

COMING SOON
A WORLD OF GAMING MERE MONTHS AWAY



■ Raziel, the vamp hero of *Soul Reaver*, can glide with his wings, but he can't fly. Kind of like a possessed turkey. His quest is to kill vampires, fight his way out of Hell and slay his demonic overlord. And all accompanied by a "compelling" voiceover from "a famous thesp". But who?



PLAYSTATION

LEGACY OF KAIN: SOUL REAVER

Do Anne Rice novels get your pulse racing? Then try this 3D vampire title.

■ **IN A NUTSHELL:** Tomb Raider-ish 3D adventure, using the vampire-populated RPG world introduced in *Blood Omen: Legacy of Kain* to more dramatic effect.

For all those who say, "Sod brown, pink, or whatever it is they're claiming is the new black this year. Black is the new black, and always will be," the intricate gothic world of *Legacy of Kain* will feel like coming home. It's a place occupied almost entirely by vampires – at least 10 different types at last count, including ones specifically adapted to life underwater. In this world humans have largely become domesticated cattle, and the ruling

vampire court houses intrigues and back-stabbings to rival any European monarchy.

If you never played the original *Legacy* game, *Blood Omen* – a top-down viewed action RPG from a couple of years back, but set 1000 years before *Soul Reaver* – the first thing that may surprise you is that you don't play Kain himself. Instead he's the vampire Lord who established the status quo, and thus has become your enemy. You play Raziel, once one of his prized lieutenants, who's been

thrown out of the land of Nosgoth into the bottomless vortex, Lucifer-style, for daring to mutate – as all the leading vampires do, apparently – faster than his master. Now serving another, perhaps-yet-darker, lord, you're back in a Nosgoth now rendered in fluid full-freedom 3D, seeking vengeance, and perhaps to uncover the mysteries of this world.

The game boasts a new hand-to-hand combat system that allows you to club foes with whatever happens to be lying around – very effective.

FACT FILE

**LEGACY OF KAIN
SOUL REAVER**

■ **FORMAT:**
PLAYSTATION
■ **DEVELOPER:**
CRYSTAL DYNAMICS
■ **PUBLISHER:**
BIDOS INTERACTIVE
■ **PLAYERS:** 1
■ **ON SALE IN UK:**
MARCH 1999

There's a bizarre morphing effect that allows you to move from the real world to a twisted spectral realm, where you'll be able to do things impossible in the physical universe.

And, as you move around, sucking the souls from other vampires will even give you added superhuman abilities. You can already glide (but not quite fly – kind of like a flying squirrel) on bat-like wings (the mutation that got Kain so hacked at you, apparently), but killing an underwater vamp will give you his abilities too, for instance.

The game may look kinda *Tomb Raidery*, but it's weirder. And definitely blacker.

