



VS TQ

THQ's 3D beat 'em up moves very nicely indeed. Motion-captured animation is used liberally, giving a tremendous sense of solidity - the fighters actually look like they're hurting when punched to the ground. The game stars 16 contestants, each with individual fighting styles and special attacks. Blocking moves are innovative with nifty counter-attacks, plus there's the usual array of punches and kicks to throw at an opponent. Gameplay is fast and intense, and is complemented by the pounding alternative rock soundtrack. Whether it has enough variety to supersede Tekken 2 or Soul Blade remains to be seen, but it's already looking nice. Watch out for it in November.



DUKE NUKEM 3D GT INTERACTIVE

PlayStation Plus has been looking forward to this 3D blaster and finally got the chance to check it out at E3. The result? Well, it wasn't really that good. Admittedly it is a very early version, but still the scrolling was jerky and overall the game seemed unbearably slow. However, GT Interactive promises the final code will be much faster. We'll let you know when we see updated code next month. In terms of numbers of levels, monsters and weapons available, PlayStation Duke looks pretty close to the PC original. If only the update is sorted out, this blaster could be a corker.



CLAY FIGHTER EXTREME INTERPLAY

Despite development problems Clay Fighter Extreme is still coming to PlayStation. The game, which is a sequel to the original 16bit Clay Fighter, once again features fighters modelled from plasticine, but this time they're modelled in 3D. Clay Fighter Extreme looks unique then, but not just because of the oddball fighters. The backgrounds are pretty amazing too as they offer more than a flat combat arena. Fighters can move up and down as well as left and right, and can even interact with the scenery. If a character is thrown into a building, the fight continues inside! Clay Fighter Extreme breaks the... um, mould, then, and Interplay is hoping it will be the game of the year.

CLOCK TOWER HUMAN

GRISLY
ARCADE/ADVE
NTURE,
ALREADY A
HUGE HIT IN
JAPAN. NO
RESIDENT
EVIL, THOUGH.

NINJA EIDOS

3D BEAT 'EM
UP DEVELOPED
BY CORE
DESIGN. ONLY
PC SMOTS ON
SHOW AS OF
YET.

WRECKIN' CREW

TELSTAR
DELAYED YET
AGAIN, BUT
TELSTAR'S
BIZARRE BRUCE
STILL LOOKS
PROMISING.

MEDIEVAL SONY

STUNNING-
LOOKING PLAT-
FORM-CUM-
ARCADE/ADVE
NTURE.
PREVIEWED
LAST ISSUE.



MORTAL KOMBAT HAD THE PLAYSTATION VERSION OF MORTAL KOMBAT MYTHOLOGIES TO SHOW OFF, WHICH IS SO FAR LOOKING OKAY.

ALIENS VS PREDATOR FOX INTERACTIVE

Fox Interactive's 32bit conversion of the archaic Jaguar game has been a long time coming, but early PlayStation code was on show at E3. Although the scrolling was a little dodgy and a lot of the detailed texture maps have yet to be added, it still offered a flavour of what the final game will be like. It is, quite simply, a bigger, better brother of the Atari Jaguar game of many years ago. So while the concept remains the same, the execution is somewhat different. The levels are no longer flat and featureless, and the gameplay isn't dragged out and devoid of action.

Instead PlayStation gamers get to choose between the Colonial Marine, the Alien and the Predator, tackling the game from each of their perspectives. As the Alien the aim is to simply survive, using razor-sharp claws and teeth to fight off the opposition. The Predator is better equipped, using a wide selection of weapons and the unique infra-red view to track down the enemy. The human marine relies on his weapons, using the smart gun, rocket launcher or one of the other guns to frag the ass off the alien baddies.

Compared to the original Jaguar game, the PlayStation version looks a whole lot better. The 3D environment is a lot more detailed, and gamers can now look up and down as well as left and right. This not only gives the player a lot more freedom, but also makes Aliens Vs Predator much more versatile than Doom. In this game enemies attack from above and below, while streams of aliens scuttle along the ceilings and attack from above. It's an intense experience, and one that's not for the faint hearted...

