



EXCLUSIVE DEMO CD EVERY MONTH

CRASH BANDICOOT 2, TOCA: TOURING CARS, G-POLICE, FELONY 11-79, SHADOW MASTER



Official UK

# PlayStation Magazine

No. 27



**FREE!**  
STREET FIGHTER EX  
PLUS ALPHA  
SUPPLEMENT

## CRASH 2

*Exclusive review  
and playable demo*

### REVIEWED:

- TIME CRISIS
- CRASH BANDICOOT 2
- FIGHTING FORCE
- ACE COMBAT 2
- JUDGE DREDD
- FANTASTIC FOUR
- ACTUA SOCCER 2
- JERSEY DEVIL
- COURIER CRISIS
- PANDEMONIUM 2
- MDK
- MOTOR MASH
- ROSCO MCQUEEN
- BROKEN SWORD 2
- NASCAR '98
- TOCA: TOURING CARS
- FORMULA KARTS

### THE CRACKERS & THE TURKEYS

Your complete yuletide shopping guide

### SPICE UP YOUR PLAYSTATION

Spice Girls PlayStation game revealed

### KILLING TIME

Time Crisis reviewed

The World's Best-Selling PlayStation Magazine





JAPAN COLUMN

43 ON 141 21E

*Bomberman* comes to the PlayStation, the Western version of *Final Fantasy VII* now gets a release in Japan, and *Metal Gear Solid* looks set to be THE game of 1998...

[1-3] After a shaky start, *Overblood 2*, from Riverhill Soft, is looking much more promising following a recent overhaul. [4, 5] Konami's *Twin-Bee RPG* will blend 3D arcade action with traditional roleplaying elements.



**A**fter the success of *Final Fantasy VII*, the list of PlayStation RPGs being produced in Japan grows ever longer. The latest is *Twin-Bee RPG*, from Konami, which is set for release at the beginning of next year. Continuing the long line of *Twin-Bee* games that have been produced over the years on various formats, the PlayStation version sticks with the cute and colourful designs of old. Best described as *Mario 64*-meets-traditional RPG, *Twin-Bee RPG* is notable for its team structure. With groups of up to three characters, the possibility for three-on-three fights adds massively to the game's potential.

In a much more brutal vein, Riverhill Soft is putting the finishing touches to *Overblood 2*, also out at the beginning of 1998. The hero and main character is Akano Brown. At the start of the game he arrives at East Edge city airport ready to take part in a famous car race. While at the airport, however, he witnesses a murder. Before the victim dies he entrusts Brown with a mysterious capsule. Adventure then ensues as the powerful and evil Akano industry try to get the capsule back.

When *Overblood 2* was presented at the last Tokyo Game Show in September, the response was quite poor. Since then, though, the game has been massively improved with the addition of the new 'WAS' engine (*World Active Supervisor* version 3.0.1), which has vastly increased the game's graphical quality. The rest of the game has also had a big overhaul. The final version will offer about 30 minutes of movie footage in addition to the

brilliantly rendered scenes, together with 71 soundtracks and 19 real voices. Quite an audio-visual package. All in all, *Overblood 2* looks like being quite an achievement for Riverhill Soft, which is very small in comparison to the other Japanese publishers.

The most eagerly awaited game in Japan, though, has to be *Metal Gear Solid*, from Konami. This is a tactical espionage/action game set in the near future and starring a mercenary soldier, Snake. Players will have to use a combination of stealth and tactics to work their way through the game's many stages, all of which are linked together by an intriguing plot that promises twists and turns aplenty. *Metal Gear Solid* will surely be THE PlayStation game of 1998.

*Rockman Dash*, from Capcom, is a 3D adventure with many different storylines. The game will feature a unique auto-lock targeting system, and characters will be able to climb, jump and use weapons much as in *Tomb Raider*. *Rockman Dash* appears to offer gorgeous graphics and a high-level of quality.

But some of the best news currently

circulating in Japan has to be that *Bomberman* is coming to the PlayStation. *Bomberman World* will offer 20 stages and three different modes. In Normal mode the player will have to collect all the crystal items he can find to clear the area. The Battle mode will allow up to five players to take part, with the option of playing in teams. Finally, the Challenge mode is a kind of Time Attack game where the player will have to get rid of all the enemies within a certain time limit. *Bomberman World* will be in 3D, but Hudson has avoided gameplay problems by using a simple isometric view. With luck, the game will manage to mix traditional gameplay with new graphical values almost perfectly.

Finally, after the success of the US version of *Final Fantasy VII*, Square has decided to release it in Japan. *FFVII International* will be an optimised version of the game, with modifications based on customers' comments. Some of the animation movies will be longer, the menu systems are being redesigned, fights will be less numerous, and there are two new bosses. This should further boost the sales of the game that has been number one in Japan for 27 weeks.



Konami's stunning *Metal Gear Solid* seems set to be a massive success in '98.



[1, 2] Early shots of *Bomberman World* show off the new 3D graphics and isometric view. [3] Will Capcom's *Rockman Dash* challenge *Tomb Raider*?