

# SOUL REAVER

**DAMNED AND DESICCATED, NOSGOTH LAYS IN RUINS, ABANDONED BY MEN, BUT FAR FROM UNINHABITED...**

**K**ain. Murdered senselessly as a human, sought revenge walking the earth undead, becoming one with the night. Kain.

Megalomaniac, warlord and conqueror of Nosgoth. Kain. Leader of the damned, all powerful ruler of the undead and unquestionable in his supremacy. Until now, that is...

due  
**June 22**

Raziel, Kain's dark lieutenant, who swept through Nosgoth obliterating human life and bringing a new era of suffering to the world, out grows his master. He evolves, grows wings and succeeds Kain as rightful ruler of the dead. Enraged with jealousy, Kain tears Raziel's wings from his back, casting him into oblivion for eternity.

His undead spiritual force is strong though. He survives. Waiting for the time to seek revenge. That time is now.

**PLAY** INFORMATION

OFFICIAL PAL UK

Publisher **Eidos**

Contact ☎ 0181 6363000

Price **£44.99**

One Player Dual Analogue

Memory Card

**DID YOU KNOW?**

- There are such things as vampires. Ben knows one.
- The vampire bat's saliva contains an anaesthetic so it's victim can't feel the bite.
- It also contains an anti-clotting substance to keep the blood flowing!
- The best actor to portray Dracula is the little known Douglas Child.
- You'll never find a vampire managing an Italian restaurant.

**FONT OF PUTRESCENCE**

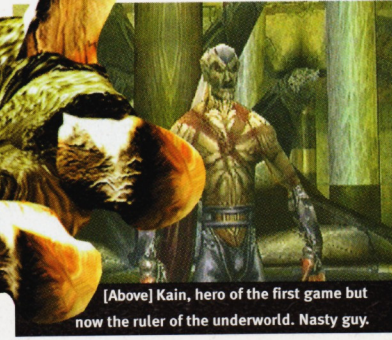
*Soul Reaver* is not a sequel to the original, top down, *Legacy Of Kain*. It is an evolution, one that drags us deep into the bowels of the land of Nosgoth, a third-person adventure lavished in evil, loneliness and desolation. *Tomb Raider*

can now, kindly, p\*\*\* off.

Raziel, on his embittered search for Kain and retribution, begins deep within a cave, awoken by the mysterious 'Elder', his spiritual mentor throughout the game, then he sets out into the ruins that are Nosgoth. Unlike all other adventure games, *Soul Reaver* is set in one huge level, interwoven by undead clan territories. Raziel can travel anywhere he desires depending on his ability to get there. The need to learn spells, how to swim and climb, or even walk



**"RAZIEL IS FOLLOWING FIRMLY IN LARA'S FOOTSTEPS RATHER THAN KAIN'S ORIGINAL TACTIC TO SLAUGHTER EVERYTHING WITH A PULSE!"**



[Above] Kain, hero of the first game but now the ruler of the underworld. Nasty guy.



[Above] The land of Nosgoth is utterly stunning, with dark abandoned churches, crumbling spires reaching into the blackened sky and structures so eerie your blood chills.

## EVIL HISTORY

The land of Nosgoth has had a turbulent time in history, darker than any other. Let us guide you through it.

A lush green place once inhabited by all walks of life, Nosgoth soon changed dramatically one fateful night outside a tavern. Murdered brutally, the human, Kain came back from the dead to seek revenge. Systematically wiping out every demonic warlord he rose to power, bringing legions of the damned back to life to conquer all those who stood before him. He ruled for an eon with his personal militia at his side until one day, a cruel twist of fate decided that Nosgoth needed a new dark leader...

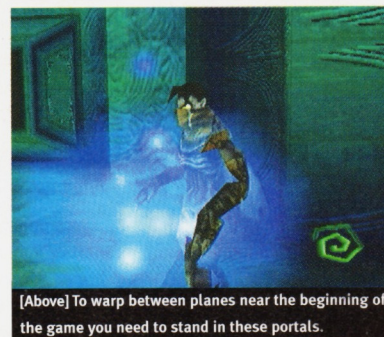


[Above] A sure fire cure for indigestion. Simply place a spear through the soft part of the abdomen, raise into the air and twist until you feel better. [Inset] With a victim on the floor, burning to death, suck up their souls for food.

huge bleakness of Nosgoth is navigable via portals scattered throughout the land. If you find one and open it you will then be able to travel to portals you've visited beforehand. Think *StarGate* without Kurt Russell... and a lot more blood.

## PENTALICH OF TAROT

Nosgoth doesn't just exist as the fractured shell of a world that it materially is, it also exists in a greater dimension, the spiritual plane, one inhabited by ethereal



[Above] To warp between planes near the beginning of the game you need to stand in these portals.

## "MORPHING THE TWO WORLDS TAKES YOUR BREATH AWAY..."



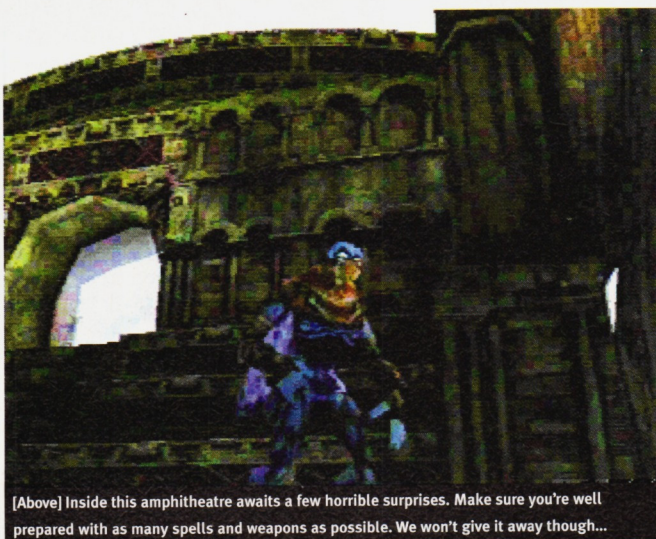
[Above] The first encounter with Kain is quite simply electrifying!

through walls ensures that not everywhere is accessible at first, requiring great thought and confidence to make ground. These abilities are learned in the heat of battle, dispatching a foe of notoriety means Raziel absorbs their soul, then acquires their strength. These skills can then be applied to the hidden areas through out the game. Thankfully, the

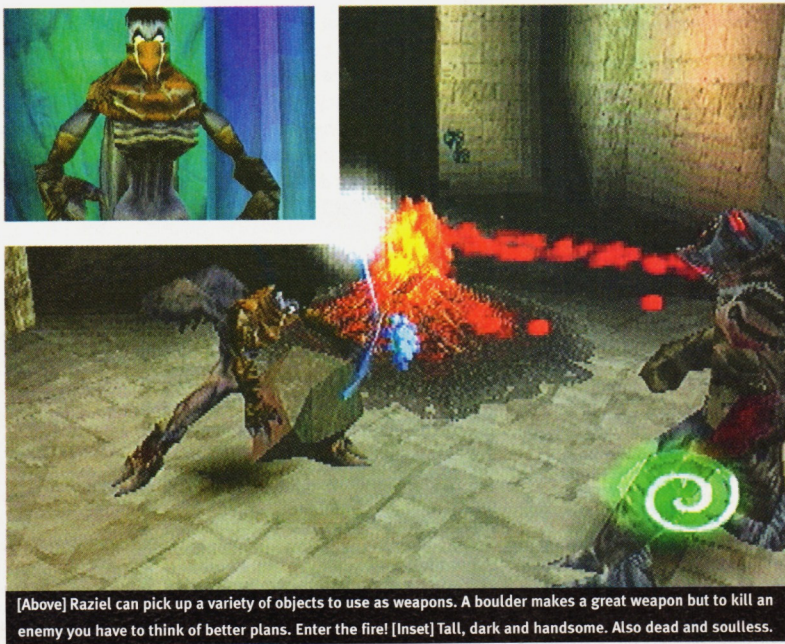
beings and lost souls. Entering this plane warps reality, actually altering the structure of Nosgoth seamlessly as the PlayStation endlessly spools data off the disc. To witness the morphing of the

worlds near enough takes your breath away. There are no loading times and every time you jump between planes your TV crackles with excitement. Crystal Dynamics, please take a bow.

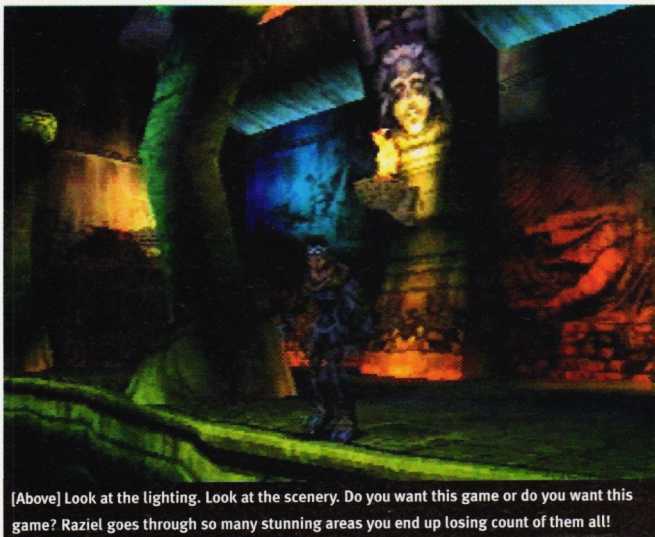
Manipulating yourself between both spiritual and material Nosgoth is also vitally important to the success of *continued* >



[Above] Inside this amphitheatre awaits a few horrible surprises. Make sure you're well prepared with as many spells and weapons as possible. We won't give it away though...



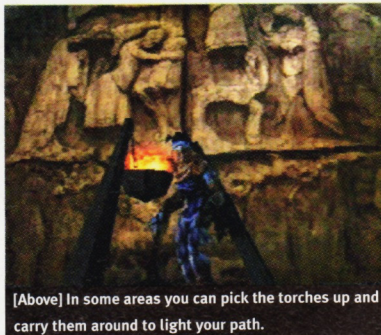
[Above] Raziel can pick up a variety of objects to use as weapons. A boulder makes a great weapon but to kill an enemy you have to think of better plans. Enter the fire! [Inset] Tall, dark and handsome. Also dead and soulless.



[Above] Look at the lighting. Look at the scenery. Do you want this game or do you want this game? Razel goes through so many stunning areas you end up losing count of them all!



[Above] The swirling void looms. Whatever you do, don't fall in!

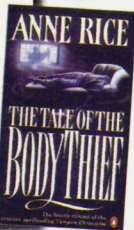


[Above] In some areas you can pick the torches up and carry them around to light your path.

WIN PRIZES FANGASTIC

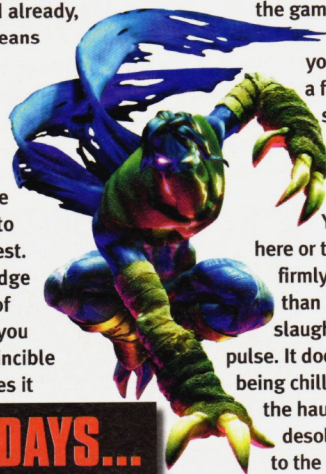
Thanks to the lovely people at Waterstone's Bournemouth (01202 299449), we've got a complete collection of Anne Rice Vampire Chronicles to give away to one lucky reader. All you have to do is answer the question. What would you do with a wooden stake?  
 A. Burn it B. Eat it C. Kill vampires with it. Send answers on a postcard to; Fangastic! PLAY, Paragon Publishing, Paragon House, St Peters Road, Bournemouth, BH1 2JS.

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continued > Razel's quest. A wall may melt away or an obelisk may grow from the rock offering a platform. It's gob smacking to behold. The spiritual plane offers more than just a stepping stone to inaccessible areas though, being dead already, Razel cannot die. This means that when he's fatally wounded in the material world he gets sucked back into the spiritual

where he must seek sustenance and hunt souls to return to his quest. This takes the edge off the urgency of battle, knowing you are basically invincible but in no way does it



NUPRAPTOR'S HEAD

Nosgoth itself is strangely devoid of life, the game being heavily puzzle orientated, so, although you find yourself looking for a fight you also find time to soak up the exquisite scenery. It's devastatingly beautiful but disappointingly barren. You'll encounter a demon here or there but Razel is following firmly in Lara's footsteps rather than Kain's original tactic to slaughter everything with a pulse. It doesn't stop the game from being chillingly gripping though and the haunting music and desolation of Nosgoth only add to the cold atmosphere.



[Above] Meeting Kain again for the first time in over a thousand years the two of them don't get on too well. Kain is rude, Razel is a little up-start. These vampires eh? [Inset] Find objects around Nosgoth and they might help.

"SOUL REAVER IS MORE THAN JUST A THIRD PERSON ADVENTURE, IT'S A WHOLE TALE OF JEALOUSY, BETRAYAL AND REVENGE..."

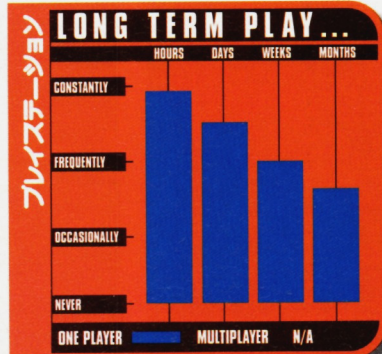
Razel is tremendously well animated and his surroundings are epic. In fact, the whole feel of *Soul Reaver* is epic, more than just a third-person adventure, but a whole tale of jealousy, betrayal and revenge. With the sharply intelligent script, soaring environment and perfectly realised characters (when you discover them!) *Soul Reaver* screams of quality.

So get you're best fitting thinking caps on, crack open a bottle of the finest holy water and step warily into Razel's accursed world, steeped with death and suffering. He's waiting to show you around the place...

YE GOOD OLDE DAYS...



**Blood Omen: Legacy Of Kain** was this monster's baby brother and a completely different genre and game. Viewed from a top down perspective the game was far more RPG orientated and to be quite honest, it was ugly! Starring as Kain himself you were a blood-sucking anti-hero out for revenge after your bloody murder at the hands of some nasty yokels. It was a devilish little game, with the same Shakespeare-like dialogue and eerie atmosphere, we gave it 81% and although aged horribly, it still plays like a little corker!



PLAY

LOOKS	██████████
SOUNDS	██████████
GAMEPLAY	██████████
VALUE	██████████
CREEPS	██████████

92%

This is nothing short of fang-tastic!

Alternatively:  
 Tomb Raider 3 93%  
 Legacy Of Kain 81%