing of the plane, run to the tail and you will fall through a trap door.

5.5

Pick up your pistols then dimb out of the water and swim right back to the start again.

5.2

Kill the two goons and collect the yellow pass and the medi-pack, then proceed to the smashed windows in 5.3.

5.3

Use the pass in the yellow card reader on the wall (it is hidden in the shadows, so look carefully) to open the double doors then proceed on through them.

5.6

Push the switch to turn off the alarm and turn right, open the door at the top of the stairs.

5.7

Run in to the room and immediately turn around to shoot the nasty man who has crept up behind you, then run through to the next room.

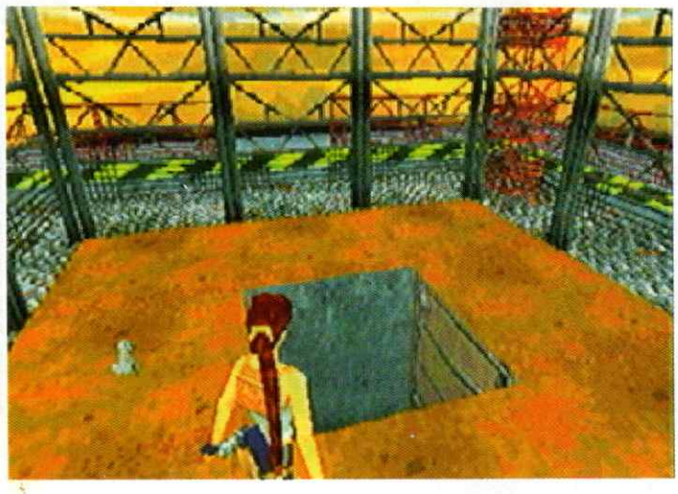
5.8

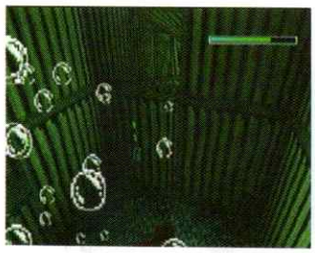
As you enter a goon will come down the ramp: shoot him and turn right.

5.9

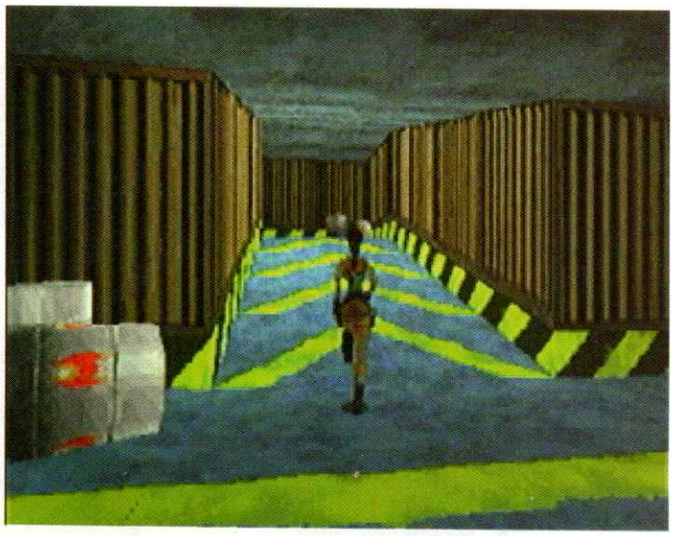
Yet another goon to kill, when he is dead look around to find ammo and harpoons and carry on to the next room.

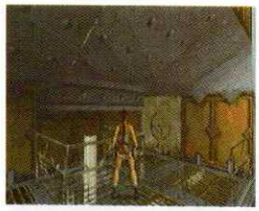




















5.10

Run to the second bunk on the left (top bunk) to collect the auto pistols and some more ammo, then climb up to the first bunk on the left (as you enter) and push the button. Now run to the far end of the room and climb up onto the top right bunk – turn around and jump up through the hatch. Run along until you reach the top of a slope – turn around and slide down it backwards, and hold the X button to grab the edge.

5.11

Climb down the ladder and turn to look at the two crates, pull the right one out and push it as far away from the entrance ladder as possible. then pull the left one out, and move it as close to the other ladder as possible. Use it to get a good jump over the flames onto the ladder and climb up.

Kill the bad guy and collect the red pass card and carry on up the tunnel, there is a ladder halfway along here which leads to a secret – when you have climbed down carry on to the next room.

5.12

Dive in and pull the lever, quickly swim along the tunnel to find another secret behind a huge fan. Swim back and climb out into the other tunnel – this leads back to the plane room.

5.2

Run along the balcony and go in through the broken window.

5.3

Go through the double doors.

5.6

Take a left and run up the stairs.

5.13

Kill the goon and the dog, then carefully walk to the bottom of the ramp which will start the barrels rolling. Dodge them all and then run up the ramp to the red pass reader and use your red pass.

5.14

Kill the three baddies then jump up to your left. Push the block as far as possible, then go around to the other side of it and pull it – return to the other side of it to push it as far as it will go. Jump across to the other raised platform but ignore the large pit.

Instead jump on the block you've just moved and then into the hole in the wall.







5.15

You will come to a room that runs alongside the previous room, pull the switch on the wall to fill the big pool then return along the tunnel.

5.14

Swim across the pool and walk to the edge of the next one. Turn right and jump onto the black block, then turn right and jump up the slope and pull the lever then return to room 5.15.

5.15

Drop into the hole in the floor and follow the tunnel along until you reach a slope. Slide into the next room.

5.16

The rule in this room is stay on the gangways and keep moving, so from the start turn left and run to the end, turn right and jump the gap. Keep going all the way around the room, killing goons as you go, until you are nearly back where you started. Kill the last baddie and you will see a green pass card in a glass cabinet – collect this, turn around and jump back to the previous platform. Look up to see a hole in the wall: climb up to this and run along the corridor back to room 5.15.

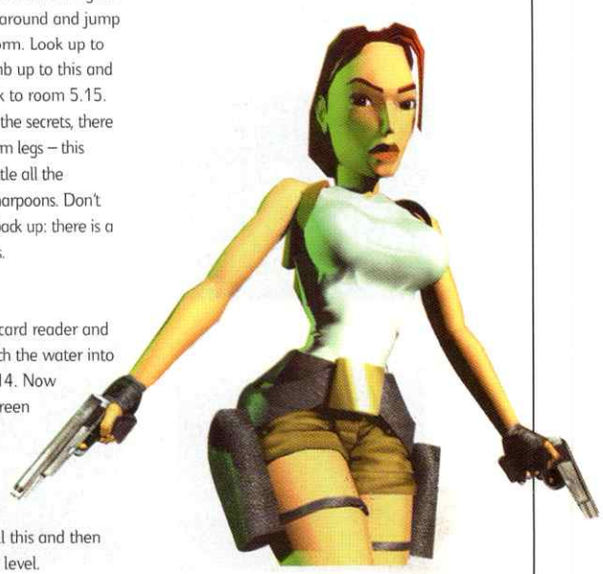
If you are trying for all the secrets, there is one on one of the platform legs – this means you will have to battle all the frogmen and their deadly harpoons. Don't worry about how you get back up: there is a ladder in one of the corners.

5.15

Use the card in the green card reader and then pull the lever to switch the water into the other tank in room 5.14. Now go through the door the green card opened.

5.14

Dive in and swim through the tunnel to a lever – pull this and then continue to the end of the level.





LEVEL 6: DIVE AREA

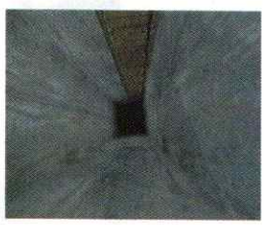








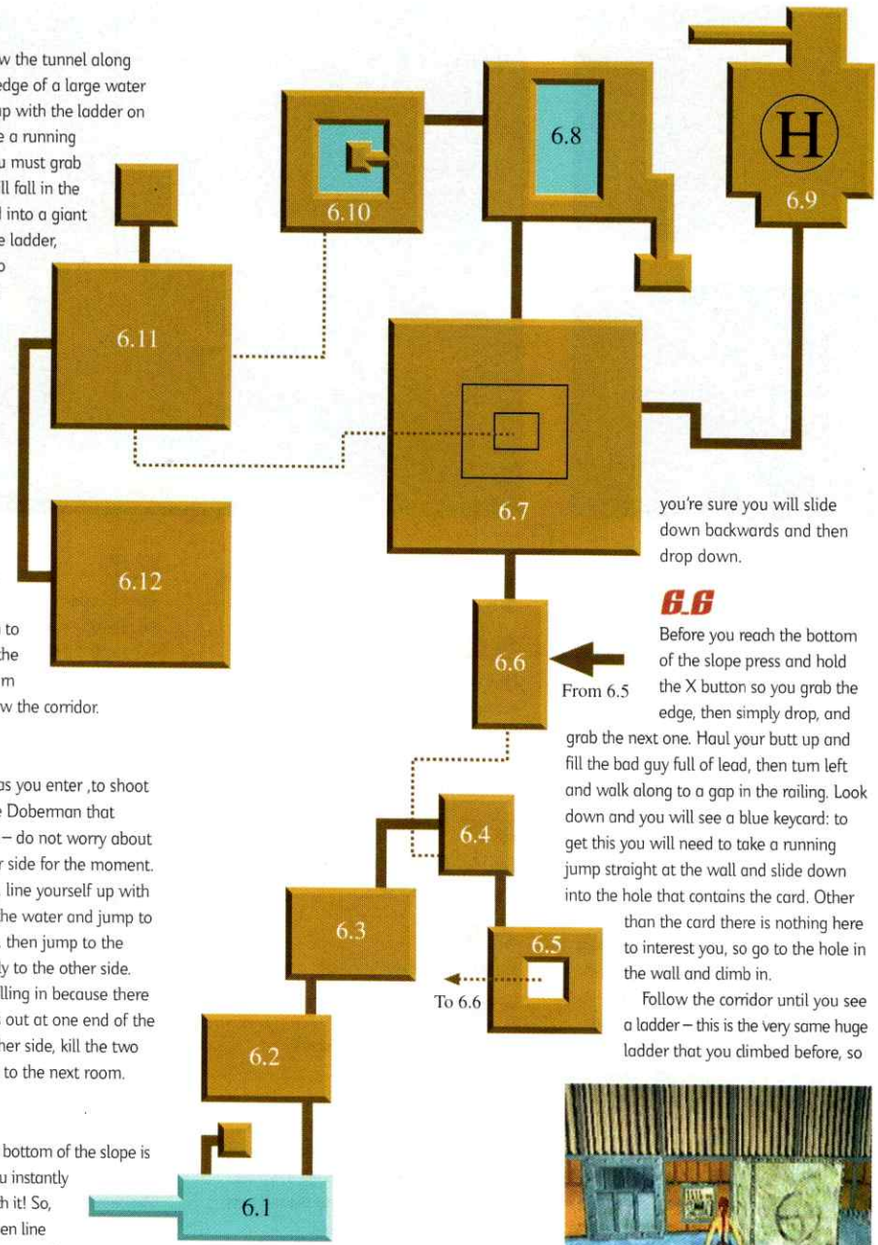






6.1

From the start, follow the tunnel along until you come the edge of a large water tank. Line yourself up with the ladder on the far wall and take a running jump over to it – you must grab the ladder or you will fall in the water and be sucked into a giant fan. At the top of the ladder, follow the corridor to find a switch – press this and return to the water, which is now safe to dive into. Once in the water swim past the fan and down a tunnel to find some grenades, then swim to the main tank and pull the lever, which is found halfway up one of the sides. Now swim to the opposite end to the fan and climb out, turn to your left and follow the corridor.



6.2

Have your guns out as you enter ,to shoot the two guys and the Doberman that attack from your left – do not worry about the men on the other side for the moment. When they are dead, line yourself up with the nearest block in the water and jump to it, avoiding the hook, then jump to the other block and finally to the other side. Don't worry about falling in because there is a tunnel that leads out at one end of the pool. Once on the other side, kill the two baddies and proceed to the next room.

6.3

The green stuff at the bottom of the slope is toxic – and will kill you instantly if you so much as touch it! So, save at the top and then line yourself up with the jetty on the other side. You must now slide down the slope, jump the hole, then jump the toxic waste. To make it to safety your jump over the toxic stuff must be as late as possible, but be warned – there is a fine line between making it and missing it. When you've made it, turn to your left and follow the corridor to the next room.

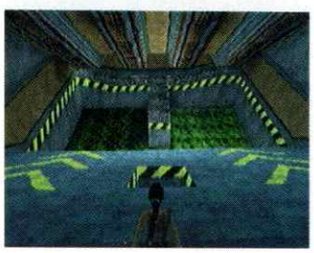
6.4

All there is in this area is a huge ladder – so climb it! When you get to the top make sure you move as far right as possible before dropping off. Once you are safely off the ladder follow the corridor to the next area.



6.5

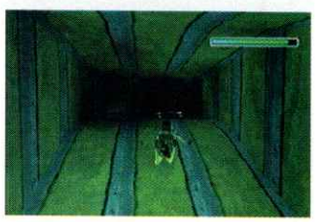
In the far corner you'll find some ammo and if you look carefully you should also spot some uzis with clips. Pick all of these up and look down the hole – you will see a slope leading out of sight: this is your next route forward. Line yourself up so you're sure you will slide down backwards and then drop down.



6.6

Before you reach the bottom of the slope press and hold the X button so you grab the edge, then simply drop, and grab the next one. Haul your butt up and fill the bad guy full of lead, then turn left and walk along to a gap in the railing. Look down and you will see a blue keycard: to get this you will need to take a running jump straight at the wall and slide down into the hole that contains the card. Other than the card there is nothing here to interest you, so go to the hole in the wall and climb in.

Follow the corridor until you see a ladder – this is the very same huge ladder that you climbed before, so









follow the same steps as before until you are back on the walkway you just jumped off (to collect the blue pass) – but this time head right and use the pass in the reader to open the door.

6.7

When you enter this area, there are four dogs and a guy with a flame-thrower lurking about. so take them out (to be on the safe side) and then go to the door that's on the opposite side of the room to the way you entered and open it.

6.8

Get your guns out and kill the man inside the door, then turn to the pool and dive in. There is a tunnel at the bottom guarded by a diver – lure him out and kill him from the safety of dry land. When he is dead dive back in and swim into the tunnel, past the two gates and pull the lever, turn around and swim through the now open gate, follow the tunnel around to the right until you see a lever, pull this and carry on around to the right swim to the gate and it will open. Turn left and you are back in the pool. Climb out of the pool and head back to room 6.7.







6.7

Turn to your left and open the next door you come to. Follow the steps up and go through the open door at the top.

6.9

Kill the three men who come out of the helicopter and take their ammo, then carry on out through the main room into the room beyond. Turn to your left and you will see a corridor with flames on the floor: these must be turned off using the switches on either side of the entrance. The right one must be used first, followed quickly by the left, then without any hesitation you must run to the end of the corridor and collect the machine piece, turn around and then get out, without falling into the trapdoor that's halfway along – and all before the flames turn back on!

When this is done turn off the first set of flames and drop into the hole (on the left by the trapdoor) and collect the M16. Once this is done return to room 6.7.

6.7

Turn right from here and head to room 6.8.

6.8

Push the crate out, away from the door, to reveal the place where the machine chip must be inserted. With this done, the door will open – so go through, but make sure you have your guns out.

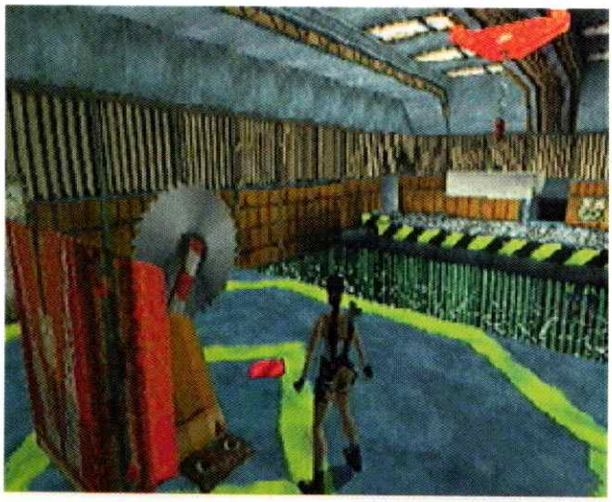
6.10

Kill the two baddies and then collect their ammo and health, then run to the far side of the room to collect your harpoon gun. When you have it, dive into the pool and swim along the tunnel.

6.11

At the end of the tunnel, either kill the two frogmen with your new harpoon gun, or swim to the surface and look for a place to climb out, and shoot them from there. If you kill them with your harpoon gun you still have to climb out onto dry land. When you've killed them climb up another level and push the switch – when this is done return to room 6.10.





6.10

When you surface and have clambered onto dry land, get your guns out to kill the two bad guys who appear and then head for room 6.8.



6.8

The door to the control room is now open, so enter and pull the switch on the wall. This will activate the crane so you can get to the other side of room 6.8.

When you reach the other side of the pool you will see a red pass card next to a spinning blade – do not try to pick this up or you will die. Instead jump on top of the crates in the corner and then drop behind them to find a switch. Once you've pushed it, head to where you saw the helicopter take off.



6.9

The heli-pad will have been raised allowing you to access underneath it, so drop down and go through the doorway into a tunnel. At the end of the tunnel drop down again and get your guns out: kill the two men and collect the machine chip which one of them drops. Next go out of any of the doors – you will find yourself in room 6.7. Now head back to the area with the spinning blade.



6.8

Use the machine chip in the machine behind the spinning wheel to turn it off, allowing you to collect the last pass card, then head to the room under the helipad and use the card in the reader.

6.12

After opening the door, follow the corridor – killing anyone who gets in your way – until you reach a man lying on the floor. Walk up to him and the level is over.



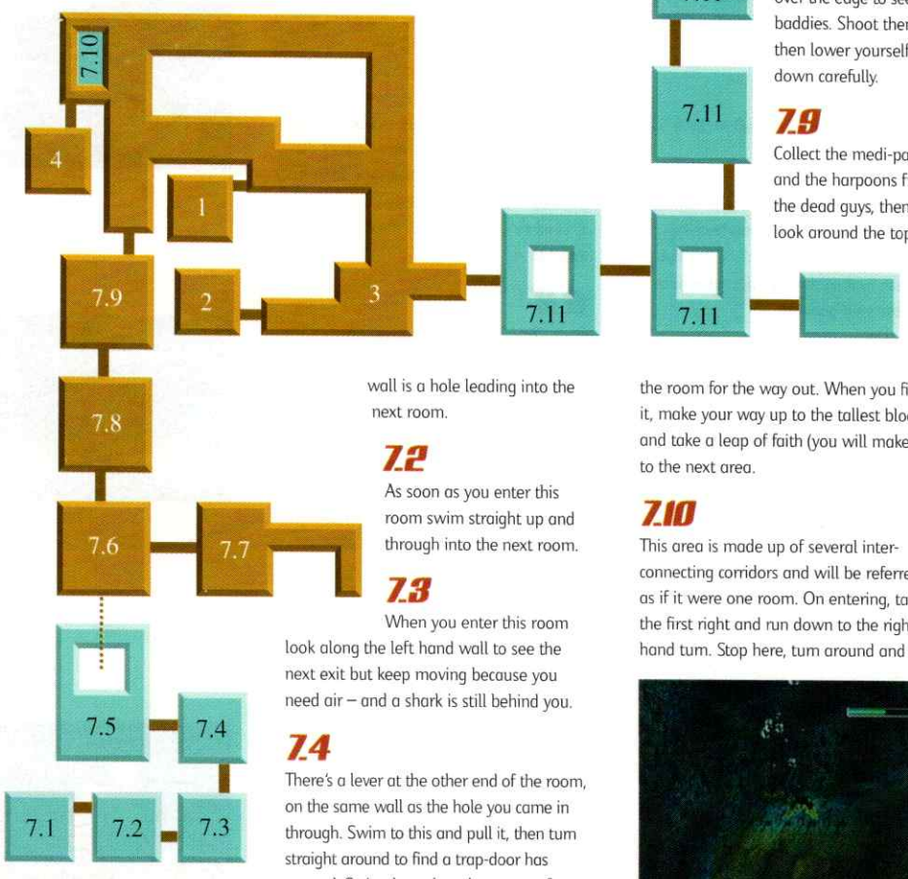
LEVEL 7: 40 FATHOMS



As soon as you start, turn around until you see some crates and barrels. Swim to these and you will see they lead off into the murk. Follow the trail, avoiding all the sharks, and you will come to a large metal structure. You are now looking for an anchor – hurry up now as you will be getting short of breath. Swim to the anchor and into the hole.

7.1

Swim to the surface and catch your breath – but don't hang around for too long because the sharks are after you. In the far wall is a hole leading into the next room.



7.2

As soon as you enter this room swim straight up and through into the next room.

7.3

When you enter this room look along the left hand wall to see the next exit but keep moving because you need air – and a shark is still behind you.

7.4

There's a lever at the other end of the room, on the same wall as the hole you came in through. Swim to this and pull it, then turn straight around to find a trap-door has opened. Swim through and you are safe from the shark – but not from drowning.

7.5

Swim through this room and head straight up through the hole in the ceiling.

7.6

Finally – some air! Once your lungs are full again, dive back under to the large group of crates and you should spot an opening to go through.

7.7

Swim through and climb out onto dry land. Run down the corridor and pull the lever you will find at the end, then return to room 7.6.

7.6

You can now make your way up to the other opening in this room with a few jumps but before entering get your guns out and shoot the bloke inside from your vantage point.

7.8

Avoid the centre of this room for a minute and just collect the shotgun shells and the secret. Stand against a wall facing the trap-door in the floor and run towards it but as soon as your feet touch it, jump or you'll fall through. The door should now be open, so peer over the edge to see two baddies. Shoot them, then lower yourself down carefully.

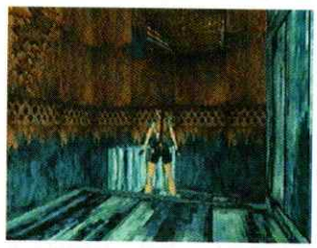
7.9

Collect the medi-pack and the harpoons from the dead guys, then look around the top of the room for the way out. When you find it, make your way up to the tallest block and take a leap of faith (you will make it!) to the next area.

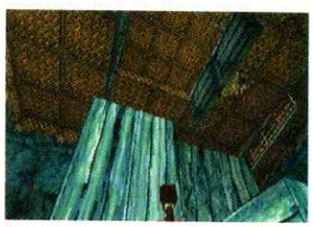
7.10

This area is made up of several interconnecting corridors and will be referred to as if it were one room. On entering, take the first right and run down to the right-hand turn. Stop here, turn around and look up to see an opening in the ceiling. Jump up to this and pull lever one inside. Climb back down and continue along the corridor, turn right at the end and carry on.



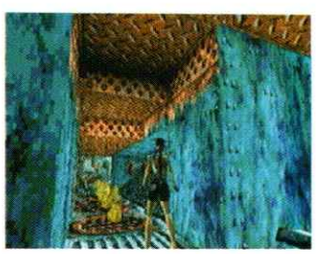






On your left is the way out, but it is blocked by flames, so these must be put out. Ignore this and carry on to the end of the corridor, take a right and pull lever two at the end. This has turned off two of the flames so run back to where they were and pull lever three on the left-hand wall. Quickly move back off of the grates, because the flames do not stay off.

Take a right and run to the end of the corridor, then turn left and keep going until you see some shallow water – a door on the wall has opened, revealing lever four, which turns off the other two flames. Pull it and start running back to lever two, and when you reach it, pull it and go! Head to where the flames were and, if you were



quick enough, all the flames will be out and you can run past, if not simply repeat levers four and two.

Now it is just a case of pulling the final lever, which opens the door.





7.11

Directly in front of you is a big pool of water – drop into this backwards but do be ready to climb out again when the big barracuda rears its ugly head! Shoot it and the water will be safe to swim in. Dive under, then up through the trap-door and keep going up until you reach a locked trap-door. Now look around to find a lever – pull this and swim back down. In the bottom room you will now find that the trap-door has shut but another door has opened – swim into this and pull the lever to open the top trap-door, then swim back up to fill your lungs.

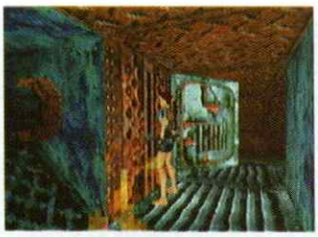
All of this must be done on one lung-full of air because once you are through the first door, it will shut behind you.

7.12

Climb out and go along the corridor until you reach a hole and drop down it.

7.13

Look for another hole and drop down through it again.



room to see the useful results of your rock dropping antics.

7.14

Look up to where you first entered this room, to see that a previously unreachable door is now reachable! Climb up to this and jump up through into this room.

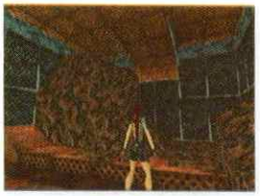
7.16

Climb up to the hole in the wall and haul yourself up.

7.17

Pull lever number two in here and then go all the way back to room 7.13 again.







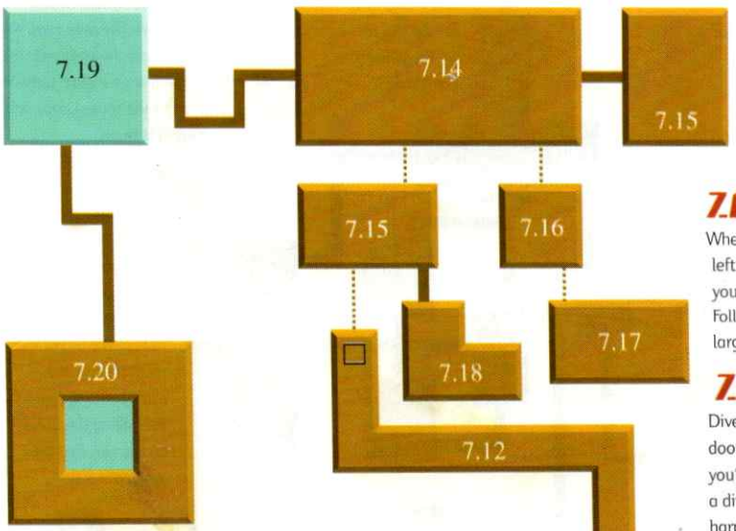


7.13

There is yet another room that was previously inaccessible, but again, you can now climb up to it.

7.18

Pull lever number three and return to room 7.14.



7.14

When you re-enter 7.14, look up to your left to see a hole up on the wall – make your way over to it and dimb inside. Follow the corridor until it ends at a large pool.

7.19

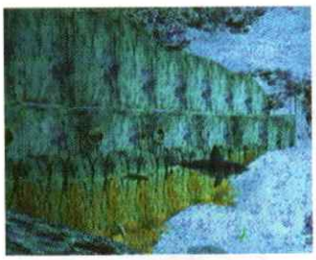
Dive in and swim down to the door on the left wall, where you'll encounter a diver with a harpoon. Lure him out into the open and swim up to the ledge you started on – then shoot him full of lead! Swim back down and follow the tunnel along but stop before you emerge in the next room and check that your energy level is full.



7.20

As soon as you emerge you will be attacked by two guys, one with a spanner and the other with a shotgun. Kill the shotgun wielder first but keep moving or his mate will cave your head in with pleasure. When they're both dead pick up the medi-pack, harpoon gun and shotgun pellets, then pull the lever on the wall to open the last door, then run through.







LEVEL 8: WRECK OF THE MARIA DORIA













8.1

Kill the diver and collect the harpoons, then swim through the underwater tunnel to the next room.

8.2

There's not much to do in this room except collect the medi-pack and slide down the slope, but before you do make sure you have full health because you will lose a lot when you hit the floor.

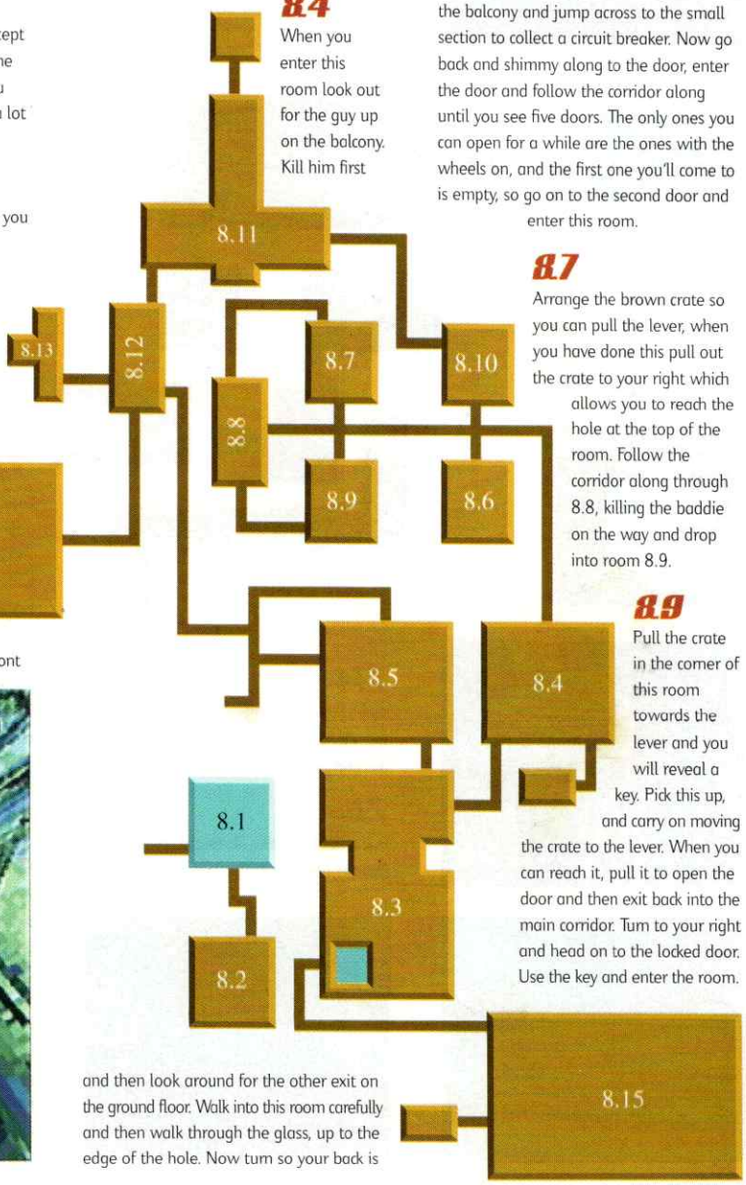
8.3

When you land ignore the pool behind you and run towards the archway into the next room. Kill the two baddies and carry on to the right hand corner of the second room. Here you must pull the two boxes out of the way to reveal two corridors. Take the right one first and follow the corridor until you come to a new room. Get your guns out and drop out of the tunnel. As soon as you do, two guys will come from the front and one from behind, so some fancy footwork is required unless you want to get battered. When they are dead carry on to the next room.



8.4

When you enter this room look out for the guy up on the balcony. Kill him first and then look around for the other exit on the ground floor. Walk into this room carefully and then walk through the glass, up to the edge of the hole. Now turn so your back is to it, then hop off backwards, then grab the edge and then drop again to grab the edge below. Pull yourself up and collect the key. Now you can return to 8.3 and take the other tunnel.



8.5

Run to the back of the room and use the key in the lock – this will open a door next to you revealing a switch. Press this and get your guns out to kill the baddie that appears. When he is dead, run to the doors he appeared from and press the switch. Now return to room 8.4.

8.6

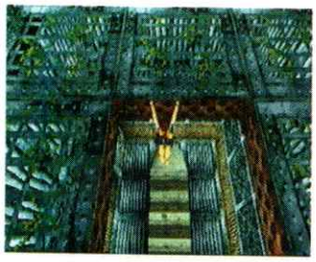
Run diagonally across the room until you see a small ramp, which will allow you to climb up onto the balcony. When you are up on the balcony turn left and drop off backwards to grab the edge, then shimmy along, past the door, to where the bad guy you shot is lying. Now pull yourself up and collect all his bullets, then run to the end of the balcony and jump across to the small section to collect a circuit breaker. Now go back and shimmy along to the door, enter the door and follow the corridor along until you see five doors. The only ones you can open for a while are the ones with the wheels on, and the first one you'll come to is empty, so go on to the second door and enter this room.

8.7

Arrange the brown crate so you can pull the lever, when you have done this pull out the crate to your right which allows you to reach the hole at the top of the room. Follow the corridor along through 8.8, killing the baddie on the way and drop into room 8.9.

8.9

Pull the crate in the corner of this room towards the lever and you will reveal a key. Pick this up, and carry on moving the crate to the lever. When you can reach it, pull it to open the door and then exit back into the main corridor. Turn to your right and head on to the locked door. Use the key and enter the room.



8.10

Lower yourself into the room and then move the crate so it is at the end of the row of crates. This will then allow you to pull the other crate out of the wall and go through into a tunnel.

8.11

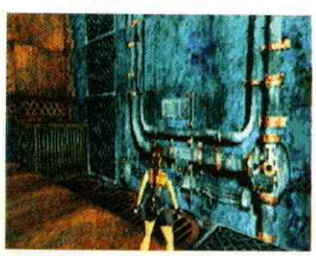
When you emerge at the other end, walk carefully forward until you see four cracked tiles. As soon as you step on the tiles they will crack and drop and if you fall into the hole you will be burnt alive! Also, when you stand on the tiles barrels will start to roll down the slope on the other side. This means you can't just run straight across, so the best way to do it is hop onto the first tile, then hop back – this will get one lot of barrels out of the way. Next jump over the hole you have just made and jump back – this will get rid of the other lot of barrels. Now it is safe to run across the two remaining tiles.

When you are across, run up the slope that the barrels came down and jump up to the hole in the wall... oh no, more barrels! But don't worry – just drop straight back down and they will go right over your head. When they have gone it is safe to climb up and collect a secret then return and turn right at the barrels.

8.12

Kill the goon and drop down the hole in the middle of the room onto a barge, then into the water – pull the lever and quickly climb back out onto the barge, then up into the main room. Quickly climb through the door that opened in the wall before it shuts.







8.13

Walk to the edge of the slope and step onto it – jump before you reach the trapdoor at the bottom because this will open revealing broken glass – and as you slide backwards down the other slope, grab the edge and hold on. Hang here for a while and the trap door will shut but you will be able to climb up through it (strangely enough).

You can now jump up to the next hole and pull the lever. When this is done return to room 8.12.

8.12

Climb up to the only exit you haven't been through yet and follow the corridor through to the next room.

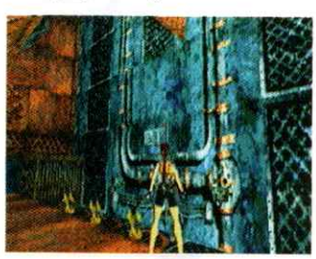
8.14

When you enter this room, stand on the edge of the balcony and shoot the three dudes who are taking pot shots at you. When they are dead run around to the left and press the switch. As soon as you have pressed it, jump backwards with the X button held until you fall off of the edge – you will magically land on the level below. Turn to your left and run to the next button – this will drain the room with the barge in it. When you have done this, continue around the room until you find another circuit breaker and collect this. When you do a trapdoor will open, allowing you to climb up to the level above. Exit the room and head for room 8.12.

8.12

Drop down onto the now land locked barge and open the door in the corner of the room. Follow the tunnel along and up into another tunnel section – run straight forward and drop down the next hole you come to. Press the switch and climb out, run back along the tunnel and take the right turn and then right again until you drop into room 8.5.

Kill the two baddies and then press the switch you pressed right at the start of the



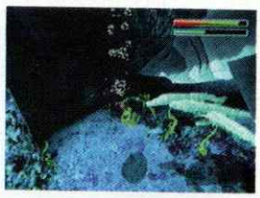


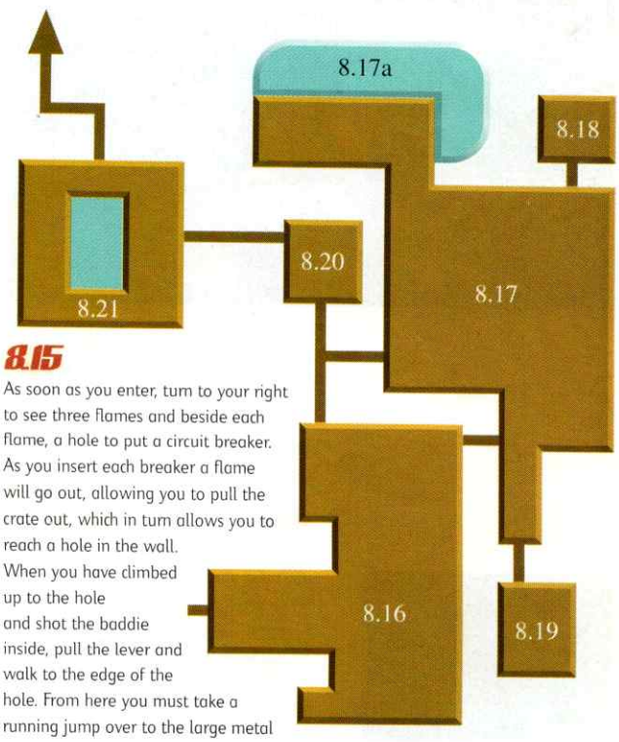
level to shut the double doors, then climb back into the tunnel and turn left and left again. You can now collect the third circuit breaker. When this is done, head back to room 8.3.

8.3

Dive into the pool in the corner of the room and collect the medi-pack, then follow the tunnel along and up until you see a lever. Pull this and continue up. At the top quickly climb out and kill the three goons and walk into the next room.

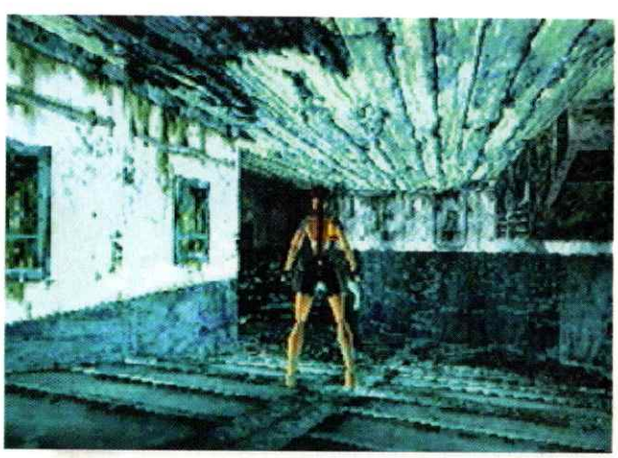






8.15

As soon as you enter, turn to your right to see three flames and beside each flame, a hole to put a circuit breaker. As you insert each breaker a flame will go out, allowing you to pull the crate out, which in turn allows you to reach a hole in the wall. When you have climbed up to the hole and shot the baddie inside, pull the lever and walk to the edge of the hole. From here you must take a running jump over to the large metal







cylinder and then across to the next and again to the third. Now from there jump over to the hole in the wall and then dive into the water. Now swim along through the underwater tunnel, surfacing at the other end.

8.16

Follow the tunnel along to some water but don't dive straight in, instead look for the barracuda that is swimming around and kill it first, then it is safe to wade right in! As you wade in the water, turn to your right to find some harpoons, then go the opposite way and climb out of the pool in front of a locked door.





8.17

A baddie will attack from your right, so kill him and walk in to the main room. Turn to your left and walk forwards until you see a door with a wheel: open this and enter.

8.18

Pull the lever and then exit.

8.17

Run to the opposite end of the main room where a door will have opened. Run through this before it closes.

8.19

Push the block into the back wall, pull the lever and exit.

8.17

Again, run straight forward towards room 8.18, but turn left before entering it. Follow the tunnel to reach a hatch in the floor leading to some water.

8.17a

As soon as you dive in two sharks will attack you so get swimming and don't stop. Swim right along the tunnel and take the first right – look carefully in this area for a key, then as soon as you have it, make your way back to the hatch. Obviously, be careful to avoid all of the sharks and barracudas on the way.

8.17

Run back to the first locked door you saw in this area and use the key to unlock it.

8.20

Pull the lever first of all, and then go over to the pit that's in the middle of the main room.

8.17

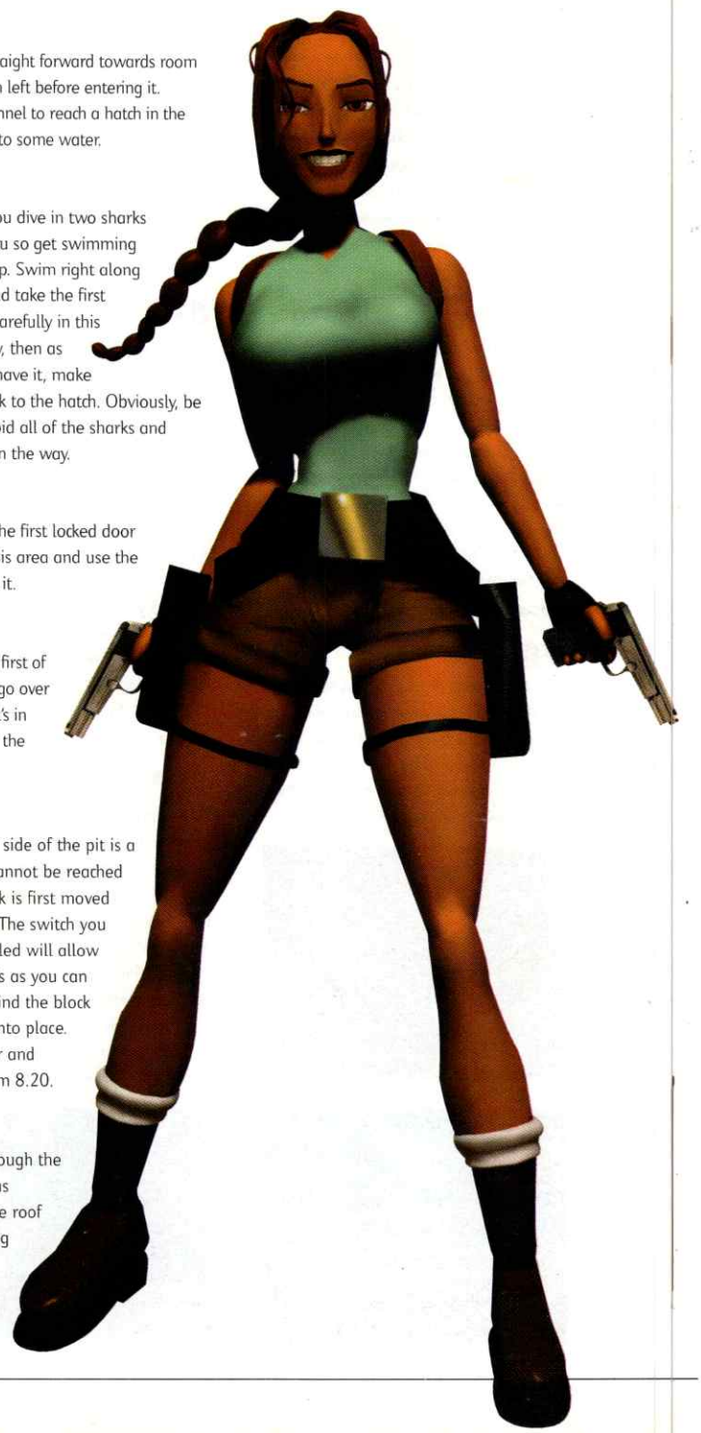
On the other side of the pit is a switch that cannot be reached unless a block is first moved underneath. The switch you have just pulled will allow you to do this as you can now get behind the block and push it into place. Pull the lever and head for room 8.20.

8.20

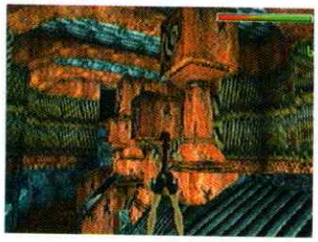
Climb up through the hatch that has opened in the roof and run along the corridor until you drop down into a new room.

8.21

Turn to your right and drop down through the gap in the balcony. Shoot the two baddies and run around to the doorway on the other side of the room to collect the M16 clips. When you have them slide into the water, making sure you miss the glass, and kill the two frogmen. With them dead look for a barrel on the seabed and swim over towards it – behind it is a cave. Swim into here and follow it along (you may need a flare) avoiding the moray eels and barracudas and swim out of the level.



LEVEL 9: LIVING QUARTERS





9.1

You start this level from where you left the last one, which means you are underwater, so start swimming forwards through the first archway, then turn to your left to find a lever, this must be pulled, then carry on swimming the way you were going and up onto dry land.

9.2

Turn to your left and walk forwards, shoot the goon who comes at you and carry on through the door on your left.

9.3

Turn to your left and run to the end of the room, climb over the large block to your right and walk through the door in front of you. Follow the corridor along and drop down the hole, kill the two guys who come around the corner, and walk slowly out to where they came from. You must now hop back as some barrels roll down the slope, when they have stopped another baddie will appear, kill him and walk out into the next room.

9.4

Run to the top of the slope and stop just before it levels out now turn to your right and take a running jump over the flames to hang on the ledge, shimmy along as far as you can to the right and let go. Pull the lever and turn to your left and climb up.

9.5

Don't stop just go straight up the ladder and follow the corridor along.

9.6

Pull the lever and drop through the hole in the floor, and return to room 9.3.

9.3

Climb up onto the large block in front of you and then up onto the pistons themselves, make your way from one to the other until you reach the doorway at the top of the room. Follow the corridor along, killing any baddies on the way until you reach a pushable block, push this three spaces forwards and walk to your left to another block, push this out of the way and drop down the hole into 1.6.

9.6

Pull the lever to return the pistons to their original positions and then climb back up into the tunnel you have just dropped out of. Make your way back to the doorway at the top of 1.3.

9.3

Jump onto the pistons and continue to the end one. From here turn to your right to see a lever, take a running jump over to it and grab the edge, pull yourself up and then pull the lever. Jump back over to the piston and then lower yourself down to the floor, now head for room 1.4 which is now underwater.

9.4

Pull the lever on your right as you enter 1.4 to open the door at the other end of the room. Swim to this door and then down through the hole in the floor.

9.7

Kill the frogman and use the air hole to catch a breath, then swim to the end of the cave and into a crevice, turn left and swim forwards close to the left-hand wall to avoid the eel hiding in a hole to the right. Pull the lever and get out for some air, don't swim to the air hole, instead swim almost straight up as you leave the eel's crevice to see the trapdoor that you have just opened. Surface and dimb out.

9.8

Move over slightly to your left and shoot up at the baddie who is walking around on the ventilation pipes, jump up onto the middle walkway and turn around to face the way you came. Sidestep to the left until you are under the ventilation pipe where it starts to tilt upwards, do a standing jump over to the pipe in front of you and haul yourself up. Run to the right and then turn to the left to see a doorway in the wall, take a running jump over to it and follow the corridor along.

9.9

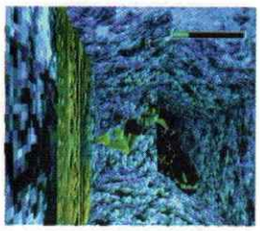
Kill the goon and go down the first corridor on your right, walk to the edge of the hole in the floor and jump forwards to grab onto the edge, pull yourself up and walk forwards to stand on a cracked tile, you will fall through into a pit containing a secret, collect this and walk slowly through the glass to the hole and jump out. Return to where you killed the goon and go down the other corridor, turn left and slide down











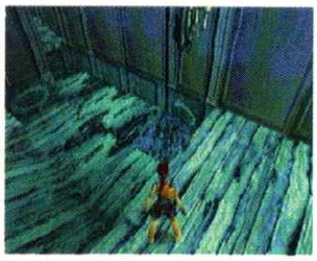




the slope and jump off the cracked tiles before they break and turn left.

9.10

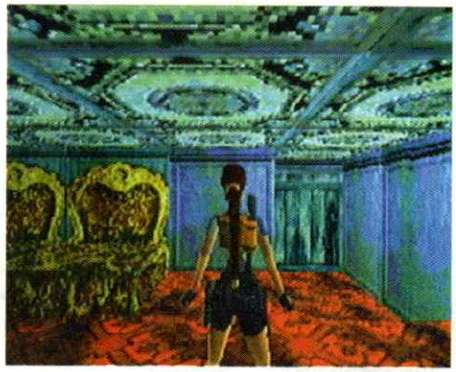
kill the barracuda in the pool in the middle of the room and walk in. In the corner of the pool is a cracked tile. Stand on this and swim through the hole it leaves to find another secret. When you have collected it swim back out and continue through room 9.10.





9.11

Walk almost straight forward to two sloping pillars facing each other – in the middle of these is a cracked tile. Jump onto this and you will drop down a little bit. Now position yourself so you can sideflip out of the hole. Now look up the slope to see a crack in a block that you can grab onto and shimmy along. When you have done this pull yourself up onto the flat part and jump towards the back of the room – in the highest corner is a doorway, drop through and turn right.

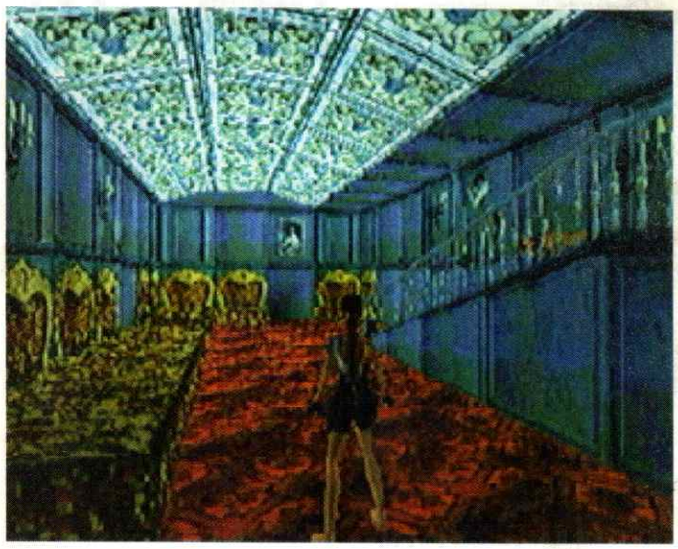


9.12

Shoot the goon who is coming down the ramp to your right and then go up the ramp turning left at the top into room 9.13.

9.13

Shoot the guy with the shotgun from up on the balcony and then run to the far end of the balcony. To your left you should see a crate (if you don't you are in the wrong place) which needs to be pulled towards you, then jump off the balcony and run around to your left. Kill the two dudes and drop into the empty pool, there is a crate in the corner that needs to be pulled out to reveal a key. When this is done return to the balcony and turn left up a tunnel, follow the tunnel around into a corridor.





9.14

Here you will find the lock that fits the key, so use the key and then head onwards through the doors that have opened. Here you can go either left or right but as both routes lead to exactly the same place it really doesn't matter.

9.15

Kill the baddies in the seating area and then jump over to the hole in the wall, kill the two dudes in here and pull the switch. Return to the main area and head for the stage where the curtain has been pulled back to reveal a corridor.

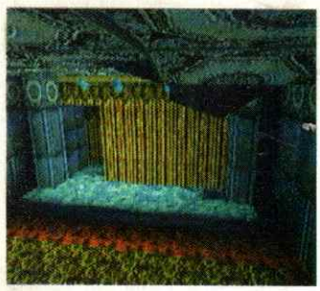
Kill the baddie and run to the block at the end – pull it out one space and hop on top of it, turn to your left and drop into the next room.

9.16

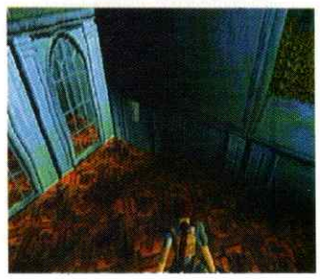
Turn to your left and light a flare, walk to the edge of the pit and jump over it, push the switch and return to 9.13.

9.13

The pool is now full so jump in and swim to the other side, climb out to finish the level.







LEVEL 10: THE DECK



10.1

From the start, run straight forward and jump out of one of the windows, when you land in the water swim to the left and climb out onto a platform. From here turn to your right and climb up and around to find a key. When you have it dive into the water and through the tunnel to your left, follow the tunnel along until you surface.



10.2

Climb out and kill the goon then turn to your left and drop down onto the floor, turn to you right and run along until you see another baddie. Kill him and carry on the way you were going until you see some crates, these need to be shuffled around to find a door and a hole for your key, use the key and enter the room.



10.3

Run down to the bottom of the room and drop into the water. Swim along the tunnel until it turns right – here there is a lever that must be pulled, when this done return to the surface and climb out, leave the room.



10.2

Turn right and run to where you killed the second baddie, climb up and run to the end of the raised section. Now stand on the trapdoor and you will fall through. Follow the corridor along to a ladder climb this and pull the lever at the top, head back to room 10.3.



10.3

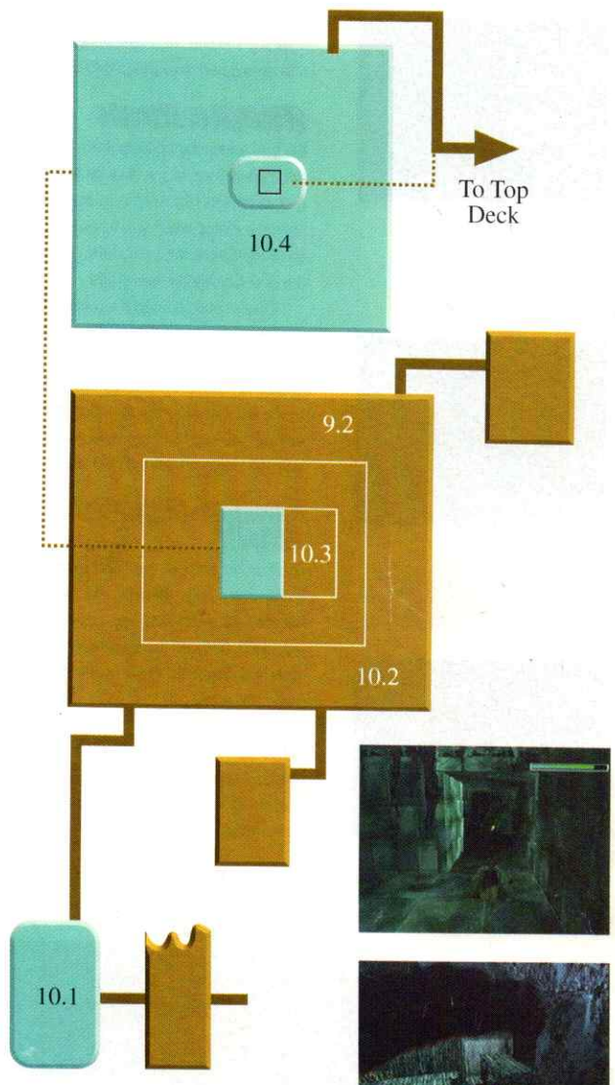
Again run down to the bottom and drop down the now dry hole. Follow the tunnel along to find a moveable block, pull this towards you two spaces and go through the doorway.



10.4

Follow the tunnel along and climb out into a cave, run straight forward until you come to a underground lake. Wade in and kill the two divers, then look for a place to climb out on the left-hand side with some crates on it. When you have found it kill the dude who comes out from behind the crates and collect the ammo.

Dive into the lake and swim to the deepest end, here there should be some reeds, and in the middle is a secret. When you have it climb back out by the crates and turn to your right, run forwards until you come to a small pool separate from the rest. On the other side of this is a cave, which is where you want to be. Follow the tunnel along until you reach a baddie, kill him and carry on up the tunnel, at the top you will see a medi-pack and a hole in the floor, look carefully down the hole and you will see the yellow boat. Now, making sure you have full energy (and I mean full, not nearly full) lower yourself over the edge of the hole and let go – you will land in the boat and you can now collect another key. Then return to the tunnel and take the left turn around where you killed the baddie, and climb up the cliff up to the top deck.



Top Deck

When you drop down onto the deck climb out of the pit and run straight forward down the alley and kill the baddie, as you reach the end of the alley another goon will appear, shoot him and turn to your left run along to some benches and look in the hole behind them to find some grenades. Continue the way you were going until you reach the edge of the top deck, shoot













anybody you can from your vantage point and drop down onto the middle deck.

Middle Deck

Kill any remaining baddies then check the two back corners of the deck for M16 clips and uzi bullets (the M16 clips are hidden behind a crate), when you have done this go to the swimming pool in the centre of the deck and kill the barracuda.

Dive in and swim to the corner of the pool to make a secret door open, inside is a diver and a secret so kill the diver and collect the secret. Then dimb out and walk to the front edge of the deck and shoot anyone you can see from here and lower yourself down on the right-hand side.

Lower-Middle Deck

Walk to the front of the deck and turn towards the large chunk of rock, line yourself up with it and take a running jump over to it. Now do the same over to the next rock and then finally over to the huge rusty structure.

10.2

When you are safely on the rusty plateau run straight ahead and stop on the edge, turn around and drop off backwards and grab the edge, below you is a crack in the wall which you need to get down to, so let go of the top and grab the crack as you fall. Now shuffle along until you can pull yourself up, turn to the left and take a running jump over to the hole in the cave wall. Follow the tunnel along to a large cave.



10.5

To get up this slope you must jump from platform to platform until you reach the top, if you miss a platform you slide back down so take your time to avoid excess frustration. When you reach the top two guys will attack, kill them and continue along the tunnel.

Eventually you will come to an opening looking out over the top deck, walk to the edge and line yourself up with the nearest part of the cabin roof.

Top Deck

Take a running jump and grab the edge, then haul your butt up and run to the right, follow the roof around and jump the gap over to a trapdoor, step on the trapdoor and you will promptly fall through.

10.6

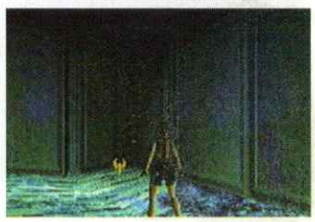
Kill the baddie and follow the corridor until you see a box. Move this and press the switch behind it, then leave the room. Kill the goon and turn to the right, turn right at the end of the alley and run along until you see an open door on your right.

10.7

Enter the room and use your key in the lock to open the door.

10.8

Walk carefully into the room and turn to your left, light a flare and you will see that most of the floor is cracked tiles and the switch is on the other side. So, the best way to do it is run to the switch on one row of tiles and after pressing the switch run back on the other row, this is fairly easy as long as you keep moving.



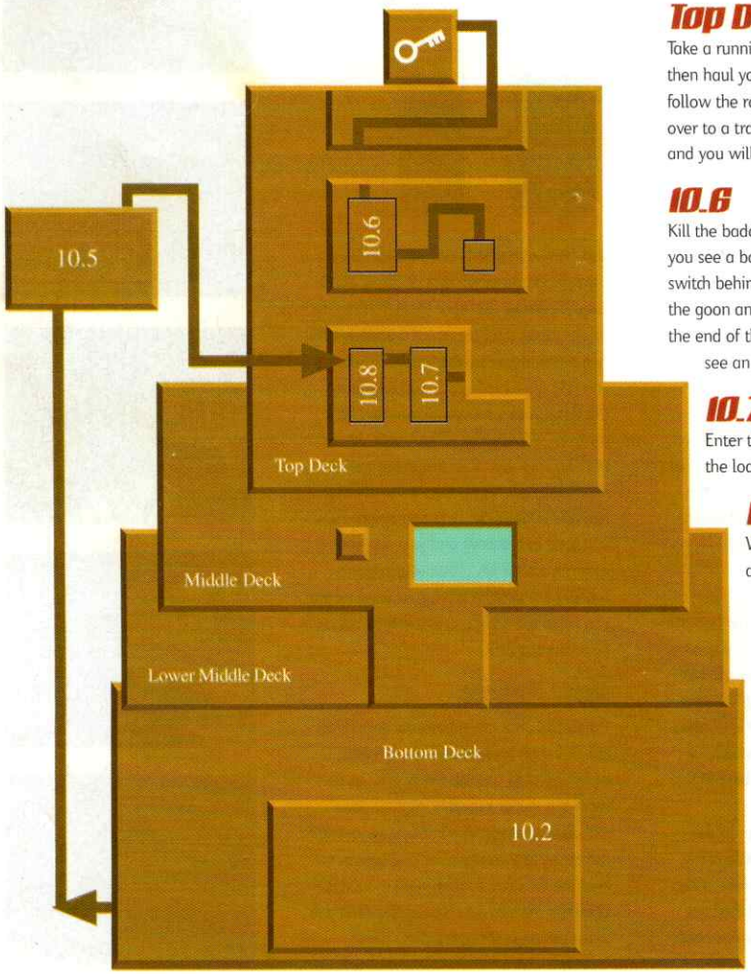
When you have got safely back, you should look out of the door to see a baddie with a stick approaching. Quickly kill him off and then leave the room, before heading for room 10.6.

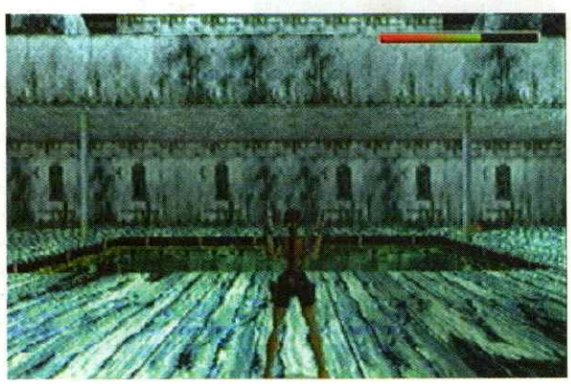
10.6

Do not enter 10.6, instead go into the door opposite which is now open. Follow the corridor along, climb up onto the blocks at the end, turn to your left and follow the tunnel along. Eventually you will come to a large hole in the floor. Look over the edge and you will see a key, drop down and collect it and make your way, carefully, down to the floor of room 10.2 killing any baddies on the way.

10.2

In one of the corners of this area is a locked door. Find it and use the key to enter, when you are inside pick up the seraph to finish the level.





LEVEL 11: TIBETAN FOOTHILLS



From the start, kill the eagle and run forwards, then turn to your right and carry on along the pathway. You will slide down a slope and drop into the path of some large boulders. Good timing will be needed to avoid them but it can be done. Once the boulders have passed you, get ready for a second lot – these ones can be avoided easily by standing in the gap on the left of the gully. Now continue along and climb into the cave.

11.1

Walk out onto the piece of rock that is sticking out and face the cracked wall of ice. Now take a running jump at it and you will smash right through the wall and then immediately start sliding down a slope. Just before you reach the bottom, jump and grab the wall in front of you, then shimmy right across to the door. Follow the corridor along until you emerge into the daylight.

11.2

Kill the two birds and then turn around and drop off the edge backwards. As soon as you land, you will slide off backwards, so grab the edge and then drop again. To your left is a cave – enter this and then follow the corridor along, avoiding any traps, until you emerge on a ledge overlooking the water. Turn to your right and follow the path around until you enter another cave: again follow the corridor until you emerge out into the sunlight.

Turn to your right here and follow the ledge until you are facing an outcrop of rock, then do a running jump over to this. Turn to face the medi-pack on the other side of the pool, then do a running jump to land on the ledge with the medi-pack. Quickly kill the eagle that will be hassling you, then make your way up the rocks until you reach the top.



11.3

Start

Kill the two baddies here and collect anything they drop, then get onto the snowmobile and enter the large cave. Now follow the cave along – running over any baddies on the way – and you will eventually come to a large area with several jumps.

11.4

As soon as you first enter this area, there is a jump that leads to the right. Go over this and you will land in a cave. Next turn around and leave the cave, turn to your right and follow the narrow gully along. To your left is the next jump – do this and then continue jumping until you reach a row of little jumps that face a large cave entrance. Leave the snowmobile here and head towards the cave on foot.

As you approach you will see that the entrance is covered by some blocks – you will also see a small cave to the left, so climb up to this and follow the corridor along. You'll emerge behind the blocks and in front of two hungry leopards – kill these and then move both the blocks out of the entrance and into the tunnel you just came through, before returning to your snowmobile. Climb onto it and do the jump into the now clear cave entrance.

Follow the cave along, making sure you take the jumps at full speed, until the path splits, then take the right path carefully and you will come to a section of climbable wall.

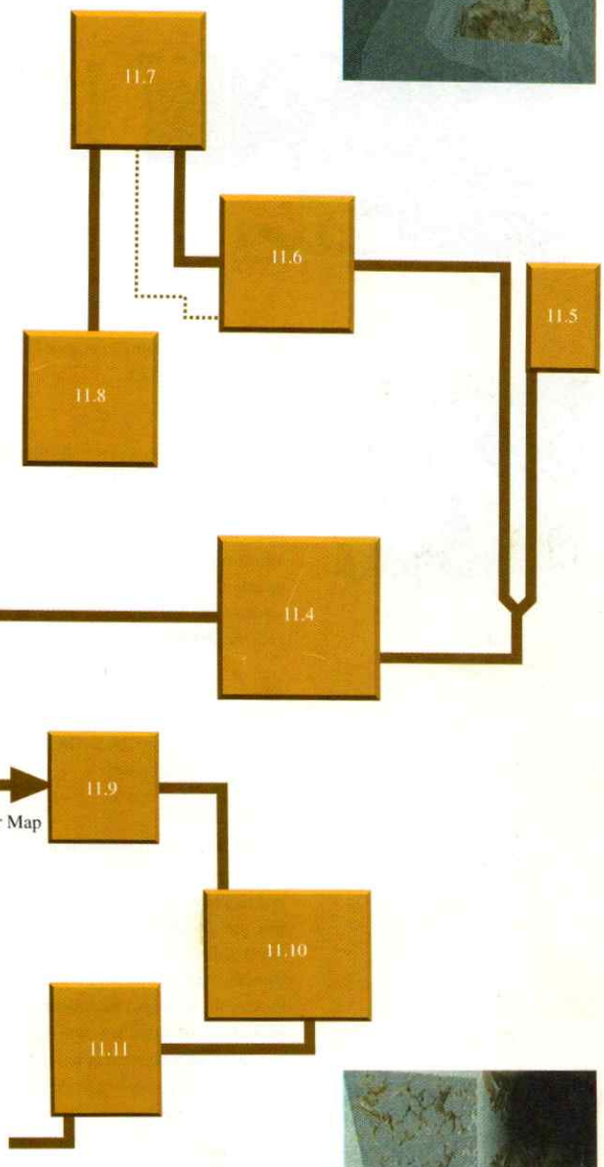
11.5

Climb up and pull the lever to open a gate at the end of the other path. Now return to where the path splits and take the other route, killing any baddies on the way.

11.6

Follow the path along until you come to a big jump – this one needs a good run up and full speed to be successfully crossed.







11.7

When you enter this room you will see a load of boulders at the top of a slope. These need to be triggered so they roll down and out of the way, and to do this you need to drive straight across the bottom of the slope – hopefully you won't get hit by them, because if you do, you're dead! When they're gone, drive back across the slope and get off the snowmobile.

Walk as far up the slope as possible and then over to the edge of the hole. Now jump up onto the slope above the hole and you will slide down. Grab the edge and climb down until you reach a cave – enter the cave and pick up the key, then drop down and get your guns out, ready to shoot the guy who is hiding behind the ice wall. When he is dead, you can carry on





through the cave until you emerge below the jump in room 11.6.

11.6

Run diagonally across to the other corner and drop into a hole to find some grenades. As soon as you do, three leopards will appear – kill these and then return to the corner you started in. Climb up past the hole and up to the top and you'll be back at the place where you left your snowmobile.

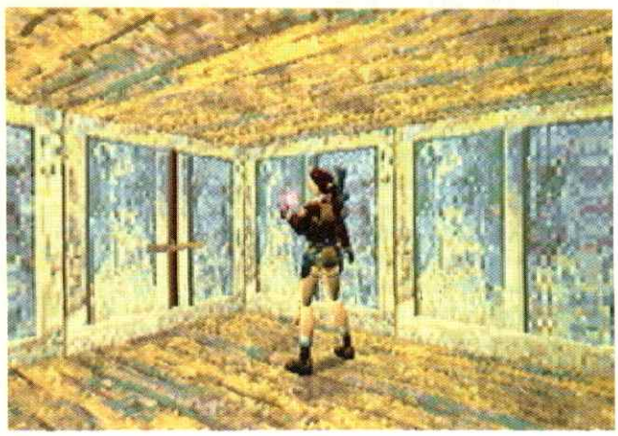
11.7

Climb on and drive across the slope (the one where all the boulders were) and follow the tunnel around.

11.8

You will emerge in a room with a frozen lake in the centre. Get off your snowmobile and turn to where you entered the room – here you should see a hole for the key you found earlier. Use the key and a bridge will form, then get back on the snowmobile and drive up the slope that leads around the edge of the room. You will soon cross the bridge and be confronted by a slope loaded with dodgy looking boulders – drive fast using the X button and don't stop until you are safely past the danger. There is now a little jump, after which you emerge in the main room again.

This time, however, it is different, as the boulders have smashed the ice to reveal a key. But beware – as soon as you pick it up a baddie will appear on a snowmobile and try to run you down or shoot you with the guns mounted on the front. There is no easy way to kill him but it can be done with a bit of luck. Alternatively, just get back on your snowmobile and head back the way you came until you've done the big jump – you'll then be safe.



Now all you have to do is retrace your steps until you reach the shed where you first found the snowmobile.

11.3

Use the key to enter the shed and pick up all of the items you find inside, then pull the lever in the corner and get ready for the three guys that will come in the door, with all guns blazing. It is probably best to use the M16 if you have enough ammo, if not, make sure you that use your most powerful guns.

When all three guys are dead collect any ammo they drop and exit the shed, then turn to your left and run to the now open door. Stop just before entering and climb up to your right to find a secret, then carry on through the door.

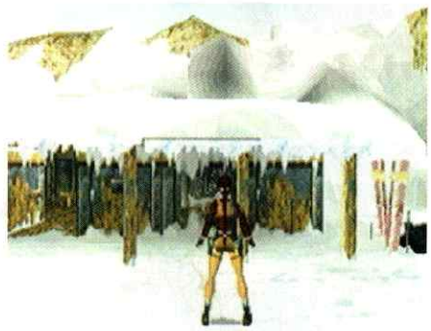
11.9

Follow the corridor along until you drop into a large room, get your guns out and get ready to kill the baddie who's on his snowmobile. When he is dead, collect any ammo he might have dropped and get onto his vehicle, then leave the room by the north exit.

Drive slowly along until you come to a large pit – the best way to get around this is to literally drive up the wall! Get as far left as possible and drive up the sloped edge, then drive across and drop off on the other side. Now get off the snowmobile and climb down the ladder into the pit to collect a secret. When you've collected it, simply climb back up again and continue on the snowmobile.

11.10

You'll emerge at the top of a large slope – wait here until two baddies on snowmobiles arrive. Kill them using the guns on the front of your nice new snowmobile, then drive to the bottom of the slope and down behind the stone pillar. Here you will find a block that can be pushed out of the way but as you push it into the next room, two baddies will come at you from the right. You can either kill them here or go back and jump on the snowmobile to use the guns on the front – either way, when they're dead you can progress into the next room.



11.11

Walk to the edge of the diff at the end in to kill the baddie from your vantage point and then dive into the pool. Climb out of the pool – there is only one possible exit – and follow the corridor along to reach the end of the level. You'll find that the next level has even more surprises for you...









LEVEL 12: BARKHANG MONASTERY

Outside Temple

From the start, run forward and peer around the corner to see a fight going on between some monks and some goons – let them carry on until one side is dead. If the monks win, don't shoot at them and they will leave you alone – if you fire a single shot at any of the monks, all of the other monks on the level will be after your blood.

If the baddies win, kill them and collect any items that they drop. Ignore the steps ahead, and instead climb up the ladder on the red wall. At the top kill the crow, then jump up to the next level and from here, up to the next. Make your way over to the balcony across the rocks, shoot out the windows and enter the room.

12.1

Run into the room and turn to the right, where you can leave or kill the monk – depending on what you did before – then carry on forward. As you enter this area a goon will burst in through the window – kill him and go out onto the balcony to collect some grenades.

Now re-enter the room and go down the corridor, entering the first room you find on the left.

12.2

Either kill the monk or let him fight the baddie who sneaks up behind you, then climb up the big ladder at the far side of the room.

Main Hall (Balcony)

At the top of the ladder follow the balcony around and pick up the key. Now climb back down the ladder and go through to the corridor.

12.1

Turn to your left and use the key in the lock to open the big doors, you can then enter the main hall.

Main Hall

As soon as you enter the main hall, run straight forward and go to the steps to your right. Wait here until the monks have killed all the baddies, then go and pick up any items they have dropped. Now return to the steps and follow the path along, taking the first door on your right

12.3

Run down through the rooms until you reach some steps leading up to your right. Go up these and smash through the window, dropping down into the courtyard below to escape the baddies who are coming up behind you.

12.4

If the monks are your friends, you are safe here, if not, get your guns out! Climb up the ladder at the back of the room and keep on climbing until you reach the top room and see a strange round thing – this is a prayer wheel and you need five of these to exit the level. So, pick it up and climb carefully back down to ground level.

Open the door and let the monks kill the three baddies that try to come through, then run down the corridor and head back to the corridor that leads off the main hall. Turn right and run to the end, then turn left, where you should see flames and swinging spiked balls. If you have friendly monks, you're lucky – they will be busy killing the two baddies that have crept up behind you. When the two bad guys are dead, enter the area with the flames.

12.5

As you approach the flames they will go out, but only for a short time, so get ready to jump straight across as soon as the swinging ball is at the end of its swing towards you – if you time it right you will not be hit. Run through the small tunnel and climb out on the other side, carefully avoiding the rolling blade, and again jump

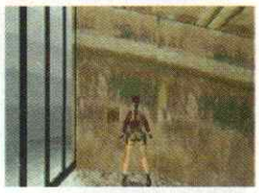
















towards the ball as it finishes approaching you. Run on through the next tunnel and climb out on the other side, taking care to avoid the rolling blade.

12.6

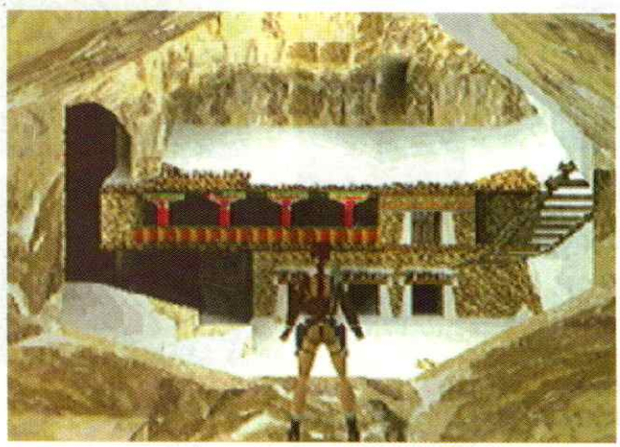
When you are safely through, collect the key and continue up the tunnel until you emerge in a room full of water.

12.7

Climb out of the water and head for the door. At the end of the tunnel you will find yourself back in the corridor that leads off of the main hall.

Main Hall

Head back to the main hall and use the key in the matching lock on the opposite wall. This will open a trapdoor – guess what, you need to go down through it!





12.8

When you emerge on the other side of the tunnel, turn right and run straight up the hill – killing anything that gets in your way as you go – until you see a small building.

12.9

The door is locked, so you'll need to climb up the side and enter it through a hole in the roof. Once inside collect the prayer wheel, and pull the lever to open the door. When the baddie outside has been killed by the monk collect any items and then head back the way you came.

12.8

At the bottom, kill any baddies and run past the trapdoor to pull the lever in the next area. Now move out of the way while the monks kill any enemies who might be lurking around.

Main Hall

Just run straight across the main hall to the right hand door on the opposite wall.

12.10

Run past all the tables and into the far corner, then walk down the corridor until you come to a swinging blade – jump this and go into the door just past it to collect the key inside. Now return to room 12.1.

12.1

Run down the corridor and turn left at the end. Go to the door and use your new key, inside is another key, collect this and leave. Head for the room opposite room 12.2, and enter.

12.11

Walk slowly into the room and turn to your left. Avoiding the rolling blades, run across to the opposite side of the room and use the key to open the door, before running through and up the steps.

12.12

In front of you is an alleyway which is blocked by flames – these must be extinguished before you can continue. Turn to your right and go between the two statues, now turn right again and run down to the end of the alley. There is a lever to turn off the flames, but beware – the switch is timed, so as soon as you've pulled it, you better start running. The gold things that the flames come out of must be jumped and if you are too close you won't be able to, so take care. When you reach the end turn left and run to the ladder, then climb up and watch as the monks kill off the baddies.

When the bad guys are dead, collect all their ammo and climb down the ladder. Go over to the switch and pull it. This will open two trapdoors – drop down the one that's nearest to you.





12.13

Shoot the glass in the cabinet in the centre of the room and then collect the gemstones that are inside. Now go to the lever and pull it, and then climb up and out of the open trapdoor.

12.12

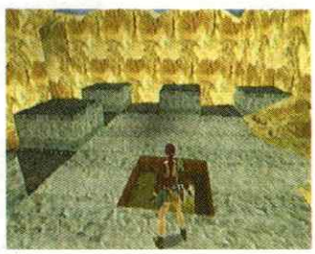
Head back towards the flame alley but turn left instead of right. At the top of the steps go to the middle of the two statues and place a gem in the slot – this will open a room behind you. Enter the room and pull the block out two spaces to reveal yet another prayer wheel. Take this and head back to the main hall.

Main Hall

Go through the middle door on the right hand wall of the main hall and climb up until you are looking out over the statue. Take a running jump over to the statue, then climb up onto its hand. From here jump onto the head, onto the other hand, then from there do a standing jump and grab the ledge.

Haul yourself up and use the other gem in the slot – this will open a trapdoor that's hidden down underneath the big statue – which is where you must head for next.





12.14

Drop into the hole, run up the tunnel, then dimb out and pull the lever. Now go through the door that has just opened and push the box into the stream to block the flow of water. Leave and drop backwards out of the water outlet, grabbing onto the edge as you go to safely soften your fall.

12.7

You are now back in room 12.7 – minus the water. Look for a discoloured block and dimb up to it, then push it out of the way to reveal a prayer wheel. Collect this, leave the pool via the ladder and head back to room 12.2.

12.2

Now dimb up the ladder to reach the balcony above.

Main Hall (balcony)

Run all of the way around the balcony to the doorway in the far corner and drop through. Walk carefully into the corridor and you will set a boulder rolling – dodge out of the way quickly and then run up the tunnel to the junction. Another boulder will now come rolling from the left, so dodge this, then run left, up the slope. Follow the corridor along to the edge of a pool – this is a good place to save if you haven't recently – it's going to get harder!

12.15

Dive into the water as dose to the right hand wall as possible – and stick to the wall, or you will be sucked down into the drain and drown. Carefully swim around the pool to the door in the opposite wall – as soon as you are through, the pull of the drain will stop and you can relax. Light a flare and run down the tunnel until you come to some opening and dosing doors – stand in front of them and run just as they start to open.There are three lots of these and they must all be handled in just the same way.

When you are past them all, continue up the tunnel and then go up the ladder at the end.

12.16

At the top of the ladder, wait for the monk to kill the baddie and then go into the adjoining room. This will lure another bad guy out – kill him and then light a flare.

12.17

First jump over the gold things to the top of the steps to collect the prayer wheel. As soon as you've taken it big flames will appear in the gold things, so carefully jump back down again between the flames and go on into room 12.16.

12.16

You can't get back the way you came, so pull out the block in the corner, which will allow you to leave. Climb up the ladder and run on along the corridor until you enter familiar territory. Once you have your bearings, head back for the main hall.

Main Hall

Go towards the room that's under the statue, but instead of going in, carry on around it, running around to the back and then up some steps.

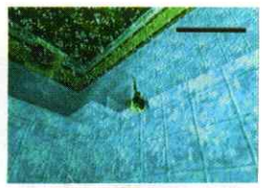
12.18

You are now in the prayer room which has lots of prayer wheels around the outside. But wait – some of them are missing... It's a good job you've been spending your valuable time finding them, isn't it? Place all of the wheels you've collected in the spaces and the big double doors will swing open. This is it – you're nearly at the end.

12.19

Run up the slope to the gold emblem – there is something missing here, so fit the Seraph in place. This will open the exit to this level – run through and this level is all over.







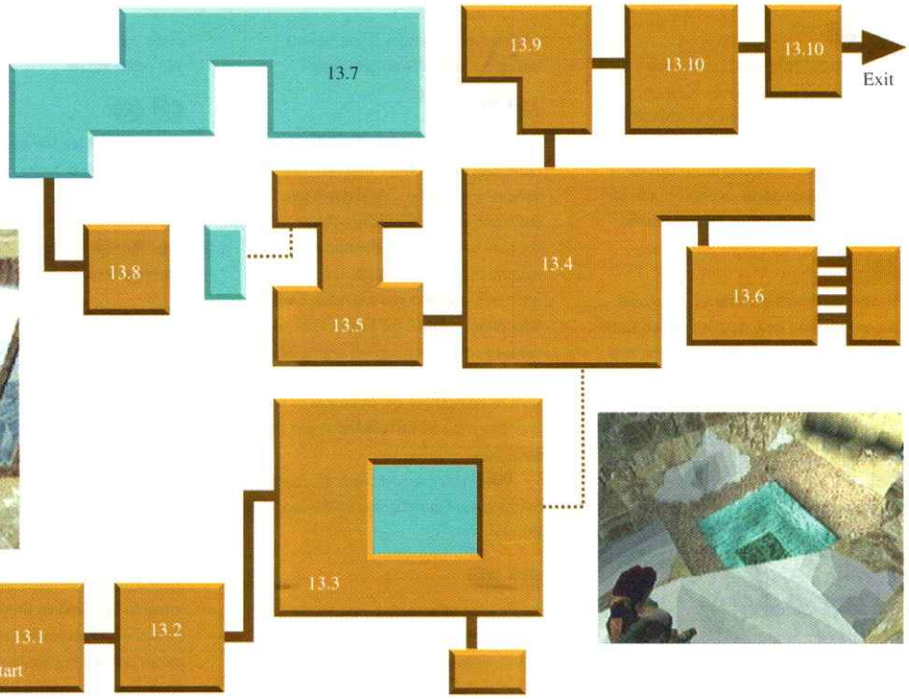






LEVEL 13: CATACOMBS OF THE TALION







13.1

Drop off of the steps at the top to avoid the stalactites, then run to the door at the bottom of the room.

13.2

As soon as you enter this room, turn to your left and walk to the wall. Jump up and grab the crack, then shimmy along to the right until you can pull yourself up. Collect the secret and flares, shimmy back along the crack and drop onto the flat piece of rock. Run down the steps and then climb down the ladder. As soon as you get to the bottom get your guns out and kill the yeti, then continue down to the bottom of the cave and pull the switch that's by the barred door.

Now go back up the ladder and walk to the top of the slope. Turn to face down the slope and slide down, jumping before you reach the bottom, grab the edge and pull yourself up. Now quickly kill the leopard, drop off the right of the steps – to avoid the stalactites – and run to the door.

13.3

Run to the bottom of the steps and turn around, ready to shoot the two baddies who sneak up behind you. When they are dead, go back up the steps to the bottom of the slope with the boulders on. Jump over to there and walk up the slope. As soon as the boulders start to roll, jump off sideways to land safely in the water. Climb out and shoot the two leopards, then run to the far end of the room and look for a small slope of rock underneath a ledge. Go and stand on the slope, then jump straight up to grab the edge and pull yourself up.







Once you're on the ledge, go around to the right and run across the cracked tiles, then quickly jump onto the ladder before they collapse, and climb up. At the top of the ladder, jump backwards to land safely on a ledge behind you.

Pull the lever to open the cage and slide down the slope, jumping before you reach the bottom – you should land on the platform with the cage on. Collect the Tibetan Mask and drop down to the ground. The pool is now empty and you need to climb down into it, but first take a look around this room to find a small opening – this leads to a medi-pack. Collect this, then go down the hole in the pool.

13.4

Use the mask to open the gate and run through, staying to the right to jump out of the way of the rolling boulders. When they have passed, shoot the leopards and look

to the left of the slope to see a hole in the wall. Go to the bottom step nearest to it and make a running jump to the hole, then run past the door and drop down into the next room.

13.5

Quickly kill the two leopards and run forwards – two more will appear, so kill them and run through the gap to the right, where you'll find another couple of leopards to kill! When they are all dead, climb up to the ledge just inside the area to the left.

Drop into the water and pick up the Tibetan Mask, then climb back out. Get your guns out to kill the two baddies who are lurking around. When they're dead, collect any items and return to room 13.4.





13.4

Run to the other side of the room and down the alley to the left of the red building, then run to the end and climb up the ladder. Shimmy over to the ledge and collect all the grenades at the end. Now drop down and use the Mask in the hole, before lighting a flare and entering the room.

13.6

Drop into the room and turn left, then run right along the wooden platform to the end and turn right. Do standing jumps over the gaps until you reach the third platform and then pull the switch on the wall to open the gates – as soon as you do though, four yetis will attack from the area below, so be ready with your shotgun or another pretty powerful gun.

When they are dead, run to the end of the platform and pull the block over to the gates, then push it into one of the gaps. Enter the room that's beyond the gates and pull the lever at the back of the room. Collect the ammo from the end gap and drop down into the centre of the main room. Investigate the two cages that the yetis came from to find ammo and medi-packs, then head back to the entrance of the room. Get your guns out as soon as



you leave the room, and kill the two guys skulking outside. Collect any items they drop and head for the door just before room 13.5.

Run through the door and along the rope bridge, moving to the left about halfway along to avoid the rolling boulders, then continue along to the end. Turn to the right, take a quick running jump at the ladder and grab on to. Climb up, then at the top run forward and drop into the pool.

13.7

Kill the three fish and swim through the cave until you come to a set of doors. Turn around and climb up onto the rock in front of them, then do a running jump over onto the ladder and cling on. Climb up almost to the top and do a backflip onto a ledge, before pulling the lever and dropping back into the water. Head back to the double doors, which are now open, and kill the leopard that attacks.

13.8

When the leopard is dead, pull the lever on the block in the middle of the room, then walk out onto the right arm and do a running jump, down to the sloping blocks in front of you. Drop to the floor and make your way back to room 13.4.

13.4

Run straight through the now open double doors and do a running jump over the hole.

13.9

In front of you are some boulders on a slope – walk to the bottom of the slope and hop back one space. First jump forward onto the slope, then immediately hop back and then right, to dodge the now moving boulders. There are also some boulders to your left and exactly the same method can be used to get these ones moving as well. When they've smashed a way through the ice, drop down into the pit and kill the leopards, before collecting the ammo and medi-pack, and pulling the lever on the wall. Kill another leopard and make your way back up to the top where the boulders





were. Go through the hole that's left by the boulder's destructive path.

13.10

There are two pressure pads on the floor in this room – these open doors that allow you to progress. Run over the one that's nearest the door first and then the other one. As you run over the second one a door will open in front of you, so jump up to this, then jump over the spikes and through the other open door, but be careful not to fall down the hole on the other side of it. Now you can just climb down the ladder and then follow the corridor to reach the end of the level.



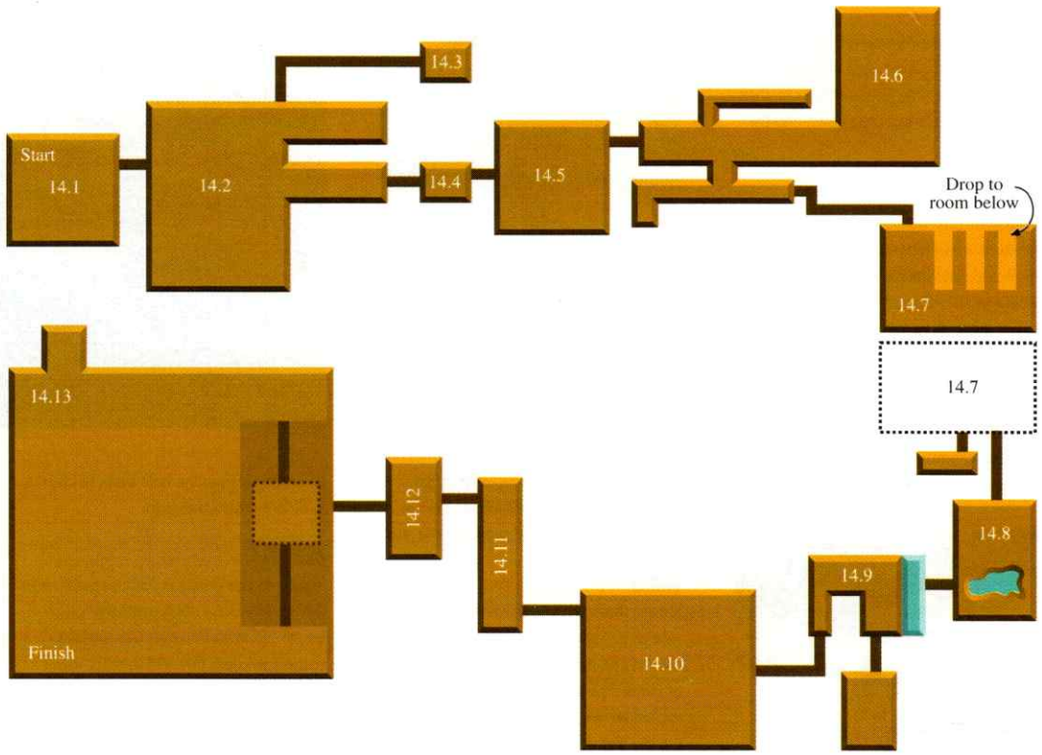


LEVEL 14: ICE PALACE









14.1

Shoot the bell and go through the door that opens.

14.2

Look up as you enter this room to see a cage full of yetis. Thankfully the cage is still locked at the moment, so you're safe. (For now!) Dotted around the floor are various springboards – run onto the two that are side by side and you will be sent flying into the air and hopefully onto a platform. Pull the switch and collect the Uzi dips before dropping down to the level below. Kill the yetis and look around on this floor for a medi-pack, then look for a gap in the cage on this floor.



14.3

Jump through the gap, collect the medi-pack and run around the corner with your guns out, ready to kill another yeti. Now pull the switch and return to the ground floor.

14.2

Look for a springboard that's under a thin gap, with a bell in front of it. Run onto the springboard, facing the bell, and shoot the bell at the top of your jump. You will then slide down the wall uninjured. Turn to your left and go down the tunnel with two gates at the end (one of them you have just opened). There is a springboard next to the left hand wall. Walk onto it, grabbing the ledge at the top of your jump. If you pull yourself up and turn around you'll see another bell – shooting this opens the other gate. Now drop back down and go through the gates.

14.4

Here there is another springboard against the wall, walk onto it facing the wall and grab the edge at the top of your jump. Shimmy across as far right as you can, then pull yourself up and jump straight away, getting your guns out at the same time. Jump, shoot the bell, put your guns away and grab the edge before you fall. It sounds very hard but it can be done. Shimmy back to the left and again pull yourself up, jump, then jump again whilst holding left on the D-pad. You should land on the flat area. Climb up through the now open gate and jump into the next room.

14.5

Shoot the yeti and collect the flares, then enter the dark hole that the yeti came out of.

14.6

Walk down the slope and turn right, then right again, walk up the dark tunnel and collect the secret, go back out into the main tunnel and jump onto the opposite ledge and collect the medi-pack. Now go down the main path and shoot the white tiger, turn the corner and shoot two more tigers, then run to the end of the room and collect the Tibetan mask from the raised block. Go to where you collected the secret and go down the opposite tunnel through a now open door. Follow the path along until you drop into a room.

14.7

Kill the yeti and run to the end of the room, collect the medi-pack and drop down next to the tub-like thing into the room below. Get your guns out, kill the yeti and collect the ammo in one of the corners. Climb up into the large gap, which turns out to be a balcony overlooking the last level.

Run to the end and collect the ammo, then return to the other end and use the mask in the slot. Drop back into the room and climb into the other hole, then run across the bridge to the next room.

14.8

Jump across to the lever and pull it – this will release lava onto a frozen pool below. Drop down and kill the white tigers, then dive into the pool, kill the fish and collect the Gong Hammer.

14.9

Swim through the cave and move to the far left of the pool, before wading out to avoid the stalactites. Kill the yetis then run down the left passage, kill another yeti and collect the grenades. Return to the main room and go down the other passage, kill yet another yeti and climb up the steps.



boulders rolling down behind you.

14.11

Follow the tunnel along until you reach a slope, turn around and slide down backwards, grabbing the edge before you drop. Now shimmy along as far to the left as possible. When you are at the end pull yourself up and jump straight away, to land on a flat area behind you, then run into the next room.

14.10

Stop before you enter this room and get ready to run down to the bottom-right corner. When you start running, don't stop or you will be crushed by the many

14.12

Take a running jump over to the wall and grab on, then climb up and through the hole.

14.13

Lower yourself into the hole but make sure you have over half energy or you will die when you hit the floor. Use the Hammer on the Gong and walk forward, down the steps, until you drop into the main room. Turn to the right and run to the end of the area you dropped off, jump up onto it and look for a hole to walk through. Jump onto the middle section, collect the item and jump back out.

As soon as you land in the main room a huge beast will start to attack. It is very powerful so get out of its way, get back up to where you've just been and safely shoot it from there. If you don't have much ammo use your normal pistols, it will take a while but it can't attack you up there. When it's dead the level is over.





LEVEL 15: TEMPLE OF XIAN

15.1

Run down through the two rooms, into the large room with the altar in the middle. As you approach you will fall through a trapdoor and slide down a slope. You then drop onto another slope. Jump over the blade then sit back to enjoy the ride, and after some considerable distance you'll drop into a pool.

15.2

Swim through the large hole and then wade ashore.

15.3

Kill the two tigers and run to the left side of the temple. Face the side of the temple and walk onto the springboard. This will catapult you onto the top of the temple. Run around to the other side and pull the lever, then drop back to the floor and shoot the eagle. Head to the edge of the water and after killing the fish, dive in and swim back through to room 15.2.

15.2

Swim to the wooden platform in the corner and climb out, then climb up the ladder to the top, kill the spider and walk to the end.

15.4

Turn around so you're facing up the corridor you've just walked up and drop off backwards, grabbing the edge as you fall. Climb down the ladder and when you reach the bottom, drop and grab the edge below. Shimmy to the left and pull yourself up, collect the secret by shimmying to the right, then go back and climb the ladder. Shoot the spider and do a standing jump to the ladder, then do the same to get to the next ladder and climb up. Pull yourself up into the corridor. Follow the corridor along and drop into the next room.

15.5

Go to the left of the spikes and climb up the ladder. Move across to the right and jump off backwards, you will land on a sloping ledge. If you jump again and you will land on the wall opposite.



15.6

Line yourself up with the three cracked tiles, now run onto the furthest one and stop. It will collapse and you will land on a block below. Collect the ammo and do a running jump into the doorway. As soon as you land you will start to slide towards some spikes, jump just before the bottom of the slope and you will land on another slope, jump again and grab the edge. Pull yourself up from here and pull the switch. There are some grenades on the floor below you, so collect them carefully but return to the ledge afterwards. Follow the corridor along and you will emerge in room 15.2.

15.2

Dive into the water and swim to the temple, where the double doors will now be open. Go through the doors into the next room.

15.7 (Ground Floor)

Stick to the middle of the room to avoid the swords of the statues, which will drop if you go near them. Collect the M16 clip and go through the right-hand door.

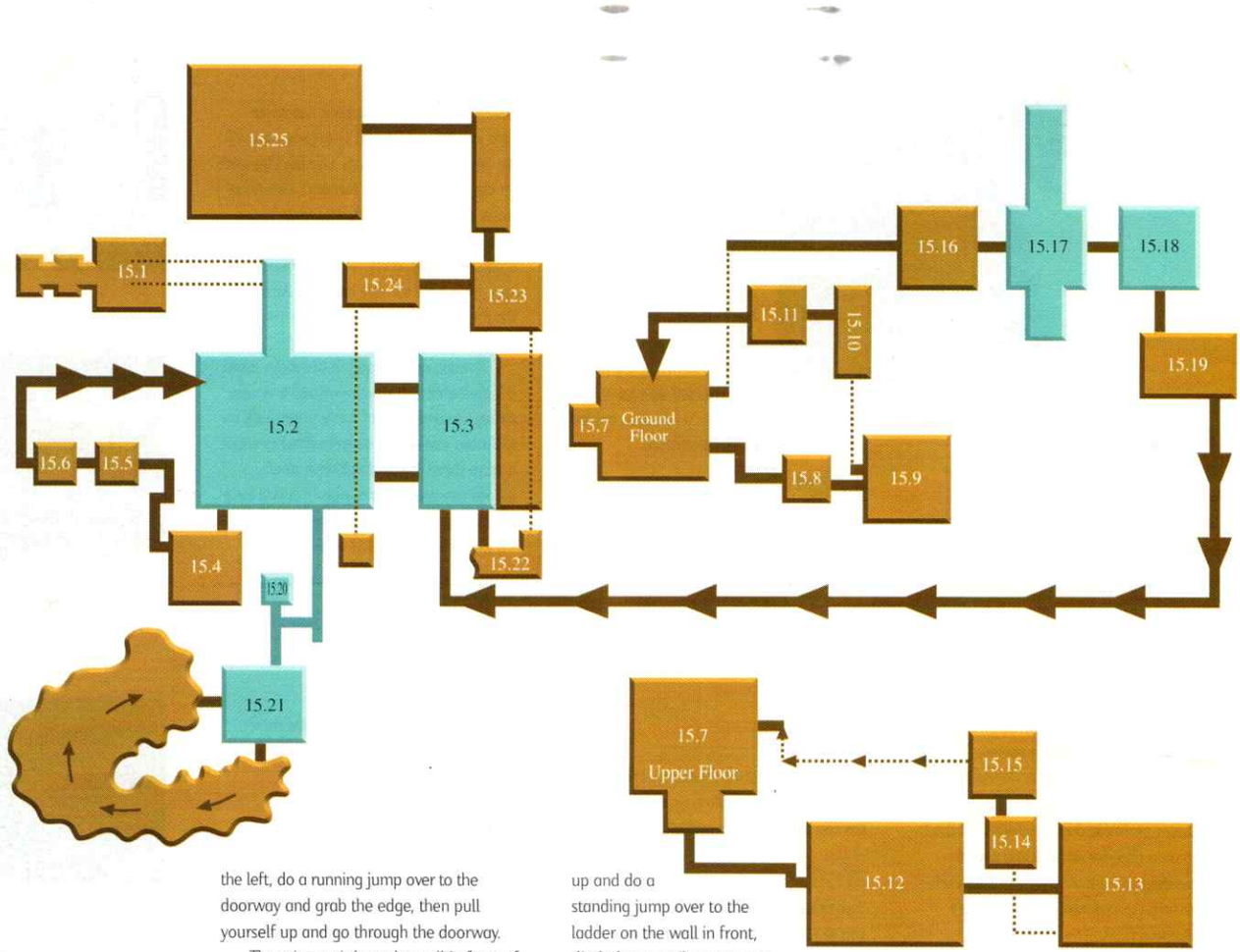
15.8

When you enter this room take a running jump over to the slope directly in front of the door. Jump before you reach the bottom and you will land on another slope, then jump again to the next slope, repeating this until you reach the final slope, when you need to grab the ledge in front of you. Pull yourself up and turn to









the left, do a running jump over to the doorway and grab the edge, then pull yourself up and go through the doorway.

There is a switch on the wall in front of you but you won't get chance to pull it, as the floor gives way and you are sent sliding down a slope.

15.9

As soon as you land, run towards the switch and pull it. Now turn around and run to the door that has opened behind you. There is no time to waste here because the walls are closing in. When you are finally safe to get out, carry on.



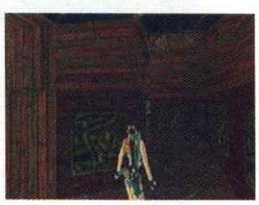
15.10

Walk onto the slope to the right to set the boulder rolling down, and jump off again before it squashes you. When it has passed, run up the now safe slope, but stop before you step onto the next one at the top. Don't step on this one at all, instead turn to the left just before it and jump up onto the block beside the slope. This will set the boulder rolling harmlessly away. To your left is the next slope and the next boulder, hop onto the slope to set the boulder rolling and hop back to avoid it. When it has rolled out of the way, climb up the ladder and into the next room.



15.11

Drop into the room and go to the far-right corner, pull the lever and immediately turn to shoot the tiger that appears from behind you. On the same wall as the switch is a doorway, go to this and light a flare. Climb up and do a standing jump over to the ladder on the wall in front, climb down until you are one rung above the blade and get ready to drop past the blade. As soon as you are past it, grab the ladder again and continue climbing down until you are one rung above the next blade. Use the same method to get past this blade and continue down the ladder to the bottom.



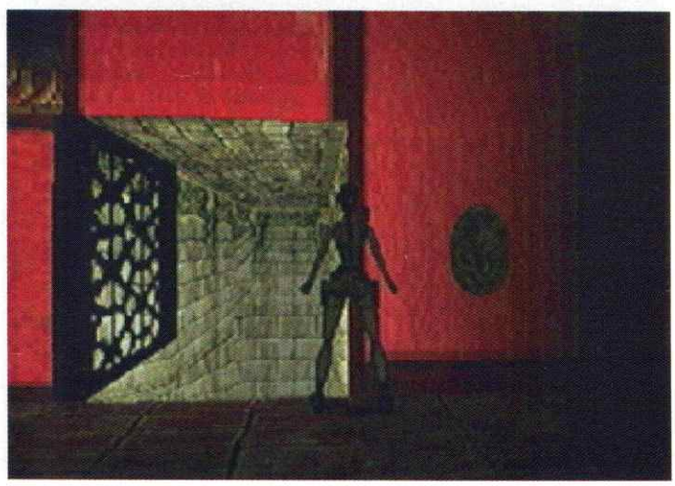
At the bottom are two rolling blades – if you time it right you can run through middle of them into the next area.

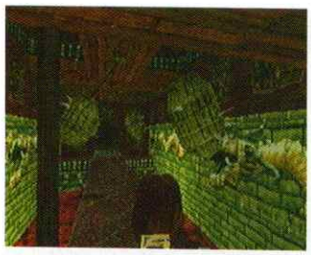
15.7 (1st Floor)

Shoot the two eagles then turn to the left and do a running jump over to the switch on the wall – this opens the big doors at the other end of the room but only for a short time. So, as soon as you press it turn around and do a running jump over the gaps as fast as you can. It may take a couple of tries but it is possible. When you do get through follow the corridor along to room 15.12.

15.12

This bit is actually easier than it looks! Firstly move to the far-right of the wooden walkway and get as close to the first pendulum as you can without it hitting you. Wait until it starts its swing to the left, now run, time it right and you can









just run past all of them in one go. Go to the right side of the doorway and press the switch, now jump to the left and press the other switch, then immediately run through the doorway as the door and the floor tile you have just activated are on a timer.

15.13

Once you are through, keep moving to keep ahead of the boulder that's rolling behind you. Run along the walkway and jump at the very end, grab the ledge in front of you and haul yourself up. The boulder will roll harmlessly beneath you. Pick up the Dragon seal and turn to the right, then do a running jump over to the platform at the side of the dragon and climb up to the door at the top, where you can collect the ammo and pull the switch.

Kill all of the spiders and exit through the door on the other side, slide down to the bottom and from there do a running jump over to the wooden block beside the wall. Repeat this to the next block, then turn to face the sloping block to the left, do a running jump over to this and immediately jump again and grab the edge of the block in front. Pull yourself up and you will slide again. Jump before the bottom and grab the next ledge, then haul yourself up and do a standing jump over to the platform where the Dragon Seal was.

To the right is a high wooden block, do a running jump over to this and from here to the next one. From this one do a standing jump onto the springboard and keep pressing forwards. As soon as you land a boulder will start to roll – simply drop off backwards and grab the edge and the boulder will roll harmlessly over you. Now pull yourself back up and do a standing jump to the next block on the right, then jump back straight away and watch as a boulder rolls past. Make your way up to the top left corner, killing the eagle on the way.

15.14

Pull the block out of the way and then run through into the next room.

15.15

Pull the lever and drop down the hole it opens. As soon as you drop, start running and don't stop or the boulder rolling down behind you will crush you flat! At the bottom turn left and slide back into room 15.7.

15.7

Shoot the tigers that are prowling around below you and drop down. Place the Dragon Seal in the slot next to the locked door and go through it.

15.16

Wait for the rolling blade to start its roll away from you and run down after it, dodge into the alcove, wait for it go past, then run to the next alcove and wait for it to go past again. Now run to the doorway at the end and slide down the slope into the next room. There are three switches in this room – pull the one next to the waterfall first and then the other two. You must do this quite quickly, as the ceiling is lowering all the time and it is covered in spikes. When you've pulled all of the switches, run through the door that opens.

15.17

Climb up onto the lower block, then jump to the high block and climb up to the edge of the pool. Kill the fish and dive in, pull the lever under the water to the right and swim quickly up the tunnel to the left. Ignore the lever on the wall and swim into the small hole in the right wall – where you can pull the lever – and swim through the gate that opens behind you to pull the next lever. Now swim back out into the main tunnel and pull the lever on the wall – this will send you rushing back to the first area and enable you to get some much needed air. Dive back under and swim through the now open gate opposite the tunnel. Pull the lever and swim back out, then pull the first lever you pulled again and swim up to the ceiling where a hatch has opened. Climb out of the water and walk to the edge of another pool.

15.18

Shoot the fish and collect the ammo, now head for the door and walk through.

15.19

Run straight into the room and pull the switch, turn to the left and run to the hole in the floor before the spiked wall has chance to impale you. You will land in some water and be pulled along a long tunnel by a current. When you stop there will be a key in front of you, collect it and swim forward to collect the medi-pack. When you emerge from the tunnel you will be back in room 15.3.

15.3

Swim to room 15.2.

15.2

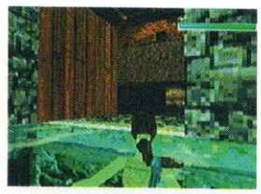
Swim to the wooden platform and climb out onto it, use the key in the lock and the big gate next to you will swing open – kill the fish and dive into the water. Swim along until you get to a right turn, turn here and turn right again, then light a flare and swim through the gate.

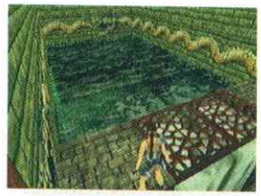
15.20

On the middle pillar is a lever, pull this and collect the medi-pack, then swim out through the other gate. Swim straight forwards and up through the hole in the floor, grab some air and kill the fish.

15.21

Pull yourself out of the water at the entrance of a cave and get your guns out – this area contains loads of little spiders and quite a few huge spiders, so be ready at all times. Run through the cave, killing spiders



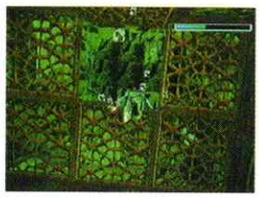


















and collecting items, until you drop into a large cavern – there is a group of big spiders here so kill them and light a flare. Look for a block at climbable height and climb onto it, then jump to the next slightly higher block. Look for a ledge and make a jump over to it, then jump across a series of platforms until a spider attacks – kill it and turn to look at the egg sac hanging in the centre of the room.

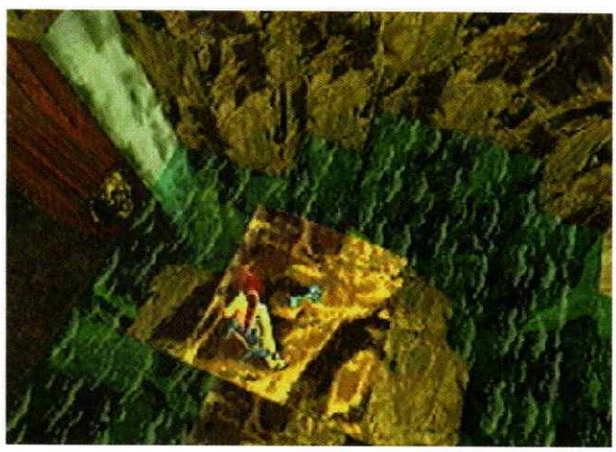
Just below the sac is the pillar you must jump to, so line yourself up with it and do a running jump over to it, then do another running jump to the next pillar and a standing jump over to the cave. Grab the edge and pull yourself up, then run up through the cave and do a running jump over to the pillar with the key on top. Collect the key, then drop into the water and swim back to room 15.3.

15.3

Go to the gate to the right of the temple and use the silver key, then walk on into the next area

15.22

Jump up onto the first step, but as soon as you do a boulder will roll down towards you, so jump out of the way until it goes past then jump back up on to the step. Do the same with the next step, and so on until you are up the top. Now turn left and





follow the path along across the rope bridge, where you must kill the tiger before running into the next room.

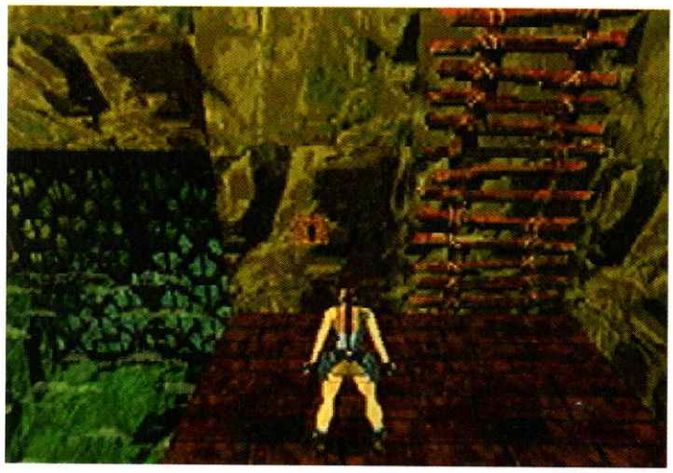
15.23

Shoot another tiger and climb up onto the sloped block – jump straight away and you will land on the block behind. Now turn and go into the door in the red wall.



15.24

Stand at the wall on the far side of the room, facing the rolling blade. Jump forward when it rolls away, then jump again straight away and enter the room to the right. Collect the medi-pack and run



across the bridge. When you get about halfway across, the blade will start to roll, so move to the left at the end and pull the switch. Now turn around and kill the eagle, then get ready for mad dash across the bridge. Wait until the blade has just started its journey away from you and follow it – you will just have time to dodge past as it starts its journey again. Jump past the other rolling blade and walk to the end of the platform that leads into this room. Turn to the left and take a running jump onto the spring board . hold forward all the way up the four springboards and on the last one hold X as well, so you grab the ledge at the top. Pull yourself up and kill the eagle, then do a standing jump over to the slope and grab the edge. Pull yourself up and run into the next room.

15.25

Run to the right and jump onto the platform next to the keyhole, then jump from there into the sheltered area. Run straight to the block at the end and climb onto it, moving to the left to avoid getting stabbed by the spikes, then climb up the ladder. At the top, shimmy to the right and drop off, then turn around and climb up into the hole in the wall.

A spiked wall will close in, so run in the opposite direction and jump over to the ladder on the wall and climb up. At the top go right and follow the corridor to the switch at the end, pull this and go back the way you came but turn right into a room with a dragon. Turn to the left and do a running jump over to the ledge, then do a standing jump to the next one. From here do a standing jump over to the block in the middle, collect the key and drop onto the statue. Slide down it and jump off the final slope to land on a wooden platform. Walk down to the bottom wooden block and do a running jump through the gap between the door and the statue. Jump back over to where the lock is and use the main room key in it.

Now jump back to the previous platform and turn to the right to see a platform that wasn't there before – do a running jump over to this and grab the edge. Pull yourself up and jump over to the ladder, then climb up and shimmy to the right. Turn around and jump onto the ladder, climb up and go into another room with a statue in it – reach the statue in the same way as you reached the first one.

Now climb up the ladder and shimmy to the left – when you reach a swinging blade jump off and then make another jump from the sloping platform to the next ladder. Now climb up and again, stop below the swinging blade – this time you need to jump and spin in mid air to grab the ladder behind you. Climb up again, then drop off onto the ledge to leave this level safely behind, you at last phew!

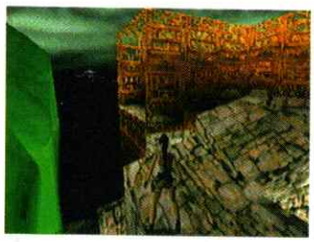






LEVEL 16: Floating Islands





Due to the strangeness of this level and the fact that it twists about like a snake with a broken back, a map would be more of a hindrance than a help. So, for this level only, the map has been left out . however the screenshots will be relevant to the text and should be of some help.

From the start, run down the green steps and stop at the end. Do a running jump over to the rock ledge directly in front of you and when you land turn to your left and do a running jump over to the gap in the cage. Run to the switch and pull it. Return to where you entered the cage and drop off the edge, onto the slope below. As soon as you stop sliding get a gun out and shoot the statue that comes to life, then when it's dead run forward and climb up the steps to the left, which lead back to where you started.

Again jump onto the rock ledge and then into the cage, but this time run down the corridor and drop off the edge onto a slope. Jump just before you reach the bottom and slide down another slope. Now get your guns out to shoot the statue, then shoot the one up in the floating hut. When they are dead climb up into the hut and collect the ammo, medi-pack and Mystic Plaque. There is now a guard running about down below, so shoot him from your vantage point if you can – if not drop down and shoot him. When the guard is dead, run over to the small grass area to the edge of the platform. Turn around so your back is to the edge, then drop off and grab the edge below and pull yourself up into a green area. To your left is a switch – pull it and take a running jump over to the door it opens, then do another running jump over to the floating island in front of you.

Walk to the far end of the island and turn to your left, stand at the bottom of the slope and do a standing jump forwards, now do a running jump over to the next island and grab the edge pull yourself up and follow the steps up and then down to the left until you are facing a single block on its own. Do a running jump over to this and grab the edge, pull yourself up and turn to face the steps to the right and do a running jump, grab the edge and haul yourself up. At the top of the steps turn to the right and do a running jump over to the next set of steps, run up these and onto the roof of the cage, almost directly in front of you is the rock ledge you used earlier, drop down onto this and walk down to the edge that faces a triangular shaped green rock, jump over to this on the right-hand side and grab the edge as you slide down. Drop onto the ledge below and do a running jump over to a small island with a second Mystic Plaque on. Collect this and jump back over to the ledge, turn and jump diagonally over the sloped blocks. Now go up the stairs back to where you first started.

Again run to the end and jump over to the rock ledge, climb up onto the cage and run down the green steps, kill any flying guards and make a running jump to the stone island ahead. Grab the edge and pull yourself up.

Collect the Uzi clips and place the Plaques in the slots beside the door. Run through the now open doors and collect the ammo to the right. Kill the guard and turn to the right towards the boulder on the slope. Jump up onto the slope, then run up behind the boulder and jump over it and you will slide down the slope – jump forward as soon as you land and then back again to avoid the boulder coming down towards you. Now turn around and walk to the bottom of the slope, then turn to face the wall and climb up onto the roof.

When you've slid forward, drop down the hole and then drop into the next room. Shoot the guard that comes from above, then collect the medi-pack and climb back out onto the roof and jump back over onto the slope. Jump over onto the opposite slope, then walk up to the first flat section and turn to the right. Now take a running jump over to the island and grab the edge, then climb onto the death slide and slide down until you are above a bridge – drop onto this and turn right.

Walk into the room and kill the statue that comes to life, then pull the lever that it





was guarding and run as the other two statues come to life. Head for the doorway in the opposite wall and slide down the slope, jumping at the bottom to onto the ladder. Climb up and onto a ledge, then climb up again but stop about four rungs from the top – do a backflip here and you will land on a flat ledge. Walk to the hole that looks out over the blackness and turn around, drop off backwards and grab the edge, then shimmy along and drop down when you are safely above terra firma.

You should recognise this place. From here head back to the death slide and get on, but this time stay on until the end. When you reach the end, turn around and jump back into the previous room on the right hand side. Push the block to the edge of the hole in the middle of the room and use it to climb up to the next level. Go up and pull the lever on the pillar, then collect the ammo on the wall and drop back down to the floor below. The lever you just pulled dropped a block into the gap in the middle of the room, so now drop down onto this and pull the lever you find there.

Next head for the corridor that you landed in at the bottom of the death slide. When you get there turn left into the first doorway and drop down – avoiding the blades firing out of the wall – until you are in front of the large blades swinging back and forward against the wall; save here as this bit can be very tricky.



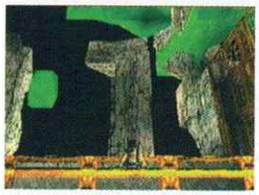






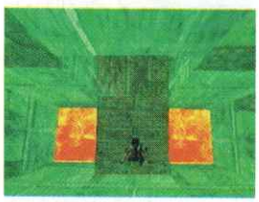












You need to get as close to the left-hand wall as possible, then take a running jump over the first two blades – hopefully you will land in the safe area between the second and third blade. You may need to try this from different distances, as it is quite difficult to get it right. Once you are in the safe area it is just a matter of timing – start walking when the blade is just on its way back out from the wall – you will always take a bit of damage but you should survive.

Once you are past the blades, swim down the tunnel and collect the ammo, then swim to the right and wade out of the water to pull the switch, before swimming back to the blades. Turn your back to the blades and climb out onto the ledge to pull the lever on the right – the blades will stop and it is now safe to leave this area.

Climb back up to where the death slide finishes and again jump back into the room on the right-hand side with the flame walls. Push the block two spaces towards the hole you just emerged from and climb on top of it, then take a running jump over to the highest hole and run through to the edge of the dark room. From the edge take a standing jump over to the crack in the far wall and grab on, shimmy to the right and pull yourself up. Light a flare here then pull the lever, then save before taking a diagonal running jump over to the doorway.

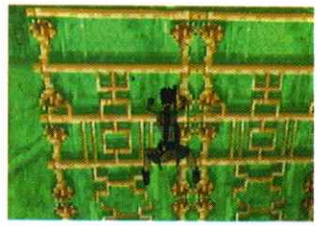
Run forward and turn right through the now open grate. Ignore everything else in the room for a moment and head for the hole in the middle – lower yourself into it and drop to the floor.

You will now find yourself in a cage with lots baddies walking around the outside, you cannot shoot them until the cage has been lifted and the problem is that they have no manners, and will all attack at once as soon as you do so. The best way to handle this is to pull the lever, then immediately turn around and run to the ledge behind you. Quickly jump up and use the pillar to give you cover whilst you pick off the baddies. Whatever you do, don't leave the boundaries of the cage until all of the knife throwers are dead, or you will have statues to deal with as well. When the knife throwers are all dead you need to leave the cage to bring the statues to life – as soon as you hear the rumble it means they're coming to life and you will need to climb back up onto the ledge. From here you can shoot them full of lead and they won't be able to reach you at all. Once they're all dead, collect all of the ammo and health lying around, then pull the two levers which the statues were guarding on either side of the room. Now run through the gate that opens, shoot the last remaining knife thrower and run up the steps, collecting any items on the way.

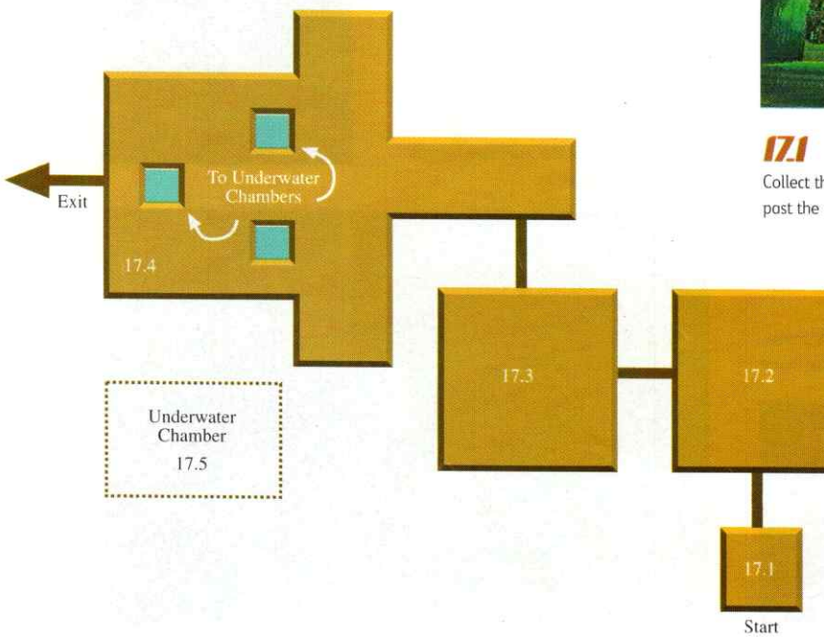
When you get to the gates at the top, pull the lever and either kill the two statues or leg it, past them and into the room on the right. Quickly jump onto the ladder and climb up out of reach – about four rungs from the top. You must now jump off, spinning around at the same time to grab the ladder behind you. Climb up again on this ladder and repeat the process. At the top is a sloping ledge – shimmy along until you are as far left as you can go, then pull yourself up and jump immediately whilst holding left on the pad – you will hopefully land on the flat ground to the left. Get your guns out and kill the baddie, then walk to the edge facing the temple. Turn to your left, pull the block out one space, then get behind it and push it out one more space so it is in the path of the flying blades. Climb up on top of it and grab the death slide, which takes you to the end of the level.







LEVEL 17: DRAGON'S LAIR





17.1

Collect the ammo and health and squeeze past the statue into room 17.2.

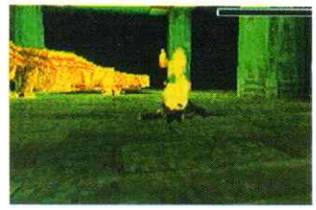
17.2

As soon as you enter this room the statue opposite will come to life – if you use your M16 or another powerful weapon, he shouldn't even reach you. Once he's exploded, pull on the lever he was guarding to bring the opposite statue to life – again use the M16 and he won't get close. Now look around this room for another lever and pull it – the two other statues will come to life at the same time, so fast reactions will be needed to avoid their spears. When they are dead go through the only door and get ready for about eight knife throwers.

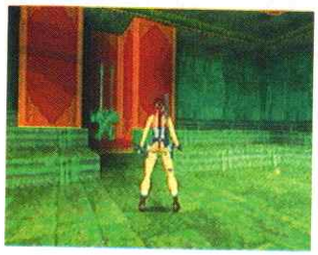


17.3

Kill them all and collect any health packs, ammo and the Mystic Plaque that they drop, before heading for the locked door.



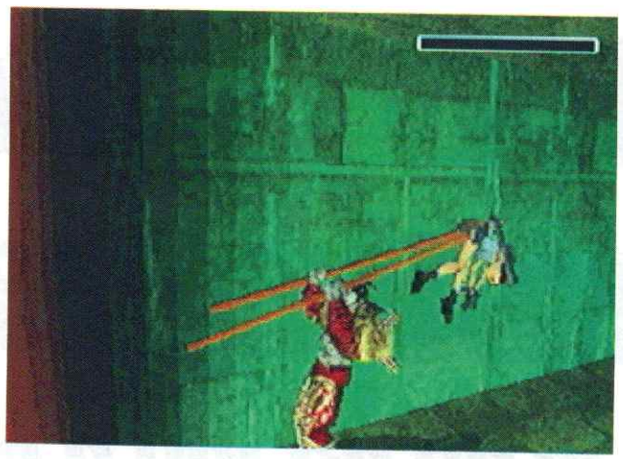




Place the Plaque in the slot and run through the now open door.

17.4

Slide down the slope and run towards the middle of the room. Drop into any one of the holes in the floor and collect all of the Uzi clips and medi-packs, then dimb out of one of the holes and attack the dragon! Try to stay away from its face as it can breath fire in large amounts. The best way to kill it is to keep moving all the time – if you need a breather, just drop into the water for a while. After a while the dragon will collapse, revealing the dagger in its belly. This must be pulled out, but if you try now you will get injured, as the dragon comes back to life two or three times, so keep shooting it until it collapses for the third time and then try to pull it out. Once you have pulled out the dagger, the dragon is well and truly dead and the building starts to collapse – run to the back of the room and run through the open doors to the end of the game... well nearly.



LEVEL 18: LARA'S HOUSE

As soon as you start, go to the door beside Lara's bed and open it using the key that's hidden about your person. Go inside and pick up all of the ammo, medi-packs and flares. Shoot any baddies who wander in and then go out looking for the rest. There are not many in the house but as soon as you go outside they appear out of the gloom with all guns blazing. Kill them and then kill the big guy with the double guns who shows up after a while. When this is done, walk into his dead body to finish the game.

Maybe, if you're lucky, you might get to see Lara having a shower. Maybe!



















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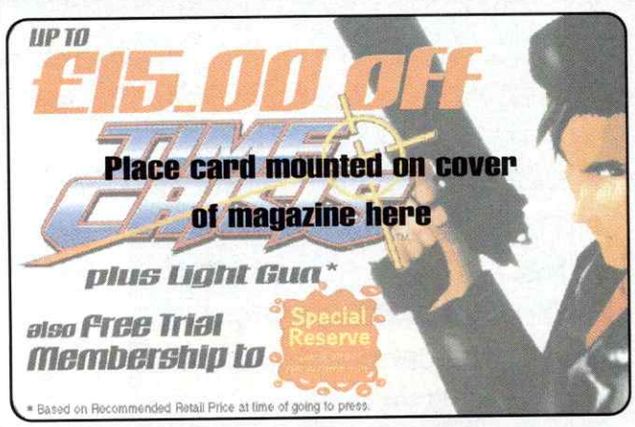
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Mini Tips

For those players who need that little extra help in their gaming pursuits, we have the answer: practice makes perfect. Or on the other hand you could cheat, whatever you prefer. We suggest you cheat – it's much easier!

Key

Key:
S = Square
X = X
O = O
T = Triangle





Fighting Force

On the main menu press in sequence, Left, S, L1, R2. This will gain you the Stage Select and Invincibility cheats which you desire.

U-Rally

Various Cheats

First of all, when the Infogrammes logo appears quickly press U, D, T, O, U, D, T+O. If you have done this correctly, the word 'lock-off' will appear. Once you have done this, input any of the following codes:

R+L1: **Unlimited Time**
L+L2: **Narrow Tracks**
L+R2: **Infinite Continues on Arcade Mode**
L+L1+L2+R1+R2: **All of the above.**
L, R: **Debug mod**
L+R1: **Jeep**

Toyota Celica

To get the Toyota Celica, complete the Arcade and Championship mode on Ace level. Now race Corsica on Time Attack mode, and get a lap time of under one minute. You should see that the barrier that was on the left has now gone, revealing a road – go down here for the Celica.

Micro Machines V3

These can be entered at any time during the game. To cancel them just re-enter the code.

Big Bounce: S, Right, Right, Down, Up, Down, Left, Down, Down
Double Speed: S, X, O, S, T, X, X, X, X
Blow up all cars: X, T, O, S

Rapid Racer

Where you would usually enter your name, use the following codes instead –

_boa: **Access to all the craft**
_qak: **All craft become ducks (!)**
hum: **You get the newer and faster Hurricane craft**
frac: **Fractal Generator. This allows you to make your own courses**
_day: **Makes all of the daytime tracks accessible**
_nit: **Makes all of the night time tracks accessible**
rrim: **Makes all the mirror tracks accessible**
Winr: **Whenever you quit a race, you automatically win it**

Warcraft II

General Cheats

To be entered on the password screen:

NTTSCLNS: **Win the level**
YPTFLWRM: **Lose the level**
TSGDOYTD: **God Mode**
GLTTRNG: **Get more gold, timber and oil**
DCKMT: **Allows you to build all of the buildings straight away**
MKTS: **Both you and your opponent build ultra fast**
NSCRN: **Reveal map**

Destruction Derby 2

Passwords:

MACSrPOO will give you all of the tracks! After you type it in though you will have to go back and start a new practice race to play the new tracks right away.

CREDITZ! should show you some neat animated credits of the main programmers, artists and so on.

ToNyPaRk should show you a video of all the credits and some fmv in the background.

Porsche Challenge

Various Cheats:

(Note each cheat is to be entered at the main menu)

Fish-Eye Lens: Triangle+Square+Circle, L1, L2, R2, R1
Interactive Tracks: Left+Circle, Down+Triangle, Right+Square
Invisible Car: Square+Circle, L2+R2, Square+Circle, L1+R1, Square+Circle
Mad Race: Up, Left, Right+Select
User Car Jumps: Square, Circle, Square
All Cars Jump: Up+Square, Up+Circle, Up+Square, Up+Circle, Up+Square
High Voices: Up, Triangle, Up, Triangle
Unlimited Tries: L1+L2, R1+R2+Square
Test Driver Available: Right+Square, Left+Select+Circle
Tune Test Driver: Left+Circle, Right+Select+Square
Hyper Car : Select+Square, Select+Circle, Select+Square+Circle
Mirror Mode: Left+Circle, Down+Triangle, Right+Square
Interactive Tracks: Down+Start, Up+Start, Select, Start
Long Tracks: Up+Select, Down+Select, Start, Select
End Game FMV: Square, Circle, Left+Select, Right+Select

Bust-A-Move 2

Character Select Screen:

Start a game in puzzle mode and when the map screen appears, press **Left, Left, Up, Down**, then press **L1+L2 R1+R2**.

30 Continues:

Press **Left, Right, R1, R2, L1, L2, Up and Down** at the options menu. When the timer appears, hit the **X** button as fast as possible, you can obtain up to 30 continues.

Different Puzzles:

From the title screen, press **R1, Up, L2 and Down**. A small green bird should appear, when you start the game, the words "another world" will appear. Sorted.

Alien Trilogy

Type **1g0tp1nk8c1db00ts0n** for unlimited health, ammo and all weapons. You can also choose where to start in the game. The code is easy to remember, think of: 'I got pink acid boots on.'

Monster Trucks

All to be entered on the main menu screen:

Bigger Trucks: L1, R2, L2, R1, Up
No Damage: Left, Left, Left, Up, Down, L1, R2
Sticky Cars: Left ,L1, R2, R1, Left, R2, R2, R2
Next Check: L1, L1, R1, R1, L2, L2, R2, R2

Speedster

Enter the following codes on the title screen:

For the Hidden Track: X, Up, T, Down, R1, L1

For all of the high performance cars:
Up, Left, Right, X, O, S
For the reverse tracks:
Left, T, R1, O, L1, Down
For the Super Championship:
Right, S, Left, O, Up, X

Robotron X

To gain the extra weapons, enter these codes any time during the game. Each code must be entered quickly, but these can only be entered five times per stage.
Flame thrower:
Down, Right, Down, Right, O
Four-way weapon:
Down, Down, Up, O
Pulse wave: Up, O, Down, Right, S
Shield: Down, Left, S, O
Three-way weapon: Right, Right, S, X
Two-way weapon: Up, T, Up, T

Super Puzzle Fighter II Turbo

Play As Akuma:
For Player One: Highlight Morrigan, hold select and enter **Down, Down, Down, Left, Left, Left, O**
For Player Two: Highlight Felicia, hold select and enter **Down, Down, Down, Right, Right, Right, O**

Play As Anita:
For Player One: Highlight Morrigan, hold select, move the cursor two squares to the right and press **O**
For Player Two: Highlight Felicia, hold select, move the cursor one square to the left and press **O**

Play As Dan:
For Player One: Highlight Morrigan, hold select and enter **Left, Left, Left, Down, Down, Down, O**
For Player Two: Highlight Felicia, hold select and press **Right, Right, Right, Down, Down, Down, O**

U Tennis

Secret Players:
To Play As Adversa
At the Player Select Screen, hold the buttons **Down, L1, R2, Up, Square, X**. You should hear a ball bounce if entered correctly.

To play as Mattox
Go to the Mode Select Screen and choose Match. At the Player Select Screen enter **L2, L2, R1, R1, R1, Down, Triangle, Triangle, Triangle, Triangle, X**.

Fade To Black

Level Codes:
Level 1: S, O, T, X, O, S
Level 2: T, O, X, O, S, X
Level 3: X, O, X, O, T, X
Level 4: X, S, T, O, O, T
Level 5: S, S, T, X, X, T
Level 6: T, X, X, X, X, C
Level 7: O, O, T, X, T, X
Level 8: S, S, X, T, S, S
Level 9: T, X, X, T, O, T
Level 10: X, T, S, O, T, X
Level 11: O, S, X, X, S, X
Level 12: X, T, X, S, O, X

Rally Cross

Various Cheats:
(Note: The cheats are to be entered via the high score table or the new season name input screen)
stone: **Heavy cars**
feather: **Light cars**
float: **Low-gravity**
fat tires: **Increases tyre size**
no wheels: **No wheels on your car**
vet me: **Win the rookie season**
im a pro: **Win the veteran season**
weeoo: **All cars and all tracks**

Blood Omen: Legacy of Kain

Enter these codes on the inventory screen.
All FMV: Left, Right, S, O, Up, Down, Right, Left, Select
Blood Refill: Up, Right, S, O, Up, Down, Right, Left, Select
Full Magic: Right, Right, S, O, Up, Down, Right, Left, Select

Mech Warrior 2

To activate these cheats enter the following codes as passwords:
Jump Jets:
Enter #YXO/A >YOL
Unlock Missions:
Enter T>XO/AXA>=
For Overweight Mechs:
Enter #OXO/A>>O/
More Ammo:
Enter TOXO/AX>TU
Invincibility:
enter ##XO/A>

Testdrive Offroad

All Track Access:
To race on all the tracks type **ALLTRACK** on the password screen.
Bonus Vehicles:
Monster Truck: BEEFY
Buggy: SPRINTER
Stock Car: LOWRIDER
Roadster: FIFTY

Wing Commander IV

To view all the cinematic cut scenes without having to play through the entire game, press **Up, Down, Down, Up and R2** when on the copyright screen.

When you have entered this cheat, you will be able to destroy an enemy ship with one hit by pressing **L1 L2+S.**

LifeForce Tenka

Play All Levels:
Pause the game and while holding down **L2** press: **O, O, S, T, R1, S, T, X.**

All weapons:
Pause the game and while holding down **L1** press: **R1, T, R1, T, S, R1, X, S, S.**

Independence Day

Plane Select:
Enter your name as **MR HAPPY.** Then pop to the game selection screen and enter: **Left, Right, S, O, T, T, Down.**

Invincibility:
Enter your name as **LIVE FREE** then go to the game selection screen and tap: **Left, Right, S, O, T, T, Down.**

Cheat Menu:
Enter your name as **DAB DAB** then go to the game selection screen and press **Left, Right, S, O, T, T, Down.**

UR Baseball 97

Move to the credits option and press **S, O, S, O, T.** If successful you should end up back at the previous menu. Start the game and you'll be playing in a field of corn.

Area 51

Shotgun cheat:
At the pause screen press (with a controller not a gun) **T, S, T, Left, R1.**

Play as an alien:
To play as a alien, you must shoot one of the STARS members at least three times without firing a single shot at any other character or item.

You should then turn into an ugly alien automatically, but if that doesn't happen, just let yourself die and you will restart as the alien.





Quickies

Tokyo Highway Battle

To get 9,999,999 Points: When the Genki logo appears, on controller two press and hold Start+L1+L2+R1+Down until the Title Screen comes up.

Tomb Raider 2

All Weapons
During the game, hold R2 and sidestep left, then right, then left, then step backwards, then forward. Next release walk, and turn Lara around three times in any direction, making sure you face the same way as you were when you started. Now jump backward and press the roll button almost immediately. This cheat will give you 5000 ammo for every weapon, plus 50 medipacks and 50 large medipacks as well – excellent!

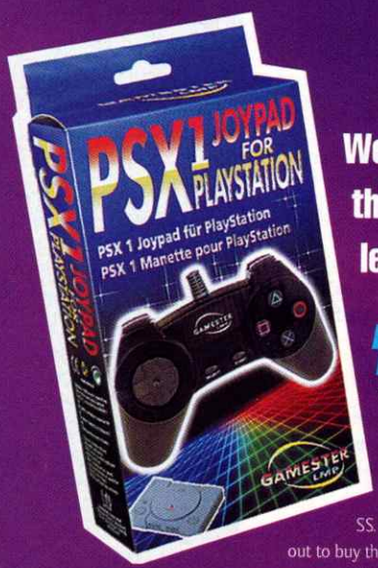
Lara Kaboom!
During the game, hold R2 and sidestep left, then right, then left and then step forwards, then backwards. Next release walk and turn Lara around three times in any direction, making sure you face the same way as you were when you started, then jump forward and press the roll button almost immediately. Pointless, but its fun to watch Lara blow up!

Level Skip
During the game, hold R2 and sidestep left, then right, then left, then step backwards, then forward. Next release walk, and turn Lara around three times in any direction, making sure you face the same way as you were when you started, then jump forward and press the roll button almost immediately.



Write-On

Sponsored by: GAMESTER LMP



Welcome back! I hope you all had a good Christmas. However the two-week non-stop turkey diet hasn't stemmed the tide of letters, so without further ado, let's tuck in!

Beavis and Butthead

My name is Paul Clark and I am 12-years-old. I have decided to get my PSX (at long last) as I did not know whether to get PSX, N64 or SS. When I did decided, I rushed out to buy the first mag I grabbed and it was yours (Volume 2 Issue 10) and I loved it. Reading it I soon realised that the PSX is much more than any normal console and it got me all confused. AHHHH! Please could you answer these questions:

1. Is it worth getting my PSX converted to run US/UK/Jap games?
2. What's all this about PlayStation 2, when will it come out and how much will it be? When it does come out shall I sell my PSX and get it?
3. What are the best PSX platformers apart from *Croc* and *Crash Bandicoot*?

By the way, Alan Smithe from Chester is a complete utter weirdo. I read in Issue 24 that he's selling his PSX and getting an N64. I nearly made the wrong decision but I didn't.

Paul Clark, New Romney



Good on ya for choosing the PlayStation. Just for that I'll answer those questions.



1. Bad idea as it'll invalidate your warranty.

2. It's a way off yet. We certainly won't see anything until at least 1999 so I wouldn't worry too much about it.

3. *Pandemonium*'s pretty good.

Johnny Bravo

My beloved boys… you bloody liars I'm choked, stunned, dumb struck by reading your comment, "Crumbs, two girls writing in one month."

What about me? I wrote to you and I'm quite sure nobody would ever suspect me of being a man! So how come you write such false statements, eh? Could it be due to the fact I've been using this novel thing that I have, namely email? I mean, don't these mails get forwarded to the right persons or what when I write to mail@rapide.co.uk? Hmmm. Never mind. I'll do it on paper this time…

And firstly I must say that Alan Smithe, who wanted to trade his PlayStation for an N64 (Ha! Ha! Ha! Ha! Ha! Ha!) is some sorry excuse for a human being. If he's not already committed to the nearest mental institution, he for sure will be when he realises the mistake he's made (and even went public with it) and has to face the inevitable embarrassment!

Secondly, this is a great mag. Yes, simply great lads!

And now, could you dever fools be so kind, please, as to tell me this: *Alone in the Dark*, I had that some time ago (as a gift, I'd like to specify), and have played it a little. Then I got stuck trying to pick up the medallion in the magic room and proceed via the bathroom. I can't pick up the sodding medallion and the door will not open. Is something wrong with my particular disc or what am I doing wrong?

Another thing: *Resident Evil Director's cut*; when I buy that will it be an utter waste to buy the original *RE*?

Also, do you by any chance know if there'll be an *Exhumed 2*?

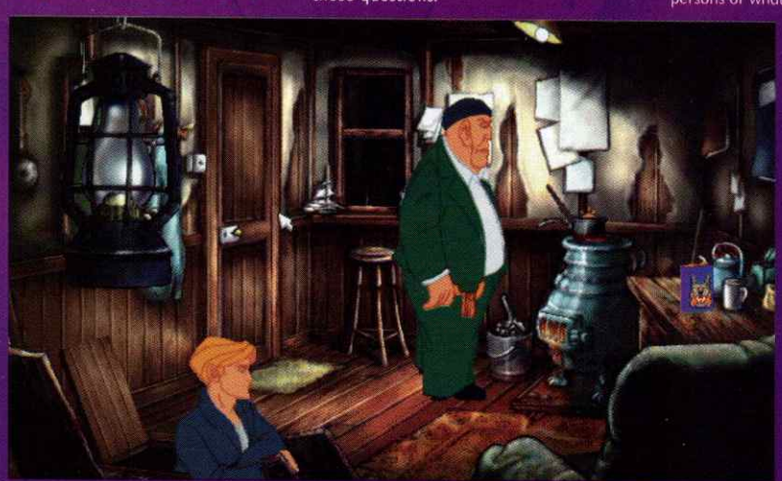
And why did you give *Rayman* a score of 29 in your excellent 'bible' when you gave him a score of 92 in Issue one?

Finally, Spice Girls on PlayStation! What a disgrace – don't you all agree?

Bye now, all my writing heroes

Vivian Thomsen, Copenhagen, Denmark

PS And this was the fourth time I've written to you wise guys…



We actually changed servers quite recently and our email went a bit pear-shaped for a couple of weeks. Hopefully that's all sorted out now though, so don't be put off. As for *Resident Evil*, if you have the *Director's Cut* then yes, it would be pointless to buy the original.

STAR LETTER



I am writing to you concerning the letter you printed in Issue 12 Volume 2. But first I feel I need to explain myself. I am 14 and first bought a PlayStation *when it went down to £199.99. I was overjoyed and even more so when I* finally persuaded my Dad to buy a PlayStation! About a year (I think) after this I traded in my PSX for an N64 (you can start screaming 'traitor' about now). I owned every game on the damn thing and they all had flaws, i.e. *Mario 64, Wave Race, Pilotwings, Turok*, etc, were all too short and far too easy to complete, as well as costing me an extortionate price.

As well as this the quality control is crap. Who can release *FIFA 64* and *Shadows of the Empire* while still claiming to have quality to control? Tosh, tosh, tosh!

The PSX is dead (WHAT). I sold my N64 to buy my PSX (you can stop shouting 'traitor' now) and with it I also bought *MDK, Rage Racer, Time Crisis + gun, Final Fantasy VII, Soul Blade, Kurushi*, etc.

I advise no life (oops) I mean Alan Smithe to either stop crying and face the fact Nintendo have lost their touch or, on the other hand go back and trade in you crap (oops again) I mean N64 with *Final Fantasy VII* and *Resident Evil: Director's Cut* then stop drooling and admit humbly how wrong you are.

Charlie Greenway, Wimbledon

PS. Please answer my three... erm 'questions.'

1. How is *Tomb Raider II* the same as the original? (Oh, and Alan, stop crying that you can't play with the fittest console character! That is, second to Alana from *Fighting Force*)

2. Does the fact that Nintendo made the 'first' mean that any 3D platformer made by Sony is a copy? In that case I think you've forgotten (convenient) *Jumping Flash, Crash Bandicoot*, etc

3. Where can I acquire the Joy Tech Real Arcade light gun? How accurate is it? How good is the kick back?

Questions, questions, questions...

1. A few new features and moves but the same mechanics.

2. Good point, but think about it – *Doom* wasn't the first first-person shoot-'em-up yet it defines the genre because it was the first truly great example. This happens.

3. Our local HMV is knocking 'em out for £44.99.

Nothing's confirmed on *Exhumed 2* yet, so don't hold your breath.

***Rayman* came out about the same time as the PlayStation when everyone was still in SNES platform mode, but the years haven't been kind.**

The Simpsons

Your mag and the PSX are brilliant and the N64 is crud, Saturn is naff. Anyway, enough chit-chat, enjoyable as it is. We have some questions that we desperately need answering. I've enclosed a fiver, so mum's the word.

Are there any cheats for *Broken Sword 1* or *2* that you could give us? Pleeeeeeeeease!

Olly's mum won't let him get *Duke Nukem* because of the – ahem – strippers. Could you please just print a white lie and say that there aren't any – ahem – strippers in *Duke Nukem*?

Are there any cheats you know of for *Tomb Raider II*, as we are desperate because we are struggling on level two? (And don't laugh)

Is *Discworld 2* a must, a hit or just a load of toot in your opinion?

Is there a cheat or secret you could let on about for *Final Fantasy VII*?

Would you recommend the shoot-'em-up *Overboard*? Personally I think it's one for the trashcan but Tom really wants to know.

In Volume 2 Issue 12 you did a Premiere Close-Up of *Men in Black* and it looked excellent. Is it really that good?

Now this going to sound a bit stupid but do you think *Pandemonium 2* is worth buying?

There's a rumour going round that there's a code for *Tomb Raider* that makes Lara strip. Is it true and do you have any idea what it is?

Olly has got *Croc* and has heard that there's a level skip. Do you know what it is?

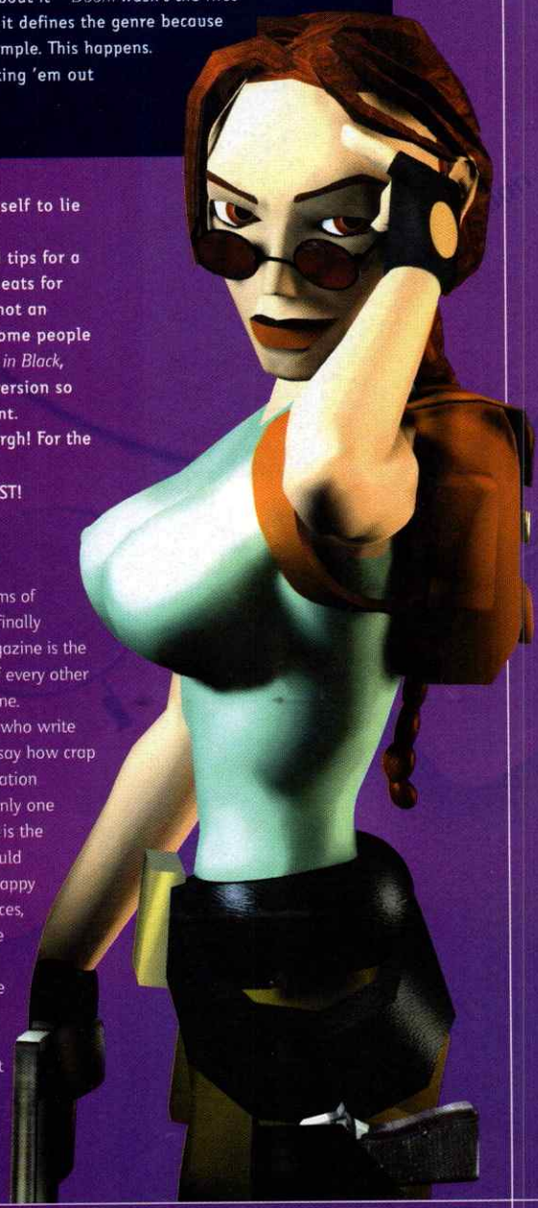
The Mob – Tom, Olly, Lew, Sam and Matt

Either you're lying about the fiver or it fell out of the envelope, but due to the lack of readies I couldn't possibly bring myself to lie to Olly's Mum.

Check this month's mini tips for a *TR II* cheat. There are no cheats for *Final Fantasy* however. I'm not an *Overboard* fan myself but some people seem to like it. As for *Men in Black*, we've only played the PC version so far but it is indeed excellent.

Aaaaaaaaaaaaaaaaaargh! For the last time... NONUDEYLARACHEATSEXIST!





Scooby Doo

I am a newcomer to the realms of TOTAL PLAYSTATION and I have finally made up my mind – this magazine is the best and kicks the crap out of every other so-called PlayStation magazine.

Like most other readers who write in, I must now take time to say how crap the N64 really is. We PlayStation owners know that there is only one true games system and that is the PlayStation (of course). It could never be the N64 with its crappy game selection and high prices, and never the Saturn, where there are no words in the English language to describe the atrocious machine.

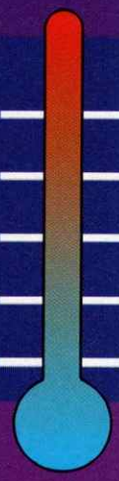
Now, enough of the chit-chat and I'll get straight to the point. I am 15 (nearly 16) and am seriously considering a future job in video game





BAROMETER OF COOL

Once again it's time to check the faithful old TP barometer to find out what's in with the in crowd and what's out for the count. We want your opinions so get 'em down on paper and send 'em in right away. Go on, shoo!



reviews (like in your magazine). How would I go about getting a job in this line of work? What are the ideal qualifications, what is the pay like and is there any way in which I would be able to work from home if I was to go into this line of work?

I would be very grateful if you could answer the following three questions for me:

1. I have narrowed my 'next games' list down to two games, they are *Grand Theft Auto* and *Cool Boarders 2*. Which of these two would you recommend?

2. Have you got any cheats for *International Track & Field* or *ISS Pro*? If so could I have them... please?

3. I am a big fan of the *Clayfighter* series and I was wondering if you had the dates for the release and the cost of *Clayfighters Extreme*?

Martin Whitehouse, Wolverhampton

Get your exams out of the way first then send your CV off to the magazines you like. You never know when there might be jobs going. If you wanted to work from home you'd have to freelance but that means having plenty of knowledge and contacts within the industry.

1. Personally I'd say *GTA* no contest.

2. This is not the Q&A section!





Itchy and Scratchy

Firstly I would like to say I think your magazine offers great value for money and superb coverage. The real plus point though is the fact that you are not biased at all. You actually acknowledge Sega for their excellent home and arcade games – some PS mags would love to say how good games like *VF3* *House of the Dead* and *The Lost World* are but are afraid and end up saying 'Sega are crap,' etc.

However the real backbone of my letter is in the reply to Alan Smithe who wrote saying he was trading his PlayStation for an N64. Now that is a silly thing to do.

N64s are wonderful and have some of the greatest games ever, but then so does the PlayStation. If you look at both machines' Christmas releases, you'll see both have quality but PlayStation has more games and at a better price. *Tomb Raider II*, *Final Fantasy VII*, *TOCA* (amazing), *Street Fighter EX* and *Actua Soccer 2*. All great games, all cheap and all at least as good as *Goldeneye* (which is utterly gobsmacking), *Diddy Kong Racing* and *Top Gear Rally*. I am in the lucky position of owning both PS and N64 and I'd have to say if I had to give one up it would be the N64. Why? Because the PlayStation is so strong. It will never die before Sony say so by releasing PS2. Granted, the N64 has a great future but it is limited.

The ideal situation this Christmas would be to own a PlayStation for all the superb third party games and adult ones (*GTA* would never be released on N64), own a Saturn (yes, Saturn) for Sega's own top games (*Fighters Mega Mix* is the best game ever, *Nights* is so addictive) and an N64 for all of Rare's games i.e. *Goldeneye* and *Diddy Kong Racing*. As this is so expensive and out of most gamesplayers' reach, you'd have to plump for a PS. The Saturn is dying (sob) so I traded mine for an N64 which is a fun console but the PS has the lot – the biggest range, best prices and rosiest future. Alan Smithe, you'd be mad to!!!

Ian Glover, Birmingham

PS. In your news last month, when you said Sega are to concentrate on software in home and arcade, you said that's where they excel and they do, but aren't you forgetting a quite successful machine called a Mega Drive, eh?

There's something to be said for most consoles, it's just that some happen to represent better value for money than others. For quality and sheer choice the PlayStation is quite simply streets ahead of the competition. Simple as that.



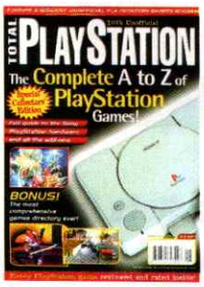
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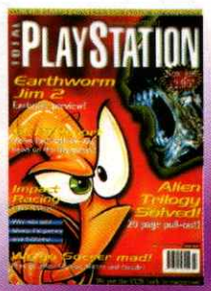


Issue 1: Complete A-Z

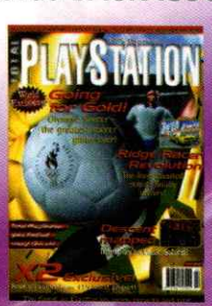


SOLD OUT

Issue 2: A-Z of Tips



Issue 3: *Earthworm Jim 2*



Issue 4: *Olympic Soccer*



Issue 5: *Track and Field*



Issue 6: *Wipeout 2097*



Issue 7: *Crash Bandicoot*



Issue 8: *Formula 1*



Issue 9: *Victory Boxing*



SOLD OUT

Issue 10: *Tomb Raider*



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Issue 11: *ISS Deluxe*



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Issue 2:1: *Wing Over*



Issue 2:2: *Monster Trucks*



Issue 2:3: *Soul Blade*



SOLD OUT

Issue 2:4: *Porsche Challenge*



SOLD OUT

Issue 2:5: *Wing Commander*



SOLD OUT

Issue 2:6: *Syndicate Wars*



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Issue 2:7: *All-Star Soccer*



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Issue 2:8: *Batman & Robin*



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Q and A Tips

Key:
S = Square
X = X
O = O
T = Triangle

Total PlayStation's gaming skills are once again ready to be put to the test by any troubles that you may face. If you've got a problem and no one else can help maybe you could write to the TP Team – if you can find them!



Dear Q and A Tips

Please could you give me any cheats for *Crash Bandicoot*, as I have managed to get through to the Heavy Machines level, and I am sure I have collected all boxes in certain rounds without losing a life. It has told me I have missed several boxes, but I have not been able to see them.

Mark Twohig, Herts





Dear Q and A Tips

I have been having a lot of trouble with the game *Crash Bandicoot*. No matter how hard I try, I cannot seem to find the keys to finish off the game.

Melina Jeffress

Super Password:
T, T, T, T, X, S, T, T,
T, T, S, X, T, O, T, T,
T, O, S, T, X, X, X, X

Two birds with one stone, Huh?

Dear Q and A Tips

Me and my friend are having great difficulty on *Tomb Raider II*. Can you tell me all weapons and ammo cheats and the level skip cheat? I know there are such things because there were on the original.

Jamie Betts, West Sussex

All Weapons:
During the game, hold R2 and sidestep left, then right, then left, then step backwards, then forward. Next release walk, and turn Lara around three times in any direction, making sure you face the same way as you were when you started. Then jump backwards and press the roll button almost immediately. This gives you 5000 ammo for every weapon, plus 50 small medipacks and 50 large medipacks.

Lara Kaboom!
During the game, hold R2 and sidestep left, then right, then left, then step forwards, then backwards. Next release walk, and turn Lara around three times in any direction, making sure you face the same way as you were when you started, then jump forward and press the roll button almost immediately. It's pointless really – but it's fun to watch Lara blow up!

Level Skip:
During the game, hold R2 and sidestep left, then right, then left, then step backwards, then forward. Next release walk, and turn Lara around three times in any direction, making sure you face the same way as you were when you started, then jump forward and press the roll button almost immediately.

Dear Q and A Tips

I think that your mag is the coolest now and always will be! But recently *Final Fantasy VII* has been trying my patience. If I don't get some good advice soon I shall throw the game through the window.

Kris Jones, Gwent

The best advice we can give is to ring our Subs Debt and order TP Issue 25 for the cover mounted full solution. Easy.

Dear Q and A Tips

Could you guys please help me out on *Tekken* – is there a cheat available to get extra fighters?

Steven Buscombe, Leeds

PS. Well done on the brilliant mag, keep up the good work and I'm looking forward to the next issue.

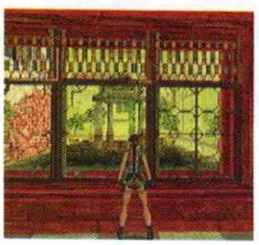
Sadly there aren't any cheats for the original Tekken *to help you obtain the secret fighters, but we think there is a quick route to gaining them. Simply set the game to Easy, the number of rounds to one and the difficulty to Easy. Now play through and complete the game with the same character, and hey presto, the sub bosses that you have just defeated will be playable. Now follow suit with all the remaining default characters and all the fighters will now be playable. Just remember to save them to your memory card!*

Dear Q and A Tips

I have recently bought *City of Lost Children* for my PlayStation, so could you please tell me what to do at the beginning when Pievre tells you to rob the cashier's hut. I can get the key off Pelade but I can't seem to find any way to get into any doors or get any further in the game apart from the boat and the pier and I can't do anything else either there. Please help me as soon as possible.

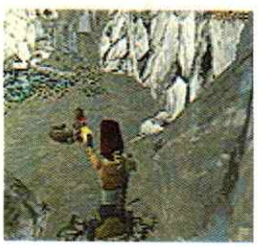
James Law, Northumberland

Use the key to open the hut door and enter. Once inside, turn to the right and use the switch to turn on the lights. You can now see a metal cupboard, crackling













with lightning – this is the safe and it's electrified! In the right corner you'll see a cash register. Every time you open this you should notice that the safe is no longer electrified, though sadly the register drawer soon slams shut, cranking up the voltage again. If only you could keep the drawer wedged open, with something like... a brush! Yes, just have the brush in your hand when you open the drawer and it'll jam open, allowing you to take the cash from the safe.

As you leave the hut, the watchman returns to catch you – but thankfully the mysterious One comes to rescue you. After saving Miette, the One tells you that he needs help to rescue his younger brother, Denree who the Cyclops have kidnapped. Miette is now returned to the orphanage.

Dear Q and A Tips

I have *Fighting Force* and I'm stuck on the third level. So I was wondering if there are any cheats for it, if it's not too much to ask. Thanks.

Luke Dolby, Exeter

Of course it isn't. On the main menu press in sequence: Left, S, L1, R2. This will gain you the Stage Select and Invincibility cheats which you desire.





Dear Q and A Tips

Please could you tell me:

1/ If there will be a *Metroid* or *Super Metroid* for the PlayStation?

2/ If there are any cheats for *Exhumed*?

3/ The level codes for *Top Gun* fire at will?

4/ If there are any available cheats for *Fade to Black*?

Craig Murray, Manchester

1/ Nope

2/ Ditto

3/ Sorry but nope

4/ Fade To Black *passwords, sir:*

Level1: S, O, T, X, O, S

Level 2: T, O, X, O, S, X

Level 3: X, O, X, O, T, X

Level 4: X, S, T, O, O, T

Level 5: S, S, T, X, X, T

Level 6: T, X, X, X, X, C

Level 7: O, O, T, X, T, X

Level 8: S, S, X, T, S, S

Level 9: T, X, X, T, O, T

Level 10: X, T, S, O, T, X

Level 11: O, S, X, X, S, X

Level12: X, T, X, S, O, X

Level 13: X, X, O, T, O, T

Dear Q and A Tips

Do you have any cheats for *Bust 'a' Move 2*?

Jack Green, Dorset



Another World

When the title screen appears press R1, Up, L2, Down. A wizard should then appear at the bottom right of the screen to indicate the cheat has been accepted.

Now go to the game options screen and a new option called 'Another World' will have appeared. This gives you an extra 27 levels to play which are similar to – but far more challenging than – the standard game levels.

Give us some credit

On the options screen press the sequence Left, Right, R1, R2, L2, L1, Up and Down. Now highlight 'credits' and press X as quickly as possible which, if you've done it right, will allow you to boost your number of credits up to 29.

Character building

To select new characters to play, choose the puzzle game and then on the map screen, enter the code Right, Right, Up, Down, then press all of the shoulder buttons simultaneously. Get it right and you'll be transported to a nifty new character select screen, where you can choose who you want to play as normal.

Dear Q and A Tips

I'm stuck on *Dark Forces*, can you help my through level five. I've run out of ammo, can't find anymore and just keep on dying?

Dave Evans, Bristol

Try these cheats on for size, we think they'll be just the job!

Level Select:

Select Restore Game and enter in P3NDLDQNY2 then press Start Game and you'll be able to select any level you want to play.

Cheat Menu:

At any time during the game press *Left, O, X, Right, O, X, Down, O, X.*

Dear Q and A Tips

How do you get Roger on *Tekken 2*?

Nick Powel, London.

Now this is a bit on the tricky side, but is well worth the bother as the fighting marsupial and his Raptor alter ego, Alex will be yours to do with as you will. Whilst playing in single player arcade mode, reach the third bout, win the first round and in the second let your opponent perform much damage on you. When you have a tiny amount of energy left, proceed to fight back and win, if successful the announcer will congratulate you with the word, GGGGrrrreat! After this you will face Roger or Alex, give them a sound trashing and they will be yours.

Dear Q and A Tips

I am totally stuck on the Mountfacuon Catacombs act on *Broken Sword* – can you help me?

Mark Bowden, Dudley

Try the following this to the letter and you'll be fine:

Talk to the juggler and attempt to juggle, then talk to the gendarme, show him the clown's nose. Talk to the juggler and attempt juggling again. When the juggler and gendarme leave, use the sewer key to lift the manhole cover and descend beneath the streets to examine the right-most arch. Using the sewer key, break a hole in the plaster then pull the now exposed lever, examining the mechanism.

Board the boat and move the boom over the right-hand path. Lower the chain then take the chain hook and attach it to the exposed cog. Reboard the boat and turn the winch. Enter the next room and look through hole in the wall to see Templars' meeting. Look through hole again to see them leave. Go down the steps, put the tripod on the stand in the middle of the circle, putting the gem on the tripod.

CAN'T CRACK IT?

To contact the team, put your gaming woes on a piece of paper and send them to the address below Who knows, we might be able to sort you out!

Q and Tips,
Total PlayStation,
Rapide Publishing,
1 Roman Court,
48 New North Road,
Exeter,
EX4 4EP.



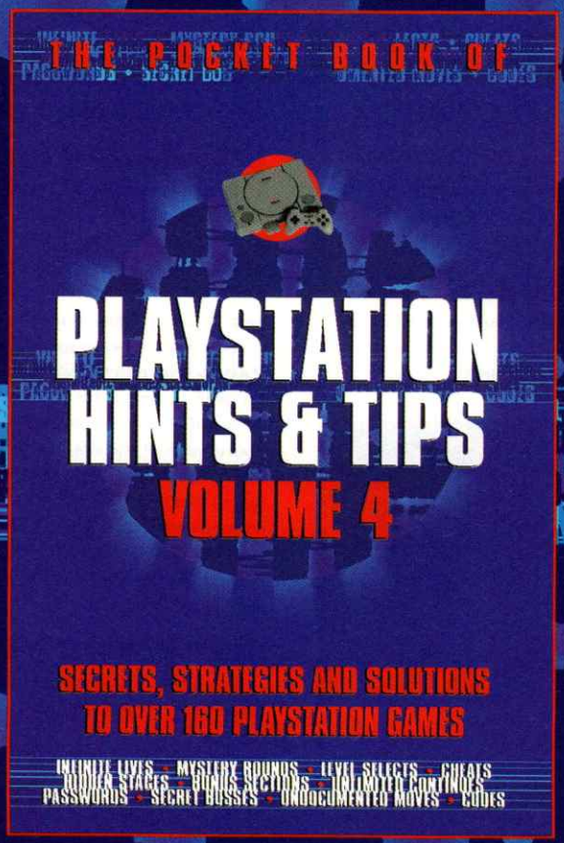






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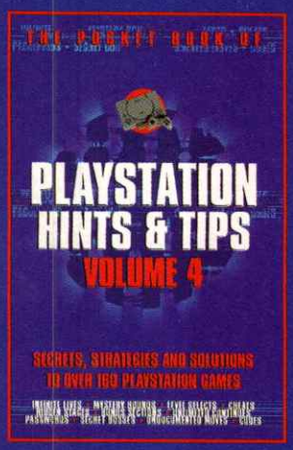


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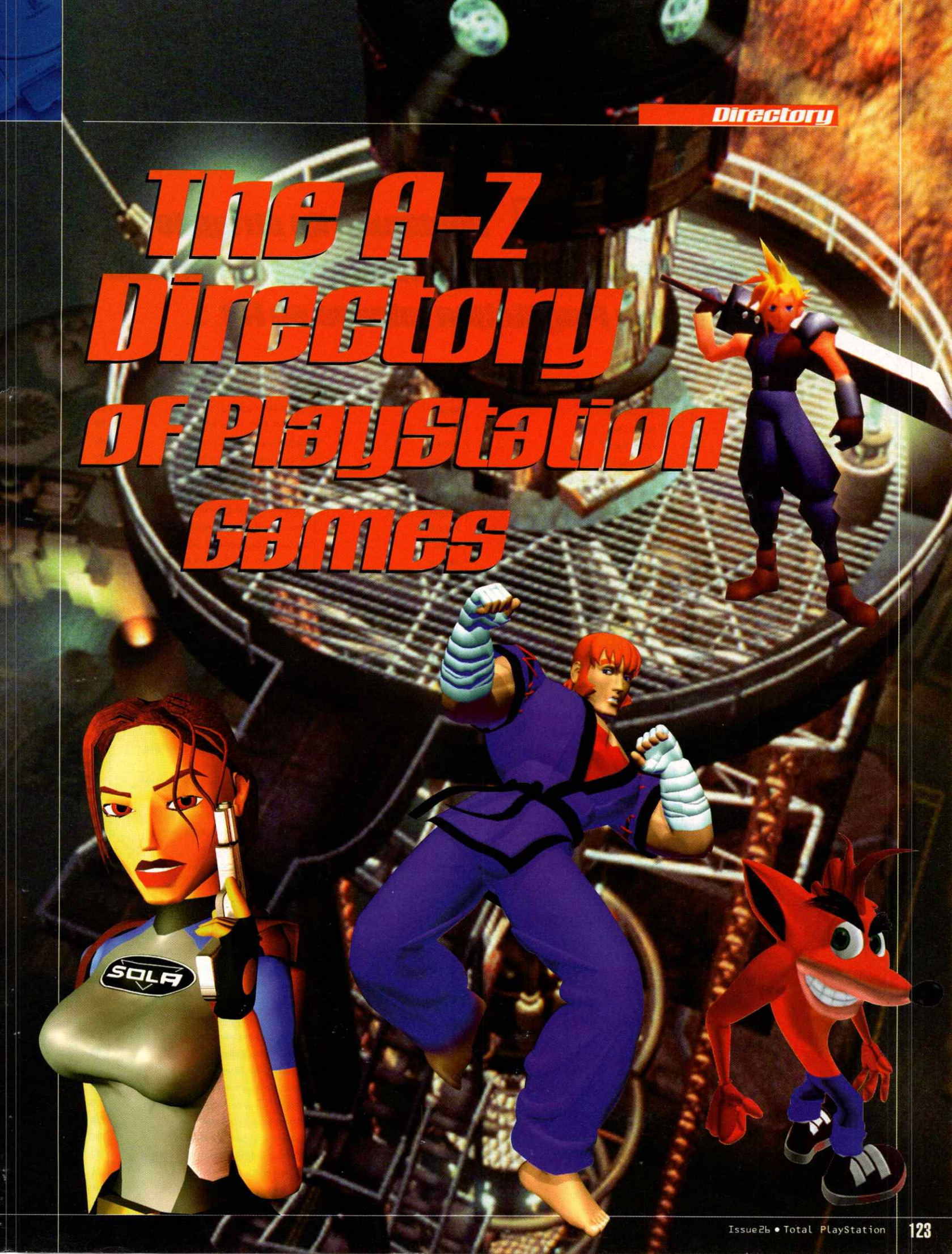
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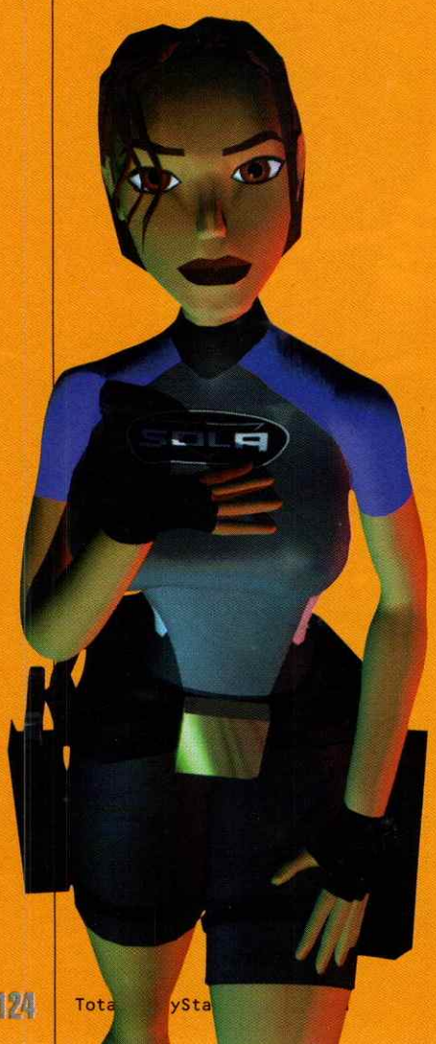
The A-Z Directory of PlayStation Games



Total PlayStation continues its struggle to bring you an up to date and fully comprehensive guide to every PlayStation release so far...

And your starter for 100!
A brief run down on the truth behind Total PlayStation review scores:

95-100	Beyond Compare
90-95	Essential
80-90	Excellent
70-80	Good Show
60-70	Above Average
50-60	Bit Iffy
40-50	Poor
30-40	Avoid
0-30	Run Away, Now



Title	Publisher	Comment	Score
Ace Combat 2	Sony	An enjoyable arcade flight sim	78
Actua Golf	Gremlin	One of the PSX's premier golfing sims	80
Actua Golf 2	Gremlin	Excellent, with totally daft commentary!	90
Actua Soccer	Gremlin	Once king of footie sims, still a fine kick about.	82
Actua Soccer Club Edition	Gremlin	Up to date teams and players but little else	68
Title: Actua Soccer 2	Gremlin	Return to form for *Actua* – football at its best	91
Adidas Power Soccer	Psygnosis	Footie with added special moves, oh dear!	60
Adidas Power Soccer International '97	Psygnosis	Same game, new teams. Pretty poor	49
Agent Armstrong	Virgin	Interesting platform shooter – mindless fun	80
Air Combat	Namco	Dull conversion of boring arcade flight sim	57
Air Race	THQ	Dreadful racer with aircraft and little else!	62
Alien Trilogy	Acclaim	Super first person shooter. An engrossing classic	53
Alone In The Dark	Infogrammes	Ancient PC 3D adventure	66
Area 51	GT Interactive	Light gun blasting coin-op. Linear gameplay	69
Assault Rigs	Psygnosis	*Battle Tank* spin off, mirroring Tron	68
Aquanaut's Holiday	Sony	Breaking new ground in sub-aquatic adventure	54
Auto Destruct	EA	Enjoyable racer with an added bonus – combat	80
BallBlazer Championship	Virgin	Update of the classic C64 future sports sim	68
Battle Arena Toshinden	Sony	Graphically pleasing but shallow 3D beat-'em-up	58
Battle Arena Toshinden 2	Sony	Follow-up fails to sort out its original flaws.	47
Battle Arena Toshinden 3	Sony	Improvement over predecessors, but not that great	53
Battle Stations	EA	Fighting game using warships. Hmm	56
BLAM! Machine Head	Core	Interesting 3D shooting, bizarre visuals – not bad	72
Blast Chamber	Activision	Multiplayer mix of platforms, puzzles.	78
Blazing Dragons	BMG	Lacking in the polish and wit of its rivals	64
BRAHMA Force	JVC	Imagine *Doom* meets *Jumping Flash*	90
Broken Sword	Sony	Engrossing point 'n' click affair	73
Bobble Bubble	Acclaim	Teaming up of two classic platform adventures	62
Bust a Move 2	Acclaim	Addictive and deceptively simple puzzler	89
Castlevania	Konami	Fans of the series will lap this up	80
City of the Lost Children	Psygnosis	Adaptation of the cult French movie	80
Clock Tower	ASCII	Leisurely paced point and click adventure	61
Colony Wars	Psygnosis	Space-based blend of strategy and blaster	91
Command and Conquer	Virgin	PC strategy romp, relocated to the PlayStation	89
Contra: Legacy Of War	Konami	Top down shoot-'em-up, with nostalgic charm	57
Cool Boarders	Sony	Limited snowboard racer	73
Crash Bandicoot	Sony	Platformer mixes 3D and 2D scroll action	85
Crash 2	Sony	Yes, it's the further adventures of *Crash*	78
Critical Depth	GT	*Twisted Metal* underwater	68
Criticom	Virgin	Weapons-based 3D combat romp	65
Crow 2: City of Angels	Acclaim	Great looking but shallow fighting game	50
Crypt Killer	Konami	Crap light gun game. Arse of highest order	10
Cyber Sled	Namco	3D tank game. Awful two player mode	38
Croc	EA	Excellent 3D platform adventure	90
D	Acclaim	Interactive movie, with no interaction – oops!	32
Dark Forces	Virgin	Waste of the Star Wars licence	71
Darklight Conflict	EA	*Elite*-inspired spacey shoot-'em-up	71







Title	Publisher	Comment	Score
Descent	Interplay	3D shooter with full freedom of movement	76
Descent 2	Interplay	More of the same, but that's all	52
Destruction Derby	Psygnosis	Original but poorly realised wrecking racer	68
Destruction Derby 2	Psygnosis	Enhanced sequel with finely tuned gameplay	87
Die Hard Trilogy	EA	Varied in quality but top-notch as a whole	80
Disruptor	Interplay	Highly successful *Doom* clone.	82
Doom	GT Interactive	The original and best first person blaster	90
ESPN Extreme Sports	Sony	Pseudo *Road Rash* racer, ugly!	45
Excalibur 2555AD	Telstar	Tries and fails to capture *Tomb Raider*'s magic	57
Exhumed	BMG	Excellent first person adventure	87
Fade To Black	EA	3D adventure getting a little long in the tooth	76
Felony 11-79	ASC	Minor but enjoyable wrecking racer	83
FIFA 96	EA	Dire football sim, sluggish and surprisingly poor	37
FIFA 97	EA	Massive improvement over the original	52
FIFA: RTWC	EA Sports	Excellent footie romp, a must-buy	91
Final Doom	GT Interactive	The same carnage but a lot tougher	82
Final Fantasy VII	Sony	PSX's premiere RPG. Candidate for best game ever	96
F1	Psygnosis	Solid reproduction of the fast paced sport	87
Gex	BMG	Uninteresting 2D platformer very outdated	51
Fighting Force	Eidos	Updating of classic scrolling beat-'em-up genre	92
F1 '97	Psygnosis	Much more than an update	88
G-Police	Psygnosis	Cyberpunk movie visuals meet arcade flight sim	92
Hercules	Sony	Perfectly captures spirit of its Disney inspiration	75
Herc's Adventures	Virgin	Not a massive success but still worth a look	85
Hexen	GT Interactive	Appaling conversion of PC *Doom* sequel	23
Hardcore 4x4	Gremlin	Enjoyable but underdeveloped off-roading racer	69
Incredible Hulk	Eidos	Jerky, flat and unrewarding adventure	34
ID4	EA	Boring and repetitive flying sim	45
ISS Pro	Konami	The best PSX footie game ever! A classic	93
Jet Rider	Sony	An enjoyable, if a little flawed, racing romp	70
Jonah Lomu Rugby	Codemasters	PSX's first (and up to now only) rugger game	66
Judge Dredd	Gremlin	Average light gun blaster – missed opportunity	60
Jumping Flash	Sony	Fresh slant on the 3D platform genre	81
Jumping Flash 2	Sony	Even better visuals and gameplay	83
KI Arena Fighters	T*HQ	Kick boxing sim. This is not a beat-'em-up	60
Killing Zone	Acclaim	Horrible horror movie-inspired 3D beat-'em-up	19
Krazy Ivan	Psygnosis	Let down by shallow and samey gameplay	58
Legacy of Kain	BMG	Vampire RPG, limited by old-fashioned graphics	79
Little Big Adventure	EA	Charming transition of the PC hit	82
Loaded	Gremlin	Maze based shoot-'em-up. Lack of variety	63
Lost Vikings 2	Interplay	Mix of platformer and puzzle solving adventure	83
Machine Hunter	Eidos	Instantly inspires comparisons with *Loaded*	80
Madden '97	EA	Yawn-inducing NFL football sim	45
Madden NFL '98	EA Sports	Further installment of american football sim	82
Magic Carpet	EA	Carpet riding 3D adventure, frankly a little odd	71
Marvel Super Heroes	Virgin	Classic *SF2* gameplay with Marvel comics	83
MDK	Interplay	Technically stunning 3D shoot-'em-up	92



TOP 5 BEAT-'EM UPS

Tekken 2
Review Score: 93

StreetFighter EX+
Review Score: 93

Fighting Force
Review Score: 92

Tekken
Review Score: 90

Us
Review Score: 86





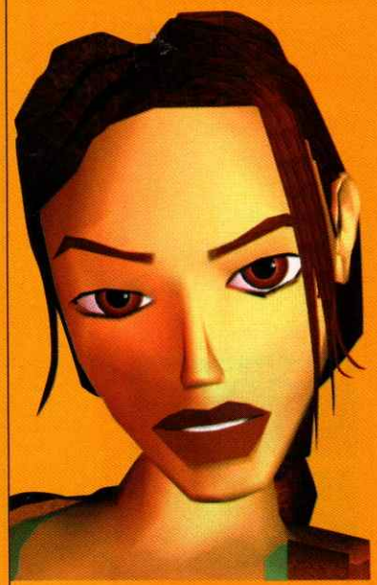








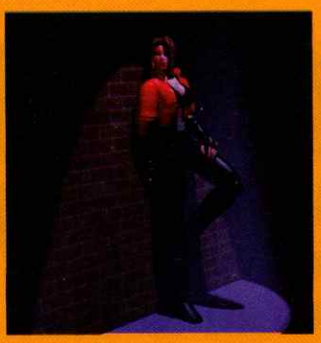




Title	Publisher	Comment	Score
Mech Warrior 2	Activision	Robots trudging around barren backgrounds	65
Micro Machines V3	Codemasters	Fast paced, madcap 3D multiplayer racer	91
Monster Trucks	Psygnosis	Successful blend of off-roading and track racing	92
Mortal Kombat Trilogy	GT Interactive	Good value for die hard fans	84
Myst	Sony	Slow moving but intriguing	64
Moto Racer	EA	Cycle racer, incorporating dirt and super bikes	80
Nanotek Warrior	Virgin	Very poor shoot-'em-up, fun for five minutes	30
NBA Jam Extreme	Acclaim	3D update of the classic arcade basketball game	71
NBA Jam TE	Acclaim	Arcade basketball action perfectly transferred to PSX	67
Need For Speed	EA	Average racing game, featuring top end sports cars	64
Need For Speed 2	EA	Awful sequel only faster and worse than its original	51
NHL '98	EA Sports	Average ice hockey sim, no different to any other	69
Nuclear Strike	EA	Continuation of the *Strike* legend, the ultimate *Strike*!	89
Olympic Soccer	US Gold	Okay football sim	64
Overblood	EA	*Resident Evil* inspired sci-fi adventure	80
Oddworld: Abe's Oddysee	GT Interactive	Totally engrossing fusion of puzzles and platforms	89
Overboard	Psygnosis	Pirate-based saga played out in very comic form	88
Rage Racer	Namco	Conclusion of the *Ridge Racer* trilogy – a classic	93
Rally Cross	Sony	Poor man's *V-Rally*, with poor graphics and control	57
Rapid Racer	Sony	Extremely fast-paced water-based racer	92
Rampage World Tour	GT	Update of classic arcade game. Solid conversion	53
Rayman	UbiSoft	16-Bit platform adventure on a 32-Bit machine	29
Ray Storm	Sony	Visually stunning shoot-'em-up, shallow gameplay	67
Ray Tracer	Sony	Update of *Chase HQ*. Limited but great fun	83
Rebel Assault	Virgin	Appalling waste of a perfectly good licence	30
Red Alert	EA	*Command and Conquer* sequel improves on original	90
ReLoaded	Gremlin	Sequel to *Loaded*, almost exactly the same.	68
Resident Evil	Virgin	A true PSX classic, as yet unmatched in its genre	92
Resident Evil: Director's Cut	Virgin	New puzzles, camera angles and a few surprises	75
Rise 2	Mirage	Dreadful 2D beat-'em-up	9
Ridge Racer	Namco	Near perfect conversion of Namco arcade racer	90
Ridge Racer Revolution	Namco	Faster semi-sequel to *Ridge*. New tracks, better graphics	91
Riot	Psygnosis	Futuristic sports sim. Okay, but no big deal	74
Robotron X	GTI	Update of Jesus' fave arcade machine	70
Road Rash	EA	Terrible racing game with added motorcycle combat	31
Rosco McQueen	Sony	Great graphics/sound but gameplay dull and repetitive	68
Sentient	Psygnosis	Novel idea that's not entirely successful	81
Shadow Master	Psygnosis	Disappointing *Doom* clone	68
Sim City 2000	Maxis	Complex but engrossing resource management game	63
Skeleton Warrior	Nightmare	Toss! Nothing but a 16-Bit platformer	10
Soul Blade	Namco	Lavish 3D weapon based combat	85
Soviet Strike	EA	Top chopper action in the popular *Strike* series	81
Space Hulk	EA	3D blaster with added strategy	78
Spider	BMG	Semi-3D platformer. Good old fashioned fun	82
Spot Goes To Hollywood	Virgin	Poor isometric platformer	41
Star Gladiator	Capcom	Great graphics, sluggish and limited gameplay	61
Steel Reign	Sony	Heavy-duty tanks and arcade action	80





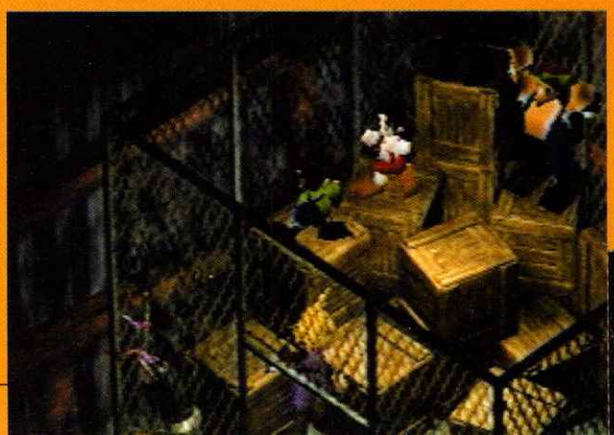


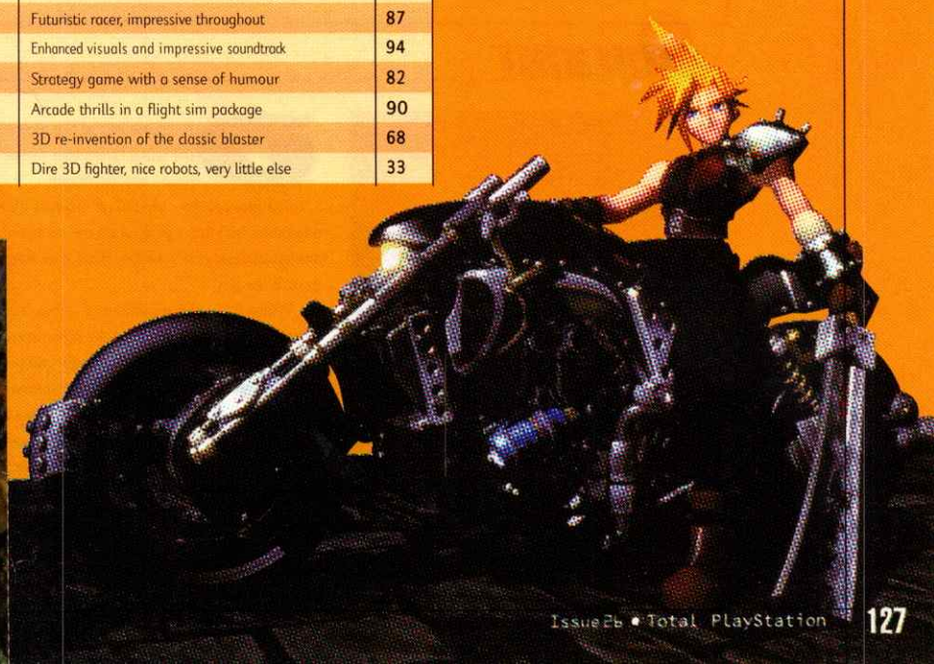


Title	Publisher	Comment	Score
Street Fighter Alpha	Virgin	Unimpressive incarnation of the *SF2* series	67
Street Fighter Alpha 2	Virgin	Far better than its predecessors	88
Street Fighter EX	Virgin	The grand-daddy of them all!	93
Suikoden	Konami	Engrossing and surprisingly original RPG	81
Super Puzzle Fighter 2 Turbo	Virgin	Addictive puzzle game, brilliant with a friend	90
Swagman	Eidos	Old fashioned RPG inspired adventure	76
Syndicate Wars	EA	Excellent cyberpunk mix of strategy and blasting	89
Tekken	Namco	Brilliant 3D beat-'em-up, essential	90
Tekken 2	Namco	Amazing sequel to the brilliant original	93
Time Crisis	Sony	PlayStation's recommended light gun game	93
Tobal No. 1	Sony	Impressive beat-'em-up with hi-res visuals	82
Tokyo Highway Battle	T*HQ	Nice twist on the *Ridge Racer* style racing game	80
Tomb Raider	Eidos	3D adventure, and a worryingly attractive lead	91
Trash It	GT Interactive	Unenjoyable mix of puzzlers and platform	28
Tunnel B1	Ocean	Effects can't mask lack of variety in gameplay	70
Twisted Metal	Sony	Mixture of driving and blowing stuff up	69
Twisted Metal 2	Sony	Enjoyable sequel to the average original.	80
Total Drivin'	Ocean	Semi sequel to *V-Rally*, which excels it with variety	90
V Tennis	Acclaim	Awful tennis sim that forgets tennis is boring	20
V-Rally	Ocean	At last, the PlayStation's answer to *Sega Rally*!	90
Vandal Hearts	Konami	Pleasing mix of RPG and hex based combat	82
Virtual Pool	Interplay	It's pool alright	68
Vs	T·HQ	At last, *Virtua Fighter* on the PlayStation	86
War Gods	GT Interactive	*MK* style combat into the third dimension	68
Warcraft 2	EA	Real time combat with twist of fantasy role playing	85
Warhawk	Sony	Arcade styled chopper-based shoot-'em-up	70
Wing Commander 3	EA	Very poor flight sim gameplay. Tut, tut	50
Wing Commander 4	EA	Better, but still a case of FMV looking for a game	68
Wipeout	Psygnosis	Futuristic racer, impressive throughout	87
Wipeout 2097	Psygnosis	Enhanced visuals and impressive soundtrack	94
Worms	Ocean	Strategy game with a sense of humour	82
Wing Over	JVC	Arcade thrills in a flight sim package	90
Xevious 3D/G+	Sony	3D re-invention of the classic blaster	68
Zero Divide	Ocean	Dire 3D fighter, nice robots, very little else	33







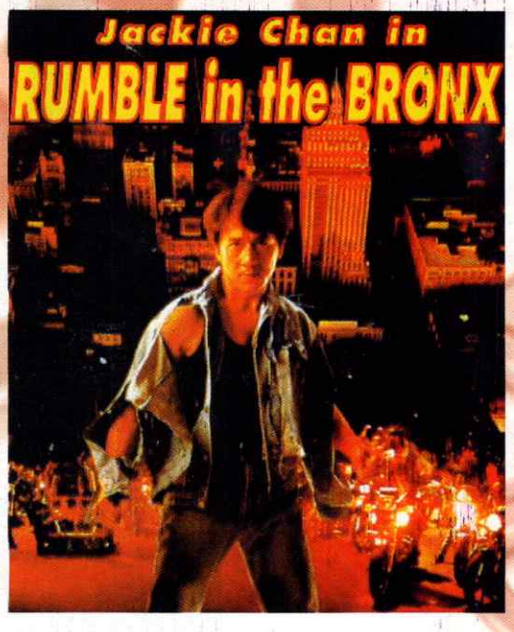




Interzone Tripping

Take our hands as Total PlayStation embarks on a journey, a journey outside this realm of the PlayStation into a world of many other forms of entertainment: movies, videos and any other crap that happens to catch our inquisitive gaze! Open your eyes and thus your minds, read on...

RUMBLE IN THE BRONX



Title: Rumble In The Bronx Distributor: Miramax Films
Genre: Jackie Chan – say no more

Stanley Tong's second collaboration with action cinema's only remaining hero, Jackie Chan, exceeded all expectations, both critically and financially, and finally allowed Chan to break the US market that had eluded him throughout his career. Having proved massively popular in the Asian territories, New Line Cinema have purchased the rights to the film and seamlessly re-dubbed the original dialogue, with Chan and other key leads providing the voice-overs – thus avoiding the horrific re-dub that has been the major woe of the Kung Fu genre. Completing the package with an all new mainstream soundtrack, *Rumble In The Bronx* has all the gloss and production values of a mainstream movie, but keeps all of its Hong Kong magic intact.

The plot relocates Chan's *Police Story* Supercop persona to New York, where he is visiting his uncle. In true Jackie Chan tradition, he blindly stumbles across a ring of diamond smugglers, whilst also falling foul of a vicious street gang.

The storyline is admittedly very weak and the romantic subplot between Chan and the jaw dropping Francoise Yip is ill-fitting, but all this is lost in the sheer spectacle of the piece.

Within the movie's running time the viewer is witness to amazing stunts and fight scenes, such as a building being literally brought to the ground and a hovercraft chase through the city streets. All of these sequences are made even more impressive when you consider that Chan performs his own stunts throughout – at times with questionable and painful results (which are displayed for our entertainment, running over the end credits). One such incident resulted in the breaking of his ankle, but amazingly Chan continued filming the final reel in a leg cast.

Those unfamiliar with Chan will find themselves wonderfully overwhelmed, and his many fans will be simply delighted. The charm of Chan and his movies is a combination of the childlike innocence and the lack of real violence, exploited by all-too-many action movies – during the movie's many fight scenes no one is ever seriously injured and each scene concludes with a hint of humour. The appeal of Chan is unquestionable – he is a true hero. After being outnumbered 20 to 1, we all know that at the lowest moment he'll turn the tables, but you find yourself cheering anyway – a quality almost forgotten in the mindlessly repetitive action genre. Close to perfection and quite simply a must.

TO RENT

DAYLIGHT



Title: DayLight Distributor: Warner Genre: Adventure

One of the first of the recent and short-lived trend for big budget disaster movies, this film elevates itself above the usual limitations of the genre, to produce a surprisingly technically competent and very exciting piece of flashy entertainment.

The plot revolves around an accident that occurs in an underwater transport tunnel, setting off an explosion which creates a huge fireball that rips through the tunnel in a stunning FX set piece, causing it to collapse at both ends. A handful of survivors are left trapped and with the water level rising and oxygen running out, it's up to a former safety specialist, played by Sly Stallone, to save the day.

Whilst falling for a number of clichés, including the trademark warring couple, complete with the family dog, *Daylight* does contain some fresh ideas, and the script ensures tension levels never drop, adding much to the overall claustrophobic feel of the piece. Stallone provides a surprisingly laid back performance which makes for an endearing and vulnerable lead, mirroring his excellent performance in the recent *Copland*. Sadly the rest of the cast are little more than cannon fodder, leaving the audience with a feeling of disregard for whether they live or die. Still, it is always very amusing to play the 'guess the next victim' game when the action drops slightly, midway through the second reel.

Daylight is best viewed as little more than an exciting and always enjoyable waste of time. It doesn't make any bold statements... but hey, who cares!

TO BUY

SPICE WORLD



Some movies instantly fall into the 'so bad it's good category' – titles such as Ed Wood's *Plan Nine From Outer Space* have acquired a loyal cult following and are now regarded as classics of bad cinema. Sadly the Spice Girls' first foray into the world of movies gently glides over the 'so bad it's good' pigeon hole, landing squarely in the 'so bad it's pitiful' bracket. *Spice World* is quite possibly the worst movie we've had the misfortune to sit through in recent years. The unfathomable script details the girls' monumental rise to fame, with the addition of space aliens, a big red bus and Michael Barrymore.



The girls' themselves are best at home in the alien landing scene, with their acting abilities matching those of the oak trees that surround them. We have often pondered the girls' vocal talents, but their addition to next year's Oscar lists is far from assured on the basis of their performances here. *Spice World* fails at every aspect it attempts to reproduce; the humour is juvenile to the extent of being painful, the direction and production values match that of an average kids' TV show and the musical score also sucks – but that's no surprise. The only entertainment value on display is provided by a number of amusing cameos by stars who should know better. *Spice World* is a baffling ordeal, but has to be seen to believed. Staggeringly awful, but also strangely compelling. A 'must see' but for all the wrong reasons.

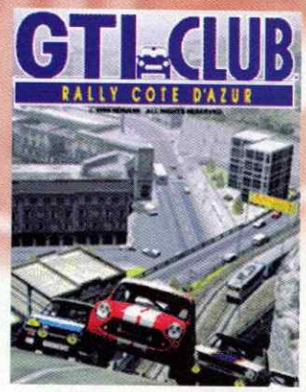
Title: Spice World
Distributor: Polygram
Genre: Err, Musical

BIG SCREEN

GTI CLUB

When I first saw this game I thought 'Oh no, not another driving game!' but I was wrong. The main thing that sets this aside from all the other racing games out there is the ability to perform hand brake turns – and I mean with a real hand brake, down to the driver's left-hand side. This acts just like a real life hand brake, locking your back wheels and thus allowing for some spectacular hairpin cornering.

But that isn't all this game can offer. Apart from different cars – some of which require more than one credit to access – there are also a variety of different shortcuts, some of which are harder to find than others. These are vital to some courses, as you won't make the checkpoints without them. At the end of the race a map appears showing you the route you took, so you can see where the shortcuts are. My favourite driving game to date.



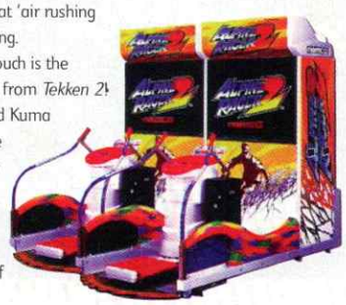
Title: GTI Club
Publisher: Konami
Price: £1 A Go

HOT SLOTS

ALPINE RACER 2

As a big fan of the original, I was eagerly waiting for this title. At first glance not a lot appears to have been changed gameplay-wise but this is no bad thing, as the original was almost flawless. There is now a selection of skiers to choose from, each with their own strengths and weaknesses. The courses are a lot steeper, making for some truly breathtaking vistas. Another nice touch is the huge fan under the screen to really get that 'air rushing past your face' kinda feeling.

But for me the best touch is the hidden character... Kuma from *Tekken 2*! Enter the special code, and Kuma comes along, beats up the other skiers with a variety of *Tekken 2* moves and takes to the slopes, using logs for skis and sticks for poles, up against a load of polar bears. Great fun! A strong recommendation!



Title: Alpine Racer 2
Publisher: Namco
Price: £1 A Go

HOT SLOTS

BIO DOME

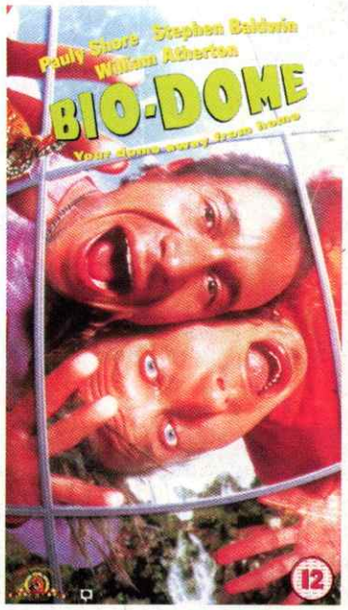
Humour is a matter of personal taste – what has some rolling on the floor, clutching their sides in fits of laughter, will leave others completely unmoved. This is certainly the case with the movies of Pauly Shore, yet *Bio-Dome* has a far greater general appeal than most of his previous entries. The extremely stupid script finds five scientists about to embark on a year long experiment within a self-contained multi-environmental dome. Unfortunately two individuals with the combined IQ of Beavis and Butthead – Shore and the always watchable Stephen Baldwin – happen to stumble into the experiment, and thus all hell breaks loose. The humour on offer here is typically dumb, but the cast work well together, providing the viewer with a number of extremely funny moments. The sequence when the dumb duo stumble upon a tank of N_2O laughing gas is hilarious. Beware though: those readers with a taste for Oscar Wilde will be left completely devoid of even the smallest smile, but fans of general silliness will love this.

To lay your hands on copy of *Bio-Dome* couldn't be easier, as those lovely ladies at MGM are offering five copies to the first chaps out of the hat. All you have to do to win is answer the following question:

Name one other Pauly Shore movie

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Title: Bio-Dome
Distributor: MGM
Genre: Comedy

TO WIN



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