

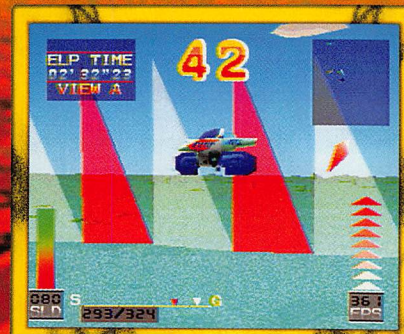


Since Sony launched their PlayStation in Japan this past November, to date there has not been a bad game. When Cosmic Race showed up, I thought I had my first one. After further investigation, however, I have mixed feelings...let me explain.

Cosmic Race is a strange game. The tracks you race on float in mid-air, in the sea, or in space. The object is to stay above the track, yet as close to its surface as possible.

You see, the vehicles in CR have a magnetic force which propels them faster the closer they float above the road...this is a great play mechanic, unless you drift off a section of highly elevated track—then you just float, helplessly. Therefore, staying on course is a must!

Next you have to deal with the control mechanism...talk about complicated! The R1 button on top of the controller is your throttle, and both the keypad and the buttons control your horizontal and vertical movements. Press Up to gradually ascend, or press Up and the Triangle button to ascend quickly (or vice-versa using flight controls). The same applies in turning, so to negotiate a tight right turn you must back off of R1, and press Right and Square simultaneously. To say the least, you'll need time to get used to the controls.



COURSE 1: SAUSALICANA





L1 - brake

L2 & R2 - camera angle change

R1 - accelerate
triangle - move straight up.
Press up on d-pad with this for fast up-forward movement.

up - shift up
left - shift / short movement to the left

right - shift / short movement to the right

down - shift down



start - pause

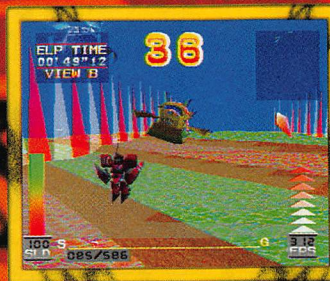
select - change view

square - move left

circle - move right

X - move straight down. Press down on d-pad with this for fast down-forward movement.

I'M GLAD THE CONTROL ISN'T COMPLICATED!



COURSE 2: JIGANT

This aside, once you do learn how to play Cosmic Race, the game isn't half bad. Although the redraw is horrendous and the graphics are as chunky as a scoop of Chunky, this wiener dog is actually pretty fun to play. The music fits well with each area and your opponent is always close behind, providing the player with that little hint of stress that makes racing so cool in the first place. There is a high level of addictability as you dial in the controls, and you'll hunger to see the next level.

My one hint is to play as Leo Clis Paldo; his vehicle works perfectly in the challenging second area and is very well balanced. That is, if Cosmic Race is even released here in the states this Fall when the system debuts.

So Cosmic Race isn't a technical wonder—so what, at least it's fun to play and original. That's more than I can say for a lot of games these days. Bad game...nah, quirky...uh huh.—Mr. Goo

COURSE 3: LAVALOW

