



COST: £44.99
OUT: JULY

MULTIPLAYER: 1
COMPATIBLE WITH: JOYPAD/
WITH: MEMORY CARD/
DUAL SHOCK

TWO PLANES

Soul Reaver takes place on two planes. One is the spectral and the other is the material plane. Basically, when in the spectral plane time is frozen and you can't pick anything up. In this plane you have to collect souls to give you energy to morph to the material plane, where the bulk of the action takes place.



To begin with, the only time you can switch from spectral to material is when you locate a portal. The first is already live but the others have to be turned on by you



Once you have the 'shift at any time' spell in your arsenal, it's worth noting that unless you have a full energy bar you won't be able to cast it



And here is Raziel tucking into a nice soul to top his energy. He pulls down the scarf covering what remains of his neck and absorbs the soul into his upper body

Skewer people like kebabs and steal their souls. All before breakfast

SOUL REAVER

WORDS & SCREENSHOTS: STEVE KEY

Imagine this as a tiny family tree. Kain is at the top and under him are all of his minions, one of which is Raziel, the central character to the game. One day, for whatever reason, he grows wings. Kain gets a bit miffed by all this and throws him into an eternal vortex, melting his skin and wings in the process. When Raziel wakes, his wings barely work, he has no jaw and is generally a complete mess.

This is where your journey through *Soul Reaver: Legacy of Kain* begins and Raziel seeks his bloody revenge on Kain.

INSTANT PLAYER GUIDE TURN OVER TO FIND OUT

SPELLS

In order to get yourself a spell, you must find the glyphs which give you the ability to cast them. These are obtained by solving some of the tougher puzzles in the game. One of the first spells you'll get is the sunlight glyph, which stuns everyone in the room by filling it with bright light. Others will soon become available.



This screen is where you select your spells. Press select to call it up and then choose an icon and hit Square to activate it



This is the sunlight glyph in action. The blinding flash of light is what stuns the enemies so all you have to do now is finish them off



Although not strictly a spell, the soul reaver is a weapon that has magical properties. However, you need full energy for it to work

ABILITIES

Raziel has to learn lots of abilities too. These are much more important than the spells because without some of them, you'll not be able to get through all the stages. You start being able to do nothing, having to learn skills as you progress and through time you'll pick up basic traits that enable you to climb walls, pass through gates and swim without melting.



This is the Skinner boss, and defeating him rewards you with your very first ability, the skill to pass through gates



Next, you learn the simple power to scale walls. The only surfaces you can climb are those with flat looking textures



You have to learn the ability to swim too, otherwise every time you try and jump into the water, you'll start to burn and melt

“When Raziel wakes his wings barely work, he

INSTANT PLAYER GUIDE

KILLING THINGS

Killing the enemy in *Soul Reaver* isn't as simple as slashing them with your claws. In fact, you can't even kill people like that. So what are the most useful ways to finish off the enemy? Read on...



To kill rival vampires you first have to whack them until they're stunned or dazed. They'll be a blood red colour if they are. Then, depending on what weapon you're carrying, you can finish the job



If you're packing this dart you hold Triangle and throw it at them, so that it sticks through their hearts. Or you can get up close and press Triangle to skewer them above you



Lobbing the torch at stunned enemies engulfs them in flames. Now watch as they struggle in vain and writhe in pain before the soul exposes itself to you. The only downer is that the torch goes out after this



YOU'RE OUTTA HERE

Until you find some decent spells and weaponry, Raziel has to make do with his bear hands and his initiative. You'll usually find enemies located near certain level obstacles that can help you to kill them, like fire or water pools. All that remains is for you to introduce enemies to said elements.



Into the drink you go my son. All you have to do now is hold the R2 and L2 to see Raziel's view...



And watch the git burn! Or frazzle or whatever you want to call it. Either way, there's a nice fizzing noise



By watching the excellent intro, you'll see how Raziel went from being a normal looking vampire, if there is such a thing...

...to the wasted version you see here. He has no jaw and no stomach. All you see is his spine



has no jaw and is generally a complete mess"

CONTROL SYSTEM

There are many more moves to Raziel than meets the eye. Here are a couple of pointers you may want to take into account if you get stuck or are facing a dilemma on how to solve one of the puzzles. Remember, this is only a couple of tips to get you started as there are more.



When you need to flip stones or boxes or whatever, you should walk up to the side and hold L1, the crouch button. Now when you press Square, Raziel will flip the object over. If it's next to another object of the same height he'll move one on top of another



The training mode at the start will tell you how to use your withered wings, but it's worth remembering that if you happen to fall off a particularly high ledge that another tap on the jump button to extend them can stop you falling all the way down to the bottom of a stage

WHAT WE THOUGHT

FIRST IMPRESSIONS

Soul Reaver is a superbly polished game, with some slick presentation. The intro sequence tells the story in a simple enough way to understand fully what's going on. Raziel is a little fiddly to control at first, and it takes a little too long for the game to really get going. It gets there in the end though.

LOOKS CAN BE DECEIVING

On the face of it, *Soul Reaver* looks amazingly atmospheric, but dull. The thing is, because it looks like it does you tend not to notice if there are some barren stages. The enemies get more pleasing to the eye and tougher too, which is good because the challenge remains constant. Some of the puzzles are very tough and will almost definitely have you tearing your hair out until you've worked out the incredibly simple solutions.

THE VERDICT IS...

A bit hit. This deserves credit for being a real sequel rather than just an add on to the previous game, *Legacy of Kain*. It's better looking than *Tomb Raider* and has much more going on than some of the Lara games. It's really creepy too and you panic when you see a creature and start slashing wildly to kill it as quick as possible. You almost get the shivers...

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IF YOU LIKE THIS TRY THESE...

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