

EDGE

COME ON IN, THE WATER'S LOVELY!

Of course this game has ring outs. Every title of this nature has. But there are a couple of variations to the normal 'outs that you've come to expect. Firstly, you can't jump out of your own accord. Walking off the edge just doesn't happen in this, enabling you to get away with any mistimed moves. So the only way to fall off is when you're hit by the opposing fighter. And you can fall into the water on some stages, which is followed by an almighty splash and ripples just for added effect. Bummer.



BISH...BASH...BOSHI!

As well as the Critical Edge, each character has an unblockable attack that saps energy like an alcoholic drinks beer! The bad thing about them is that they take a pretty long time to get working, with the fighter charging them up first, but when it hits...uh oh, look out! They can be stopped in mid-flight by pressing Guard if you think your opponent is going to hit you first, but this is often too late.



HI!
MY NAME'S STEVE
"PUDDING BOWL" KEY!
JUST LOOK AT THE SIZE
OF MY CHOPPER!



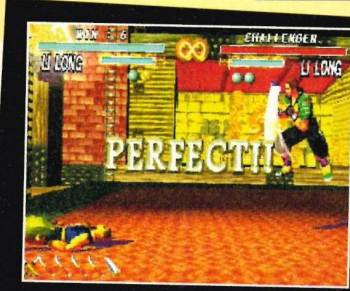
PAPER, SCISSORS, STONE?

The emphasis of Soul Edge is geared toward weapons combat. Every character has a weapon of some sort, and the overall aim of the game, is to rescue the Soul Edge itself. When playing however, you may find the weapons of both characters become locked together. What then ensues is a frantic hammer the buttons affair, with each button representing paper, scissors and stone. Whoever manages to whack them the quickest will gain the advantage when the weapons break apart.



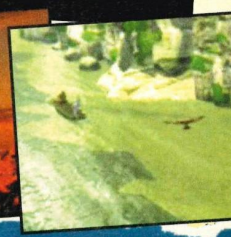
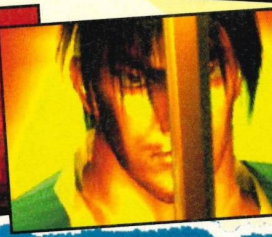
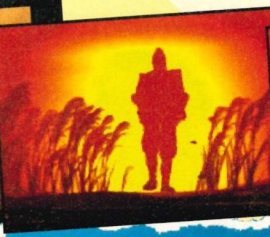
AND LEFT, TWO... THREE...

The beauty of 3D fighting games like this is that the action isn't just viewed from one plain. Which means you can jump in from different angles to catch your opponent off guard. This tactic can be incorporated into actual moves so that you dart round the back of the enemy and then hit them with a stab or an uppercut of some description. Use them sparingly though otherwise your tactic will be sussed out quickly!



I AM THE MASTER! GOT THAT!

In Versus mode, you can keep tabs on the number of consecutive wins you or your partner may have had, by the little icons at the bottom of the screen. Each time you gain a victory, a small icon will appear to signify one win. Each icon is the weapon of the character you were successful with. In our pictures you can see Long's Nuchunka and Seung's Glaive for example. Cool!



REVIEW

LIVING ON THE EDGE!

The Soul Edge is a legendary sword that all of the competitors in the game are battling to retrieve in war torn 16th Century. Each of the contenders has their own reasons for wanting the sword, some want it to protect their country, others want it destroyed completely. But who are these people? I feel an extremely large character box coming on...

HEISHIRO MITSURUGI

Mitsurugi is a Japanese sword fighter, whose weapon is a Katana. Because he is the default character (the one who is automatically selected when you begin), he has an average amount of moves and specials. A very good first choice fighter.



SEUNG MINA

The first token babe in the game, and many peoples fav character. Her Glaive carries an awesome reach, but the reverse effect of her broader attack range is that it takes a long time to chain hits together, giving you those all important seconds to counter her.



VOLDO

I bet this guy is useful at BBQs! A cross between Edward Scissorhands and Freddy Krueger who also sounds like Darth Vader due to his heavy breathing! He is a really quick character, but suffers from a lack of moves to be honest. Shame.



TAKI

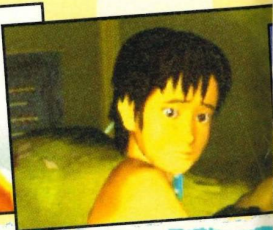
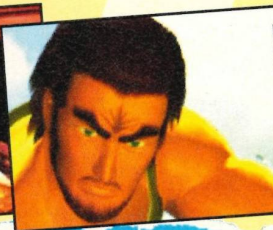
This is our choice for the best character in the game. Also hailing from Japan and also having the same weapon as Mitsurugi, she has the biggest arsenal of moves and all of these can be used in a combo of some sorts. Wow, what a gal! Purrr!



WATCH OUT ME OLD SPORT; I'VE JUST LET ONE RIP! PARRP!



Brown on one side, then turn over! Voldo sticks his alter ego on the kebab rack, and leaves him there for a week, before serving to drunk blokes.



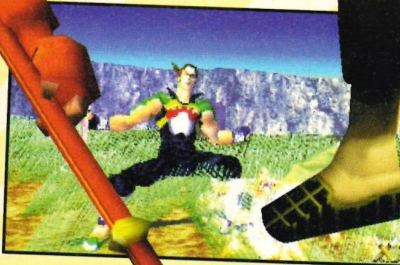
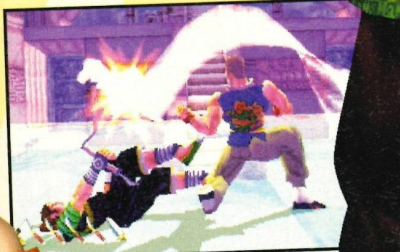
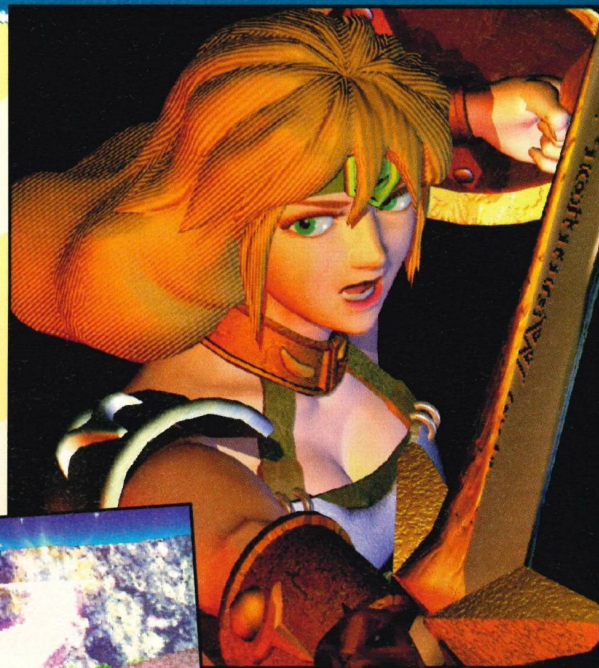
SOPHITA ALEXANDRA

LI LONG

Possibly the best known of all the characters, and one of the quickest, Long and his Nunchuka will prove a worthy match for any player. His second outfit is obviously borrowed from the hooligan's handbook, 'cos he's had his 'ead shaved! Nutter!



The woman who appears practically nude in the intro has, unfortunately, gained some clothes for the real thing! D'oh! This Greek supervixen, famed for her short skirts and acrobatic moves, should not be taken lightly. Her sword can be lethal.



SIEGFRIED SCHAUFFEN

Steve makes his debut in a computer game, as the knight in shining armour! Or not. Old Seig' carries a huge Zweihander (?) that deals out huge amounts of punishment for anyone slow or dumb enough to get in its way. He's still too slow though!



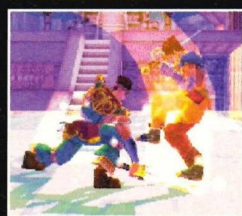
ROCK

Is exactly as his name sounds! ROCK! He wears the fur of his best catch on the batch and is immensely powerful, but suffers in the speed department as a result. Get that big old Battle Axe working though, and you'll be winning at the screen!



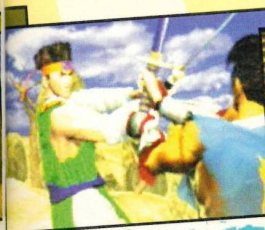
HWANG SUNG KYUNG

He has changed a lot since the arcade and now has more unique moves to himself rather than sharing Mitsurugi's. His split kick moves can be deceiving as he follows them up with unexpected sword attacks, so watch out for those nasty buggers!



CERVANTES DE LEON

Probably the coolest bloke in the game for me. Not the most effective, but nobody's perfect. The final character you face in Arcade mode, and he carries the Soul Edge, the coveted prize that you're after. Be warned however, he is well tough!



REVIEW

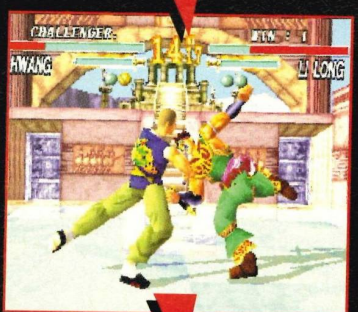
TIMING IS CRITICAL!

Each character has one Super Move to their credit, that once connects, leaves any opponent dazed in a blaze of colour and damage. By pressing A, B and K simultaneously, your character will perform a single swipe. If this meets with its intended target, than the rest of the move is completed. If you manage to finish somebody with this, then a couple of extra attacks are added as well just for good measure. Score highly on the show off meter with these little beauties.



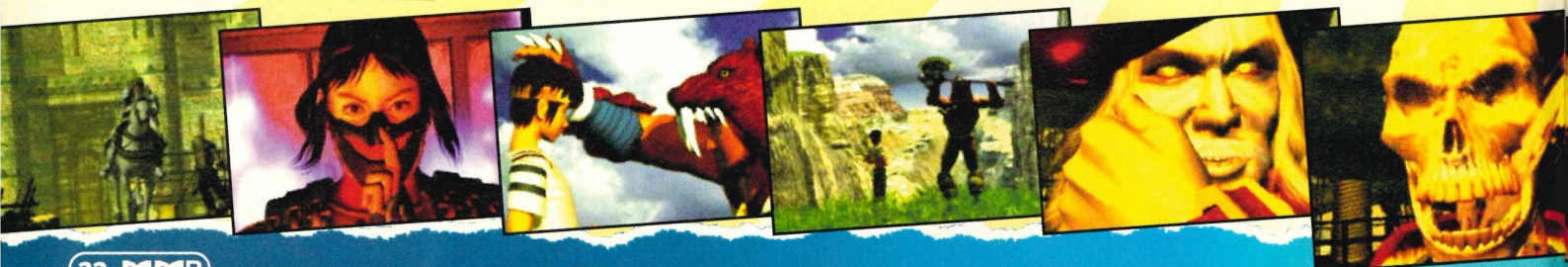
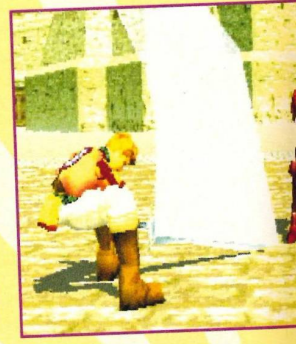
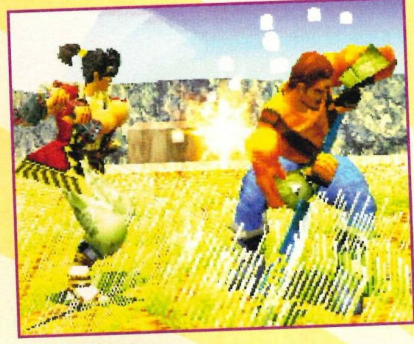
TAKE THAT BACK!

They don't initially play as big a part as say Street Fighter Alpha or Tekken 2, but the counters in this game are there, and they're also pretty handy. As with Tekken, they are executed in a similar way - by pressing Away, Guard and A for example - when an opponent is attacking you. The slower characters gain more benefit from these, as they can stop any potential combos in mid flight, and save themselves some valuable life. That said, it seems as though the only attacks you can counter are kicks, or ones without weapons.



TIME FOR BED SAID ZEBEDEE!

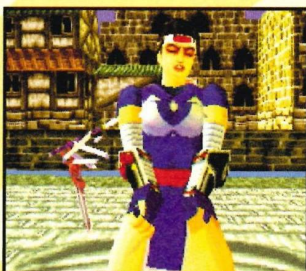
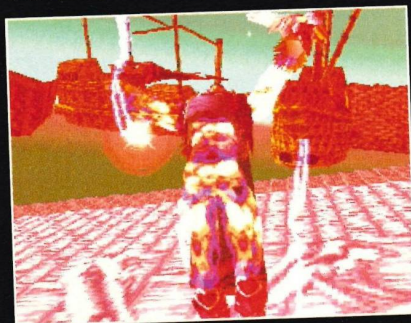
We all love a flashy graphical touch now and again, and Soul Edge is ripe with them. But how about one that changes the time of day as you play! We've seen it in Star Gladiator where the first two rounds are day, but when you start the third, it's night. But Soul Edge has this change taking place as you play! It is clearly visible on some stages, with the biggest giveaway being the fighters shadows moving around as the sun sets and the moon rises. It's all pretty cool you know!





WHO'S THIS THEN! SKELETON MAN?

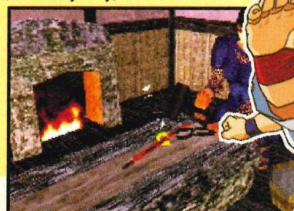
Reach the end of the game, and beat Cervantes and a little surprise awaits. You think it's all over, but the power of the Soul Edge resurrects the evil demon inside him, and creates a new character... called Soul Edge! This guy is basically Cervantes with new moves and is rock hard! His body is just a glowing mass, with the only solid part visible being his skull! He can now teleport, just to throw you into even more confusion, and uses his fake charge to good effect. Just when you think something big is on the way, he does nothing, and then all of a sudden...BOOM! His diving attack is unleashed and you've just been caned! Be afraid, very afraid people! Soul Edge is here!



AND NOW, THE END IS NEAR!

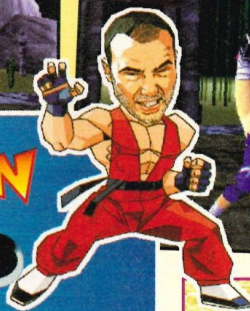
After Soul Edge is defeated, Taki thinks the swords are now hers. She snaps her Katana in readiness for her new found weapon only for it to fly off into the distance! The scene now cuts to her in making herself some new swords, at which point a demon – from the Soul Edge possibly? – enters the fray. Thinking

first about using her new weapons, she decides instead to use a spell to rid the demon. And that, as they say, is that!



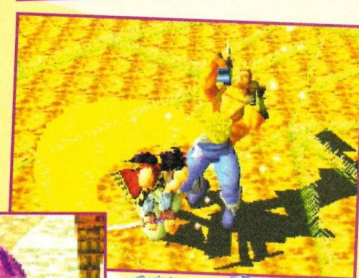
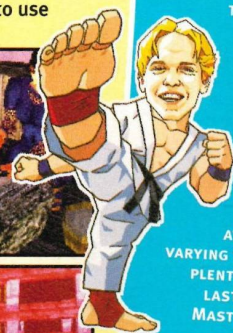
SIMON COMMENT

WAY-HAYEE! THIS IS JUST TOO GOOD! IT'S SURPRISING I'M EVEN WRITING THIS, BECAUSE I JUST CAN'T TEAR MYSELF AWAY FROM IS UNDOUBTEDLY THE MOST POLISHED, GORGEOUS, FAST AND JUST DAMN PLAYABLE BEAT-EM-UP TO GRACE THE PLAYSTATION SINCE THE LAST TIME NAMCO MADE ONE. IF TEKKEN 3 IS BETTER THAN THIS THEN WE'RE ALL GOING TO SAY GOODBYE TO THE OUTSIDE WORLD, BECAUSE IT'S UNBELIEVABLE. LOOK, JUST BUY IT, NOW! IT'S DEFINITELY NOT TO BE MISSED!



STEVE COMMENT

BLIMEY! IS THIS BETTER THAN BUMPING INTO A COACH FULL OF RANDY BIKINI CLAD BABES OR WHAT! SOUL EDGE IS THE DEFINITIVE BEAT-'EM-UP FOR THE PLAYSTATION. I WOULD GO SO FAR TO SAY THAT IT'S BETTER THEN TEKKEN, BUT ONLY JUST. THE GRAPHICS ARE SIMPLY OUT OF THIS WORLD. LIGHT SOURCING, MAPPING, POLYGONS GALORE AND IT ALL MOVES VERY SMOOTHLY AND AT A HELL OF A RATE. AND, IT PLAYS LIKE AN ABSOLUTE DREAM! THE COMPUTER LEARNS YOUR MOVES AND COMMON ATTACKS, SO YOU HAVE TO USE VARYING TECHNIQUES, AND THERE ARE PLENTY OF THOSE TO MASTER. AND LASTABILITY COMES IN THE EDGE MASTER MODE. YOU'LL BE AT THAT FOR AGES! AWESOME.



OVERALL

TOPS TEKKEN 2 AS THE GREATEST FIGHTING GAME OF ALL TIME! FABULOUS GRAPHICS AND PLAYABILITY MAKE THIS SECOND TO NONE, AND MEAN THAT SOUL EDGE COMES VERY HIGHLY RECOMMENDED. THIS IS REDDER THAN RED HOT!

93 SOUNDS

96 ANIMATION

94 GRAPHICS

95 PLAYABILITY

ALTERNATIVES

TEKKEN 2, TOBAL No.1 TOSHINDEN 3 AND ZERO DIVIDE

95