

power world

issue 2



ARE YOU READY FOR THIS?



SYPHON FILTER: PURITY CONTROL - HOW DOES IT MEASURE UP?

YOU GOT WHAT IT TAKES TO BE A REVIEWER?

WIN OUR COMPETITION AND PROVE YOURSELF

A LIFE ON THE OCEAN WAVES - PLAYSTATION TAKES TO THE HIGH SEAS

ARE YOU IN CONTROL? - THE LATEST JOYPADS AND PERIPHERALS

editors note & contents

Welcome to powerworld !
To all those already familiar with the magazine, welcome back. Aren't you the clever ones for joining up early? You may now proceed to the 'smugness and general smirking' class down the corridor. For all of you who had expected a bill, a school report or something similar, breath deep, this isn't it

(it's the envelope below this!)

powerworld is a very special way of communicating with the elite of PlayStation owners. By simply receiving this you're more than half way to guaranteeing that all of our future editions will be posted directly to you, free of charge!

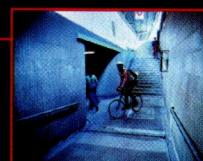
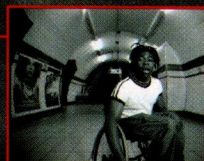
In this issue,

powerworld features the latest in news, reviews and industry gossip straight from the mouth of those who know! In this issue get the low down on **RIDGE RACER TYPE 4** (page 4 - 5) take a quick look at the **X-Files** game, as well as a glimpse at a hot new Irish game **being developed in Dublin** see (pages 10 - 11.)

As well as this, you can win yourself some obscenely cool stuff in one of our many competitions, with Namco's new **JOGCON** controller, Sony's top ten games, copies of **RIDGE RACER TYPE 4**, and the opportunity to become a games reviewer (hmm... 'wonder what that's like?)

If you haven't already registered and you want to guarantee you get further editions PLUS the chance to win every game in this issue, just

complete and return the registration form attached to your letter and watch your letterbox....



Syphon Filter

dark and brooding, we see what it's got to offer

Ridge Racer Type 4

Speeding close to the edge, or just pedestrian fun?

Rollcage

What's caged about this rip rolling game?

Bloodlines

Keeping it in the family?

The latest in PlayStation peripherals AND more!

We preview **X-Files** take a sneak preview at a hot new Irish game and take a look at a recent release **Pro 18 : World Tour Golf**

The Gamemaster answers some of your letters plus win an exclusive chance to be a games reviewer!

Platinum games - Riveting stuff!

Games you'd sell your granny for....

A life on the ocean waves

PlayStation takes to the high seas.

Console care, what Not to do with yours

Updates on our competition winners.

It could've been you....

Find out where to go and who to call for the latest in PlayStation news and gossip.

Syphon Filter™

Massively destructive biological weapons, the likes of which mankind has never seen before. When, oh when, will we learn that having been built by brilliant but naive professors they are ever so likely to be stolen by evil organisations and used to ransom some part of the earth!

Thankfully, as sure as these weapons are going to be abused, there are people like Gabriel Logan to remedy the situation. Thank goodness for us then...

Assuming the role of the heroic (and much put upon) Mr. Logan you find yourself set with the kind of task that causes even the best of us to call in sick. You must locate and neutralise a terrorist group that are holding the Washington DC area hostage with a view to the destruction of mankind.

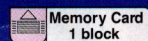
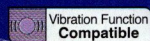
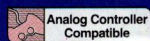
Syphon Filter is about 70% running and shooting and 30% running and thinking. It is presented in a 3-D, real-world, real-time format as you wend your way around some rather convoluted and sometimes sinister environments

Finding a niche in the increasingly popular field of 3-D adventure games,

Syphon Filter handles itself in a manner which, but for the nearly constant gunplay could actually be called eloquent. The focus is on intensity and atmosphere and (digressing slightly) if this sounds ever so like a film review then it's probably because Syphon Filter is ever so cinematic.

The entire game has a kind of 'Crow' meets 'Blade Runner' style to it that is carried off excellently by the super-smooth animation and some very cool and atmospheric touches. The backgrounds are constantly alive with distant explosions, shattering glass and general city clatter. Another nice trick is the increase in the intensity of the sound as the action hots up keeping your adrenaline permanently pumped.

This game is very dark and very cool. Don't expect to be shocked, just expect to enjoy it.



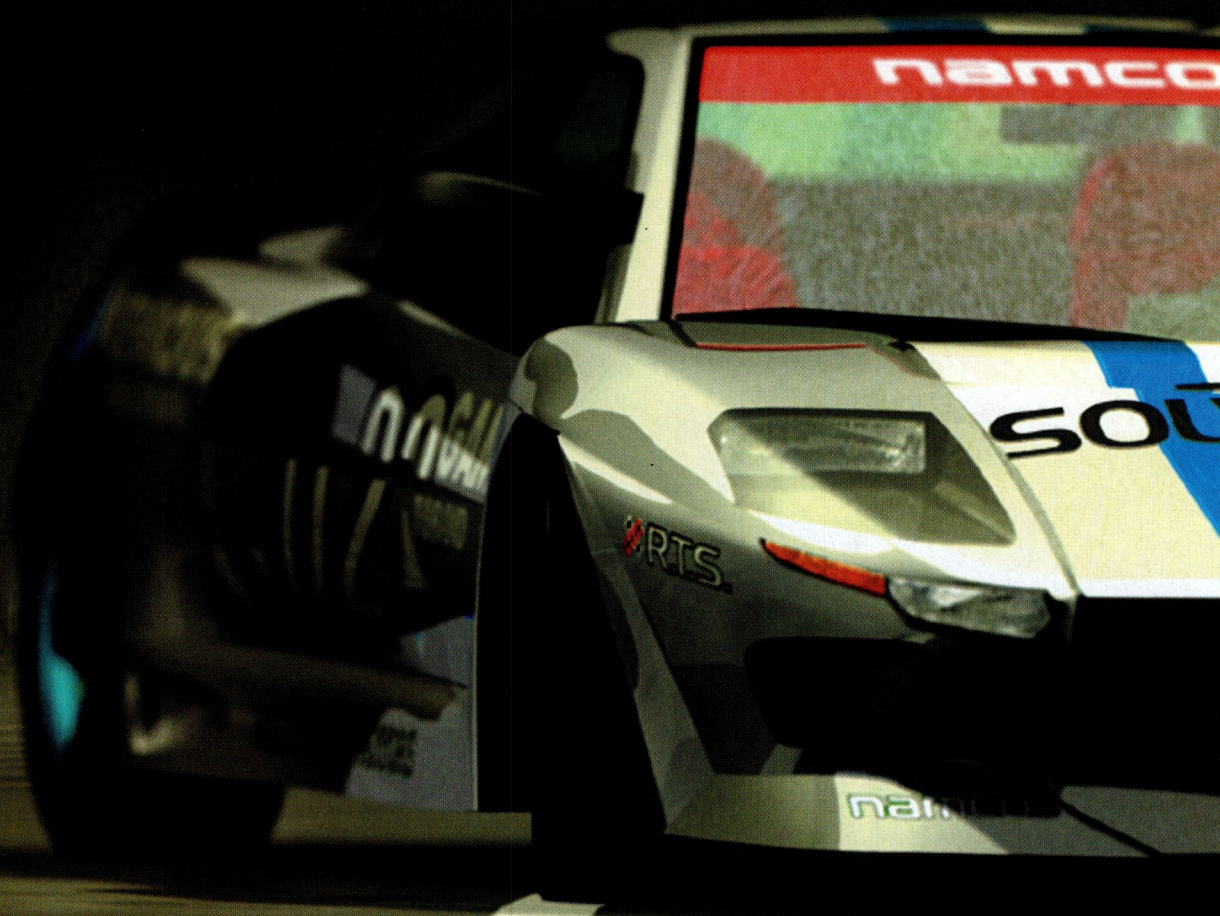
DUAL SHOCK™

Want to know more?

Try www.playstation-europe.com

RIDGE RACER TYPE 4™

- A



RIDGE RACER TYPE 4. A driving game. Maybe THE driving game! Before issuing forth on such a title I feel it only fair to share with you a deep and horrible secret.

I can't drive.

I can't drive. I have never learnt and my prospects look more hopeless every day. However, if I ever do learn, you can be damn sure I'll be driving like they do in **RIDGE RACER TYPE 4.**

Just when we thought it was safe to sit back, smile smugly and announce to the world that Gran Turismo is the be all and end all of racing games, Namco, the big daddies of PlayStation racing, pull **RIDGE RACER TYPE 4** out of the bag and cause jaws to drop in a way that hasn't been seen since a certain game launched a

certain console a few years back.

Speed, variety and realism are the name of the game this time around with some subtle changes being made to the game's format. To start with its **BIGGER, MUCH BIGGER.** Featuring eight tracks in Japan, California and New York you get the opportunity to speed across some of the most visually appealing and detailed courses I have ever seen in a computer game. This is further taken advantage of by the 3-D flyover sequence that prefaces every race. Totally unnecessary but a dazzling cosmetic touch nonetheless.

It offers a new Grand Prix option amongst its others which allows you to join a team as a freelance driver. As you race the many tracks, you earn increasingly powerful cars, depending

on your performance. Its also possible to upgrade your existing motor or, to a certain extent, screw around with the colour and design of the vehicle thus giving about 300 variations in total.



DRIVING GAME...

...MAYBE THEEE

DRIVING GAME



COMPETITION

Fancy a bit of off-on and around-the-road action? See if you can bag one of

10 free copies of Ridge

Racer Type 4. Just print your name and address on a postcard and post it to us at either of these addresses  by April 6th 1999. You have nothing to lose but the ink in your pen...

RIDGE RACER TYPE 4.

P0 Box 6502.

Dublin 2.

RIDGE RACER TYPE 4.

P0 Box 7

Downpatrick.

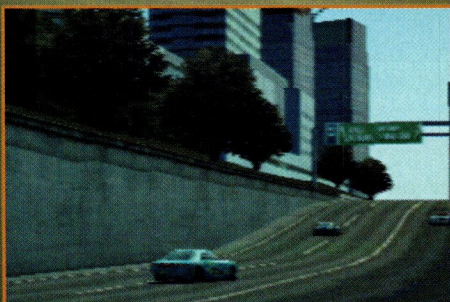
Co. Down.

BT30 9BY.

The tracks themselves are all the products of the programmers' maliciously mischievous minds and are, consequently, chock full of sly slipways, crafty chicanes and heart-rending hairpins. Given the delight of the backdrops you may be tempted to take a leisurely sight-seeing tour except that...

...IT'S SO FAST!! I mean, it's so fast you'll probably start leaving out the gaps between your words! All this is accomplished without any glitching or loss of detail and still allows you a measure of control as you exhilarate in the speed of the racing.

To add to the whole package of frantic, frenetic gameplay topped with mesmerising graphics, is a drum-n-bass laden soundtrack which has been such a



popular feature of the game in Japan that there is talk of releasing it as an independent CD!

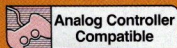
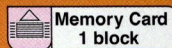
In conjunction with this release comes **JOGLCON**, a revolutionary new controller which gives actual feedback appropriate to the cars motion - more about this on pages 8 & 9...

This controller adds to the signs that **RIDGE RACER TYPE 4** is, if not the next step itself, a definite sign of the way racing games are likely to advance in the future.

It has all the features a good racing game should have. It has all the character and nuance a great racing game should have and it has that something extra that might even inspire you to learn how to drive

Want to know more?

Try www.playstation-europe.com/ridge4



5

rollcage

You know that Godzilla dream you sometimes have? The one where you lay waste to everything around you and there's nothing anyone can do about it except, maybe Mech-Godzilla (wuss) or Mothra.

Take the childish satisfaction found in breaking stuff on a grand scale, combine it with some kick-ass racing action and you're almost all the way to understanding Rollcage!

The name (and aim) of the game in Rollcage is **speed. No matter what.**

If something or somebody is in your way, **DESTROY** it. If a building is bothering you tumble it. If a... you get the idea.

All this mayhem is carried out on 11 different terrain's ('track' is far too limiting to describe them) set in either beach, desert or city surroundings. All look fabulous, and if you really wanted you could stop and look around. But

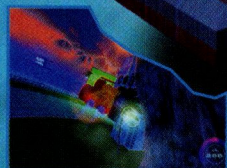
why bother when the blurrrrs in the background are just as gratifying? Even in the two player, split-screen mode Rollcage pulls off its speedy shenanigans with calculated ease and the thrill of competition only concentrates your mind more.

The action is further complicated by a devious range of weapons that lend themselves either to the crude, wholesale destruction of opponent cars and buildings or to intricate cunning plans that eventually lead to the crude, wholesale destruction of opponent cars and buildings!

The superb graphics, mouth-watering speed and random blowing up of things does little to conceal the truth behind Rollcage. The fact of the matter is that Rollcage is a superbly intricate and strategic racing game. The cunning use of weapons and scenery become your primary aim after you've spent a short while trying to master the hyper sensitive controls. The one player game is enjoyable in itself but the sheer malice and machiavellian intent that the two player death matches provoke can only be described as sublime.

The enjoyment to be had from collapsing a skyscraper on top of the irritating git who's been firing missiles at you the last while is impossible to describe.

You must try Rollcage yourself. Go. Go now. Hurry faster. Buy it!!!





BLOOD LINES

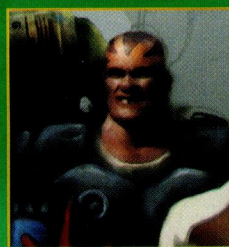
Bloodlines' action takes place in a not terribly unlikely future of mass cultural homogenisation (in real words? we'll all be 'normal' ugh!) and concerns the young punks and outcasts that live outside 'the norm'.

As so often happens in these situations, these 'dregs of society' have organised a complicated tournament to find and crown their strongest fighter. This is where you come in as you take control of one of 11 characters and join the race for the championship.

In the process of winning you run around lavish 3-D settings trying to tip a certain number of markers as other people try to tip the same markers and hurt you. It's like a game of "you're it" only with guns and explosives and trampolines and stuff. To add further confusion are elements of one-on-one fighting (a la Tekken) and also a wee bit of strategy.



Listen carefully.
I will say this only once.
get some friends together,
(3 or 4 should do)
get a multi-tap and some controllers.
get 'Bloodlines'.
cancel all your appointments.
start playing.



Bloodlines make perfect sense as soon as you start playing and becomes highly addictive. You play in one of 33 fantastically interactive 3-D environments against the other 10 fighters. Fighting is conducted through various power-ups, weapons and special abilities and can be as sneaky as teleporting your opponent onto a slippery surface so they fall off the edge or as simple as blowing them away.



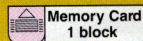
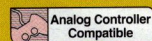
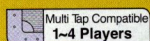
Bloodlines features some really excellent graphical touches in its environments. Constantly moving, with bridges, platforms, trampolines and the like, the characters, settings and layout of the levels changes according to the difficulty level selected. A welcome respite from the stock-in-trade "beefier, faster, more annoying opponents" approach to difficulty levels. Yes?

Bloodlines really is something of a unique game. It features many aspects of other genres but combines them into something which is obviously more than the sum of its parts. The multi-player experience is only equalled by the best of sports games. The action is arcade violence and adrenaline pumping at its best.

This is definitely one to look out for and possibly a Platinum for the future.



Want to know more?
Try www.playstation.europe.com



Prepare YOU

PocketStation™ is one of those ideas you have when you should be studying for an incredibly important exam. When your brain is elsewhere and your imagination is left entirely to its own devices.

About the size of an egg, you can use your PocketStation™ as your own personal miniature digital assistant. It's full of brilliant electronic tricks. It's got a built-in calendar and alarm clock, and you can store addresses and phone numbers and even calculate what your holiday money is worth in pesetas, francs, drachmas or whatever. You can also use the built-in infrared technology to swap your data with your mate's PocketStation™. And that's just the beginning...

PocketStation™ is basically an extension of your PlayStation - you can download elements of a game and take it away from your console so you can play a sub-game on it. On the bus, in the library, at breakfast, lunch or dinner - wherever you are you'll be able to improve your game! And when you've conquered the PocketStation™ sub-game you plug it back into your PlayStation to find out what secret levels, new characters or extra power ups you've earned in the PlayStation game. And with the special infrared technology, you can even share your new success with your mates by transferring the data directly into their PocketStations!

PocketStation™ was launched in Japan after Christmas and there's plenty of rumours about a European launch so PocketStation™ may become the thing you can't leave home without! Look out for more in the next issue...

"PocketStation" is a trademark of Sony Computer Entertainment Inc.

Fancy winning your very own JOGCON friend who'd like one too? Then I

1. Find a friend who owns a PlayStation and isn't getting powerworld, then get their permission to put the following details on a postcard:

- Your name, address & registration number
(it's on your registration letter)
- Your mates name, address, telephone number and date of birth
- Your mates serial number
(off the bottom of their machine)
- Your mates 3 favourite game types
(see list) →

competition

Released in conjunction with **RIDGE RACER TYPE 4**, the **JOGCON** is an alternative to the steering wheel peripherals available at the moment.

The wheel at the controllers centre sports an 'active feedback' mechanism which mimics the pressures and jolts

experienced as you fly around whatever course you're racing on.

The **JOGCON** doesn't require any batteries, and if you're not playing a driving game it can be used as a regular controller. At the moment it's only compatible with **RIDGE RACER TYPE 4**, but further titles are hot on its heels. Look out for updates in our next few issues.

Remember the great driving coin-op 'OutRun'? Remember how you felt steering wheel resistance on turns and got jerked around when you crashed? I do. I loved that. And now the **JOGCON** from Namco is going to allow me the chance to remember those happy hours of misspent youth.

INSIDE



Their official answer to the question "will there be a new PlayStation?" is "Yes".

That's it though. No details, no pictures, not even an artists impression! I think I preferred not knowing, but at any rate, as soon as we hear anything you'll all hear it and you can count on the fact that **you'll be the first!**

It's coming! It's coming! It's coming!
It's coming! It's coming! It's coming!
It's coming! It's coming! It's coming!
It's coming! It's coming! It's coming!
It's coming! It's coming! It's coming!
It's coming! It's coming! It's coming!
It's coming! It's coming! It's coming!

Sony cracked!
They couldn't take the constant pressure about the new PlayStation and they've spilled their guts! Unfortunately, now there are more questions than ever.

PlayStation controller? YES! Got a listen up! Here's what you do...

2. Send your postcard to:
JOGLCON Competition,
PO Box 6502, Dublin 2

OR

JOGLCON Competition,
PO Box 7, Downpatrick,
Co Down, BT30 9BY

3. Make sure we get all the info listed above by April 6th 1999 and we'll put you BOTH in the draw!

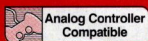
Game Types

Beat 'em up
Shoot 'em up
Music/dance
Football
Driving
Flight Simulations
Other Sports
Puzzle
Adventure
Platform
Strategy
Other

A splash of colour never fails to brighten your day, does it? With this in mind, the nice people at PlayStation have decided to release their **DUAL SHOCK**™ in a rather cool range of colours. Although this makes no difference to the actual functions of the controller, the variety does add a certain liveliness to your play. So the next time you're buying a controller, why not forego the usual

go for Island Blue
or Diamond Black, maybe
your colour's
Emerald or
the daring see
through
Crystal model...
Look for the
games that display
these icons...

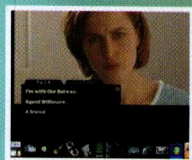
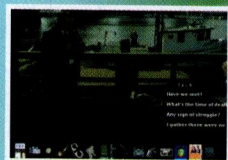
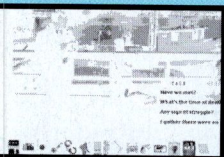
DUALSHOCK is a trademark of Sony Computer Inc.



They're coming to get you. I know it. You know it but now they know it. Mulder and Scully have disappeared without a trace. As Craig Willmore, the newest member of the X-files department, you must follow the clues and find your partners before the cover-up becomes too firmly entrenched.



You know, this stuff would probably seem overwrought if it wasn't backed up by one of the strongest television franchises in history. This game is your opportunity to interact in an episode written and filmed exclusively for the game itself. Using a 'Virtual Cinema' game engine, which handles the footage excellently, the X-files is less a game and more a really interactive episode of the show, as written by Chris Carter, the show's creator.

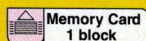


Most of the action is of the more cerebral sort, with a great deal of brow-furrowing and local hassling as you try to track the errant pair. Never fear though, there is a certain amount of running and shooting. As with all the best episodes you do get the chance to shout "Stop, F.B.I."



The X-Files promises a great deal and given its pedigree it should deliver. There'll be a more in depth review in the next issue when all will be revealed.

Want to know more?
www.playstation-europe.com



PH WOR

I'm not the greatest golf fan in the world. Okay, I lie. The only golf I've ever watched was the night Tiger Woods won that big competition and even then I only watched because I couldn't sleep.

FOUR

Pro18 : World Tour Golf is a game striving to please both the 'golfs' and the 'golfnots' of the world. It's overall approach mimics a television broadcast, with occasional cuts to other parts of the course; crowds full of people in v-neck sweaters and the real-life broadcaster Peter Alliss providing commentary.

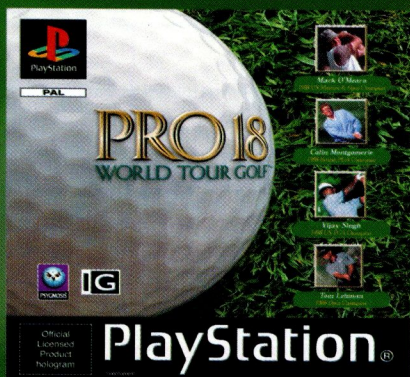
Offering both solo and tournament options, Pro18 : World Tour Golf follows the realistic style of presentation by featuring a host of real (I'm told) golfers, both male and female. This is more a touch for the knowledgeable but the familiar sounding names helped to further soothe my nerves.

In play, Pro18 : World Tour Golf is as smooth as they come. The players swings are modelled on their own unique styles and the courses are facsimiles of their real-life equivalents; Royal County Down, The Lost City Golf Course (South Africa) and Coeur D'Alene Resort and Golf Course (USA).

©1998 Intelligent Games Ltd/Psychosis Ltd. Designed by Intelligent Games. Pro 18: World Tour Golf, Psychosis and the Psychosis logo are TM or © Psychosis Limited. all rights reserved.

PRO18 WORLD TOUR GOLF™

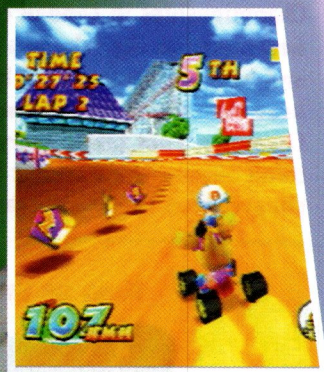
I wasn't sure what to expect from Pro18 : World Tour Golf but I certainly didn't expect to enjoy it. At best I hoped to develop a begrudging respect for it or spend time praising its technical merits. Given this somewhat questionable pedigree, imagine how surprised I was to find that I really enjoyed it!



...oops sorry

Pro18 : World Tour Golf was a revelation to me. It appeals to die hard golfers through its attention to detail and to the rest of us by presenting a simple front and gradually revealing itself. It is fun, it is worth a look so play a round ...or something...

Want to know more?
Try www.psygnosis.com



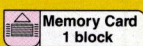
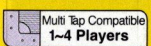
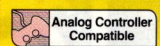
This game is so hot it doesn't even have a name yet but we call it Project SDR. It promises to be a cartoony arcade racer with some treacherous terrain's and slickly speedy carts. It'll feature a host of different characters and, of course, the obligatory range of weaponry.



Hard to believe then, that Project SDR was developed here in Dublin (in Clonskeagh, no less) by an Irish company called Funcom. The intimate familiarity with rugged and treacherous roadways can be understood only too well but really, when was the last time any vehicle, anywhere in Dublin travelled at, or near, the speeds hinted at by the Funcom creators - they must be a terribly imaginative bunch.

Other than the general outline of the game very little else has been let slip. There will be about 12 different tracks with plenty of hidden areas, shortcuts and environmental traps and tricks. The graphics, from what has been seen, look well drawn clean-cut and full of character.

By the next issue all the speculation can be put to rest as the advance copies will be available and you can get the final word on whether or not Dublin's gridlock has had any effect on the folks at Funcom or if they've left the rest of us in the dust.



your questions - answered!

13.11.98

CORRAGE

Dear Sony PLAYSTATION

BALLINAGH, CORK

HELLO. MY NAME IS ISAAC SLOLEY. IN THE FIRST ISSUE IT SAID IF YOU HAD ANY THING TO SAY WRITE. SO I AM. FIRST I WOULD LIKE TO SAY I THINK IT IS A BRILLIANT MAGAZINE I THINK IT WOULD BE BETTER IF IT WAS A LITTLE BIGGER. I ALSO THINK IT WOULD BE BETTER IF YOU HAD A PAGE OF CHEATS OR TIPS OR SOMETHING. IF YOU ARE GOING TO PUT A CHEAT PAGE OR TIPS PLEASE WOULD YOU PUT SOME IN FOR RESIDENT EVIL LAST 2 TIMES FINDER 1/2 AND ODDBOY (OR MOVES) AND TEKKING CAR. THANKS FOR THE MAGAZINE

WITH COMPLIMENTS

ISAAC SLOLEY

Isaac Sloley

Dear Isaac,

Thanks for the heaps of compliments and stuff. You're not just saying that to get the game of your choice are you? Well it worked anyway... nice one...

Unfortunately we couldn't include a tips page in this edition due simply to not having enough magazine to fit everything we wanted. Despite this, we're trying to wrangle a way to fit one into our next edition.

In the mean time, I suggest you try either the Sony PowerLine or the PlayStation website as both are updated very regularly and are chock full of hints and tips from the Sony game designers themselves.

Meanwhile try finishing Resident Evil in 'under' 3 hours and then replaying your saved game. You should find that now you start the game with the rocket launcher and unlimited ammo for it. Fun, huh?

GM

Competition

You think you're big time? Huh? YOU think

YOU'RE big time? Well maybe you are. Maybe you think you too could be a games reviewer. If so, step up to the line and enter this competition to get a review published in a forthcoming edition of powerworld.

Simply write us a review of any PlayStation game you want. The review must be **300 words or less** and must contain no bad language and NO jokes at the editors expense. We'll pick the best two and the winners will review a game each from the next powerworld. It might well be the beginning of a new career...**Send your entries to:**

I want to be a reviewer, PO Box 6502, Dublin 2, or

I want to be a reviewer, PO Box 7 Downpatrick, Co. Down BT30 9BY.

Dear GameMaster,

I have recently noticed on the back of one of my PLAYSTATION games, it says, "Vibration Function compatible", what does this mean? And has it anything to do with DUAL SHOCK? And can I buy a DUAL SHOCK controller separate from a playstation?

Yours confused of Dublin.

Dear Confused,

If you get a 'vibration function compatible' game, (and there's loads around) it means that it will give feedback to, or 'vibrate' a **DUAL SHOCK**™ controller at the right times and places in a game ie. you fall off a cliff - you vibrate, you bump another car - you vibrate. You can buy a **DUAL SHOCK**™ controller, in the same store you buy your games and, as luck would have it Sony are releasing **DUAL SHOCK**™ controllers in different colours soon which should cost around £20.

Hope that sets you straight then.

GM

THE KING OF IRON FIST TOURNAMENT 3

Congratulations to Gerry Casey of Ballinagh, Co. Cavan for beating all comers from issue 1 of powerworld. With his fabulous survival score Gerry went on to represent Ireland at the Tekken 3 European Championships in London on January 27th.

Gerry went to the fabulous Namco Station in the heart of London and beat the pants off all his opponents until he came head to head with the French Champion - a three-times French National Champion (not fair). Gerry really gave the champ something to think about with a perfect knockout in the 1st round but success slipped away in the next three. Better luck next time Gerry!

KING OF IRON FIST TOURNAMENT 3



RIVETING

A wise man once said that the future is simply the past reflected through the present. Deep, huh?

Not really. If you consider the explosion of great games recently that are sequels. Although the follow ups expanded and developed the ideas behind the originals, there is something inexplicably 'classy' about the originals that made them stars in the first place.

Truly classic games like these are the only titles that are admitted into PlayStation's Platinum Range. To make these beauties even more attractive AND to save you some hard earned cash, games in the Platinum Range are sold for a snip at £19.99.



CRASH, SHOOT, KICK... FOR £20



Platinum releases are simply games you cannot, under any circumstances, do without. At least, not if you want to call yourself a truly dedicated PlayStation player! Only after comprehending the surreal breakthrough that was Crash 2, or realised, as sweat dripped off your brow onto your copy of Soul Blade, that there was life outside of Tekken, can you truly say that you know and understand PlayStation.

With these collection-completing games on offer and the classics of the future just waiting to pass muster, Platinum must be the way for any serious gamer. Especially one with 20 quid burning a hole in their pocket.

COMING SOON: CRASH BANDICOOT 2, COOL BOARDERS

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MANY MORE
TITLES AVAILABLE...

Console Care

Your PlayStation is a remarkable piece of machinery. In many ways it's like a household pet. If you treat it well, it will give you untold hours of enjoyment. If you mistreat it, it'll probably up and die on you.

Don't throw, kick, spit on, sit in or attempt to feed your PlayStation anything but games! If it does develop problems, bring it to your local PlayStation Dealer with all its bits and he will explain how to sort the problem out. If your PlayStation is less than 12 months old and assuming that its fault is not due to abuse from its owner (**Yes, you!**), your Dealer will arrange for you to get a replacement PlayStation. And if your PlayStation is over 12 months old and its fault is not due to abuse from its owner (**Yes, that's you again**), your Dealer will arrange for you to get another one for a fixed charge. Cool, huh?

So, game-mates, do remember to take very good care of your console and it will give you many years of happiness, madness, frustration, joy, exhilaration, lost sleep and beating the pants off your best mate/brother/sister/girlfriend...

Customer Careline

If your PlayStation is not working properly, **DON'T** try to fix it yourself.

Before you bring it to the Dealer, however, you may want to talk to the clever people manning (peopling ??) the PlayStation Customer Careline.

01 405 4022 (or **0990 998877** in Northern Ireland) will put you in touch with some Sony people who have nothing better to do than help you get the brilliant graphics and great fun you expect from your PlayStation. **From 8am to 10pm** they are ready and waiting.

Call them on **01 405 4022** (or **0990 998877** from Northern Ireland).

A life on the ocean waves

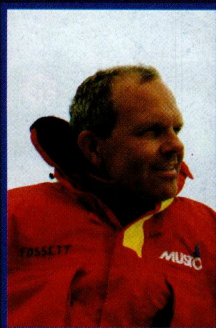
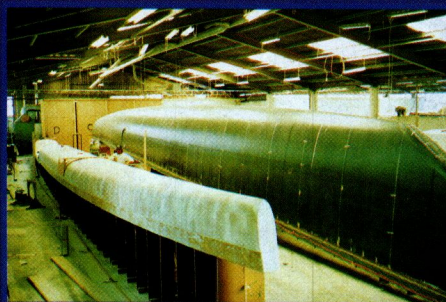
Did you know the world of PlayStation has hit the high seas? Rather than design a waterproof PlayStation (although that's a pretty good idea - remind me at the end!) the people at PlayStation are sponsoring one of the most extraordinary maritime record-breaking attempts ever.

Aboard the ocean-racing catamaran 'PlayStation', extreme sportsman Steve Fossett and his crew face two and a half years of intense work and effort, as they attempt to break some of the world's most challenging ocean-racing records.

The catamaran, named 'PlayStation' in honour of its sponsors, is planned to be the fastest ocean-racer ever. It is a marvel of both sail and hull design and construction and following its launch in December '98 will spend the time between now and the end of the millennium attempting to break three main records before embarking on the final objective, a new challenge known simply as.... **'THE RACE'**.

The first record attempt will be the Trophe Jules Verne which is the classic round the world speed challenge. Following this, the crew will attempt to break the transatlantic record (both east to west and west to east) before attempting the 24-hour Record (travelling the greatest distance in 24 hours) before the end of the year.

The captain, **Steve Fossett**, is a man who has spent much of his life finding and overcoming challenges. First coming to public attention with record-breaking solo long distance balloon flights, he then began focusing on endurance sports like triathlons, swimming the English Channel, mountain climbing and 24 hour sports car races.



high seas

PlayStation takes to the high seas



The final goal for the 'PlayStation' was a gauntlet which Fossett could hardly turn his back on. THE RACE promises to be the most arduous race in history. The rules are simple: ships depart from Europe on 31 December 2000. They travel around the world. Any ship, of any class, design or weight can enter. The first one home is the winner.

PlayStation will be going through her first ocean trials off the coast of New Zealand before making the attempt on the 24-hour record. We'll be keeping you updated as to Steve and his crews progress in up and coming issues, but for now send all of our best wishes to all those involved.



In honour of this great record-breaking attempt, PlayStation have given us their **top 10 games to give away** to the person who tells us the weirdest or wildest record they would (or could!) beat.

Simply write in to us at:

My World Record Attempt,
PO Box 7,
Downpatrick,
Co. Down, BT30 9BY

OR

My World Record Attempt,
PO Box 6502,
Dublin 2

or call the **Powerline : 1550 13 14 15**

Calls cost 58p per minute including VAT so check with the person paying the bill first!

Follow Steve's fortunes on
www.playstationeurope.com/challenges

If you can, for a minute, drag yourself away from the PlayStation and have a phone line not being used to call the PowerLine then the next item of interest on your agenda should be visiting the PlayStation web site at

www.playstation-europe.com

Featuring everything you could possibly need to know about PlayStation, the site is well designed and therefore easy to navigate, ie. stuff is easy to find.

This is just as well given the amount of stuff there - new games, lifestyle features on the world of PlayStation, music, extreme sports, clubs, tech developments and links to other cool sites.

Currently being set up, are on-line chat rooms where you can talk to other PlayStation users and where open interviews with game designers can be held. **Fasten your seatbelts webslingers, we're going in...**

Winners

Wondering who won last issues competitions? Well prepare to seethe with jealousy or skip to the next bit 'cos here it goes:

The beamingly proud **John O'Riordan** of Cork won our trip to London to meet and play with the Sony game designers. We might even have some photos of his tour d'London next issue.

More congrats to the 10 runners up who each won their choice of game from issue 1 - you see, it is worth entering competitions.

Winning the pile of F1 '98 goodies was **Derek Duggan** of Claremorris, Co. Mayo.

Congratulations to **Sabrina Sheeran** of Salthill Co. Galway on winning herself an exclusive handmade PlayStation. Remember, Sabrina, not till the year 3000!

Doing well off his friends back, **Denis O'Sullivan** from Killarney won the top ten Sony games by registering his mate. Nice one Denis!

Finally and probably most impressively, Gerry Casey of Ballinagh, Co. Cavan became the **Irish representative for the European Tekken 3 Championships**. (see page 12 for more info on how Gerry fared)

Stuck on a game? Need some help? Or maybe you're just in need of the latest bit of gossip or games news. Whatever it is, PlayStation **PowerLine** has got it all. Specifically for Ireland's gamers, **PowerLine** has details of hints and cheats for all the most recent releases - straight from Sony themselves.

On top of this, it features up to date info on forthcoming game and peripheral releases and any other stories relevant to the ever expanding world of PlayStation. Better than any magazine (except us, obviously!!), the **PowerLine** is updated monthly and is also the number you can call to enter some of the competitions featured in PowerWorld.

You can call the **PowerLine** on **1550 13 14 15** and calls cost 58p per minute including VAT so make sure the person paying the bill is cool with it. **PowerLine** - it won't tell you your horoscope but it will tell you the future of PlayStation. (PowerLine does not operate in Northern Ireland)

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