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ISSUE 3 January 1997 £2.95

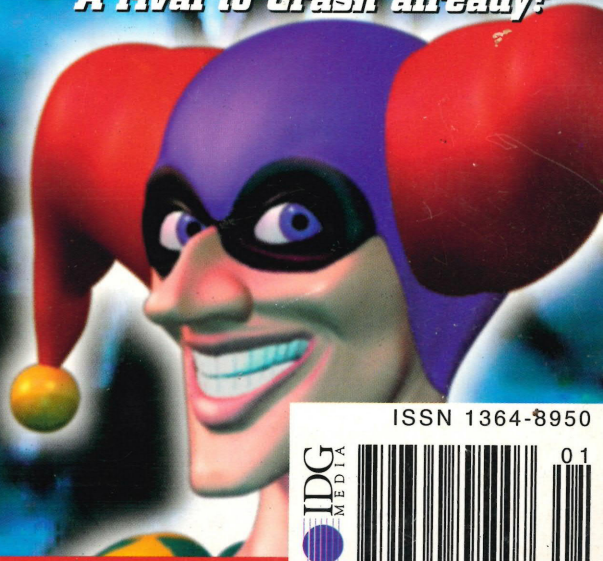
MASSIVE TOMB RAIDER GUIDE

PERFECT ASSASSIN

EXCLUSIVE We reveal the killer game for '97!

PANDEMONIUM

A rival to Crash already?



STAR GLADIATOR GUIDE COOL BOARDERS TOBAL NO.1 STREET RACER TIPS SENTIENT

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PLAYSTATION PRO ISSUE 03 JANUARY 1997

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PlayStation

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Serious shoot 'em up in progress

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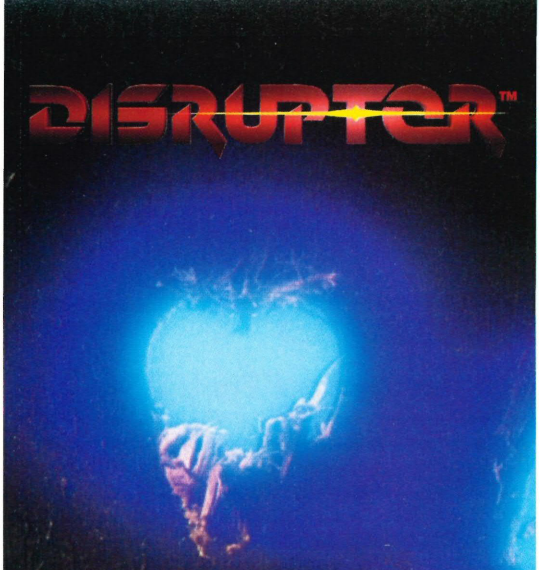
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PLAYSTATION PRO

Last month, to the left of this editorial intro, there was an advert featuring a teddy bear with a hole in it. As you can see, that rather cheap shot has been replaced. And rightly so if you ask me. This month's mag is probably our best ever, although that fact's arguable as how can we improve on perfection? As a matter of fact, you've already told us how you want the mag to look and read. By picking it up, going over to the till and handing over £2.95 you'll realise that this is the PlayStation mag for you – not some hastily put together bag of wind written by a bunch of smugsters. As is the tradition with my editorial intros, I won't be revealing what's inside as you're only allowed to know once you've coughed up. The newsagent will be happy to give you £7.05 change out of a tenner. The choice is yours – buy PlayStation Pro or be left with an enormous PlayStation knowledge gap. A bit like the one in last month's teddy...

Alex

DISRUPTOR™



"Disruptor... is a challenging, atmospheric and at times, bloody terrifying experience." 8/10
Official Playstation

"It's just too much. Doom I could handle. Even Alien Trilogy came and went without too much trouble. But Disruptor has too many levels to explore, too many aliens to fight. I don't think I can last much longer!"
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"Imagine my delight when Disruptor arrives looking completely cool, sounding smart, and playing like a god-damned action fest!"
"A right old corker"
Mean Machines Playstation

"...the best I've seen yet." 91%
Total Playstation

Interplay™

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*Speedball meets NBA Jam and they eventually marry. Speedball then has an affair with Pitball, gets pregnant and has a kid. They name it **Riot***

78 Is This Sega Rally?
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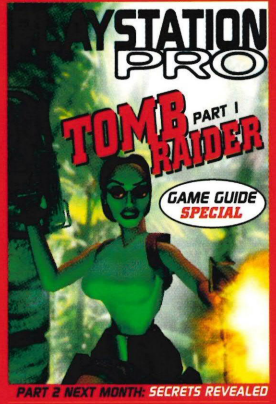
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*Top tips on **Track & Field, Soviet Strike, Tekken 2** and many many more besides can indeed be found within our monthly serving of hot cheat pie*

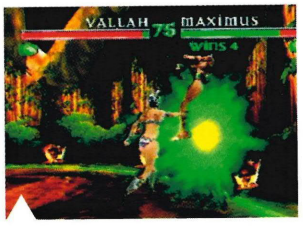
100 Become A Master At... Star Gladiator
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104 Street Racer Masterclass
UBISoft's cartoon racer can be a tricky affair at times, so as an act of kindness, we've provided a complete players' guide and lots of additional tips

Tomb Raider
Official Complete Solution

The most definitive Tomb Raider guide in the world can be found deep within our bulging tips section. All the information needed to romp around aforementioned tombs with relative ease has been handed to us directly from the creators at Core Design to ensure we've got the most informative and complete guide on the planet. Tune in next issue when we'll be revealing all the hidden secrets for the entire game, but until then, enjoy the tippage!





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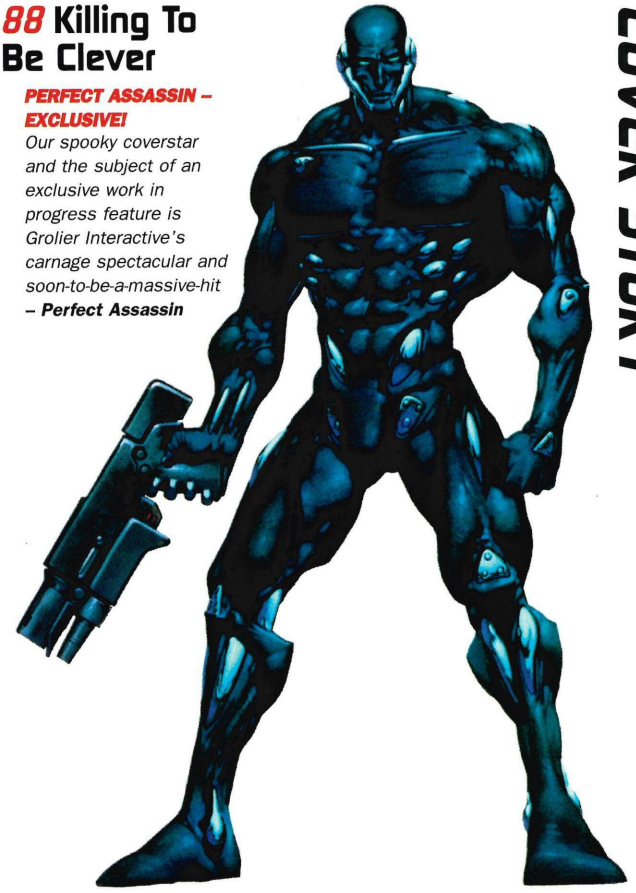
It's All In Here!
*Find out more on the **X Men**, mad Japanese arcade machines, **Discworld 2**, the stunning **Soul Edge** and **Trainspotting**, plus the chance to win loads of **Tribal Gathering** goodies. You know you want the information overload our news pages will undoubtedly bring, so do yourself a favour – turn the page!*

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SENTIENT – EXCLUSIVE!
In our work in progress special, we go off to Chester and behind the scenes of Psygnosis' new 3-D first person perspective role playing feast

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PERFECT ASSASSIN – EXCLUSIVE!
*Our spooky coverstar and the subject of an exclusive work in progress feature is Grolier Interactive's carnage spectacular and soon-to-be-a-massive-hit **– Perfect Assassin***

COVER STORY

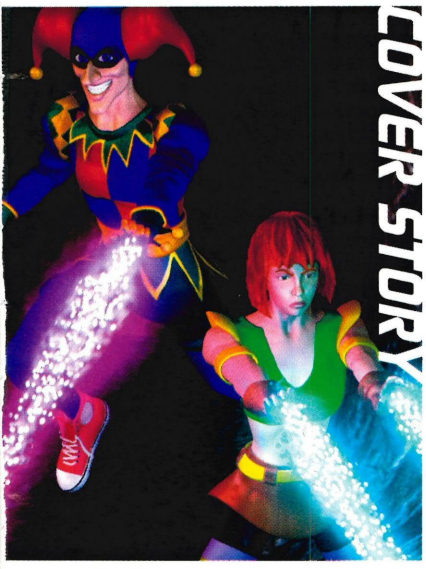


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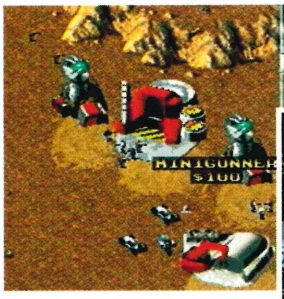
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PLUS FREE COMMAND & CONQUER GUIDE on the cover



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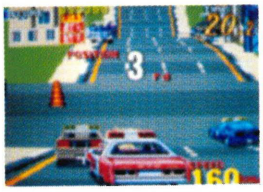
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Psygnosis lurches bizarrely into the realm of the 2-D platform game with this new twist to the never-ending Lemmings saga. And what an adventure it is!

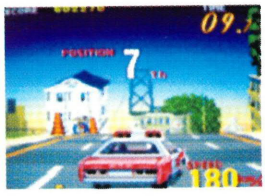
64 PGA Tour '97
Electronic Arts' popular series of top notch golf simulations goes from strength to strength with this latest bunker-avoiding bonanza

66 FIFA '97
This summer, football did indeed come home. Now you have the option to take it home for good with next year's FIFA upgrade. That's if you want to...



I should Jaleco-co!





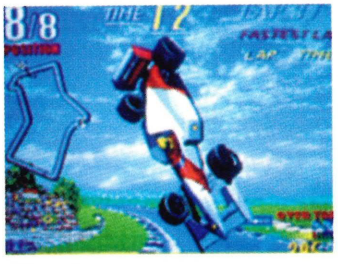
Remember this one? The chicks loved it and so did thousands of arcade game freaks

After the British launches of Tokyo Highway Battle and Tetris Plus (see preview section), Jaleco is planning to release the bizarrely-titled Beltlogger 9 next summer. Programmed by the same people responsible for Sony's Kileak The Blood 1 and 2, at first glance the game looks remarkably similar but promises to provide the gamer with a more cerebral adventure experience rather than just a straightforward first person perspective shoot'em-up.

Moving further into the future, we can expect to see Ninja Jajamaru, Tokyo Highway Battle Remix and Tokyo Highway Battle 2 hitting British stores, followed by an unusual PlayStation-to-arcade machine conversion for the latter two games. To excite the older gamers who frequented arcades in their misspent youths, plans are afoot for compilation titles of two or three classic arcade games to be released on a single disc.

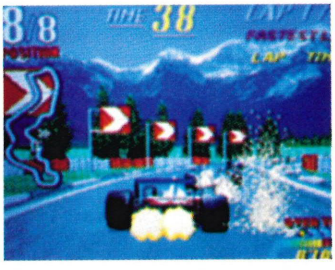
Those of us old enough to remember when Big Run, Cisco Heat and Grand Prix Star were the star turns in the arcades will be pleased to know that these action-packed race games are three of the potential conversions. See next month's PSPro for further details.





...And that's great driving by the old McLaren team. Oh, and he's spun off!





It's fun to stay at the YMCA
It's fun to stay at the YMCA
They have everything for young men to enjoy, you can hang out with all the boys...

Super Puzzle Fighter 2 Turbo?

Yes, you heard us correctly. Capcom has been milking away at the Street Fighter brand name for many a year now and to be honest, we all thought the forthcoming Street Fighter Gaiden 3-D polygon affair was thankfully to be the last of it. Oh no. Not by a long way. The latest bizarre idea to spring from the collective minds at Capcom HQ, apart from the recently announced Street Fighter 3, is the somewhat surreal title; Super Puzzle Fighter 2 Turbo. Mmm, yes.



It features all your fave characters from Capcom's popular Darkstalkers title as well as the infamous Street Fighter clan, all morphed down to cute little anime dudes and set against each other in a Tetris-style environment. Players can create 'dream matches' between the eight selectable characters and then basically have a game of Tetris while affecting your opponent's progress by hurling insults, fireballs and Ninja knives at one another. Mmmm.

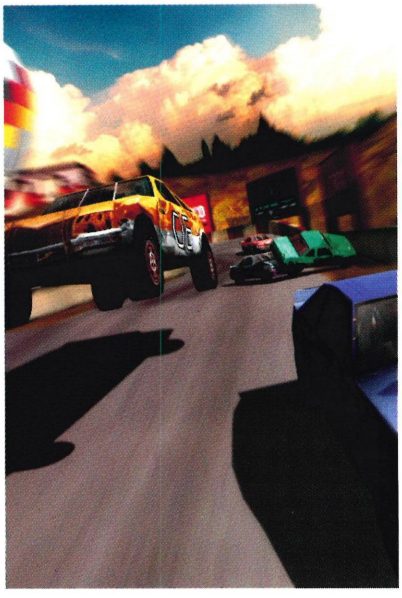
Sounds a bit dull, doesn't it? Why can't they just give it up and concentrate on something new instead of churning out these bland SF2 tie-ins? Just you wait, there'll be a Super Donkey Fighter 2 Turbo out next, with Ryu hopping over barrels trying to rescue Chun Li from the evil clutches of M. Bison. Or perhaps a footie game pitting DarkStalkers United against the Street Fighter Lucky Eleven or even a... (*Right, that's enough – Ed*).



Anyway, Capcom reckons this poorly thought out tie-in with the SF2 name will be a stormer over in Japan. Thankfully, at the time of going to press, no UK release date had been set.



Street Fighter Tetris? How long will Capcom shamelessly milk the SF2 family name? Stop it!



DD2 hits the pits

Shock horror! Psygnosis' highly recommended stock car racer, Destruction Derby 2, has had its UK release date suspended until the New Year! Thus leaving those of you who wanted a copy this Christmas out in the cold. Brrr. The reason behind the delay is fairly straight forward though and has nothing whatsoever to do with meddlesome bugs or unfinished code. It's all about timing really.

Think about it, this winter there is an abundance of decent software hitting the shops in time for Christmas. Tekken 2, Formula One, Crash Bandicoot, Soviet Strike, wipEout2097 – the list is endless. Psygnosis reckons there is no point in releasing another corking title into a somewhat over crowded market place, adding to the 'gaming bottleneck' that will undoubtedly happen come Christmas. Fair point I'm sure you'll agree.

Psygnosis is in the business to make money after all and if it feels its DD2 earnings will be slightly smaller than predicted should it release the game before Christmas, it has every right to hold onto it until the New Year. So there. You're just gonna have to chew your nails and wait until 17 January – it'll be worth it. Oh it will.



Pratchett punters made to wait

Those of you desperate for another dose of Discworld goodness on your console will have to re-read the books once more as Psygnosis' second adaptation of Terry P's amusing fantasy world won't be finished until February '97.

It is concentrating on getting everything perfect for the second game, entitled Discworld 2: Missing, Presumed...?!. But to tide you over until the New Year, here's a funky screen shot to drool over. Enjoy!

I know ya got Soul

Hot on the heels of such great fighting titles as Tekken 2, Star Gladiator and Street Fighter Alpha part deux comes one of the most popular arcade combat games ever to be converted to the wee grey box.

Namco's now renamed Soul Blade offers players all the usual rock-hard warriors. This time however, the action steps up a pace with added weaponry, true 3-D backdrops, close-up camera angles, several selectable viewing angles plus enhanced gameplay compared to that of Tekken 2 – providing unparalleled depth of play and realism. Sony UK has Soul Blade pencilled in for a late February release, (so they'll be a full preview right here next month) but until then, strap on a sizeable bib to mop up the drool as we reveal these hot new ingame shots.









Forget Fighting Vipers, say see ya to Street Fighter Alpha 2 and kiss Tekken 2's ass goodnight. Soul Blade is gonna knock your polygon socks clean off! Yowsa!

coming soon...

NAMCO MUSEUM VOL 3

Another six-game offering of old arcade games from Sony. This time around, the highlights are Galaxian, Ms Pac Man and Pole Position 2. The other three which make up the compilation are Tower Of Druaga, Dig Dug and Phozon. Each game reviewed in full next month.



TWISTED METAL WORLD TOUR

At last, they've taken road rage off the streets of Southern California and spread it all over the rest of the world! Yes, the gas-guzzling hi-octane monsters are back, threatening pedestrians and turning the whole world into an accident blackspot. Reviewed in next month's issue.



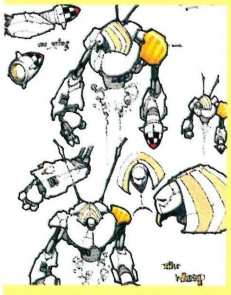
AIR COMBAT 2

The Namco flight nutters return with this second airborne offering. This time around you've got time limits to complete, more advanced flying controls to master, all the usual bombings and bullet-strewn skies, plus you'll find AC2 more of an overall simulation than the rather arcadey original.



LUNATIK

Pure Entertainment has recently been purchased by software giants EIDOS and as a result the first of Pure's pedigree software to hit the shops will be the 3-D shoot 'em-up bonanza, Lunatik for the PlayStation. The action is heavy on the arcade influences and should be a blast when it finally arrives – in December '97!



THE DIVIDE: ENEMIES WITHIN

This first person perspective action adventure begins as you land on a planet which you and your species intend to populate. Everything is going

coming soon...

fine until the natives attack, put you in hyper-sleep for millions of years and make off with your spaceship. You must get it back soon and get out of there alive – but how?

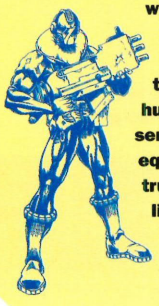
WRECKIN CREW

Based around a blistering fast game engine, Wreckin Crew is an arcade style 3-D hot rod racing game that sets out to put the fun back into the genre. Combining stunt driving, combat and a 16 player link up option, Wreckin Crew gives you the freedom to race around the streets of four fantastic worlds without having to worry about gear ratios and wing settings. Previewed next month.



EXCALIBUR 2555 AD

The legendary sword of Excalibur has been stolen by raiders from the future. Only one person has the power to avert the catastrophic chain if events that will occur of the sword is not retrieved – that person is you. Take on the role of Merlin's humble apprentice as he sends you into the future equipped only with a trusty broadsword and limited spellcasting ability. Special work in progress feature next issue.



Crazy Coin-op Corner!

This month's bizarre foreign arcade venture is by Namco the boys behind Tekken, Air Combat and the huge arcade beast Ridge Racer.

Its latest freestanding coin-guzzler is entitled Dangerous Bar and involves you putting on a pair of nifty boxing gloves and whacking hell out of a fat 3-D boozy nonce in neo-pub surroundings. Knock the fat bloke on his arse and you win, fail and... well, you lose basically.

Comedy drunken Japanese blokes hanging around late night bars slapping a bit of plastic in a near saki-stupor is a sad enough thought, so let's just hope they don't have a UK version sitting in a warehouse just waiting for an official release.



Something along the lines of "Scouse Stanley-knife Saloon"?

Perhaps not.

Sony goes Tribal

Unless you've been living under a rock this summer, you can't have failed to have noticed Sony's involvement with every festival under the sun – the best of which being Big Love and the awesome Tribal Gathering.

Its involvement wasn't just a few PlayStations tucked away in the corner of a smokey chill-out tent and a few PR bods writhing sweatily atop a dance podium either! Using its highly innovative sound-to-light software, Sony entertained the drug-fuelled masses with 3-D fully rendered backdrop graphics that moved in time to the music and DJ booths, causing several outbursts of "Wow", "Cosmic" and indeed "Groovy".

As Sony's visual treats went down a right storm with all the people at Universe (the chaps who helped set up the festivals) and as it just happens to have an official Tribal Gathering three CD set out any day now, and as we've got five copies of it sitting here in the office, we might as well give 'em away to you lucky lot.

There are three separate CD mixes in each box set, featuring the DJ talents of Marshall Jefferson, Gayle San and Mo'Wax record boss James Lavelle. If you fancy re-living last summer's parties on a slightly smaller scale all you have to do is answer this easy question:

Which genre of music is usually played at these Tribal Gathering events?

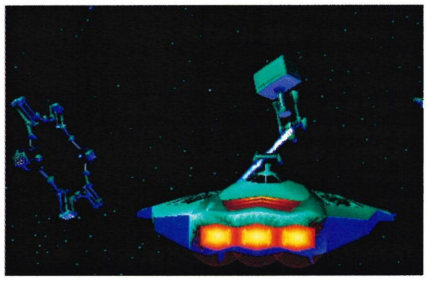
A) Thrash Metal B) Dance C) Easy Listening

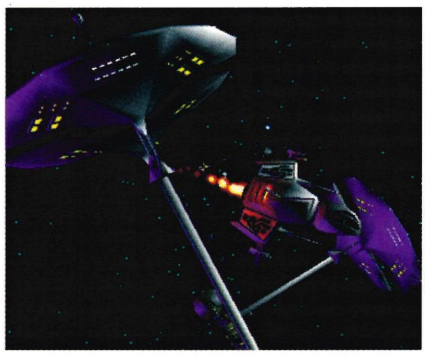
Entries to the usual address please, marked "TRIBAL". Cheers.





3-D Space Scrap





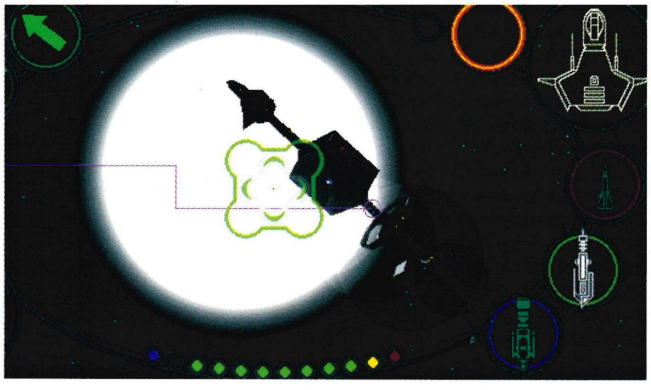
When the Ovons and the Reptons cross each other's paths, there's always trouble. At least, that's Rage Software's story

Darklight Conflict – a 3-D mission-based shoot'em-up – is Rage Studios' (Liverpool branch) latest project. Headed by John Heap, the development team recently treated PSPro to an exclusive preview demonstration. The main game mode is the campaign mode in which you play the part of a pilot from the US Navy (rather than the air force – don't ask us why) who is plucked from Earth by the Reptons who are in inter-stellar conflict with the Ovons. They need you as their 'wild card' to tip the balance of power's scales in their favour.

The Reptons are an evil, carnivorous race who don't mind making Ovon pies so you, a mere human, are as expendable as they come. Darklight Conflict harks back to the golden era of shoot'em-ups where each new mission throws up new characters, new enemy spaceships and new scenarios for you to deal with. There are multiple ships – a fighter, a bomber, a gunship and a mysterious hidden craft.

In development for 18 months, Darklight Conflict has created so much joy among the team that two of them have actually given up smoking. From a gameplay point of view, the programmers have taken their inspiration from PC products such as Tie Fighter and X-Wing as well as the old BBC classic Elite. What they've strived to avoid, however, is having a complicated key configuration on the PC version which has helped the translation to PlayStation.

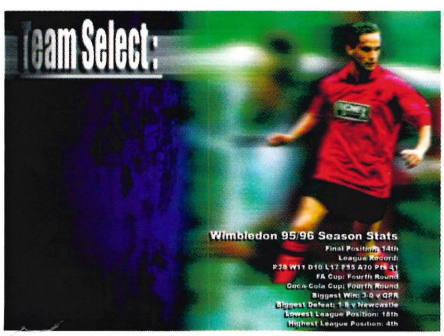
The big USP, however, has to be the real-time 3-D engine. Out of the 18 months in development, the first five were spent on the 3-D engine alone. Judging by the completed mission levels PSPro saw, gamers are in for a surprise when they see just how well the aforementioned engine works in conjunction with some spectacular light sourcing effects the likes of which have only really been seen on Tunnel B1. Due out in March, check out the next issue for an in-depth preview.

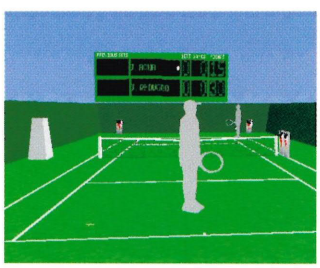


Stretching the point

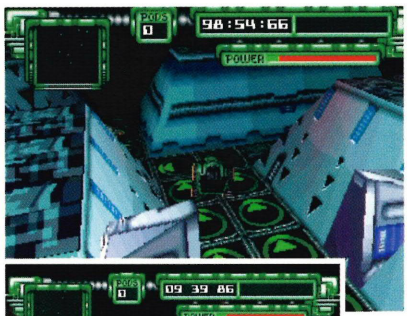
We've got a motion capture studio and we're gonna use it. This the message from Gremlin at the moment as tennis becomes the latest sport to undergo the strap-on ball treatment. Scheduled for a pre-Wimbledon release, if it comes out on time and is half-decent then it should sell by the punnet load. Instead of doing a further new motion captured sports game like fishing or sky diving, Gremlin is re-doing Actua Soccer, except this time it's wearing the Premier League kits rather than the more elaborate nation team garb. All the real strips and players names'll be in there, but no doubt by the time it's out, half the players'll have been transferred and most of the kits'll be different, such is the nature of today's big business dominated national sport.

Just as we thought Gremlin had forgot about its Reloaded engine, Arms Race comes along to prove that flogging a dead horse is better than flogging no games. It's due to hit the shelves at the end of June.





Actua Tennis, when it's ready, won't look anything like this, so Gremlin assures us. Not much point in motion capturing statues is there?



Flippin'eck Tucker, it's like Reloaded except with tanks. Yes, replied Alan, I'm off to do some judo and try to tap off...

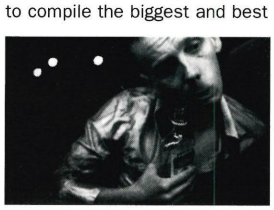






Across the tracks

Get on-line and make tracks for the hottest movie Web site around as Trainspotting hits the Net! To coincide with Polygram's retail release of the movie, the firm has got together to compile the biggest and best



Trainspotting fact find around.

The Web site features movie clips, soundbites and plenty of pictures of the cast plus behind-the-scenes interviews and the chance to view previously unseen footage edited out of the original movie.

So if you fancy finding out what makes Spud so spaced-out, direct your catboy cursor to **http://www.trainspotting.co.uk** and download the highs and lows of one of the greatest British movies ever made, ya radge wee shite.

X Men lose fight for life

All you Marvel Comics fans will have no doubt been waiting with bated breath for Acclaim's beat'em-up bonanza, X Men: Children Of The Atom to arrive on your machine.

The game has suffered a series of lengthy set-backs, pushing its original release date of late June back to July, then August, September, October, Nov – you get the picture. News has now broken from Acclaim HQ that the potential chart busting title is unlikely to receive an official UK release, mainly due to Capcom's commitments to another publishing house – Virgin Interactive.

The chaps at Virgin have secured publishing deals with the great arcade giants at Capcom, resulting in many of their titles (such as Resident Evil, DarkStalkers, SF Alpha 1&2 and more) being exclusively released under the Virgin branding.

Unfortunately, all this happened at the same time Acclaim was in negotiations over its deal with Capcom. As a result it seems as if dear old X Men: Children Of The Atom has been caught in the crossfire of legal bindings, raised voices and gentlemen's agreements.

In a nutshell, scratch X Men from your 'games wanted' list and make do with the other Capcom comic book-related fighting titles coming your way very soon indeed. And believe us,there are loads of 'em.



Toshinden 3 on way

Takara is busy putting the finishing touches on its fourth Battle Arena Toshinden title (if you include import Toshinden Kids), where a rumoured 30 selectable characters are all set to kick ass in this 3-D fighting extravaganza. Three brand new characters have also been introduced into the new version.

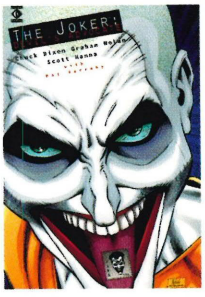
Iwashiro Nagisa is a Japanese cop armed with both pistol and deadly night stick. The second new boy is David who apparently went missing at the age of six after a mysterious fire, and finally we have Bai Fo. This guy is basically an ape with all the moves and characteristics of old man Fo Fai and whose stance makes him look as if he's been textured mapped over the top of Fo Fai's existing wireframe.

Will this short-cut to new characters mean the rumoured 30-plus selectable fighters will simply be old fighters remodelled? Let's hope not, but until Toshinden 3 pops its head in our office for a full review, we'll just have to sit and wait won't we?



Pulp Friction

Fans of the X Files comics and graphic novels may be glad to hear that Titan Books has acquired selected publishing assets of X Files comic creators Manga Publishing. All future comics and graphic novels under the Manga banner will now bear the Titan logo with pride. The first of the newly-acquired books is the latest X Files graphic novel entitled *Dead To The World*, with *The Haunting* to follow shortly after with a December release date.

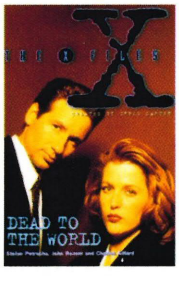


The rest of Titan's winter collection consists of another batch of graphic novels featuring Batman's mate, The Joker, in his book, *Devil's Advocate* (£8.99). Have some humorous cartoon fun with the dysfunctional Simpsons Comics *Strike Back* (£6.99) or the stunning and wildly thick *Batman Collected* book, featuring Batman memorabilia from as far back as the 40s, as well as some top class photography and excellent graphic design from Geoff Spears and Chip Kidd respectively (£29.99).

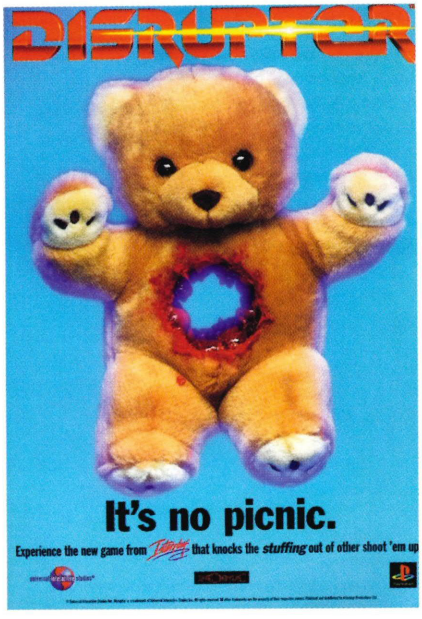


But if you can't be bothered walking down to the shops for any of the above, then why not enter our competition? Answer the following easy question and you could walk away with an armful of beautiful Simpson books for your trouble. Right, here's the teaser:

Name Bart Simpsons' pet dog. All answers to the usual address please, marked 'BOOKS'. Good luck!



Sense & Sensibility?



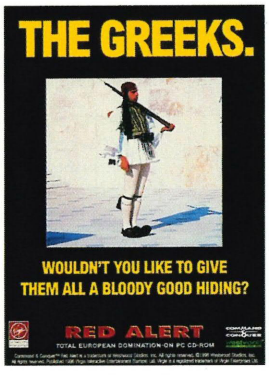
Certain members of the gaming fraternity have been slapped harshly across their collective wrists this month as video game advertising got blasted by the Advertising Standards Authority. Questions are now arising on whether the industry needs a vetting body in order to quash the so-called 'shock' advertising.

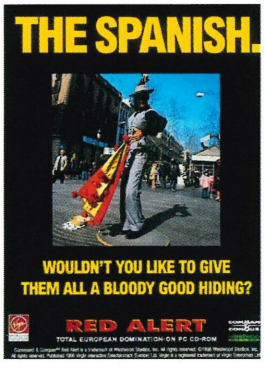
In traditional form, Virgin Interactive was among the companies reprimanded for its adverts. This time for forthcoming PC releases Screamer 2, Toonstruck and Command & Conquer: Red Alert, featuring glorified joyriders, flick-knife-wielding teddy bears and punchable Germans respectively.

Interplay has also been in the firing line for its Disruptor promos (as seen in our last issue), featuring 'Napoleon Blownapart', that cute little teddy with a sizeable hole in his mid-riff. The company has since stopped running the ads.

Governing body for general video game classification and all-round industry watchdog, ELSPA has organised a meeting of minds for later this month. Up to 40 ELSPA members from various software houses will meet to discuss the problem and it's rumoured a vote could be cast for the setting up of a vetting council.

The main argument is whether such a council would be a good thing for the industry or not. No doubt it will be very costly and time consuming for all involved if it ahead and at the time of going to press, several ga companies had already aired their views on the subject in the trade pres. Sony has since sent out letters to all its software licensees showing concern over the content of some of the recent PlayStation advertising and stated that "As a publishing community, we have a responsibility to ensure that the style and contents of our advertising is not offensive". This includes all press, TV and radio promotions.





Despite pulling all its adverts for Screamer 2 due to complaints, Virgin Interactive's International President Tim Chaney told trade paper CTW that "We would not let ELSPA vet our ads in any circumstances whatsoever. We don't want to hear about it. It's hilarious, it's a joke. We'd pull out of ELSPA".

Other non-believers to the vetting council cause included Paul Fox, head of communications at EIDOS Interactive. While he agreed adverts deemed inappropriate for young readers shouldn't be aired, he still had thoughts on whether a separate advertising council would be a good thing.

"It would undoubtedly mean increased bureaucracy and delays in the time sensitive creative production process. This would harm the whole industry, not just the software publishers that consistently produce unsuitable and poorly thought out creatives".

So, are we to see an end to the humorous ads we all know and love and an onslaught of naff, tacky advertising that would warm the cockles of Mary Whitehouse's heart? Only time will tell, but rest assured we'll have the latest news on this somewhat touchy subject next month. To be continued...





Dead teddies, slappable foreigners and copulating farmyard animals scare children! It's a fact!

Stop Press

■ **The British Film Institute is urging the public to search high and low for old video games and machines that can become part of the UK's only video games archive. Jane Clarke, BFI Deputy Director, commented, 'By preserving video games and establishing a national archive, the BFI's initiative will enable future generations to find out about the lifestyles and interests of young people in the 1990s.'**

Launched in November 1995, the archive has already collected around 2000 individual games and a small number of machines, thanks to people who have donated material to the games appeal. The original appeal sought games and hardware from the earliest days of video gameplay. To coincide with the opening of Re-Play – an exhibition charting the history of video games – the BFI is re-launching the appeal and extending the search for material up to the present day.Re-Play tells the story of the development of video games from their birth in the '70s onwards. While not attempting to track down a copy of every single game, the BFI is striving to create a representative sample from all the gaming genres. The BFI cannot pay for contributions, but will accept any donation. Write to T Hetherington at the BFI, 21 Stephen Street, London W1P 2LN

■ **Empire Interactive is doing a sequel to Pro Pinball. Timeshock is going to feature a whole new storyline, improved ball physics and animated toys and swings!**

Where's your banner gone?

Eidos, fearing that the Incredible Hulk Pantheon Saga might be ahem... not that good, has a quartet of strong titles to gloss over the Hulk debacle. Test Drive: Off Road looks set to rest nicely in the 4x4 racing genre that Monster Trucks and Hardcore 4x4 is set to create. Players can challenge the most dangerous of terrain and awkward weather conditions in any of four 4x4 vehicles. One of the few PlayStation racers to offer A split-screen option, Test Drive will be test driven by us next month. Total Football, due for release in the summer, has a hard act to follow in US Gold's Olympic Soccer. USPs are to include 10 different stadia (why?), various 'skill moves' and 'a whole new amazing feature that has never been included in any football game'. With 10 different stadia, all we can hazard a guess at is a hooligan management option, where you can 'bushwhack' at various venues. Conquest Earth takes its ambitions above and beyond giving 200 scallies a good hiding. This is a game of tactical combat and strategy based around the storyline of an alien invasion of Earth in the year 2050. In a top 'us and them' twist, you're able to play as an Earthling or a Jupitian. Should be interesting. Scheduled for release at around the same time as Total Football. Finally, Deathtrap Dungeon is pencilled in for a pre-Christmas release (that's pre-Christmas '97 in case it's still 1996 by the time you read this) – read more about all four titles next month.



Below: The hidden Skunk Anansie X1 v Telly Savalas X1 as seen in Eidos' Total Football (not the crap mag)



THE YEAR AHEAD...

Below is a list for confirmed British PlayStation releases for 1997. Don't blame us if some of it disintegrates!

ACCLAIM
Virtual Tennis
Dragon Heart
Crow 2
Magic – The Gathering
Super Moto Cross
Space Jam
Enemy Zero
Rattlesnake Red
Fantastic Four
Iron & Blood 2
Hockey
Constructor
Hercules
Batman & Robin
Condemned
Extreme sports

ACTIVISION
MechWarrior 2
Hyperblade
Pitfall 3D
Apocalypse

ANCO
Kick Off 97
Bodycount

BMG
Legacy of Kain
Spider
Grand Theft Auto
Exhumed

BULLFROG
Syndicate Wars
Dungeon Keeper
Populous 3

CODEMASTERS
Jonah Lomu Rugby
Micro Machines V3

EIDOS
Test Drive: Off Road
Total Football
Conquest Earth
Deathtrap Dungeon
Lunatik

ELECTRONIC ARTS
Wing Commander IV
Crusader No Remorse
Shredfest
Prowler
Darklight Conflict
Stunt Rumble
Perfect Weapon
Moto Racer

EMPIRE
Pro Pinball 2 – Timeshock
Fighter Attack
Golf Pro

GREMLIN
Reloaded
Actua Soccer – Club Edition
Actua Tennis
Arms Race

GT INTERACTIVE
Tiger Shark
Hexen
Quake

INTERPLAY
Waterworld
VR Baseball
VR Pool
Frankenstein

JALECO
Tokyo Highway Battle
Beltlogger 9
Tetris Plus

JVC
Wing Over

KONAMI
ISS Soccer Deluxe
Suikoden
Castlevania
MLBPA
NFL
Powerful Pro Baseball '97
Contra 3D
3D Golf
Twinbee puzzle game
Toki Meki Memorial Forever

MARUBENI
Super Pang Collection
Breath of Fire 3

MAXIS
Sim Golf
Sim Copter

MICROPROSE
Transport Tycoon

MINDSCAPE
Allied General
Championship Pool II
The Raven Project
SSI Slayer
Dark Crusaders
Mega Race 2

OCEAN
Offensive
Guts & Garters
Ballistic
Viper
UEFA Soccer
Deathrace
Allegiance
Dreadnought
Zoiks!
Hyper Formation Soccer
Blades of Rage

PSYGNOSIS
Monster Trucks
Sentient
Discworld 2
Riot
G Police
Parasite
Chronicles Of The Sword
Tenka
City Of The Lost Children

SONY
Namco Smash Court Tennis
Namco Museum Vol 3
Carnage Heart
Rapid Racer
Porsche Challenge
Spiral Saga
Cool Boarders
Rosco McQueen
King's Field
Soul Blade
Tobal No 1
Jet Moto
Twisted Metal 2
2Xtreme
NFL Gameday 97
NHL Face Off 97
Total NBA 97

TELSTAR
Quickdraw
Wreckin Crew

TIME WARNER
Moto X
Trash It
Melt
Endorfun
T-Mek
Z

UBISOFT
Rayman 2

VIRGIN
Tilt
Mega Man X3
Spot Goes To Hollywood
Deathdrome
Aeon Flux
MTV's Slamscape
The Divide: Enemies Within
Grid Run
Dead Space
Fear The Night
X Men Versus Street Fighter
Marvel Super Heroes

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DO YOU HAVE A PLAYSTATION HABIT? DESPERATE FOR TIPS ON RIDGE RACER REVOLUTION AND ALL THE LATEST GAMES? CRAVING FOR DETAILS ON FUTURE RELEASES AND COMPETITIONS? CALL POWERLINE. WE'RE HERE TO HELP YOU DEAL WITH YOUR ADDICTION 24 HOURS A DAY, 7 DAYS A WEEK, 365 DAYS A YEAR. ALL CALLS WILL BE TREATED IN THE STRICTEST CONFIDENCE.

PlayStation powerline 0881 505 505

"PlayStation" and "PlayStation" are trademarks of Sony Computer Entertainment Inc. "TouchTone service, calls are charged at 25p/min cheap rate, 39p/min at all other times (correct at Apr '96). Calls cost no more than £2.99. Please seek permission from the bill payer before making the call." 'Adcall, P.O. Box 3000, London N20 9HR0.

BY STEVE MCNALLY

Pandemonium!

If you'd said to me that within a couple of months a game would be challenging Crash as best platformer, I'd have laughed in your face. But amazingly it's happened!



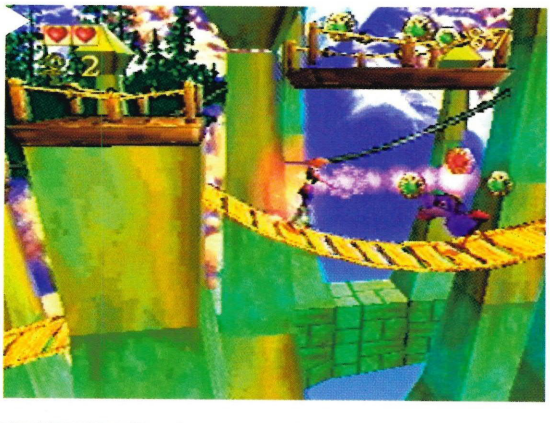
Okay, my intro may be a little misleading. Pandemonium is not better than Crash Bandicoot, in fact, it's not even as good. But it comes close and that's something that I didn't think would happen in such a short space of time, especially from the same people responsible for the hugely annoying Gex.

My initial response to 'this is a potential Crash beater' was yeah right, if you say so and first reactions to the game seemed to point to the same conclusion. But as I worked my way through the early stages, a number of things happened that gradually changed my mind.

The dramatic graphical sweeps around the scenery as the camera changes position are very impressive and some of the weapons you pick up are original and great fun to use. The chance to change between either of the two main characters so as to utilise each one's particular strengths to get past a certain problem is novel and always opens up another avenue when you think you are stuck. Individually these and many other aspects which I'll come to later, are nothing more spectacular than nice little touches, but roll them altogether and hit the player with them one after another and they can't fail to be impressed. As I was.

Even so it was never going to better Crash, although there were a couple of (fleeting) moments when I thought it at least had a chance. Something was bothering me though, as I was playing and it took me quite a while to figure out what it was.

The thing is, although this is technically a 3-D environment, the game itself is still very two dimensional. The viewpoint spins around you and the character may appear to be facing into the screen at times but you can only ever move left and right on the screen. This was brought home to me when, at one point I returned to the game having left the character facing into the screen about to cross a bridge. Naturally I pressed up to



The one oustanding element of this game has to be the graphics. Delightful just isn't a strong enough term



The winds generally carry you where you want to go, albeit with a few hazards along the way

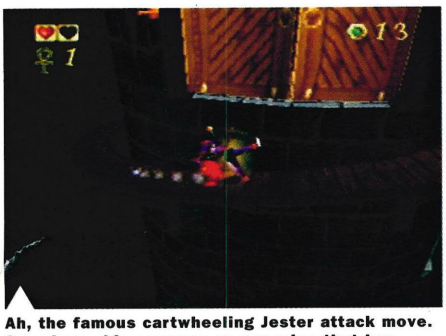


Quite simply this game is huge and is one which will undoubtedly take even a proficient player an age to finish

Playing With Fire...



Now, we all got up to mischief at one time or another, but I hope that, even as a somewhat reckless child, I would have had the common sense not to mess around with any spell books I found lying on the floor. Not that there were many of them in Salford...

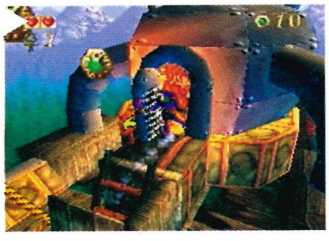


Ah, the famous cartwheeling Jester attack move. Saved my skin on many an occasion that has

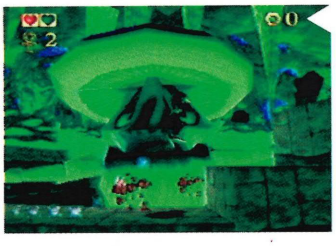
start moving but to my surprise nothing happened. That was when I realised what had been bothering me. I had to push right even though the character appeared to be wanting to go up.

The game is surprisingly linear and keeps you on a fixed path at all times, illustrated when you jump towards a bend in the road while heading into the screen and the character follows the bend round and miraculously ends up facing to the right, without you ever having to move your fingers on the D-Pad. Try firing a weapon towards a bend and watch the projectile hug the corner and carry on its merry little way. This is all very cleverly done because it's quite tricky to work out just what's going on, but when I did figure it out I'll admit to feeling a little cheated. I don't know, maybe I've been spoiled by CB.

It must be so frustrating for BMG to read reviews like this. The plain and simple fact is that if it had released the game just six weeks earlier there would have been hugely complimentary adjectives used in reviews, such as ground breaking, astonishing and maybe even classic, instead of ones like disappointing, cheated and inferior. ▶

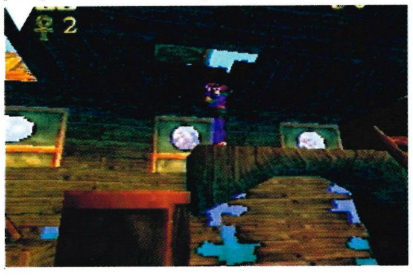


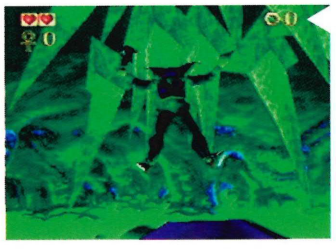
I said that tunnel thing was dangerous but would they listen? Well, who's laughing now eh?



The Shroom Lord is just one of the superb end of level bosses you'll face during your adventure

Just as you get comfortable with one perspective it all changes. Damn confusing





Another blind leap of faith. These are common-place in the game and are one of the things that annoy me the most



A macabre version of kiddies' favourite Mallett's Mallet? No, just another of the bizarre end of level bosses



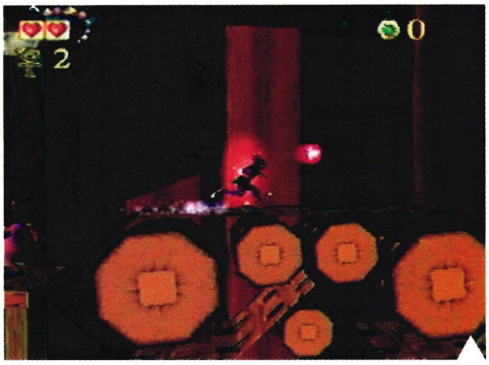
Avoid the saws and the mallet, inflate the balloon, bounce on it and land on his face. Couldn't be more simple!



There's a hidden bonus right at the start. Can you find it though?

Any of the gusty levels where you're only sort of in control of what's going on

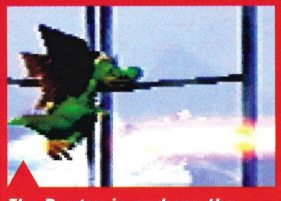




See that red pulsing thing? Well, if you pick that up you'll be able to fire at your enemies

Madcap Mutations

At various points in the game you'll come across two stone pillars side by side. Pass through them and you'll change into one of these creatures, each with its own advantages and disadvantages



The Dragon is perhaps the most exciting of the creatures you change into, with its ability to fly and breathe fire



The Rhino uses his power (and his horn) to overpower enemies. Get up a bit of speed and charge!

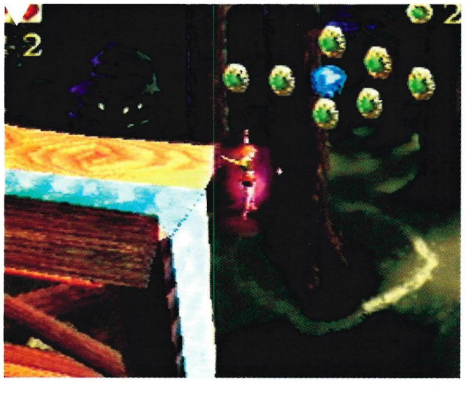


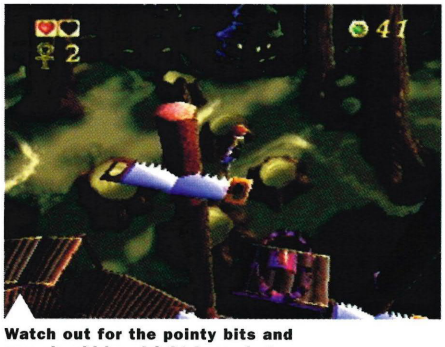
The powerful back legs of a frog prove most useful when it comes to leaping that extra bit higher



All the turtle has going for it is the ability to retreat into its shell to defend itself when things get hairy

Once again you go plummeting downwards without a clue of where (or if) you're going to land!





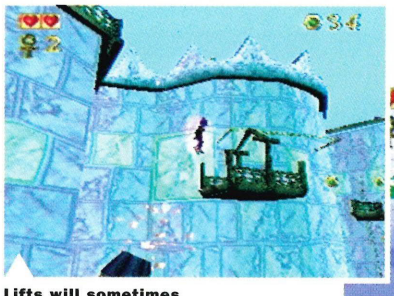
Watch out for the pointy bits and you should be alright bouncing around on these bendy saws

Pandemonium!

▶ Judged on it's own merits though, there can be no denying Pandemonium is one of the best platformers you'll ever have played. Tough enough to be a challenge to even a hardened player, yet intriguing enough to keep the interest of the novice. I doubt there's anyone out there who'll buy this and could honestly say they'd wasted their money. Unless of course they despise this type of game, but that goes without saying.

There is a plot (as if you hadn't guessed). During the introduction the game's two main characters are mucking about with this spellbook, even though they don't really know what they're doing. As the sequence goes on they get constantly more daring, continually casting more difficult and dangerous spells.

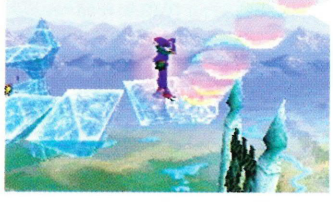
Obviously something has to go horribly wrong and it does when they accidentally summon this enormous great dragon-type thing which, unfortunately is hell bent on destroying the kingdom. Petrified, the pair desperately try to rectify their mistake but discover that to cast the spell to vanquish the beast they need some ingredients they don't have and if they're to save the day, they're



Lifts will sometimes carry you to the more remote parts of the levels. Make sure you step off carefully though

The camera angles create drama to great effect, not to mention making your head spin!

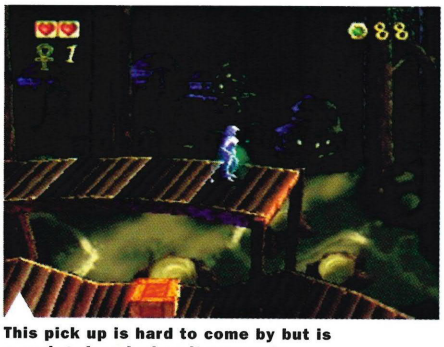




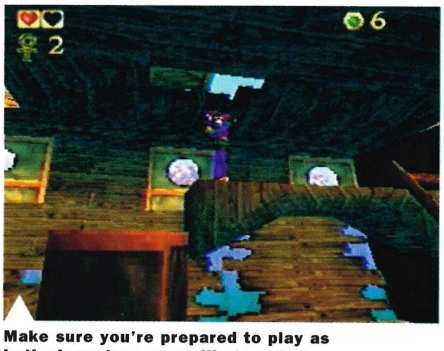
You may not think it but you can use these bubbles to traverse the gap



These are really annoying enemies. They fire difficult to avoid poison darts at you through a blowpipe



This pick up is hard to come by but is a real godsend when it comes to flying through the trickier sections



Make sure you're prepared to play as both characters or you'll struggle to get through certain parts



You can't fail to be impressed by Pandemonium's good looks and highly varied gameplay



The weapons you can pick up come in a number of different forms but you lose them when you take a hit

GENRE COMPARISON

Game Rayman
Software House UBI Soft
Chosen as it was the best 2D game until now, Pandemonium improves on it in every department. Still a great game though, even if it has been around for a good year and a half now, and definitely worth a look

going to have to go and find them.

That's basically it as far as story goes and you're off and running into the game proper. From here you'll be treated to some of the best graphical effects you'll have ever seen as you jump, bounce and shoot your way through the game's many levels. The gameplay itself is nothing astonishing, personally I'd say it's a dead heat between this and Rayman, but the way it looks tips the scales well and truly in Pandemonium's favour.

I defy anyone not to be impressed when, on one of the early levels, you have to run through a waterfall and jump out of the other side. The camera sweeps dramatically round and almost takes your breath away as you plunge fifty feet down on to a tiny little platform.

The fact that one of the characters you can control is female is another plus point in this, fast becoming at least a little politically correct, video game business. Hot on the heels of Tomb Raider, the ability to take charge of another dynamic girl character will please the female end of the market no end (although the silly cow is actually the one responsible for all the trouble in the first place). And thankfully it's not just a token gesture on the part of the programmers. There is actually a point in using her at times, indeed if you aren't prepared to, you'll probably struggle to get through the game as quickly as you should.

Both characters have different skills that come in handy in different situations. The male jester has this sort of cartwheel spinning attack move which can despatch enemies in no time, whereas the girl has to rely on the more traditional 'jumping on the head' method, which at times can prove tricky.

In her favour though, she is far more agile and miraculously can jump again when she reaches the apex of her initial leap without needing something to get leverage. This makes it much easier to reach high platforms and secret areas where there are bonuses aplenty (such as the very handy weapons, including freeze and shrink rays which you can pick up and fire until you lose a life).

Something else which adds a little variety are the sections where, upon passing through a supposedly magical gate, the character is transformed into an animal. At various points in the game you'll be changed into anything from a tiny frog to a huge great charging rhinoceros.

The advantages vary from instance to instance but are usually pretty obvious. For example the frog, with it's incredibly strong back legs can leap great distances. This helps to create the feeling of never knowing what's coming next and therefore provides the all important incentive to continue simply to see what happens.

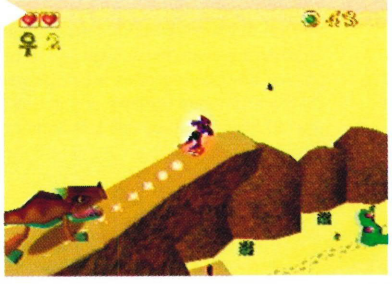
Pandemonium is not a game you will finish quickly, even if you do spend a lot of time with it. The password system is well thought out (never sending you so far back that you become frustrated) and the limited number of continues means progress is never too easy, especially when you take into account that you'll lose quite a few lives due to the 'trial and error' factor.

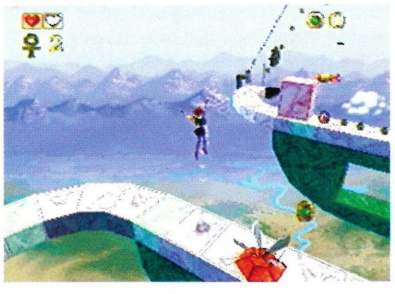
Never be put off by the difficulty, even if you're the type of player who doesn't get satisfaction until the closing credits because chances are, you will see it through to the end. If only because it's so difficult to put down. A good indicator is, and I'm sorry to keep mentioning it, Crash Bandicoot. If you've played that and didn't think the difficulty level was excessive then you'll be okay with this. It's not as difficult. However, if you get easily frustrated Pandemonium will undoubtedly annoy you to the point of violent temper loss.

I've taken some stick from certain members of the team for the early part of this review (I'm sure the opinions at the end will give a clear indication as to who the culprit was), being accused of being too harsh, but I'm standing by what I said because it's constructive, not intended to be overly negative and most important of all, true.

Pandemonium is not as good as Crash Bandicoot. That's not meant to be a criticism because, as I said earlier I didn't think anything would come close within at least six months and Crystal Dynamics have done an absolutely fantastic job with this.

If anyone misconstrues what was said by picking and choosing which parts they read then there's little I can do about that but hopefully everyone will read at least this last sentence: Pandemonium is quite simply one of the best platform games of all time and is heartily recommended to, well, everyone really.





Being chased by prehistoric monsters is all par for the course in this very strange game

PRO SCORE

GAME Pandemonium!
CONTACT 0171 384 7774
GENRE Platform
RELEASE DATE Out Now
SOFTWARE HOUSE BMG
PRICE £44.99

GRAPHICS 9
SOUND 8
GAMEPLAY 9
LASTABILITY 8

What can I say? I was wrong. I didn't think Pandemonium could be anywhere near as good as the hype that had built up around it in a very short space of time, but it is. Perfect for platform fans who have seen everything else that's on offer and a game that will keep most players interested for at least a few weeks. Has to be said though, for anyone new to the genre looking for the best game of this type as a first platformer it's got to be Crash I'm afraid. Damn close run thing though and I'm already looking forward to a sequel.

9
OVERALL OUTTA 10

JAY **Very entertaining, but Crash is the king of the platform swingers. Nice effort, better luck next time**

DAN **Oh, Steve. Poor innocent Steve. Not as good as Crash? It's loads better, you silly arse**

ANDY **I'm still not into platform games but this is a fine attempt that is better than Crash, Steve**

ALEX **Looks much better than Crash, but.....**
plays much worse

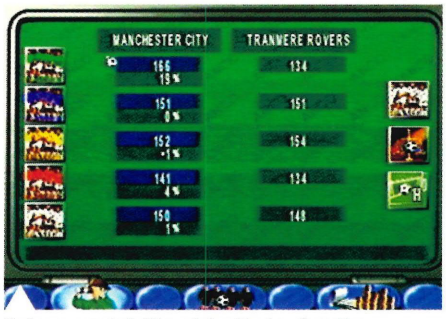
BY ANDY SHARP

Player Manager

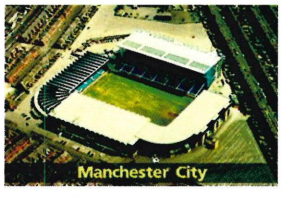
Hello. What's this? A football management game for the PlayStation? What's the reason for the delay? Nobody knows, but maybe this is the start of what's in store for the future



All of the teams have their stadiums represented and are shown at the start of a match



Before a match it's advisable to view the opponents in full to suss out your tactics



The press are a constant hinderance and always seem to ask the same questions most of the time

You'd never have thought that one year ago it would have taken this long for anyone to convert a popular football management simulation onto the PlayStation. But this is the first solely management game we've seen so far. And if this is a taster of what's to come, we could be in for a treat.

Player Manager will, for the time being, keep the armchair manager occupied. Not that this can't be bettered however. There are some aspects which can be improved; the actual players, teams and factual content for example.

As well as a straightforward management game where you can build your team's strength, there's also a challenge option where you must amass a certain number of points in the time allocated to progress to the next stage where the challenge will be tougher.

When selecting a team however, you can't start in the Premiership, so any team in that league can't be selected. You're left with the rest of the teams to choose from to build and claw your way up to the dizzy heights of big league football.

Herein lies one of its many faults. Why should you be forced to manage a club you don't want to? Rather than have the chance to manage, say Liverpool who you may support, you're forced to choose the rather naff and staying exactly where they are Tranmere. At least they're more local than Derby or Wimbledon.

Once things are underway you can jiggle your team like there's no tomorrow within the boundaries set. Finances will be of paramount importance if some serious restructuring is required not to mention the all important team training.

The training ground is a simple affair but in terms of controls it's a cinch. You must first have appointed the trainers and then select the players to train a particular day. You should also spend time training your team in the areas of the game in which they are particularly poor such as corners and free kicks. This does make a great difference to your team's chances of grinding out a draw or win.

An important team and tactic selection is also a large part in your progress. If you can build up some kind of system and work at it you may just become an incredible force in the league. This can only be found out through trial and error unfortunately and you must also keep the coach, board and supporters happy at the same time. This is no simple job. The pressures of football management are more than apparent here.

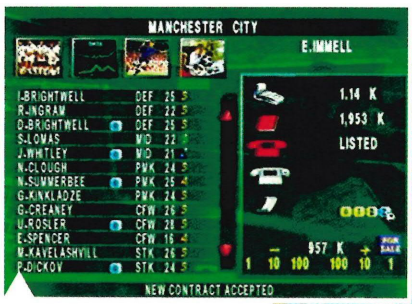
You will have to spend many an hour chopping and changing every last detail even down to the training each player requires on a particular day. From this you can keep an eye on the progression of the player's form and his suitability for the squad.

If you don't have the time to improve your players through some sheer hard work, you can dive head first into the transfer market to try and clear the rot out of your squad. There's inevitably some hidden somewhere and it needs to be removed before it spreads.

In the cut-throat game of modern football, building a team of pure footballers has to be done quickly. The fans and board just won't stand for any loose threads and want results from the off. If you think you've had a good run it's wise to save your game so that you can restart with respectability.

The problem here is that, to coin a phrase, it's a funny old game and results can be as changeable as Man City managers. This means you could end up without a team to manage as the board politely tell you that your services are no longer required. On the bright side however, it's not all bad news – when things are going well it reflects both in ▶



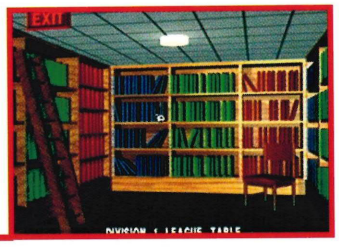


Contracts also play a part as you wrangle for the best deal

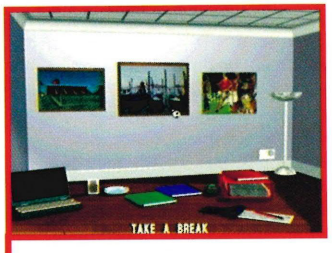


Team training made simple. Select the time for pactising each skill

It's a hard life at the top ... even harder at the bottom!

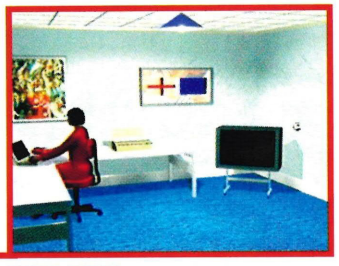


ARCHIVES
This room contains the vital statistics of every team in the previous seasons

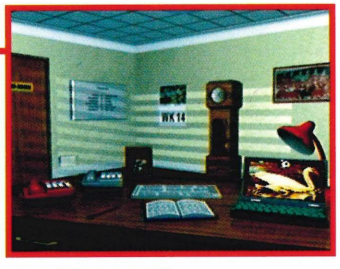


FINANCES
All your financial incomings and out-goings are controlled in this room

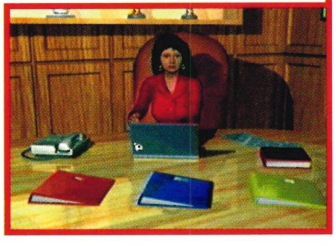




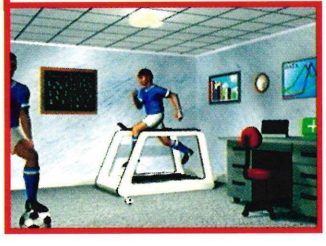
PRESS ROOM
All the league news and rumours are on tap here



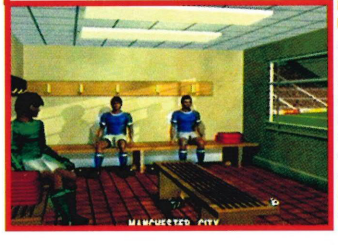
MANAGER'S OFFICE
The most important team decisions and transfers are made from here



BOARD ROOM
You can view match attendances and look at the board's confidence in your abilities among other things



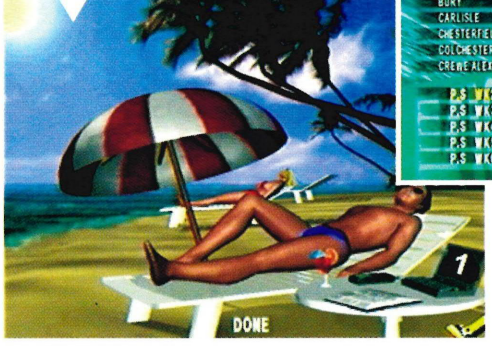
TRAINING
The squad should be in tip top condition and fully competent at every style of play. This is where they learn



BOOT ROOM
A few different shots are displayed from the boot room – the final screen before a match



You are awarded the luxury of preparing for the season ahead from your sun lounger





Arranging pre-season friendlies is essential to assess your team and its potential

Player Manager

terms of performances and the bank balance.

All this plus the opportunity to reward the team in the form of excursions and bonuses, should mean this couldn't be bettered for realism. Unfortunately this isn't the case. The leagues only contain a paltry 16 teams. What's going on here? Wimbledon are in the First Division? B. Robson plays for Barnsley? It's not factually correct. Quite why this is the case isn't explained. Surely, for purists, it should be as precise in every department as possible. There's no reason why not. Man City play in red which could pose a big problem for fans of the blues.

Management of a club is a long and arduous task. You must be on top of every single aspect otherwise the big wigs will come down on you from a great height. This is a reason why saving the season is important. Unless you have hours and hours spare for something which requires this amount, fair enough, but for most people a quick dabble and then a save will be more than enough.

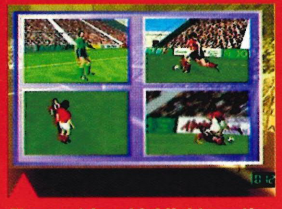
This is all well and good but, you may be asking where the player part of Player Manager is – after all that's what it's called. Well it isn't here. The closest you get is to name a player on the team who is the manager. He manages the team and in essence is you – the player manager. And that's it.

What we have here is basically a game which, although playable, due to the lack of realism in terms of team colours, stats and some decidedly mixed up squads seems to have been thrown together as quickly as possible. Maybe the reason for this is that we are soon to see Player Manager 2 which brings it all bang up to date and is as realistic in every department as it should be. For the time being however, we will have to make do with this average attempt at management. It's a pity.

Let's look at it this way...



In all there are three different ways to view your matches. One is a step-by-step text highlights



The next is a highlights option where the action is viewed from the top left and works from left to right



The most useful view is the fast scanner which lets you make team and strategy changes during the game

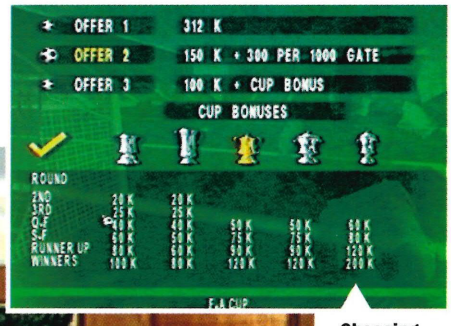


The team should always be trained to the hilt to ensure quality

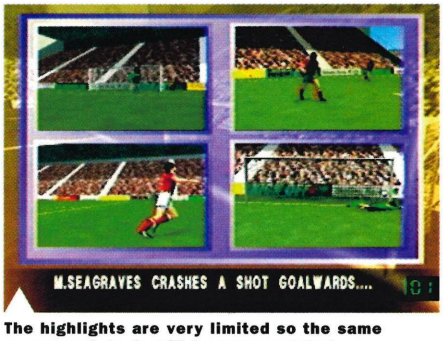
The coach is delegated certain training skills for certain days by your good self



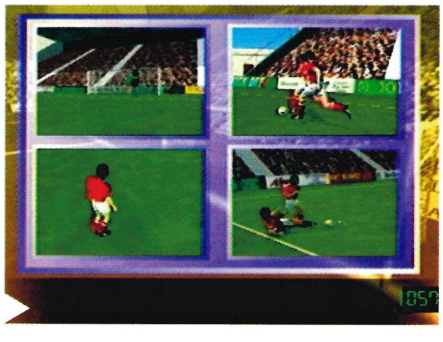




Choosing the correct sponsors at the start of a season is crucial



The highlights are very limited so the same moves and goals will be seen regularly



The player being hacked down here may look like he's been taken out by a team mate but the two players are in fact on opposing team. Obviously

PRO SCORE

GAME Player Manager
CONTACT 0171 721 7613
GENRE Football Management Sim
RELEASE DATE TBA
SOFTWARE HOUSE Anco
PRICE £44.99

GRAPHICS	7
SOUND	6
GAMEPLAY	8
LASTABILITY	7

It's been a long time coming for an out and out footie management game for the PlayStation and what we get is a rather slack effort with more loopholes and short cuts than is excusable. It's by no means a terrible effort though – it plays well, has some imaginative touches. But at the end of the day it could have been so much better. No doubt somebody, maybe even Anco itself will better this effort and fill some of the gaping holes and correct those errors to make this a far better experience for any prospective manager

7
OVERALL OUTTA 10

STEVE **Struggles with the intricacies of football management and is fooling no-one but complete novices**

JAY **I don't know a great deal about footie and I'm not exactly a big fan, so this didn't appeal to me one bit**

ALEX **A good idea badly executed – a bit like Terry Venables' Christmas tree formation**

DAN **Football bores me as well, and this is far too static and anoraky for my liking**



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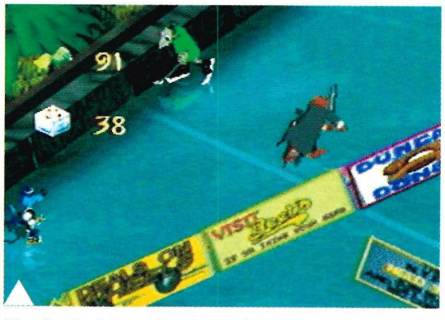
BY DAN WHITEHEAD

Firo and Klawd

In a frankly bizarre turn of events, an orang-utan and a cat re-enact Die Hard With A Vengeance on the streets of New Yak. Are you ready to stitch your sides back up?



On rare occasions, about twice to be honest, the game switches to a shooting gallery sub game



The Central Park level requires you to take to the ice and battle the Pyscho Penguins

Klawd is a cat. Nothing too peculiar there, except for the fact that Klawd is a blue cat who unwittingly couriers forged bank notes for a criminal organisation run by a crocodile. Obviously. Firo is a cop. Again, nothing too weird about that. What is weird is that Firo is a big, fat tangerine coloured orang-utan who carries a shotgun. Welcome to New Yak – a city that would seem strangely familiar, were it not inhabited by walking, talking animals. Dr. Doolittle's worst nightmare, in other words.

Now it comes to pass, via a series of convoluted coincidences, that Firo and Klawd's paths cross. Klawd is wanted by the mob for stupidly pocketing some counterfeit cash, Firo is wanted by the mob because he's the cop who's after them. Needless to say, this being a video game and all, rather than going on the witness protection program and lying low, the duo decide to sort the problem out themselves by wandering from one location to another shooting everything that moves. By using Klawd's knowledge of the mob's organisation, they set off from the police precinct to erase the price on their heads.

Once on the streets, there are several options open to them. They can hop into Firo's car and head for Central Park (Klawd's destination with the notes), they can wander down the road and go into Beers Bar to rough up some informants or they can catch the subway.

Each choice will take them on a different route through the game taking in levels based in, among others, building sites, chemical plants, ice rinks and back streets. Along the way they can boost their firepower, thanks to various weapons left carelessly about the place and earn extra lives by destroying posters that urge every scumbag in the city to have a pop at them.

At the end of each level they'll learn a new titbit of info which should lead them onto the next level for more of the same. That's it, in a nutshell. As you can see, it looks a lot like Re-Loaded or if you want to delve deeper into games history, that old favourite Gauntlet.

To spice up matters, there are a few levels of shooting gallery style action, but in the main it's an isometric shoot'em-up. And, drum roll please, it's not much cop.

Yes, I'm sorry to say that behind the cartoon quality movie sequences and cute graphics, lies a bit of a dog's dinner. The weighty responsibility for this tragedy falls to an abominable control system and dreadful level designs. Even just facing in the right direction can be a chore and taking deliberate aim at any of the numerous enemies is out of the question. The irony is that there are several direction control configurations, but they're all as bad as each other.

Most of the levels involve narrow, winding passages that are virtually impossible to navigate without stumbling from one side to the other, so

What's The Story, Firo and Klawdy?



Klawd the cat makes his way with a dodgy package. Finding it's full of cash, he decides to pocket a bit. The mob find out he's thieved same gun shop. Firo's change is fake, thanks to Klawd. While roughing the blue pillock up a bit, there's a botched drive-by which stuns they set off to solve the mystery.



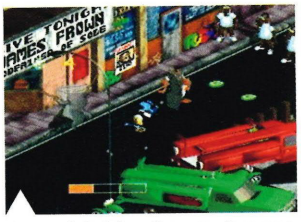
The missiles pack a hefty punch, providing the game's 'novel' controls let you fire accurately



The tight pathways of Central Park can be a real pain to navigate, especially with mines



Let's play a game, eh? It's called 'Where Am i Now?' I'm behind the scenery, of course



Ape and Cat boy face up to some Dogz N The Hood on the mean streets of New Yak

the presence of landmines just adds to the 'fun'. Oh, and the scenery often obscures the action making it hard to see where to go next. Great. The problem gets even worse on later levels, most notably the Chemical Plant, where the addition of stairs and ladders leads to even greater confusion.

Most of the aggravating problems with the game are pointless and should have been avoidable, so it's a massively frustrating experience. The weapon pick ups, for instance, are very handy and some of them pretty useful too. The trouble is that as soon as you pick one up, it becomes the weapon you use.

So you pick up a homing missile. Very nice, but then you have to cycle through your weapons again to get back to the one you were using. If you don't do that (and in the middle of a fight it's easy to not realise you've picked something up) the next time you fire you'll waste the missile. Chances are that you'll be caught in the explosion as well. On its own, that's no great trauma, but it's just one more example of the little irritations that drag the whole game down.

You can, if you feel cruel enough, play with a friend. One will play as Firo, the other as Klawd. Double the firepower makes getting rid of the baddies easier, if only because it makes it twice as likely that one wildly random shot will hit something. Probably each other because, oh yes, you can sustain damage from the other player.

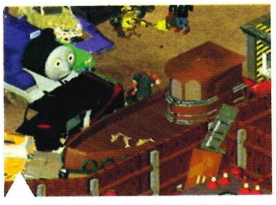
The pinnacle of the two player game for me though was the rib tickling way that one player can get stuck in the scenery and the scrolling locks up, forcing you to reset. This happened on several occasions, on different levels, so it's hardly a one off mistake.

While I'm on a roll, what of these multiple endings? Apparently, depending on which route you take through the game, you get a different conclusion. Maybe that's true, I never quite got to the end although I did get to the penultimate level after about 40 minutes.

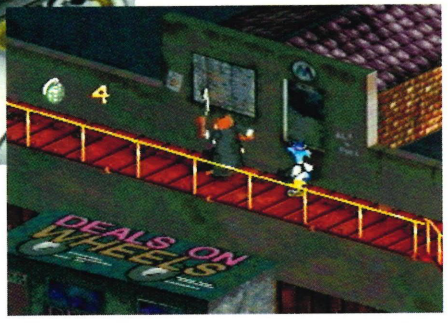
What isn't quite true is the illusion of various paths through the action. As mentioned before, from the start you can go to several different levels ▶

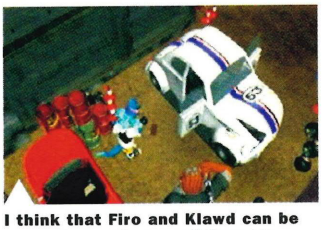


The Chemical Plant is one of the hardest levels, thanks to an irritating design



Top vehicle based cameos can be found in the scrapyard. See if you can spot them all





I think that Firo and Klawd can be expecting a phone call from Mr. Disney's lawyers quite soon

'That limey reviewer's sayin' our game's cack' 'I know, but I'm too ashamed to look, Mr. Firo sir'





Well, I've got a little money, and a takeaway curry. I'm on my way home to my wife...





The Boss' Mansion throws ninjas and robots into the mix, but it's just too late to save the day

You have to admit though, the graphics are pretty damn good



their dough. Meanwhile, Firo and Klawd visit the them both. Firo drags Klawd to the station and

Firo and Klawd

▶ and this does indeed make the game look bigger than it is. You can almost believe that similar choices await you throughout. In fact, the only effect this initial choice seems to have is that you play the same levels, but in a different order.

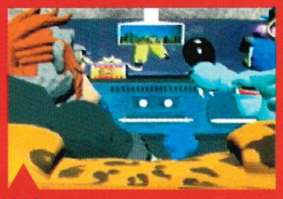
So don't think that if you finish the game one way that you can go back and try another route. It's not even as if the levels themselves are particularly large or numerous. The number of levels barely scrapes double figures and that's including several minuscule sub-levels. The in-game blurb promises 'huge hazard-filled levels', but compared to other games the size is pretty average and the biggest hazard you'll face is the clunky controls.

Now, as I wipe the bile from my chin, this probably reads like a long and vicious catalogue of gripes. It's not meant to be. Not really. Admittedly, my first few days spent in the company of Firo and Klawd were a living hell. Absolutely awful. I hated it and actually wrote a scathing review which demolished its puny self respect in no uncertain terms.

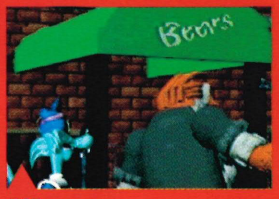
Then, as I was doing the screenshots, a strange thing happened. I started to quite enjoy it. Not enough to make me rewrite the whole review, everything you've just read still holds true, but enough to make me add this last paragraph where I tell you these facts: Firo & Klawd is a problematic game, but a lot of perseverance reveals some crumbs of playability. I still wouldn't recommend anyone to buy it though. Maybe the sequel will be worth looking out for, eh?

Let's be careful out there

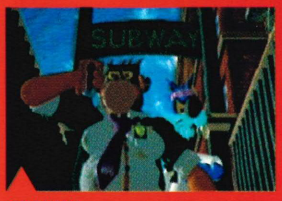
At the start of the game there are several routes you can opt to take. They all end up taking you through pretty much the same levels but just for the hell of it, these are yer options:



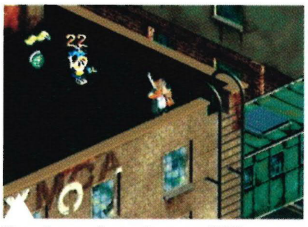
CAR
Parked right outside the police precinct, hopping into Firo's car prompts Klawd to remember he was supposed to deliver the package of funny money to a walrus in Central Park. Off they trot...



BAR
Mosey down Main Street and slope into Beers Bar. You won't be able to use your guns in here, but you can have a brawl. Afterwards, you'll chase a mob guy out and into the back streets...



SUBWAY
Go right the way down the street and you'll find the subway station. Kill all the rascals in there and hop on a train. Survive the shoot-out on the train and you get an extra life...



Now I may have been a little harsh, but don't do it Firo! You have so much to live for!



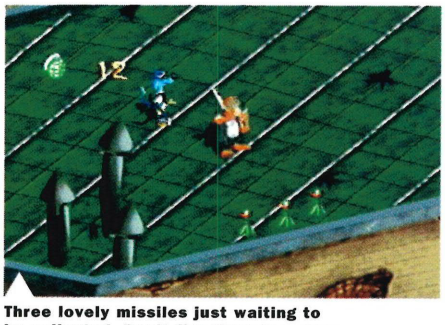
Getting across this plank is one of the most difficult bits. Take a bow once again, Mr. Arse Control Method



High above the streets of New Yak, the fursome twosome make their way across an impromtu bridge



Punk rats inhabit the subway stations, throwing knives at you. A few bullets sorts 'em out



Three lovely missiles just waiting to be collected. Don't fire them too close though, or you'll feel the blast as well



The perils of playing the game with one hand and doing screenshots with the other are demonstrated here as I take a complete pasting



It may sound harsh, but I started to look forward to this screen after a few days. Better luck in the sequel, boys

PRO SCORE

GAME Firo & Klawd
CONTACT 0171 384 7500
GENRE Shoot'em-up
RELEASE DATE Spring '97
SOFTWARE HOUSE BMG Interactive
PRICE £44.99

GRAPHICS 7
SOUND 8
GAMEPLAY 6
LASTABILITY 5

There are times when Firo & Klawd almost becomes a good game, but it never lasts. Deep inside, somewhere, there is an OK game waiting to get out. It's just a pity the clumsy controls and general glitches cancel out anything positive that may lurk within. This is essentially an impressive opening animation with a fairly poor game tagged on the end. In fact, if you switch the initial letters around, you get Kiro & Flawd. And that's what this game is. Flawed. And very possibly Kiro as well. Whatever that means

6
OVERALL OUTTA 10

ANDY What promised to be a great two player game is marred heavily by the sloppy control set-up

STEVE Looks nice, but one play was enough to convince me otherwise. Hair tearing stuff

JAY Requires more patience and forgiveness than a full price game deserves

ALEX Sadly lacking in the one feature all games should have by law: fun

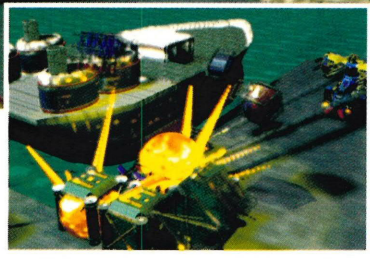

Terror from the Deep
first they came from the skies...
now look to the earth's oceans for
signs of alien attack in x-com:
terror from the deep,
the superb sequel
to x-com: enemy
unknown!
X·COM®
take
complete
control of
an elite team of
x-com commandos
searching for alien life
beneath the waves in this
sci-fi action strategy game and
follow-up to x-com: enemy unknown!
"creates an atmosphere that has to be
believed. x-com: tftd is probably the
finest most playable strategy game ever
to appear on the playstation."
(playstation pro)
"a fantastic blend of
strategy and arcade action.
a definite contender for
game of the year."
(gamesmaster)
PlayStation
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BY STEVE MCNALLY

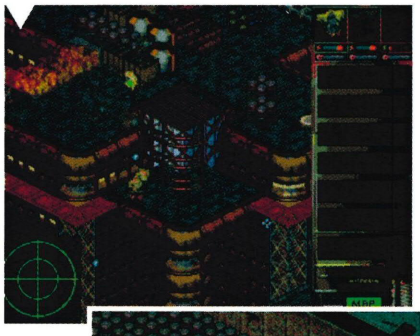
Bedlam

If you're after a game to give your brain a Mensa style workout, look elsewhere. Bedlam is full-on frantic firing action right from the word go!





It may not look much but Bedlam's on screen action is so fast and frantic you probably won't even care



The drop ship places you in the 'hot zone', from there on you're on your own





Wouldn't it be great if there was a game with very few rules? Where if you felt like it you could load it up and go on the rampage destroying anything and everything that just happened to be there, whether you were supposed to or not. Just imagine all the tension and pent up aggression you could release if such a game were to exist. It'd be a pure adrenaline rush wouldn't you say?

Well, you'll be able to find out for yourselves and all it's going to cost you is forty five quid and a quick trip down to your local software shop. Bedlam (that of the annoying advert where it's almost impossible to read the name) from Mirage should, barring slippage, be in your shops as you're reading this and if it takes your fancy why not slip your coat on and make your way down there.

This game's been quite a while in coming, possibly as a result of legal wrangles with another software house over the use of the game's original name (which, if memory serves me correctly, was Mayhem!).

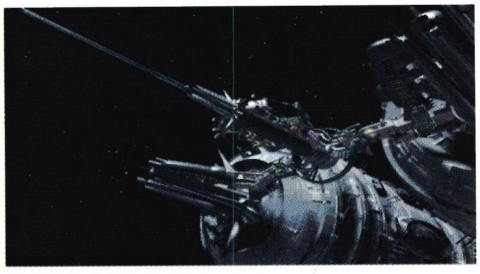
As you can no doubt guess by the fact this is now called Bedlam, the other party won. But Mirage undeterred, continued work on the project while another name was dreamt up. Quite frankly I'm glad it did because it has come up with a very nice little game indeed and personally I think Bedlam is a marginally better title because it just sums up the on-screen action perfectly.

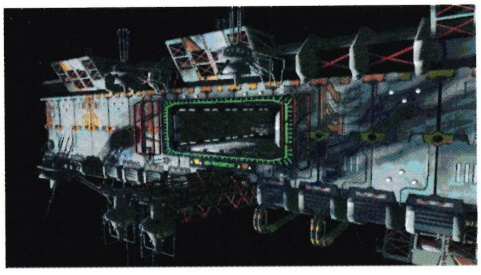
At first glance I'm sure many will be disappointed. This is no big budget game and it shows. Whereas massive companies like Sony and Electronic Arts have the time and resources to make a whole development team responsible just for the presentation, intro sequence, cut scenes etc., smaller companies just can't afford that luxury and unsurprisingly, that's usually the aspect that suffers. As is the case here. Graphically, Bedlam doesn't exactly set the world alight and it worries me that some will take a quick look at the back of the box and put it straight back on the shelf.

Get past that though and the care and attention that's been lavished on the game itself is there for all too see. You can't help but think that this has been put together by a bunch of people who sat down and actually thought about what people would like to play. I'm not talking about something you can sit down and get to grips with over a long period of time, I'm talking about a game you can just sit down and play without having to worry about wading through a manual or two.

That's not to say Bedlam's lacking in complexities because the game structure is certainly there in all its mission based glory. The thing that sets this apart from most games is that you can get enjoyment from it immediately and

The scene setting intro is all very Star Wars. Don't be misled though, the game bears no resemblance







If this is the future then you can keep it. I don't see the attraction of living like this myself

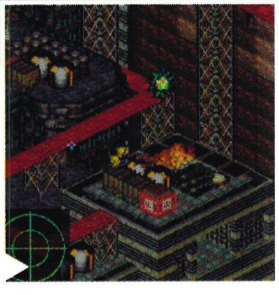


This is possibly the blatantly destructive game ever to appear on any format

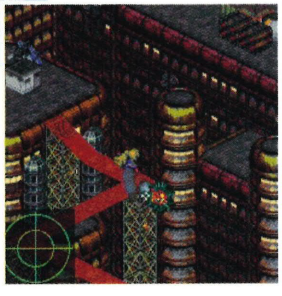


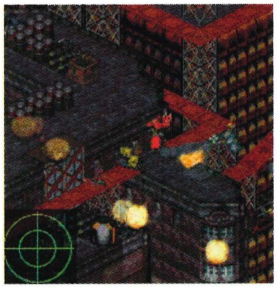
Pyromaniacs will simply love Bedlam because it gives them the chance to put the torch to just about anything

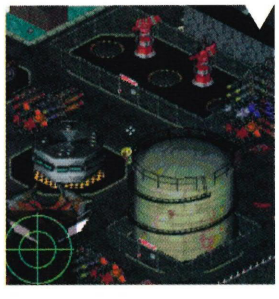
Bedlam's main competition, Syndicate Wars won't be out for a while yet so you may as well buy this



The key things to look for are the pulsing buildings. These are your main objectives







then worry about what you're supposed to be doing at a later stage when the initial excitement has worn off. Doubtless you'll have a rare old time at first, as I did, razing gigantic buildings to the ground without really caring whether you were supposed to do that or not. It's a fine feeling.

And of course when you start to want a little more it's time to bring some organisation to the chaos. Crack open the manual and it all starts to make a bit more sense. There's a bit of a tired looking 'cyberpunky' storyline to plough through if you can be bothered (probably not worth it to be honest) and then you get to the interesting stuff.

Bedlam sees you in charge of three Remote Assault Tanks (or RATs for short), each of which has one human crew member, and it's through using these intelligently that you are supposed to achieve your mission goals. These goals are quite simple – clear out a series of locations that have become infested with what are apparently known as Biomex. These are particularly nasty human engineered artificial lifeforms that unfortunately have taken it upon themselves to start decapitating innocent civilians. Of course, being government engineered lifeforms this wouldn't exactly make for good publicity if word gets around so it's your job to take them out.

In a similar way to the forthcoming Syndicate Wars, you play the role of an executive who never actually needs to get his hands dirty. You control ▶



The RAT's can carry a tremendous amount of firepower - enough to devastate a widee area



Bedlam even throws up the odd moral dilemma. I mean, you can blow up the hospital if you want



The armoury is, unsurprisingly enough, the place where you arm your RATs

Bedlam

▶ the RATs from your base on an orbital platform safely out of harms way. Each one has a satellite uplink direct to your desk that allows you to monitor its progress and position as well as issue any orders you think are necessary.

Even though they are manned craft, you'll need to keep a constant watch on all three because, for some reason, the soldiers within can't seem to be bothered defending themselves even under heavy attack. Fortunately the RATs are tough little machines and are capable of taking as well as dishing out a surprising amount of punishment. If you're not on your toes though you'll find yourself restarting the missions far more frequently than you would like.

As I mentioned earlier, the game is mission based and is divided up into six zones each consisting of somewhere between one and five missions. You'll start off in the Boot Camp, a one mission training area where you'll learn the basics, achieve a few goals and no doubt destroy a few buildings unnecessarily (well, I always do).

After that you'll have to make your way through the progressively harder areas of the airport, an industrial zone, docklands (and how we'd all love to drive a tank through there eh? Or is that just a northern thing?), an urban area and the mysterious CBD, scene of the game's conclusion.

You must play through the zones in order but are allowed to choose any mission within the current zone and play that whenever you want, giving you a handy 'frustration factor avoider' when struggling to get past a certain bit.

Choose individual missions from a map which shows you the whole area currently infected by the Biomex. The mission display allows you to preview the zone and mission you want to fight in and from there on it's just a case of sweeping through the area and clearing out any infestation.

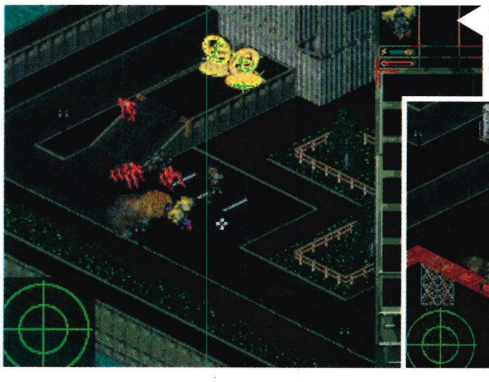
As you ride around you'll come across tonnes of things just itching to blow you away, as well as pick ups which give you bonuses (cash to buy weapons, a suspicious E icon etc.) and certain key buildings that are your prime mission objectives. Follow this general rule and you won't go far wrong: If you see a building that looks like it's pulsing with light, you need to destroy it, if it isn't flashing you don't have to, but why not do so anyway it won't do you any harm!

If you're the strategic type you can go into the mission goals in more detail and try and plan out a course of action. This leads me to think that you can get as much or as little out of Bedlam as you want to put in. Personally I like it best when it just a quick blast but given more time I know I'd also enjoy the strategic side of things a lot.

It's never going to win any awards for design, graphics or originality because it far from excels in any of these or indeed any other areas, but it is an enjoyable little game that most people will get their money's worth from. More of an expensive Christmas stocking filler than an essential purchase I suppose, but certainly not a game that deserves to be ignored by any stretch of the imagination.

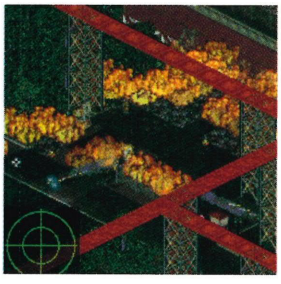
It's possibly going to upset some people with it's constant senseless killing and destruction of property but to these people I'd say, if you're outraged by this just wait for Syndicate Wars. That's far more sinister in the way it plays and is a genuinely disturbing game in its outlook on the future, whereas Bedlam strikes me as being nothing more than a bit of fun. Besides, I don't reckon video games influence an individual's social behaviour anyway. Now if you'll excuse me I'm off to petrol bomb the local police station...





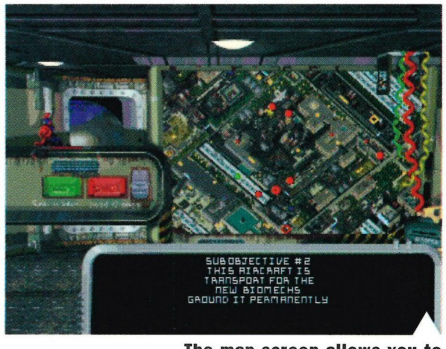
Collecting these money icons will mean you can buy bigger and better weaponry at the end of the mission



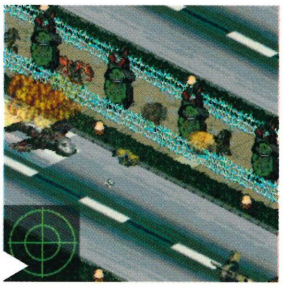




There are strategic goals within the game, but the best part is being able to just destroy whatever you want



The map screen allows you to survey the mission area in much greater detail, and even plan out a strategy



There can be no more fun than rampaging through the airport if you ask me

GENRE COMPARISON

Game **Syndicate Wars**
Software House **Electronic Arts**

It's not out for a while yet but Bullfrog's certain smash hit is the closest thing around to Bedlam, and even then both games are still very different. Syndicate Wars is far more sinister though, so don't play it if you scare easily or are prone to worrying about conspiracy theories

PRO SCORE

GAME **Bedlam**
CONTACT **0171 285 3791**
GENRE **Shoot 'em-up**
RELEASE DATE **Out Now**
SOFTWARE HOUSE **GT Interactive**
PRICE **£44.99**

GRAPHICS	6
SOUND	7
GAMEPLAY	8
LASTABILITY	8

PlayStation games are too expensive aren't they? I was contemplating how to sum up Bedlam and all I could think about was whether it is worth the best part of fifty quid. My answer, from a personal point of view, would be no. Thing is though, it's a lot better than a large number of other games that have cost the same price and done surprisingly well so I guess I must be wrong (or perhaps underpaid?). A good game but certainly no world beater but worth a look if you've got the money. Don't skin yourself to buy it though.

8
OVERALL OUTTA 10

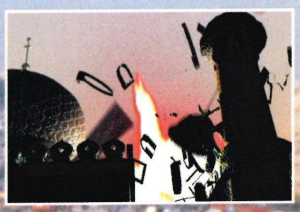
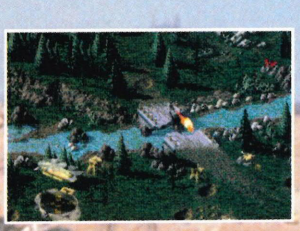
ANDY **Hardly going to set the standards for others to beat but is bearable and at times enjoyable**

DAN **Utterly mindless, which probably explains why Steve gave it eight out of ten**

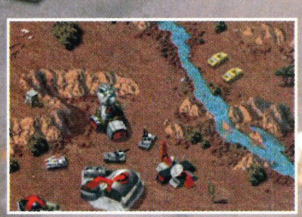
JAY **Personally I'd wait for Syndicate Wars, but as that seems years away, why not waste some time with this?**

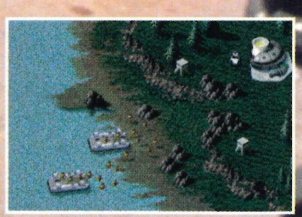
ALEX **Blowing things up from an isometric angle is hardly original, but it's done in an accomplished way**



...THERE WILL BE NO FOURTH WORLD WAR...





COMMAND & CONQUER

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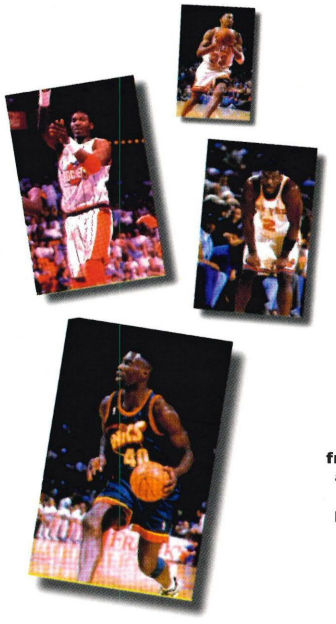
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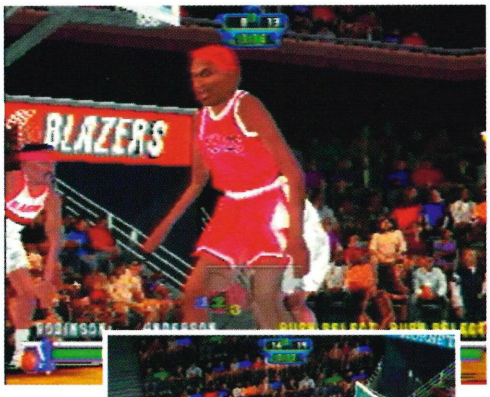
...THE GAME THAT TAKES NO PRISONERS...

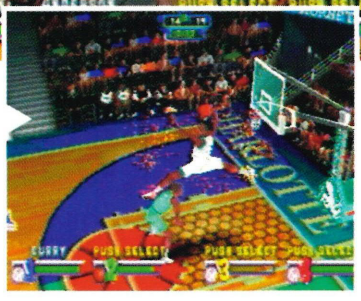
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NBA Jam Extreme

Prepare yourself for the scorching slam-dunkin' session of your life, as the hottest basketball game around goes into overtime. Yowsa!







Sparks fly from sneakers as one of the players performs one of the many elaborate stunt dunk moves

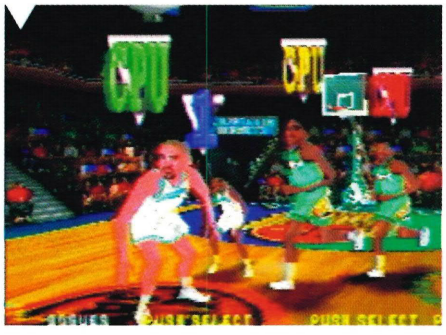
Fans of the on-going series of NBA Jam titles are in for a real treat this winter, as this new Extreme version will be hitting the shops any day now. It is not only far superior than both its predecessors, but also manages to give the current basketball favourites out there a good run for their money on almost every conceivable count.

Sure, you've got the likes of Total NBA, NBA Live and NBA In The Zone to play with at present, but this new offering from Acclaim – although being quite structurally different – still stands high above them all as the most simplistic and playable hoop slapping title around.

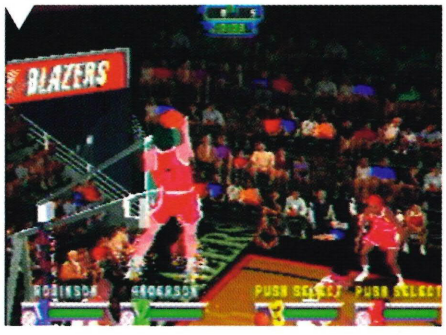
The same old Jam magic that we know and love is still in here, but this time Acclaim has made the whole caboodle a great deal more impressive in every aspect. For example, the graphics are so much better. Players now move surprisingly smoothly and a lot more realistically in contrast to the Tournament Edition released last year.

The on-screen players aren't restricted to a handful of standard jumps, blocks and running moves as they were in previous incarnations. Vast

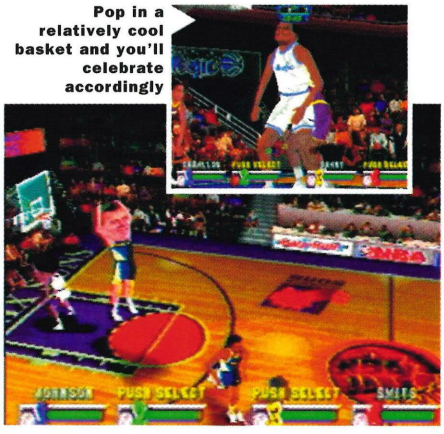
Whilst waiting for the tip-off, you'll be treated to close-up views of all the players taking part



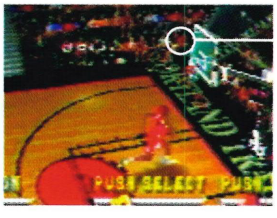
As the action hots up, you'll find that the camera angles swing in to capture the best of it all



Pop in a relatively cool basket and you'll celebrate accordingly



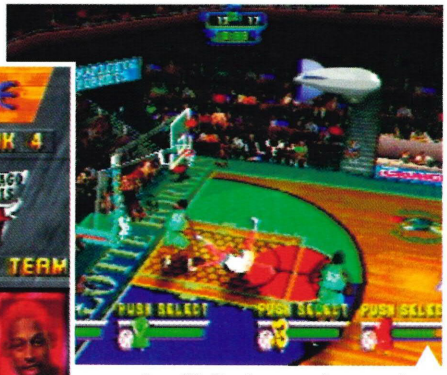
Brick Banter



One of the new touches in the game is the manic Yankie running commentary during play which has got a whole lot harsher, throwing insults to the players as well as praise. One such comment insinuates that the player's shot currently heading goalwards is so lame that he might as well have thrown a house brick at the net. No sooner said than done, the ball actually morphs into said house brick and dutifully bounces off the backboard under a hail of laughter from the crowd. A nice touch, I'm sure you'll agree.

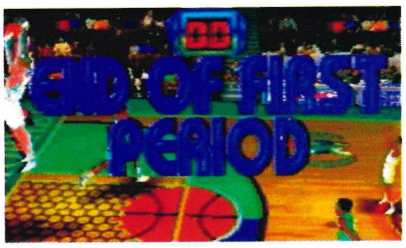
"Tonight's game featurtes Bulls versus Blazers" Yes, the usual Yankie doodle dandy commentary is provided





As with the two previous versions, NBA Jam Extreme is full of comedy falls, slips and jumps





options also await all who play and according to the official NBA team rosters within the game, you now have a whopping 174 different NBA stars to choose from, spread over a variety of 29 official NBA teams. Of course, there are plenty of hidden players lurking inside too, upping the player tally to something completely insane.

Other previous versions of NBA Jam offered the choice of only two or three player selections during a game which led to exhausted and sluggish play come the final quarter. Now you have five players to mess around with allowing various combinations of players at the peak of fitness. You can maximise the best from your team throughout the entire game and hopefully score more of those vital last minute three point match-winning baskets.

New camera angles have been utilised in Extreme, moving the playing angle only slightly during play. While this may seem as a somewhat minor graphical touch, it does add to the overall viewing pleasure. You'll find the close-ups during dunks and the pullback when the play streaks across court increases the adrenaline rush and amazingly, gets you more involved with the tempo of the game. It may sound stupid to you, but it does.

NBA Jam wouldn't be NBA Jam without a bucket full of comical touches and Extreme has them in abundance. The commentary has been changed to a much more, ahem... 'extreme' voice of opinion, throwing insults at players for dodgy shots or slack passing. The addition of the 'Big Head' option proves the point that the Jam series is far from being a true basketball simulation and simply takes the fun aspect of the deadly serious sport of basketball and turns it into a laugh-a-minute slapstick romp that proves to be an enjoyable experience for all.

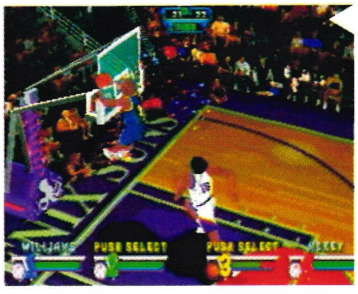
All the bog-standard basketball moves are in here for you to learn and thankfully you get treated to a series of basic coaching sessions at the start and end of each quarter. These offer advice on shooting techniques, power moves, slam dunks and of course, the mind boggling stunt dunks.

By hammering the turbo buttons when entering your opponent's half, you'll ignite the trick shot ▶

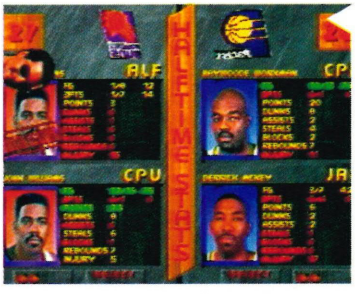
Big Balls, Huge Feet, God Mode, Bod Mode



Acclaim and Sculptured Software have added numerous cheats into the game for added longevity. So if you fancy playing the game with a massive beach ball, or using characters with huge spherical heads and massive oversized feet – then you can! We'll unveil all the information you need next month in a massive Extreme tips expose!



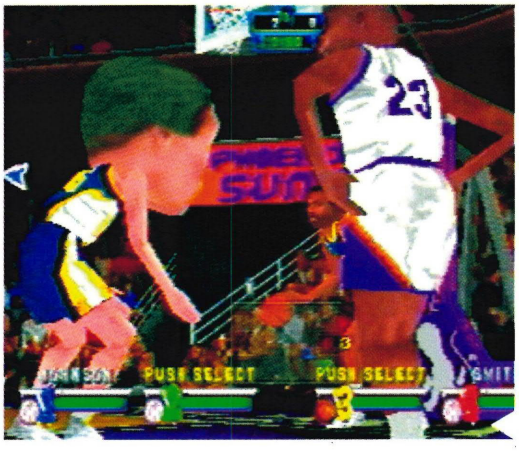
All the NBA teams play all their home games on their very own court. Almost every surface is covered with either their name or logo or both



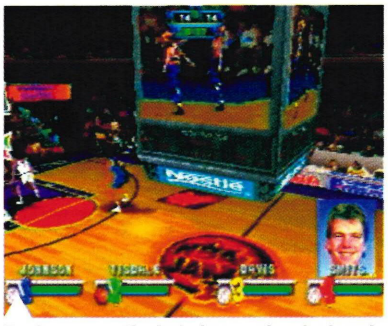
At Half Time, you'll get all the stats, facts and figures on your team so you can work out who to play in the final two quarters of the game



When your opponent shoots for goal, make sure you're up for the rebound. Gaining control of the ball is a vital part of winning this game

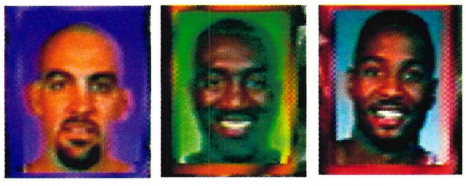


Just for a laugh, you can activate the Big Head option which, unsurprisingly, gives your player a massive bonce



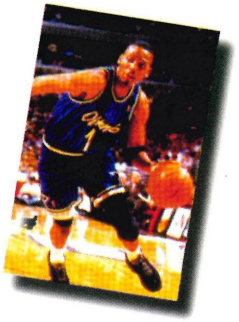
Perform a particularly impressive dunk and the Extreme dancing girls wiggle for you

Code Monkey



As with the first two incarnations of NBA Jam, you can access a truck load of hidden characters by simply entering the relevant three letter name codes. In Extreme there are a couple of secret Acclaim teams, several celebrity sports ones (including All Star teams from all over the place) and there are even some comedy ones thrown in for good measure.





NBA Jam Extreme

▶ ability inside your player. With a timely slap of the shoot button, he'll leap skywards and hopefully perform one of the many gravity-defying stunt dunks to a gob-smacked crowd. The guy even gets sparks on his sneakers when he does it. Beautiful.

Close-ups of post-dunk pleasure are also available – following a particularly impressive hoop experience you can sit back and watch your polygon bloke wiggle his butt and grin inanely at the camera. If you want to, that is. Activating the hilarious Big Head option makes this celebratory viewing even more comical and indeed the rest of the game, so try it. You might like it.

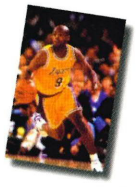
If you're after a serious basketball simulation though, look elsewhere. You may get all the statistics you need in Extreme, but it's by no means as technical and involved as other similar titles on the market. Fun is the main word here, as it should be in all video games.

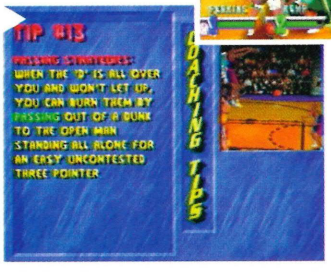
If you buy this, in all honesty you probably won't be buying it for the simulation aspect at all. You'd be parting with the cash because you want an enjoyable and humorous sports game to play about with, not some perfect vision of what you presume to be one of the most exciting sports on the planet. That's just what you'd get – a solid, playable and highly enjoyable piece of interactive pleasure from the boys that know.

NBA Jam Extreme is a worthwhile purchase as far as I'm concerned and I'd even go as far as to say that if you already own either the previous version or indeed any other basketball game for your system, get rid, buy this and you'll be boomshakalaking your way to a better life.

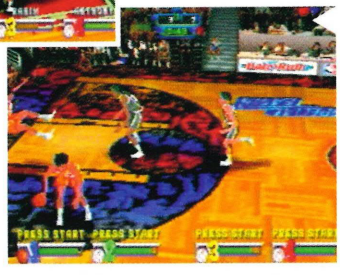


"The game momentarily drew to a halt as even the bloke with the big head couldn't find the ball"

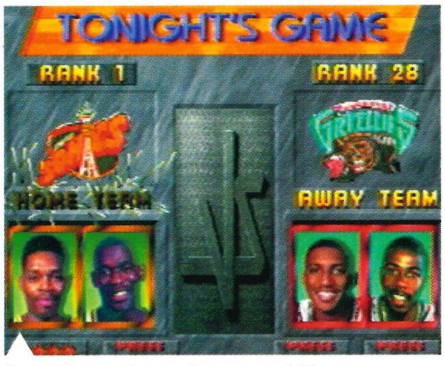




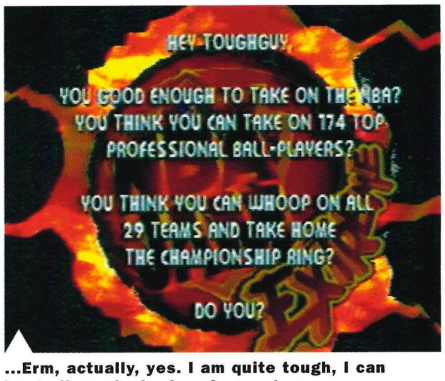
Top tips on how to play a lot better, shoot more accurately and pass with ease are handed to you after each quarter



As you can see, some of the courts are quite colourful, to say the least



Now you can choose from up to 174 different NBA players and play with 29 various American teams! Blimey!

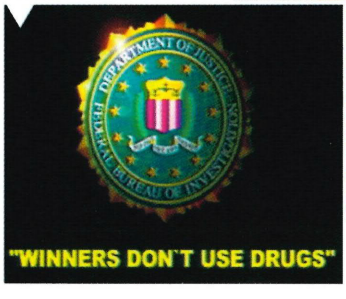


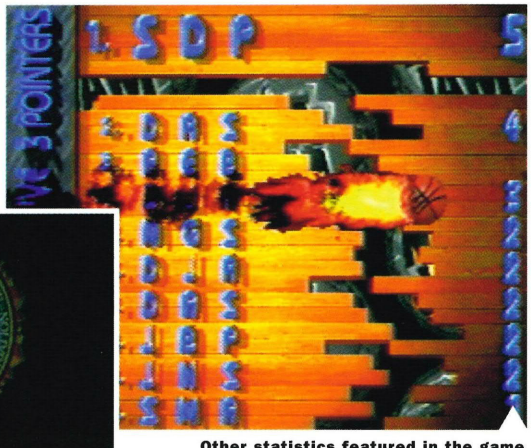
...Erm, actually, yes. I am quite tough, I can beat all you lanky Americans at your own game, and yes, I want that ring!



Everything was going smoothly until the boys from Musical Youth stormed the court and pinched the game ball

Watch out! Experiment with hard drugs during play and you'll get a visit from the F.B.I





Other statistics featured in the game include Worst Hair, Best Dressed Man and Top Solo Artist. Or do they?

PRO SCORE

GAME NBA Jam Extreme
CONTACT 0171 344 5000
GENRE Sports
RELEASE DATE Out Now
SOFTWARE HOUSE Acclaim
PRICE £49.99

GRAPHICS	8
SOUND	7
GAMEPLAY	9
LASTABILITY	9

Jam, Jam, here comes the man! Forget your poncey simulations with all that motion captured gubbings and more facts and figures than even Stato could handle. Get down with some good old fashioned – and easily playable – hoop slapping fun. Both experts and novices will love this equally, due to its simplistic button configuration and its wildly playable pulling power that will have you returning to it time and time again. NBA Jam Extreme wins the tip-off for best all-round PlayStation basketball experience in my opinion, so buy it.

8½ OVERALL OUTTA 10

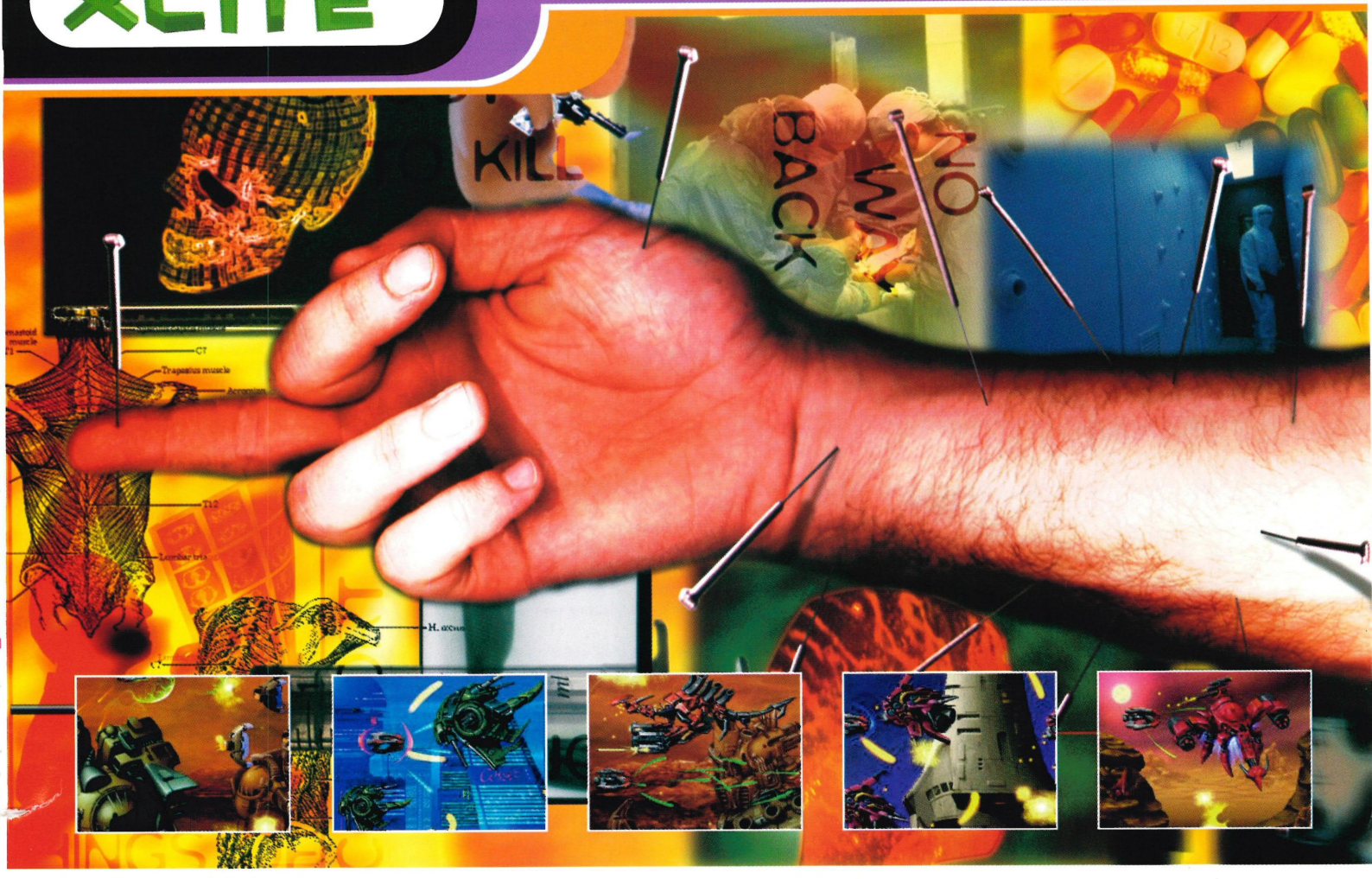
STEVE As different as it could be to this month's other NBA effort and equally worth buying

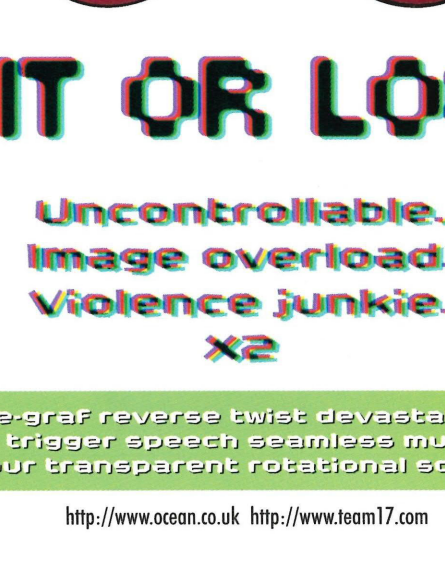
DAN Virtually the same as Acclaim's other NBA games, but still a stonking little chestnut

ANDY The best basketball game since the last NBA basketball game. But that's enough now OK

ALEX My type of basketball game – one in which you can hammer buttons never quite knowing what'll happen

XCITE





U$E IT OR LO$E IT.

Uncontrollable.
Image overload.
Violence junkie.
X2

PlayStation

TEAM17

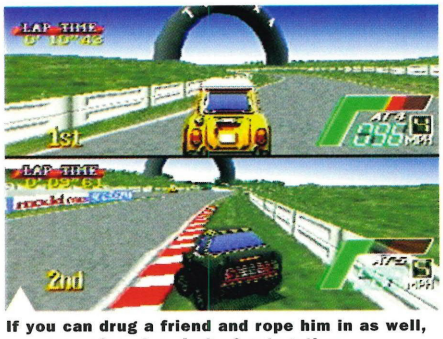
ocean

orbitals plasma van-de-graf reverse twist devastate ripple pulse nemesis cloud stealth 50hz trigger speech seamless multiples 256 line solid model true colour transparent rotational scale glare smooth

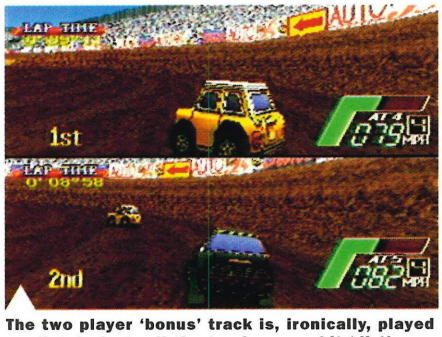
http://www.ocean.co.uk http://www.team17.com

Penny Racers

Obviously what the world needs, even more than world peace and an end to hunger, is another racing game. Although preferably not this sack of dross



If you can drug a friend and rope him in as well, you can enjoy slow, jerky fun together



The two player 'bonus' track is, ironically, played on dirt. In fact, all the tracks are a bit 'dirt'



This is me, hairing off yet another bend on the mountain course. God bless the control system!

If you saw our preview of Sony's latest line up last issue, or if you've been shopping recently, you'll know Penny Racers is already in the shops. Don't blame us. And don't go thinking that we've been tardy or slapdash with our reviewing policy, it's just Sony didn't send out review copies until after Penny Racers was safely sitting on the High Street shelves.

Film companies use the same trick, refusing to preview a duff flick for the press before its release date. It's not exactly rare in the games industry either. When this happens round here, alarm bells start ringing around the office. Not metaphorical ones either. We've got a real alarm system, designed by Johnny Ball, that detects cunning diversionary tactics from software houses. It rings really loudly and lights up a giant billboard saying 'Incoming Crap Game! Software House Too Embarrassed To Show It To Us!' in flashing neon letters. Oh, and it sends electric shocks through our seats, but that's more for our pleasure than anything else.

This spectacle accompanied the arrival of Penny Racers, unsurprisingly. You'd think a driving game would be fairly simple to get right these days. It's not as if there's a lack of examples to follow. So quite how Penny Racers ended up as such a bucket of horse's doings is a bit of a mystery. But a bucket o' dung it is, so join me as I bare my fangs to see what went wrong.

The graphics, first of all. They're crap. There's no other word for it. Well, there is, but we're not allowed to use it. Even the Sega Megadrive would hang its head in shame at the blocky chunks of colour that sheepishly show themselves here.

Every car is the same shape – a big oblong – and the only way to tell them apart is that some are painted to look like VWs and others are sports cars. Worse than that, if you can believe it, is the way the game moves. The tracks are hardly taxing, yet they lurch and glitch as if the PlayStation itself was in awe of the visual virtuosity it was being forced to conjure up. This is bad enough in the default mode, it gets worse when you switch to the internal viewpoint and in two player mode it's beyond a joke.

With two players the game slows down even more than usual and requires you to play in a squashed letterbox screen that renders any bends invisible. Not that you'd make it round them safely anyway, thanks to the treacley controls. That's our next destination on the Spite Express.

The first time I picked up the controller and started Penny Racers, I thought someone had poured sticky Tizer into the joypad. The cars respond so slowly and reluctantly to your movements that even the most gentle bend becomes an epic struggle. Even if you stop accelerating, hit the brakes and hold the direction you want, you still slide into the wall after moving maybe a centimetre to the right.

The vehicles skid through 360 degrees at a moment's notice, and grind to halt after the slightest contact with an obstacle. Despite the presence of statistics for each vehicle, they all handle in exactly the same way. Or rather, they don't handle at all. Another nail in an already well sealed coffin, then.

The most laughable element of this disaster area is the inclusion of a shop section where you can buy upgrades for your car and even save your progress. This seems to imply that they expect people to play it more than once, a notion that I'm having some trouble understanding.

You can upgrade your horn, despite that fact it serves absolutely no purpose in the game, or

Penny Choose



***Big Dome:** This only appears in two player mode. It involves chugging around some piles of dirt, struggling to see exactly what's going on*



***Short Highlands:** A brief track. Turn it on its side and it looks like a comedy face. Other than that, it's as useless as the rest*



Paint your wagon in different colours, because that really changes the game play



Here I am behind the wheel of my bus, Cliff Richard style, off on holiday...



And here's me not so long after, spinning around after a 'tricky' corner



OK, so this looks like an easy corner. But you'll hit the wall every time



Win a mere 10 races or so, and you'll be allowed to buy new tyres for your car



There are several 'hidden' areas, like this one, but they don't help the gameplay any, I'm afraid



change the colour scheme of your car to waste yet more money. In fact, these are about the only things you will be able to change, as buying a proper steering wheel or engine requires an absolute fortune. The only way to get the cash is to win races and the only way to win races is...well, let's just say the controls make that occurrence fairly unlikely.

The overall entertainment potential of Penny Racers can easily be simulated by slowly pushing a shoe box around the garden. Blindfolded. And it's a lot cheaper too. PlayStation driving games work because of two things – speed and good looks. This has neither, so even if it lived up to its name, a penny would still be too much for this monstrous cock up.



The map can be called up to show you where you are, and also to obscure your view. Just how many pointless features do you want?



A shunt in the tunnel. Unfortunately, it's due to the painstakingly slow controls rather than any fiendish driving on my part



Mountain Pass: You can fall off the side, making the humorous steering problems all the more entertaining. Possibly the least playable track of them all



Normal Circuit – Easy: A simple circular course that still requires the patience of a saint to clatter around more than twice. And it's dull as well



Normal Circuit - Hard: Like the easy circuit, but with the inclusion of a hairpin bend on which to crash every sodding lap. I guess that's why it's 'hard'



Long Tunnel: Takes place in a tunnel that's quite long. Again, tight bends mean you might as well stop and do a three-point turn to get round every time



Wooded Land: Features a nice 'jump through a waterfall moment' that would be stunning were it not for the fact it actually looks a bit arse

PRO SCORE

GAME Penny Racers
CONTACT 0171 447 1611
GENRE Racing
RELEASE DATE Out For Ages
SOFTWARE HOUSE Sony
PRICE £44.99

GRAPHICS 4
SOUND 4
GAMEPLAY 3
LASTABILITY 2

Oh my God. I'm not having a great month really. After the absolute toss-fest of Batman Forever, I declared it the worst game I'd ever played. Then I played Penny Racers. And it's worse. Shuddering, glitching graphics coupled with the most sluggish and useless control system ever seen in a driving game make this a trial that no punter should ever have to face. If you've already made the mistake of buying this, take it back to the shop and pay them again to take it off your hands if necessary. Utter crap

3½ OVERALL OUTTA 10

ANDY **This month has unveiled two absolute stinkers and so has Dan. This is just plain terrible**

ALEX **A very harsh mark indeed, but you've got to be cruel to be kind. Not as good as Crash Bandicoot**

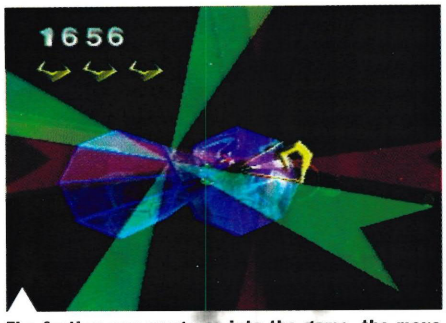
JAY **I've not spent too long playing this piggy and by all accounts you won't do either if you buy it. It's pants**

STEVE **Looks a bit slow from over Dan's shoulder, but what would I know?**

BY JAY SHARPLES

Tempest X3

Interplay urge you to take a sizeable step back in time as it unveils the latest in a long line-up of arcade 'classics' from the 80s to receive a 90s revamp



The further you progress into the game, the move freaky the playing webs get. Try some of the harder ones in Trippy Tempest mode, if you dare!



As with most shoot 'em-ups and indeed their original arcade counterparts, saving your name onto the main score sheet proves your prowess



The small cube you can see flying about is in fact a helper droid which as you'd imagine, helps

It's back! It's bigger and altogether better than the over-hyped Atari Jaguar version of a few years ago and its arcade original from the early 80s. What are we talking about? Well, it's the latest arcade corker from yesteryear to get dragged into the 90s and slapped onto a next gen console via some virtual make-up department, of course – and this time it's Tempest!

Yes, this instantly recognisable arcade oik was a massive hit (hey, weren't they all?) back in the days when The Kids From Fame danced into our living rooms and dandy highway men stormed the Top Ten in queer shirts and dodgy face paint. Now the chaps at Interplay have rejigged its innards and wiggled its warp worlds to present you, the PlayStation punter, with this ideal Yuletide gift for all the family.

It features all the appealing gameplay that you fell in love with all those years ago and you'll be happy to hear that the whole 'first-person-perspective-Space-Invaders' caboodle has been given a 1996 overhaul in almost every department. Crikey. The aim of the game remains the same, that is you are a creature stuck at the end of an extruded 2-D 'web'. Your only chance of survival is to put a stop to the pesky enemy creatures that keep climbing up the inside of said 'web' by gracefully skipping around the perimeter, shooting the wee rascals before they either shoot or even worse, capture you and drag you downwards. Mmm.

To enhance this rollicking rapid-fire arcade blast from the past and to entice you to part with your cash, Interplay has deemed it fit to include a two player duel mode (an unfortunately uninspiring one, I'm afraid) and the original arcade version complete with Atari-style graphics as well as the fancy new '96 remix feast. Blimey.

Though the only noticeable differences between this year's version and that of the early 80s are the slight graphical improvements. The gameplay remains as absorbing as the original, but the only new additions included are the organic animated webs that now stand in place of the static wireframes of old. Okay you've got better power-ups in this '96 version, but it's almost identical to the 'traditional' mode included on the disc. Hardly a massive leap forward in next generation video gaming is it now?

The constantly changing pulsating effects added to the 'webs' in the hidden Trippy Mode do their job well enough – Interplay claim that they 'make for some challenging gameplay'. Well that much is true, they do. But only due to the fact some of these wacky 'webs' blur and throb at such a psychedelic pace that keeping your eye on what's happening game-wise is almost impossible. They do look very nice indeed, but are simply too distracting to warrant any claims for added gameplay. The buggers run at a rapid 60 frames per second during play and have been specifically designed to be visually impactive. And they are. It's just they're a tad too impactive for my liking.

You'll find that the really psychedelic webs are only visible after you've entered a cheat code, which is a bit of a rip-off if you ask me. The hype behind Tempest X3 has concentrated on informing the world that this new version's unique selling point is the wacky backdrop web things. Fair point I suppose. But it seems strange that the bulk of these are hidden and are not for general consumption. Why? I don't understand.

However, back to gameplay. Yes, gameplay. Good old gameplay. As you're skipping around the 'web' you'll be able to collect power-ups along the way to help your Tempest experience run as smoothly as possible. Electrified weapons and bigger this and that appear along the edge of the playing area and must be picked up swiftly if you are to use them.

When detonated, these new items will do their job accordingly and more often than not, fill the screen with every colour of the rainbow when they make contact with the 'web' fiends. But these nasty 'web'ites have tricks of their own to play and as you progress through the 99 different levels and numerous warp worlds you'll discover their older brothers tend to hop into the playing arena to teach you a lesson after your previous bouts of younger sibling slapping.

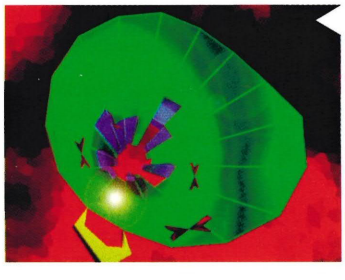
The bigger enemies come thick and fast and you'll be battling against Flippers, Spikers, Fuseballs and all the rest of them in a mass of frantic, eye-scorching laser fire in the later levels. They tend to get bigger and badder as the game progresses, so it's wise to collect everything that's offered as you never know when you'll need it.



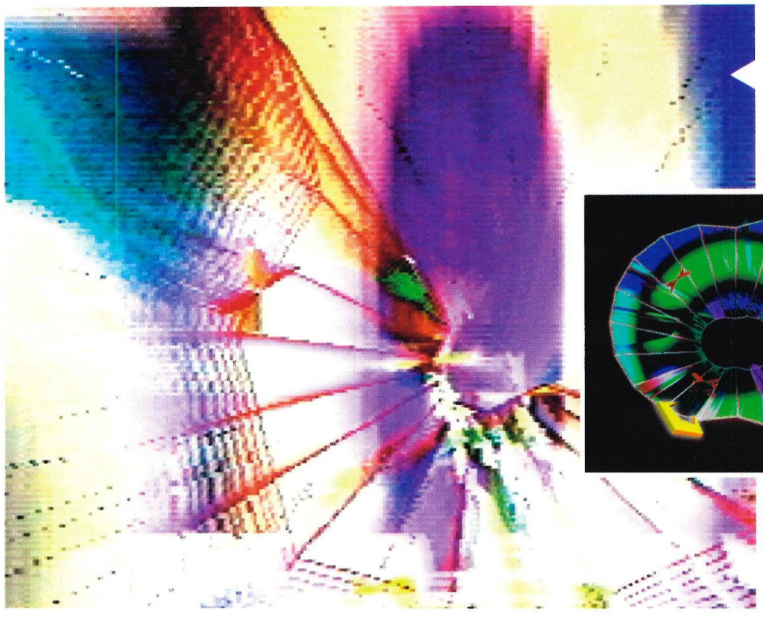
Eat electric death web monkey! Yes, blast the beasts and score high!



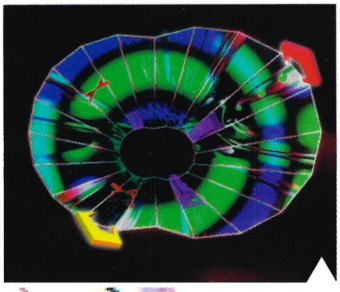
Killing several enemies at once and scoring bonus points can gain you extra lives



The later levels of the game feature some really mad trippy backdrops and webs



Enter the Trippy cheat and this is what it'll all look like. Just don't sit too near the screen, eh kids?



Here's a piece of beautiful artwork that looks like nothing you'll find in-game

The gameplay is as strong as it ever was, requiring a perfected rhythm method to get you through the bulk of the game. But as with most of these old arcade shoot'em-ups, simply positioning your ship correctly and holding down the fire button will see you through most of the earlier levels. As you'd imagine, this leaves you bored, confused and generally pissed off within minutes. Something that no matter how much we harp on about how great these games once were, always seems to happen when someone re-releases one. A harsh but true sign of the times.

So, should you buy it? Personally I think Interplay has duped us somewhat. It's a tidy enough piece of software offering you hours of retro fun, but pinning its hopes on these trippy backdrops has rattled my cage a tad. If you bought this you'd expect to be playing a classic game from yesteryear with today's fancy graphics and that's what you'd get, to a certain degree. It does look better than the original, but take a look at the 'traditional' mode of old included on the disc and you'll soon be wondering why Interplay bothered doing a new version.

All that this new and improved version offers the punter is a 3-D edge on the original title, which is all well and good, but I wouldn't spend thirty-odd quid of my money on a singular retro title unless I was a die-hard Tempest freak. Especially as you can get five or six such titles on one of the many Classic Compilation discs currently available. I'm not saying it's a crap game, because it isn't, it's a top one. It's just that they could have done so much more with what is concidered a classic title, and I'm sorry to say that they simply haven't bothered.

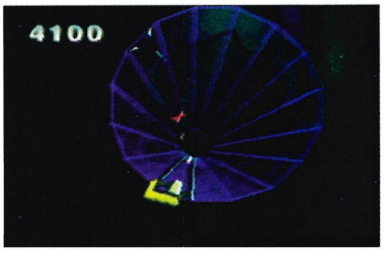


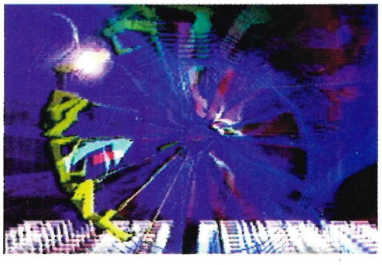
More dead enemies mean more bonuses for you. Of course, the explosions come free of charge



Each web is different and they require varying degrees of concentration in order to complete them all

It's Great When You're Straight... Yeah, Right





The trippy visuals you heard so much about in last month's preview are unfortunately hidden. To access these 'wacky' backgrounds you need to hold down R1 and L1, START, SELECT, TRIANGLE, CIRCLE and Up/Left and the D pad. After that, hold down R1, L2, TRIANGLE and X, then press up for Trippy mode. Once you've done all that, you can now 'wig out' to the 'cosmic' and down right 'groovy' on-screen acid-fest before you. They're alright in a sort of blurry kinda way, but we can't see anyone who doesn't indulge in recreational substances on a regular basis enjoying them all that much. They're a bit too distracting, you see.



Blimey, even the Game Over screen is all psychedlic! Bloody hippy programmers

PRO SCORE

GAME Tempest X3
CONTACT 01628 423666
GENRE Shoot'em-up
RELEASE DATE Out Now
SOFTWARE HOUSE Interplay
PRICE £35.99

GRAPHICS 7
SOUND 7
GAMEPLAY 6
LASTABILITY 5

It may well have been a legend in the arcades, but its remixed counterpart fails to bring home the thrills and the much-loved magic I'm afraid. The '96 version is only a slight improvement on the '81 original and okay, the hidden trippy graphics are a nice touch, but why hide them? Surely it would have made more sense to have them readily available from the off? As you know, I'm confused at the logic behind this title's launch as I'm sure you will be if you actually buy it. Definitely one for the Memory Lane monkies.

6
OVERALL OUTTA 10

ALEX **At least Interplay has the decency to not charge full price for this worthless 'update'**

STEVE **Seeing as I'm too young to get nostalgic this seems like a bag of old toss to me**

DAN **Crappy backgrounds stolen from 'The Word' do not a good game make. Seriously rubbish**

ANDY **Why on Earth anyone would want to bring this out on 32-bit technology is quite beyond me**

CHEESY'S LI



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Tel: 0161 832 6633 · Fax: 0161 834 0650 · Internet: http://www.ocean.co.uk

N A PICKLE



...exper...
...rauding polka dotted aliens, super heated blast furnaces,
...danger, fire breathing chilli peppers and one mad
...htly unsociable scientist are all out to get him.

Cheesy

PlayStation

BY ANDY SHARP

Hardcore 4X4

You know the score. It's another racing game, only this time there's more dirt than dashing. Take it away Gremlin, if you will



Visibility can be restricted to high degrees when bad weather hits the circuits



This has to be the bounciest course view you will ever see. The 4X4 bounces so much you may actually become travel sick

Off road racing should make for a far greater challenge than a standard road race with leaps, bumps, rocks and numerous other obstacles. All this has been included here along with the standard options you would expect in a racing game.

As you pick and choose the options for your race or races ahead, you will be met with a barrage of guitar riffs more evil than any thrash band could conjure up. Don't be put off by this however, as it's actually quite harmless.

You can choose a single race, a championship against five other drivers or a time trial. There are also numerous vehicles to choose from which seem to range from a Fall Guy jeep to a huge Bronco type 4X4. There's no paint shop here so you're stuck with the default truck colours. As is the norm with any racing game worth its weight, there is a manual gears option on top of the default auto gears.

To begin a championship season you must choose all your car settings and tackle the circuits on novice level. This will give you the general idea of how the jeeps handle and the circuits themselves.

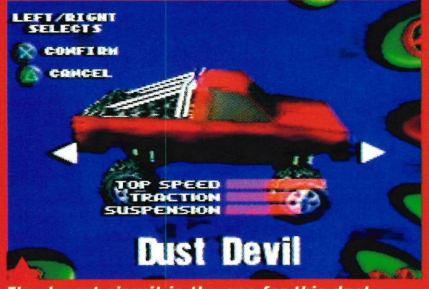
As you begin a game, it becomes apparent that weather conditions also play a part in your ascendance through the levels or your rapid decline in the championship stakes. From a bright, sunny clear day to torrential blizzards where visibility is close enough to non existent – it's all involved at some stage. How you handle the elements is going to determine whether you will be successful.

The weather can be configured before racing, but for added excitement, it's best left to chance. Initially, a race in the rain won't pose too much of a problem but as you progress through the skill levels, it becomes a constant reminder that skill isn't always enough.

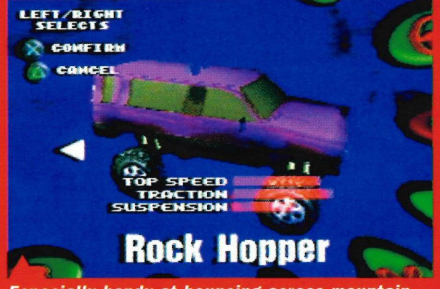
To reach the Extreme Racing stage, you must first win the two lesser championships. This is done by accruing more points than the computer drivers through each of the circuits. It only becomes a problem when you reach the Pro skill level that seems to differ only in the speed of your jeep which increases massively while the weather seems to take a turn for the worse. Basically the courses don't change throughout, but your visibility and speed does.

During a race you may change the viewpoints at any time. Most, apart from the outside view from a distance, are worth taking a look at. The straightforward view, where only the scenery and

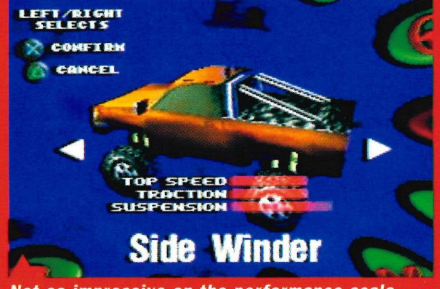
Hopping All Over The World



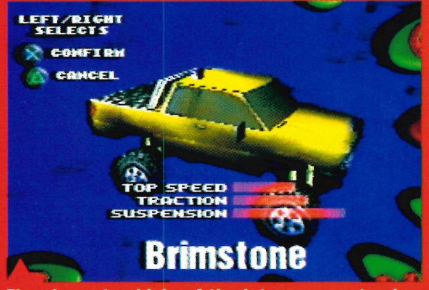
The desert circuit is the one for this dust loving machine. Unbeatable



Especially handy at bouncing across mountain terrains with the minimum of bother



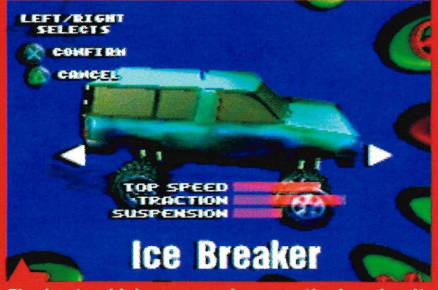
Not so impressive on the performance scale, but highly controllable nontheless



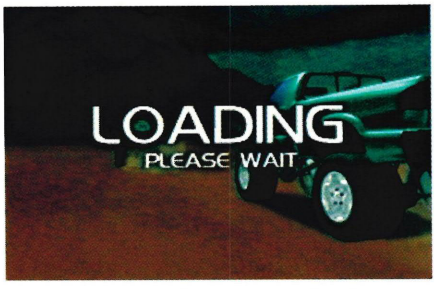
The slowest vehicle of the lot compensates by having some incredible suspension



Nippy through the bushy circuit, hence the name you see. Not a bad little performer all round



The best vehicle you can have on the icy circuit. It'll still slide but not as much as the rest



circuit are shown, is liable to cause headaches – the screen bounces furiously while you race for all you're worth. You can see where you're heading but it all gets a bit much after a while.

The only poor view available is the view of the dash with the drivers hands on the wheel – they're so rigid and just look like they shouldn't have been included. Apparently it's only been included to please the American market. How they can be happy with it is anyone's guess, but no doubt it will go down a treat over the Atlantic.

It's obvious, just looking at this release that plenty of effort has gone into making everything run as smoothly and realistically as possible. The graphics look surprisingly real and you do get the feeling of riding over every bump and jump.

The jeeps themselves have some amazing suspension and have clearly been made to look like they are actually driving over some of the ridiculously angled rocks and mud ramps. If one side of the jeep is struggling over a rock, the suspension will actually move with the scenery rather than simultaneously.

Each of the vehicles are uniquely suited to certain circuits and are named for a particular circuit. The Dust Devil is best on the desert circuit and the Ice Breaker is pretty handy at getting around the snow and ice track and so on. Unfortunately, this is the only way in which they differ. Otherwise, they seem to handle in exactly the same way regardless of where the race is taking place.

The landscapes are all pretty impressive – the only fault being you can't veer off the circuit in any direction regardless of whether it looks like you can or not. This limits the overall enjoyment – if there were small short-cuts it would hold more enjoyment.

To counter this however, there are some pretty spectacular wipe outs where jeeps will roll across the ground at all angles. This all looks impressive enough and if you do actually roll fragments will fly from your jeep in total Destruction Derby style.

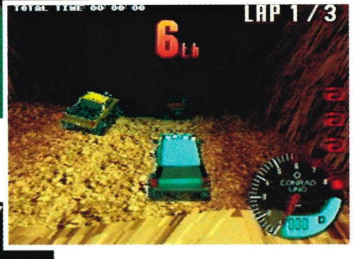
With all the options and excellent graphics, Hardcore should show others how it's done. For all its excellence however, it lacks that most important of elements – gripping gameplay. After playing for a while you will find your mind wandering. And this just shouldn't happen.



The Ice Breaker does the business yet again. If a championship is won then the skill level will up

If you can follow this circuit in torrential weather then you should do well







Snow at night means there are going to be nightmares for the drivers as they battle for supremity

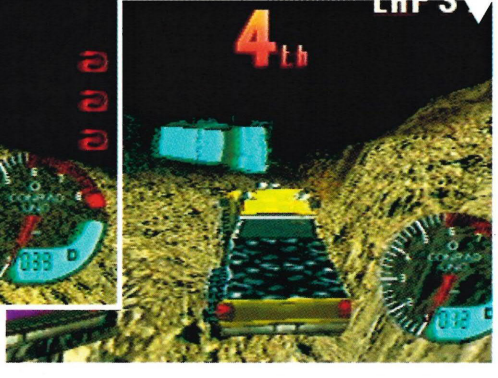


The grid line up looks fairly harmless. The chaos which unfolds afterwards, isn't,



See the barriers ahead? Well you don't really want to be hitting them at all really

Look out for rolling 4X4's. They can ruin your chances of an impressive finish position



PRO SCORE

GAME Hardcore 4x4 *GENRE* Racing Sim *SOFTWARE HOUSE* Gremlin
CONTACT 0114 275 3423 *RELEASE DATE* Hardcore 4x4 *PRICE* £44.99

GRAPHICS 8
SOUND 7
GAMEPLAY 8
LASTABILITY 6

The idea is hardly an original one but for what it is, Hardcore has been done well. It looks fine and plays just as well. Unfortunately it lets itself down by being too restricted on the circuits and with only a handful of different vehicles and tracks, it soon becomes a little too samey. No doubt there are plenty of people who will lap this sort of thing up, but it just lacks a little clout for my liking. Maybe a Hardcore 2 could clear this up? A bit like the first Destruction Derby in my book, nice touches but hardly enthralling in the end.

7 OVERALL OUTTA 10

JAY **Much better than Off Road Interceptor and overall it's quite top, but it's short lived fun I'm afraid**

ALEX **Soz Gremlin, but this looks incomplete to me. Desperately crying out for a two-player option**

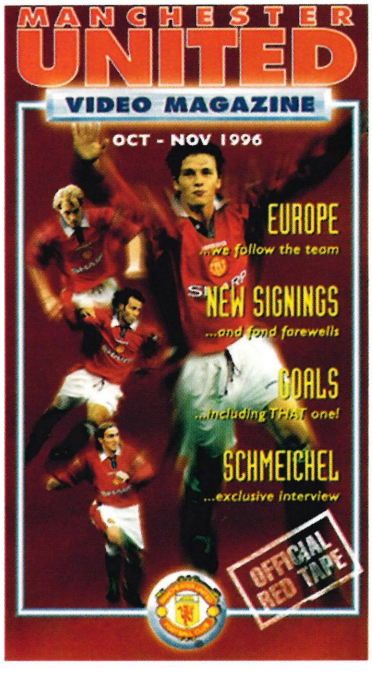
DAN **Very pleasant, but there's just not enough to do. A few jumps might be an idea. Good, but bland**

STEVE **The best game of its type so far but personally I'm hanging on for Monster Trucks**

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1. Five Man Utd videos



2. One of ten Father Ted videos



3. Five WWF In Your House games & videos



4. Five Iron & Blood games



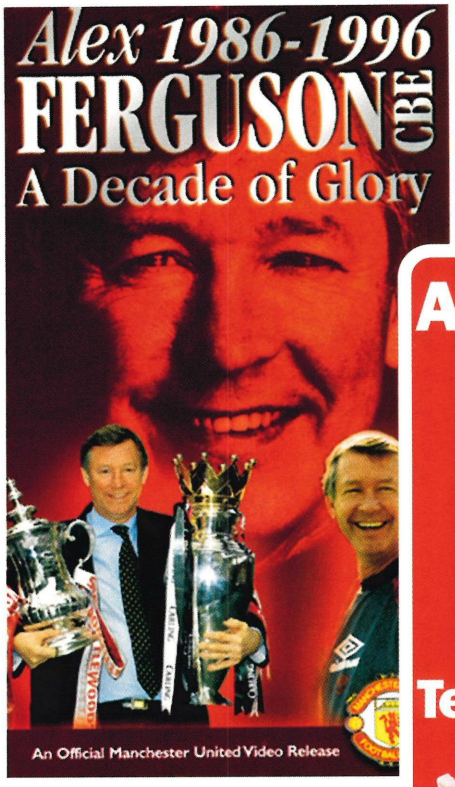
5. Five Batman Forever games & videos



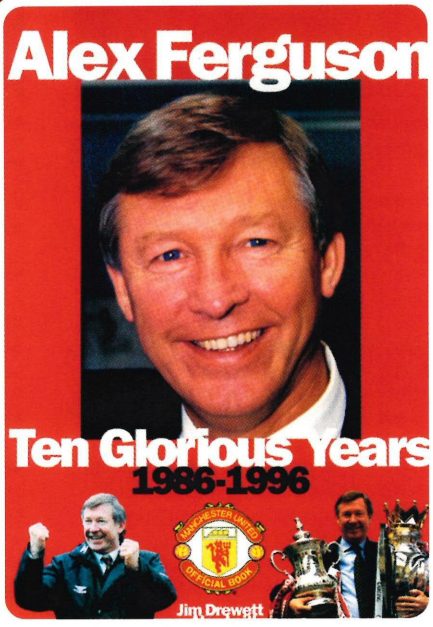
6. Five NBA Jam Extreme games & videos



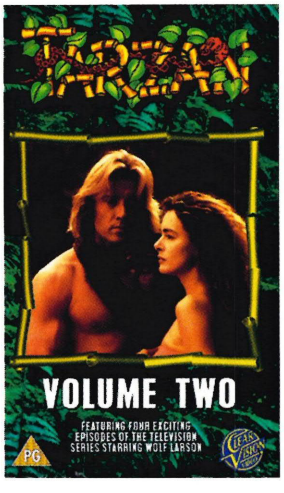
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value over £2000

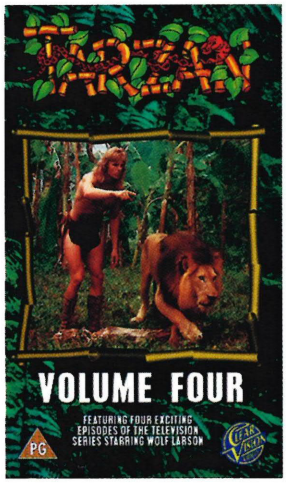


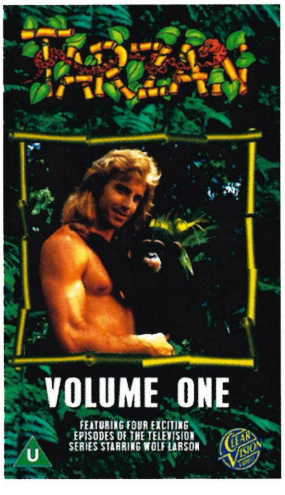
7. Five Alex Ferguson books & videos



8. One of five Tarzan videos







Questions:

1. Manchester United Question
Name Jordi Cruyff's dad?

Answer: _____

2. Farther Ted Question
Who plays Father Ted?

Answer: _____

3. WWF In Your House Question
Name one of the fighters in In Your House?

Answer: _____

4. Iron & Blood Question
Name one of the characters out of Iron & Blood

Answer: _____

5. Batman Forever Question
What's Robin's real name?

Answer: _____

6. NBA Jam Extreme Question
What does NBA stand for?

Answer: _____

7. Alex Ferguson Question
Which team does Ferguson manage?

Answer: _____

8. Tarzan Question
What's Tarzan's female companion called?

Answer: _____

Name _____

Address _____

_____

_____

Postcode _____

Telephone _____

Age _____

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Send entries to 'Book, Video & Game Competition' PlayStation Pro, Freepost SK3038, Media House, Adlington Park, Macclesfield SK10 4YB

All entries to be in by January 31

BY DAN WHITEHEAD

WWF In Your House

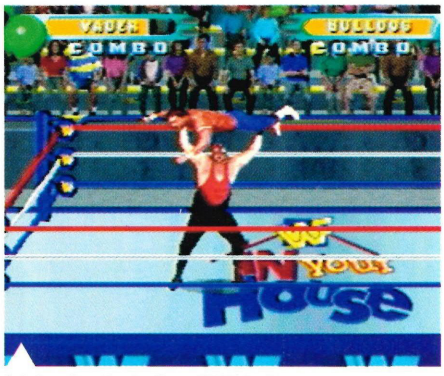
In the unlikely event you ever invite these gurning idiots into your home, here's something you can put on to keep them quiet while you call the police for armed assistance



Vader's flabby arms move so fast that his wrists actually combust with airborne particles



Four man floor show action awaits those of you flashy enough to have a multitap



Advice for the ladies: WWF In Your House is a fantastic and foolproof way to pick up men. Oh ho, yes



The action moves out of the ring, where the confusing sight of two Ahmed's causes The Undertaker to do a Tommy Cooper



Why, it seems like only a few weeks ago I was typing away, reviewing PowerMove and bemoaning the lack of wrestling games for the PlayStation. In fact, it was only a few weeks ago. And now, here in my hand, is yet another of the monkeys.

It's the boys from WWF this time and they're, quite alarmingly, In My House apparently. No sooner do I wish for more wrestling games than I get this. There's a moral in there somewhere – be careful what you wish for. You might have to review it. Yes, I know it's probably vastly unfair to compare this to PowerMove, what with them being worlds apart in terms of approach, but when you get two wrestling games within the space of a month, it's inevitable. So I'm going to, fairly frequently as it happens.

Options first. You've got 10 of the WWF's juiciest hunks to choose from, all with their own distinctive attack styles and naturally, special moves. All moves are pulled off in much the same way, so the choice boils down to which wrestler most appeals to your fashion sense. Or lack of it. There's a load of different backgrounds to fight in front of, none of which affects the gameplay but fight fans seem obsessed with such minutiae.

Whereas PowerMove was a more sombre simulation of wrestling as a sport, In Your House is, incredibly, a simulation of wrestling as a load of steroid dripping rhino-men pretending to hurt each other. So it's a traditional beat'em-up through and through.

True to real life, wrestlers fight each other with fireballs, shooting playing cards, ectoplasmic bats and other arcadey guff. They seemingly fly about the ring like lunatic witches, performing feats that would make even Superman pause and say "That was quite impressive, eh Lois?" They've even got a WWF version of Fatalities in the shape of Super Pin Moves. Sportsnight it ain't.

But let's face it, it was never going to be a very serious game. I could only hope that what it lacked in authenticity, it made up for by being a playable more arcade based alternative to PowerMove. And it doesn't. In fact, and it pains me to say this, the whole thing reminded me occasionally of the piss poor Batman Forever, also by Acclaim.

The confusing mish mash of graphics during a melee, the flat look of the sprites, the icons that pop up through the canvas, the way you can use one simple move and slug through too much of the game. It's like *déjà vu*. Certainly, this doesn't offer the degree of control and accuracy we usually ask from the genre. Admittedly, some of the moves are pretty devastating and funny but in the middle of a frenzied four man battle it's just too much trouble to use them when you can just as easily kick and punch your way to a modest victory.

The only reason WWF In Your House isn't quite





Hunter reclines, like the saucy monkey he is, unaware that he's just beaten himself up

Bad Boys

The WWF guys who want to be in your house are, from left to right: Hunter Hearst Helmsley (posh bloke), Vader (fat bloke), Owen Hart (dull bloke), Ahmed Johnson (tough bloke), Golddust (camp bloke), Undertaker (goth bloke), British Bulldog (sad old idiot), Bret Hart (another dull bloke) and Shawn Michaels (cheesy bloke). And let's not forget The Ultimate Warrior (bloke who couldn't be arsed turning up for the photo shoot).







Undertaker keeps on dancing, while Ultimate Warrior spews in a corner

as bad as the Caped Cadaver is the fairly amusing multi-player modes. You can play against another flesh and blood player, smashing his virtual face in or team up with him against an onslaught of PlayStation controlled blokes. In fact, this is the one area where this game succeeds over PowerMove.

If you have enough friends to justify the presence of a multitap in your cupboard you may indulge in four man orgies, either as tag teams or in a violent free-for-all. This is almost enough fun to make you overlook the mundane gameplay, but is it 45 smackers worth of fun? Nope.

Mind you, it certainly captures the unique WWF 'atmosphere' thanks to digitised graphics taken from the real wrestlers' movements and samples taken from their real mouths. There is an announcer who loiters in the background and spouts cobblers throughout the matches in a yelping voice, which irritates after about three minutes but is a genuinely white trash addition.

Trouble is, even with all this fairly impressive icing piled on top of the gaming cake, WWF In Your House is nothing out of the ordinary. These games just keep on coming out, generally to mass indifference – and this one is no change from the usual.

Not so much WWF In Your House as WWF Hanging Around The Corner Shop Trying To Look Hard. And that's not going to scare anybody.

Keepin' It Real

It's gritty, it's realistic and it's controversial. Oh, hang about. That's NYPD Blue isn't it? WWF In Your House is that ridiculous fighting game with surreal special moves. These are the stupidest. Right here, you oaf.



Ultimate Warrior's Lightning Bolt (↑, ↓, ■): Like all good sportsmen, this make up smothered freak can unleash streaks of electricity from his magic gloves. Ian Botham can do this as well, by the way, although he keeps quiet about it



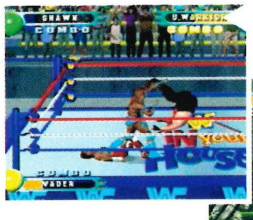
Vader's Bull Charge (R2, ■): Just like Bez from The Arabian Knights, this tubby fella simply shouts 'Size of a bull!' and turns into three tons of charging buffalo. Which isn't that much of a difference, but it impresses the chicks



Owen Hart's Card Shuffle (↓, Forward, X): With dexterity that would make Paul Daniels hang his swollen face in shame, this otherwise dull character hurls exploding cards across the ring. Just like Gambit from The X Men, should you care



British Bulldog's Dog Face (▲): This sad, deluded tosser from Leeds, or somewhere equally depressing, can transform into a pit bull and snap at people's faces. As with Vader's anthropomorphic tricks, it's hard to tell the difference



A game of 'Fatty Tossing' was about to end tragically, again



Two against one? You never saw that with Shirley Crabtree in the ring



PRO SCORE

GAME **WWF In Your House** *GENRE* **Beat'em-up** *SOFTWARE HOUSE* **Acclaim**
CONTACT **0171 344 5000** *RELEASE DATE* **Out Now** *PRICE* **£44.99**

GRAPHICS	7
SOUND	7
GAMEPLAY	6
LASTABILITY	5

WWF games creak into view with depressing regularity and this one is nothing new. The only thing to set it apart from every other below par fighting game is its wrestling scenario. But even then, it's nothing to do with wrestling. There are no real grappling moves, just combos and Inverted Atomic Drop special moves. An unnecessary and unwanted continuation of a rapidly deflating franchise. The fact that it's tediously predictable and pointless is more than enough reason to leave this one on the shelf

5½ OVERALL OUTTA 10

ALEX Not as annoying as Namco Tennis that's for sure. Reasonable under 12s entertainment

ANDY The same old game under a new banner. Can't see who'd enjoy this as it's too crap for kids

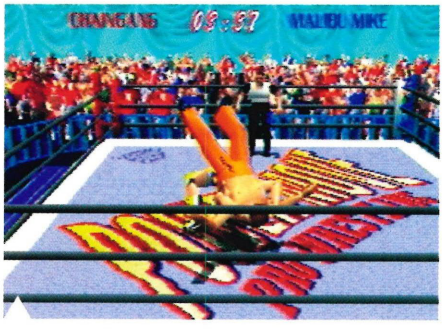
STEVE A good laugh for two players but, like all beat'em-ups, lacks long term appeal

JAY One for the kids methinks. Unless of course you're one of those people who owns a huge foam finger

BY DAN WHITEHEAD

PowerMove Pro Wrestling

One-ah, two-ah, three-ah! Activision gets all fat and sweaty in its latest offering that brings the lardy thrills of Big Daddy and friends to the Playstation



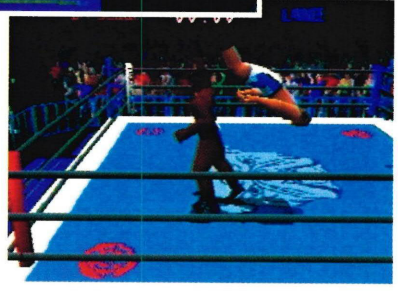
Chaingang, the orange panted felon, is in severe danger here. A pin like this is much more effective than the usual



Out you go. Tubby King Og get's tossed out by The Egyptian, accompanied by some gorgeous bouncy rope animation



If you're on the ground outside the ring then it's time to panic. If you're still there after a 20 second count then it's all over



We've had beat'em-ups, and then we've had more beat'em-ups – 3-D, 2-D and even a couple made from vegetables. It's one of the oldest genres and one that's remained hugely popular due to everyone's secret desire to be a huge, muscled bloke who belches fireballs. And yet, throughout the long and often tedious history of the punch-fest, the noble sport of wrestling has remained relatively untouched.

Well, OK, there have been a few WWF games, but the less said about those the better. You see, I'm not talking about the *Chippendales on crack* spectacle of Hulk Hogan and his pumped up ilk. I'm talking Saturday afternoons, irate grannies in the front row and ugly bruisers from Rochdale breaking each other's ribs. True sporting legends like Giant Haystacks, Kendo Nagasaki and that bloke from Auf Weidersehn Pet. Real proper wrestling, in other words.

Maybe it's the lack of glamour, the infinite number of possible moves or the lack of potential for flying laser roundhouse kicks that's kept the sport away from the video game arena, but it's really no excuse. Of all the contact sports, wrestling is the only one that manages to be painfully brutal and hysterically funny at the same time.

Thankfully it looks like Activision, as well as sharing my worrying fixation on obese men in tight pants, shares my dismay at the lack of decent grappling games. Hence the arrival of PowerMove on these shores, packed with 12 beefy men in trunks, all gagging to roll around on the floor together.

And while it might not be an exact representation of good old blood n' sawdust British wrestling, what with it being based on a Japanese game and all, it's as close as you're likely to get.

Each wrestler, as well as being lovingly rendered in a polygon style, has his own unique moves to complement an arsenal of basic techniques. If you're used to the play style of Street Fighter you'll need to rethink your approach for PowerMove.

There are no joypad straining combos here, as victory depends on using the correct attack at the right time. There are three methods of attack, and each has a button assigned to it. The triangle button is for submission moves, circle pulls off strength moves and the cross unleashes punches and kicks.

Submission moves involve, basically, torturing your opponent by bending and twisting his extremities in a bone grinding fashion. Strength moves are the most impressive, as they'll let you pick up the other wrestler and hurl him about the ring for maximum damage.

The square button, feeling a bit left out, is responsible for various non-aggressive actions. These include climbing in and out of the ring, running at your opponent and bouncing him off the ropes. Which move you pull off depends on where you are in relation to your adversary, so a whole range of moves can be accessed by a simple button arrangement.

Each wrestler also has some unique moves, which are activated by using a particular attack when the other fighter is in a particular position. It sounds confusing, and at first it is, but once you get out of the habit of hammering the buttons and start to think your way around the ring, you can easily carry out some classic manoeuvres.

When you've mastered the moves – playing a two-player match on your own is a good way to get used to the controls – it's time to stop pussy-footing around and have a fight for real. To this end, you can play a single match, a tournament, a league or the gruelling 12 Man Gauntlet, which involves fighting each wrestler one after the other. Needless to say, there's a two-player option as

In the red corn-ah! Biblical behemoth, King Og. And in the blue corn-ah! The Egyptian, sultan of sadism

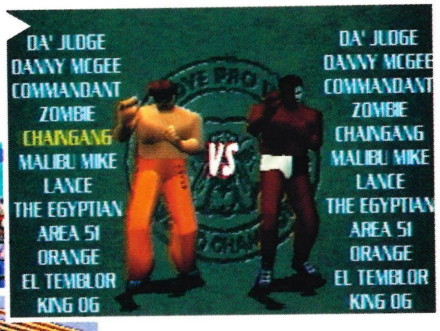


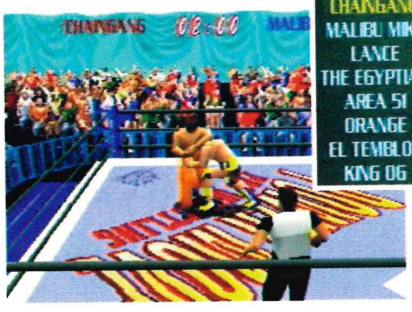


Of course, when things get too rough, the guys can always amuse the crowd with their old skool body popping routines



Twelve good men and true, pumped up and ready to wrestle for you. Which of these ugly sluggers will be your favourite?



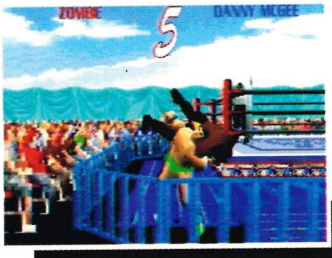


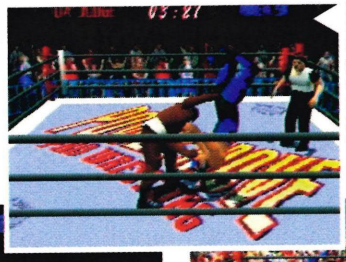
'Go on, smell that' chuckles Chaingang, using his deadly Guff Of Fear move. It's against the rules, naturally

well, should you wish to wound your friends.

I have to admit that my first few games of PowerMove were marred by the fact that I didn't have a clue what was going on. Numbed by years of fast, button smashing fighting games, it took a while to master this new, dare I say, strategic method of play.

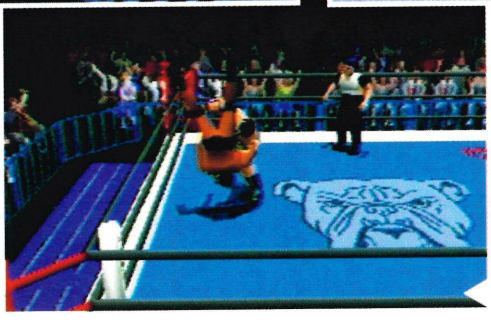
You see, the trick lies in getting your opponent where you want him and then using the moves that will allow you either to tire him out so you can pin him, or push his pain levels over the limit and make him submit. He'll be trying to do the same to you, so the upper hand often switches between the ▶

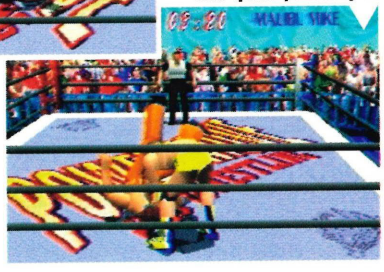




Rock-a-bye, baby, on the hard mat. When you have landed, I'll pummel you flat. When the count ends, your pulse rate will fall, down goes your career, trousers and all

Yes, it looks a bit rude, and quite probably is

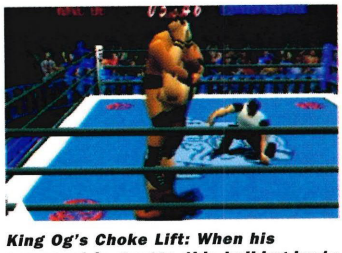




The choice of venues ranges from an airy arena to a gloomy backstreet club. Makes no difference to the game though

I Like To Move It (Move It)

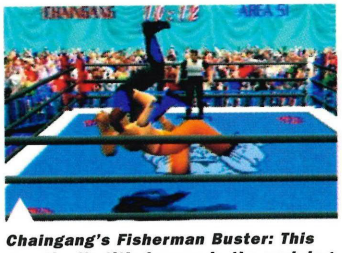
As with any other fighting game, there are special moves aplenty just waiting to be used. But, of course, with this being wrestling, they're often a bit more nasty than usual. These are some of the best:



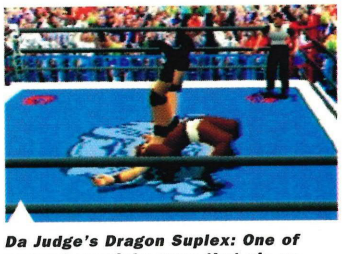
***King Og's Choke Lift:** When his opponent is groggy, this hulking brute lifts him off the mat by the neck and lets him hang about for a bit. A couple of these will knock the wind out of any wrestler*



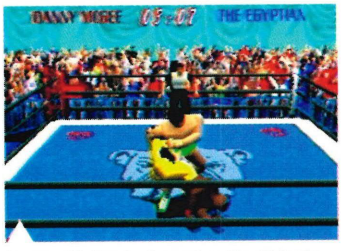
***Agent Orange's Fireman Carry Drop:** Any wrestler bouncing off the ropes towards this militia loving nutter will find himself swept over his shoulders and slammed back to earth, leaving them open to various torments*



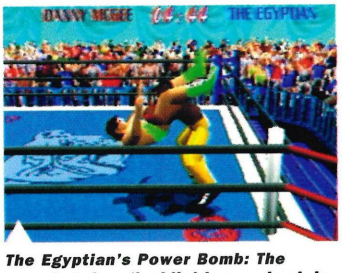
***Chaingang's Fisherman Buster:** This cryptically titled move is the undoing of anyone foolish enough to be dazed around this convicted felon. Suffice to say that face and floor soon meet at high speed*



***Da Judge's Dragon Suplex:** One of several special moves that pin an opponent, this is a favourite way to end the match for this guy. The shoulders are smashed into the mat, making it hard to escape*



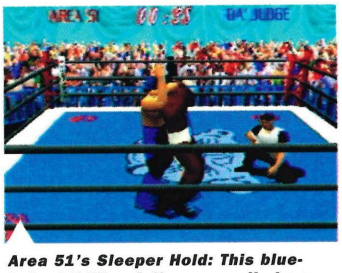
***Danny McGee's Scorpion Deathlock:** A submission move that really works. Bending legs in a way that nature never intended, this will weaken any wrestler's resolve*



***The Egyptian's Power Bomb:** The game's token 'baddie' has a shock in store for stunned opponents. Faster than the human eye, they're flat on their backs listening to the count*

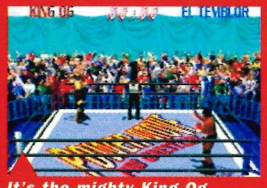


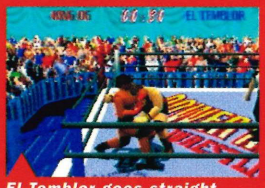
***Zombie's Swinging Neckbreaker:** The spooky Haitian monster fighter has incredible endurance, as well as some tasty special moves with comforting names like this*

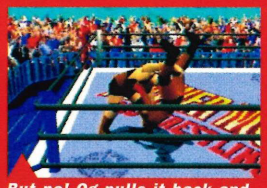


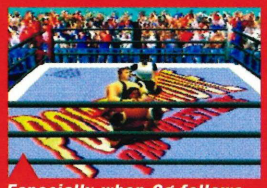
***Area 51's Sleeper Hold:** This blue-haired X-Filey fella can easily bore his opponents to death by playing dreary indie music at them. Or maybe it's an illegal submission hold*

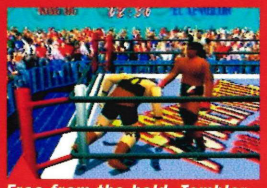
A Match Made In Hell


It's the mighty King Og versus the Mexican Mauler, El Temblor. Let's follow the action...

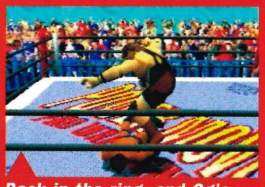

El Temblor goes straight in for a neck creaking submission hold. The giant Og could be in trouble...

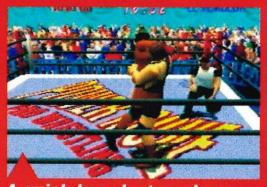

But no! Og pulls it back and slams Temblor to the mat with obvious glee. The Mexican must regret that...

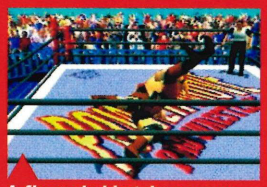

Especially when Og follows through with a submission hold that takes Temblor's legs to breaking point...


Free from the hold, Temblor throws Og into the turnbuckle and smashes him in the face...


Still stunned, Og is out of the ring and Temblor is making the most of it, stamping on his chest...


Back in the ring, and Og's had enough. He proceeds to punish Temblor in true biblical style...


A quick bear hug weakens the out classed Mexican even further, leaving him ready for the finish...


A floor shaking drop move rounds off Og's killer combo, and Temblor is flat on his back on the mat...


And there's the pin. The ref gives the count and it's all over for Mexico's wrestling hero. King Og takes it!

PowerMove Pro Wrestling

▶ two protagonists during the match.

It's great fun, once you get into it, and the brutal special moves are easy to use, making matches much more of a spectacle. The background graphics are, at times, a trifle clunky and the hideously drawn audience certainly doesn't help.

It's in the ring where it matters though, and the automatic zooming camera makes sure that the action is always visible. The shoulder buttons on the joypad switches viewpoints as well, allowing you to follow the scrap around the ring.

Perhaps most impressive is the motion-captured animation of the wrestlers. As well as being smooth, it's often painfully realistic. They writhe on the floor, lie gasping on the mat, bounce heads off posts and visibly strain as they fling each other about. There's a real sense of weight and presence to them, and it makes the spine crunching action all the more convincing.

The wrestlers are pleasingly different as well, both in appearance and fighting style. Some go straight for the kill, while others try to wear you down with submission moves. No doubt everyone will find a favourite character, and once you've got all the moves off, you'll be virtually unstoppable.

Grapple fans will be pleased to learn that there's even an announcer who introduces each match in a typically unrestrained manner. If he had a Yorkshire accent it'd be just like the real thing.

Another neat touch is the ability to jeer and goad the crowd while your opponent is out of action.

Getting the crowd on your side will boost your wrestler's morale and make him stronger, and this is shown when the fighter's name starts to flash. Very authentic stuff.

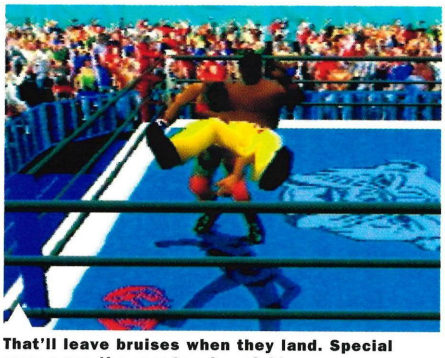
Options are plentiful, at least for a fighting game. You can change the location from seedy back room to vast enormo-dome, and there are four ring designs to choose from.

Matches can be saved to memory card, and you can pause any match and then advance the action frame by frame for a slo-mo replay of your favourite moves. The difficulty is adjustable as well, with the easy option being a walkover, but the aptly named 'Wow!' level is considerably tougher.

In two-player mode the fun factor is understandably amplified, but even as a game for the lonely and friendless, it's got lots to offer. The league option adds long-term appeal for such people, but while two players can join a league, there's no multi-player option. And that's a pity, as the challenge of squaring up against five or six human fighters is much more enticing than ploughing through the computer's average efforts.

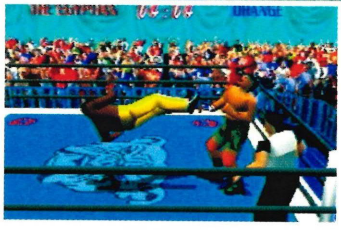
It's also a shame that there isn't a reward sequence at the end of tournaments – just a credits screen which leaves you feeling slightly cheated.

Anyway, on a still young platform that has already seen more than its fair share of contact games, this is just a little bit out of the ordinary, and it's a gamble that certainly pays off well. Good rollicking fun.


That'll leave bruises when they land. Special moves are the way to win quickly, you see



Play in the league, and you'll be able to see how you shape up against all the other grapplers, and a friend



PRO SCORE

GAME PowerMove Pro Wrestling
CONTACT 0181 742 9400
GENRE Sports Sim
RELEASE DATE Out Now
SOFTWARE HOUSE Activision
PRICE £44.99

GRAPHICS	8
SOUND	7
GAMEPLAY	8
LASTABILITY	7

Not quite as immediate as yer more traditional beat'em-ups, this is a quirky and ultimately rewarding game. The sheer nastiness of some of the moves makes Mortal Kombat look like a knitting simulator, and the fluid animation plays a large part in the fun. The addition of a multi-player option for the leagues and tournaments would make it more of a long term prospect, but as things are this is a novel and highly amusing entry into a rapidly decaying genre. A recommended purchase for the more daring games player

8
OVERALL OUTTA 10

ANDY It's wrestling, therefore it's crap. And that's my open minded opinion

STEVE An interesting idea, but I'm still obsessed with Street Fighter, so I'm too scared to play this

ALEX No fireballs, plasma blasts or fatality moves? That'll be why this is so refreshing then

JAY A more complete multi-player mode would make this more essential, but still a little cracker

WASHINGTON MEMORIAL HOSPITAL
Department of Psychiatry, Chicago, Illinois.

PRIVATE & CONFIDENTIAL

No. 3765

PATIENTS SURNAME Delgado OTHER NAMES James, Jesus

SEX Male RACE Hispanic D.O.B. 4/31/71 SESSION 1

ART THERAPIST Kath MacDonald

RELEVANT HISTORY

Initial assessment diagnosed Jimmy as having an acute personality disorder. There is no history of mental illness in his family.

COMMENTS

To confirm diagnosis I asked Jimmy to draw a self portrait. He proceeded to draw a picture of an aggressive Ninja War Lord committing Hari-Kari - labelling the drawing as "me". Jimmy told me his name was Yoshimitsu and is convinced he has supernatural powers to heal himself.

Suicidal tendencies and Jimmy's confident belief that he can cheat death are very worrying. I now believe Jimmy may be in some form of manic psychosis.

NOTES

Yoshimitsu is a character from Tekken II, Jimmy's Sony PlayStation video game, which he plays continually.

WASHINGTON MEMORIAL HOSPITAL CHICAGO, ILLINOIS

DATE 7/15/96

SIGNED Kath MacDonald

№ 3765



SONY

PlayStation

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

namco™

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BY DAN WHITEHEAD

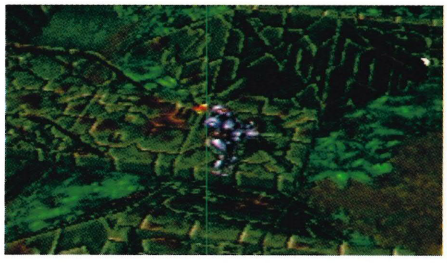
Contra

Legacy of war

Konami's arcade relic rears up from its crypt and demands recognition on the PlayStation. And this time it's in 3-D. Proper 3-D with cardboard glasses and everything



A spaceship from the intro, which may or may not have some bearing on the storyline. Looks nice, whatever it's for



For reasons never fully explained and to be honest I couldn't care less, a solitary soldier is dumped in the middle of a hostile environment and must make his (or her) way to safety by killing absolutely everything in sight. And that's your plot. You can cut it out and keep it for the next time we review a shoot'em-up, but for now it's going to act as The Contra Plot.

That trifling matter out of the way, let's see how this arcade dinosaur has embraced the nineties. For a start, it's gone 3-D. But unlike every other next generation game that's 'gone 3-D' just because everyone else is doing it, Contra takes the bold step of using those ever popular flimsy glasses to heighten the effect. Doubtless, this will be the game's main selling gimmick and might even convince some people to spend, provided they don't try it first.

Just like those rubbish 3-D cinemas in theme parks, those people only go in when it's raining and where random objects pass close to the camera just for effect, Contra is determined to make the most of it's new trick. Things explode into the screen, baddies in jetpacks fly past the screen doing nothing at all – other than being 3-D. It's not even as if the glasses work very well, but we'll come to that later. Probably in a special box, I reckon.

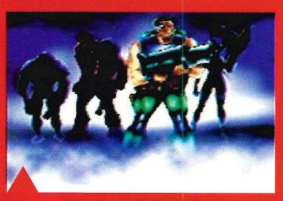
You can choose from four characters, who have no real differences other than different power ups. Some have faster weapons, others have more powerful ones. They all work pretty much the same when it comes down to it, so make your choice based on blind prejudice.

The power ups are collected along the way, in the form of floating eagles and can be cycled through at any time. You can also pick up grenades and shields, but these are scarce and usually hidden in the scenery. To aid in your vague but destructive mission, you can leap and duck should the occasion demand it. Lying flat on the ground is a good way to pick off crawling and generally short baddies and jumping can be used to access higher areas or to shoot giant bosses in their weak spots.

At certain points you'll be required to jump over water or chasms and this is bloody tricky thanks to the pseudo 3-D layouts messing with your sense of perspective. You can also strafe the enemy with the top shoulder buttons, meaning you can carry on firing at a target while legging it in the opposite direction.

As you progress from the decaying streets of the city, through the jungle, across a river and beyond,

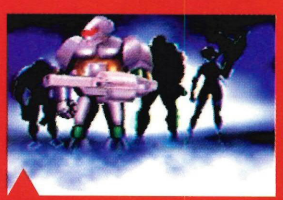
Those Crazy Contra Kids



RAY
A butch shoot'em-up kinda guy. Best weapon: Homing laser beam



TASHA
Futuristic cyberpunk bird. Best weapon: Floaty plasma balls



CD-288
Rock hard robot warrior. Best weapon: Beefy homing missiles



BUBBA
A spooky green alien bloke. Best weapon: Triple firing heat seekers

This gun turret spins around flinging shots all over the place. You, with homing missiles, should fare better

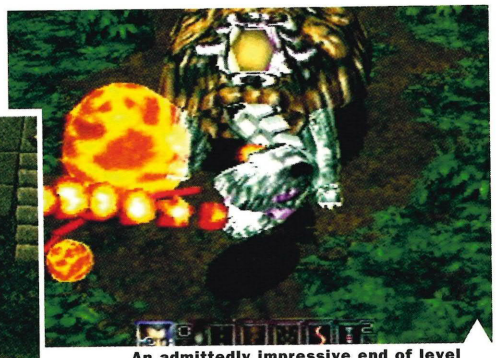


Adrift on a raft with only a sea serpent for company, it's a good idea to leap onto land as soon as you can



One of many secret rooms containing extra lives, loads of weapons, shields and grenades





An admittedly impressive end of level challenge comes in the form of this Cyber-Turtle. Still very easy to beat though

the enemies change gradually although the surprises are few and far between. The boss characters, of which there are a couple per level, are the only nods to originality in design with giant turtles, hovering UFOs and sea serpents waiting to beat your brains out. They don't require any tactical thinking to beat, just good dodging skills and so their novelty soon wears off.

Certain other points break through the surprise barrier, such as halfway through the ominous River Of Destruction level. Here you leap aboard a speedboat and get to pilot it around a cove shooting mines, sharpshooting divers and mutant robots made from floating debris. If moments like that were used more often I could probably be more excited, but unfortunately they only crop up infrequently and not for very long. Then it's back to the same old running and shooting palaver.

The difficulty could have done with a bit of fine tuning as well. To start with, it's pretty fierce. There are bullets and pointy things all over the place and you soon run out of your nine lives. After about half an hour though, you start to progress pretty easily. The location of the bad guys doesn't vary, so you won't have too much trouble waltzing through them, as you can hit them while they're off screen. ▶





The streets can get pretty cluttered with baddies, but even so it's not exactly hard to survive

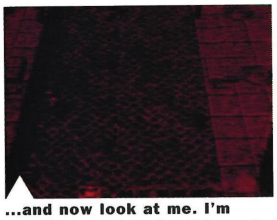
You wouldn't hit a game with glasses on would you?

That's right, dear reader. Contra utilises the self same cutting edge technology used to such great effect in cinematic milestones like Jaws 3-D. It offers you the chance to perch wobbly specs on your nose for the full 'My God! I'm actually there!' experience.

You need to enable the 3-D mode from the options screen to indulge and then the game leaps into life in front of you. In theory. What it actually does is turn the screen into a gloomy mess, obscures trivial things like bullets and lives and rounds off the fun with a rave-style flickering effect destined to cause seizures and fits across the globe. If you can think of a more useless option in a game, then do please let us know.



This was me, Contra, before I lost all my friends on the 3-D Plan Diet...



...and now look at me. I'm pointless and unplayable and nobody likes me



At the start of Level 2, this fighter swoops about dropping incendiaryy bombs all around you

The fabled Jungle Arcade let's you enjoy two retro gaming experiences before you have to return to Contra





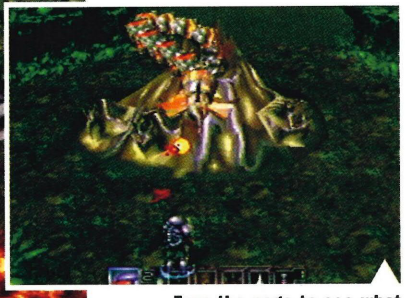
A bit of a freaky spider monster this one. But like all the bosses, he looks nastier than he is



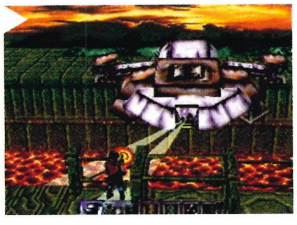
Face to face with a shuffling cyborg fossil, the best option is to keep running and shooting. As always







The end of the first level, and a UFO hovers in front of you spitting fire. A couple of shots and it dives into the lava below



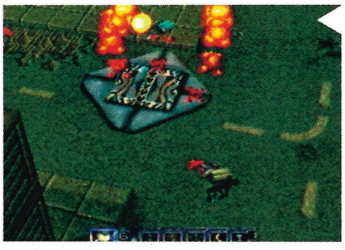
Turn the page to see what tricky tactics are required to defeat this terrifying foe

Contra

▶ In fact, when you get the biggest and baddest weapon (which is a variation on the heat seeking appendage theme no matter which character you've chosen) you can simply sit back and clear the screen just by holding down the fire button. Which isn't much of a challenge. Having said that, losing all your lives means you have to do the whole level again. This is especially annoying when you've just been defeated by an end of level boss, and have to slog through it all again for another try. And there are no passwords – the only way to preserve progress is to save to a memory card at the end of each level. Another needless irritation for those without the magic cards.

Contra isn't an awful game, but by the same token it's by no means a recommended purchase. Brief flashes of imagination and technical wizardry spice things up every now and again, but in the main it's the same old formulaic action we've been playing for over fifteen years.

There was really no need to resurrect it again on 32 bit, making this a release just for the sake of it and it shows. Even the gimmicky 3-D glasses are laughably bad, possibly fatal for epileptics and add absolutely nothing to a bland game. Just one of those games that'll pass from memory as soon as I hand this review in.



Feeble gun emplacements pop out of these hatches. Stand nearby and shoot and they won't get a shot off



This thing used to be a big boss character until I killed it by jumping up and down while shooting



That red beam is the homing laser. It shoots around the screen killing anything that moves

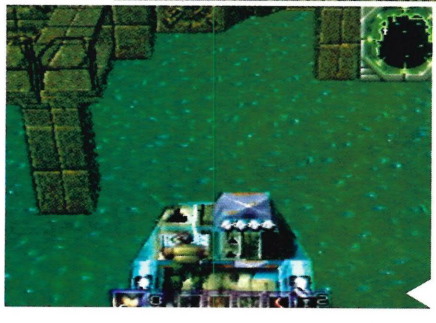


Duck down and shoot in front of these fellas and you'll blow them away without a scratch



This tank looks right hard, but is disappointingly girly when it comes to firepower





Invention rears it's much needed head in Level 3, when you take to the seas in a big boat

It was twenty years ago today...

As a philanthropic gesture Konami has seen fit to include an golden oldies arcade, for no apparent reason, in the middle of the jungle.

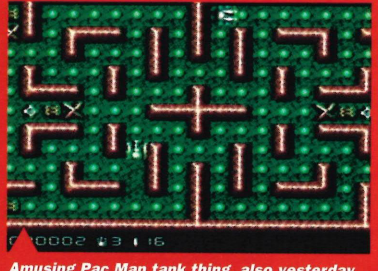
It's only got two games, what with the low demand for video games amongst the sloth and bush baby population, but both of these are playable when you actually find them.

One is a Tempest variant, involving spinning around and shooting aliens. It's slow, awkward and frankly baffling. The other is like Pac Man with tanks and is actually a good laugh.

Again, it's slow but the simplicity of it is a plus. It's likely excelling at these will earn you some goodies in the game proper, but it's fun to just stop of for a tinker regardless. At least it saves you having to buy Namco Museum Volume 43.



A baffling Tempest thing, yesterday



Amusing Pac Man tank thing, also yesterday

PRO SCORE

GAME Contra: Legacy Of War
CONTACT 01895 853000
GENRE Shoot'em-up
RELEASE DATE Out Now
SOFTWARE HOUSE Konami
PRICE £44.99

GRAPHICS	7
SOUND	6
GAMEPLAY	7
LASTABILITY	5

Once you've spent 30 seconds giving yourself a migraine with the 3-D glasses, start the game properly and you'll find yourself playing a serviceable but instantly forgettable blaster. Moments of interest do crop up, notably the messing about on boats, but the core of the game is old hat and redundant. The fact that it's fairly small and not very difficult means that it's not even worth the asking price. It's an ancient game style and this is taking Help The Aged a bit too far. Avoid, but in a sympathetic way rather than out of spite.

6
OVERALL OUTTA 10

STEVE I've run out of my special mind medicine, so I quite enjoyed playing this. On my own, naturally

ANDY Hardly anything to write home about. Marginally less fun than washing my abundant hair

JAY Didn't like the SNES one, the 3-D bit's rubbish. Load of old bollocks. End of quote

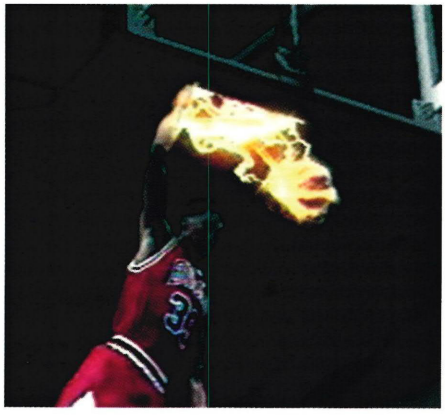
ALEX Er... does anyone mind if I disagree? It's raw fun and I for one don't think it's that bad



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NBA Live 97

After the initial tidal wave of basketball games, the flood quickly became a drought. EA 'jammed it in for two' last year. This is an ambitious 'three pointer from the line'. Will it go in though?





Each team has its own different half time show, showcasing their star players and in some cases, cheerleaders

Nice one. I like a good basketball game (hence I always seem to end up reviewing them) and I've been missing them lately. At one time it seemed every second title that came in contained the word NBA in its name. EA's effort, NBA Live 96, while an excellent game in its own right, was somewhat overshadowed by games such as Konami's NBA In the Zone and Sony's own Total NBA which were simply stunning.

I may be jumping the gun here, as sequels are imminent for both those games and I'll probably regret saying this in a month or two, but there are sufficient improvements in this to place it right up there with the best of them.

Even the front-end presentation, perhaps the one area where they had the jump on the competition, has had an overhaul and now looks so professional that if you didn't know better you'd swear you were watching TV.

As the game progresses, television style captions pop up with information about the game and players who have just had a significant part in the action – you know the sort of thing, if someone shoots a three pointer their percentage success rate will be displayed and so on.

The gameplay last year was ever so slightly lacking. This is certainly not the case this time. Everything is that little bit slicker, moves a little bit faster and smoother and plays significantly better.

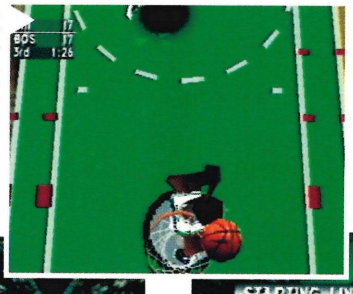
Five on five style action can get a bit cluttered at times if not done correctly, but thanks to an impressive artificial intelligence on the computer controlled players, this shouldn't happen. They'll make runs into the channels, jockey for position in the key and basically do everything they can to get free and give you an option for a pass or simply try and distract the defence enough to let you get a shot in. Realism is the key these days in this type of game, mainly because originality is so thin on the ground – the way the players react around you does more than enough to provide this vital aspect.

As you'd expect, the gameplay mechanics are the same as just about every other game you've played. You've got a turbo button (handily placed on the pad's shoulder in this case) and you can fake, steal, pass and of course shoot (yes, you guessed it, release the shot at the peak of your jump for the best chance of it going in) in just the same way as you could in a dozen other basketball games before.

The game will suit arcade fans as well – the options are fully configurable allowing you to tailor the game to suit your needs. Find all the technicalities tedious? Actually enjoy charging into defenders and sending them flying? Well you can, because you can turn off all the rules if you wish, even freeing yourself of the worry of having to stay in bounds. I prefer to leave everything on most of the time, but for a quick game with a mate just for a laugh, I can see the attraction of this particular option I suppose.

An added bonus for NBA fans is that this is the first game with the new stats and player line ups. This makes it an ideal choice as a late Christmas present for any fan who follows a particular team closely or even just has a favourite player. Of

With auto replay turned on you are treated to another viewing of the spectacular dunking moments

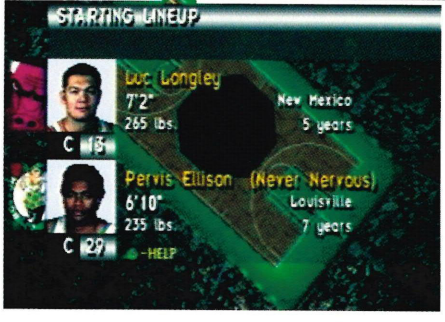


The full season option takes you through the entire fixture calendar of any of the top NBA teams



An early personal foul has brought you to the free throw line with a chance to open up a gap





Dennis Rodman, he of the ever changing hair colour, attempts a risky three pointer under heavy guard





course, there'll be tonnes of others that follow with exactly the same information, but there's a lot to be said for being out first (just ask Sega) and EA Sports will be hoping to steal a march on its fierce rivals.

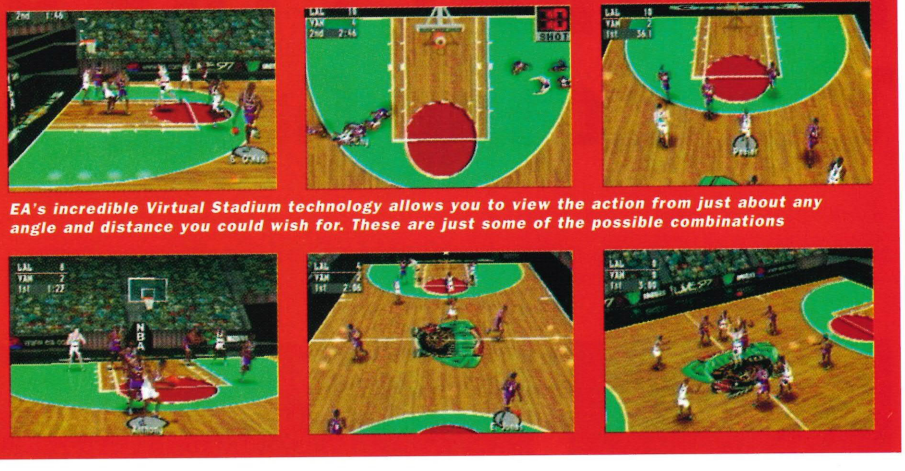
There is a full season option (anything up to 80-odd regular season games if you can stomach it - a real endurance test that one!) right through to the end of season playoffs (again, variable in length). You also have the chance to play exhibition matches, just the play offs or a two player game if you fancy it. If that lot's not enough to keep you happy, I don't know what would.

It's been a good month for EA Sports in my opinion. It has come up with three games at the forefront of its particular field and really cemented its position as the leading sports developer around. I know other members of the PSPro team disagree with me on both FIFA 97 and PGA Tour 97, but the opinion on this one seems to be unanimous.

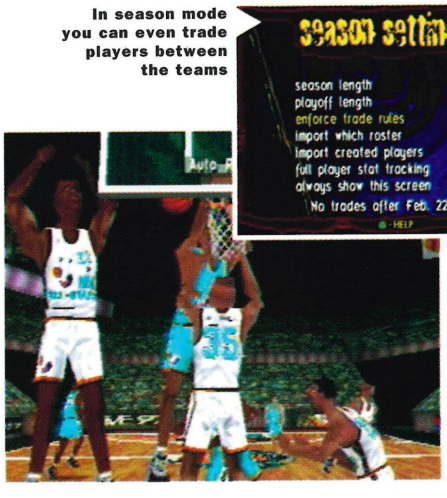
As far as simulations of full five-on-five basketball action go (and that of course doesn't include the equally excellent NBA Jam Extreme reviewed elsewhere in this issue) this is one of the best. The only thing worrying me is that it only equals the best efforts of last year and if the likes of Konami have brought NBA In the Zone on as much a EA has done with this, NBA Live will be blown off the court again, just like last year.

It looks like everyone else has missed the Christmas boat and therefore this should justifiably clean up over the festive season. A more than worthy stocking filler.

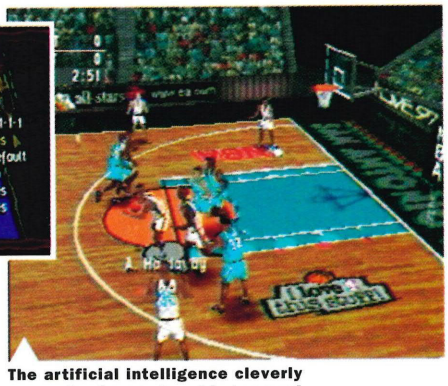
Virtually there



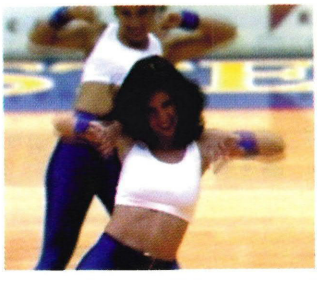
EA's incredible Virtual Stadium technology allows you to view the action from just about any angle and distance you could wish for. These are just some of the possible combinations

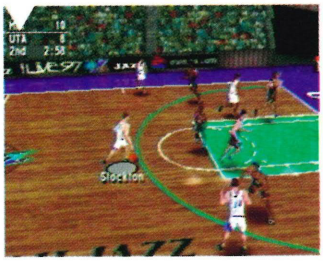


In season mode you can even trade players between the teams

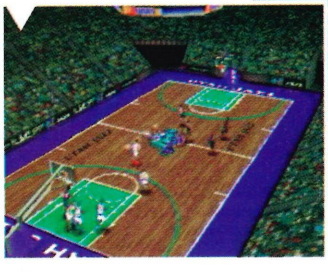


The artificial intelligence cleverly prevents players bunching around the ball and spreads them out nicely

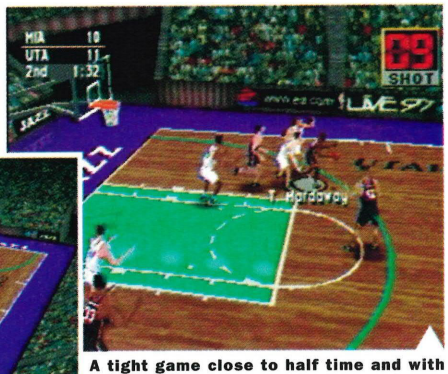




The Utah Jazz have opted for an eye catching green court decoration. Very tasteful



The Virtual Stadium is finally beginning to fulfil it's massive potential



A tight game close to half time and with the shot clock running, it's a good time to get some points on the board

PRO SCORE

GAME NBA Live 97
CONTACT 01753 549 442
GENRE Sports Sim
RELEASE DATE Out Now
SOFTWARE HOUSE EA Sports
PRICE £44.99

GRAPHICS 8
SOUND 9
GAMEPLAY 8
LASTABILITY 9

One of the best basketball games around on the PlayStation at the moment and the only reason I'm restraining myself from a full blown recommendation to go out and buy it is the sneaky feeling it might be bettered significantly in the near future. Not really fair to this particular game I know, but you lot would never forgive me if I didn't ring out at least a word of caution. If you feel as though you need to buy a basketball game now, I'd say this is the one you should get. If you can hold on though, it could just turn out be worth your while

8½ OVERALL OUTTA 10

DAN **Yet another solid game from the EA stable, but if I see another basketball game I'll vomit eggs**

ANDY **I quite like this. Finally a serious basketball sim that you don't have to be an expert to play**

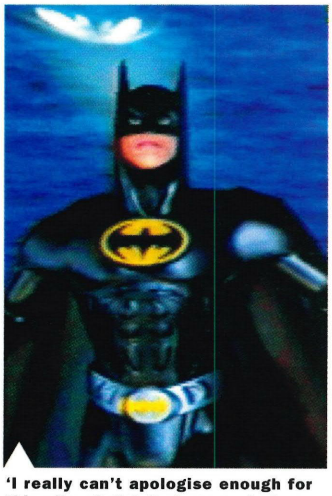
JAY **As far as simulations go, this is a beauty that stands proud alongside Total NBA and NBA In The Zone**

ALEX **I don't have size 16 feet, nor am I taller than a lamp post, so I'll have to pass on this one**

BY DAN WHITEHEAD

Batman Forever
The Arcade Game

A mere year and a half since the film came out, here's the long awaited adaptation of an arcade machine that nobody ever played more than once



'I really can't apologise enough for this pile of dirt that seems to bear my name. Terribly sorry'



When Batman Forever hit the box office in 1995 it received a critical slagging, the sort usually reserved for Steven Segal movies. The fact that it had no plot to speak of, with huge leaps of logic that made it a bewildering experience for anyone with a brain, probably had something to do with it. It was, to be fair, utter balls.

Naturally, I liked it. Everything people said was wrong with it was a plus for me. So it was big, noisy, over the top and pointless? Good. That's exactly what I want from a summer blockbuster. Not since Adam West wrestled with a rubber shark in the 60's had a film so perfectly captured the ridiculousness of men in rubber suits running about on rooftops.

Needless to say, the merchandising blitz that followed the film left a trail of gutted wallets across the globe. Bubble bath, lunch boxes, action figures, alarm clocks, bondage pants and fizzy drinks crowded the shelves of Woolworths that Christmas, sucking more dough into Warner Brothers' coffers. And in the midst of it all was a justifiably overlooked arcade game.

I managed to find it, quite by accident, in a sea front arcade in the glamorous Yorkshire town of Whitby, nestled in between the rather excellent Time Crisis and one of those soul destroying soft toy grabber machines. 'Blimey, that's a bit out of date', I thought. Still, game for a laugh, I shovelled a few

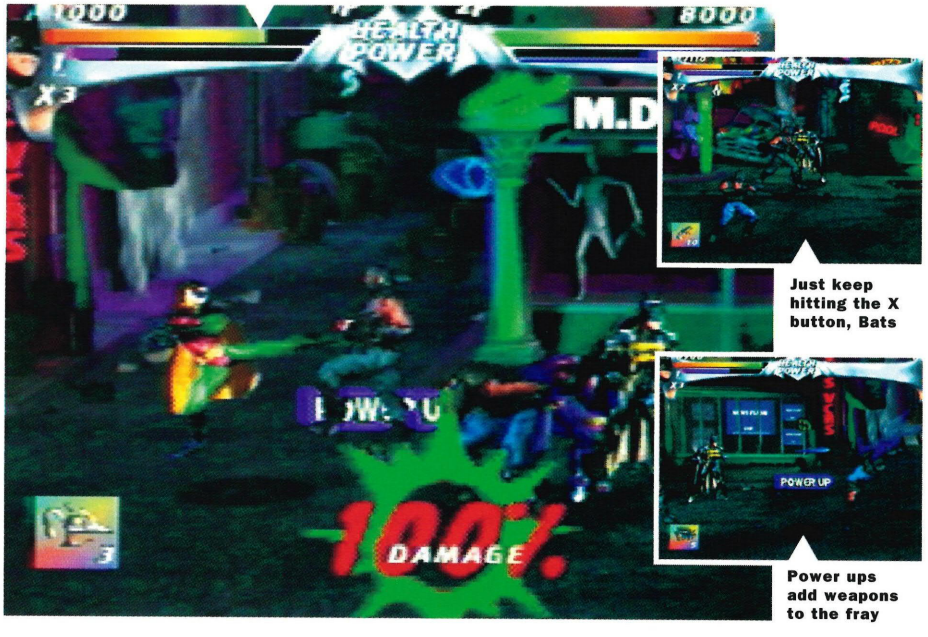


Now this is a bit confusing. Two Batmen. Luckily one of them has an picked up an 'evil' icon

As you can see here, the action is crisp and clear throughout, with no messy clutter or fuzzy graphics. Oh yes



Bats takes a boot to the jaw from some big goon called Tassel, of all things. Who hell he?



Just keep hitting the X button, Bats

Power ups add weapons to the fray

See how the sprites can walk over the background graphics. Oh, now that's special







An end of level boss has just burst, hence the pink. They're no harder to beat than regular foes

Can't really tell what's going on here, although it seems to involve Batman getting duffed up again

quid into it and spent the next 10 minutes waggling the stick and hitting random buttons. I got to about level eight without even looking at the screen half the time.

Imagine my surprise when, half a year later, the PlayStation version finally drops into my lap. Imagine my joy. Maybe the game's been polished since then or rewritten to take full advantage of the PlayStation. At least that's what I thought, in my endearing, naive way.

Needless to say, I couldn't have been more wrong. From the moment the theme music kicks in, seemingly sampled from an orchestra of badly wired stylophones, this game has 'disaster' tattooed all over its masked face. Playing as either Batman or Robin (or both in two player mode) you must trundle through various levels based loosely on scenes from the film, leathering the henchmen of Two Face and The Riddler.

Defeated enemies leave power ups behind and you can collect batarangs, grapple hooks and the like to assist in your quest. Yes, it's a horizontal beat'em-up and worse than that, it wouldn't have looked out of place on the Atari ST over five years ago. The characters lurch and jerk about the screen, looking for all the world like boozed up rugby players and collecting the icons relies more on chance than judgement.

Even more gob-smacking is the fact the game uses a mammoth three, yes three, buttons. One for punching, one for kicking and one to jump up and down. As you can imagine, that makes it really difficult to master. The baddies swarm about you, displaying no intelligence or challenge and you just have to prod the kick button a few times to send them flying. But don't think you can progress through about, ooh, the first five levels just by continually pressing the kick button. Oh no, sometimes you might have to jump as well. And that's a whole player's guide just begging to be written right there.

The icons almost add a bit of excitement, as the weapons are sometimes quite appealing. The grapple hook that lets you swing across the screen clobbering everyone in your path, or pull down scenery on top of everyone, for instance. Or the hologram that creates five Batmen to confuse the dim witted thugs. Had these ideas been included in a game that didn't play like a duck's backside they might have stood for something. Here though, they're merely a waste of time.

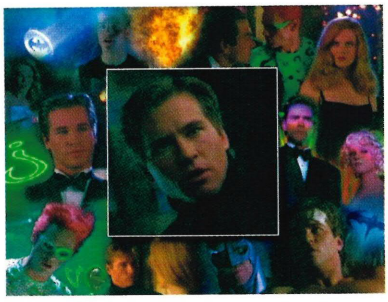
The controls are unresponsive, the graphics look terrible, the collision detection is a law unto itself and the sounds are reduced to the same grunt repeated over and over again. In fact, it's so mind bogglingly toss, I had to make sure I wasn't playing an early demo version. Because that's what it plays like – a skeletal rough sketch with all the good bits yet to be added.

Bad games I can handle. You give 'em a slap and they scurry into the shadows never to be seen again. It's all part of the job. Our service to you, the wary consumer. What worries me about this title is its sinister release date, just in time for Christmas.

Picture the scene. Little Johnny's got a brand new PlayStation from Santa and well meaning Granny and Grandpa treat him to a game. Trouble is, they don't know the first thing about these new fangled computer things. And, good gracious, what do they see sitting on the shelf? 'Eeh, our Johnny likes all that Batman palaver, doesn't he?' they muse, innocent to the last. How are they to know any better?

Forking out the last of their meagre pension, they watch with tender anticipation as Johnny loads it up on Christmas morning. And then they watch with heavy hearts as five minutes later Johnny turns to his beloved ancestors and says 'Bloody Hell! Where did you buy this barrel of crap? It's sodding awful'. A whole family's Yuletide destroyed. Just think about it, eh?

Cape capers



As Batman Forever – The Movie is now pretty much consigned to Hollywood history and as there's little else to say about the game other than it's bloody terrible, we might as well look ahead to the new film.

There have been plenty of rumours surrounding the fourth Batman adventure, now with the confirmed title 'Batman and Robin'. The casting came in for the most guesswork, after Val Kilmer walked out of the lead. Apparently a bit of a grump to work with at the best of times, the 'official' reason for Kilmer's leaving was that the new film would require him to skate! Silly nonce.

It was soon revealed that ER and Dusk Til Dawn star George Clooney was to replace Kilmer as the Dark Knight, but the real speculation surrounded the villains. Luckily, with our faces glued to the electronic info-duvet, Playstation Pro can now give you the official cast, as confirmed so far.

In the big star stakes, Arnie Schwarzenegger steps on board as Mr. Freeze, for a fee that could probably buy him several small countries. Providing the babe appeal, Uma Thurman will be Poison Ivy, and Alicia Silverstone rubbers up to play Batgirl. Michael Gough reprises his role as Alfred, as does Pat Hingle as Commissioner Gordon and Chris O'Donnell continues as Robin.

Further down the cast, you'll find a few surprises. Elle MacPherson crops up as a character known only as 'Eva', rap star Coolio plays a banker (that's banker, you scoundrels) and floppy lipped pensioner Mick Jagger creaks out of his coffin to make a cameo appearance. It'll be out next summer, so either start getting excited now or book a four month holiday on a remote island because you won't be able to avoid this one.

PRO SCORE

GAME Batman Forever: Arcade
CONTACT 0171 344 5000
GENRE Beat'em-up
RELEASE DATE Out Now
SOFTWARE HOUSE Acclaim
PRICE £44.99

GRAPHICS 6
SOUND 5
GAMEPLAY 5
LASTABILITY 3

Without a doubt one of the worst games I've ever, ever played on any platform. In fact, this looks suspiciously like a straight copy of the year old Megadrive game, but surely that can't be the case? The original arcade machine was hardly an ideal candidate for conversion in the first place, so why bother doing it? And why bother doing it over a year too late? Sluggish, unpolished, unplayable and ridiculously easy – this would be a scandal for a tenner, but for a full price release? Public execution is the only option left, I'm afraid

4
OVERALL OUTTA 10

JAY This'll keep the pre-school kids happy, but older gamers will find it boring, dull and ultimately bland

STEVE Look, I've been on holiday and I've never even seen Batman Forever okay? It looks rubbish though

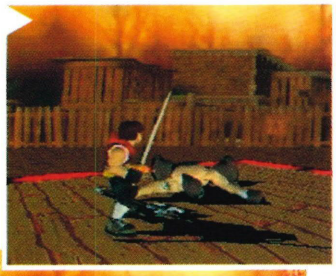
ANDY Imagine being the most useless and unloved thing ever and you're close to understanding this game

ALEX As I'm not here, I've really got to agree with everyone on this. Except Steve, who's always wrong

BY DAN WHITEHEAD

Iron and Blood

An epic quest begins, crossing the boundary between good and evil, uniting like-minded warriors from across the land. A quest to come up with an original intro for another bloody fighting game



He may be a titchy wee chap, but even Ignatius Max, the thief, can take down giant characters



Now this looks like a fair match up, doesn't it? Some of the fighters are huge and muscley, others are teeny

Yes it is. A fighting game, I mean. And yes, it's in 3-D. And no, it's hardly the sort of arrival that prompts us to pop the champagne corks any more. In fact, it's more likely to make us weep like children trapped by the world's largest nettle.

So come on then, Mr Iron and Mrs Blood, justify your existence and prove you aren't just the latest in a vicious round of bandwagon jumping. You see this bills itself as 'the dark side of 3-D fighting', which is a fairly wild boast.

The reason for this chest-puffing confidence is its high and mighty Dungeons and Dragons pedigree. It's based on the apparently very popular Ravenloft games system and includes characters and rules from the many-sided dice fun factory. This means you get to choose from 16 characters, eight fighting for the Forces Of Order and the other half nailing their flags to the Mast Of Chaos. And then guess what happens. Go on. That's right. They have an almighty ruckus.

As always, you can indulge in a head to head 'do', possibly with a friend, or take part in a campaign.

You might assume Campaign is merely the age old tournament option dressed up in fantasy clothes. But you'd be wrong. In this mode, you pick a team of fighters and pit them against an opposing team to gain new fighters and abilities. The winner of each fight can then claim magical abilities, special items and other trickery.

The theory is that you can build up your team into an elite fighting force, brimming with magic and able to take on all-comers. The game even allows you to save characters to memory card, preserving your progress forever.

This is the game's most obvious nod in the direction of its D&D origins and it's a great idea. It manages to take all the frankly tedious statistical trimmings of role playing – experience points, stamina ratings and so on – and work them into an arcade setting.

The second most obvious D&D influence is in the graphics. Games like this succeed or fail largely because of the characters (as well as playability and stuff like that). Iron and Blood earns itself a big fat medallion here. The variety in the fighters makes the game all the more interesting than others in the field. Some are huge, others tiny, some fire arrows and fireballs, others just swing massive weapons.

Thanks to this thoughtful feature, each foe requires a rethink of tactics. You might be used to winning by using high attacking moves, but they'll be useless against a midgy little goblin. Especially if he starts chucking things at you.

The action takes place in circular arenas that you can roll around in 3-D with an invisible force field surrounding them. Any contact with this sends you reeling backwards, losing precious energy. This adds another level to the game, as it's possible to win by shoving your opponent into the barrier with projectile moves. Just make sure their unconscious

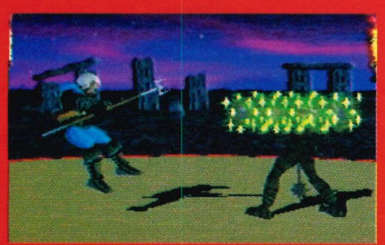
A Moving Experience

Iron and Blood has a novel control method, which sets it apart from its competitors. As usual, each button is assigned to a certain style of attack.

Triangle is for strong, slow attacks, the square unleashes normal attacks, the cross button gives you fast ones, and the circle is used for general attacks specific to each character.

These four styles are expanded by being used in conjunction with the D-pad. So pressing up and any of the attacks will provide a different effect than pressing down and a button. Straight away you've got a repertoire of 16 moves and that's before you've started trying to discover those oh-so-essential special attacks.

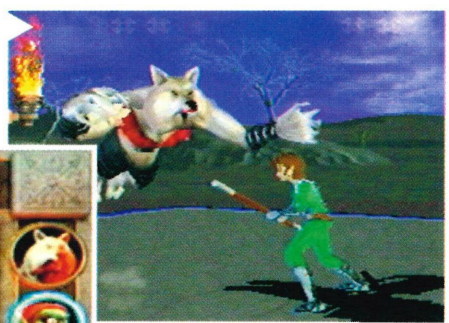
Once you've added spells, running, dodging and jumping to the equation you've got a wide array of defensive and offensive options at your fingertips.

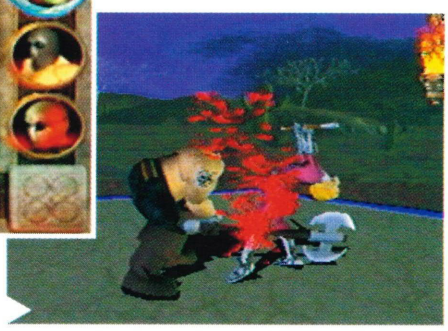


Choose from the forces of Good and Evil to build a team for the surprisingly clever Campaign mode

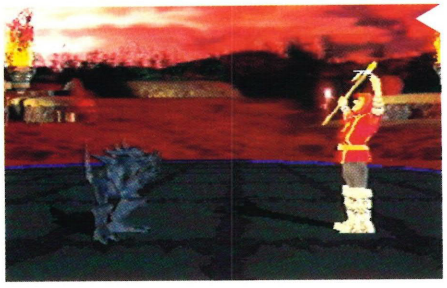


The 3-D effect works best when you're leaping out of trouble. Here we see Sasha the werewolf making a dynamic leap straight out of the screen

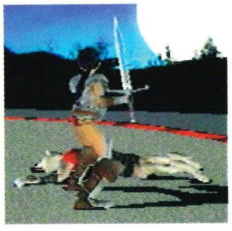




As you can see from this amply gruesome shot, the traditional blood spurtage is present and correct



One of the strangest characters is Urgo, the gargoyle. Trapped in a stone body, he hates humans







Darius, a gladiator, squares up to the amusingly named Nym Pymplee for a set to in his arena of blood

body doesn't knock you over as well.

The graphics during the bouts are superbly done, with some really freaky faces to play with – and the backgrounds are suitably moody to boot. The one player mode can be rock hard though, as the artificial intelligence seems to be very smart. They soon learn how to counter your pathetic repetitive attacks. The moves however, are strangely unsatisfying.

There are no jaw-dropping finishing moves or at least none that are evident from the scant manual and even the combos are disappointing. The impact of each blow feels rather feeble and as such, you don't really get the grit and oomph that fisty games usually offer.

Sampled speech for all the fighters offers a few moments of comedy, especially with their victory exclamations in a variety of daft voices.

The main problem with Iron and Blood is that while it's technically efficient and fulfils all the basic beat'em-up criteria, it's essentially an uninvolving experience. Had this come out six months ago I would have burst with excitement, but with impressive beaters coming out every month this one gets a bit lost in the flood.

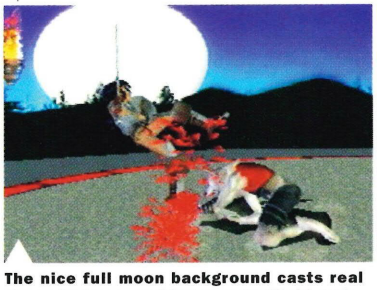
While it's been done before and done better, the RPG style additions might just make it worth splashing out on if this is your thang. It may lack the flashiness of Star Gladiator or the media splurge of Tekken, but it's a solid game that deserves a chance.



No puny daggers for this guy. It's not unusual for axes and swords to be the same size as the fighter holding them

There's that invisible forcefield at work. Shove an opponent into that and he'll be at your mercy





The nice full moon background casts real time shadows, making you go 'Ooh' and 'Aah' in sheer glee

This elven warrior has the handy ability to fire arrows across the arena. Special moves add burning projectiles to his pointy eared arsenal



Balthazaar, the headsman, stands sweaty and proud over yet another defeated victim





The dwarf has only one arm. But, like Def Leppard's drummer, he overcomes his problem and fights like a nutter

PRO SCORE

GAME Iron and Blood
CONTACT 0171 344 5000
GENRE Beat'em-up
RELEASE DATE Out Now
SOFTWARE HOUSE Acclaim
PRICE £44.95

GRAPHICS 8
SOUND 8
GAMEPLAY 7
LASTABILITY 7

Iron and Blood is a competent beater, albeit one unlikely to give Star Gladiator or Tekken 2 sleepless nights. It looks and sounds pretty darn nifty and the variety of characters adds some much needed longevity. The Campaign option makes a change from the usual tournament and the ability to build up your fighters and save them for posterity adds a new dimension to the genre. Not the best beat'em-up in the world, but far from being the worst. Worth buying if you're a fan of the original RPG and fancy a change of pace

8
OVERALL OUTTA 10

ALEX Not as bad as the others reckon, but not good enough to buy, unless you have to have *every* game

JAY A rather basic beat'em-up offering the Tekken 2 worshipping masses almost nothing new or exciting

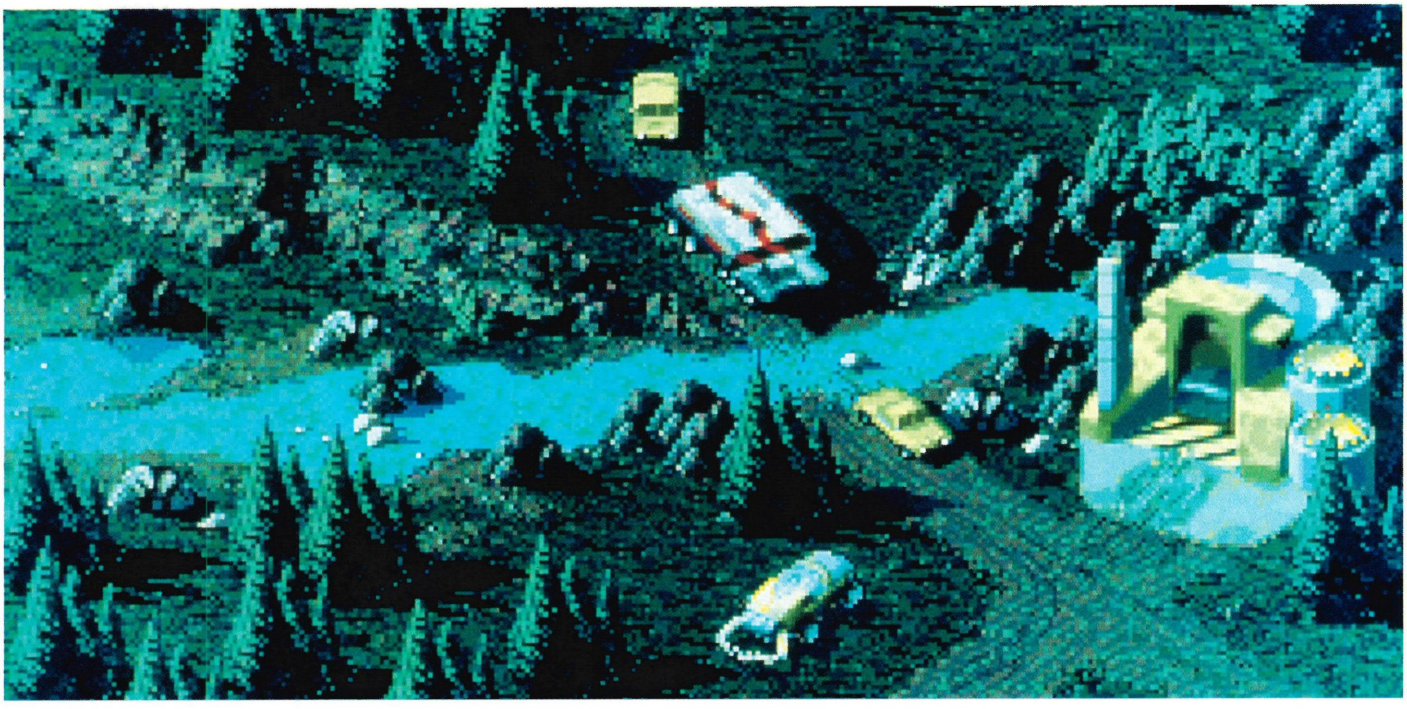
STEVE Yet another 3D beat'em-up for the 'games I couldn't give a toss about' pile I'm afraid

ANDY Sorry, but I'm pooped after doing the Tomb Raider solution and can't possibly comment

BY STEVE MCNALLY

Command & Conquer

PC conversions haven't been all that great so far. Can one of the biggest selling games of all time successfully make the transition to the PlayStation?



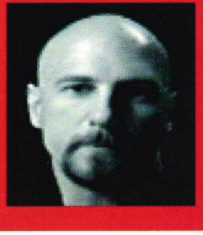
At first glance Command & Conquer isn't the most ideally suited game for the PlayStation. Surely it would be totally uncontrollable without a mouse which, although the machine has one available, hardly anybody owns? So you're up against it right from the off.

The in-game graphics don't look much cop do they? I mean come on, this is a PlayStation for God's sake not an Amiga! So what, you could be forgiven for thinking, is the point in bringing out a game that nobody wants to buy?

If you do think that though you're obviously forgetting a number of important points. Firstly, when it was originally released C&C became the fastest selling CD title of all time, so there must be something that makes people want to play it (reasons which I'll come onto in a minute).

Secondly, and amazingly, you don't need a mouse to play the PlayStation version! No, you didn't read thast wrongly. In fact, so good is the joypad control method that, as far as I can work out, you can't even use a mouse if you've got one or want to get one. And thirdly, well alright, there isn't a thirdly because I'll have to concede the graphics point but two out of three ain't bad.

To answer the question so teasingly posed in the intro to this piece – yes, Command & Conquer has more than successfully made the crossing from PC to PlayStation and indeed it couldn't have been done much better. What you get for your money is the complete original game (both GDI and NOD scenario disks) and as an added bonus, the Special Ops missions that were sold as a separate data disk originally, but have now been tailored specifically for this version.



Citizen Kane

Kane is the figurehead of the Brotherhood of Nod movement. A shady character to say the least – he's the sadistic egomaniac behind the current wave of Nod aggression and it would be a major coup for the GDI forces if they were to manage to assassinate him

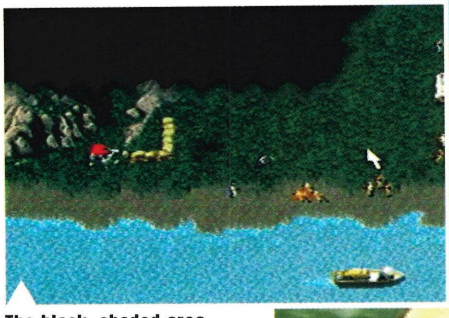
Right then, down to business. Everyone probably knows by now that the game is a strategic resource management affair played out in real-time. It sounds tedious but nothing could be further from the truth. This is no AIV Evolution Global. Command & Conquer simulates your strategic struggle for supremacy in a war like nothing you've seen before.

For example, the first mission as a GDI soldier gives you the simple brief to perform a beach landing and establish a Beach Head to use as a base, giving you a platform from which to launch your offensive. Setting up a base would be quite simple (merely a case of deploying your Mobile Construction Vehicle, building a power station and a barracks) but for the fact that from the second you land, your troops come under heavy bombardment from the opposing army. This can break your concentration somewhat but if you don't keep on top of things on the base building front, you'll soon run out of troops to defend what little you do have so it becomes top priority straight away.

Once set up, you can begin to make offensive moves into opposition held territories. Complete the mission and win control of that particular section of the map. Continuing to make inroads and getting the enemy on the back foot is the main aim of the game and as you do so, the story unfolds via well made and acted FMV clips.

The missions are nice and varied – ranging from setting up and maintaining a base to going to the aid of another base in trouble by repelling the enemy attack and fortifying the position, to solo commando missions where one man takes on incredible odds to achieve a single, set goal. This removes any tedium because you rarely have to do two similar missions consecutively and the action is broken up well by this simple, yet clever technique.

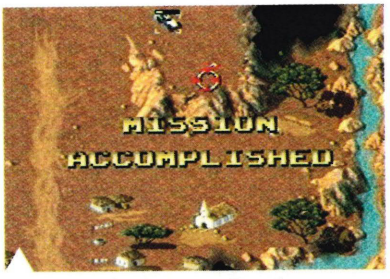
Even more original is the inclusion of a second standalone CD in the package which allows you to



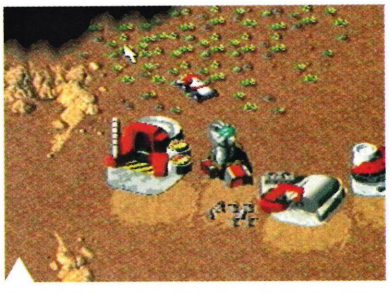
The black, shaded area at the top is, as yet, unexplored terrain where anything could be lurking



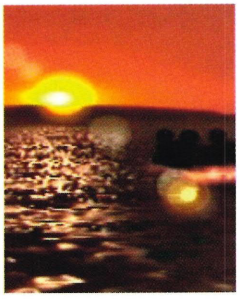
The scene setting FMV is both atmospheric and realistic, creating just the right mood for the game

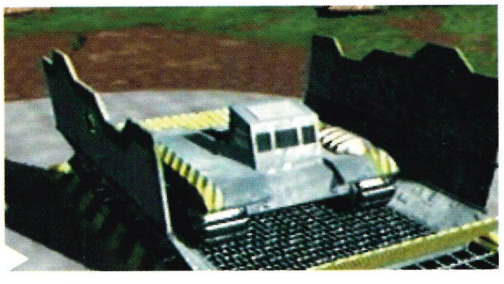


It's a great feeling, even though your mission was one of assassination

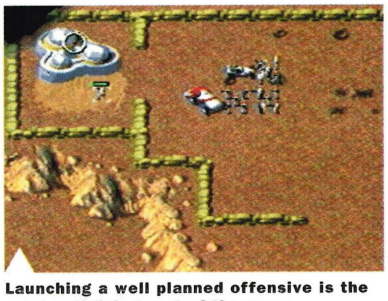


Your Nod base is coming along nicely and you can start manufacturing troops



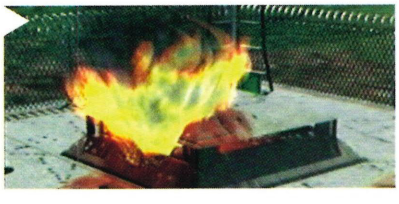


You have to admit that some of the Command & Conquer weaponry is highly impressive

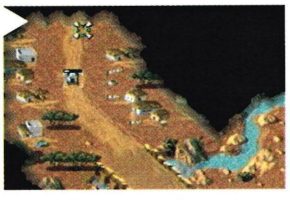


Launching a well planned offensive is the most satisfying part of the game

The game is jam packed with rendered cut scenes showing your successes and failures



The quickest way to explore the terrain is to send out a scout bike



play through the game from the perspective of the other side. Depending on what mood takes you (if you're feeling law abiding and virtuous choose GDI, if you're feeling reckless and fancy shooting a few innocent civilians choose NOD) all you have to do is choose a CD, load it up and the relevant scenario will be there before your very eyes.

This makes it all the more strange though that the game's most glaring omission – the lack of a link up mode – should ever have happened. The network game on the PC was phenomenally popular and as you essentially get two copies of the game for your money, you would have thought such a feature would have been easy to implement and more than worthwhile, even if the number of people with access to it would be limited.

Still, that's the only real fault you can find with the game apart from maybe the difficulty level or more specifically the difficulty curve. Command & Conquer starts off tricky, swiftly moves up to difficult and in no time is peaking around the bloody hard mark. It only takes six or seven missions as either side before you begin to realise you're in for a challenge to say the least (we knew that strategy guide would come in handy!). Although it has to be said most of the failures are entirely down to your lack of understanding of the mission goals and after two or three unsuccessful attempts things generally click into place quite neatly.

It's when things get more frantic that you begin ▶



Where all your construction is planned, from soldiers to power plants



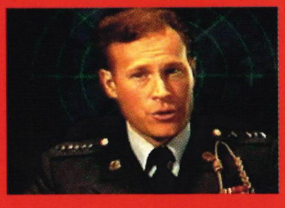
Enemy buildings can be captured if you can safely get a scientist inside



Different classes of soldier can be created, but the better they are the more money they cost

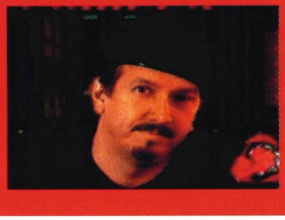
Command & Conquer

War has never been so much fun





The Global Defence Initiative, or GDI for short are the game's good guys in a sort of Star Wars Rebels kind of a way. Constantly striving to put down Nod aggression wherever it finds it, the GDI is a peacekeeping force that do nothing but fight and kill. Bizarre





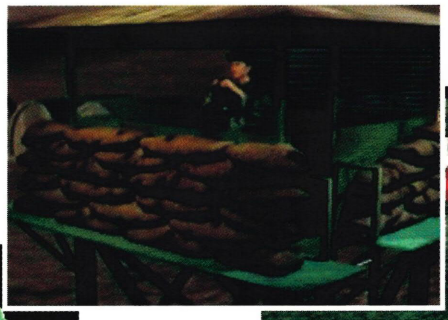
The terrorist organisation: The Brotherhood of Nod have been around for many centuries but it's only under their current leader, Kane that they have become active. They are currently engaging in a policy of killing everyone and blowing up anything that isn't theirs

▶ to appreciate the artificial intelligence of your soldiers, because there's no way you can be everywhere at once. For instance, your attention may be focused on massing an army at your barracks in preparation for a major assault, leaving any scouting party you may have sent out to fend for themselves. They will defend themselves should they come under attack but as soon as you hear gunfire in the distance you should immediately switch your attention to that area because they'll be wiped out pretty quickly if left to their own devices. It's best therefore, not too get too reliant on this attribute – you should think of it as something of a safety net lasting a few seconds to give time to collect your thoughts.

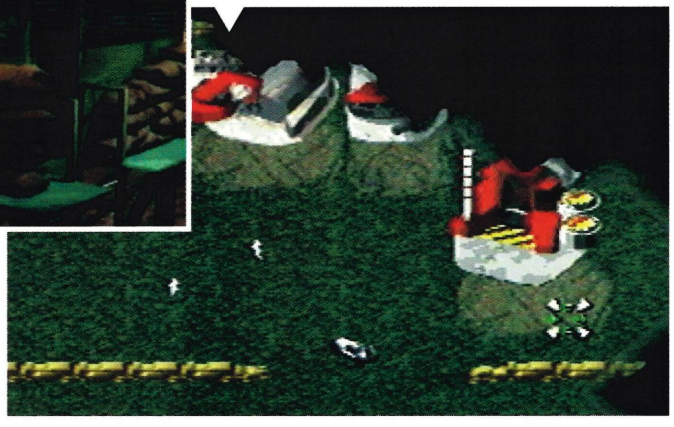
Command & Conquer successfully bridges the divide between strategy and action games far more successfully than anything that has gone before it (only Space Hulk has come even close) and is truly is a game of almost universal appeal (perhaps only not recommended for die hard arcade game fans). Strategy fans will absolutely cream over the open ended mission structure and overall goal, plus the whole resource management thing. Action fans will love the sheer amount of death, destruction and mayhem that's dealt out. If, like me, you enjoy a bit of both, you really couldn't ask for much more.

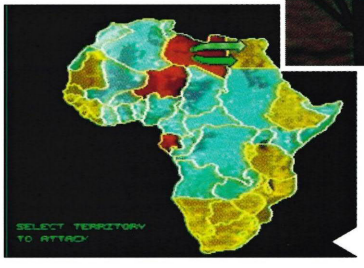
It'll last you for ages as well because it's so hard and even when you do finish it (although that really should be if rather than when) you still have the NOD missions to play through. Then the GDI Special Ops. And then the NOD Special Ops missions! Value for money? If you think you've been ripped off with this then I'm afraid you really don't deserve developers as good as Westwood Studios and publishers as generous as Virgin!

Command & Conquer is an instant PlayStation classic, just as it was when it appeared on the PC. It hasn't really gained anything in the transition which is a shame (although it really didn't need to) but more importantly it hasn't lost anything of significance either. A link up mode would have been nice but I'm probably just being greedy. Virgin has served up more than enough to satisfy even the hungriest of gamers and rest assured you'll be growing fat off this for months to come.

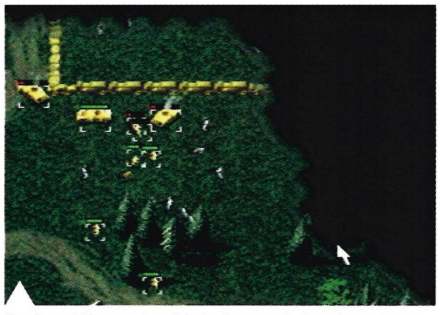


Sheer madness will rarely pay off. For instance, raiding a base with just one vehicle is likely to fail

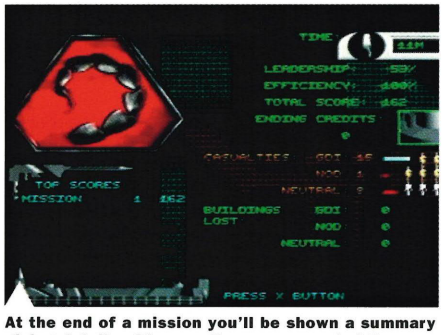




The map will show your progress into opposing territory and give you the options of where to go



Each soldier and vehicle has a status bar above when you click on them. This shows how close they are to dying/blowing up



At the end of a mission you'll be shown a summary giving details of how well you commanded the troops, how many died and so on

PRO SCORE

GAME Command & Conquer
CONTACT 0171 368 2255
GENRE Action Strategy
RELEASE DATE Out Now
SOFTWARE HOUSE Virgin
PRICE £44.99

GRAPHICS	7
SOUND	8
GAMEPLAY	9
LASTABILITY	9

To say this has exceeded my expectations would be wrong. It's matched them and nothing more, simply because I've played the PC version to which it is practically identical. But my expectations were ridiculously high, so you shouldn't be misled into thinking I'm disappointed. In my opinion, this is possibly the best all round game on the PlayStation so far. It offers frantic action, mind bending strategy and incredible value for money and should be bought, played and cherished by just about everyone who loves a good game

9
OVERALL OUTTA 10

DAN A near perfect PC conversion that will keep you glued to the joypad. A bag of loveliness

ANDY It's an absolute outrage that a game can be this engrossing and still be good fun

JAY A two disc treat full of excellent army-related japes. Just as good as the PC version, if not better

ALEX So good we decided it was worth doing a guide book. If you missed it, see your newsagent now

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SEGA SATURN

PlayStation

PC CD ROM

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BY DAN WHITEHEAD

The Adventures of Lomax

Call the Samaritans! Those suicidal rodents have escaped from their puzzle game paddock and invaded the upmarket Platform Game Hotel. And they're threatening to jump! Again!



Well, where else is there for the Lemmings to go? They've been puzzled to death and their brief stint in 3-D wasn't quite as exciting as we'd hoped, so what could Psygnosis do with the popular characters next?

Here's the somewhat inevitable answer. They've become a platform game. You take control of one solitary lemming this time, the titular Lomax. You must leap and spin your way through the land of the lemmings in order to free your green-haired brethren from some sinister bad guy by the name of Evil Ed.

If I remember rightly, in previous games, there were hundreds of the little chaps. Swarming all over the place, they were. Why not just mount a massive squeaky offensive against the interloper? I'll tell you why not. All the other lemmings have been 'taken over' in a short and furry version of Body Snatchers. It's The Stepford Lems. And now they're your bitter foes. Luckily, you can spin into them and set them free, after which they leap about and then jump to their little deaths as usual.

Little pots spring from the ground, spewing coins left, right and centre. Collect a hundred such coins and an extra life will be yours. Now, this sounds a tad familiar, does it not? If I mention blue hedgehogs, you might start to get my gist. Yes, it's pretty much Sonic The Lemming.

This already makes it sound like I've got a downer on this game. I haven't. OK, so it's dazzlingly unoriginal and therefore it's unlikely you'll be amazed by any new features. In fact, the only innovation Lomax pulls out of his tunic is the inclusion of the ever popular Lemming skills. They can be gained by smashing the same pots that hold coins.

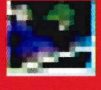
Some skills, like tunnelling and bridge building, we already know about. Others, like the fire bonnet and hovering hat trick, are new to this game and require you to be wearing a shiny helmet. The helmet can also be found in clay tubs and is essential to survival. Take a hit without one and you're dead. Utterly. If you're behelmeted though, the helmet simply flies off. Even that isn't the end of the world, as you can catch it again. Or if you've picked up two helmets, you keep one as a spare. So defence against the hordes of evil isn't too difficult.

In fact, as you can spin through most of the baddies, they pose little or no obstacle. It's Sonic Syndrome basically. The spin attack is so effective

It's A Hat Trick, Brian!



FIRE HELMET
You'll need to be wearing a hat for this to work, but when you hurl it you can mow down loads of baddies with your burning trilby. Or just spin into them, which works just as well



GRABBING HELMET
A very pleasing effect, this one. Select it and Lomax's 'plume' lashes out, Indiana Jones style and pulls him onto platforms. It can also be used to cross long spiky pits without harm



HOVERING HELMET
Another plume trick. This time his feathery dome revolves at high speed allowing him to leap higher and fall slowly. A bit like Muttley's ears on Wacky Races, you see



BOMB BONNET
Something of a last resort, this millinery equivalent of a smart bomb bursts spraying felt and wool in all directions killing all and indeed, sundry



DIGGER
As with the puzzle games of yore, this commands Lomax to scrape his way through any soil-based obstacles. And it doesn't involve a helmet, hence it's low placing in this hat themed boxout



BRIDGER
Another familiar face from the olden days, this allows our green haired hero to create floating platforms to reach high up spots of interest. Again, no



Here's Lomax, just kinda hangin' around, while zombie Lemmings leap beneath him



Exciting Sinbad style skeletons pop up later on to give you some sword based grief



A startled look from our furry friend, as a flying sword meets his chuff area at high speed



A freed Lemming leaps his way to a merry death on the almost too scary graveyard level



Some evil Lemmings will hide in waddling barrels and explode. Look! There's one right now!



The grabbing plume helmet shows it's stuff on the essential 'floating platforms in the sky' level



And what platform game would be complete without our old friend, the tricky swinging platform?

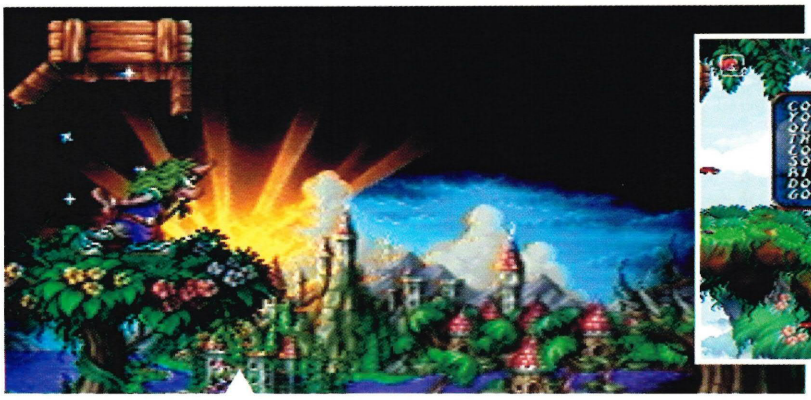
that the enemies might as well just pack up and go home. Add the fact that you can throw your helmet as an extra attack and the challenge is lessened even further.

In fact, the biggest problem you'll face is some tricky platforms and some occasionally dubious collision detection of the 'Oh I just fell through a solid platform' kind. So it's fairly easy to progress through to about level eight without breaking a sweat.

As you can see, it looks pleasant, in an old fashioned kinda way. There are some 3-D effects and impressive graphical flourishes, but alongside the palpitation-inducing Pandemonium and that Bandicoot game, Lomax does look a little steam powered. It's a pain that the levels don't really change dramatically. You have to leap and spin through about four levels before any discernible advance can be seen. Not a crippling fault, but it doesn't really make you want to see what's next.

It's also a shame the levels are so linear. Unlike other platformers, there are no short cuts or secret areas to find. Just like Sonic, Lomax's flatulent uncle, it's a case of speeding from the start of the level to the end. Even the sound is pleasant, if somewhat uninspiring. The piercing shrieks of dying rodents have made the transition from puzzle to platform, as have some other sound effects. The rest of the noises are good, although hardly likely to make you prick up your ears in surprise. The location specific tunes do add a nice touch, but again, it's nothing special.

The sad truth of the matter is Lomax is a functional game, nothing more. We're hardly struggling for platform games at the moment and this has nothing to recommend it over the illustrious competition. It's enjoyable and has enough 'cute' moments to keep your attention, but there are other games for the same price that offer a lot more. In this day and age, with technical boundaries being pushed further back every month, adequate just doesn't cut it any more.



In between levels, and our chum Lomax takes the time to survey the blighted land. The evil guy is hiding behind the other screenshot in shame



This wizened old Mr. Miyagi type Lemming springs out of flying hats to give you obvious advice. Cheers



You can avoid rolling boulder hazards by trotting over these bridges, in a 3-D fashion



A cracking traditional 'Leaping Lem' action shot, just for old times sake



Certain points require Jonah-esque antics on the backs of giant whales. Very tricky



Take to the oceans on a wobbly boat, but make sure these ravenous sharks don't get ya

PRO SCORE

GAME The Adventures Of Lomax
CONTACT 0151 282 3000
GENRE Platform
RELEASE DATE Out Now
SOFTWARE HOUSE Psygnosis
PRICE £44.99

GRAPHICS 8
SOUND 7
GAMEPLAY 7
LASTABILITY 7

Lomax is a fairly innocuous little game. As a platformer, the Lemmings concept translates well, with different abilities adding spice to a fairly formulaic genre. Trouble is, it's too unassuming. There's nothing to make you rush out and part with hard cash and that's to the game's detriment. With top titles like Crash Bandicoot and Pandemonium making more of the PSX's prowess, I can't really see the point in getting this. Kids will enjoy it more than most but ultimately this is an average effort up against stiff opposition

7 OVERALL OUTTA 10

JAY The original Lemmings didn't do much for me, so a platform game based around their antics doesn't appeal

ANDY Lemmings games have never appealed too much but this is a refreshing change for the critters

STEVE Passes the time in quite a pleasant fashion and has a couple of pseudo original touches to boot

ALEX Doesn't quite roll back the boundaries of the platform genre, but is a competent performer

BY STEVE MCNALLY

PGA Tour 97

PGA 96 was a big disappointment, lacking many of the attractive features that have made the game so popular in the past. Can EA Sports lay a few ghosts to rest with this latest edition?

This new style of PGA Tour golf games (meaning the two on the PlayStation and the recent PC versions) seem to be getting a mixed reaction. Fans of the earlier versions in the series (MegaDrive, Mac etc) would appear to be resistant to the change forced upon them, but it's going down a storm with players who weren't all that keen in the early days.

Fortunately, I'm one who thinks it's definitely a change for the better and certainly makes it much easier to play. Before I'd seen this, Andy and Alex had a go (both die hard PGA veterans) and I'd heard them savaging it constantly while playing. I was slightly apprehensive about quite what I was in for but was pleasantly surprised. Most aspects of PGA 96 have been improved upon and while the graphics still (surprisingly) leave a lot to be desired, this is not a bad little golf game at all.

In fact I'd say it's up there with the best of them, but considering the PlayStation is still waiting for an outstanding golf game it's not exactly all that difficult. PGA's main selling points are probably ease of play and the attraction of having a liberal sprinkling of digitised golf professionals from 'The Tour' for you to play either as, or against.

Not being much of a fan of the sport, most of the names mean little to me (my knowledge is limited to the more famous Europeans and the game has a distinctly American slant to it so there's no appearance by Nick Faldo). If I was cynical (ooh I'm not) I'd say the strange choice of, shall we say 'less famous' golfing personalities had something to do with the fact the bigger names could get their own licenses and would therefore cost more, but I won't.

It doesn't really matter anyway because they play a good enough game to keep you on your toes even after you've got the hang of things. There's nothing startlingly new or original in the game so it's going to live or die on its ability to interest the player and keep them interested, which I'm happy to say it does. It manages this by being fully configurable in it's difficulty level and providing numerous aids to assist in the learning process.

One such feature is the shot preview. Plan your shot how you think it should be hit, including draw and fade, back and top spin and the all important position and strength of shot. When you're all set, simply press the square button and you'll be shown exactly what will happen when you actually do take the shot.

You might think this would make the game too easy but a couple of limitors prevent this from being the case. Firstly, the shot preview shows what will happen if you hit the ball perfectly by timing the button pressing on the back and forward swings, thus leaving you open to under hitting, over hitting, slicing and hook shots. Secondly, this option is unavailable in games of any importance (Skins, Shoot out and Tournament) so there's no point in relying too heavily on it because you won't be able to use it when it comes to the crunch.

The Riskmeter consists of a number of coloured blocks that run up the side of the swing bar. This looks at where you are currently positioned and where you're trying to hit the ball. By taking into account factors such as the lie of your ball and obstacles between the two points it calculates how big a risk you are taking. The more blocks on show, the riskier the shot.

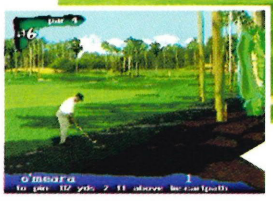
There are five difficulty levels so you can tailor the game to exactly suit your experience and prowess. Basically, the differences between the levels are that the swing indicator moves much more quickly with each progressive difficulty level and therefore requires superior timing to avoid hooking or slicing the ball out of bounds. If you do mis-time it, the effects of the hook or slice vary wildly depending on what difficulty level you're playing on. For example, a novice who slices badly will probably end up in the rough or the trees, but a pro who does it will more than likely end up out of bounds.

There are only two reasonably different courses which is a shame, but the game offers five different modes of play to provide variety. There's Strokeplay which everyone should be accustomed to, a Tournament, which again should be familiar and a Practice Mode to give you chance to get to grips with the courses and controls.

There are two courses that some people will not be familiar with though: Shoot Out and Skins. Skins



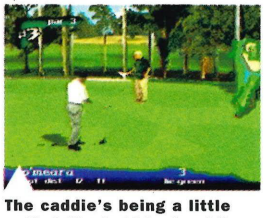




Playing out of awkward lies is something you're going to have to get used to at first



The Skins game can get pretty tense. Imagine what it's like played for real!



The caddie's being a little optimistic, he'd look a bit foolish if he'd left it in though



sees you and another golfer competing for vast amounts of money on each hole. Whoever gets their ball down in the least shots picks up the skin (which is full of money). If the hole is tied, that skin is carried over to the next hole which then becomes vastly more important. The winner is, as you would expect, the player who manages to accumulate the most money by the end of the round (which can consist of either front or back 9 holes or the full course).

Shoot Out is perhaps the most original. I don't know if they play this for real, but they should do because it can get pretty tense, especially when playing against human opponents. Four players line up to play three holes. At each hole the player with the highest number of shots is eliminated and the others go on to contest the next hole. The eventual winner is the 'last man standing' – so to speak. If a hole is tied, a random position is chosen and both players have to hit a shot from there (it can be a chip or a putt) and the one furthest away is eliminated.

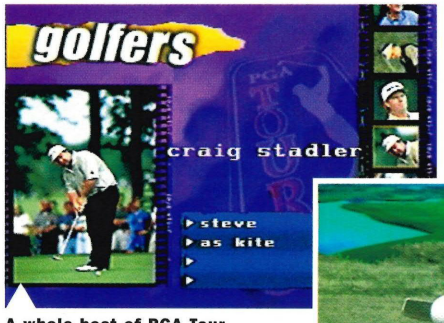
At the end of the day, PGA Tour 97 is nothing more than 96 should have been and offers very little in the way of new features. The graphics are still way below par and this means it's a massive way short of being the perfect golf game or indeed anywhere close. It's a toss up between this and Actua Golf with very little to choose between the two, but I can't honestly see anyone who felt stung by PGA 96 splashing out again for this. Shame really, because it is a vast improvement.



You can change the golfer's name, appearance and club selection to give your game that all important personal touch

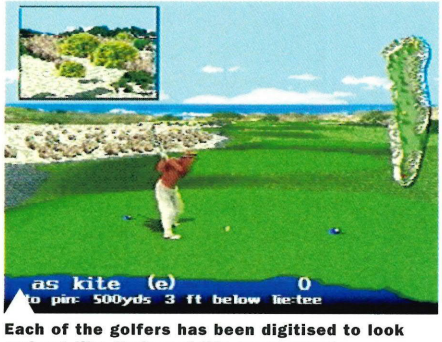


The logo makes it look suspiciously like The Skin Game which sounds more like a dodgy film than a golf game really



A whole host of PGA Tour professionals are available to play as, or against

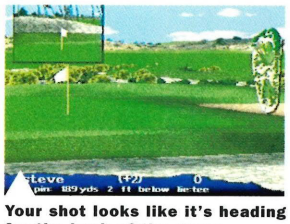




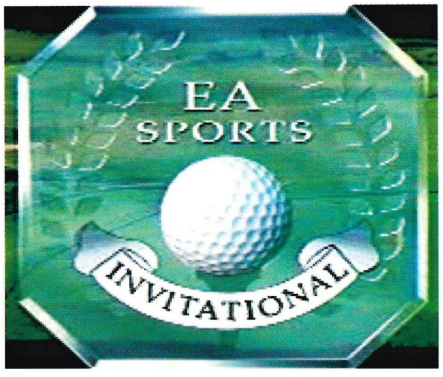
Each of the golfers has been digitised to look and act like their real life counterparts



The targetting arc will give you a good indicator of where your ball will land

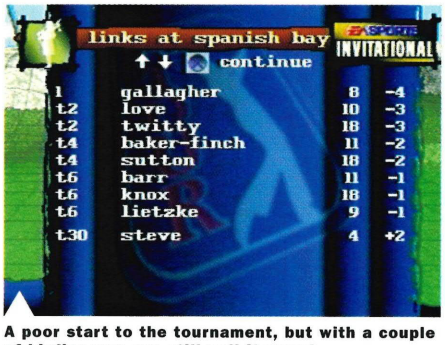


Your shot looks like it's heading for the back of the green, leaving you a difficult two putt

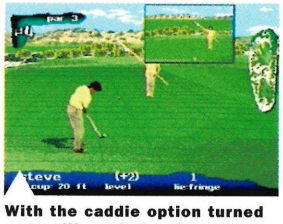




Land in the scrub and you're in for a nightmare time trying to get the ball out again



A poor start to the tournament, but with a couple of birdies you can still pull it round



With the caddie option turned on you'll get help with things such as club selection

PRO SCORE

GAME PGA Tour 97 *GENRE* Sport Sim *SOFTWARE HOUSE* Electronic Arts
CONTACT 01753 549442 *RELEASE DATE* Out Now *PRICE* £44.99

GRAPHICS 6
SOUND 8
GAMEPLAY 7
LASTABILITY 7

A good, solid golf game – if a little on the unspectacular side. PGA Tour 97 should satisfy most armchair golfers who are undoubtedly frustrated by the small number of decent simulations on the PlayStation to date. Could have done with a few more courses and a lick of paint on the tired looking graphics wouldn't have gone amiss, but apart from that there's little else to moan about. Easy to play, fun and just about good value for money. I can't choose between this and Actua Golf, so you'll have to toss a coin or something

7
OVERALL OUTTA 10

ANDY **As far as I can tell there's no difference between this and PGA Tour '96. And that was useless**

DAN **You've got a 32bit super console and you want to play golf? Get over it, you silly billies**

JAY **By no means a wild change from the norm, but this still offers gamers a challenging golfing experience**

ALEX **Ever so slightly better than PGA 96 but I'm still waiting for a PlayStation golf game to give me the horn**

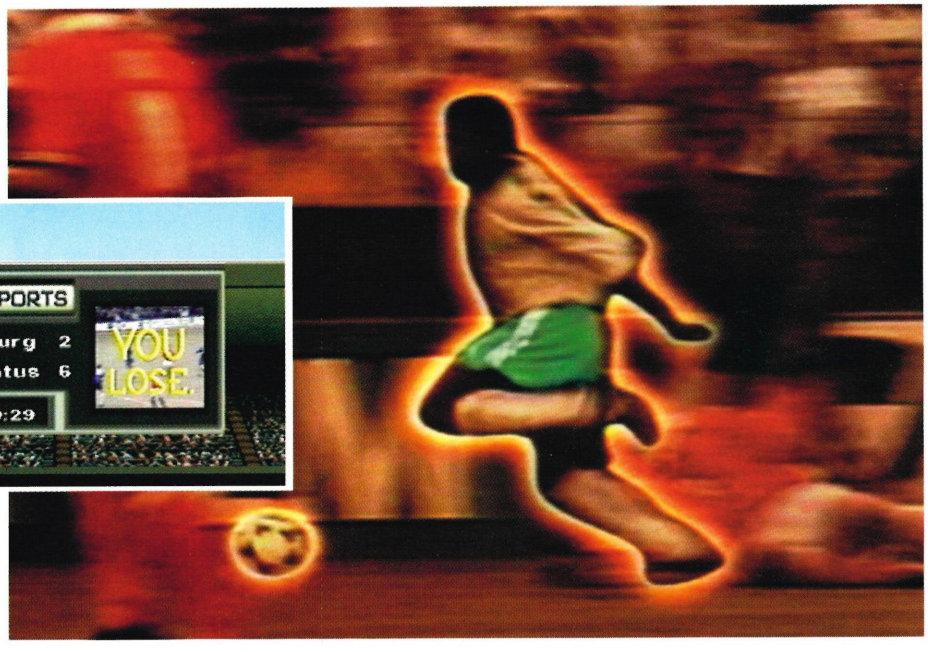
FIFA '97

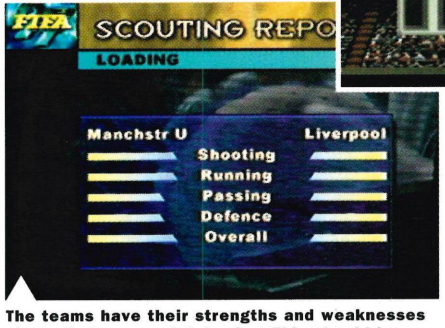
FIFA has somehow managed to convince people over the years that it's actually the finest piece of football programming ever. In reality, it's always been terribly slow and unplayable



As you'd expect, the indoor football contains much more action and plenty of goals







The teams have their strengths and weaknesses shown before a match begins. This should be a close game if the stats are to be believed



The replays as well as the game can be viewed in plenty of different ways. This looks like Arsenal are about to score

A close-in view here shows all the detail of the players, but it's almost impossible to play fluid football



The 1996-1997 season is well underway and anytime now somebody will put up the standard for others to follow. It unfortunately won't be FIFA '97. It's already been bettered and will no doubt be bettered again in the future. The reason is simple. FIFA '97 is, when all is said and done, very slow and incredibly unplayable.

It's a mystery as to why most people haven't noticed this before. There are some much better footie games already out there that are quick, simple to play and guaranteed to offer some kind of entertainment. Another mystery is how a game, which should have so much going for it with all that is included, could be so badly produced and at the end of the day, so dull.

Before beginning a game you have the choice of an exhibition, a league or a knockout tournament. All teams are included but bizarrely, they're still last season's league teams. Good old Man City are still in the dizzy heights of the Premier League – somewhere they won't be seen for some time to come. There are no Nationwide League teams included, only the top teams from European leagues and national teams from around the world.

With all the football games already on the shelves, the question must be asked: Do we really need another one? It's not as if FIFA 97has made any improvement in this field. In fact, it's difficult to see any improvement on the first PlayStation FIFA game.

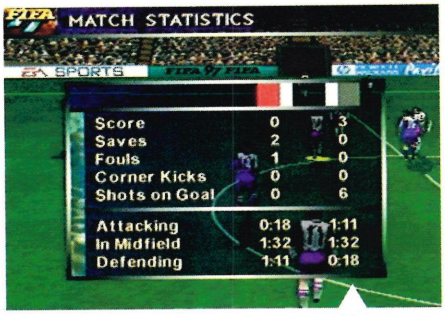
In terms of options it has more than enough on offer – loads of teams, numerous tournaments and strategy changes. The teams are all as good or as bad as the player at the end of the day and there's no saying who would win the battle of QPR against Liverpool. It's a funny old game and anything can happen – a fluke here, a red card there, you know, the general ups and downs of the game.

In terms of the general look of the game it's as realistic looking as you'd expect. Fully motion captured players will move, surprisingly, like Newcastle star David Ginola – he's the one who provided the body for the all the players to be modelled on.

As we've already seen in the argument for and against motion capture, the MC option doesn't always work too well. At times it's more than a little annoying as a player goes through the entire motion of a shot or tackle long after the ball has been hoofed away. This loses valuable time in the pursuit of the ball. Tackling must be precisely timed otherwise your player may be booked or more importantly, may give the opponents more space and options than you can handle.

To be fair to the game however, if you perservere for a while and begin to learn some of its finer points, it does actually have some redeeming features. The players can perform intricate and barely noticeable touches and manoeuvres, yet they all play a crucial part in the whole scene.

A good example of this is where a player runs



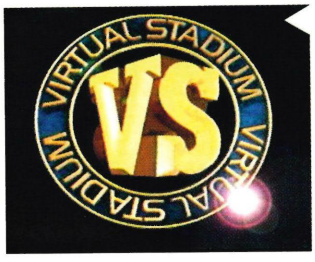
After a match is complete the stats will be displayed



For a football game, it is far too simple to beat a computer keeper



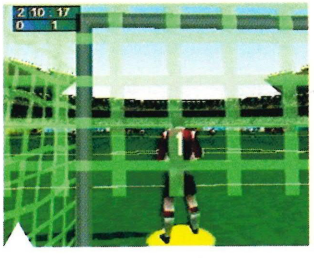
Celebrations after a goal has been scored can be quite amusing as long as it's your team that's just scored naturally!



Virtual stadium is where all the games will take place. It saves on changing the pitches, you see



The motion captured players do move very realistically, but terribly slowly around the pitch



This is a view which will be seen from time to time before a goal kick is taken



A spectacular save is seldom seen in FIFA so this could well be the rarest screen shot ever



Unlike most footy games, there is a huge transfer market for wheeling and dealing

with the ball. Rather than move from a straight run and then go off at a wild angle to go round a player, he now can run at a slightly different angle and poke the ball forward to avoid a crunching challenge from an opponent. This angle change is so slight you can barely see it but it's definitely there and is extremely effective.

With little touches like this, it's advisable to spend a few games getting to grips with the finer points. You may be surprised at what a difference a few games can make towards re-inventing your whole strategy as, let's face it, most people do adapt a style of play which they will stick to until they learn a new tactic.

In addition to the simulation of a league or international, the same teams can take part in an indoor match. Obviously this is much more frantic as the ball will never go out of play. On top of the several match options there are more camera views than you know what to do with – from close in on the action to TV camera style. Some are more advantageous than others and for all-round excellence, the TV view is as good as it gets.

A footie game just wouldn't be complete without the commentary team and FIFA boast three big names in the football world: John Motson, Andy Gray and good old Des Lynam. Who could fault this trio? Quite frankly no-one, as the rest of them are much the same and spout the same old football jargon. The comments seem to be pretty limited however, but with relevant clips of old matches between the two opposing teams at half time, this can be excused.

Maybe a future version of FIFA will be better and become a crucial purchase for football fans. Let's hope we don't have to wait for FIFA 2001.



Teams from any of these countries can be chosen to play against each other

PRO SCORE

GAME FIFA '97 | GENRE Sports 'sim | SOFTWARE HOUSE Electronic Arts
CONTACT 01753 549442 | RELEASE DATE Out Now | PRICE £44.99

GRAPHICS 7
SOUND 7
GAMEPLAY 6
LASTABILITY 8

Although this is a much more in depth game than FIFA '96, there are still a few niggling annoyances which prevent it being a true classic. The gameplay is much improved from earlier efforts on other formats, but is still a little slow for my liking. Getting to grips with the controls is a time consuming task but if played for long enough, some staggering moves can be pulled off. Be warned though, it does take time. Perhaps the most annoying part is after a red card is shown and the player is ejected from the game. "Ejected?" Come on.

7 OVERALL OUTTA 10

STEVE You have to play it properly to realise just how good this actually is. Underrated in my opinion

JAY Footie games can be top, unfortunately though, this one doesn't offer enough "Umpfh" for my liking

DAN I'm not really bothered about football games on computers. Go outside and play, you pasty fools

ALEX I love footie me. I'm bloody football bonkers mad, but this deserves much less than a 7 in my book

Game Title Tobal No.1, Cool Boarders
Software House Sony *It keeps on pumping out the products. This time around it's,*

Board of Beat'em-ups

By Dan Whitehead & Andy Sharp



True to beat'em-up tradition, as well as having loads of special moves listed in the manual, the scrappers have secret moves that will only be found through experimentation. Once you've sussed the game's logic, you'll be on course to friend humiliation in no time





The ever popular 'ring out' feature is present and correct, allowing you to claim instant victory by forcing your opponent over the edge and into oblivion. Just make sure you don't follow him over or you'll have wasted your efforts

Tobal No.1

This is something I never thought I'd hear myself say, but this could actually be a 3-D beat'em-up with a difference. For a start, there's the production team behind Tobal – something of a beat'em-up supergroup.

With its previous children including Virtua Fighter, Tohshinden and the mighty Tekken, this is a gang of programmers to be reckoned with. Add the rogue element of top manga artist Akira Toriyama (creator of Dragon Ball Z and Chrono Trigger) who was roped in to design the varied characters and backgrounds and you've already got a game that deserves its time in the spotlight.

As well as that promising conception, you have the introduction of the 'Quest' option. Yep, unlike other fist-fests, Tobal has something extra to offer the single player. When you tire of leathering computer opponents you can leap headlong into a 3-D dungeon romp in which you guide any of the fighters through a sort of Baby Tomb Raider experience, clobbering baddies and avoiding traps along the way. It's a neat little trick and should add longevity for the lonely and friendless.

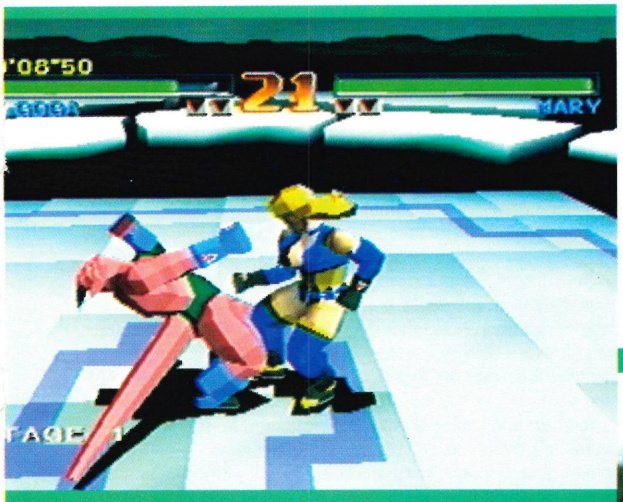
On the technical side, Tobal can boast motion captured polygon funsters running at 50 frames per second, making it a smooth and speedy experience. You can also grapple during fights, in a wrestling style and throw or shove the enemy out of the ring. Using a new control method that will baffle hardcore Street Fighters, the special moves and combos are easier to pull off than ever before. And with eight normal characters and three freaky bosses to get to grips with, it should be quite a challenge.

I know we're not supposed to express opinions before the full review, but it's fair to say that everyone who's seen it here has been impressed with the crisp action and instant appeal of this cartoony number. Even Steve and he's a right old misery when it comes to beat 'em-ups. Will he maintain this generous mood? We'll find out soon enough when the review reaches your bloodshot eyes in the near future.

Release Date: First Quarter '97

a 3-D beat'em-up and the world's first snowboarding simulation

The name Tobal comes from the distant planet where the tournament takes place. Fighters come from all over the galaxy to lay claim to the Tobal Trophy – although you'll have to defeat the planet's king, Emperor Udan, to claim the prize

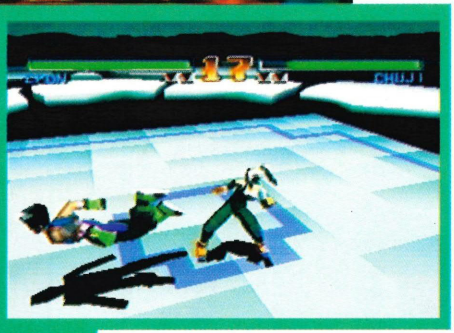




The authentic Japanese look and feel of the game is balanced out by a distinctly British soundtrack pumping out some surprisingly good jungle and techno tunes to egg the action onwards. The fist-meets-face sound effects are wince inducingly hefty













The novel Quest mode allows your character to run, jump, pick up objects and throw them, in addition to the plethora of fighting moves available. Like Tobals's more flashy daddy, Tomb Raider, it can take a while to master all the controls for this bit – although a practice level eases you in gently



For each dungeon you complete, a secret boss character is unlocked to use in the tournament and two player battles. The Quests can be pretty tricky though, with rolling boulders and flying blades to avoid on top of the regular slappings you have to dish out to the monsters

Board of beat'em-ups

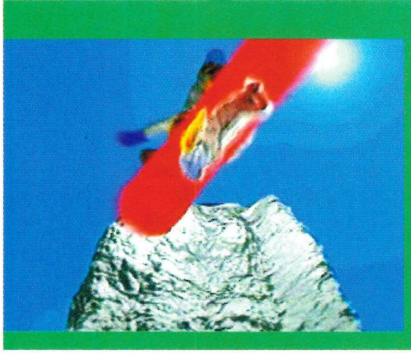
Cool Boarders only has a standard three tracks – these range from simple novice stage to the tricky expert track. The stunts should be pulled at specific points where there are a couple of flags so you can see them coming. The virtual DJ will also give you ample warning of their arrival. Pulling stunts is something you will become more advanced at the more you play. Stunts are executed by jumping using the X button and then a combination of other buttons and the D pad. You must however, land straight or a nasty fall will occur and valuable time and points will be lost. Not to mention some pride

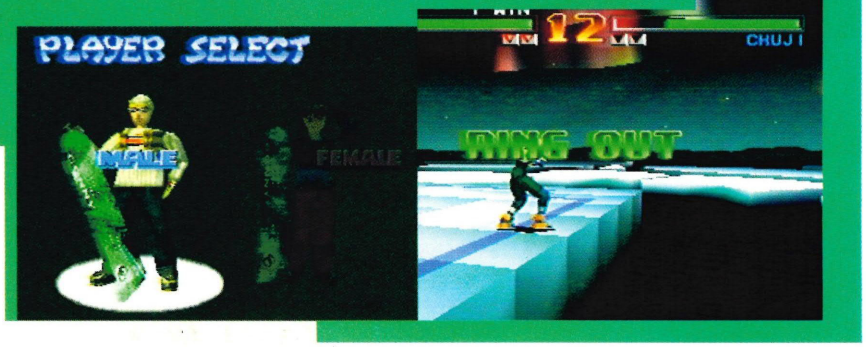












Fashion plays a large part in the winter sports world and Cool Boarders incorporates a vast range of different clobber for the player. There's nothing worse than not looking the part

Cool Boarders

Snowboarding is THE coolest sport to emerge over the past few years and anyone who fancied themselves as a bit of a fashion guru jumped on the bandwagon. All this has built the sport up to what it is today.

Winter sports haven't fared too well in the world of the PlayStation thus far, but Sony is hoping to change all this with Cool Boarders. Not only is it a speedy downhill tournament, it also incorporates all the acrobatic tricks you associate with this sport – which, when all said and done, is skateboarding on snow and ice.

The snobbery most snowboarders have against skiers is something most gamesplayers have against a snowboarding game. There's no reason for it. This could well be a surprise hit when it slides onto the shelves in January. After all, it has plenty going for it despite the fact there are only three main courses to race on.

You have the choice of which type of board to use, which course to perform on and whether to be a man or woman. Of course, your wardrobe is also definable – snowboarding has its own fashion and if you don't fit the bill, you're left out in the cold.

The boards vary in their abilities – some are for pure speed runs, some for stunts and others for a combination of the two. Once these are chosen you must decide on the board's colour – this is obviously very important. You don't want to clash with your gloves now do you?

Release Date: January '97

Snowboarders aren't just fussy about their appearance, they feel they have a bond with surfers and enjoy much the same when it to comes to music and lifestyle. To keep them happy, Sony has included some guitar tunes (apparently hardcore but it's more like a poor man's Terrorvision) which actually fit the game quite well

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Game Titles **Tokyo Highway Battle, Tetris**
Software House **Jaleco** *A puzzle game and a Ridge Racer clone lovingly converted for*

RoadBlocks

By Alex Lee

Tokyo Highway Battle

At first glance, you'd be forgiven for thinking this is no more than a Johnny-come-too-lately Ridge Racer clone. The phrase 'You never get a second chance to create a first impression', however, doesn't ring true with Tokyo Highway Battle. If anything, it offers everything Ridge Racer does and more.

Like Top Gear 2 on the SNES (apart from the racing element) there is a points system which converts into money for buying car upgrades. The first few races are as much an exercise in points accumulation as a way of familiarising yourself with the tracks.

The car's handling, grip, acceleration and top speed qualities will improve according to what you buy in the Speed Shop. Unfortunately, however well you drive, you'll never be offered a wrap of amphetamines.

The title Tokyo Highway Battle suggests a gun-toting scrap around the streets of Japan's capital. Nothing could be further from the truth – any tiny scrape against a wall, another vehicle or tunnel wall will slow you down, adding to your total time and losing you valuable cash points.

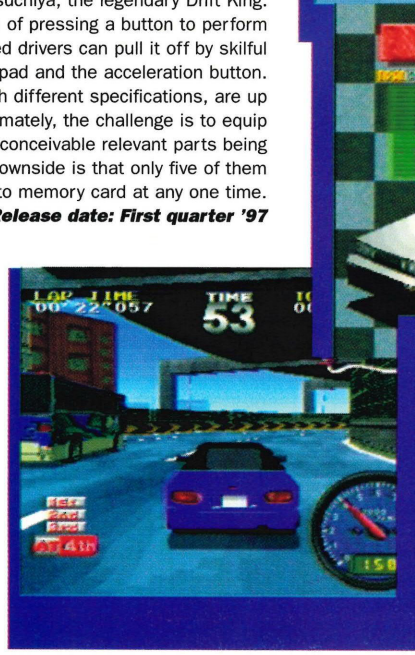
In addition to including the 'buy parts' feature, Tokyo Highway Battle possesses an important extra on the racing side. Mastery of the drift technique at corners – which as far as I can gather is the same as the powerslide – is vital if you're ever going to challenge Keiichi Tsuchiya, the legendary Drift King. Beginners are offered the option of pressing a button to perform drift, whereas more experienced drivers can pull it off by skilful manipulation of the d-pad and the acceleration button.

A total of 12 cars, all with different specifications, are up for play and improvement. Ultimately, the challenge is to equip all 12 to the nth degree with all conceivable relevant parts being bought and installed. The only downside is that only five of them can be saved to memory card at any one time.

Release date: First quarter '97



Practice mode allows you to improve lap times by learning the intricacies of each course. In this mode, all cars are fully modified. Selecting the options from the main view screen allows you to customise your game. You may alter the car's names, reconfigure controller functions, change the audio settings, select BGM (whatever that is) and select stereo or mono output







Scenario mode has two levels. Each level offers a battle with three drivers. Upon defeating six drivers, you are given the honour of battling with the Japanese racing professional, Keiichi Tsuchiya, better known as the legendary Drift King. Points won are turned into currency which is readily accepted at the Speed Shop to upgrade your racer. Against CPU, on the other hand, is a one-on-one battle on an open, traffic-free circuit where you may use and modify all 12 cars

the British market. But are they insipid or inspired?

Tetris Plus

When Jaleco's Brian Marks told me Tetris was coming out on the PlayStation, I couldn't help but stifle a laugh. After all, it's a Game Boy game innit? Well, yes and no. There's a limit to what you can do with a brick-based puzzle game without ruining the essence and gameplay of the original and Jaleco seems to have managed to do just that.

Four modes of play are included in Tetris Plus – classic Tetris (including two-player non-competitive play), puzzle mode, two player vs puzzle mode and edit mode. It's exactly the same as the hallowed Game Boy version, as devised by Spectrum Holobyte's Alexei Pazhitnov, except in glorious 32-bit technicolour.

Single player classic Tetris only takes up half the screen, so it's possible to have two players playing on the same telly/monitor concurrently, without actually battling against each other. It's in puzzle mode, however, that the action really starts. Any enthusiast of Tetris will have doubtless played the classic version until blue in the face, so the puzzle option comes as a welcome alternative.

Instead of being faced with a blank slate, some blocks are already placed at the bottom of the screen. They are tantalisingly arranged so the correct positioning of further blocks will make them disappear. On top of the blocks is an animated explorer who needs to be liberated by clearing a hole wide enough for him to fall into the treasure hidden beneath the play area.

The screen has a vicious spiked ceiling which will crush the intrepid idiot if your pile of blocks goes too high. Additionally, the safari titfered sucker will inexplicably climb up your block formation the higher it gets, so time is at a massive premium.

The best mode is the vs option within the puzzle mode. Every line you make disappear on your side is added to your opponent's wall, forcing next door's explorer upwards and towards an horrific death. Finally, edit mode lets you mess about with blocks, much as you did in your childhood, except this time there are no circular holes.

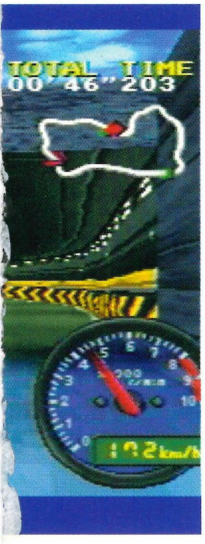
Release date: First quarter '97

A curious little professor and his lovely assistant are in search of fortune and adventure. A little older, but not any wiser, the supposedly intellectual misadventurer quickly gets into a heap of trouble. Anxious to impress his loyal assistant, the prof gets trapped inside the chamber of an ancient ruin



The prof's quest takes him across the globe and into the wonders of the labyrinth at Knossos, the pyramids of Egypt, Angkor Wat, the Mayan ruins and a mysterious city with an additional 20 stages of death defying puzzle excitement. That's a total of 100 puzzles – each one more difficult than the last

As the chamber fills with blocks tumbling from above, a viciously spiked ceiling ominously descends upon the brave, yet foolish hero. When the blocks pile up, the prof tries to climb his way to the top. The chamber is already filled with patterns of blocks, so a path must be cleared for the prof to find the treasure



Some of the purchasable engine parts are – small turbine, medium turbine, large turbine, turbo inter-cooler, bolt-on turbo, increase bore, port polishing, low compression piston, oil cooler, large capacity radiator, racing plug, high lift camshaft and fuel injection. Not all, however, are compatible with every car

Game Title **Transport Tycoon**
Software House **Microprose**

The subject is far from exciting, but then, neither are the

Reclaim the Streets

By Steve McNally



THIS KIND OF THING ALWAYS SELLS by the bucketload on any other format but I've yet to be convinced it will manage to do anywhere near as well on the PlayStation. Already we've seen the likes of AIV Evolution Global, Theme Park and Sim City 2000 take a mauling from reviewers and I'd be amazed if the sales figures have been anything to write home about, yet still more of the things keep trickling into our office.

The latest (and it would say greatest) is Transport Tycoon from MicroProse. A conversion of the phenomenally popular PC game (did you honestly expect it to be anything else?). This time around you'll be put in charge of your own transport company with the ultimate goal of being the best around.

The game begins in 1930 and you have £100,000 at your disposal and 100 years in which to put it to good use. In that time you'll hope to beat your ruthless rivals to become the biggest Transport Tycoon of the century. This goal can only be achieved if you can manage to build routes both within and between towns, build stations, airports, docks and of course, the all important roads to link them all up.

MicroProse is promising some new features for the PlayStation version including a brand new 3-D view point, SVGA high resolution graphics and an even bigger randomly generated world that will be directly affected by any actions you may take during the course of the game.

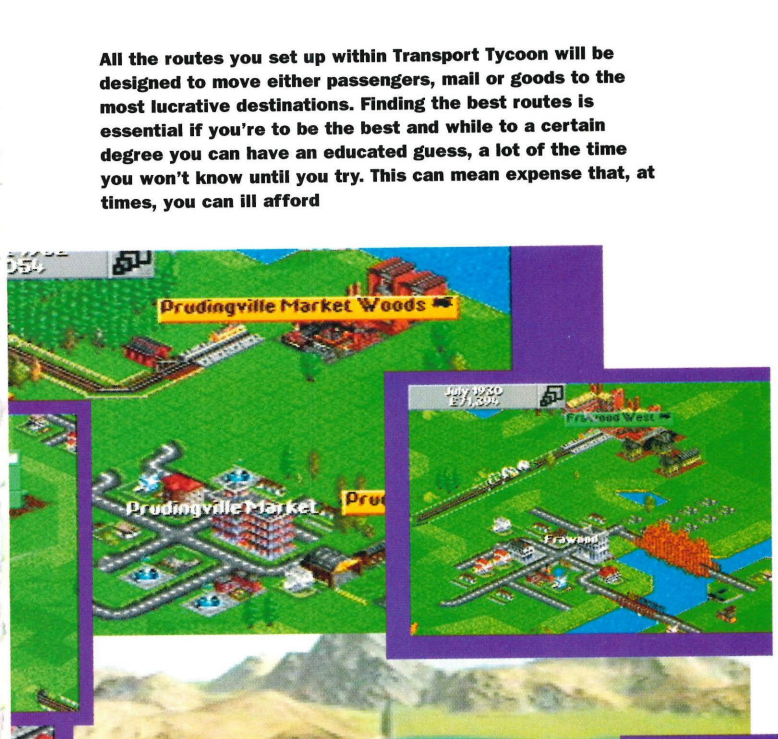
This type of thing is aimed at a highly specialised market though (far be it from me to say bland) and I can't help but think that all the effort put into making it look nice and pleasant will be wasted on a market that, as a rule, doesn't care less if the game is made up entirely of stick graphics, just so long as there are plenty of numbers, graphs and pie charts to look at and ponder over. It might well attract a few random impulse buyers I suppose (no, not the women's deodorant) but I'd lay some pretty heavy money that a sizeable majority of them would be fairly disappointed in this offering. Barring Microprose having total rethink of the entire game before release, Transport Tycoon will more than likely be for serious players only.

Release Date: First Quarter 97

As the years go by (not in real time of course) you'll be able to buy more advanced and faster vehicles and vessels with which to streamline your operation. It wouldn't be all that difficult but you always need to stay one step ahead of your opponents and they're constantly trying to do the same thing. Slip up and expect no mercy!

people who will be working themselves into a frenzy at the mere thought of it

All the routes you set up within Transport Tycoon will be designed to move either passengers, mail or goods to the most lucrative destinations. Finding the best routes is essential if you're to be the best and while to a certain degree you can have an educated guess, a lot of the time you won't know until you try. This can mean expense that, at times, you can ill afford









Just like in real life, even your best laid plans can go awry due to factors totally beyond your control. Vehicle malfunctions in the middle of rush hour, obstructive town councils stubbornly blocking your planning applications and even natural disasters such as earthquakes, are all crosses you will have to bear. Even so, there's no blow so cruel as seeing all your hard work go up in flames



At first sight, the appearance of Transport Tycoon is almost identical to the original PC version – an isometric view looking down on the world below. The PlayStation version however, will have a unique feature – a fully rotational 3-D view which Microprose promises will really take you into the landscape and virtually make you feel a part of the world you are controlling



The game is a fairly heavy business and resource management simulation that will test the acumen of any would-be entrepreneur to the limit. Expect plenty of numbers, feasibility studies and financial reports to play a major part of the game and basically, if you don't like having to plan your next move right down to the very last detail, I wouldn't advise you bothered saving up for this because I guarantee you won't like it

Game Title **Riot**

Software House **Psygnosis** *Part beat'em-up, part basketball... whichever way you look*

The basic idea behind Riot is fairly simplistic. Two teams compete head-to-head in a enclosed arena, collecting a solitary plasma ball and attempting to hammer it into the gravitating hoop suspended mid-court. Before players can shoot for goal they must charge-up the aforementioned plasma sphere at their own territory base and then aim carefully, whilst at all times avoiding contact with their opponents' fists



Many options are available in Riot, including numerous playing modes, such as full leagues and tournaments, plus several handy viewing angles. There are several standards views, but play around some more and you'll find variations of both the side and overhead angles. A particularly handy one for a good view of all the playing arena is the Sensible Soccer–type angle, which puts the camera way up high on a blimp above the stadium



Learning all your moves, such as the side-step and numerous jumps during play, is a vital part of succeeding at Riot, as is passing the plasma ball between team members. Grabbing the ball and tearing across the court on glory missions will only result in you losing possession. Each player has two differing pass moves to his credit, one offering a short and fairly close-up pass, the other being a longer effort that covers large distances across court. Mastering these passes during play can prove quite hectic, but practice does make perfect

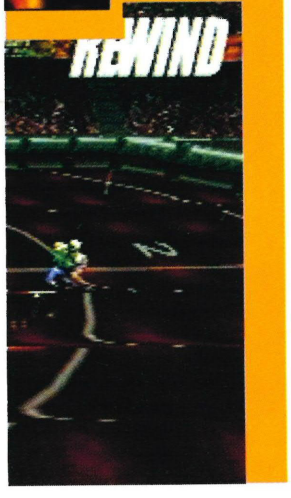


at it, the latest sport from Psygnosis looks like a top laugh riot

Brawls, bruises and balls



Each section of the playing area is segmented into varying point zones. If a player has charged the plasma ball and manages to score from his position on court, the resulting points he scores will depend on where he took his scoring shot from. Three zones are available, offering one, two and three points respectively. The further you are away from the goal when you shoot, the more points you'll gain if it goes in



The only other rule that features strongly throughout is that there are no other rules. Players can punch, kick and charge opponents at any time during play and can basically do what the hell they like as long as they get the ball and score the goals. Only the toughest survive in this game and when you've got eight human players all battling it out in the middle of the arena, the PlayStation multi-player action never lets up for a second!

By Jay Sharples

OVER THE YEARS THE GENERAL PUBLIC have grown bored of what is classed as good wholesome family entertainment. Things that once sat at the top of the ratings chart with pride suddenly become tired and stale and soon enough the masses begin to look elsewhere for their viewing pleasures. To think we once found the likes of Roland Rat, Terry & June and We Are The Champions quality viewing. A scary thought.

Anyway, you get the picture. So come the year 2078, spending the night in channel-hopping will pull up some serious hardcore sports entertainment on your box. And I don't mean topless darts. What's happened is this: All the major sponsors of the once popular sports such as ice hockey and basketball have begun to pull large amounts of cash out of those somewhat tiresome pastimes and have started to invest in the relatively new sport of kings, namely Riot. The game covers the best aspects of all of the current sports and takes them all into overtime as bare-knuckle fighting meets basketball and pigskin is replaced by pulsating electrified plasma.

"Football is dead! Basketball is dead! Hockey is dead! Boxing is dead! Long live Riot!" So reads the graffiti on the stadium walls of one of the many new Riot teams springing up across the globe. This game is taking over. It's become a way of life to many and now you have a chance to witness the future as the sport-to-end-all-sports hitches a lift in the Psygnosis time machine and makes its way onto your PlayStation thanks to Liverpool-based software heroes.

Two teams of four must enter the arena (offering anything up to eight on-screen human players) armed with only their wits and a fancy array of fighting techniques. Between them they must fight hand-over-fist to gain possession of the plasma ball and slam it home into the floating goal mouth. The team that score the most points come the final whistle, walks away the winner. The losers hang their heads in shame and are asked to kindly leave the room.

Gameplay wise, Riot can prove both frustrating and fun in your first few plays, but persevere and you'll soon be blocking shots, performing intricate passing moves and popping in long-range goals like a true pro. The finished article won't be in the shops until early next year though, by which time Psygnosis hopes to improve the multi-player gameplay and add numerous nifty little touches (like the fab, but completely useless air horn facility) to make Riot a gaming experience you won't want to miss. Keep an eye open for this one.

Release Date: Quarter One '97

Game Title **Total Drivin'**
Software House **Sony** *What's this on the horizon? A PlayStation game that looks a bit*

Is this Sega Rally?



By Alex Lee

Gateshead-based Merit Studios (Europe) Ltd has just sold the worldwide publishing rights of Total Drivin' to Sony and by the looks of the 80% finished product, Sony's got a big-time unit shifter on its hands.

The Gateshead office houses nearly 40 programmers, designers, artists and musicians. Projects some of them have worked on include Pete Sampras Tennis (Mega Drive), Simon The Sorceror II (PC), Man Overboard (Mega Drive) and Micro Machines II (SNES). When Merit's Kev and Paul came to see *PlayStation Pro*, it was no surprise that the incomplete version of Total Drivin' was actually better than many already-released PlayStation racers.

Coded by Andrew Perella and Andrew Richards (the programmer of the number one bestseller Pete Sampras Tennis), Total Drivin' has been in development for over a year. A dedicated team of over 20 artists, programmers and designers have been working to produce the ultimate arcade-style racer.

Total Drivin' utilises a dynamic 3-D world engine to create a realistic game environment where the vehicles obey the correct laws of motion (whatever they are), the result being an incredibly life-like driving experience.

Rather than sticking rigidly to the simulation side of things, Total Drivin' includes a load of 'daft' arcade extras such as erupting volcanoes (which you can plummet into if your driving is particularly bad), collapsing bridges and precipitous ravines. A variety of terrains are featured from the beach, through the streets of Moscow to Alpine locations with the Scottish Highlands and Hong Kong in between.

Not only is there a diversity in road surface and location, there's a total of 24 different cars to choose from, each modelled on real-life vehicles from sports class and rally class. Split screen and multi-player options, via the link-up cable, are also available.

The team at Merit – which includes Sean Allan who has a written a book called 'My Pop Life With The Stars' published by Arse Books – are currently working on keeping the unavoidable slow-down to a minimum. They're confident the two-player split screen option will run at 25 frames per second when the game is released next March.

Release Date: March '97

In Total Drivin', you are given the opportunity to drive a selection of high performance cars, including rally and sports. Each vehicle is accurately modelled using 3-D Studio, then given life-like texture-mapping. Once transferred to the PlayStation, lighting and shading is applied to make the chrome reflect according to various light sources. When cars are stationary, you can actually see inside them through the windows



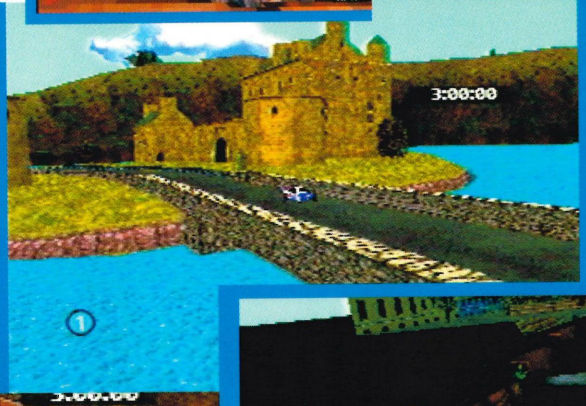
In the desert it's a case of avoiding the archaeological dig as you tear through the Valley of the Kings. In the Alps, stay well clear of the avalanches and take emergency rations with you. Hong Kong, potentially the most visually impressive of all the circuits, is also the most accurate to real life. The Highland circuit takes you through dark pine forests and over hump-backed bridges

like Sega Rally? Bizarre... Calls for some further investigation

The Dakar Rally class cars are robust 4x4s ideally suited to the island and desert levels where the terrain is as rugged as it gets. These vehicles have great handling and road holding, but are no great shakes in the acceleration and top speed departments. The sports cars, on the other hand, which include the Lotus, Porsche and Lambourghini, are the speed kings and ideally suited to the flat tarmac of Moscow and Hong Kong





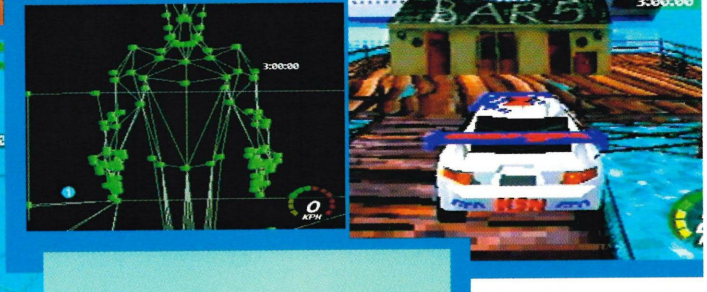


The rally class cars are powerful and robust, well suited for use on the Highland and Alpine terrains, where the undulating nature of the courses means the vehicles spend almost as much time in the air as they do on the ground. Overall, these vehicles are a more than a match for the others



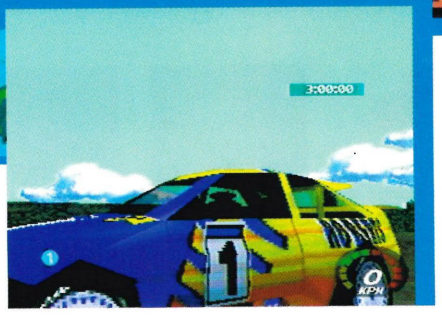






You have to select one of eight international driving teams, with the three cars in each stable all having subtly different qualities. The challenge is not only mastering the courses, but the terrains and the nature of the cars as well. Each track is completely different – a team of over a dozen artists can vouch for that

The island track sees you driving a snaking route along the edge of a beach, over a collapsing bridge and past a volcano. Moscow, on the other hand, is so fast that only those who crash will be able to admire the Kremlin, the space station and the various magnificent statues that adorn the perimeter of the circuit



Game Title **War Gods**
Software House **GT Interactive** *has made its name with the Mortal Kombaaaaat! series,*

What is it good for?

By Dan Whitehead

War Gods in the arcades was Midway's first attempt at the 3-D fighting genre. As most people know the company for the Mortal Kombat series, expectations were high. It certainly didn't disappoint. It was the first 3-D beater in the arcades to allow full movement in three dimensions, rather than the back and fro shuffle of Virtua Fighter. But while this may have been a ground breaker in the smoky environs of arcades, we've already had Star Gladiator doing much the same thing on the PlayStation, so what other tricks can War Gods pull out of its magic hat?

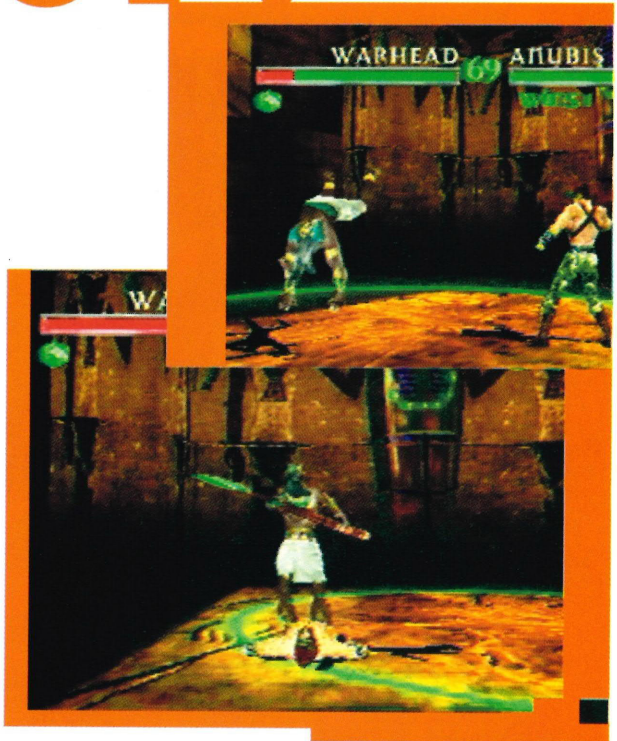
As with Mortal Kombat, the graphics have been digitised from real actors so this should be the first game of the genre to move away from the cartoon-style. Midway has also devised a clever thingy called Digital Skin Technology that lets it wrap realistic 'skins' around the usual polygon nonsense. If all goes to plan, this will result in the most fluid and realistic movement ever seen in a beat'em-up.

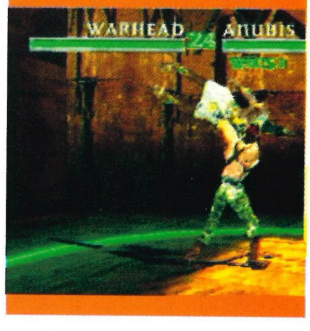
The one thing most people bleat on about with fighting games is the range of moves on offer. These are based on the Mortal Kombat control system, which I hated, but it seems to work quite well in a 3-D arena. So for those who care about these things, you can pull off all manner of combos, fatalities and projectile moves to complement the basic fist action.

The early beta version I had a play with was certainly impressive, despite the lack of many sound effects and some graphical glitches. I only hope that they do something about the AI of the computer fighters as I reached the boss characters without losing a single bout. Not that I'm boasting, in fact I'm usually crap at these things.

It's been said that this is just MK3D but that's doing this game a disservice. Yes, there are a lot of similarities, yet War Gods looks set to be more playable and more fun than its over-hyped and frankly dull predecessor. Has it got what it takes to topple Star Gladiator as our 3-D time waster of choice though? You'll have to wait for the full review for that all important info.

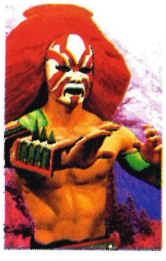
Release Date: First Quarter '97





One of the best moves is the throw. Get in close to your opponent and press forward and X. You'll grab and hurl him to the other side of the arena. It won't do much damage, but it's really annoying during a two player and some of the throws involve impalement on sharp things. Nice





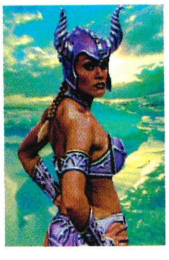

so how will its leap onto the 3-D bandwagon work out?

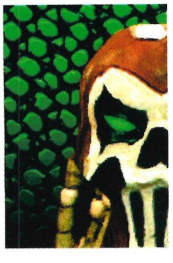
Tak is one of the heftiest gods, hewn from living rock. Many years ago, a besieged king hid a sliver of the ore in a sacred statue to protect it from marauders. The ore weaved its spell and the statue came to life to avenge its crushed civilisation and king



A throwback to the Mortal Kombat days comes from the crouching uppercut that all characters have in their arsenal. With the addition of 3-D though, a finishing uppercut of this ilk sends the loser flying into the air and the camera pans up to follow the trajectory. If you're clever, you can punch them through windows and archways in the background

Multiple hits don't just drain your opponent's energy, they boost your score by building into combos. A complete combo can shed a mighty third of your energy, should you be on the receiving end. The CPU characters are disturbingly good at these, so be prepared







It's a fighting game, so there must be a scantily clad woman on hand in what we call the Chun Li syndrome. But there's not! There are two of the little foxes, each wearing considerably less than is practical. Vallah, pictured here, is the worst, clad in nowt but a couple of tin plates and a metal thong. Shocking

Game Titles **DeathDrome, Slamscape**

Software House **Virgin** Yet more evidence that the Des Lynam of the future will be a blood splatte



God Lives Underwater are the band responsible for the 'interactive music' in Slamscape. "We usually start with a beat", they say, "Then come up with one progression or riff, then another, all the while collaborating on lyrics and melody. We play and record guitar riffs and drum beats that we toss in the sampler, and pretty much go crazy from there". Crazy name, crazy guys

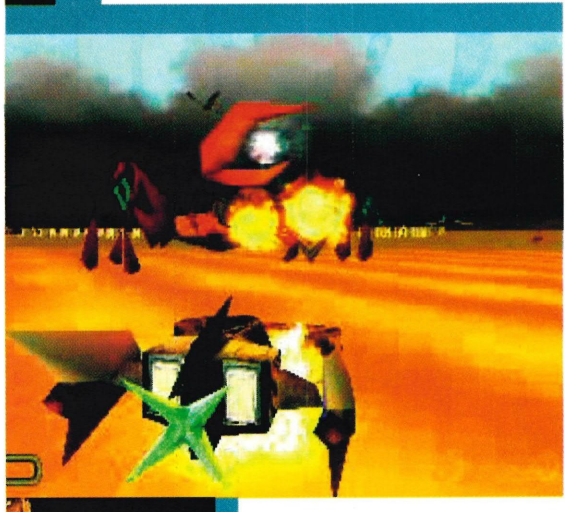


In keeping with the 'loony goings on inside people's heads' theme of the game, everything appears slightly strange. Giant false teeth lie around acting as mines, demonic teddy bears attack you, crates sprout spidery legs and run off and all manner of disorientating bizarreness happens around you

Despite the fact the whole game takes place in the sub-conscious, your buggy type craft looks remarkably normal, as do the weapons you fire. If my dreams are anything to go by, you'd be throwing egg-shaped Percy Thrower dolls and shooting alligators into wheelbarrows. Although that probably says more about my state of mind than the game in question

red cyberpunk renegade

The Quick and the Dead





The PC version boasts 60 frames per second, making it a fast and slippery little eel. If the Playstation version isn't at least that fast, we'll be picketing Virgin's offices to find out why. You can rest assured we won't leave until we find out

By Dan Whitehead

Slamscape

In a disturbingly similar vein to DeathDrome, this offering from MTV Interactive (licensed over here by Branson's merry bunch) involves zooming around a 3-D landscape in a buggy/tank effort, a-shooting and a-jumping. The PC version even uses the same key configuration, for gawd's sake.

The storyline differs at least. Following a hideous car accident, you find yourself at a dubious research institute. They've been trying to create the ultimate entertainment system, wired directly into the brain. Unfortunately, their 16 'volunteers' have had a bit of an overload and their psyche's have interlocked, creating a bit of a ruckus in the subconscious.

You appear on the operating table at just the wrong time and your mind is sent to clear up the mess while dodgy doctors fix your broken body. The upshot of all this psycho-babble is that the whole game takes place in the realm of the mind, with your 'worst nightmares' rearing up to face you.

Coming from the cutting edge of yoof kultcha, like what MTV is, the music is supplied by 'God Lives Underwater'. No, we've never heard of them either and after hearing their gob-smackingly dull take on middle of the road alterna-rock it's unlikely we'll ever be bothered by them again. However, their clumsy clatter has been mashed about by smart-arse computer boffins to make the music react to the game. So, technically, the music should alter to suit the action. Personally, I didn't notice but then I'm a blinkered fool when it comes to things like that.

Because of it's obvious similarities to DeathDrome, the two are bound to be compared. Certainly after playing both demo versions, I can't help feeling this one might be the poorer cousin, but we'll have to see both full Playstation versions before pulling some ideas from our opinion pouch.

Release Date: First Quarter '97

The Quick and the Dead

DeathDrome

Not a title that leaves any confusion, really. If you heard that Virgin were going to release a game with the rock-hard moniker DeathDrome, you'd probably reckon it was going to be some sort of future sport thing, involving you against several other dangerous types, with the victory rosette going to the last man left alive. You'd be right.

Taking the tried and tested 'futuristic convicts play deadly games for freedom' storyline, this throws Akira style motorbikes into the equation and mixes them up with some stunning weaponry. The result is a fast paced cross between Wipeout, Final Doom and that famous light cycle scene in Tron.

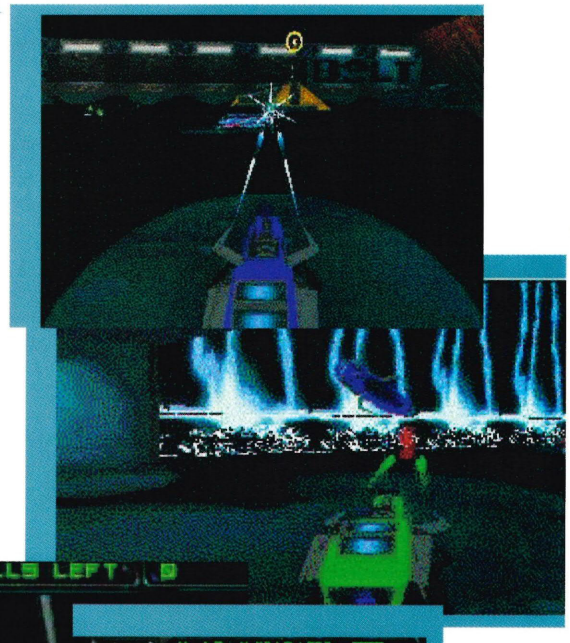
Each level, or domain, requires you to score a certain number of kills before the exit gate opens up. To achieve this bloody goal your bike comes equipped with two standard weapons - a front laser and an electro-barrier which you can trail behind you. Extra weapons litter the arenas, ready to be picked up and used by you or any of your seven opponents.

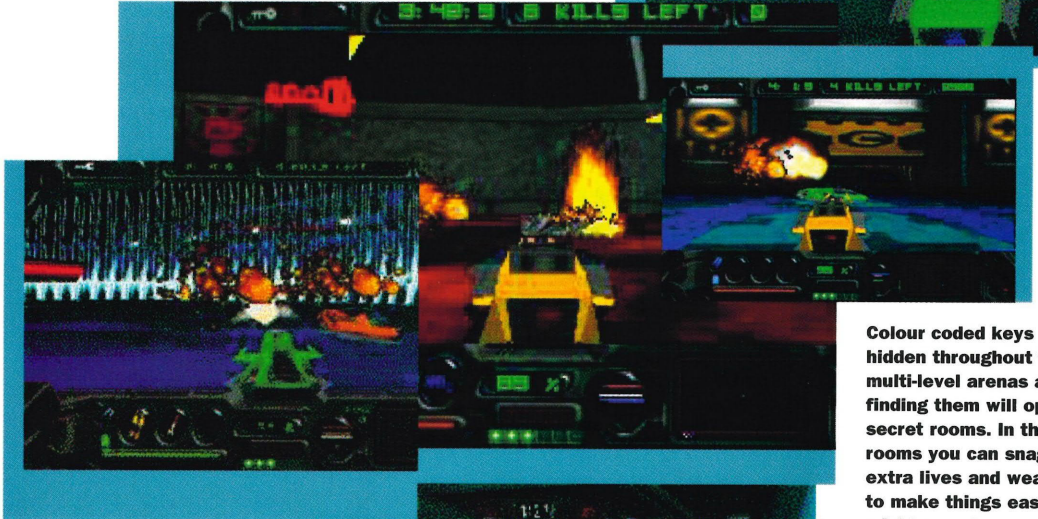
The game has been designed by Zipper Interactive and its credentials promise great things. No back bedroom programmers this lot, the team used to programme multi-user VR simulations for NATO. The company knows its stuff when it comes to artificial intelligence. In fact, in the words of the Zipper guys themselves "DeathDrome was actually more complex than what we did in the military simulation project". This shows – the other combatants often lay into each other as well as you and once they've got you in their sights, you'll need some nifty manoeuvring to escape with your life.

It certainly looks good and early playable demos of the PC version bode very well. In fact, with a bit of luck, the PlayStation version will be even better. But you'll have to wait and see, won't you?

Release Date: First Quarter '97

Even though you've reached your allotted kill total, you needn't make for the exit straight away. If you hang around and chalk up a few more fatalities, you can boost your score and earn extra lives. It's all good practice for the horrors that lie ahead – the game will get extremely hard as time goes by





The weapons available for picking up include homing missiles, nitro-battering rams, electrical disruptors and radioactive pulse bombs. You can hold up to three at a time and switch between them when the occasion requires. Making use of the power ups is the only way to win, as the computer controlled drivers don't like losing

Each round is timed and any drivers still hanging around when the time runs out are eliminated by a scouring beam of energy racing through the arena. This means that at the end of the time limit, you'll find lot's of riders near the exit. Easy pickings for someone with a big, bad bomb in their hand



Colour coded keys are hidden throughout the multi-level arenas and finding them will open up secret rooms. In these rooms you can snag extra lives and weapons to make things easier. It might even be possible to trap dozy drivers in the rooms when the doors slam shut. Just don't get cornered there yourself

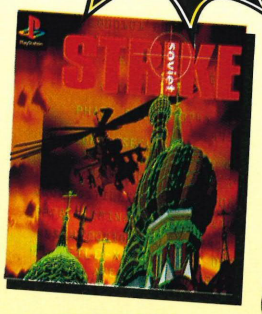
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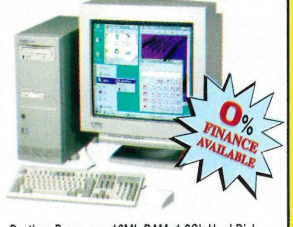
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What higher plane could the vocation of assassination reach than temporal suicide? What greater challenge than to duel with one's own former self? Alex Lee, armed and extremely dangerous, seeks out the answers to the questions posed by Grolier's Perfect Assassin

Killing to be cl

By Alex Lee

You are the most renowned, advanced and lethal killer in the Cosmos – no, you're not Fred West, he's dead – on a quest that could tear apart the entire fabric of the universe. The adventure starts when you land on a planet with only a tiny notion of why you're there. You are Charon (pronounced *Care*on, not Sharon), the perfect assassin, who has had his memory almost completely wiped. You must first ascertain who you are, then what you must do in the hostile environment of the Kobrai Citadel.

A classic sci-fi adventure, the Perfect Assassin has a twisting and turning plot involving everything from time travel and armed combat to the imminent destruction of the universe. The game features the latest in real time technology, strange detailed alien worlds to explore in 27 chapters, varied gameplay including character interaction, puzzles and shoot'em-up sections with the overall emphasis on strategy and survival.

Smoothly animated photorealistic characters, unique 3-D environments and full SVGA graphics feature alongside thousands of frames of sprite animation, a great soundtrack and full stereo sound effects. The brainchild of leading UK comic book artist Kev Walker, whose credits include 2000AD and Stallone Movie Judge Dredd, Perfect Assassin also features a unique AI engine. This generates three levels of intelligence among the 200-plus characters that you can communicate with.

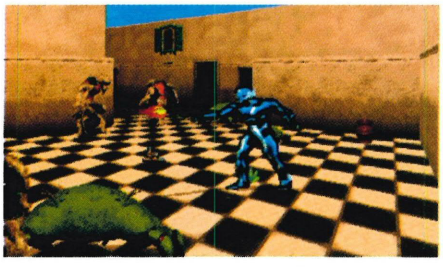
Character intelligence levels range from pushovers with nominal intelligence through suspicious medium intelligence protagonists to the dangerous ones possessed with ultra intelligence. The plot is therefore completely non-linear that evolves quickly in any direction. Charon will face all sorts of problems in a world filled with diverse personalities and unpredictable storylines.

The background to the Perfect Assassin is as follows. The Kobrai are the caretakers entrusted with the smooth running of reality. Or so they believe. Their work is their religion. In the Citadel the huge Industrial Reality Engines maintain the fabric of the universe. Their moment of creation is unknown. Their creators – a transient, ephemeral race composed of thought alone – are lost in time.

Other races take this story with a large pinch of salt, but not many dare tamper with the Kobrai and risk Universal Destruction. The Kobrai are, therefore, mostly left alone to tend to the needs of the Universe, constantly monitoring the complex machinery ensuring that existence is maintained.

Arcophyte T'Promiel, Guardian of the Tyros Cantata, is the Champion of the Kobrai, but he has

Smoothly animated photorealistic characters, unique 3-D environments and full SVGA graphics





CHARON
The Perfect Assassin – a lethal killing machine. Born in the late 21st century, he's the sole surviving human. Over 10,000 years he has adapted himself with alien bio-tech to become virtually immortal. A member of the elite Guild Of Assassins, his history is shrouded in mystery and drenched in slaughter. He has been a mercenary, hired killer, spy and saviour. Now he has been hired to save the entire universe from destruction, as Space and Time are shattered in an attempt to stop a dark god from cosmic domination



ARCHON
The dark god. The ultimate adversary, hell-bent on universal domination. Created from an alternative reality version of Charon, by the usurped power of the Fountainhead



ROCHAN
A cyborg assassin – alternative reality version of Charon. Controlled by Archon as his servant of change. Rochan has only one thing on his mind, the death of Charon. The ultimate hit – himself

ever

been corrupted. The insidious Pra'min, a backstabbing load of sub-lobsters, have purloined a Time Slider, an almost mythical being rarely seen by mortals.

Using the Time Slider, the Pra'min have entered the Citadel and attacked the Kobrai, damaging the systems that have maintained the smooth running of the universe for eons. The Pra'min are a greedy race – whatever doesn't belong to them, they covet.

As a result of the attack, T'Promiel is exposed to the covet strain, one of the metaphysical viruses the Kobrai (allegedly) release into the universe to maintain an emotional balance in sentient beings. T'Promiel receives an overdose of the virus which transforms him into the greatest megalomaniac going.

Driven by his fevered mind, T'Promiel leaves the Citadel of the Kobrai, leaving a trail of death and destruction in his wake. He escapes to the protoverse – a prototype universe that existed before our own as an experimental landscape, a collection of potential universe designs.

Now T'Promiel is not only causing havoc in the sacred protoverse he possesses the secret of the tyros cantata, the commands which controls the fountainhead, the prime mechanism used by the original beings to create our universe. Even worse, he knows where to find the fountainhead that after bringing the universe into being it was hidden by the creator-entities among the weirdness of the protoverse, protected from real space-time by its prototype creations.

If T'Promiel gained access to the power of the fountainhead in his current state, the consequences are too terrible to imagine. The Kobrai can't let this state of affairs go on. Because of their laws, they can't stop him directly, so they call for Charon, the Perfect Assassin.

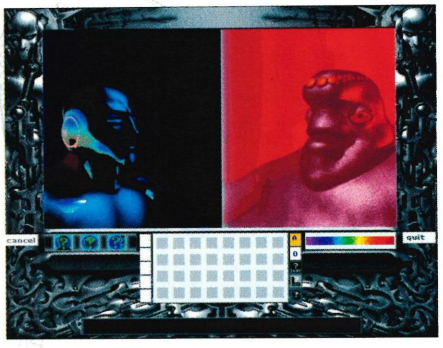
A Kobrai emissary travels to the barren planet of Kar-Naq. They send a message to Charon, asking him to meet them in the Polar city Kar-Es-Taal. Charon is given carte blanche. T'Promiel must be stopped at all costs. But the risks of having a being as deadly and downright destructive as Charon at loose in the Protoverse are unknown. The Kobrai are playing a risky game, with existence as the stakes.

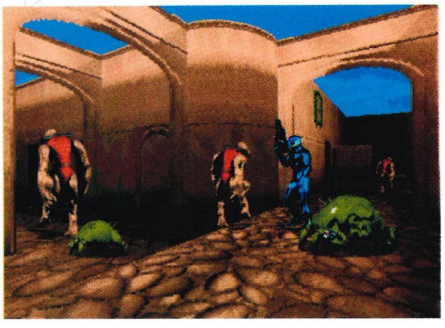
Charon is no ordinary assassin – he's *the* assassin. A being who has reached the pinnacle of his profession. Originally a mortal of flesh and blood, Charon has used the proceeds of his craft to improve upon nature, to move himself towards the ultimate goal of immortality.

Now you enter a strange new reality to become one with Charon, the Perfect Assassin. As the appointment to meet the Kobrai emissary is given to them by their ship's AI, they are tantalised by memory fragments trapped in their ethereal cortex. Waves of *déjà vu* sweep over them whilst strangely realistic images of T'Promiel haunt their waking nightmares.

Will you be able to survive the deadly attempts on their life by those who would thwart their mission? Many have good reason for wanting Charon dead. Will they find the Kobrai emissary waiting for them within the massive walls of Kar-Es-Taal, a city overflowing with bizarre alien life?

Will they manage to get to the Kobrai Citadel to pick up T'Promiel's trail? If they do, will they be able to destroy him before he reaches the Fountainhead? Only time (or is it space?) will tell. Special preview update next issue. ▶





Charon is no ordinary assassin – he's *the* assassin, a being who has reached the pinnacle of his profession. Originally a flesh and blood mortal, Charon has milked the proceeds of his craft to move towards immortality

PRA'MIN

A race of insidious crustacean mercenaries. Scourge of the galaxy, Kirith runners, hired killers. They have set the wheels of universal destruction in motion, but are too stupid to care



T'PROMIEL

The archophyte, champion and defender of the Kobrai, Guardian of the Tyros Cantata, a metaphysical 'command' poem that controls the Fountainhead. Wounded in a surprise attack on the Citadel by the Pra'min. The karmatoxins he was exposed to have warped him into a dangerous enemy





K'LHANNA

A Kobrai and neophyte. A guardian in training and next in line for T'Promiel's title. She has been given the task of contacting Charon and bringing him back to the Citadel to receive his contract

Killing to be clever



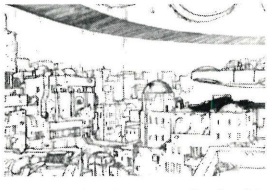
All the notes which accompany the following preliminary sketches are artist Kev Walker's very own

Control seat *(he sleeps here too)*

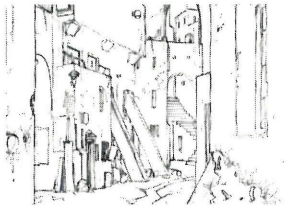


- This is a bit busy, maybe should be more Zen. Spartan, clean. Keep the stylings plus body in the decor
- Holographic wallviewing chamber arm rotates to lock onto wall/airlock to rest of this
- Cranial contact and head restraint
- Life support chair for prolonged hypersleep travel
- Big mechanical interface, held by an umbilical arm in the centre of a toroidal holo-chamber. This is Charon's main connection to his ship, where he sleeps while in hyperspace and where we first meet him

The hub from the rooftops

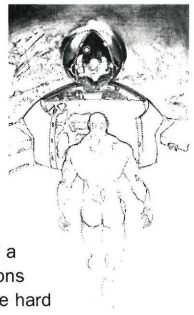


- The hub is a wet, damp slum. It has none of the amenities of the surface city. No TV, no restaurants. The inhabitants manage quite well, as slum dwellers usually do. Most of the buildings are homes, apart from the bars. The 'factory' sections housing the city rotation mechanisms are built into the walls, out of sight



- The hub from the street

The bat cave

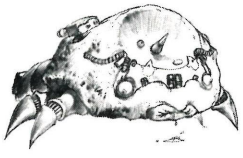


- Think of this as Charon's version of the 'Batcave'

Pra'min

Communications Kommando

- Rather than go to the cumbersome extreme of carrying a full communications array, the Pra'min adapt one member of a squad to be the communications array, by carefully sculpting the hard shell into a satellite dish
- The standard targeting device is replaced by a targetable microphone & camera. The Pra'min 'Kom' gathers audio & visual information from the drop site for deliberation by the kommanders on the orbiter
- For size & position of Cho-lok only



The Cho'lok suicide device

- This device is carried by all combative Pra'min, as a counter-capture/counter interrogation device. It is surgically implanted in the underbelly shell, and is activated by vocal command at the moment of death. The cho'lok has a standard five minute timer and a 10 metre blast radius, though the nature of the device is far more deadly than you would be led to believe
- The core of the device is a 0.05 micron diameter pellet of anti-matter suspended in a null-grave suspension chamber. On firing, the chamber is ejected from the Pra'min's body by a small air cartridge, the anti-matter pellet being exposed to atmosphere as the null-grav chamber loses power

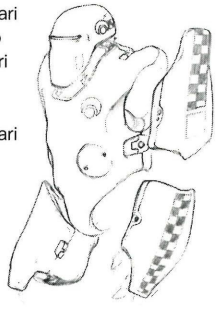


- For 0.1 seconds the local space time continuum is disrupted, and a breach is opened into warp space, sucking everything in within its blast radius



- However, only a single living Pra'min would contemplate activating the device, as a sole Pra'min is a doomed Pra'min. They are by nature 'herding' creatures and would not consider killing the rest of their squad. However, a lone Pra'min is likely to suffer a panic attack, as chronic depression is a racial trait

Militia



- General Principle – Jakhari do the leg work. Doolan do the paperwork. Only Jakhari wear helmets
- Full pressure sealed helmet necessary for Jakhari due to light sensitivity of Jakhari eyes
- Kares-taal symbol
- Upper arm armour
- Police no. (both Doolan & Jakhari languages)
- Navy blue rubberised metal armour. Black & white chequered pattern
- Forearm armour
- A 'Police' armour variant on the Jakhari 'harness'
- Full pressure sealed helmet necessary for Jakhari due to light sensitivity of Jakhari eyes
- Light anti-grav modules to offset weight of armour
- Thigh armour
- This armour design should double up for 'Krime Kleen' but white in colour and with yellow & black diagonal pattern stripe down the arms & on the helmet. For the wrist appliance see later
- Doolan simply wear dark blue variant of regular clothes, though no jewellery allowed. The chequered band and Kar-es-taal symbol is embroidered onto their coat sleeves

Kev Walker *biography*

Banished from art college at 18, he spent four years trying to design confectionery packaging for people with no imagination. After going freelance, he acquired his first professional comic work. His credits include Tharg's Future Shocks, Rogue Trooper and The Harlem Heroes for 2000AD. He then became part of the design team for Judge Dredd – The Movie



Mr X's Kirith Vapour Bath

- Mechanism rotates to follow Charon
- Access to habitat & Harem
- Habitat maintenance (caption on both sides)
- Emergency venting
- Though this vat is armoured, Charon will probably have enough strength to shatter it and kill Mr X should he need to
- Mosaic around tripodal lighting array

The Kobrai – Generic Studies

- A race of benevolent aliens, perhaps the oldest race in the galaxy, of which Mei Bloom & T'Promiel are members. The other main Kobrai characters we meet are 'the High Priest' and the other Neophytes (trainee guardians).
- Regard T'Promiel and Mei Bloom as the pride of the Kobrai. Physical specimens that all others aspire to, the rest of both male and female aspects
- Typical Kobrai physical traits

T'Promiel



- Dual 'Bambi' horns
- Males typically have long hair and pierce their ears
- Second 'upper' set of nostrils
- Protruding brow bone (no eyebrows)
- Cats eyes
- Pointed ears set

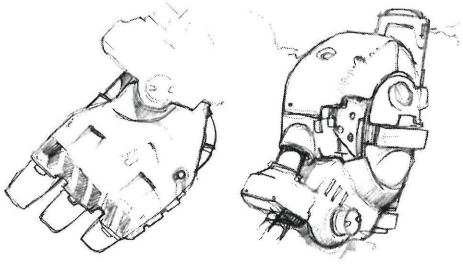
lower on the head, by base of jaw. Ears in both sexes become longer and more tapered with age (note: Kobrai blood is turquoise blue and gets darker with age)

Mei Bloom (How about a change of name... M'Blohm?)



- Single 'Bambi' horns
- Red hair
- Bigger eyes
- Athletic looking, quite young (teenage?)
- These fingers are easier to animate. Ask Walt Disney if you don't believe me
- The only other physiological difference (visible) to humans is the hands. Three fingers and mini 'Bambi' horns on the knuckles and wrists. This goes for males too
- Okay, so the nose is still a little big but you can see where I'm headed

Alien body parts & misc attire

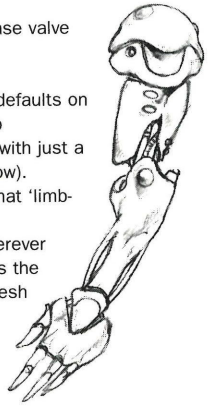


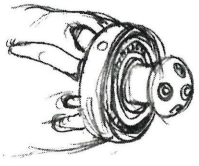
Jakhari Bionic Arm

- Hydraulic servo with pressure valve
- Upper arm
- Shoulder joint
- Dents
- Piston
- Paint flaking/chipped
- Leaking oil
- Heat exchangers
- Since Jakhari are mostly the manual labour of karnaq, then this arm is very heavy industrial, bright yellow with black markings like a JCB. Single-joint fingers. Sound like loadlifter in Aliens

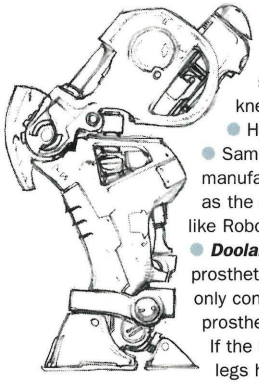
Doolan Bionic Arm

- Doolan arms are almost decorative precision instruments. More sculptural than utilitarian and not very good with heavy weights. Mechanisms usually encased in titanium or aluminium but plated with a precious metal – gold, silver or bronze
- Shoulder joint
- Upper arm
- Elbow with pressure release valve
- Forearm
- Hand
- A Jakhari or Doolan who defaults on payments can have the limb repossessed, leaving them with just a mechanical stump (see below). Unfortunately, this means that 'limb-jacking' is a very real crime
- ***Cybernetic interface*** Wherever the prosthesis begins this is the main connection between flesh and machine. The main ball joint houses the motor control connections. Both Jakhari and Doolan arms are mass produced sections, consisting of four parts – shoulder, upper arm, forearm, hand. The prosthesis can start at any of these points, with the exception of the Jakhari, who have combined hand/forearms (no wrist)

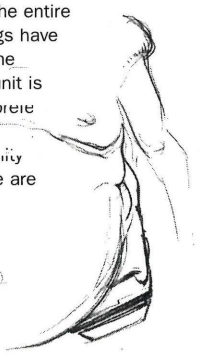




Alien body parts & misc attire part two

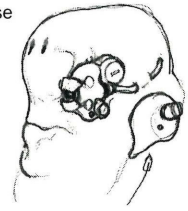


- ***Bionic Legs/Jakhari*** This is not see-through simply to show the knee joint connection
- Hydraulic ram
- Same principles of manufacture and installation as the arms apply (sounds like Robocop)
- ***Doolan*** The Doolan find all prosthetic legs ugly and will only condescend to have prosthetic feet (see below). If the entire legs have to be removed then the installation of an anti-grav unit is preferred. A Doolan would prefer to have both legs removed rather than suffer the indignity of life on a half-being. There are no one-legged Doolan

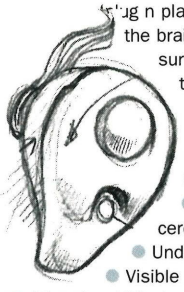


- Doolan anti-grav prosthesis (always worn in pairs, technically the same as Mr X's belly pads)
- Doolan foot prosthesis

Alien body parts and misc attire part three



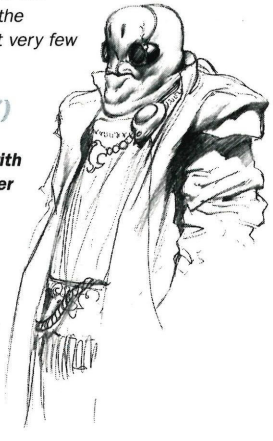
- ***Bionic eyes/Doolan*** Because of the sensitive nature of Doolan ocular nerves, the need for bionic eyes is rare. They damage very easily. Few Doolan have these, which explains why they are more utilitarian than other prosthesis. Most remain blind and wear simple black spectacles. A vestigial radar sense (an echo of the dolphin-like ancestry) gives a blind Doolan 'shadow' sight – the approximate shape, size & distance of objects without colour, accurate lighting or perspective sense. Doolan are perfectly at home in the dark
- ***Doolan 'headgear'*** 'Headgear is the preferred cranial computer model on the planet. A simple 'plug n play' interface, hard wired into the brain and attached to the hard surface bone of the skull behind the ears (in humans anyway, Doolan 'smell' sound through the large dorsal nostrils)



- Headgear simply looks like a behind the ear hearing aid
- Serial connection ribbon to cerebral cortex
- Under skull
- Visible section
- RAm-plug 120 gigabyte bio-cell memory plus
- Eject button (only active on mental 'stand-by' command)
- Sometimes modelled in coloured plastics to blend in with skin colour/patterns
- This version of 'headgear' is for aliens only.
- Charon uses a different method to download software *Note – headgear is exactly the same for Jakhari, though due to the expensive nature of the surgery & equipment very few get to own one*

Lowlife (Mr Z)

Dah'Mon-Kaah Targ
Nightclub owner, Kirith
Dealer and Racketeer

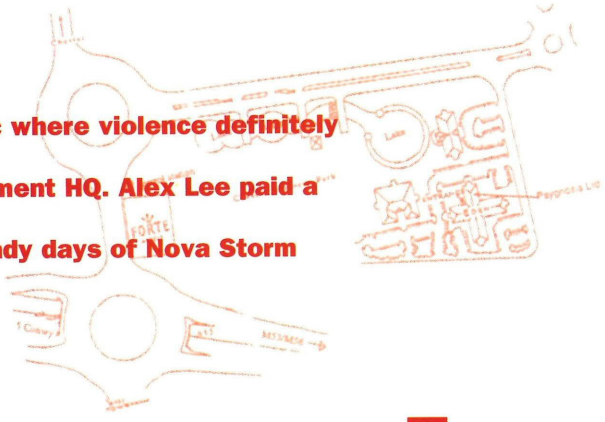


- Arab style Kaftan clothes
- Dark shades
- Almost Turkish shoulder pads
- Ignore the locatior of this. This item of equipment will become 'headgear'

Breakdown of in-game features

- Intuitive and unobtrusive gameplay controls
- Original and smoothly animated photo-realistic characters
- Complex evolving storyline with non-linear method of progression
- Strange detailed alien worlds to explore at will
- Unique 3-D adventure environment with multi-camera real time perspectives
- Sophisticated object manipulation techniques
- Intuitive and sophisticated conversation interface
- Combat mode enabling real-time fighting with large, aggressive aliens
- Thousands of frames of sprite animation
- Megabytes of pre-rendered sequences
- Rich cast of characters with full alien audio speech FX
- The ethereal cortex feature displaying animated memories
- Mission heirachy help feature
- Armour and mood status bars
- A variety of information, communication and action systems
- Top soundtrack and full stereo sound FX





Sentient – a first person perspective 3-D search 'n' save epic where violence definitely doesn't pay – is on its way from Psygnosis' Chester development HQ. Alex Lee paid a visit to see just how far the team had come on since the heady days of Nova Storm

Flying too clos

By Alex Lee



You may change your facial expression to influence the reply from the non-player characters

Jools Hicks is the producer and all-round softly-spoken bearded spokesman for Sentient and all that sails in it. He was happy to not only tell all about the game that's been three years in the making, but also draw handy diagrams with green and red markers on a washable whiteboard

Why are the conversations in Sentient text-only?
Ollie Wright has created his own 3-D graphics engine. One of the disadvantages of Sentient on the PlayStation is that in-game, there is no CD audio. We've got a very, very large environment and the CD's permanently in use loading the environment. From the minute you load the game, the CD is being accessed. It's loading rooms you're moving into and dumping rooms you're moving away from.

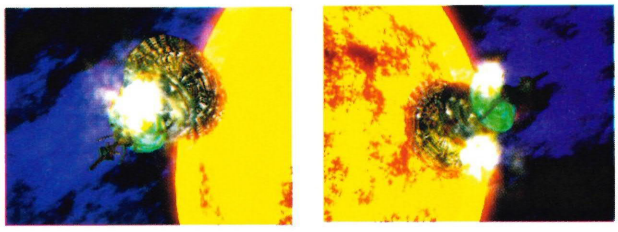
The engine is known as the FW engine. It's something that will evolve and develop for use in future products, not platform specific. It just so happens the PlayStation was our primary target platform for this product. We had the opportunity to do something that was pushing back the barriers and to do it on a new platform.

Was Sentient scheduled for simultaneous release with the UK launch of the PlayStation?
We never intended to achieve that, because we accepted that when you start talking about role-playing games as opposed to arcade games, you can't just throw more people at it. Both the graphics engine and the HIPE (human intelligence personality emotion) engine are easily able to take advantage of more powerful platforms as they come along.

In terms of what we could actually do with this type of product on the PlayStation, I think we've gone as far as we can. There's always a trade-off between arcade and role-playing fans.

How does the HIPE (Human Intelligence Personality Emotion) engine work in a practical sense?
Within the conversational system in Sentient, there

e to the sun



At the end of the game, you're given a rating out of 100 along with a short film. If your score is less than 100, then it's obvious that you'll need to play it again (Sam)

are lots and lots of ways of asking characters to do something. You can ask them, you can tell them, you can command them or you can plead with them. You can go around insulting people. That will actually affect how likely they are to comply with the request you make the next time they see you. Each non-player character has a respect value.

All the non-player characters pass information among themselves regardless of whether you're there or not. So, even though we're only displaying a part of the deck, we're doing the on-going calculations for conversations between the 60-odd characters across all the decks all the time. Pieces of information spread at a realistic rate among non-player characters, which is something that really hasn't been done before.

How extensive has the play-testing been?

It's been done within Psygnosis' test department. At various stages we have used a number of external resources, primarily within the character design, character backgrounds and the history of the universe in which the game takes place. You can access the ship's on board computer in the game. There is a database of information, not just about all the crew members, but also about the solar system, the races, the planets, species and all the major points within its history. If you just go into that database and read the history, you could spend probably 20 hours wading through.

We didn't want to create a small database that just contained a few crucial pieces of information anyone could go along and read, you've got to know what you're looking for – or at least have an idea of what it is you're looking for.

What's the plot?

The basic set-up is you're a medical technician summoned to turn up on a shuttle at this mining station in orbit around the sun because radiation sickness is laying low the crew members.

However, as the marketing catch phrase goes, all is not what it seems. You'll meet lots of different people. Some will, in some cases, be very honest with you while others will lie, cheat and connive for their own ends. There are multiple endings to the game which come as film sequences with several ways of achieving those ends.

With all that information, are we going to be in for a long wait between loading different sections?

When you enter the ship's elevator system – a teleport system that moves you between floors – there is a load time because you've got to dump all the deck models and all the models of the crew members that were on that deck. It's not too long.

The programmers have worked hard to remember that somebody's got to play this and not just deliver role playing at the expense of the system. We're hoping we've got it just about right. I don't think you'll ever wait for a load time of more than a couple of seconds. Currently, at any stage of the game, it's memory card-saveable. Bear in mind you've got to store the health and statistics of every non-player character and all the information of where they are and what you've done in terms of plots and sequences going within the game, plus the overall mining efficiency of the station, the condition of the engines, the thrusters, the stabilisers – there are 128 machines in the in-game simulation.

You reach a stage in the game where you become the most important person on the ▶





Sentient's intro is an animated sequence that looks like a roughshod version of Thunderbirds. As PlayStation game intros go, however, it's one of the best so far

Flying too close to the sun







The door of Psygnosis' Chester office with me eagerly pulling at it. Will it open or do I need to find a key?







▶ ship – the ship's computer says, 'Oh, and by the way, you're in charge of everything now'. You're responsible for allocating the right people to man the right systems to increase your time before the ship plummets into the sun. You've got to decide if you want to escape, try to save everybody or try to find out exactly what's going on.

So, you're saying there are multiple goals?
Yes. There are lots of factions represented within the crew – the engineers, the medical people, the scientists, the security guards, a visiting dignitary with his entourage and so on.

A lot of those groups have their own objectives – their own ideal end which they're working towards. You can assist them, get in the way of their plans and in some cases stop them by perhaps finding evidence that points the finger at somebody specific, bring it to the attention of the right person so they can get arrested and possibly taken away from the ship. Leaving the route open for your own preferred ending.

What's the average play time?
It's very difficult to say what the average play time will be. Certainly to see everything, it'll take weeks and weeks of play. I think dedicated role players will find this gets closer to what they've wanted than anything that's gone before. Certainly in terms of character interaction.

What if you were to just go around causing bother? How long would the game last then?
It really depends on how you go about causing the bother! In fact, the fastest possible route to an ending is to make the ship crash into the sun, probably after about 20 minutes of play. If you're being really obstructive when the game proper starts, you arrive on the shuttle, go in the dock area where there's a guy dying on the floor. You can go over to him. He'll speak to you, saying, 'Aaargghhhh, help me'. If you choose to ignore him, you're already heading down the right route for a fast game.

Why are all the conversations portrayed by a speech bubble system?
We've had to compromise on speech. We would have liked to have had digitised speech. However, to give players true freedom in the way they speak to the non-player characters and the way they speak back, we use a system of sentence construction which involves phrase groups.

Those are drawn from multiple lists of things the characters could say. When trying to make a specific statement, there'll be lots of different sections.

To actually pre-record all that and then edit it back together in real-time is unfeasible, even if we had the CD load time spare to do it. I think to a large extent we'll get round the CD audio problem by providing an ordinary audio CD with the game, which contains some of the film soundtrack mixed up to full-length tracks by Ricky, who's the guy responsible for all the sound and music.

You can't obviously play that disc in your PlayStation while you're playing the game, but I think a lot of people probably have a stereo as well to stick some suitably themed music on.

How do you differentiate between who's speaking?
The messages that generally appear in the red box at the top of the screen, are announcements made by the ship's computer. They're usually about the status of areas. All the character conversation will come up in either white or blue frame. It's very difficult to get people to repeat what they've just said so, as the player, you have to pay close attention to everything that's said.

Anything decidedly odd about Sentient?
When you're stunned, you go into a dream sequence. If you find the exit to the maze, you are awarded with a film sequence. This gives you vital clues.

With Sentient, you seem to be offering a lot more than the average PlayStation game. Will the price be more than usual?

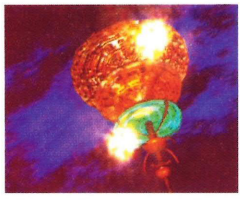
What's going on here then?

Pictures (from left) Me about to pour the left-over sandwiches that Psygnosis kindly supplied down my gullet, Eden Studios' toilet complete with brainstorming sketch boards on the wall, a shot of Jools Hicks, Craig Grounsell and Ollie Wright, finally me (positioned between two German games journalists) looking attentive with pen and notebook at the ready

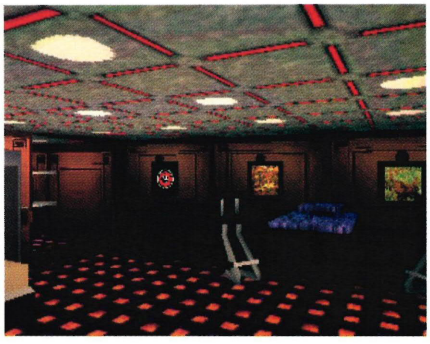




There are 10 different ending films – with several ways of achieving each



The game features 12 space station decks to explore as well as secret locations and over 60 characters (each with their own history stored on the ship's computer) with which to interact



A yellow outline around a speech bubble indicates someone is talking behind you

I don't know what price point has been placed on it to be honest.

(Mark Blewitt, from the PR and Marketing department)
It certainly won't be any more than other Psygnosis games.

Back to Jools...
In a way, as a team we're very lucky to be working for Psygnosis because it was willing to say 'have more time and a larger budget' to actually try and push the genre back a little bit.

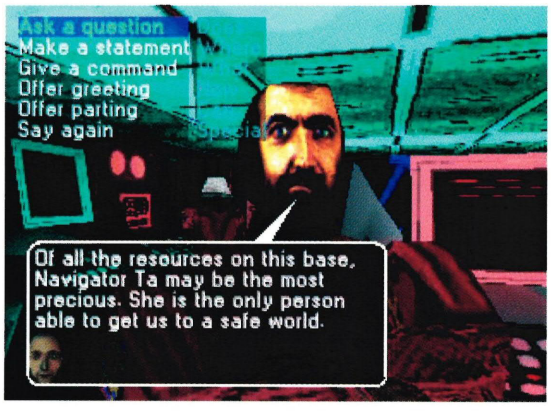
Will PlayStation gamers actually like it?
It's surprised me that the PlayStation achieved a slightly higher age group market than Sony originally envisaged. There are very few role playing products out so far – there seems to be a significant hole. It'll be interesting to see how it performs on the PC compared to the PlayStation. The PC has a much more established role playing market. When we first caught glimpses of Tomb Raider (9/10 PSPro) we were worried, because visually we thought it looked quite nice, but they're not really doing any story telling within it.

What sort of character do you play?
You're a medical technician and you're summoned to a space station to assist with working out what's happening with a particular radiation disease from which some of the crew seem to be suffering.

Sentient – Credits
Jools Hicks – Producer
Ollie Wright – Senior Programmer
Carl Dalton – Main Artist
Lloyd Sutton – Senior Artist
Craig Grounsell – Programmer
Tree (yes, that's his name) – Programmer
Over 30 people in all have worked on the project which started back in 1993. The team are hoping for a March '97 release date

Sentient – A Brief Overview

Imagine Doom and all its clones. Then think of Def Con Five. Add a touch of Resident Evil and Fade To Black, take away the guns and violence and you're left with something along the lines of Sentient. Rather than having enemies around every corner, there are 60-odd characters holding information which you must eke out to save yourself, the crew and the space station





John Major experimenting on a member of the working class







All the photographs are courtesy of one of those disposable cameras with a flash on. Paid for by Psygnosis

Cheat, Drink and Be Merry!

Well, you asked for it and by thunder you're going to get it. 'More tips and cheats' you bleated on your Pro surveys, like spoiled children. 'We're crap at games, you see' is what you should have said next, but you didn't. Fine. Open your greedy mouths and prepare to ingest a four page bonanza of cheat codes, level passwords and cunning secrets designed to make your festive games playing all the more pleasurable. If you know of any similar shandy drinking short cuts then let us know. We'll even give you a prize, although it'll probably just be a chocolate biscuit or something. At the very least, you'll get your name in the world's finest Playstation mag, a sure fire way to entice top celebrities into your bedroom





TOH SHIN DEN 2

Once you've drunk your fill of the default characters, use these pert codes to unlock the boss fighters for your personal pleasuring. To play as Uranus and Master go to the main menu.

On controller 1, while the options scroll in, press **R1**, **R2**, **X**, **R1**, **R2**, **●**. You should hear a sound and the option button should turn blue. To Play as Sho and Vermilion you've got to do the trick described previously. Then go to the main menu. This time use controller 2 and while the options scroll in, press **●**, **R2**, **R1**, **X**, **R2**, **R1**. You should hear another sound and the option button blushes and goes red. There you have it.



RESIDENT EVIL

To tell you how to finish the game would take pages and pages and if you beg nicely, we might give a

guide in the future. But not right now. For those who require no such namby pamby hand holding, these little secrets await you.

If you solve the game in fewer than seven hours and wait through the ending screens you'll be rewarded with a special key. Save the game, so you can enjoy this fun over and over again. You will start the game again at the beginning, but if you go to the wardrobe room pictured behind the key and open that mysterious locked closet you can change into a new outfit. Completely pointless, but that's life.

If you're really, really hard and can solve the game in fewer than three hours then you're in for an even better gift. Once the end screens have finished, a rocket will shoot past. Save the game and start over. You'll find yourself clutching a rocket launcher with infinite ammo. And that's where the fun really starts. Oh, and if you want to 'do' the game within the time limits, we recommend not saving anybody and just pegging it through blasting away.

PO'ED

Become invincible in this abysmal Delia Smith Does Doom variant, because it's the only way to enjoy it without involving nudity and peanut butter. Bring up the Weapon Select menu and select the frying pan with **R1** or **R2**. Go back to the game. Then go back into the Weapon menu.

Press ● and **R1** to increment the selected weapon until you get the flashing 999 on your health counter. You can also turn it off by holding ● and **R1**. Or you can turn the whole game off, take it down the park and throw it into the mouth of a big dog. The choice is yours.



LOADED

With the sequel ready and raring to go, what better time to dribble some cheats for the original on your undeserving heads? Hit start to pause during the game and hold down **R1** and **R2** for about 15 seconds, until the red selection box cannot be moved any more. While continuing to hold them enter the following:
Ammo: ↓, →, ●, ←, →, ●
Health: →, →, ←, ↓, ↓, ↑, ▲, ■
These items will now appear permanently on your pause menu. Pause and activate them with the **X** for more ammo or health at any time. Oooh, yes.

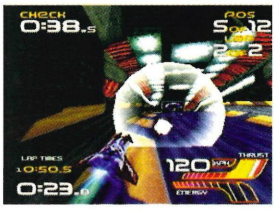


LEMMINGS 3D

Level codes are great. You can cut and paste them without any tedious typing and they take up loads of space. Ace. So here, in the spirit of page wastage, are all the level codes for those Virtual Reality suicidal green haired nobbers.

These will take you up to the Mayhem level and if that's not good enough, you can just lump it. Right?

BLIMBING
FANAGALO
DRICKSIE
KURTOSIS
GREGATIM
WALLARCO
AVENTAIL
GAZOGENE
JINGBANG
DIALLAGE
BUNODONT
NAINSOOK
YAKIMONA
FUMITORY
CINGULUM
BESLAYER
ANABLEPS
QUINCUNX
TARLATAN
GUMMOSIS
PRODNOSE
NGULTRUM
COTTABUS
BEDAGGLE
EPICALYX
HOMALOID
LALLYGAG
BILABIAL
CACOFOGO
METAVURT
SLOWBURN
PELLUCID
MAKIMONO
KHUSKHUS
DISPLODE
RACAHOUT
ORGULOUS
DUNCEDOM
GEROPIGA
BONTEBOK
EMPYREAL
LANGLAUF
NANNYGAI
SARATOGA
QUINTAIN
MUSQUASH
ZOMBORUK
SKILLING
WOBEGONE
BINDIEYE
FRAXINUS
LINDWORM
CURLICUE
HANEPOOR
IDEMQUAD
BLANDISH
MALAGASY



wipEout 2097

Tap in the following sequence – ■, ●, ■, ▲, ■, ▲, X, ■, X, X, ■, ■, ▲, ■ and you'll be given access to all the tracks as well as the piranha vehicle. By holding down **R1**, **R2**, start and select while the game loads up, you'll be able to play as a seelection of farm animals.

Now try the following. Pause it, hold **R1**, **R2** and select, then hit X, X, ■, ■, ■, ■, ▲ for infinite weapons, ▲, X, ■, ■, ▲, X, ■, ■ for infinite energy, ▲, ■, ■, X, ▲, ■, ■, X for infinite time and ■, ■, X, ■, ■, X, ▲ for a minigun.

SOUP OF THE DAY

Electronic Arts' spanky chopper game earned a healthy 8 last issue and quite rightly. To celebrate the game's success, EA has slipped some hints and tips for the opening Crimean level into the official Strike Website (http://www.strike-net.com/). Most of them are pretty much common sense tactics, but there are a few treats and surprises when you know where to look.

Head for the south east corner of the map and you should find a festive interloper. Yes, Santa and his sleigh can be found lurking in the snow and if you've been good he'll have a pressie in his sack for you. Of course, you can also blow him back to the Arctic destroying the dreams of millions of children. But don't let that stop you.

Also if you head south of the western frozen lake, you'll see some barracks. Blow 'em up and a man will run out nude, apart from some thermal pants. Winch him up, give him a bloody good Chinese burn and he'll tell you where to find an extra life. Of course, we can save you the trouble. Look inside the group of tents located to the east of the Shadowman's Villa. Bingo!



A man's gotta do what a man's gotta do. Especially when he's just been rescued from death at the hands of a firing squad. So when you save your co-pilot from bullet perforation, he'll be understandably 'stressed'. Head to the south west of your starting point in the village and you'll find an outside lav. Drop him off and he'll find relief. Meanwhile, you can hunt out the extra weapons that are hidden there.

When you pick up an ammo refill, it won't contain any wingtip missiles. You know, the really meaty ones. Worry no more. There's a hidden cache at the top of the snowy mountain.

You'll find it floating in the ice at the peak. If you're having trouble, look for the melting snow running off the mountain on the map. That'll point you in the right direction.



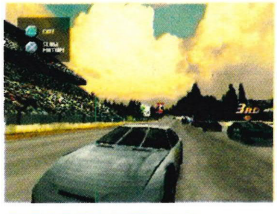


KILEAK THE BLOOD

Another feeble Doom clone and therefore another game that is vastly improved by cheating your arse off. To start the game with everything you could possible desire, enact the following ritual when there's a full moon, dressed in the skin of a goat slaughtered under a hawthorn tree.

At the title screen, when the little sperms are congregating, press ● six times then rotate the controller clockwise three times. Then hit ▲, ■, ■, ▲, X and press start.

You'll have everything, including an eternal covenant with the Dark Lord Satan. Just like what we have.



DESTRUCTION DERBY CHEATS

Fairly old these cheats, but I'm guessing that quite a lot of people will have asked Father Christmas for one of Sony's magic boxes for Yuletide and may just have some older games thrown in with it.

So, for absolutely no damage during a race, thus rendering the game dull as dishwater, enter your name as !DAMAGE! in Wreckin' Racing. For a bonus track, start a league under Wreckin'Racing and enter your name as REFLECT! and then go back and select Practice. There should now be a track marked with a question mark. That's yer bonus course. Use it wisely.

BUST A MOVE 2

What sort of sneak tries to cheat at puzzle games, eh? A sneak like you, perhaps? For as many credits as you can fit in your evil pockets follow these instructions: highlight Credits on the Options screen and press ⬅, ➡, **R1**, **R2**, **R1**, **R2**, ⬆, ⬇ then keep pressing ● to increase your credits. May Gyles Brandreth, Lord Of Puzzles, have mercy on your fraudulent soul.



ALIEN TRILOGY

Ah, one of those games where running about with nothing to do is passed off as 'atmosphere'. Anyway, should you be having problems getting through this carnival of xenomorphs, here's a cheat for invincibility, weapons and bags of other stuff. Go to Password and enter 1GOTP1NK8C1DBOOTSON. That's it.

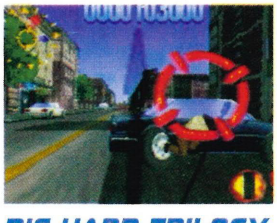


ASSAULT RIGS

Soon to be followed by a comedy sequel, provisionally titled Apepper Rigs, this vicious drivey-shoot boy can be made to wear the pants of a cheater by pausing the game and entering these codes:

Invincibility: ⬅, **Fire**, ⬅, **Fire**, ⬅, ⬅, **Fire**, ➡, **Fire**, ➡, **Fire**, **Fire**

All Weapons and Items: ⬅, ➡, ⬅, ⬅, ➡, ⬅, ➡, ➡, ⬆, ⬇, ⬆, ⬆, ⬇, ⬆, ⬇, ⬇



DIE HARD TRILOGY

Maybe, just maybe, by the time you read this, the game will finally hit the shelves. Then you'll be able to see why we've been creaming ourselves over it for months. So, just in case, here are some little extra weapon flavoured sorbets.

On the first level of Die Hard, you can shoot the blue car to find a bazooka. And, in a similar manner, on the first level of Die Harder you can shoot the first helicopter for a baretta. And it's got infinite ammo! Yippe-kay-ay, melon farmer.



FINAL DOOM

Grrrr! And grrrrrr! Run! It's an evil Hellspawned Demon, here to rip your spine out, nibble your chin and play golf with your kneecaps! No, it's not really. It's the level codes for this venerable old Grandad of the 3-D 'shoot your face off' genre. What a relief.

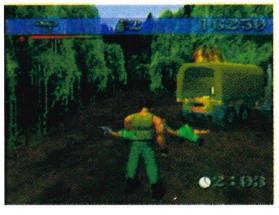
VIRGIL: 8Z6MXLJ497
CANYON: T0C7BJHLQS
COMBINE: 083HW68Z12
CATWALK: MYG9JPKFMP
FISTULA: DPSZQC5KFC
GERYON: 5F1SL36W64
MINOS: !VGFPSKY46
NESSUS: 3KFTQJ9497
PARADOX: FR42MGGSGJ
SUBSPACE: RY2V4NNNNL
SUBTERRA: 25SMBYY4YW
VESPERAS: SY2V4NNMNL
SYSTEM CONTROL: KP!XVXDFDB
HUMAN BARBEQUE: 7BGMPM4Y46
WORMHOLE: GKY375LLSQ
CRATER: S84VLVGDGJ
NUKAGE PROCESSING: 02FGQX9387
DEEPEST REACHES: 1GBKTR8281
PROCESSING AREA: 12FG1N9597
LUNAR MINING PROJECT: CVZY5MTFMP
QUARRY: LL76XCC2DF
BALLISTYX: CW076LLMPN
HECK: DHW19VQRTS
CONGO: ZFKP257V53



KRAZY IVAN

Hallo! I am English speaking, very good yes? I am loving your wild rocking roll music, and all your pretty girls. And the burgers, much relish, mmmmmm. But of the most I am big loving of the Krazy Ivan game to play on the stations, yes. But is much hardness for me to do the finish. Do you be wanting game to cheat? Then you must be doing...oh, sod it.

Just go to the Arena Select screen with the globe in the background and highlight Russia. Press Right, but before the Japan mission information appears, press X and ↖ and hold them. The globe will bounce through the different arenas. Release the buttons at the one you wish to play. Is easy, yes? Hallo!



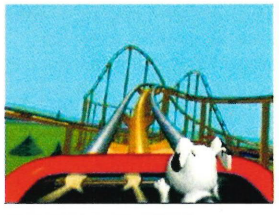
LONE SOLDIER

So, you bought this big steamy mound of dog dirt did you? You poor sap. Well, at least you can make life a bit easier and hopefully make it vaguely bearable. While 'playing' the game press pause and enter the following codes:

No Damage: ⬆, ⬅, ●, ▲, ⬆, ⬅

Skip Level: ⬇, ➡, ●, ▲, ⬇, ➡

Full Weapons: ➡, ⬇, ●, ▲, ⬆, ➡



THEME PARK CASH BOOST

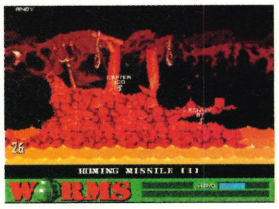
Always running out of moolah, just as you're ready to build the world's most pant-soiling roller coaster? Well stop it. Do this instead. Enter your nickname as BOVINE and hit the following buttons together during the game to receive an instant cash boost: ●, ■, X



TUNNEL B1

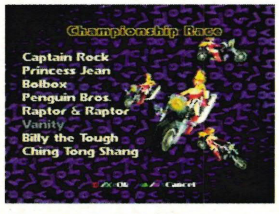
Speedy racing through tunnels can be a tricky business, especially when you're weighed down with an unexplained alphanumeric suffix. So for a

completely unearned power up hold the following buttons at the same time: **R1**, **R1**, **R2**, **R2**, ▲, ●, ■, **X**. Now isn't that better?



WORMS

Bored of the fairly feeble weapons at the start of the game? Are you sick in your own shoes when everyone else gets saucy weapon crates and you just get a sodding teleport? Then do as I say and Explosive Sheep and Juicy Banana Bombs will be yours. On the Weapon Select screen, hit the ■ and **X** buttons 10 times and big tools will be yours. All yours.



MOTOR TOON GRAND PRIX

To get to top speed within a second, hold down reverse at the same time as accelerating. Alternatively, to zoom off the grid like a greased whippet, hold down the accelerator button when the light goes yellow for a turbo boost at the start of the race.



SHELLSHOCK

Do you fancy being completely invincible in Core's blast-a-thon? Of course you do. Begin a game and then quit it by pressing Start & Select . At the Main Title Screen enter:

⬆,⬆,⬆,⬇,⬇,⬇,➡,➡,▲.

You should hear a chime. If you entered it correctly, your energy bar will deplete at first but then, like some crazy Lazarus, it will rise again and never go down again. Ever.

Alternatively, for more cheaty fun, load up Shellshock until it gets to the title screen with the Core Design copyright message on it. Then hit: ⬆, ⬇, ⬅, ➡, ⬇, ⬇, ➡, ➡, ▲ and you'll be taken to the test menus. From here you can play the game with oodles, yes, oodles of weapons. You can skip to any, yes, any level. You can watch all, yes, all the video sequences and best of all you, yes, you can read the credits. Enough to sweat up the thighs of even the most devout priest.



TEKKEN 2

It raced to the top of the charts, so a fair few of you bought it. We could tell you how to win, or include huge lists of special moves but that would take all the fun out of life. So when you've finished the game under your own steam, like a proper games player, you'll have access to all the characters. Now you can conjure up these freaky effects.

Big Head Mode: hold select while selecting your player.

Super Big Head Mode: as above but press select again while choosing your player.

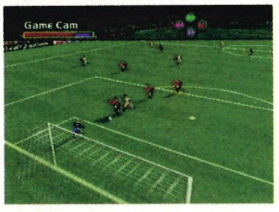
Purple Suit Kazuya: choose him with the start button

First Person Perspective: hold **R1** and **R2** while choosing your character.



X-COM EVIL CAPITALIST TRICK

Be the bane of futuristic trade unions and save mucho wonga by not paying your scientists and engineers. You see, you only pay salary to scientists and engineers who are at your base on the first of the month. To avoid paying them their dues, transfer them to another base before the first of the month. You don't pay salaries to personnel who are en-route to another base. Just don't blame us when you get paid a visit by Cyber-Scargill.



FIFA SOCCER

There are loads of secret codes in this ball-based kickabout. But they ain't secret no more, because here they are, just for you. Some are useful, some are just plain ridiculous. To get your desired effect start a game, pause it, select Options and enter a code. You will hear a click. Exit the options menu, going back to the Resume Game menu. Press the S button. You will get the secret options menu. Greyed-out choices require another code. Use left and right on control pad to change settings.

X, **X**, **X**, ▲, ■, ■, ■, ▲ - Invisible Walls

▲, ■, **X**, ▲, **X**, **X** - Curve Ball

▲, ■, ▲, ▲, ▲, ▲, ▲, ▲, ▲, ▲ - Super Power

■, ■, ■, ■, ■, ▲, ▲, ▲, ▲, ▲ - Super Goalie

■, ■, ■, ■, ■, ▲, **X** - Super Offence

▲, ▲, ▲, ▲, ▲, **X**, ▲ - Super Defence

■, ▲, ■, **X**, ■, ▲ - Shootout

■, ▲, **X**, ■, ▲, **X** - Stupid Team

Enter the following codes in the same way, but then go back to the Main Menu (you must quit your game, fool) and select Options to see some new choices at the bottom.

■, ▲, **X**, ■, ▲, ▲, **X**, ▲ - Players wear tuxedos

■, ▲, **X**, ■, ▲, ▲, **X**, **X** - Data and Spock mode

■, ▲, **X**, ■, ▲, ▲, ▲, ■ - Batman and Robin mode

■, ▲, **X**, ■, ▲, ▲, ▲, **X** - Default colours

■, ▲, **X**, ■, ▲, ▲, **X**, ■ - Invisible players, just hair, shorts, shoes and numbers

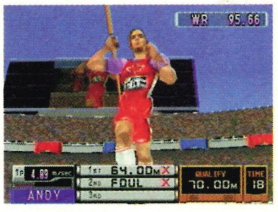
RAYMAN

For a bumper 99 lives in this French platformer simply enter XNB9FM!Z2? as the password and Bob is very much your uncle.

FADE TO BLACK

Skip through the levels, like a tipsy leprechaun in a field of daisies, by using these easy to swallow level codes.

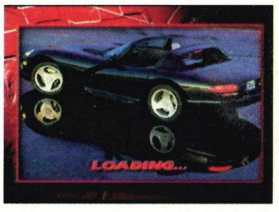
LEVEL 1: ■, ●, ▲, **X**, ●, ■
LEVEL 2: ▲, ●, **X**, ●, ■, **X**
LEVEL 3: **X**, ●, **X**, ●, ▲, **X**
LEVEL 4: **X**, ■, ▲, ●, ●, ▲
LEVEL 5: ■, ■, ▲, **X**, **X**, ▲
LEVEL 6: ▲, **X**, **X**, **X**, **X**, ●
LEVEL 7: ●, ●, ▲, **X**, ▲, **X**
LEVEL 8: ■, ■, **X**, ▲, ■, ■
LEVEL 9: ▲, **X**, **X**, ▲, ●, ▲
LEVEL 10: **X**, ▲, ■, ●, ▲, **X**
LEVEL 11: ●, ■, **X**, **X**, ■, **X**
LEVEL 12: **X**, ▲, **X**, ■, ●, **X**



INTERNATIONAL TRACK AND FIELD

OK, so these aren't cheats as such, but they might raise a smirk if you have a hollow and empty existence. To change all the hunky blokes in the 100m Swimming into lovely ladeeez in bikinis, enter: ⬆, ⬆, ⬇, ⬇, ⬅, ➡, ⬅, ➡, **X**, ● before selecting the event.

If that's not enough fun, go into the practice mode and select Javelin. It might take a while to get right, but with enough speed and an angle of 64 degrees you should be able to shoot down a UFO with your pointy stick thing. Which will really impress your friends. If they're that way inclined.



NEED FOR SPEED

If you need a bit more than speed, this might be of some use. It swaps your feeble horn for a spooky invisible machine gun. Any car that gets in your way can be blown off the road, making it virtually impossible to lose. Immediately after selecting your opponent's car press and hold **L1**, ●, ■ and ⬉ at the same time until loading is complete. It works with 1 or 2 players.

How to become a true winner at...

Star Gladiator

Smash your way to the top of the beat'em-up pile in Capcom's latest and greatest fighting spectacular with our "I'm rock-hard, I'll take on anyone me" definitive players' guide. Roar!



MINI REVIEW

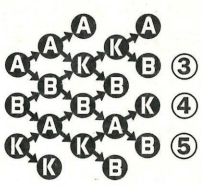
Not as ground-breaking as Capcom would have us believe, but this, its first 3-D battler, certainly has enough aces up its sleeves to take it to the top.

Quirky colourful characters, awesome background scenery, astonishing special moves and some of the most complex combo configurations known to man. These all add up to deliver a solid portion of interplanetary hardman action that should send excitement shivers down the spines of all who play it and stubborn stains rushing across the under garments of the boys at Namco HQ.

Capcom has taken the 3-D angle one step further this time and it shows, resulting in a worthy second purchase to the likes of Tekken 2 or visa versa. All the usual beat'em-up trimmings have been added to make this new Capcom venture as playable as its world dominating Street Fighter series, plus give current beat 'em-up king, Tekken 2, a run for its money on the vanity front.

What else can we say? It's generally an all-round value for money title with enough fiddly bits to ensure you won't complete it on your first go or get bored with it within hours. Buy it!

GORE GAJAH





Move 1: ↓ ↙ ← + ▲

Move 2: ↓ ↘ → + ●

Move 3: ↓ ↘ ▲ → + ■

Move 4: ↓ + X + ▲

Move 6: (While opponent is down) ↘ + ▲

Move 7: While (1) ← → + ▲

Throw: While (1) ■ + ●

Move 8: While (1) X

Move 9: While (1) ↓ + X

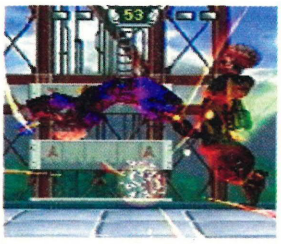
Move 10: While (1) ↑ + X

Move 11: While (1) → → ← ←

Move 12: After (3) ↓ ↓ ↓

Move 13: After (2) ↓ ↙ ← + ▲ + ▲ + ▲

Move 14: Run and hit ■ + ●



Move 15: When running, hit ▲

Move 16: Face back, then hit ■

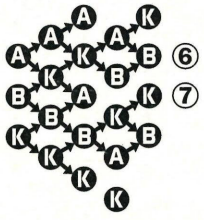
Enlarge (2): ↓ ↓ ↓

Go bigger (3): After (2) ↓ ↓ ↓

Throw: → ← + ▲

Lie down: ↓ + X + ▲

RIMGAL





Dino Flame: ⬇ ↘ ➡ + ▲

Landslide: ⬇ ↙ ⬅ + ▲

Crazy Wave: ⬇ ↙ ⬅ + ▲ ▲

Crouch: ⬅ ↙ ⬇ ↘ ➡ + ▲

Polevault Kick: ⬅ ➡ + ▲



Lie down (1): ⬇ ⬇

Ground Attack 1: While (1) ▲

G.A.2: While (1) ⬇ ↘ ➡ + ▲

Move blast: When running, hit ■

Alt.Move 2: When running, hit ●

Alt.Move 3: When running, hit ● rapidly, then ■

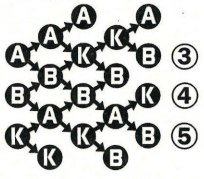
Alt.Move 4: When running, hit ▲

Lower Flame: Face backwards and hit ▲

Volcano Kick: When your opponent is in the air, press ⬇ ⬆ + ▲

Long Dash: ➡ ⬅ + X + ▲

GAMOF GOHGRY





Gamo 1: ➡ + ■ ■

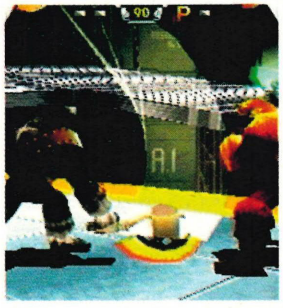
Gamo Tornado: ⬅ ➡ + ●

Gamo 2: ⬇ + ● ➡ + ■

Gamo 3: When your opponent is on the floor, ⬅ ➡ + ▲

Gamo 4: Run & hit ■ or ●

Gamo 5: When running, hit ■ or ● ●



Gamo 6: When running, hit ▲

Gamo Screw: ➡ ↘ ⬇ ↙ ⬅ + ▲

Gamo 7: ⬇ ↘ ➡ + ▲

Gamo Homerun: ⬇ ↘ ➡ + ▲ ●

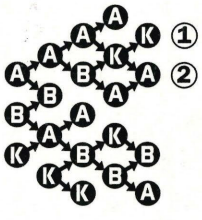
Chip hit: ⬇ ↘ ➡ + ▲ + ●

Giant Swing: From behind, hit ➡ ↘ ⬇ ↙ ⬅ + ▲

Gamo 8: ⬇ ↙ ⬅ + X + ▲

Gamo 9: X + ▲

FRANCO GERELT





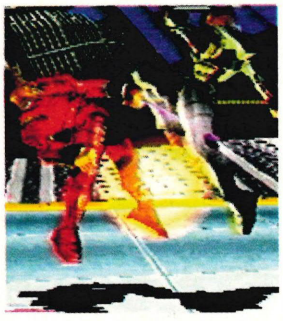
Move 1: ⬇ ↘ ➡ + ■

Move 2: ⬇ ↘ ➡ + ■ ▲

Move 3: ➡ ↘ ⬇ ↙ ⬅ + ■ rapidly, then ➡ + ■

Move 4: ➡ ↘ ⬇ ↙ ⬅ + ■ rapidly, then ●

Move 5: ➡ ➡ + ▲



Move 6: ⬅ ➡ + ▲ + ■

Move 7: ↘ + ▲ then ⬅ + ▲

Move 8: Run & hit ■ or ●

Move 9: When running, hit ▲

Move 10: Run & hit ▲ + X

Move 11: When your opponent is on the floor, get close to his legs and then ➡ ⬅ + ▲

Move 12: ⬅ ➡ + ▲ + X

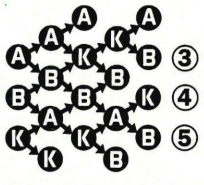
Lightning Scarlet: ⬇ ↘ ➡ + ■ ■ rapidly

Andalucia Storm: ➡ ↘ ⬇ ↙ ⬅ + ■ rapidly

Southern Arrow: ➡ ↘ ⬇ ↙ ⬅ + ■ rapidly, then ▲

Spanish Dance: ⬅ ⬅ + ■ ■ ■

VECTOR PX - 02





Upper Beam: ⬇ ↙ ⬅ + ■

Horizontal Laser: ⬇ ↘ ➡ + ▲

Alt. Move 1: ⬇ ⬆ + ▲



Alt. Move 2: ⬇ ⬆ + ▲, ⬇ + ▲

Lower Beam Bazooka: When throwing your opponent, hit ■

Alt. Move 3: When running, hit ■

Alt. Move 4: When running, hit ▲

Alt. Move 5: Face back and hit ▲

Back Roller Dash: ↙ + X + ▲

DOCTOR BILSTEIN





Move 1: ⬇ ↘ ➡ + ■ ⬇ ⬆ + ■

Move 2: ⬇ ⬆ + ■

Move 3: ⬇ ⬆ + ■ then ⬇ ⬆ + ■

Move 4: ⬅ ➡ + ●

Move 5: ➡ + ● ■ ■

Move 6: From behind, hit ▲



Move 7: While (1), hit ▲ ▲

Move 8: While (1), hit ▲ ■

Move 9 (2): ▲ + X

Move 10: While (2), hit X

Move 11: While (2), hit ■

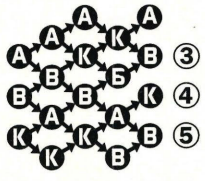
Move 9: When running, hit ■

Move 10: When running, hit ▲

Throw: ➡ ↘ ⬇ ↙ ⬅ + ■ + ●

Disappear: ⬅ + ▲

SATURN DYER





Move 1: ⬇ ↘ ➡ + ■

Trapeze Combo: ⬇ ↘ ➡ + ■ ■

Move 2: ➡ + ● ●

Move 3: ⬅ ➡ + ●

Top Spin: ⬇ ↘ ➡ + ●

Move 4: ⬇ ↙ ⬅ + ●

Acrobat Combo: ⬇ ↙ ⬅ + ● ● ●

Fire Cracker: ⬅ ➡ + ▲

Move 5: ➡ + ▲ ■



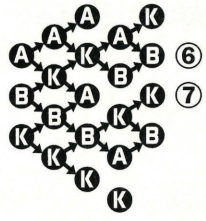
Move 6: ⬇ + ▲ then ➡ + ▲

Move 7: Run & hit ■ or ●

Move 8: When running, hit ▲

Move 9: ⬇ ↙ ⬅ + X

ZELKIN FISKEKROGEN





Move 1: ↘ + ■ ▲

Move 2: ⬅ ➡ + ■

Move 3: ⬅ ➡ + ●

Thunder Rim: ⬅ ➡ + ● ▲

Air Javelin: When up in the air, hit ⬇ + ■

Move 4: Run & hit ■ or ●

Move 5: When running, hit ▲

Move 6: Face backwards and hit ▲ rapidly

Move 7: ➡ ↘ ⬇ ↙ ⬅ + ▲ rapidly

Super jump (1): ⬇ ⬆

Sky Destruction: While (1), hit ⬇ + ▲



Move 8: While jumping, hit ⬆

Move 9: While jumping, hit ⬆ ⬇

Move 10 (2): While jumping, hit ■ + ●

Move 11: Jump & hit ⬇ + X

Move 12: While (2), hit X

Move 13: While (1), hit ➡ ➡

HAYATO KANZAKI





Move 1: ➡ ↘ ⬇ ↙ ⬅ + ■

Move 2: ⬇ ↘ ➡ + ● ■

Move 3: ⬇ ↘ ➡ + ● ●

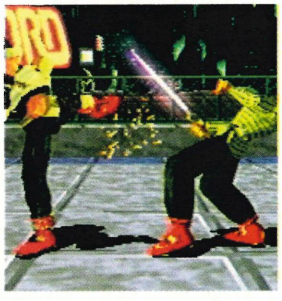
Move 4: ⬇ ↘ ➡ + ● ● ■

Move 5: ➡ + ▲ ▲

Light Jump: ▲ + X

Move 6: During light jump, hit ▲ or ●

Move 7: ➡ ⬅ + ▲



Big Sword: ⬇ ⬇ ⬇

Bigger Sword (1): ⬇ ⬇ ⬇ ■ ■ ➡ X ●

Move 8: When you have the big sword, hit ➡ ↘ ⬇ ↙ ⬅ + ■

Reduce sword (2): While (1), hit ⬇ ⬇ ⬇

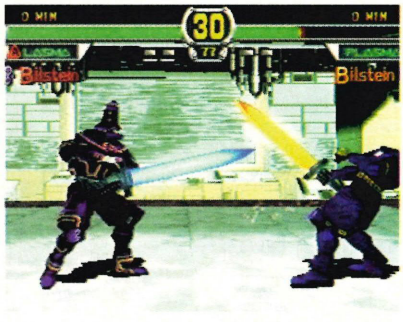
"ARE THERE ANY HIDDEN CHEATS OR SECRET BLOKES THEN?"



Fight Super Bilstein: Yes, the evil Doctor has an even bigger and badder alter ego waiting in the wings to do battle with your good self upon completion of the Arcade Mode. All you have to do to face up to this powerful cyber-beast is finish the game in under six minutes. It's a tough challenge alright, but if you succeed, you'll go on to fight the ultimate star gladiator in the galaxy – Super Bilstein!



Scrap in the dark: To do this, simply follow these easy instructions... Once you've selected your character and the game has started to load, hold down L1, R1 and SELECT on joypad number one. If you did it at the right time, you'll be rewarded by playing the next round of bouts in the dark, with only the excellent contact light-sourcing effects to help you see your opponent. Cool eh?



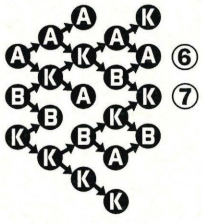
Play as Dr Bilstein: To play as the good Doctor you have to enter the Arcade Mode, whilst holding down SELECT and move the selector across to the far right and choose Gore. Then you need to hit X, O, X, O, SQUARE, SQUARE, SQUARE, TRIANGLE, TRIANGLE, TRIANGLE and then press X+O together. If you did it correctly, you'll now be able to select and control Doctor Bilstein. Hurrah!

Move 9: While (1) or (2), hit ➡ ⬅ ➡ ⬅ + ▲

Move 10: While (1) or (2), hit ➡ ⬇ ↘ + ■ (It's possible to do this three continuously)

Move 11: While (2), hit ➡ ⬅ ➡ ⬅ ➡ ⬅ + ▲

JUNE LIN MILLIAM





Move 1: ⬇ ↘ ➡ + ■

Twinkle Elbow: ⬇ ↘ ➡ + ■ ■

Move 2: ⬇ ↘ ➡ + ■ ▲

Move 3: ⬅ ➡ + ● ▲

Somersault Kick: ⬇ ⬆ + ▲

Move 4: ⬇ ⬆ + ▲ ■

Move 5: ⬇ ↙ ⬅ + ▲

D.ble Comet: ⬇ ↙ ⬅ + ▲ ▲

Back turn: ▲ + **X**



Move 6: Run & hit ■ or ●

Move 7: When running, hit ▲

Move 8: Face back and hit ▲

Move 9: While (1), hit ▲ + **X**

Camel Clutch: When your opponent is on the floor, get close to his legs and hit ➡ ⬅ + ▲

One Handed Cartwheel: ⬇ ↙ ⬅ + **X**

Provocation: ⬇ ⬆ + ▲ then hit ■ ■ ➡ **X** ●

KAPPAH





Move 1: ⬇ ↘ ➡ + ■

Move 2: ⬇ ↘ ➡ + ■ ■

Move 3: ⬇ ↘ ➡ + ■ ▲

Move 4: ➡ ↘ ⬇ ↙ ⬅ + and hit ■ rapidly

Move 5: ➡ ↘ ⬇ ↙ ⬅ and hit ■ rapidly, followed by ➡ + ■

Move 6: ➡ ↘ ⬇ ↙ ⬅ + hit ■ rapidly, then hit ●

Move 7: ➡ ↘ ⬇ ↙ ⬅ + hit ■ rapidly, then hit ▲



Move 8: ➡ ↘ ⬇ ↙ ⬅ + ●

Move 9: ➡ ➡ + ▲

Move 10: ⬇ ↙ ⬅ + ▲

Move 11: ↘ + ▲ , then hit ⬅ + ▲

Move 12: ➡ , ↘ , ⬇ , ↙ , ⬅ + ■ + ●

Move 13: While running, hit ■ or ●

Move 14: While running, hit ▲ , ▲

Move 15: Run & hit ▲ + **X**

Move 16: When opponent is on the floor hit ➡ , ⬅ + ▲

Move 17: ⬅ , ➡ + ▲ + **X**

DISCLAIMER: Here at the offices of PlayStation Pro, we strive to bring you the best and most accurate tips currently available. However, on certain occasions, the information supplied by the game creators isn't always 100% clear.

Take the Star Gladiator guide here for example; while all the moves and hidden cheats are 100% accurate, the names of each individual fighting moves are clearly not present. We apologise for this minor oversight, but we have contacted both Capcom and UK distributors Virgin Interactive about the missing move names and they're as much in the dark about it as we are. Sorry. Feel free to make up your own names for the above moves and send them to either ourselves or perhaps Jim at Virgin Interactive. Alternatively, keep them to yourself. Once again, we're sorry.



Play as hidden bloke Kappah: Wayhey, it's a hidden bloke surprise! Simply enter Arcade Mode again, go to Gore, press SELECT & keep it held down just like you did with the "Bilstein' cheat. Now go to Hayato and press O, SQUARE, TRIANGLE, SQUARE, X, SQUARE, TRIANGLE, SQUARE, O, SQUARE, then press X+TRIANGLE together. Now you should have Kappah as an extra selectable character. Crikey!



Play as other hidden bloke, Blood: Just like before, enter the Arcade Mode and press SELECT and hold it down. Now go to Bilstein and press X, SQUARE, X, SQUARE, X, SQUARE. Now go over to Kappah and press O, TRIANGLE, O, TRIANGLE, O, TRIANGLE. Then you need to press L1 + R1 together and let go of SELECT. With a bit of luck, you've now have hidden bloke number two available for combat.



Please note: The cheats for hidden characters Kappah and Blood will only work if you do all three of the cheats in order. For example, you can't just do the Kappah cheat straight away, you'll need to activate the Bilstein one first and then do the one for Kappah. If you want to do the Blood cheat, you'll have to do both the Bilstein and the Kappah ones first and then complete the Blood cheat. Okay?

Street Racer Masterclass





With Reginald Molehusband *Good morning, my name's Reginald Molehusband and I'll be taking this month's Masterclass. If you'd like to lead me to your car, we can begin. To be a Street Racer champion you need a thorough understanding of all the characters' special moves, their cars' capabilities and the nature of each course. The tactical tips apply directly to the character in question, but the hints for each track are equally applicable to most of the drivers, not just the home competitor. My Masterclass should see you safely through*

MINI REVIEW

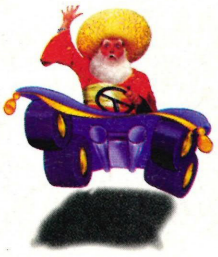
Street Racer (SR) for the PlayStation takes us back a good four years to when the likes of realism racers Need For Speed, Ridge Racer and Formula One were no more than preliminary sketches and Mario Kart ruled the racing roost.

That's not to say SR could be accused of using a retro graphic style – any race game that boasts 60 frames of animation per second can stand up on the podium and be counted. SR reminds us all that one of the greatest games playing experiences is the multi-player challenge – particularly when software is as daft, hilarious and entertaining as this.

Elements of the original SNES and Mega Drive release – also called Street Racer – remain. The eight cartoon characters and cars are ostensibly the same. Each driver has his preferred tracks and special attacks but most of all, there's the multi-player option and this time the ante's been upped to eight. It has to be said that although SR offers this unique selling point in terms of the racing genre, it's in single and two player mode that SR really succeeds.

The four-player mode (in which the screen is split battenburg cake style) is just about playable, but having couple of split screen two player contests is more satisfying. Eight-player is really nothing more than a gimmick. The screen looks like a chequered flag, you can't see more than about a pixel in front, you need two multi-taps to play it and, with respect, what's the chances of eight people all actually wanting to play Street Racer at the same time?

The artificial intelligence of the CPU drivers is set at just about the right level. Revving away from the starting line in the Bronze Cup, I could consistently finish second after only two or three races but it was difficult to get past the leader. In



HODJA



CAR
Acceleration 5
Speed 5
Handling 5
Grip 5
Totally average in every respect, Hodja's car is strictly for beginners and Grandparents only. He can corner well and also levitate but never gains any ground on the straights

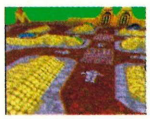
Weapons
The mystic grapple, which lifts opponent's cars into the air and the rubber Ottoman dagger which knocks the other drivers sideways

Tactical tips
Hit the levitate button at the same time as the turbo to steam over difficult terrain

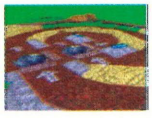
Tracks – Downtown Istanbul



Course 1
One of the easiest courses in Street Racer, the only problem you'll encounter here is the mini roundabout near the start. Always take the left to save valuable seconds



Course 2
Watch for the two crossover areas and tight bends – it's worth slowing down on corners to maintain the racing line

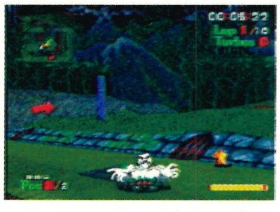


Course 3
A vicious corkscrew with awkward holes in the ground to negotiate. Again, decelerate on the corners or you'll hit the side of the track and slow down even more





FRANK INSTEIN



Car
Acceleration 7
Speed 4
Handling 6
Grip 9

As far as I'm concerned, Frank's car is second best, only marginally behind Surf. His car's main downfall is its lack of speed – all other qualities are above average

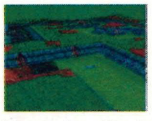
Weapons
Frank's batwings can power him in to the back of the car in front. The banshee in the back frightens opponents so much they become frozen for a short while. Scared stiff, if you will

Tactical tips
Pick up a dynamite and a turbo, wait until the dynamite is about to blow, slipstream someone and hit the turbo quickly followed by the batwings. This effectively produces a damaging two-hit combo, flinging the victim into the air first by you and then the dynamite

Tracks – A graveyard, Transylvania



Course 1
For the bronze cup, this is one of the tougher tracks. Remember to jump over the gravel, otherwise it will slow you down. There's a shortcut near the beginning



Course 2
Again, there's a shortcut near the start which has to be used as it cuts out a huge chunk of the circuit



Course 3
Probably the toughest course of them all. The bends are tight and the surface is pock-marked. The shortcut can be found to the left of the craters





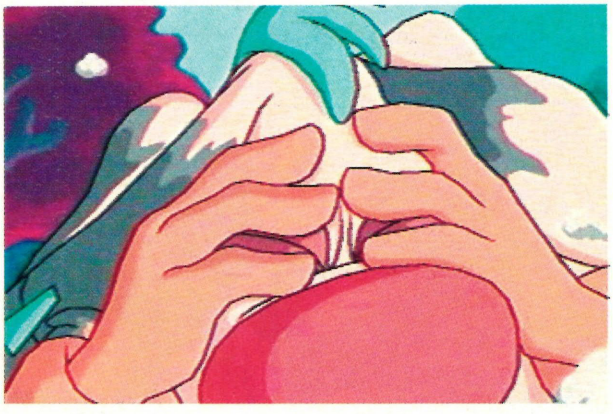
SUZULU



Car
Acceleration 5
Speed 5
Handling 8
Grip 7

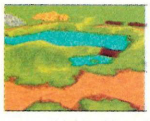
Suzulu's car is eco-friendly – it's made entirely of natural products and is incredibly light, therefore handling is its best quality. The top speed isn't anything to write home about as the engine's made of leaves and bones

Weapons
The spear catapult launches a spear attached to a vine that wraps around the nearest car in front – this doesn't however have a 100% success rate. The rhino head (which looks like a baby elephant) lands on the car ahead, slowing it down with its weight

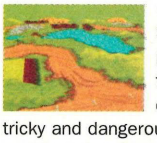


Tactical tips
Use Suzulu's side attacks as much as possible, they're among the strongest going. Don't be scared to take corners at top speed as handling is the car's best quality

Tracks – Africa



Course 1
All three of Suzulu's tracks are circular and very skiddy. The first is simple, but unless you take the racing line consistently you'll have no chance of winning



Course 2
Shortcuts are plentiful but the surface dust creates a tricky and dangerous drive, so avoid turning sharply into a short cut as you'll only skid out, losing time and negating its use

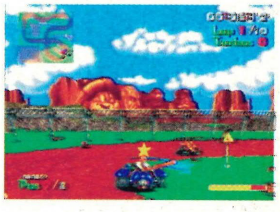


Course 3
Although the corners and bends are tight and rather tricky, a strict adherence to the straightest possible racing line will definitely pay dividends in the long run





BIFF



Car
Acceleration 3
Speed 5
Handling 5
Grip 8





MINI REVIEW

the first two Bronze Cups I ended a frustrating second, although I then won it and then the Silver cup at the first try.

The CPU drivers give as good as they get and once you're in a battle for the leadership, it's a case of applying tactics, knowing when to use the turbo and picking the right racing line to squeeze past.

When you win a race, you're stuck in last place on the grid – the reverse to real-life Grand Prix. Therefore it's never easy to completely dominate a race as the scrap through the back markers can be a bitch of a battle.

Each car's specs are different but more importantly, so are the drivers' special moves. The cars are categorised according to handling, grip, top speed and acceleration, but the characters' attacks set them apart from each other.

The original SNES SR suffered criticism because no two characters were similar and there could never be a 'fair' two player game. This has been addressed for the PlayStation release.

The phrase 'winning isn't everything' can be applied to SR. Not in the strictest sense, but it's possible to amass more points than the cars placed above you by accruing bonuses. There's one point for every driver you lap, for collecting the most stars, for causing the most damage to the other drivers and for the fastest lap. This bonus system adds to the excitement and it can dramatically alter the nature of the leader board.

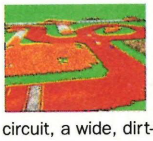
In terms of graphics, the background scenery rotates smoothly although the cars suffer from slight glitching when there's bunching. The action is a little too frantic at times, giving the special attacks too much of a random nature. Although there are plenty of modes of play, options and configurable elements it still doesn't hold a candle to the likes of RRR, Wipeout & Motor Toon 2.

Biff's blue 4x4 buggy is best suited to off-road tracks – it hasn't got much to offer other than a good grip, but his powerful attacks make up for the car's shortcomings

Weapons
Biff has a baseball bat for unceremonious clubbing, a grapple launcher which stops opponents' cars dead in their tracks (if it hits) and inflatable tyres that make his side armoury fearsome

Tactical tips
Pure aggression – brilliant driving won't get you far in Biff's car, so go for the punch bonus every time

Tracks – USA



Course 1
A single crossover is the only notable hazard of this circuit, a wide, dirt-filled oval



Course 2
One of the easiest courses of the silver cup, this only has a single crossover too. Driving in a straight line through the curves is a useful tactic



Course 3
Compared to Biff's other two courses, this one is a nightmare. It's twisted and has two confusing crossovers. The bottle-neck poses the most problems – mastering the power-slide here is vital





RAPH



Car
Acceleration 9
Speed 9
Handling 2
Grip 9

This is the latest design in sports cars from the famous manufacturer 'Very Expensive But Crap' and true to their design philosophy, it is. It's so thin, it can attain awesome speeds. Unfortunately, the turning circle is appalling and the brakes pathetic

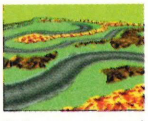
Weapons
Not only are Raph's weapons useful, they look great too. He has the loudest, most expensive car stereo in the world and pop-up speakers to match – their output is strong enough to deafen anyone nearby. He also has a gold link grapple which is used on anybody who manages to get past

Tactical tips
Use the hooters of doom at the starting grid or when bunched in. When on the straights, avoid getting into tussles and go for a clear route – Raph's car's acceleration and speed are phenomenal, but useless if you're skidding out on every corner or blocked by other drivers

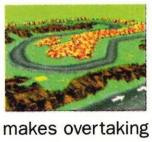
Tracks – English countryside



Course 1
The road surface of all Raph's courses are wildly fast, curvaceous, narrow and surrounded by grass – like a supermodel at a party. The main thing to remember about Raph's first course is to decelerate into corners and accelerate out of them



Course 2
Here there are fewer straights and more sharp turns. Only use your turbos on the straights, as there is too much scenery to crash into at the corners and chicanes



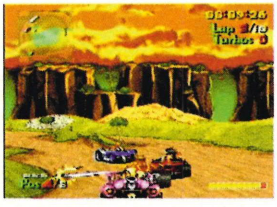
Course 3
Straighter than course two, but the long single lane section makes overtaking a problem. It's vital you get a lead early on







SURF SISTER



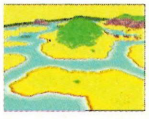
Car
Acceleration 7
Speed 6
Handling 5
Grip 8

Surf drives a bright pink VW Beetle convertible with massive inflatable tyres

Weapons
Her inflatable tyres not only afford a really superb grip, they can balloon out, knocking her opponents sideways and off the course. Her beach towel whip, however, is even more effective as love-struck opponents get their faces slapped

Tactical tips
A better than average car for both beginners and experts, Surf's VW is pretty manoeuvrable although lacks a brilliant top speed. Try to stay out of trouble as most characters' attacks are stronger

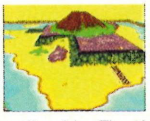
Tracks – The beach, Sydney, Australia



Course 1
Surf's courses are composed entirely of sea and sand, with the sea stretches slowing down your car more than any single on-track hazard in the game. Pushing up on the d-pad is the best way of negotiating the sea, unless of course you're using Frank, Hodja or Helmut. Just avoid the water at all costs on course one



Course 2
Stay on the island rather than straying on to the sand and sea patches further afield. Corner as sharply as you dare

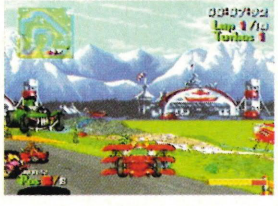


Course 3
No water to contend with here, unless you skid out really wide. The tight bends need to be treated with respect





HELMUT



Car
Acceleration 3
Speed 5
Handling 5
Grip 8

A pre-WW II Mercedes wouldn't stand much of a chance against the souped-up vehicles within Street Racer unless it could morph into a triplane. Which, of course, Helmut's car can

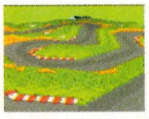
Weapons
Helmut's amazing Dam Buster makes up for his car's technical deficiencies. It transforms into a triplane and flies above opponents showering them with bombs making this the most powerful attack of the game. His car also has saws which protrude, James Bond-style, from the wheels

Tactical tips
Go hell for leather, the special attacks should make up for any lost time. The dam buster, when combined with a turbo boost, is capable of affecting up to five other cars in one go

Tracks – Disused airfield, Germany



Course 1
A trio of classic Grand Prix-style circuits give rise to real-life Grand Prix driving techniques (without the pit-stops). Powersliding in and out of course one's 90 degree bends is vital



Course 2
Similar to the ice-cold course one, except longer and with tougher turns



Course 3
Obscured behind one of the chicanes are some dangerous road barriers which you can get stuck behind. It's worth slowing right down at this point to safely negotiate it





SUMO



Car
Acceleration 2
Speed 5
Handling 9
Grip 9

This is the only car in the game to have tracks instead of tyres. Sumo's car battery is wired to his seat, so he can conduct copious amounts of electricity through his blubbery body

Weapons
Both Sumo's weapons are quite literally electric. His Sumo splash is a double-handed electrified handslap that clears nearby vehicles. His electroball is a projectile attack that jolts victims' cars to a halt

Tactical tips
Use the electroball constantly (so long as you're behind) and be daring on the corners, twists and turns as you can't rely on acceleration or speed to take you first past the post

Tracks – Neo Tokyo, Japan



Course 1
The smooth, polished metal surface makes for a quick race every time, just watch out for the tight bends on this track



Course 2
Another fast one, but riddled with holes which must be jumped/flown over



Course 3
Because of its speed, this is one of the toughest circuits of the game, there are tons of holes and some confusing crossovers



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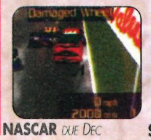

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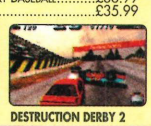
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A TRAIN	DECEMBER
BLACK DAWN	4TH DECEMBER
BLAZING DRAGONS	14TH NOVEMBER
BREAKPOINT	28TH NOVEMBER
CASTLEVANIA	12TH DECEMBER
CHEESY	14TH NOVEMBER
CHRONICLES OF THE SWORD	NOVEMBER
COMMAND & CONQUER	6TH DECEMBER
DARK FORCES	JANUARY
DESTRUCTION DERBY 2	MID NOVEMBER
DIE HARD TRILOGY	29TH NOVEMBER
EARTHWORM JIM 2	21ST NOVEMBER
EXCALIBUR	27TH NOVEMBER
EXHUMED	21ST NOVEMBER
FIRO & CLAWD	NOVEMBER
GENSO SUIKODEN	DECEMBER
GRID RUN	5TH DECEMBER
HARDCORE 4X4	5TH DECEMBER
HEXEN	DECEMBER
KONAMI OPEN GOLF	12TH NOVEMBER
LEGACY OF KAIN	21ST NOVEMBER
LOST VIKINGS 2	1ST DECEMBER
MICRO MACHINES 3	17TH NOVEMBER
MORTAL KOMBAT 1&2	2ND DECEMBER
MOTOCROSS INT'L	END NOVEMBER
NAMCO MUSEUM 2	MID DECEMBER
NASCAR RACING	4TH DECEMBER
PITBALL	22ND NOVEMBER
PLAYER MANAGER 2	8TH NOVEMBER
PO'ED	MID NOVEMBER
POWERPLAY HOCKEY	28TH NOVEMBER
PROJECT OVERKILL	14TH NOVEMBER
RAW PURSUIT	NOVEMBER
RE-LOADED	MID NOVEMBER
SPOT GOES TO HOLLYWOOD	DECEMBER
S/FIGHTER ALPHA 2	28TH NOVEMBER
STREET RACER	NOVEMBER
SYNIDCATE WARS	JANUARY
TILT	22ND NOVEMBER
TOMB RAIDER	28TH NOVEMBER
TRANSPORT TYCOON	DECEMBER
VICTORY BOXING	6TH DECEMBER
VR POOL '96	MID NOVEMBER
X-2 (PROJECT)	22ND NOVEMBER
X COM: TFTD	EARLY NOVEMBER
X MEN: COTA	3RD DECEMBER

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PS7

'have you guys lost the 'Great



Dear SonyPro...

Or is that PSX-Pro perhaps PlayStation Pro or whatever you have decided to change your name to by the time this letter reaches you.

Oh boy, have you guys lost the plot or what? Just what is going on? I mean, this is getting confusing. OK, let's start at the beginning. You launch a mag called *SonyPro* – the finest looking mag to grace a newsagent stand. It sold by the truckload, demand for it outstripped supply so much so that new copies were printed to cope with the demand.

Incredibly when you managed to get one and take it home to read – wow – it was the best read you could buy, you just couldn't wait for issue 2 which was just as good, in fact so good I subscribed to it and looked forward to it every month until it happened, the beginning of the end... *PSX-Pro*.

Arghh the thought of it makes me cringe. What a shit name, but then it will be the same old *SonyPro* inside I thought, but it wasn't and it got worse. It soon became a chore to try and find anything remotely interesting, so much so that some months I hadn't even bothered to start reading one issue before the next came through my letter box.

I think the main problem was it showed in the journalism that your staff had become completely bored with the whole magazine and the PlayStation.

So here we are again. Another new name – *PlayStation Pro* – 1/10 for originality chaps. Having just finished reading it (yes I've sent off the survey) it is definitely a marked improvement over *PSX-Pro*, but it can't compare to the excellent *SonyPro*.

So what can you do? Well change the name, yes again but back to *SonyPro* (if this isn't possible, then change the font on *PlayStation Pro*) then have a good look at all the *SonyPro* issues, look at the covers, see what made us want to buy it then read them all to find out why they were such a good read and please, please do it again. Come on, make me want to renew my subscription or my money will have to go elsewhere. – **G. Rodgers, Sheffield**



We can understand your anger and concern, G. When Sony decided we couldn't use Sony in the title, we changed the name to PSX-Pro because we felt it was the best alternative and wouldn't alter the nature of the masthead too radically.

We think you'll find that PSX-Pro was never quite as appealing as SonyPro was because due to constraints too many to mention here we were never able to keep the mag at 148 pages, thus PSX-Pro was perceived as a product that didn't represent as good value as SonyPro always did.

It wasn't a case of the journalists becoming bored with the mag and the PlayStation as you can see in the enthusiasm in the writing in PlayStation Pro which is from broadly the same editorial team that brought you SonyPro.

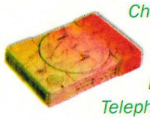
As a team, we all felt that PSX-Pro needed changing radically, with not just a new title, but a completely new writing style and design concept. You admit that it's better than PSX-Pro and we're confident that you, along with thousands of other already, will soon subscribe.

As far as the title's concerned, we weren't left with much to choose from! If we didn't have the word 'PlayStation' in the title, we felt that we'd be shooting ourselves in the foot. You're correct in your assumption that for legal reasons we're unable to use SonyPro as the title.

As far as we're concerned, PlayStation Pro is a brand new mag with no history that's going to be around so long as the PlayStation and its software continue to sell. SonyPro and PSX-Pro were merely inspired moments in PlayStation magazine publishing's past.

Dear Sir/Madam

Congratulations on CentralStation, which I saw for the first time in PlayStation Pro. Great journalism for my generation! I have a problem however – when I tried to phone Prototype 21 who advertised on your manga pages I got a fax machine. Could you please supply me with their address and phone number? Keep up the good work. – **Ian Bremner, Edinburgh**



Cheers for the positive remarks about CentralStation. The address is as follows – Prototype 21, Unit 23, Liddell Road, London NW6 2EW. Telephone 0171 624 3278

Dear PlayStation Pro,

We all know what makes a good game – gameplay. It helps if the concept of the game is highly original, but this need not be the case. As long as the gameplay and consequent enjoyment is there, the genre could be one of the most tried and tested of them all, it's still a good game. But hold on, what if it were a software developer? I'm afraid gameplay ain't good enough.

No, we don't need a good game, we need a successful game. We need a game that's going to look, sound and feel like Michelle Pfeiffer in that lovely all-in-one Catwoman rubber suit, and a game that, because of this, is going to thrash the pants off every other game in the market and storm its way to the top of the charts, hopefully breaking a few records on the way. So how do we achieve this great aim? Ah, the joys of marketing of course.

Firstly, we create our game, let's use Destruction Derby as an example. Okay, so it's not as good as

plot **or what?'** journalism!'

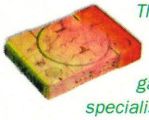
Wipeout, but it's got something very special about it. It's got a unique selling point and a really good one at that. 'Look at us, we've got the first real 3D destruction car game and its f***ing great,' say Psygnosis/Sony – and then they market it.

You see, there are two main factors which make a successful game – USPs and the marketing of these. Gameplay helps, but is often not essential. Destruction Derby was almost perfect, it had an excellent USP, excellent press coverage and marketing to capitalise on this and an almost excellent game engine, which wasn't essential anyway. Soon after release it had broken the record for the fastest selling CD game ever, and soon after that it was the best selling CD game ever.

Destruction Derby was actually a bit of an accidental success. Sony had underestimated the size of the younger audience and had expected that Wipeout, which was technically superior, would sell better than D due to it appealing more to the larger, older audience. They were wrong. DD's USP excited all the young 'uns and they bought it in their thousands, because the younger audience is far more gullible to USPs.

The next example is Resident Evil, which perfectly used both its USP which was it being the first 'adult' game, thus cashing in on an audience which was clearly there from the launch of the PlayStation. The advertising both controversially and successfully advertised the game's adult content and, just to top it all off, the game's a complete stunner. Again, the records were broken and Virgin had one of their biggest successes to date.

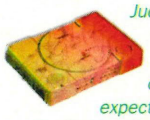
The next example is F1 etc... So, is there a point to this letter? Well, yes. It's always important for software developers/publishers to advertise their games' USPs and it's the kids that always fall for them. Fair enough if you go for my three examples, but remember Aquanauts Holiday has USPs as well, just not very good ones. – **John Galvin, Leeds**



Therefore the kids are either filthy rich or incredibly manipulative of their parents. Forget USPs, John, if a game is universally slated in the specialist press, it's because it's crap and no-one will buy it regardless of its marketing campaign.

Dear PlayStation Pro

I recently purchased a copy of your magazine. I was very impressed by the Game Bible and the front cover. I also thought it was very good value for money. But you really should consider giving away a nice little up to date pocket size cheat book so when someone comes up to me and says, 'I can't pull off Paul's power punch in Tekken' or, 'I don't know how to get sheep and/or banana bombs in Worms' then I can say 'Ha ha ha ha! Ya dozy fool, I can do all that – and more!' P. S. I am not insane. – **Thomas Doherty, address not supplied**



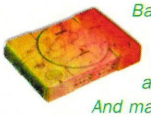
Judging by your comments, you're obviously not insane, so rest easy on that score. As far as a 'pocket size cheat book' is concerned, you can expect to see one on the cover of PlayStation Pro very soon. Until then, the hints and tips section in the main body of the magazine has been extended.

Dear Sir

I have been interested in your magazine for a very long time and my ambition is to be a review writer with it. The knowledge of your magazine has given me the insight and determination to succeed in this very competitive career.

I have enclosed with this letter an example of my work (a fanzine). My experience with computers consists of the Sega Saturn, Sony PlayStation, Nintendo 64 and a PC, all of which I own. I dedicate my time reviewing new games as soon as they are available and to the best of my ability review each one with my knowledge and experience.

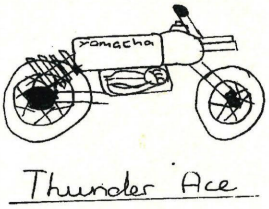
My sample of work I have enclosed is only a small amount of what I can achieve. If possible could you please tell me what your opinion is, and I would be grateful for your reply regarding my work? And could you also put my magazine in CentralStation, as I write it monthly and it has great game reviews? – **Barry Lewis, Rochester**



Barry, that's set us thinking. If anyone wants to write for PlayStation Pro, send in a PlayStation game review and we'll print it if it's up to scratch. And maybe give away a prize. We look forward to the second issue of your fanzine.

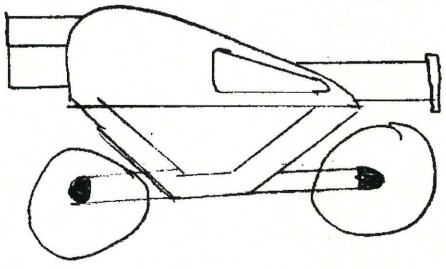
Dear Sony (?)

We have designed a new shoot'em-up and race game. This game is like Doom except you ride in cars and drive around eight abandoned tracks. The object of the game is to blow up the enemies and then face the boss. Proceed to the next track (the boss/monster gets harder every level) and there are mini bosses in every level. Every level there are a selection of cars specailly designed for every level. The enemies have special strips on the backs of the cars so you can destroy them. The boss has a gun on the top which can be shot off. You have to shoot off the wheels.

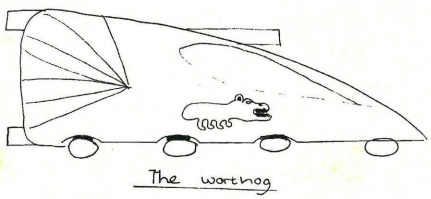


Thunder Ace

The weapons are flame guns, machine guns, spiked wheels for running over things, spikes on cars, glue gun to run in to the stuck cars, missile launchers and lasers. The controls are left=left, right=right, triangle= accelerate, x=brake, square=machine gun, circle=missiles, top buttons=special weapons. For further information, contact 01704 506403 or 01704 28929 – **Paul Grainger, Stephen Liggat**



The Bug



The warthog



Hats off for the effort lads and good luck in your future endeavours. Sounds like a winner to us!

PLAYSTATION PRO

RECOMMENDS

At the end of the day you only buy magazines so you don't waste money on one of the many sub-standard games already available on the PlayStation. And this is the part of PlayStation Pro that's guaranteed to steer you in the right direction. Every game available in every genre has been assessed and placed in rank order so you know exactly what's the best example of each game style

RACING



1 F1 APPROVED

Comes out just about on top of a very tough category. As realistic as they come, this is as close as most of us will get to a Formula One car without having our personalities surgically removed first.



2 wipEout2097

Fast enough to satisfy the speed junkies and colourful enough to please the acid casualties. It's more sexy than the original in every aspect – especially speed. Fun, fast, frantic and full of space cadets.



3 Motor Toon Grand Prix 2

Much more bizarre than many race games, this official Sony release is unmatched in the sheer exhilaration stakes. Outrageous courses and a cast of comedy characters make this a winner in anyone's book.

4 wipEout

Futuristic race game with the difficulty level turned right up to maximum. Fantastic graphics, speed and soundtrack plus an amazing feeling of satisfaction when you succeed, make the effort well worthwhile. One of the best early PlayStation releases – a must buy now it's been reduced.

5 Burning Road

This surprise offering from Funsoft shocked everyone by being (marginally) better than the much-hyped Ridge Racer. It moves as fast as most of its competitors, looks a treat and even has an air freshener that swings about realistically.

Also recommended

Destruction Derby
Ridge Racer Revolution
Need For Speed
Ridge Racer
Impact Racing
Andretti
Destruction Derby 2

SHOOT'EM-UP



1 Alien Trilogy APPROVED

Acclaim managed to out-Doom Doom and released Alien Trilogy to thunderous praise from just about every magazine around. One of the eeriest, most atmospheric games you'll ever play, and top of the sizeable shoot'em-up pile by quite some distance.



2 Doom

Still an all-time classic game, despite the somewhat dated graphics engine having been surpassed by other companies. As far as level construction and excitement go, it's still difficult to come close to beating iD's effort.

3 Shellshock

Core's stylish tank-based shoot'em-up scored well on just about all counts. Utilising the same superb game engine as the almost equally impressive Thunderhawk 2, Shellshock provides a long lasting and varied challenge.

4 Krazy Ivan

There's far more to this than cheesy FMV sequences. Krazy Ivan is an office favourite and out of the early batch of releases this one probably still gets more play than any of the others.



5 Final Doom

While it doesn't break any new ground in terms of gameplay, the massive levels will have you twisting and turning like there's no tomorrow. The puzzles are more complex and the atmosphere's a lot more extreme.

Also recommended

Soviet Strike
Descent
Kileak the Blood
Disruptor
Loaded
Black Dawn
Agile Warrior

BEAT'EM-UP



1 Tekken 2 APPROVED

A bit predictable, admittedly, but there's no denying this game's addictive qualities, amazing graphics and just about perfect gameplay. The acid test is to get someone who hates fighting games, get them to play this for a bit and watch them be converted.



2 Star Gladiator

Quirky characters, awesome background scenery, amazing special moves and some of the most complex combo configurations known to man. It should send excitement shivers down the spines of all who play it.

3 Tekken

Namco's domination of this market is almost total, and you have to wonder, when you've got one of the Tekken games, why bother with anything else?

4 Mortal Kombat III

If we had a goriest beat'em-up category this would head the list. A more traditional style of game with some distinctly untraditional special moves. Tearing heads off with your bare hands isn't uncommon in MKIII, so don't say you weren't warned!



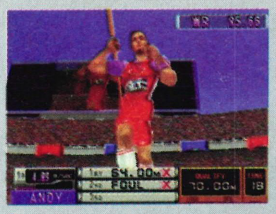
5 Battle Arena Toshinden 2

The pretender to the crown is basically a poor man's version of Tekken. Very similar to play, all Toshinden is lacking is a bit of spit and polish on the gameplay front. It's still great fun, however, although not quite the best in its genre.

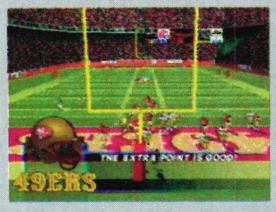
Also recommended

Zero Divide
Street Fighter Alpha
Rise 2: Resurrection
Criticom
Primal Rage
JVC Victory Boxing
Darkstalkers
WWF Wrestlemania
Street Fighter Alpha 2

SPORTS



1 International Track & Field
APPROVED
Possibly the most essential purchase to be released on the PlayStation so far. Fantastic multi-player fun, especially with the multi-tap, and an intriguing challenge for the solo player as you go all out for record times and distances.



2 Madden NFL '97
Without a doubt the best American Football game ever, on any gaming system. Stat levels are high but don't intrude on the excellent action that the game offers. Play it either seriously for a full season or just for a laugh in an exhibition game.

3 Olympic Soccer
It may not have the flashy motion capture of say, Actua Soccer, but US Gold's Olympic licence is certainly the easiest footy game to play and get to grips with. In no time at all you'll be scoring goals just like the pros.



4 NFL Gameday
Runs Madden NFL '97 a close second, and really shouldn't be discounted if you're looking to buy a game of this type. There's just about everything you could want in there and it's only second best due to poor presentation.

5 Total NBA '96
Sony shows everyone else how to do a basketball game with this stunning-looking re-creation of five on five hoop action. It's not as instantly gratifying as Konami's NBA In the Zone, but does provide a more fulfilling, long lasting challenge.

Also recommended
NHL Faceoff
Actua Golf
Actua Soccer
NHL '97
NBA In the Zone

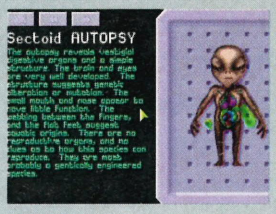
STRATEGY



1 Worms APPROVED
Does wonders for the reputation of this much maligned genre by proving that strategy games can be fun. Guide your team of hermaphrodites to ultimate victory using missiles, grenades and land mines!

2 X-COM: Terror from the Deep
One of the best video game sequels ever sees you battling with an underwater alien invasion. The most involved challenge yet from the king of strategy, MicroProse.

3 Magic Carpet
Bullfrog's unique strategy shoot'em-up is among the leaders, but even this isn't spectacularly good. However, it's still the best option for someone looking to utilise their planning skills.



4 X-COM
This perfect conversion of the popular PC smash hit caught the imagination of PlayStation owners not through its next generation looks, but through its compelling storyline and thoughtful yet tense and exciting brand of action. Like its sequel, it needs a mouse for bitch-slapping the massed alien forces.



5 Sim City 2000
It would be nice to see an original PlayStation strategy game, because so far all the best ones have been conversions from other formats. This is another, and once again it proves that this type of thing can not only be produced on the PC, but on the PlayStation too – and be done quite well.

Also recommended
Theme Park
AIV Evolution Global
Panzer General
Space Hulk

ADVENTURE



1 Resident Evil
APPROVED
If an all-out gore fest is your type of thing, look no further than Capcom's incredible Resident Evil for your regular fix of zombie mayhem and puzzle solving. A genuinely enthralling adventure that you'll come back to time and again.

2 Tomb Raider
This tests both the PlayStation and the player to the limit. It's big, bold, scary and taxing. An all-round winner, from the graphics to the gameplay to the sound and back again.

3 Broken Sword
Adventure fans will absolutely cream over this. It's got just about everything you could ever want from a game of thie type in plentiful amounts. Superb graphics, excellent soundtrack, plenty of humour and a great script.

4 Fade to Black
The only fault any of us could find with Electronic Arts' French developed adventure was that it's possibly too hard for some inexperienced players. If you're man enough to see it through, the rewards are well worthwhile.

5 Alone in the Dark: Jack is Back
In the mould of Resident Evil, but this isn't as good because it's a conversion of a PC game and doesn't make use of the PlayStation's technology as well as it should. A few niggles aside, it's got one of the best storylines around.

Also recommended
D
Cyberia
Myst
Time Commando
Discworld

FLIGHT SIM

1 Gunship APPROVED
MicroProse rightfully leads the field with this helicopter-based flight sim/strategy affair. Not the best-looking game on the PlayStation, but one of the most gripping and difficult.

2 Thunderhawk 2
Not technically as good as Gunship, but it's a little more exciting due to the all-out blasting action.

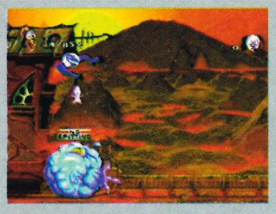
Also recommended
Top Gun
Air Combat
Warhawk

PLATFORM



1 Crash Bandicoot
APPROVED
Each level requires thought, skill and plenty of patience, whereas the main bulk of levels swing wildly from one viewpoint to another throwing overhead, first-person, side-on and other crazy angles into your face stunning you into submission.

2 Rayman
With the exception of this game, the standard of platformers is poor at the moment. Plenty of people are busy trying to put this to rights, but for now UbiSoft's classic will fill the gap nicely.



3 Jumping Flash 2
Great fun to play, but still a little too easy and not all that much of an improvement over the original, really. Easily wins the award for most bizarre platform game, but doesn't really offer the experienced player a great deal more than they've already seen.

4 Earthworm Jim
Another game that doesn't take full advantage of the PlayStation's power – you'd be hard pushed to spot the difference between this and the 16-bit versions. But that's not to say it's not a good game, because it is.

Also recommended
Johnny Bazookatone
Mickey Mania
Jumping Flash
Cheesy
Floating Runner
Gex

PUZZLE

3D Lemmings
There aren't all that many puzzlers around, so although this isn't great, it's still the best option for fans of more cerebral pursuits. It's testing enough, not only because of the puzzles, but because it's true 3D, and moving around can be confusing

Also recommended
Bust A Move 2
Chessmaster 3D
Hebereke Poppoitto

MISCELLANEOUS



1 Die Hard Trilogy
APPROVED
It doesn't do Fox Interactive's debut justice to stick it here with the pinball games, but it genuinely doesn't fit into any one category. A perfect blend of shooting (both Virtua Cop and Fade to Black styles) and driving make this a brilliant game all round!

2 Pro Pinball
The best of the pinball offerings so far. Empire's effort can be justifiably criticised for only having one table, but when it looks as good as this, and is packed with so many features, it can be just about forgiven.

Also recommended
True Pinball
Extreme Pinball

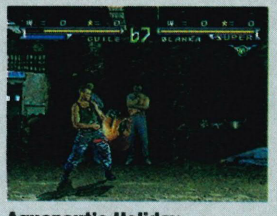
RETRO



2 Namco Museum Volume 1
APPROVED
The better of the two Namco offerings so far, this one features some real classic arcade games. This retro stuff isn't to everyone's taste, but it does bring back some very happy memories for anyone old enough to remember these halcyon days of gaming.

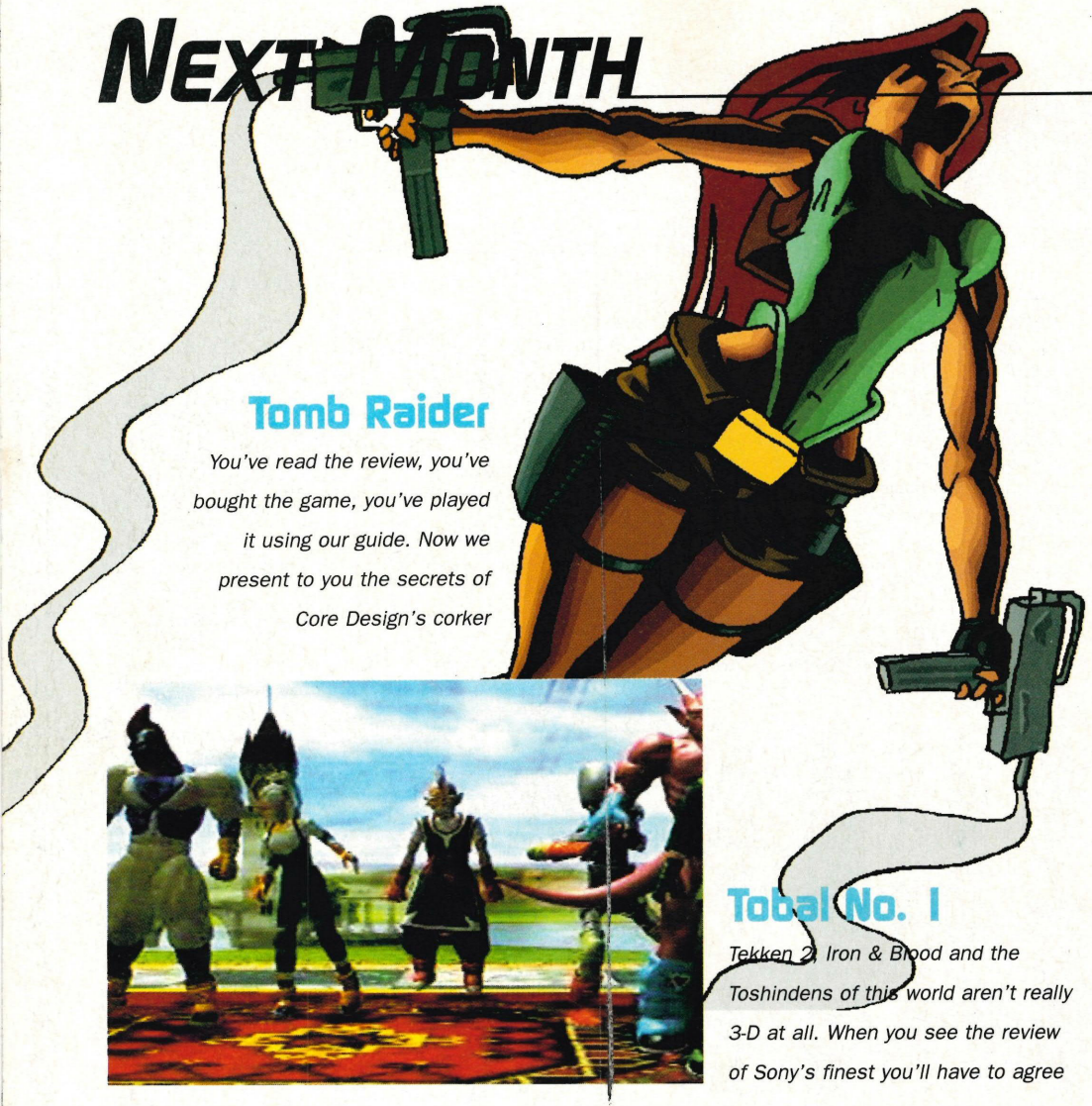
Also recommended
Williams Arcade Greatest
Namco Museum Volume 2

GAMES TO AVOID



Aquanaut's Holiday
Extreme Pinball
Street Fighter: The Movie
Lone Soldier
Galaxian 3
Cyberspeed
Novastorm
Off World Interceptor
In the Hunt
Any import you haven't seen reviewed in PlayStation Pro

NEXT MONTH



Tomb Raider

You've read the review, you've bought the game, you've played it using our guide. Now we present to you the secrets of Core Design's corker

Tobal No. 1

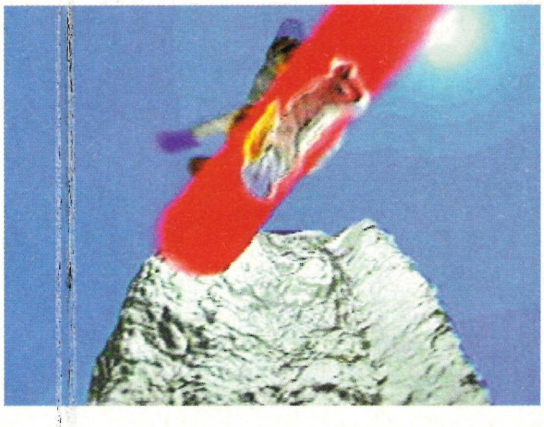
Tekken 2, Iron & Blood and the Toshindens of this world aren't really 3-D at all. When you see the review of Sony's finest you'll have to agree

ReLoaded

We said it once and we'll say it again – Gremlin hits us where it hurts next month, as it returns with a sequel to its 3-D bloodbath, Loaded. We'll also be hitting you with a full in-depth review

Cool Boarders

With Britain covered in snow, it only seems appropriate that we should review the PlayStation's first ever dedicated snow-boarding game. It's rad and pretty phat too



Readers' Poll

The dust has now settled on a hectic year in the world of the PlayStation. We give you the chance to vote for your favourite things of 1996 with an added incentive – valuable prizes

Hints n Tips

We've had your surveys back by the thousand and 80% of you want to see more tips. So we're giving you more. All the latest games sorted from start to finish

ALSO NEXT ISSUE

Parasite

Mech Warrior 2

Total Football

Deathtrap Dungeon

Porsche Challenge

Ayrton Senna's Kart Duel

Hexen

Quake

Perfect Assassin

Duke Nukem 3D

Space Jam

Kick Off 97

Quickdraw

City Of The Lost Children

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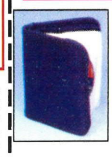
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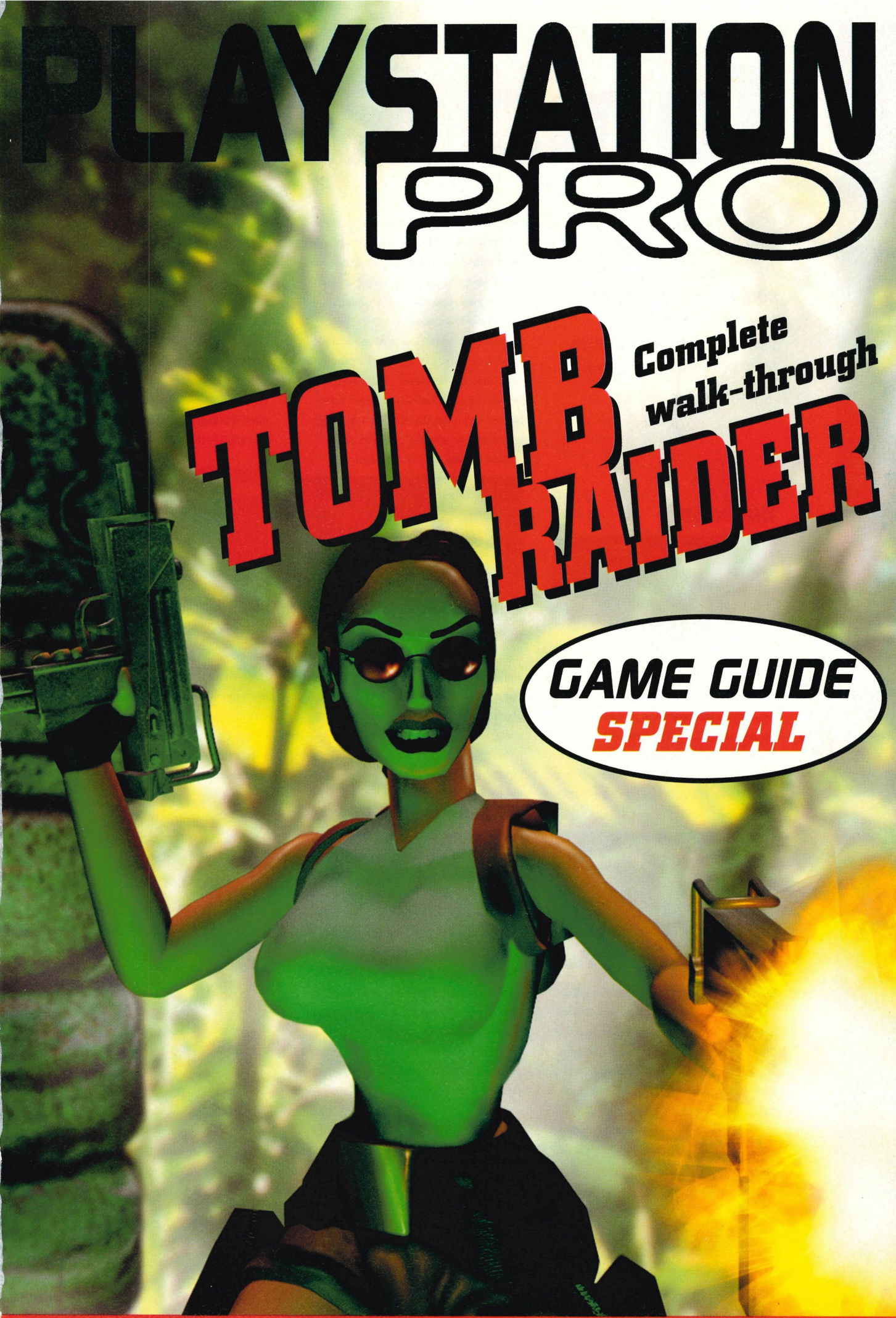
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PLAYSTATION PRO

Complete walk-through

TOMB RAIDER

GAME GUIDE SPECIAL

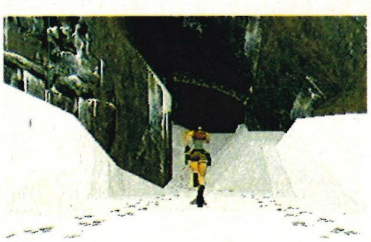


NEXT MONTH: SECRETS REVEALED

Tomb Raider

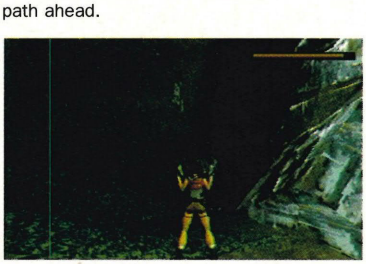
With the phone calls already being received thick and fast, we've come up with the goods to give the most comprehensive guide to this adventure classic

PERU
THE CAVES

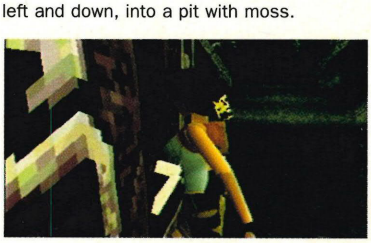


Walk-thru to the save beacon

From where you begin, run forward, following the animal tracks in the snow, until you come to a section of the cave that has vertical notches in the walls. Walk carefully past the dart trap and take the right turn in the path ahead.

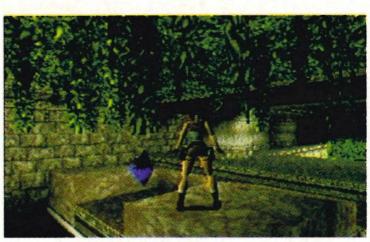


Run forward until Lara automatically looks up. Climb the cliffs to the top. Run forward until you reach a junction in the path. Shoot the three bats and take the path that goes straight on. Run forward into an area with a curved ceiling and ramps. Follow the cave left and down, into a pit with moss.



Fall through a hole in the middle of the moss into a small room. Follow the path to the end and activate the switch on the wall. Go through the door and walk into a large room with a huge wooden gate. Shoot the bat in the room and walk along the light coloured wall to a hole in the ceiling. Climb up into the room above.

Follow the tunnel into a huge room with wooden bridges. Run up the staircase to the right. Stop on the lowest stair and shoot the two wolves down below you. Cross both bridges and enter the door. Run and jump across the pit and use the Save Game Beacon to, well, save your game!



Walk-thru from the save beacon

From the save beacon, walk to either wall and look down into the pit. Shoot the bear and drop into the pit. Enter the doorway and shoot the two bats. Go around the corner and grab the small Medi Pack.

Walk onto the floor switch and scramble through the door before it closes. Return to the pit and jump over to the other side. Keep going forward into a room with a mossy doorway. Search the area to the left of the staircase and grab the Small Medi Pack in the darkness. Enter the doorway and shoot the two wolves in the room.

Climb down to the bottom of the room and if you search carefully, you will find another small Medi Pack. Walk to the staircase across from the Medi Pack and climb up onto it. Follow the staircase and activate the switch at the top to open the door to your left. Jump to the small ledge and immediately jump again and pull yourself up.

Go through the door and run up the staircase. Follow the staircase past the dart trap to the top and shoot the wolf. Walk over the cracked section of the floor and fall down into a new area. Run to the right and enter the door. Run forward until you reach a wall, turn left, and jump across the gap. Run forward and turn left. Shoot the wolf and grab the large Medi Pack. Enter the door and run around the corner. Pull the switch to open the large double doors. Slide down the ledge to the doors and enter them to complete the level.

THE CITY OF VILCABAMA



Walk-thru to the first save beacon

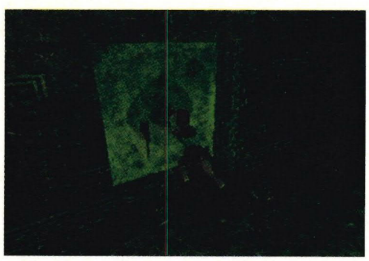
From where you begin, run forward into the large room and shoot the four wolves. Run into the corridor directly across from the double doors in the room. Run forward, shooting the wolf, until you come to two doorways.





Enter the doorway on the far side of the room, in the right-hand corner. Run through the corridor and shoot the three bats. Continue forward, past the left path and shoot the wolf around the corner. Go forward into the room and grab the small Medi Pack in the bushes. Run straight ahead and shoot the four bats in the area just past the path. Turn around and run forward.

Take the right path into a huge room with a pool of water. Go through either door next to the pool and kill the bear. Climb up on the ledge and grab the small Medi Pack. Exit the room and run forward and to the right, to a switch on the wall. Pull the switch and enter the door. Climb the staircase and jump across to the far platform. Run forward, across the break-away floor and jump across to the ledge. Grab the large Medi Pack and drop down to the ground.



Look around for a bluish square on one of the walls. Push on the blue square by pressing the Action button and the Up key and shove the big block forward into a tunnel. Keep shoving until you come out into a room. Shoot the bat and climb up onto the ledge. Grab the Silver Key and the Gold Idol in the two alcoves. Now use the big block to climb up onto the high ledge. Shoot the two bats and save your game at the Save Game Beacon.



Walk-thru from the first save beacon

From the first save beacon, run around the corner and climb up into the hole. Shoot the two bats at the top then drop into the passage and turn left. Run forward, back into the pool room and turn left. Run forward to a door with a lock and use the Silver Key to open the door.



Enter the new room and run past the dart traps. Shoot the five wolves that appear and run into the far left doorway. Enter the room and use the platforms to climb up to the doorway at the top. Shoot the two bats and continue up the stairs to a switch. Activate the switch and the far right door will open outside the temple.

Grab the small Medi Pack and exit the room. Fall down to the ledge below and grab the Shotgun Shells. Drop down to the red ledge and grab another Small Medi Pack. Drop down one more time, to the ground and enter the far right door. Run forward into another room with ledges and work your way up to the top. Shoot the bat at the top of the stairs and activate the switch to open the middle door on the temple. Run outside and use the Save Game Beacon.



Walk-thru from the second save beacon

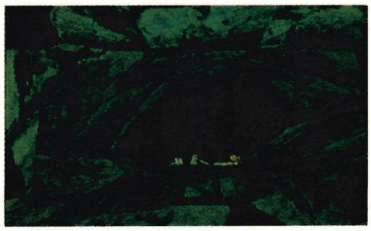
From the second save beacon, drop down the ledges to the ground. Enter the middle door and proceed carefully down the hallway, past the scythe trap. Pull the switch in the small room you come to and you will fall into a pool of water. Swim down and enter the small tunnel in the wall.

Follow the tunnel and climb out of the water into a small room. Pull the switch in the room and go through the window to the right of the switch. Jump into the pool, swim straight up and climb out of the water. Shoot the bear and walk to the lock by the door. Use the Gold Idol to unlock the door. Enter the door to complete the level.

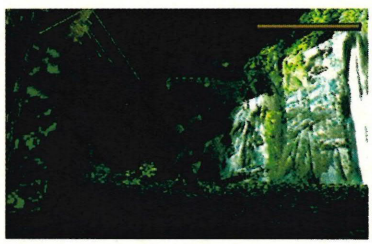
THE LOST VALLEY

Walk-thru to the first save beacon

From where you begin, run forward and jump into the river. After you fall down the waterfall climb out of the water and shoot the two wolves. Enter the cave across from the waterfall and shoot the wolf around the corner. Continue through the cave to some white rocks. Climb up the white rock to the top.



Grab the large Medi Pack and run forward and slide down to the grass below. Shoot the Raptor and run around the corner into the valley. Shoot another Raptor and continue forward, underneath the broken bridge. Get ready for the fight of your life as a T-Rex stomps around the corner and comes after

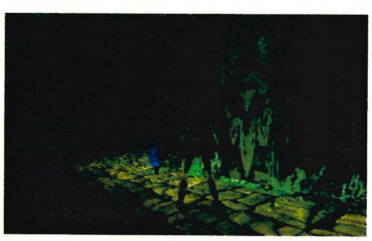


you! Shoot the T-Rex and continue forward to two waterfalls. Run towards the broken bridge on the right side of the valley and look for a moss-lined doorway in the valley wall. Go through the door and run to the right onto a rocky pedestal. Shoot the Raptor below and run forward through the room. You'll enter another large area with a water fall. Climb up the ledges to the right of the



waterfall all the way to the top. Grab the first Machine Cog, climb back down and jump into the water.

Swim through the tunnel and surface next to the right waterfall. Climb out of the water and turn to face the two waterfalls. Turn left and run forwards towards a temple. Shoot the Raptors and enter the temple. Save your game at the Save Game Beacon.



Walk-thru from the first save beacon

From the first Save Beacon, jump into the right side of the fountain. Swim forwards and right to find a Second Machine Cog.

Grab the Cog and return to the surface. Climb up onto land and look up for a lit cave in the valley wall. Climb up the lit cave and follow the tunnel. Save your game at the Save Game Beacon.



Walk-thru from the second save beacon

From the second Save Beacon, continue through the tunnel until you come to a broken bridge. Jump across to the other side and grab the third Machine Cog. Drop down off the broken bridge (by holding the Action button and backing off the bridge) and fall to the ground. Turn right and run past the T-Rex, into the cave.

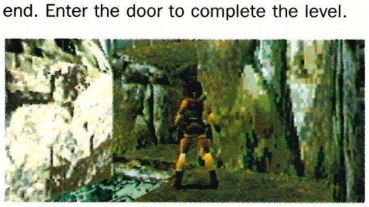
Go to the dark corner inside the cave. Turn right and face the ledge. Run and jump to the ledge. Turn left and climb up the white rock. Continue forward and slide down the other side. Run forward through the tunnel, back to the big waterfall. Climb up the ledges to the left of the waterfall, to the top.

Run forward until you reach a wall. Turn right and jump over the river to the other side. Turn left and walk to the wall. Turn left and jump to the other side. Walk up the slope, turn right and jump over to the other side. Run and jump to the opposite ledge. Finally, jump to the last ledge and pull yourself up. Run through the tunnel into a room with a rope bridge. Save your game at the Save Game Beacon.



Walk-thru from the third save beacon

From the third Save Beacon, run across the rope bridge and use the three Machine Cogs on the three wooden pegs. Pull the switch to lower a dam and stop the big waterfall. Run back to the water and jump in. Swim forward until you come to the dam. Turn left and pull yourself up onto the ledge. Grab your first new weapon – the Shotgun! Return to the very first waterfall and you will see a new tunnel that was hidden behind the waterfall. Enter the tunnel and open the door at the end. Enter the door to complete the level.



THE TOMB OF QUALOPEC

Walk-thru to the first save beacon

From where you begin, run forward and enter the tomb. Run forward, up a slope until you see a large boulder rolling straight



for you. Turn around and run like crazy back into the entrance of the tomb. Dart around the corner to avoid the boulder. Pull the switch to the left of the tomb entrance and shoot the two Raptors that charge at you. Run into the tunnel the Raptors came from and follow it into a small room. Save your game at the Save Game Beacon.

Walk-thru from the first save beacon

From the first Save Beacon, turn right and run through the doorway that has a picture



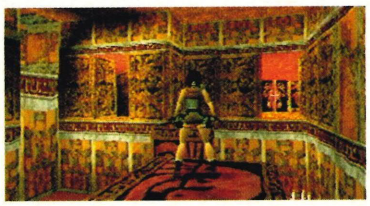
of a face over it. Follow the tunnel into the next room. Push the big brown block forward, twice. Turn left and push a second brown block forward. Run across the collapsing floor and pull the switch.

Return to the Save Beacon and enter the doorway with a circular pattern over it. Follow the hallway to an alcove with a switch. Walk up to the switch and you will fall through the floor. Shoot the three wolves and run up either ramp to the top of the room. Pull on the big block until it comes out of the wall.

Get on each side of the block and push it to the side to reveal an entrance. Enter the new entrance and climb up the staircase. Drop into the pit and grab the small Medi Pack. Climb up the other side of the pit and climb up again. Run up the stairs and pull the switch. Grab the small Medi Pack and drop backward into the red hole. Turn around and run into the room with the Save Beacon.

Enter the doorway with the picture of a bird over it. Turn left and drop through the doorway into a room with a bird block. Turn left and enter the doorway. Climb the stairs to the top and turn right. Jump and grab the white ledge and pull yourself up. Jump and climb up three more ledges to a hallway.

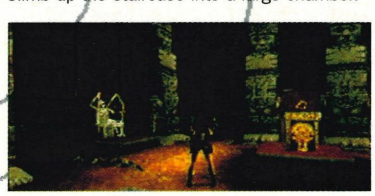
Run through the hallway until you reach a room. Drop down two ledges and turn left and drop backwards to a ledge across from the bird block. Step onto the bird block and turn around. Jump into the small opening in the wall. Follow the hallway and pull the switch. Head to the entrance room and pull the switch.



Return to the hallway entrance and walk to the edge. Face diagonally to the right and jump to a block you can't see. Jump to the second block. Turn right a little and jump towards the door. Enter the room and pull the switch. Run and jump out of the tunnel to the floor of the room. Run up the small ramp against the wall and climb up to the door. Run down the right-hand tunnel and shoot the Raptor. Continue forward into the Save Beacon room. Turn right and go through the doorway with no picture above it. Run forward, through the entrance room and into the new hallway. Save your game at the Save Game Beacon.

Walk-thru from the second Save Beacon

From the second Save Beacon, run through the room with idols and avoid the dart traps. Climb up the staircase into a large chamber.



Shoot the guard to the left of the King then grab the Scion piece on the pedestal in the middle of the room. Run through the red gate and into the entrance room. Keep running into the entrance tunnel and go past the boulder to a Save Game Beacon.



Walk-thru from the third Save Beacon

From the third Save Beacon, jump into the water at the end of the tunnel. Surface and climb out of the water to find the boss, Larson. Shoot Larson and you will complete the level.



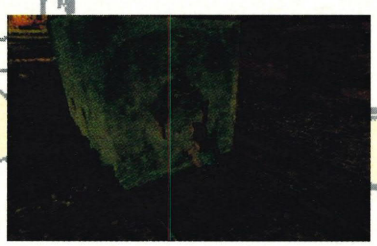
THE MONASTERY

ST. FRANCIS' FOLLY THE MONASTERY

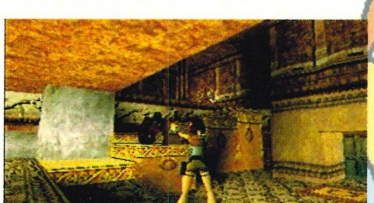


Walk-thru to the first save beacon

From where you begin, immediately run to the right and jump onto the wall. Walk to the end of the ledge and shoot the two lions. Run straight ahead to the block with a symbol on the floor behind it.



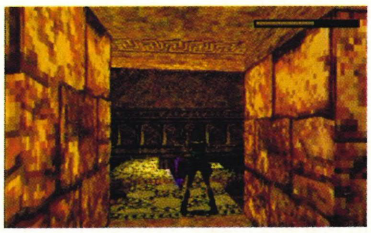
Pull the block onto the symbol and a door will open up high. Push the block forward twice and a door will open down low. Push the block forward one more time.



Run around the block and enter the temple door. Shoot the two apes and pull the switch across from the door. Walk onto the stairs to the right of the door and shoot a third ape that appears. Continue up the stairs and pull another switch at the top to open a door that leads out of the area. Run outside and shoot the adventurer named Pierre. Fight him the same as you did Larson.

After he runs away, climb onto the block you pushed earlier. Run and jump to the next column. Jump again to the next column and grab the Large Medi Pack. Now, run and jump to the brick ledge against the far left wall. Jump along the ledges to a door. Enter the door and follow the hallway to a sloping pit.

Fall into the pit so you are facing forward. Slide down the pit and drop into the water. Swim forward and enter the second hole. Climb into the room and pull the switch to drain the water. Drop into the tunnel and shoot the croc. Run to the end of the tunnel and save your game at the Save Game Beacon.



Walk-thru from the first save beacon

From the first Save Beacon, make a running jump across to the ledge in the middle of the room. Shoot the bats in the ceiling. Drop down to the next ledge below you, then drop again to the next ledge below. Pull the switch to open the Thor door. Turn right and jump across to the grey square on the ledge. Turn right and run to the edge of the platform.

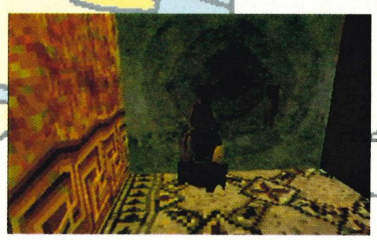
Roll just before the edge and drop down. Roll and run forward. Roll again at the edge and drop down to a ledge. Run forward and shoot the two bats. Drop off the ledge to the ground. Go to the pillar and pull the switch to open the Atlas door. Climb up the stairs to the right and jump up to grab the ledge. Run halfway across the ledge then turn to face the middle ledge.

Do a running jump onto the middle ledge and pull yourself up. Pull the switch around the corner to open the Neptune door. Turn around and jump to the sandstone staircase. Turn around and jump up and grab onto the ledge. Pull yourself up and save your game at the Save Game Beacon.

Walk-thru from the second save beacon

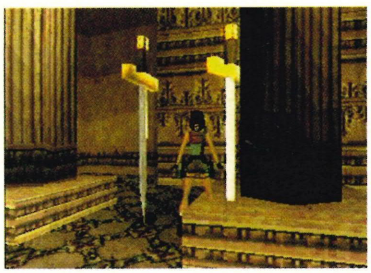
From the second save beacon, turn left and run through the Thor door. Avoid the lightning and enter the next room. Stand on the symbol on the ground until you hear a snapping sound. Hop backwards to avoid the hammer and wait for two blocks to drop into the room.

Push the first block forward three times towards the wall nearest the head of Thor's hammer. Climb up the block to the next



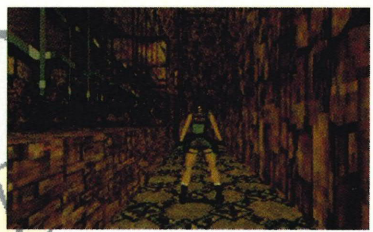
ledge and pull the second block backwards three times. Climb onto the block and jump to the ledge. Grab the small Medi Pack and turn left. Run and jump to the next ledge. Enter the room and grab the Thor Key.

Exit through the Thor door and run forward to the edge. Turn left and walk around the corner. Jump to the stone ledge on the left and pull yourself up. Jump up to the small ledge to the right and shoot the two bats. Turn right and jump across to the middle ledge. Climb up and over the staircase to find a switch. Pull the switch to open the Damocles door. Climb onto the staircase

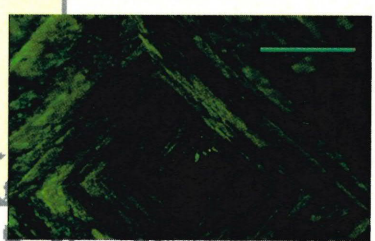


and run through the Atlas door. Shoot the ape and run forward and enter the gate.

Run up the hill until you see another huge boulder rolling at you. Quickly roll and run down the hill. Just before you reach the pit, roll again and grab onto the ledge as the boulder rolls right over you. Run up the hill and jump up to the ledge on the left. Climb up to another ledge and run forward. Grab the Atlas Key then backtrack out through the Atlas door. Run forward from the Atlas door to the highest step.



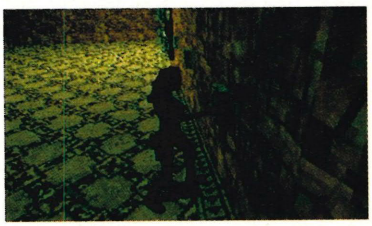
Jump up and pull yourself up to the next ledge. Turn left and jump across to the staircase. Shoot the bats and climb to the highest step. Run and jump to the middle ledge and walk around to the other side. Run and jump over to the Neptune door and enter it. Jump into the water and let the current carry you into a large tunnel. Swim forward and turn up and left into a narrow tunnel. Pull the switch then turn left and swim forward.



Grab the Neptune Key and exit back through the Neptune door. Run and jump from the Neptune door across to the middle ledge. Climb down to the ledge across from the sandstone staircase. Jump to the stairs and enter the Damocles door. Go forward into the next room and grab the Damocles Key. Carefully WALK back out through the Damocles door. Drop down to the ground and save your game at the Save Game Beacon.

Walk-thru from the third save beacon

From the third save beacon, shoot the two cougars and that stupid adventurer again, then walk to the door. Use the four keys to remove the bars by the door. Enter the door to complete the level.



THE COLOSSEUM

Walk-thru to the first save beacon

From where you begin, run to the right and jump into the water. Climb onto the ledge and shoot the croc. Swim past the dead croc and climb up out of the water. Shoot the two lions guarding the temple. Enter the temple and run up the stairs. Shoot a third lion and go back outside.

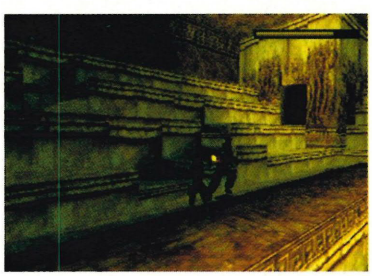
Run all the way down the left side of the temple. Climb up the rock ledges and jump across to the temple. Turn right and run forward along the ledge and grab the large Medi Pack. Go all the way back around the ledge and climb up onto the block. Jump straight up and climb to the next ledge. Follow the ledge around the temple again to the end.

Jump diagonally to the right, over to a ledge near a door. Enter the door and walk to the edge of a pit. Shoot the two crocs and turn to face the wall. Jump and grab the



crevice in the wall, shuffle to the right and drop onto the ledge. Run up the ramp and follow the tunnel.

Drop through the hole into the temple. Turn right and walk up the staircase to the Colosseum. Shoot the three beasts, then



shoot the no-good adventurer again until he runs away. Jump into the pit on the left side of the Colosseum. Save your game at the Save Game Beacon.

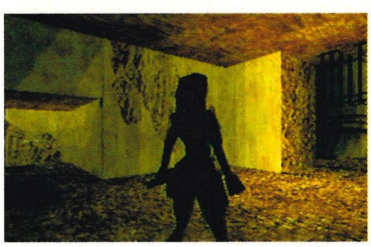


Walk-thru from the first save beacon

From the first Save Beacon, climb out of the pit and go through the doorway in the rear corner. Slide down the slope and shoot the two lions. Run to the far wall and pull the switch. Turn around and pull the switch. Run down the new hallway and into a pit. Jump and shoot the three cougars up above you. Climb out of the pit and run to the opposite side of the Colosseum.



Walk between the rocks and shoot another cougar. Slide down the slope and run to the back of the room. Step on the grey switch and turn around. Enter the right-hand gate and grab the small Medi Pack. Return to the grey switch and wait for the gates to close. Step on the grey switch again and enter the left-hand gate. Pull the switch and run around the corner through the right-hand gate. Run through a second gate before it closes and pull the switch. Go outside and enter the white door. Run down the slope and save your game at the Save Game Beacon.



Walk-thru from the second save beacon

From the second Save Beacon, run forward through the door and climb up the long series of ledges. Turn left and run up the ramp. Climb up the ledge and grab the Shotgun Shell to your right. Walk back to the rocks and turn to face the rock slide. Run and jump to the rocks then jump to the first solid step of the Colosseum. Turn left and make a running jump to the ledge.



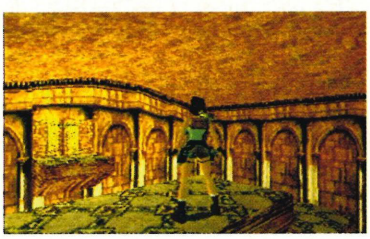
Shoot the two apes and run past the bed chamber into the next chamber. Pull the block backward twice and run into the tunnel behind it. Grab the small Medi Pack and pull the switch. Leave the bedchamber room and return to the end of the ledge. Jump across to the solid stair, then hop backward and slide to the ground. Turn right and run around the rocks to a block-shaped ledge. Climb up to the ledge above and run up the staircase.

Enter the door to your right and shoot the two bats. Run into the lit hallway and run around the corner. When the gate slams shut behind you, roll into the pit and grab the ledge as another boulder rumbles past you. Climb out of the pit and jump to the other side. Run up the slope and pull the



switch. Run around the corner and slide down into the dark room. Run through the left door and out onto the steps above the Colosseum floor.

Walk to the lowest step and shoot the couger. Continue forward and shoot the adventurer yet again. Run forward, up some steps, and enter the door. Run forward into a lit chamber. Walk to the left pillar and stand just to the right of it. Run forward and



jump onto the right edge of the block. Side-jump to the right, then jump backward. Now side-jump left and jump forward to the top ledge.

Pull yourself up and turn around. Run and jump across to the switch and pull it. Return to the Colosseum and enter the door you just opened. Pull switch. Jump into the water and swim through the tunnel to the next room. Climb out of the water and push the block forward twice. Run into the next room and save your game at the Save Game Beacon. Grab the small Medi Pack.

Pull the block back once and run into the alcove behind it. Grab the Rusty Key and return to the water tunnel. Swim through the tunnel and drop back down into the dark room again. Run through the right-hand door and drop into the Colosseum. Shoot the ape

and run toward the block shaped ledge in the corner. Carefully move past the spikes and return to the bedchamber. Save game.

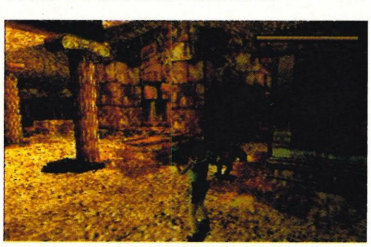


Walk-thru from the third save beacon
Use the Rusty Key in the lock in the corner to open a gate.



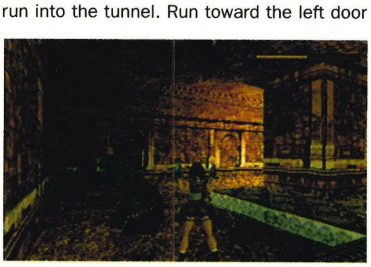
Run down the stairs in the back and grab the Small Medi Pack. Enter the gate and jump into the water. Swim forward and go up the first hole you come to. Climb out of the water and pull the switch. Jump back in and continue through the tunnel to complete the level.

THE PALACE MIDAS



Walk-thru to the first save beacon
From where you begin, climb out of the water and run towards the pillars at the end of the tunnel. Shoot the two apes and run to the end of the room. Enter the left door into a temple entrance. Shoot the three apes and grab the Large Medi Pack. Enter the door and run through the tunnel to the Save Game Beacon.

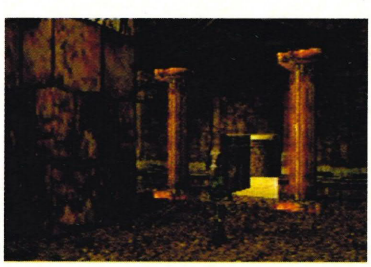
Walk-thru from the first save beacon
From the first save Beacon, pull the switch at the end of the tunnel. Return outside and run into the tunnel. Run toward the left door



and shoot the two apes. Enter the door and return to the pillar tunnel. Run forward, past the pillars, and return to where you started by the pool. Turn left and shoot the croc around the corner. Run down the hallway and turn right.

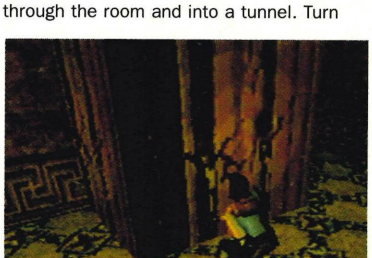
Follow the hallway until you come to an intersection. Turn right and run forward to the narrow opening between the stone wall and the rock cliff. Run around the corner and shoot the ape. Grab the two Magnum Clips then return to the intersection. Run forward and shoot the two lions. Continue forward to the wall and turn right. Shoot the three bats and grab the small Medi Pack.

Return to the intersection and take a right. Run through the tunnel you just came from and run up the staircase. Turn left at the top of the staircase and run down the tunnel to the next chamber. Shoot the three apes and run forward to the tall orange pillar. Climb to the top of the pillar and use running jumps to leap forward across the pillars to the top. Turn right and jump to the platform with five switches. Pull the far left switch and drop into the pit. Go down the stairs and pull the switch at the bottom. Run through the gate and turn left. Run forward into the lit room and save your game at the Save Game Beacon.



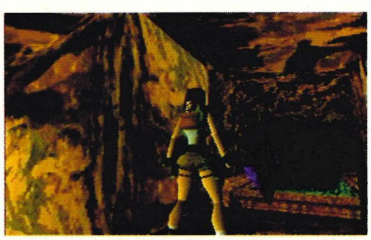
Walk-thru from the second save beacon
From the second save beacon, step forward onto the lowered floor and you will extinguish the flames. Run across the torches to the opposite side and grab the first Lead Bar. Shoot the rats in the water then jump in. Swim through the water and climb up the staircase. Run forward into the pillar chamber and shoot the ape. Run through the gate and climb up to the five switches.

Pull the second from the right switch. Now pull the middle switch. Finally pull the far left switch and drop into the pit. Run through the gate and around the corner into an open door between the two columns. Run through the room and into a tunnel. Turn



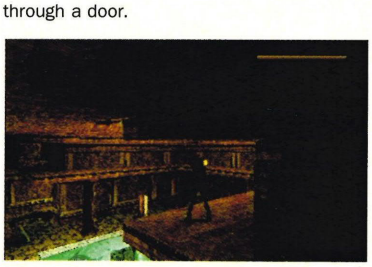
right and go down the stairs to the bottom. Pull the block out of the wall once and return to the staircase. Run up the stairs to a doorway that over-looks a big column in a huge room.

Look down and to the right and you will see a dark square below you. Jump to the dark square. Run and jump to the centre column and pull yourself up. Run and jump again, and grab onto the sandy ledge. Turn left and make a running jump onto a ledge by a passage. Enter the passage and turn right. Climb up to the top and use the Save Game Beacon.

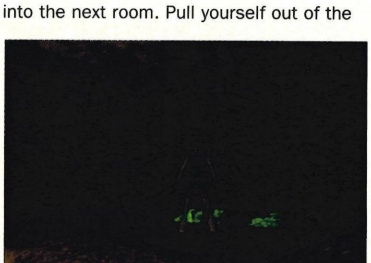


Walk-thru from the third save beacon
From the third Save Beacon, walk forward and shoot the apes and bats in the room. Jump across to the pool. Back-up and drop down to the ledge below. Shoot the ape and go to the second opening on your right. Jump across to the ledge. Run forward along the ledge and shoot the two apes. Run to the second to the last alcove and jump across to the tiny ledge on the opposite cliff.

Shuffle to the left and drop down onto the ledge. Shoot the bat, then do a running jump over to a door on a ledge. Run through the corridor and up the ramps to a lit tunnel. Run down the tunnel and grab the large Medi Pack. Jump out of the tunnel and slide down the long slope and make a long climb down. Keep going until you emerge onto a high ledge in the room where you began. Shoot the cougar and follow the ledge through a door.

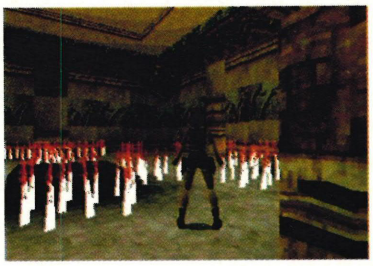


Go down the tunnel and hop into the opening on the left. Walk out onto the ledge and turn right. Run and jump across to the ledge. Turn right and run up the ramp to a pool. Jump into the water and swim forward into the next room. Pull yourself out of the



water and climb up onto the rock. Walk forward and shoot the bat. Jump across the gap and grab the second Lead Bar. Save your game at the Save Game Beacon.

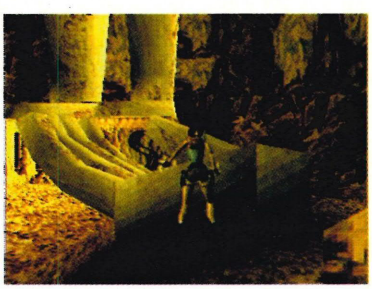
Walk-thru from the fourth save beacon
From the fourth save beacon, jump from the corner of the roof to the rocky ledge below. Shoot the two lions from above. Run down the stairs into the tunnel. Turn left and run forward into the entrance room. Turn left and follow the path up the stairs. Follow the tunnel left and enter the room with the five switches.



Pull the far-right switch and the second from the right switch. Run back down to the floor and run left around the corner. Enter the door that leads into a room full of spikes. Walk through the spikes and enter the doorway on the right. Run around the ramp and pull backward on the block twice. Enter the tunnel behind the block and pull the switch.

Run up the ramp and the staircase to the top. Jump from the edge to the first pillar. Turn right and jump forward, across the pillars to the final pillar. Jump from the edge of the pillar to the doorway, and immediately jump backward onto the pillar again. Shoot the ape, then jump into the doorway and grab the third Lead Bar. Jump to the pillar then jump down to the floor. Return to the five switches. Pull the middle switch and the far-left switch. Return to the room where you began and run forward, down the stairs, and into a garden.

Shoot the two apes and use the wall on your right to climb up and jump to the roof. Grab the Large Medi Pack, then run down the hallway into the chamber of Midas. Stand next to the hand and use your Lead Bars to turn them into Gold Bars. Walk onto the right side of the Midas plaque and climb up to the ledge. Save your game at the Save Game Beacon.



Walk-thru from the fifth save beacon
From the fifth save beacon, return to the room with the five switches. Turn left and run into the back on the room and enter a newly opened door. Shoot the lion then enter the doorway and climb up the stairs. Grab the Shotgun Shells and go back down the staircase. Enter the door on your right into the final room. Use a Gold Bar in each alcove to open the door. Enter the door and slide down the slope to complete the level.

THE CISTERN



Walk-thru to the first save beacon
From where you begin, drop to the floor and shoot the rat. Push the block forward twice, then push it under the switch. Climb up on the block and pull the switch. Turn around and shoot the two rats. Run through the white door and grab the large Medi Pack. Return to the rat room and climb down the hole into the next room.

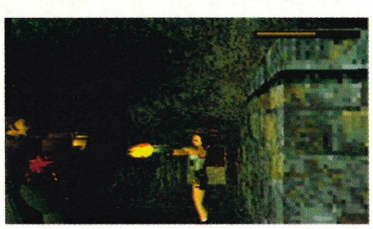
Run outside onto the long bridge. Run forward until you are past the guard rails and turn right. Make a running jump to the pillar and pull yourself up. Shoot the rats and walk down to the lowest step. Turn right and jump to the crevice in the wall. Shuffle to the left and drop to the next ledge. Grab the Shotgun Shells and turn left.

Jump and grab the next crevice and shuffle to the left. Pull yourself up onto the ledge and turn right. Climb up the next ledge and run forward to the end. Grab the first Rusty



Key and turn around. Run back to the other end of the ledge. Climb down once, then hang and drop to the brick path. Run forward along the path and climb up to the Save Game Beacon.

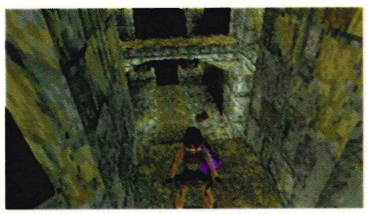
Walk-thru from the first save beacon
From the first save beacon, turn right and



jump over to the ledge. Run forward and go up the staircase. Shoot the guy and run to the right. Climb onto the wall on the right side of the room. Turn right and hop over to the ledge. Turn left and jump up and grab the next ledge. Climb up and grab the small Medi Pack.

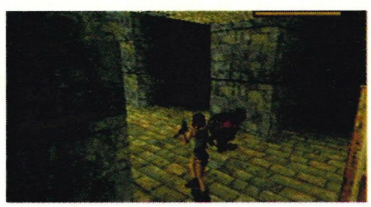
Turn right and run up the slope. Turn right and jump to the ledge. Run and jump forward to the next ledge. Climb up and grab the Large Medi Pack and the Shotgun Shells. Position yourself at the middle of the ledge and hang off it. Drop off and you will land in front of a couple of holes in the floor. Go to either hole and jump into the water. Swim down and enter the tunnel. Swim to the ledge and pull yourself up.

Turn around and shoot the rat. Run up the steps and do a running jump across to the high ledge. Climb up and turn left. Run and jump to the next ledge and grab the second Rusty Key. Run forward and do a roll to grab onto the ledge. Shuffle to the left until you come to a ledge. Drop down and shoot the two rats. Run forward and slide down the slope to the Save Game Beacon.



Walk-thru from the second save beacon
From the second save beacon, run forward and slide down the ramp to the statues. Shoot the rats and the crocs. Climb back to the top of the long ramp and turn and face the water. Turn right and jump to the bridge. Work your way to the other side of the room.

Climb up the wall then climb up to the ledge on your right. Run to the end of the ledge and hang off and drop down to the ledge below you. Climb up the ledges and jump over to the ledge with the guard-rails.



Turn right and do a running jump to the platform. Turn left and jump to the door. Use a Rusty Key and open the door.

Enter the door and turn left. Climb up to the ledge and shoot the two apes. Jump forward to the next ledge and shoot that damn adventurer until he flees. Jump to the next ledge and grab the Large Medi Pack. Jump to the highest ledge. Jump again and grab onto the crevice. Shuffle to the right and drop onto the ledge. Turn right and drop

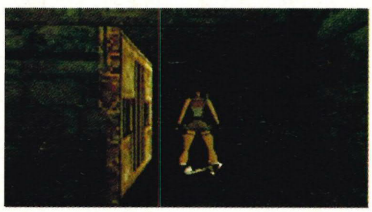
through the hole. Run forward and shoot the three crocs and the rat around the corner. Save your game at the Save Game Beacon.



Walk-thru from the third save beacon

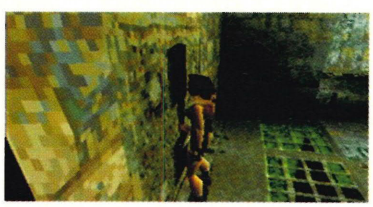
From the third save beacon, climb up to the ledge above the Save Beacon. Turn around and jump to the ledge. Jump to the next ledge. Turn right and jump to the next ledge. Run forward and drop to the ledge below. Grab the crevice and shuffle left to a white door. Pull the switch and enter the door. Jump diagonally into the pit and shoot the two rats. Drop into the green hole and shoot the rat.

Run through the doorway and shoot the rat to your right. Climb to the top of the stairs in the room with the gold door. Face the wall and jump up to the next ledge. Turn right and climb up to the next ledge. Run to the end, turn right and jump up to the next ledge. Turn right and make another running



jump to a ledge. Jump again to a switch and pull the switch. Drop to the ground and enter the gold door.

Grab the first Silver Key and turn around. Run and jump into the water. Swim past the first hole and continue into the main pool. Climb up to the top of the ramp again. Face the wall, turn left and jump to the bridge. Walk forward and climb onto the pillar. Turn around and jump to the ledge with the guard-rails. Run up the stairs and pull the



switch to flood the level. Return to the main chamber and jump into the water.

Swim forward and a little right into a narrow tunnel. Follow the tunnel until you see light above you. Swim all the way up the vertical tunnel and pull the switch at the top. Climb out of the water and shoot the rats. Grab the Large Medi Pack, Small Medi Pack, Shotgun Shells, and save your game at the Save Game Beacon.

Walk-thru from the fourth save beacon

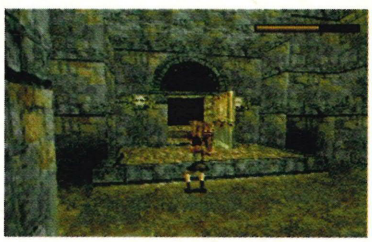
From the fourth save beacon, jump into the water and swim through the door. Grab the second Silver Key and swim back to the main chamber. Climb out of the water and go to the right-hand door. Use a Rusty Key to open the door. Enter the door and jump into the water. Swim down into the tunnel and grab the Small Medi Pack and the Gold Key.



Swim through the gate and back into the main chamber. Climb out of the water and shoot the croc. Climb up the staircase with the guard-rails to a locked door. Use a Silver Key to open the door. Use another Silver Key to open a second door. Run through the door and turn right. Jump up to the ledge and turn around. Run and jump to the Save Game Beacon.

Walk-thru from the fifth save beacon

From the fifth save beacon, turn to face the high ledge and jump over to it. Turn right

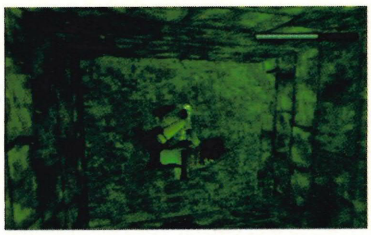


and jump to the lock in the wall. Shoot the ape, then use a Gold Key to open the door below you. Drop down and enter the door. Shoot the two lions and run to the back of the room. Pull the block backward twice, behind the switch. Then pull the same block backward, away from the wall four times.

Move to the other side of the block and push it forward once. Climb up on the block and turn around. Jump to the high ledge and grab the Large Medi Pack and the two Magnum clips. Drop down to the floor and fall into the hole behind the switch to complete the level.



THE TOMB OF TIHOCAN



Walk-thru to the first save beacon

From where you begin, swim down and forward until you come to a couple of tunnels going up and down. Swim through the downward tunnel and pull the switch at the end. Swim back and take the upward tunnel and climb out of the water. Pull another switch, turn right and enter the door. Shoot the croc in the room and climb up the stairs. Turn to the next ledge and jump over to it. Turn left and climb up the next ledge.

Immediately run and jump to the ledge in the left-hand corner of the room. Climb up into the tunnel and pull the switch at the end. Turn around and jump into the water. Climb up onto the white block in the room. Run into the tunnel and dive into the water. Swim down to the bottom and pull the switch. Return to the surface and take a deep breath then follow the current into a tunnel. Swim forward all the way to the end. Climb up out of the water into a small room.

Shoot the rat then pull the block once toward the water. Climb up onto the block and jump up to the white ledge. Turn around and jump across to the next ledge. Turn right and jump over the small block into the dark area. Climb up onto the ledge. Turn right and climb up to the next ledge. Turn right again and climb up to the next ledge once more. Make a running jump over to the Save Game Beacon and save your game.

Walk-thru from the first save beacon

From the first save beacon, shoot you-know-who if he appears and walk to the swinging



blade. Jump to the ledge behind the blade and grab the Shotgun Shells. Jump back to the ledge and make a running jump onto the pillar. Jump to the ledge next to the swinging blade. Turn and face the door behind the blade and jump over to it. Run down the stairs and grab onto the ledge.

Shuffle all the way to the right and climb up. Run forward into the tunnel and pull the switch. Jump into the water and swim up to

the lowest stair next to the wall. Shoot the rat and jump into the water. Swim through the tunnel and climb up into a new room. Shoot the cougar and run into the tunnel and pull the switch. Return to the Save Game Beacon and save your game.



Walk-thru from the second save beacon

From the second save beacon, jump up and



shoot the two apes on the ledge above you. Jump up to the ledge and face the crevice to the left of the gate. Jump over and grab onto the crevice. Shuffle to the right and climb up onto the ledge. Enter the gate and grab the Gold Key and the large Medi Pack. Return to the save beacon and enter the tunnel next to the beacon.

Use the Gold Key on the lock. Turn around and make running jumps across the floating blocks to the other side. Grab the Small Medi Pack and enter the door. Turn left and enter a room with writing on the floor. Pull the block in the wall backward twice onto one of the writing tiles. Run around the corner and shoot the ape. Enter the door and grab the Shotgun Shells and the Magnum Clips. Run back to the block and pull it backward twice onto another writing tile.

Shoot another ape then enter the room and grab the Shotgun Shells. Return to the block and climb up onto it. Jump across and enter the white door. Jump past the slicer and grab the Large Medi Pack and the Rusty



Key. Return to the block and push it forward once, away from the ledge. Go to the opposite side of the block and pull it onto a writing tile. Climb up onto the block and shoot the four rats.

Enter the room the rats came from and grab the small Medi Pack. Return to the block and push it forward twice, away from the nearest wall onto the last writing tile. Turn around and run to the open door. Run forward and grab the Rusty Key then turn around and grab the small Medi Pack. Go the room with the two locks on either side of a door. Use a Rusty Key on each lock to open the door. Save your game at the Save Game Beacon.

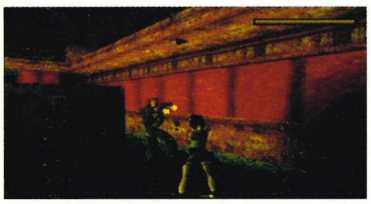
Walk-thru from the third save beacon

From the third save beacon, slide down the slope and into a pool of water. Swim to the ledge and climb up to it. Shoot the croc and turn around. Run into the tunnel and climb up the ledges to the top. Slide down the ledge and walk over to a short ledge. Turn right and slide down the slope. Near the end of the slope, jump to the ledge and climb up the cliff. Pull the switch then turn around and jump into the water. Swim under a huge temple and enter a hidden tunnel. Swim through the tunnel and climb out into a room. Save your game at the Save Game Beacon.



Walk-thru from the fourth save beacon

From the fourth save beacon, pull the switch and jump into the water. Swim forward and climb up onto the sandy bank to your left. One of the temple guardians will come to life and start lobbing fireball at you. Jump left and right to avoid the fireballs while shooting it with your guns. Enter the temple and equip your Magnums. That jerk that has been pestering you for the last four levels is in the room. Payback time!! After you turn him into human swiss cheese, search his body to find the second piece of the Scion, the Magnums, and a Gold Key. Climb up onto the ledge above the room and grab the two Magnum Clips and the Large Medi Pack. Now use the Gold Key on the lock and enter the room. Read the hieroglyphics in Tihcon's Tomb to complete the level.





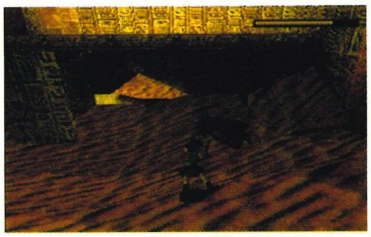
EGYPT

THE CITY OF KAHMOON

Walk-thru to the first save beacon

From where you begin, run forward and drop into the pit. Turn left and jump into the tunnel next to the dark block. Pull the switch to open a door behind you. Drop out of the tunnel and enter the door. Go to the block and pull it backward three times. Jump into the tunnel behind the block and grab the Magnum Clips and the small Medi Pack.

Go back outside and climb onto the block. Now walk behind the second block and pull it backward once. Run to the other side of the block and pull it backward as far as you can. Go to the opposite side of the block and push it forward into the wall. Climb up to the ledge in the corner. Turn right and jump to the crevice in the wall. Shuffle to the right and climb up into a cave.



Shoot the panther then jump into the cave. Turn left and climb onto the ledge. Grab the Magnum Clips and the small Medi Pack. Return to the floor of the cave and slide down the slope to the front of the Sphinx. Shoot the mummy that appears. Turn right and jump into the water. Grab the two Magnum Clips on the bottom and swim back up to the surface. Climb up to the ledge between the palm trees. Climb again to the next highest ledge. Run forward and turn left. Run and jump over the tall pillar and pull yourself up.

Grab the Shotgun Shells and dive into the water. Climb out of the water and go to the left paw of the Sphinx. Climb up to the chin and walk around the left side of the head. Enter the tunnel and grab the Shotgun Shells, the Sapphire Key, and save your game at the Save Game Beacon.

Walk-thru from the first save beacon-

From the first save beacon, walk to the block between the Sphinx's arms and pull it backward twice. Enter the tunnel behind the



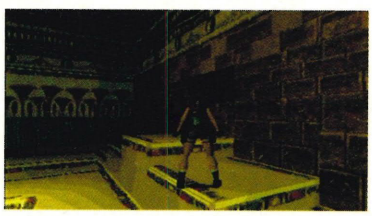
block and use the Sapphire Key on the lock. Enter the door and run down the tunnel. When you emerge into a room, climb down the right and grab the Small Medi Pack. Jump forward onto the next ledge and shoot the panther. Jump forward twice to reach the ledge against the wall. Turn right and run down the hallway. Shoot the panther and continue forward to the Save Game Beacon.

Walk-thru from the second save beacon-

From the second save beacon, walk forward and shoot the croc. Drop down off the ledge and run into the hallway below to grab a Large Medi Pack. Return to the chamber



and run up the ramp to make a boulder roll down at you. Jump out of the way and go to the water in the corner of the room. Dive in and pull the switch at the end of the tunnel. Swim through the door and climb up onto a ledge. Shoot the croc then walk to the ledge next to the gate and climb up. Push the block forward twice and climb up to the Save Game Beacon.



Walk-thru from the third save beacon

From the third save beacon, turn left and jump to the ledge below the door. Pull yourself up and run up the staircase into the room. Climb up to the tunnel and pull the switch at the end. Return to the Save Beacon and pull the block away from the Beacon twice. Now pull the block once along the ledge near the water.



Jump over the block and push it forward once. Climb up the block and jump across to a ledge with a block on it. Push the block forward and shoot the mummified cat. Enter the room and pull the switch. Return to the block and pull it backward twice. Now climb up and jump across to the golden ledge. Jump up into the hole above you and pull the switch in the next room. Run toward the silver gong and jump across to the far ledge. Turn right and jump to the rocky ledge. Walk to the end of the ledge and grab the Magnum Clips.

Turn left and slide down the slope to a ledge. Grab the Small Medi Pack and turn right. Run and jump to the paw of the Sphinx. Turn left and jump over to the greenish ledge. Drop down off the ledge and run toward the cat statue. Drop down to the green ledge then drop again to the floor. Enter the door into the room with a hole and grab the Magnum Clips. Now drop into the hole and use the Save Game Beacon below you.

Walk-thru from the fourth save beacon

From the fourth save beacon, look down and shoot the panthers. Walk around and jump over to the Magnum Clip on the ledge. What ever you do, don't pull the switch around the corner, or you will not be able to enter the third secret area. Drop down to the dark floor and shoot some more panthers. Enter the two lit hallways and grab the Large Medi Packs. Run to the back of the room and look up.

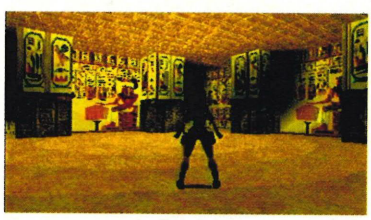
Against the wall, to the right side of the bridge is a small ledge hidden in the shadows. Climb up onto the ledge then turn left and jump to the bridge. Run into the lit hallway next to the bridge. Follow the hallway and enter the room. Shoot the mummy cat and turn right. Climb up into the next hallway and follow it to a pillar. Climb up onto the pillar and grab the Sapphire Key.

Run up the hill through the door and into the next room. Jump three times across the ledges and grab the Magnum Clips. Turn left and jump across to the ledge. Pull the switch, then jump your way back across the ledges to the entrance. Drop down and slide down a long slope into a room below. Use the Sapphire Key to open the door. Enter the door to complete the level.

THE OBELISK OF KAHMOON

Walk-thru to the first save beacon

From where you begin, enter the door and turn right. Jump up the sandy hill and jump left into the hallway. Follow the hallway into

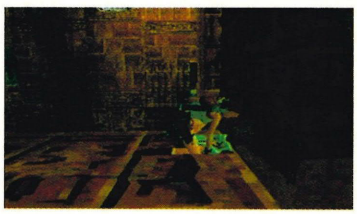


a large room with four pillars. Go to the far-right block and pull it backward three times. Now shove it forward once, under the gold door. Run into the tunnel where the far-right block was and shoot the panther.

Enter the tunnel and grab the small Medi Pack. Return to the pillar room and go to the far-left block. Push it to the left once and jump into the water. Follow the tunnel into another room. Climb out of the water and shoot the crocs swimming around. Swim to the bottom of the room and grab the Magnum Clips, a Small Medi Pack, and the Sapphire Key. Return to the pillar room and enter the doorway in the corner of the room. Use the Sapphire Key to unlock the door. Climb up and enter the gold door to find a Save Game Beacon.

Walk-thru from the first save beacon

From the first save beacon, run up the stairs and shoot the mummy cat. Run to the far-left corner of the room and pull the switch to lower a bridge. Run left around the corner and run across the bridge. Grab the Eye of



Horus. Drop to the ground below the bridge and grab the Shotgun Shells.

Jump into the water and grab the Magnum Clips. Swim to the surface and enter the hallway across from the gold door. Slide down the slope and shoot the two panthers. Climb the steps on the far side of the room and jump to the stone ledge. Turn around and jump to another stone ledge. Turn around again and jump across to the ledge above the first stone ledge.

Walk to the edge and jump to the next ledge. Turn around and jump onto the long ledge. Climb into the corner and turn around. Climb up again and make a running jump to the small square ledge. Jump again to the ledge in the corner and use the Save Game Beacon.

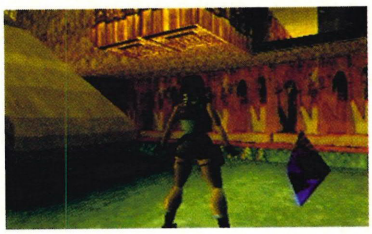
Walk-thru from the second save beacon

From the second save beacon, turn left and jump up to the highest ledge in the room. Run up the staircase and shoot the mummy panther. Run down the staircase and walk to the right onto the green plants on the ground. Pull the switch and walk to the ledge to the left of the switch.

Drop down and grab the Magnum Clips and the small Medi Pack. Climb back to the staircase and run to the top. Run to the left and drop into the hole in the ground. After you slide down the slope-from-hell, run to the right and climb up into an alcove. Shoot the panther then pull the switch.

Drop to the floor and run into the door-

way across from you and grab the Magnum Clips. Return to the main room and climb halfway up the new staircase. Turn left and jump across to the ledge with the Shotgun Shells. Jump back to the staircase and go up some more. Now drop to the ledge and save your game at the Save Game Beacon.



Walk-thru from the third save beacon

From the third save beacon, turn around and enter the door. Turn left and jump to the fenced ledge. Follow the path and grab the Ankh. Return to the ledge and go forward, past the door. Grab the Large Medi Pack and pull the switch at the top of the stairs. Climb back down the stairs and turn left.

Go through the door into a new room. Run up the large staircase and turn right at the top. Run and jump to a crevice in the wall. Shuffle to the right and drop down to the ledge. Walk around the corner and drop to the ledge below. Run forward into a hallway and pull the switch. Return outside and climb up the stairs to the right.

Shoot the mummy panther and pull the switch next to the gong to lower a third bridge. Grab the Small Medi Pack and run around the corner and pull the next switch. Enter the door and run down the stairs. Walk past the pillars to the end of the ledge. Run and jump across to the stone pillar. Look down for a white gong on the end of a ledge. Run and jump to the gong. Turn right and drop to the ledge below. Turn left and enter the doorway with the green ledge.

Climb the staircase to the top and grab onto the edge of the wall. Shuffle to the right and run through the hallway into a large chamber. Climb down one ledge, then drop down and grab the edge. Shuffle to the right and drop to the ledge below. Turn right and hop backward, making sure you grab the edge. Shuffle to the right and drop to another ledge. Shoot the mummies then jump across to the Save Game Beacon.

Walk-thru from the fourth save beacon

From the fourth save beacon, turn left and follow the hallway to a switch. Pull the switch and return to the mummy room. Drop to the ground and run past the chairs to a ledge. Climb all the way up to a green ledge. Enter the door on the ledge and run across the bridge to find the Scarab. Turn left and jump to the next bridge. Grab the Seal of Anibus.

Dive into the water and swim into the now open tunnel. Grab the Magnum Clips, a Small Medi Pack, and the Shotgun Shells as you swim through the tunnel into a large room. Surface and grab some air, then dive for the Magnum Clips, Shotgun Shells, and the Small Medi Pack. Climb out of the water and shoot the mummy. Climb the ledge behind the Save Beacon and grab the two Magnum Clips. Now drop down and save your game at the Save Game Beacon.

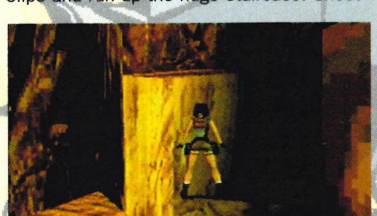
Walk-thru from the fifth save beacon

From the fifth save beacon, go up the stairs in the left-hand corner. Follow the hallway and blast the mummy to pieces from the large mound. Grab the large Medi Pack and jump over to the staircase. Climb to the top and drop through the door to return to the Sphinx chamber. Run to the pillar near the palm trees and use your four items to open the door. Enter the door to complete the level.

THE SANCTUARY OF THE SCION

Walk-thru to the first save beacon

From where you begin, grab the Magnum Clips and run up the huge staircase. Shoot



the two mummies at the top and grab some more Magnum Clips. Climb onto the block in the middle of the room. Now jump up into the chamber above you. Run forward and turn right.

Slide down the slope and shoot the mummy at the bottom. Climb onto the small block next to the bright pillar. Turn left and climb up the bright pillar. Jump backward to land on the highest pillar. Now turn so that the wall is on Lara's left. Jump forward onto the next pillar. Climb forward and grab onto the crevice in the wall.

Shuffle all the way right and drop down. Turn right and climb up three steps. Now jump forward across the pillars to a ledge. Grab the Magnum Clips and walk to the end of the ledge. Jump forward three times and pull the switch below. Turn around and blow away the Sphinx flying toward you.

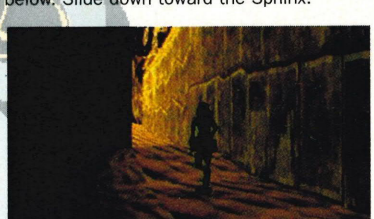
Stand to the left side of the switch and jump across to the small ledge. Grab the Shotgun Shells and turn left. Jump to the next ledge and grab some more Shotgun Shells. Walk to the edge of the platform and jump up to the ledge above. Hop backward and grab onto the edge, then drop to the ledge below. Turn around and jump to the sandy ledge. Hop back and grab onto the edge. Drop down over the slope and grab onto the end of the slope. Now drop to the ground to safety.



Run between the Sphinx's arms and grab the Magnum Clips. Run around the Sphinx to the other side and look for two sloped blocks up high. Climb up onto the right-hand block, and jump across the left-hand block. Jump straight up and pull yourself up to the ledge above. Run forward and jump onto the pillar. Turn left and jump across to a higher pillar. Jump straight up to the ledge above and save your game at the Save Game Beacon.

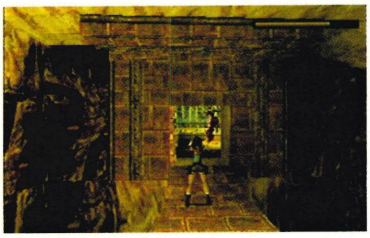
Walk-thru from the first save beacon

From the first save beacon, run past the slicer and grab the small Medi Pack. Continue along the path and jump across to the switch. Turn around and blast another flying demon. Return to the pillar below the curved ledge and get on top of it. Turn so Lara is facing the corner of the room and jump over the next pillar onto the slope below. Slide down toward the Sphinx.



Run along the left side of the Sphinx and enter the narrow passage. Grab the Magnum Clips then run left and into the hallway. Run forward to a slope and turn around. Hop backward onto the slope and slide down. Grab the edge at the end of the slope and shuffle to the left. Drop down onto the ledge and grab the Magnum Clips. Turn to face the wall and climb up the ledges to the top. Slide down the slope and drop into the water.

Swim to the bottom and grab the Gold Key. Swim to the stairs in the corner and climb up out of the water. Turn left and return to the top of the stairs. Go down the slope face forward again and jump at the end to grab the bridge. Pull yourself up and turn right. Use the Gold Key in the lock to open the door opposite of you. Enter the room and shoot the centaur. Grab the Small Medi Pack and the first Ankh on the altar. Now use the Save Game Beacon.



Walk-thru from the second save beacon

From the second save beacon, jump off the bridge and dive into the water. Return to the stairs and climb all the way down. Leap into the water and climb up the stairs in the corner. Follow the hallway back outside and return to the small ledge next to the bright pillar. Turn left and climb up the bright pillar. Jump backward to land on the highest pillar. Walk to the edge of the platform and jump up to the thin ledge. Walk forward and grab the Magnum Clips below you.

Jump forward and continue forward along the sandy ledge. Continue forward to a wall and turn a little to the left. Jump to the next ledge and run forward to the end. Jump straight up to the ledge above you. Turn left, climb up, and jump across to the rocky ledge. Follow the path and climb all the way up to the Save Game Beacon.



Walk-thru from the third save beacon

From the third save beacon, run into the hallway and turn right. Push the block for ward, then run around to the other side. Climb up the block to the ledge above. Shoot another centaur at the top, then grab the small Medi Pack and a second Ankh. Run back outside and turn right. Slide down the long slope and grab the Large Medi Pack. Turn left and jump onto the Sphinx's back.

Shoot the mummy panther then climb onto the slanted ledge. Run and jump into the opening in the head of the Sphinx. Walk forward and climb up to the top of the head. Use the first of your Ankhs then climb down to the front and use the second Ankh. Save your game at the Save Game Beacon.



Walk-thru from the fourth save beacon

From the fourth save beacon, climb back to the top Ankh symbol and turn left. Slowly walk forward and right across the side of the head, until you can't walk any further. Look below you and find the gun clip that appears to float in mid air. Jump to the clip onto an invisible platform. Walk to the edge and jump across to the cliff ledge. Turn around and kill the two flying demons, then drop to the ground.

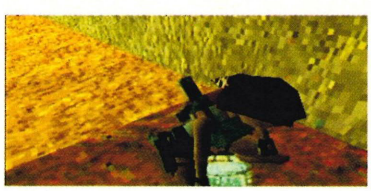
Go through the door between the Sphinx's arms and jump into the water. Grab the Shotgun Shells and the Uzi Clips underwater, then swim down the right foot of the statue. Enter the tunnel and pull the switch on the wall. Swim up and climb out of the water. Climb onto the lower pillar and jump across to a second pillar. Turn right and jump to the lowest step. Run up the staircase and slide down into a cave. Save your game at the Save Game Beacon.

Walk-thru from the fifth save beacon

From the fifth save beacon, shoot the flying demon then face the stone head on the left and drop down to the ledge below. Turn around and jump across to the ledge by the side of the head. Drop down to the ledge below then face left and slide down to the bottom. Turn and dive into the water.



Climb out of the water onto the front of the right-hand statue and pull the switch on its chest. Dive back into the water and swim into the tunnel between the statues feet. Follow the tunnel and climb out of the water at the end. Run up the long curving path and grab the Magnum Clips. Continue on and grab the Scarab.



Keep going into the entrance room and shoot the two mummy panthers and the centaur. Now use the Scarab on the lock in the corner to open the gate. Enter the gate and grab the Large Medi Pack and the Magnum Clips. Run down the ramp and climb up through the hole to enter the Scion chamber. Your old buddy Larson will be waiting for you. Gun him down for good, then run up the stairs and grab the Scion to complete the level.

THE LOST CITY
NATLA'S MINES

Walk-thru to the first save beacon

From where you begin, swim forward into the tunnel until you see a waterfall on your right. Climb out of the water behind the



waterfall. Follow the path and pull the switch. Run back to the waterfall and dive in. Climb out of the water on the left side of the boat. Run forward into the tunnel to the right of the crates. Run forward and pull the block backward once.

Run around the corner and climb up onto a large mound. Jump across to the tunnel behind the block. Follow the path and pull the switch at the end. Return to the waterfall and enter the pathway behind it. Follow the path and climb up to the sloped path. Follow the path to the top and jump across to the high ledge with a road sign. Run into the tunnel and follow it down into a large room with a glass structure.

Grab the large Medi Pack and run into the next room. Pull the block backward toward the tires and climb up onto the block. Jump across to the roof of the cabin and walk onto the collapsing tile to fall inside. Run through the tunnel and pull the switch in the alcove to move the boat back by the docking area. Walk to the end of the tunnel and slide down the hole to the edge on the right. Grab the ledge and drop to the ground.

Run down the tracks through the wooden door. Walk towards the first hurdle until a boulder rolls from left to right. Return to the wooden fence and put your back to it. Do a standing jump forward, then hold forward and jump to start hopping hurdles. As you leap over the third hurdle, turn right and land on a hill. Quickly run through the tunnel before the second boulder flattens you. Follow the tunnel and grab the first Fuse. Turn left and save your game at the Save Game Beacon.



Walk-thru from the first save beacon

From the first save beacon, run upward until you trigger a rolling boulder, then run back to the left. Run up the hill on the left and

drop down the hole at the top. Climb the hill and return to the cabin chamber. Turn left after you land and run all the way back up the path to the ledge with the road sign.



Jump into the water and climb up onto the dark section of the boat. Jump across the water to the crates. Climb onto the far-left crate and walk behind it into a tunnel lined with NATLA crates. Go to the dark crate and pull it backward once. Now push it forward once to find another crate behind this one. Pull the second crate backward twice, then pull it backward once from the right side. Enter the corridor and pull the switch.

Return to the docks and enter the tunnel to the right of the crates. Push another NATLA crate forward twice to enter a new room. Climb up onto the block and climb up through the hole and pull the switch. Grab the Uzi Clips and run forward through the tunnel into the next room. Grab the second Fuse. Return to the docks then return to the cabin chamber behind the waterfall.



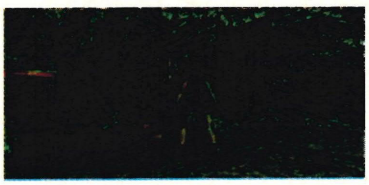
Enter the doorway to the left of the left cabin. Run through the tunnel until you come to a fork in the tunnel. Take the left path and pull the switch. Return to the fork and grab the third Fuse. Run back to the room with the glass structure and enter it from the right. Grab the Magnum Clips and use the Save Game Beacon.

Walk-thru from the second save beacon



From the second save beacon, use the Fuses in the slots to lower a cabin to the ground. Enter the cabin and grab the Pistols. Climb onto the roof of the cabin and jump across into a tunnel. Run through the tunnel to the end and drop down to the Save Game Beacon.

Walk-thru from the third save beacon



From the third save beacon, run into the next room and shoot the creep who has your Magnums. Take your Magnums back! Max out your lifeline and then line yourself up with the switch on the far wall. Make a running jump over to it, but let go of the Jump button as soon as you jump.

You will fall down the cliff and grab the ledge below you. As you slide down the cliff, grab the crevice and shuffle to the right. Drop onto the ledge and turn right. Run through the tunnel to a lava-filled chamber. Jump to the ledge in the lava. Turn left and make a jump to the next pillar. Continue hopping pillars all the way to the tunnel entrance.

Drop down and run into the tunnel, then slide backward to the bottom of the slope. Turn around and jump to the ledge. Climb up and run into a room with TNT crates. Pull the dark crate away from the wall, then pull it three times from the right side into the next room. Climb over the crate to the opposite side and push it forward three times. Climb up onto the crate and jump to the tunnel. Run into the tunnel and save your game at the Save Game Beacon.

Walk-thru from the fourth save beacon

From the fourth save beacon, run to the top of the hill and climb up to the ledge. Jump over to the sloped ledge to the right. Wait for a boulder to roll out of the tunnel, then jump over to it. Follow the tunnel all the way and pull the switch. Grab the Magnum Clips and return to the TNT room. Turn left from the blocks and enter the new hole in the wall. Take out the skateboarding freak and grab your Uzis from his dead hands! Grab the three Uzi Clips in the room, then run all the way up the hill. Enter the tunnel and save your game at the Save Game Beacon.

Walk-thru from the fifth save beacon

From the fifth save beacon, continue through the tunnel and enter the next room. Avoid the boulders and work your way to the top. Run up the slope and climb up into the next room. Climb onto the lowest pillar and jump across to the highest pillar. Jump straight up and pull yourself up to the ledge.

Turn left and jump across. Turn left again and jump across again. Turn right and enter a new room. Push the block forward twice. Turn right and climb up to the next room. Push another block forward twice and drop into the lower room. Pull a block backward once and go back through the upper room. Drop back into the lower room on the other side of the lower block. Push the block forward and turn left into a new alcove. Save your game at the Save Game Beacon.

Walk-thru from the sixth save beacon

From the sixth save beacon, pull the switch. Turn so that the switch is to your right. Run forward into the alcove. Turn left and climb up. Run forward to a block and enter the tunnel to the left of the block. Push the block at the bottom of the stairs forward once.

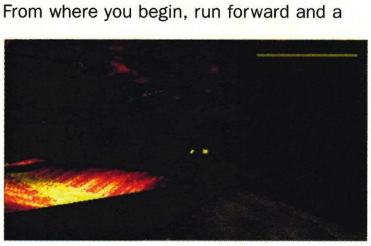
Turn left and make a mad dash for the door. Pull the switch next to the door and run back up the staircase. Run forward to a hole in the floor and drop through. Run forward through both doors. Shoot the guard at far range with the Magnums to kill him. Grab the Shotgun from him when he dies. Climb up to the top of the pyramid.

When you get to the top, turn left and jump against the wall. Run into the tunnel you slide into and pull the switch at the end. Return to the bottom of the pyramid and run through the maze building to the Gold Door. Enter the door and grab the Large Medi Pack and the Pyramid Key. Return to the pyramid doors and use the Pyramid Key to open them. Enter the pyramid to complete the level.

ATLANTIS

Walk-thru to the first save beacon

From where you begin, run forward and a



sphere on your left will explode. Shoot the creature that comes out. Turn around and walk toward the sphere on the right. Take care of this creature as well. Run forward along the trench and a third sphere will explode.

Destroy this creature like you did the rest. Face the centre door and turn left. Run through the side door and climb the staircase to the webbed floor. Run to the centre bridge and grab the Shotgun Shells. Shoot the flying demon, then run into the far-right corner on the webbed floor. Enter the alcove and pull the switch. Turn around and run forward into another alcove. Pull the second switch.

Run back to the other side of the room and enter a new doorway. Run down the stairs and pull a third switch. Return to the

entrance chamber and enter the centre door. Shoot the flying demon and run forward. Drop down the hole and run into the hallway. Turn to face the crevice in the wall and jump over to it. Shuffle to the left and drop down to the tunnel. Grab the ledge and climb up. Run into the tunnel and pull the switch. Continue forward and grab the two Uzi Clips. Now jump across to the webbed floor. Walk to the edge of the ledge and jump across to the next ledge. Climb up and run into the tunnel to the Save Game Beacon.

Walk-thru from the first save beacon

From the first save beacon, jump over to the pillar. Turn left and jump to the lowest ledge on the pyramid slope. Quickly jump to the next ledge. Turn right and jump to a third ledge and slide down. Keep sliding down to the red door. Stand so that the door is to your left and jump across to the ledge. Turn right and jump to another ledge and grab the large Medi Pack.

Run and jump to the highest ledge and climb up. Run into the tunnel and grab the two Uzi Clips. Pull the switch and return to the entrance. Dive into the water and pull the switch underwater. Climb out of the water to the left of the slope and climb onto the pillar. Jump across the pyramid and enter the red door before it closes. Jump across to the far ledge and haul yourself up. Climb up the stairs and jump into the doorway at the top. Save your game at the Save Game Beacon.

Walk-thru from the second save beacon

From the second save beacon, climb up the tunnel, over the spike pit, and dive into the water. Grab the Shotgun Shells and pull the switch. Swim through the open door and rise to the surface. Climb up and run past the slicers. Grab the two Uzi Clips and turn right. Jump across to the next ledge.

Quickly run into the tunnel and turn around. Blow away the demon then grab the two Uzi Clips when its dead. Turn around and dive into the pool. Climb out of the water between the two large spheres. Turn right and throw the switch. Run left and around the corner and pull another switch in the alcove. Now save your game at the Save Game Beacon.

Walk-thru from the third save beacon

From the third save beacon, run towards the sphere in the right-hand corner and shoot the demon. Pull the final switch to open all three doors underwater. Dive into the water and swim through the tunnel. Climb up to the ledge and enter the tunnel. Turn left near the dark wall and run up the hill. Turn right at the red hallway and walk to the red door. Pull the switch and enter the door.

Grab the two Uzi Clips and run to the wall, opposite the big boulder. Pull the block backward once, then push it forward from the right up against the wall. Return through the red hallway to the switch again. Pull it again and enter the red door. Run forward, past the block, and enter the tunnel. Shoot the flying demon and walk into the room. Run and jump across to the ledge on the right. Use the Save Game Beacon to save your game.

Walk-thru from the fourth save beacon

From the fourth save beacon, run around the corner and shoot the two demons. Slide down the slope and jump over to the red ledges before you fall into the spike trap. Grab the Large Medi Pack, Shotgun Shells, and the two Uzi Clips. Now, run through the tunnel into the next room. Turn right and shoot the demon. Run and jump over to the ledge on the left.

Walk to the right side of the ledge and position yourself so your feet just touch the dark triangle. Run and jump across to the small ledge. Quickly turn and run into the tunnel and shoot the demon. Now, run and jump over to the dirt coloured slope on the red bridge in the middle of the room. Walk forward and jump to the ledge against the rocky wall. Turn right and grab the two Uzi Clips, then pull the switch. Turn around and run forward to a small narrow ledge.

Run across the ledge to a block. Pull the block backward out of the wall to find a tunnel. Enter the tunnel and run past the slicer. Turn right and shoot the two demons. Jump across to where the demons were and run up the tunnel. Grab the Small Medi Pack and the Uzi Clips. Turn right and walk out onto the ledge. Shoot the creature and jump across to the next ledge. Run through the tunnel and use the Save Game Beacon.



Walk-thru from the fifth save beacon

From the fifth save beacon, jump to the ledge in the corner and pull the switch. Return to the lava room and jump back to the entrance ledge. Turn left and jump to the pillar. Turn left and jump to the second pillar. Now, jump across to the doorway in the wall. Climb up and pull the switch at the end of the tunnel. Return to the tunnel entrance and jump to the left pillar.

Leap across the pillars and enter the tunnel. Follow the tunnel into a long hallway. Turn left and enter the red tunnel. Run past the red door and wait for the door to close. Climb up into the tunnel above the door. Run to the end of the tunnel and jump over to the ledge on your right.

Grab the two Uzi Clips and run into the tunnel. Shoot the creature and grab another Uzi Clip. Continue forward and stand at the bottom of the ramp. Run forward and stop on the tile before the slicer. Jump left to avoid the boulder and walk up the rest of the ramp and enter the door. Save your game at the Save Game Beacon.

Walk-thru from the sixth save beacon

From the sixth save beacon, turn left and push the block forward twice. Turn right and run down the tunnel to two switches. Pull the right-hand switch and immediately jump back. Drop into the trap door. Jump over the pit to trigger a boulder, then jump back over the pit.

After the boulder falls into the pit, jump over the pit again and run up the tunnel. Climb up the ledge on your left and pull the switch. Turn around and climb up to the door. Drop down the other side and run forward through the door. Run up the tunnel and shoot the creature in the corner. Pull the switch in the other corner and grab the four Uzi Clips. Enter the door and use the Save Game Beacon.

Walk-thru from the seventh save beacon

From the seventh save beacon, slide down the ramp into the next room. Shoot the two creatures at the bottom and run into the room. DO NOT shoot the tall skinny alien or you will kill yourself. Instead, turn right and climb up onto the ledge. Jump

across to the stone pillar. Now, jump to the ledge by the door.

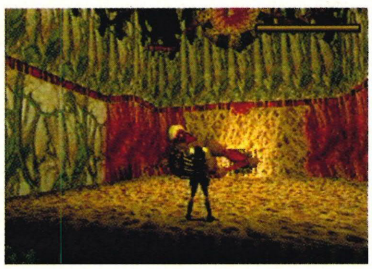
Pull the switch and turn around. Jump over to the sandy ledge. Climb up and jump to the sandy pillar. Now, run and jump over to another sandy ledge. Walk onto the middle of the ledge and you will force your "double" to fall into the pit. Return to the rocky ledge by the pit and climb into the tunnel. Shoot the centaur and grab the Uzi Clips.

Go forward a little more and shoot the alien that jumps out at you. Run to the end of the tunnel and turn right. Follow the ledge and pull the switch. Turn around and run across the other ledge and pull the other switch. Return to the entrance and run across the bridge into the final chamber. Run forward to the Spinning Machine and grab the two Uzi Clips. Press the Action button on the machine to complete the level.

THE GREAT PYRAMID

Walk-thru to the first save beacon

From where you begin, shoot the huge freak until it blows. Grab the Uzi Clips and enter



the red tunnel. Slide down the slope and push the block at the bottom, three times forward. Run up the slope and push another block forward once. Climb into the tunnel above and use the Save Game Beacon.

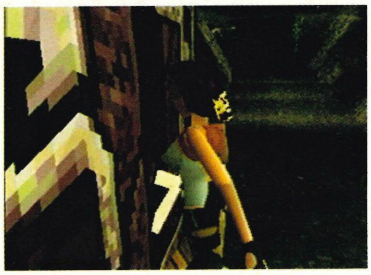
Walk-thru from the first save beacon

From the first save beacon, run past the slicer and follow the tunnel. Turn right at the intersection and push the block forward



once. Return to the intersection and turn right. Run past the red door and drop into the next room. Pull the block backward once, then turn around and climb back into the tunnel.

Turn left, go down, and push the block forward once. Return to the red door and stand on the block and pull the switch. Turn around and run into the next room. Turn right and jump to the dark ledge. Jump to a



second and a third dark ledge. Run up the tunnel until you see a boulder.

Run back to the door to avoid the boulder. Run up the tunnel again until you see a second boulder. Avoid it the same way. Run to the end of the tunnel and run over the collapsing tile. Grab onto the ledge before you fall and make sure your health is maxed out. While hanging from the hole, drop down to the floor below. Run around the corner and use the Save Game Beacon.

Walk-thru from the second save beacon

From the second save beacon, shoot the Scion until it blows up. Turn and run through the door. Shoot the three creatures then hang and drop through the hole against the wall. Turn around and jump across to the crevice. Shuffle to the right and drop down the slope. Jump at the bottom of the slope to avoid the lava.

Enter the door in the next room. Walk onto the right side of the hill and down to the bottom to trigger a boulder. Now, walk to the swinging blade and jump across to the ledge. Walk past the spikes to the middle of the ledge.

Face the doorway and do a standing jump followed by a running jump to get to the door. Grab onto the crevice in the left-hand wall and shuffle to the right to the far ledge. Drop down and walk to the middle of the ledge and back up to the edge. Jump backward onto the slope and jump forward to the pillar. Save your game at the Save Game Beacon.

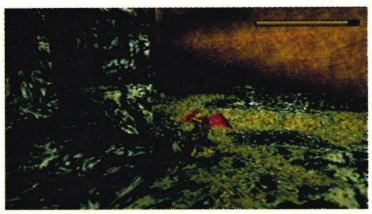
Walk-thru from the third save beacon

From the third save beacon, turn right and jump down into the tunnel. Run forward across the three collapsing ledges and run into the tunnel behind the swinging blade. Turn right and enter the hallway. Run down the slope and out race the boulder. Jump over the boulder and grab the Small Medi Pack. Jump over the boulder again and turn right.

Slide down the slope when the blade is on either side and jump from the end of the slope to the ledge. Drop down into the tunnel and run forward. Grab the Small Medi Pack and continue through the tunnel to a door. Pull the switch to open the door and go through. Turn right and grab the Uzi Clips. Turn around and run forward to the lava hole.

Let the boulder roll over you, then jump across to the other side and grab onto the edge. Let a second boulder roll over you, then climb up and run forward into the next room. Drop down into the pool of water below you. Grab the Uzi Clips and swim through the tunnel into a new room. Climb up out of the water and use the Save Game Beacon.

Walk-thru from the fourth save beacon

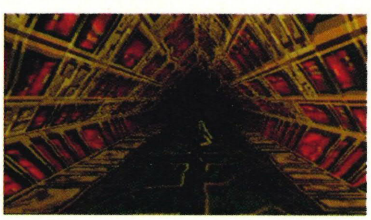


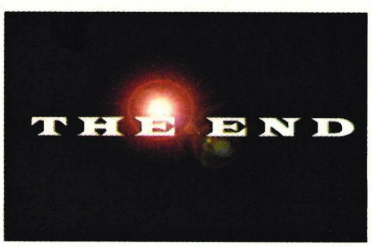
From the fourth save beacon, grab the Uzi Clips and run forward into the large chamber. Use your Uzi and shoot the final boss of the game, Natla, until she hits the ground. Back up and watch Natla. When she gets up, shoot her until she dies for good. Run up the ramp in the corner and follow it up to the top. Jump across to the pillar. Jump again to another pillar.

Finally, jump a third time to the pillar below the door and climb up. Follow the path and drop through the hole onto a pillar.



Turn around and jump across two pillars. Jump to the pillar below the door and pull yourself up. Run through the hallway to the end and drop into the hole onto a pillar. Turn right and jump across to the ledge. Climb up and follow the tunnel forward to a slope. Slide down the slope to complete the game! Congratulations!





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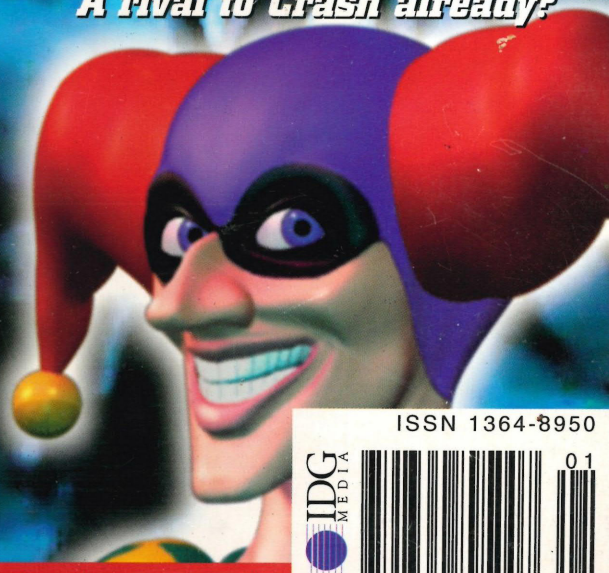
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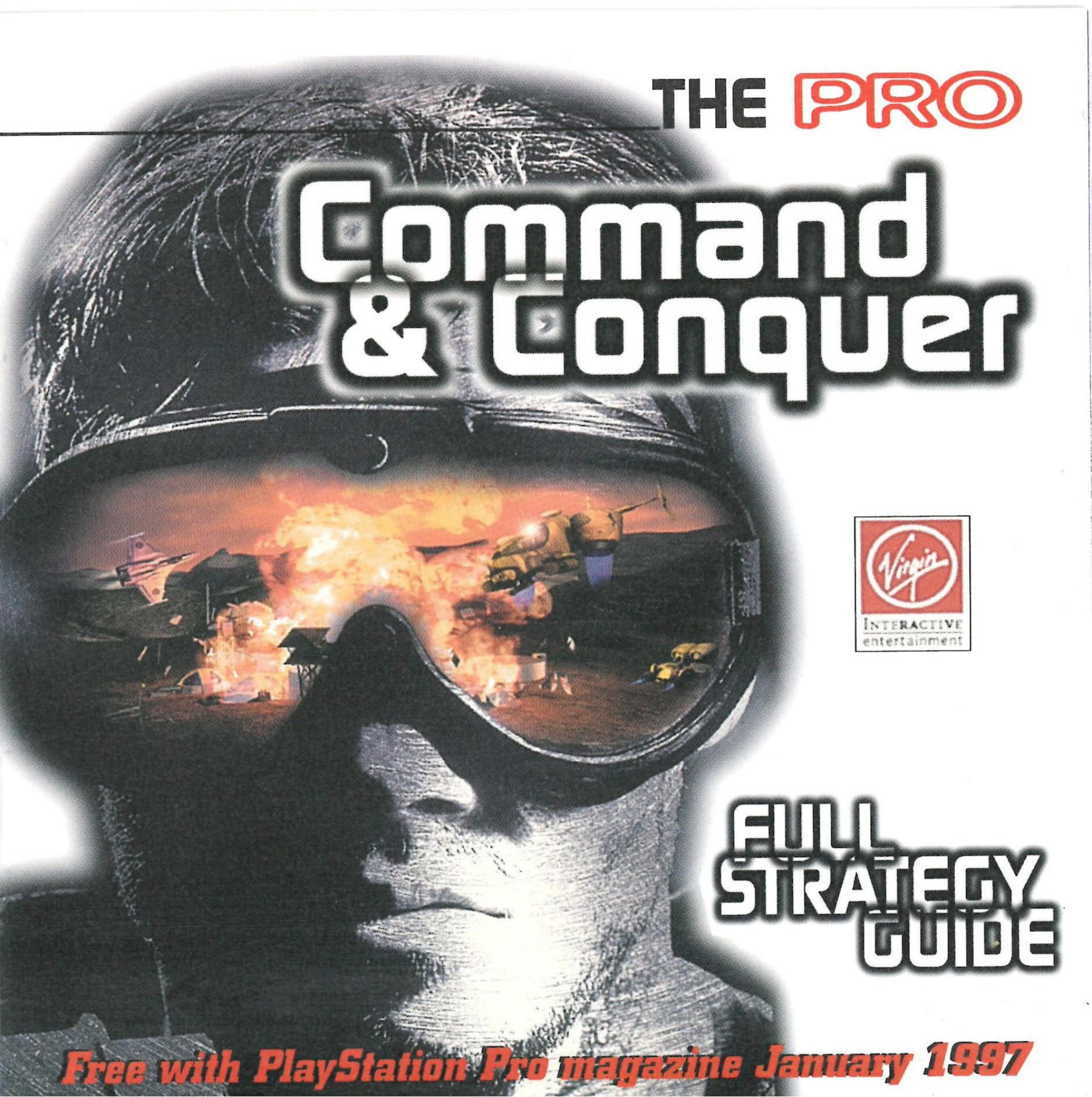
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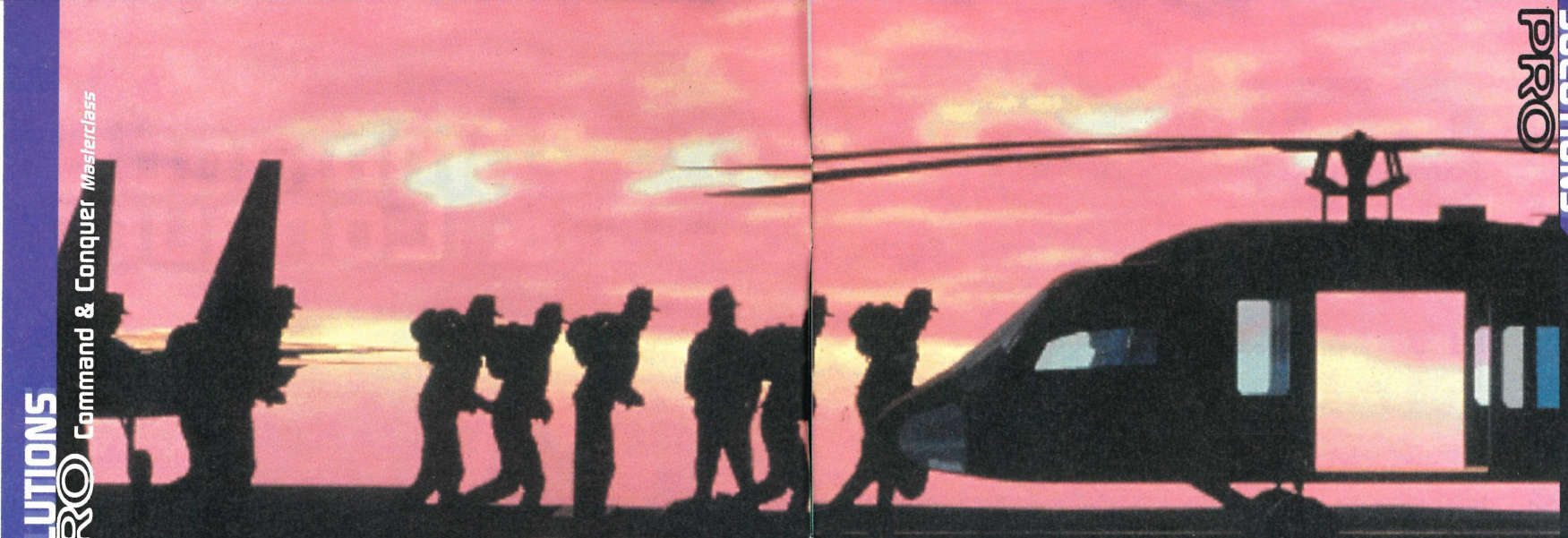
THE PRO

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Free with PlayStation Pro magazine January 1997



We can picture the scene now. It's Christmas morning, you've excitedly unwrapped a big parcel containing a brand spanking new Sony PlayStation, and a smaller one which happily turned out to be a copy of Virgin's fantastic Command & Conquer to play on it, and you couldn't be happier. After an hour or so of dishing out your own particular brand of goodwill to all men though (the kind involving bazookas and high automatic weapons admittedly), you get to thinking 'Blimey, this is all a bit tricky isn't it?'

Wouldn't it be great if Father Christmas had also given you a handy 'PlayStation box sized all encompassing strategy guide' to go with it? The thoughtless sod! He does it on purpose you know. Yes he does. Just like he always leaves the toys but no batteries. He takes pleasure from causing mass frustration the world over then sods off back to the North Pole feeling all smug that he's ruined everyone's day.

Well, we've got the jump on old fatso this year because we've done one instead. And here it is. *PlayStation Pro* proudly presents our gift to you, the essential reference guide to the tips and tactics, strategies and subtleties vital to your success as commander of either the NOD or GDI forces.

GDI
Global Defence Initiative

By Andy Shaw

PLAYING GDI is good for the soul. None of this village burning or dirty tricks, or indeed having to worship strange idols just to get a few men.

No, GDI are self sufficient, generate all their equipment on site, and live by the hearty rules of capitalism. Their greatest asset is the harvesting and selling of raw Tiberium.

As long as you have a mobile construction unit, the first thing to do on a mission is to start building. As a rule I generally tend to build a power station first – no option there actually – followed by a Tiberium plant then either a barracks or a weapons factory. These are followed by a repair bay, because by this time you're bound to have some damaged units.

After that it's more or less up in the air. If you're thinking of hanging around to build up some



forces before the main offensive, it's a good idea to have at least a comms centre, if only for the map option so you can see if the enemy is approaching.

If you're really going to go overboard on the offensive, build at least one advanced power plant and an advanced comms centre for letting off those ion cannons. A helicopter pad can also be very useful for picking off certain types of units.

HUM-VEES



ALTHOUGH the fire-power of these is not what you'd call ferocious, they are very fast and so should be reserved for reconnaissance except in the direst of emergencies.

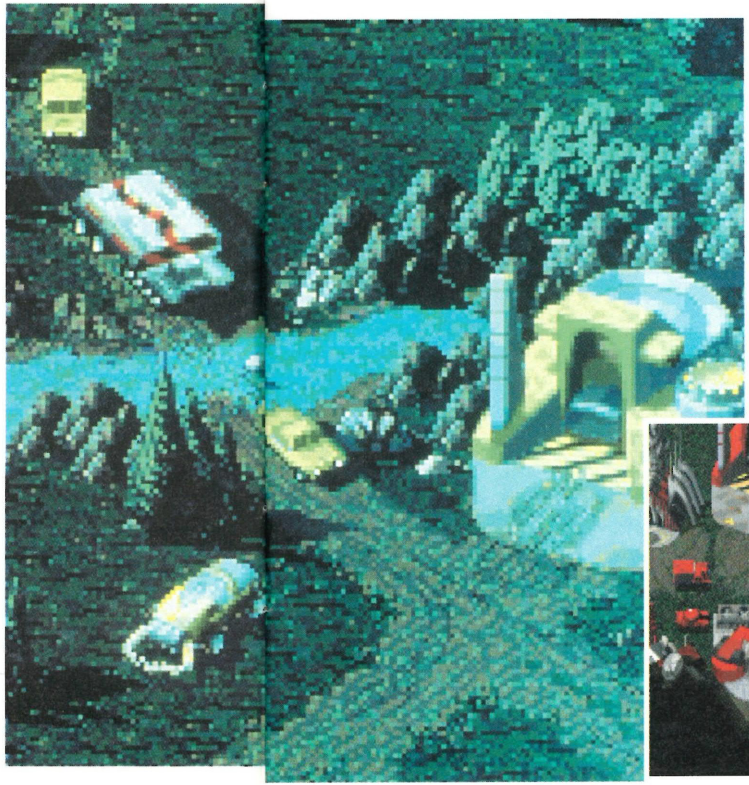
They can outrun everything except for other Hum-Vees so if you are reconnoitring, move out at the first sign of trouble. If you really need to get beyond enemy traffic, make sure you keep moving, as often the speed of the thing will outrun enemy fire which you can make out exploding in the positions where you have just been.

All this is particularly important if you're playing a network or modem game with crates on. First side to a crate can easily swing the balance of any battle, especially if it contains something really devastating like a nuclear strike or air support. So remember, Hum-Vees are for reconnaissance.

ENGINEERS



THESE are a very under-rated force. There is nothing more annoying than having a battle go particularly well then







As long as you can see the opposition's base, you can use an ion cannon on it. Devastating

suddenly realising that back at base, some idiot has shipped in a load of engineers and taken over your most important buildings. So the lesson to be learned here is do it to someone else at the first available opportunity, before they do it to you.

The best option for this type of unit is to take over buildings that restrict the building of other things. First up should always be the mobile construction yard. Sell it as soon as you've taken it over.

After that, go for things like the Tiberium plant, barracks and weapons factories. Without these your opponent is crippled and will not be able to produce any more forces.

If you take over the Tiberium while the harvester is unloading, you'll get this too and can therefore use it to make more money until your opponent gets truly racked off and destroys the whole thing.

ORCAS



THESE helicopters, if used correctly, can be as annoying as a wasp buzzing around your personal space. There are, however, a few rules for using it correctly.

First up, only use it against defenceless units. Rocket launchers, large tanks and soldiers with bazookas can do lots of damage to these units. Smaller tanks and badly defended buildings on the other hand are sitting targets.

Other favourite targets for these fellows are harvesters.

Let's face it, they're always good fun to destroy anyway, but there's something a bit special about taking them







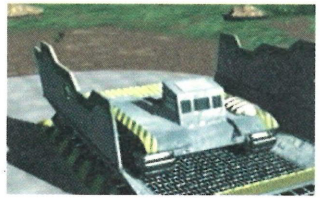
Never trust anyone, especially if he happens to be called Steve McNally

out with an Orca. If used in the right way this unit is devastating and very hard to destroy.

GRENADIERS



BY far the most powerful of all your infantry. Collect them into groups of four or so and use them to take out anything stationary or slow and poor at manoeuvring like large tanks and SAM sites. Beware of tanks though – always keep your men running round the back and tossing in a couple of grenades while the tank slowly turns.



MINI-GUNNERS

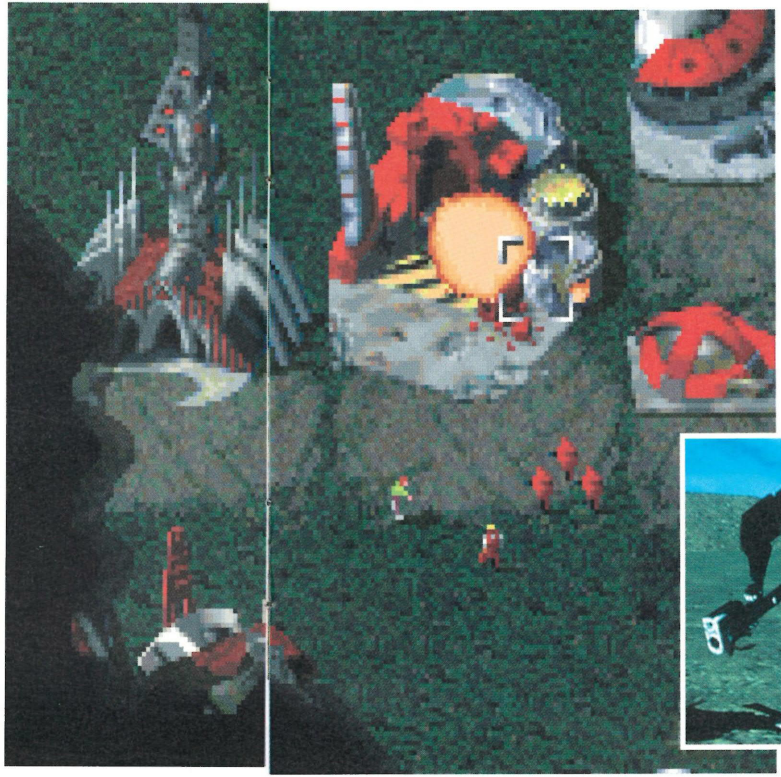


BEST used to patrol and guard buildings from engineer incursions. Set them up close to your most important features and with luck they'll keep all but the most persistent of engineers at bay.

COMMANDOS

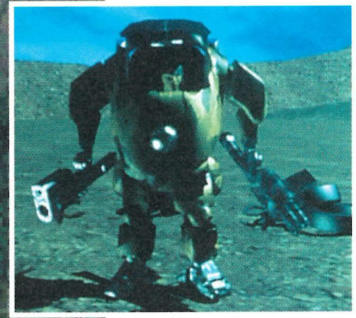


THESE guys are good for two things – taking out large numbers of infantry from a great distance and running into enemy installations and levelling their buildings. Do not attempt to take out tanks with these fellows. They're good, but they're not that good.





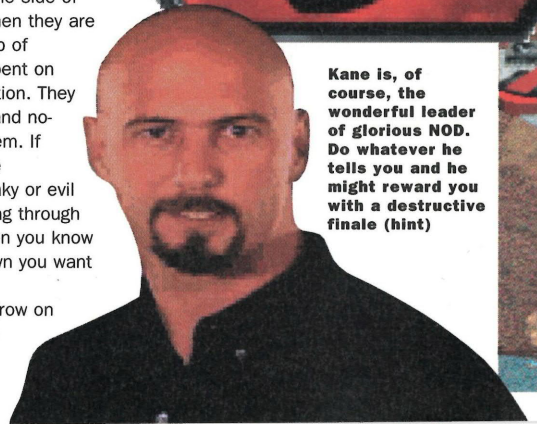
Using your engineers to take over enemy installations is a good source of income and frustrates the other player



NOD

NOD really are a right bunch of gits. They pretend to be nice and on the side of the people when they are in fact a group of fascists hell bent on world domination. They trust no-one and no-one trusts them. If you've got the slightest sneaky or evil streak coursing through your veins then you know that deep down you want to be NOD.

NOD will grow on you a lot. The whiter than white under-



Kane is, of course, the wonderful leader of glorious NOD. Do whatever he tells you and he might reward you with a destructive finale (hint)



A rather tasty NOD base. In reality, you're probably never going to have the time to build anything like this

dogginess of GDI will get right up your nose. In terms of the amount of fun they have, NOD may be somewhat askew in their political correctness, but they have a laugh and don't give a damn about anyone but themselves.

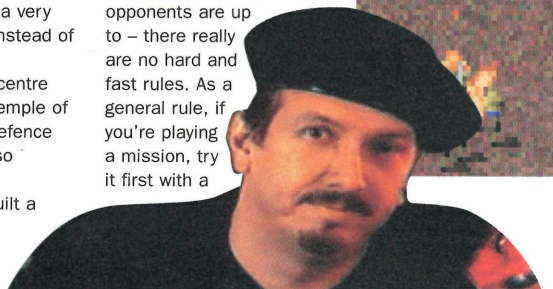
Actually playing NOD requires a lot of the same tactics as GDI. The main differences are in the buildings and units they can create. Instead of a weapons factory, NOD use a runway to import weapons from elsewhere.

The NOD equivalent of a barracks is ominously titled the Hand of NOD, although it fulfils a very similar role and instead of an advanced communications centre you can build a Temple of NOD. The base defence structures are also different.

Once you've built a communications centre you can build Obelisks, laser powered defences which are extremely effective as long as you have enough power stations to keep them going.

Make sure your gauge is always above the minimum level for powering your base, and those Obelisks will even take out GDI's mammoth tanks with a few shots. Build a bank of powered Obelisks and you're away.

What you actually build is more often to do with what your mission is or what your multiplayer opponents are up to – there really are no hard and fast rules. As a general rule, if you're playing a mission, try it first with a







Burn baby burn. This is more of a human barbecue than a disco inferno, but it's still good fun



Three attack choppers carry just enough ammo to take out a harvester. This can truly irritate an opponent

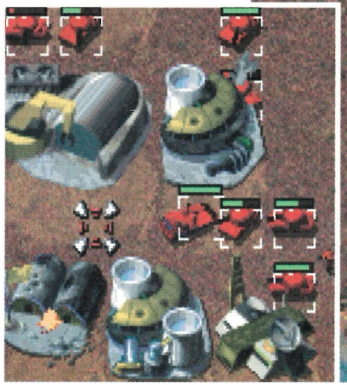
bare minimum of stuff and spend all your money on tanks.

Remember that the computer opposition is pretty dumb and if you use engineers to take over their buildings they don't seem to care. Do this and use them or flog them for cash. If the minimalist technique doesn't work you probably need more advanced stuff.

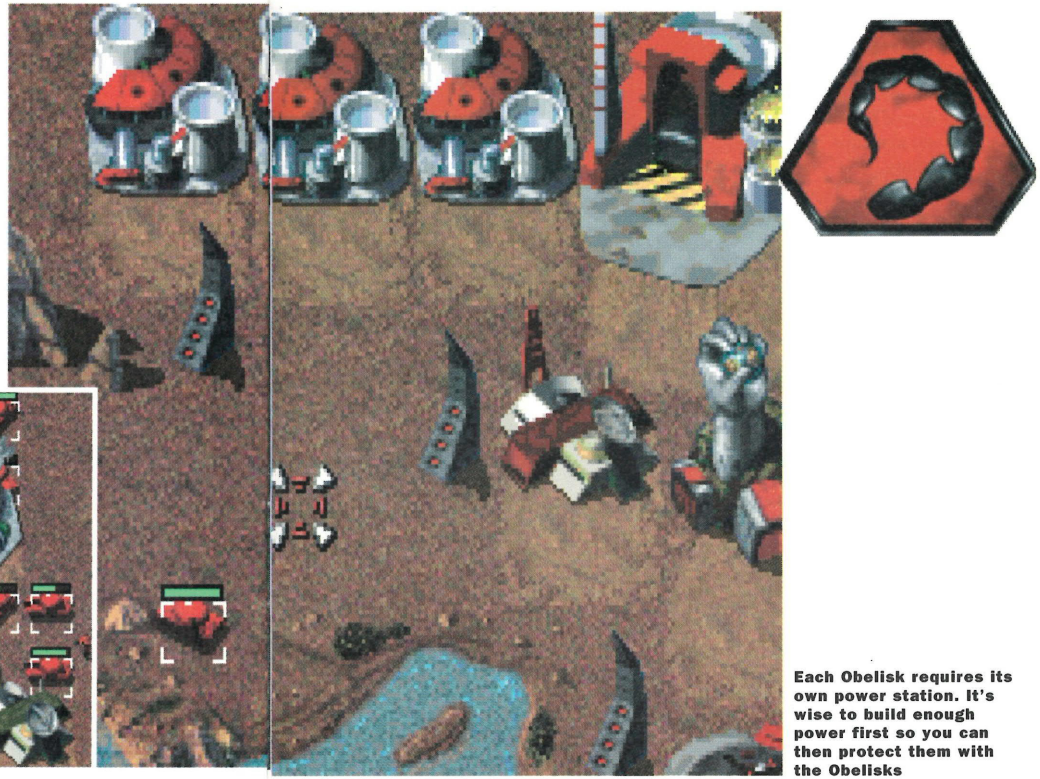
Certainly, it makes your life a lot easier in the next base building mission if you start it with a lot of cash to build weapons and structures with immediately.

When a mission draws to a close try taking out the weapons factories and barracks of the opposition with an engineer in tow to take over the central construction yard, so nothing else can be built and you can sell it and claim the cash. After that just churn out enough units to take over all the rest of the buildings

In a multiplayer game it's usually wise to build whatever the other people aren't. NOD helicopters can be used to great annoyance, not least because you can hear their grating



Taking out the weapon and infantry-producing buildings first is always a good bet



Each Obelisk requires its own power station. It's wise to build enough power first so you can then protect them with the Obelisks

machine guns from one side of the map to the other. If you can be bothered to build them, three fully armed attack choppers can just take out a harvester.

This is what NOD are all about – be sneaky, be annoying, and get right up everyone else's nose.

RECON BIKES

THESE motorbikes are very fast indeed – the fastest land vehicles in the game. Use them to charge round the map early on to get an idea of where the enemy is. In multiplayer Capture the Flag games, you can more or less assure yourself of victory over GDI simply by rolling a few of these into the base. Even when weighed down with a flag, nothing of any significance can catch them. If you're in a network game, use these to pick up as many crates as possible. Use groups of them to attack anything that is making a dash into or away from your base, especially APCs full of engineers. Also useful for protecting harvesters.

INVISIBLE TANKS

INVISIBLE tanks – what a fantastic idea. Unfortunately, these are not well armoured. However, as long as your opponent isn't looking at his base, the potential for a few surprise attacks is enormous. A bare minimum in terms of numbers is four, because with four you can usually take out a small installation like a power station as long as the enemy hasn't got a load



Let battle commence. Concentrate on individual tanks, but don't be afraid to split your units if you have enough

of weapons in the vicinity.

Double this up with some fantastic weapon like a nuclear strike (available when you build a Temple) or a helicopter strike and an APC full of commandos (also from the Temple) or engineers and you can truly wreck a base in one fell swoop.

BAZOOKAS AND SAM SITES

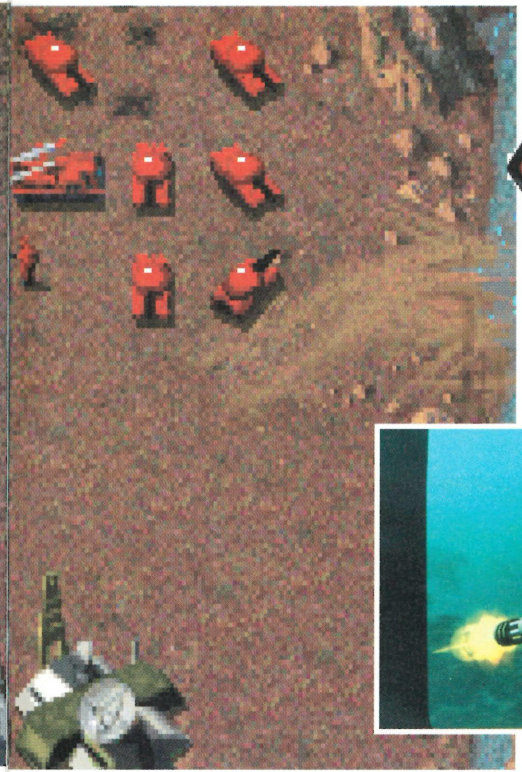
IF YOUR opponents are using helicopters you need to protect your base, because NOD's land-based weapons aren't particularly hot against choppers. Except for soldiers with bazookas. They are cheap, mobile, and can be spread around the outskirts of your base. Leave some in the middle as well, just in case the enemy heads to the back.

SAM sites are quite expensive but are truly fantastic against choppers. Build them near your most important buildings, but only if your opponent is using helicopters, as they don't do anything against any other kind of units except air strikes of course. Recon bikes are the only other unit that will fire at helicopters because of the missile-based attack.

FLAME THROWERS AND CHEMICAL WARRIORS

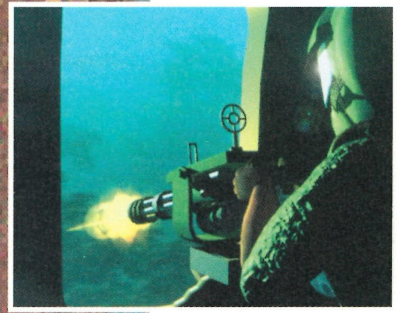
Vehicle or soldier, flame thrower units are great fun against groups of infantry, mainly because







No enemy units left – a good time to stroll in the engineers and make a bit of cash



after they've been flamed they run around on fire for a bit before they fall over.

Against vehicles they are nowhere near as effective, but the horrific way to die factor does make them one of the more entertaining group of weapons. Chemical Warriors come into the same category. These are more fun to watch at work than anything else. Once again, only use them against infantry, engineers and commandos (if you can get close enough to them).

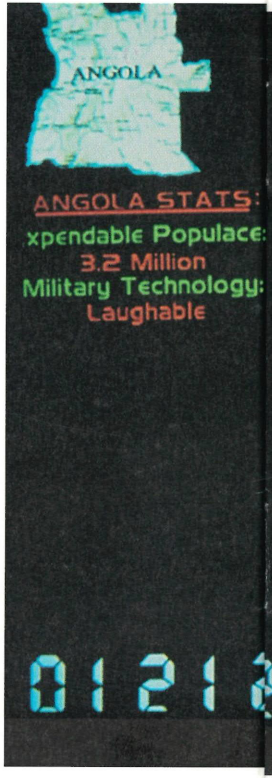
NOD TANKS

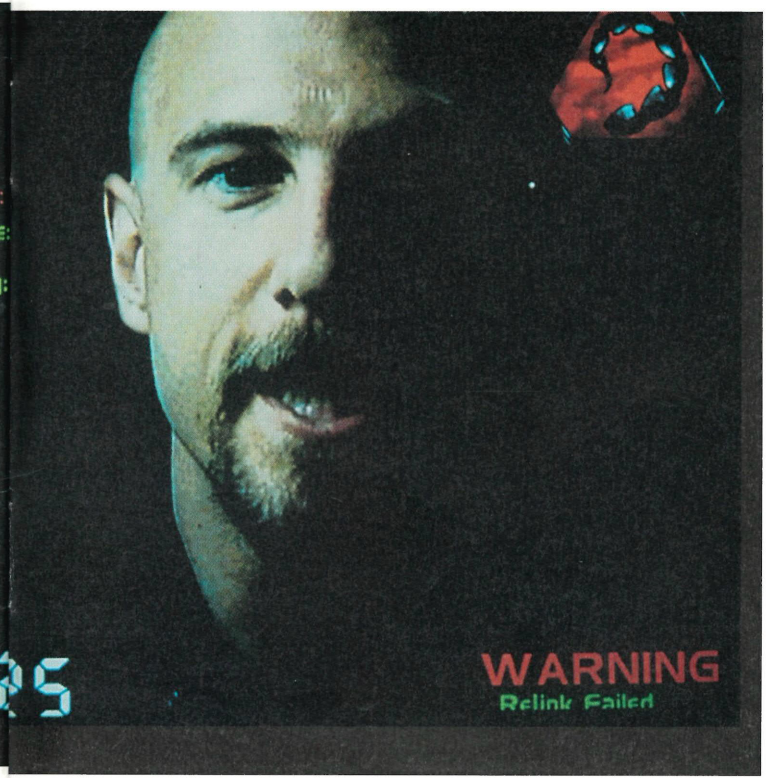


THE tanks available to NOD are smaller than GDI's tanks but also cheaper. The tactic with these little fellas is to make loads and loads of them.

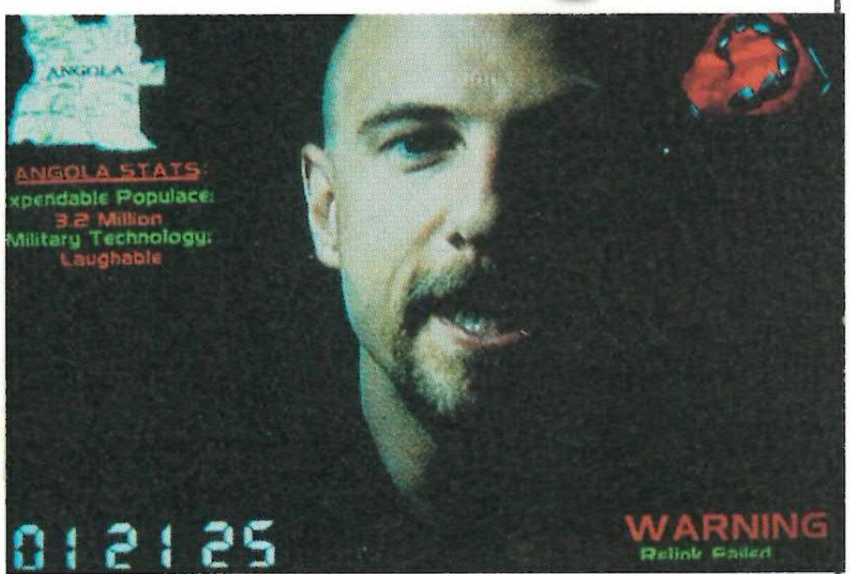
One on one they can't do anything, but surround enemy stuff and pump away at it and there's little that will stop you (unless the enemy also has lots of tanks too, of course).







THE PRO Command & Conquer



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