OVER 250 PLAYSTATION GAMES REVIEWED & RATED INSIDE!

PLAYSTATION PRO

ISSUE 12 OCTOBER 1997 £2.95

PLAYSTATION PRO ISSUE 12 OCTOBER 1997



WORLD EXCLUSIVE!

JUDGE DREDD

FORGET TIME CRISIS, JUDGEMENT DAY HAS ARRIVED!

PARAPPA THE RAPPER

CRASH BANDICOOT 2

FORMULA ONE 97

THE LOST WORLD

JERSEY DEVIL

SHADOW MASTER CROC MOTO RACER TRASH IT! ROSCOE McQUEEN

IDG MEDIA

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DREDDY OR NOT, HERE WE COME...

Maybe it's the weather, but crazy things have been happening here at PSPro HQ over the past month or so. Alex, our beloved editor, came over all funny mid-week and has fallen for the delusion that the grass is greener in Mario's garden. He has therefore abandoned his PlayStation and gone off and started a new N64 mag. Sucker. Not only that, but cheeky chunky Dan The Man has jumped ship too. Believe it or not, he's gone to work on a Coronation Street mag (snigger) and now spends most of his time eating Betty's hotpot "down t'Rovers" and getting into drunken conversations with Jim McDonald about the pros and cons of "keeping it in the family". Bonkers, I'm sure you'll agree.

As you've probably gathered during all this abstract confusion, I've taken over as editor and I've been busy recruiting a motley crew of drunkards and sexual deviants in order to continue the fine tradition of your favourite gaming mag, which will remain as sturdy and informative as it ever was. And there's even a couple of new bits and stunning free gifts on the way that I personally guarantee will blow your mind. Just you wait.

Of course, all this new responsibility means I've had no free time to enjoy such editorial perks as lounging around in big leather armchairs, eating at fancy restaurants, wearing bandanas, shouting orders at people and generally being a great big sexy gaming beast. Instead I've been working late, pulling out what little hair I have left, smoking like the bastard son of Dot Cotton and Dennis Leary and basically 'putting my all' into producing the number one unofficial PlayStation mag in the country. And as you read through this issue, I hope you'll agree that my mission, has indeed, been accomplished.

As you know, Gremlin's new Judge Dredd light gun game – which believe you me, is going to be abso-bloody-lutely massive – graces our cover and inside we've got the world exclusive first look at it. Which is nice. And on top of that I've got hold of the booty-shaking Parappa The Rapper and other PSX dreamboats for you, like Formula One 97, Broken Sword 2, Croc, Jersey Devil, Crash Bandicoot 2, Shadow Master, FIFA 98, Explosive Racing and the big movie licence of the moment; The Lost World: Jurassic Park 2. Impressed? You should be. Now if you're still reading this, stop, turn the page and let our creative floodgates burst with your tender touch. And I'll see you same time next month.

Jay Sharples
Editor

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GT Interactive has slipped this out on the shelves without any warning, which normally means it's complete shite. But our Hugh reckons it's alright. Mind you, he is new

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You saw it first in these very pages and now Acclaim's Marvel-endorsed adventure is due to be in the shops soon. Hence it returning this month and us giving it space in our review zone



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Psygnosis is currently finishing off the likes of G-Police and Formula One 97 in time for next month, so in the meantime we've got Shadow Master to entertain us

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"Ooh, ooh! When's it coming out? When's it coming out?" Formula One 97 gears up for review next month, so we've taken another glance at it for you this month. Aren't we kind?

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Ocean is getting ready to blow your mind with one of the stars from this year's E3 show. People get ready, the Jersey Devil has arrived!

74 Ice Ice Baby
Another hockey game? Erm... yes! But this one's special as its from the guys that brought all those shit-hot Actua titles. It's name? Actua Hockey

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He's the firestarter! Well, to be true, he's not. He puts them out and saves kittens from trees. He is Roscoe McQueen and his game's hot, hot, hot!



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Whatever's worrying you in the wild and wacky world of the PSX, rest assured that all the answers you need are waiting for you on page 86. Rants, raves and bizarre waffle flood our mail bag each month. These are just a sample

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Gremlin Interactive are about to give Namco a run for their money with their Time Crisis rival, Judge Dredd. So with this in mind, we jetted up to Sheffield for the day to grab the world exclusive behind-the-scenes report in order to check out what is going to be one of the big games this Christmas.

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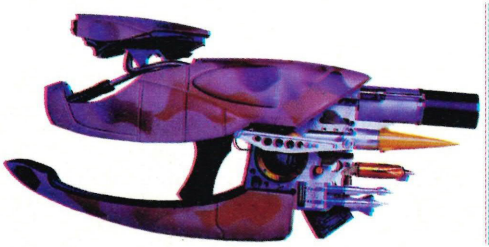
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Kalisto A GO-GO!

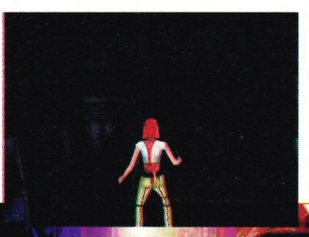
Last month we filled you in on the excellent Nightmare Creatures by Kalisto. Well, this month we've decided to let you in on its next PlayStation game in the making; The Fifth Element.

As you can see from the screenshots, the game is based on the sci-fi flick of the same name starring Milla Jovovitch and Gary Oldman and puts the player in Milla's pants in a kinda Tomb Raider-esque gun-toting adventure.

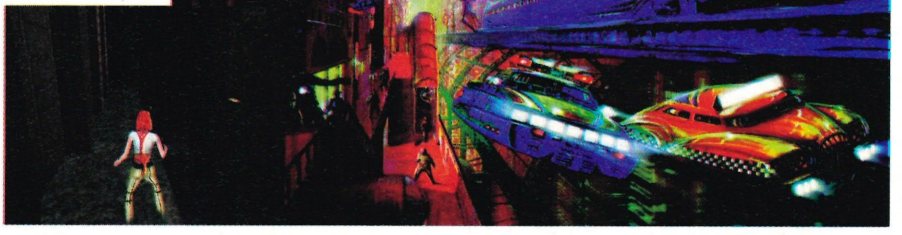
The game is very early in the production stage and, in all honesty, we can't see it hitting the shops before the end of the year. In the meantime we can just sit and wait and ogle Milla from afar. Ho hum...

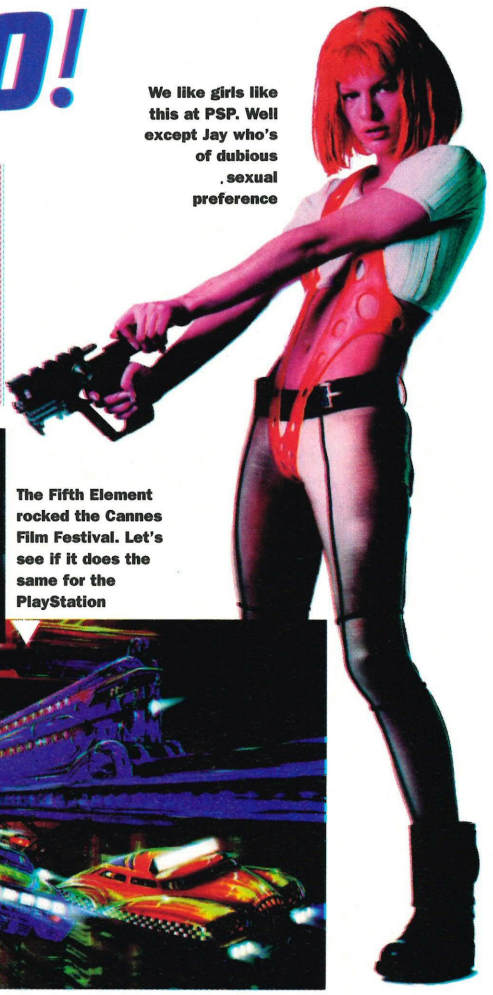












We like girls like this at PSP. Well except Jay who's of dubious sexual preference

The Fifth Element rocked the Cannes Film Festival. Let's see if it does the same for the PlayStation

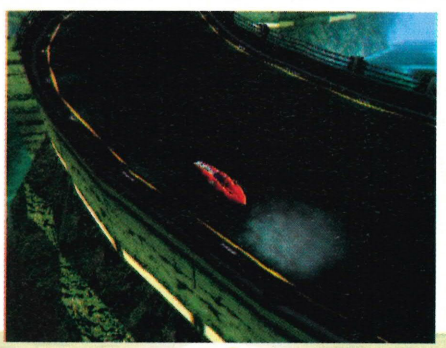
Feeling Supersonic

Mindscape's Supersonic Racers 2XS is preparing to enter the jostling racing games market this Autumn. It is penned in for an October release, and Mindscape hopes to sell on the all important originality factor.

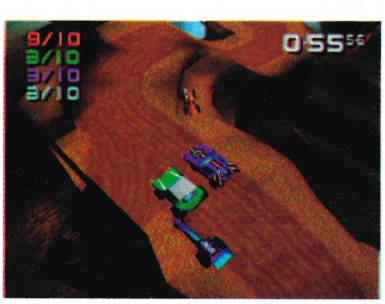
Novel features include an innovative front end that allows the player to select their options by simply driving through them in a unique 3-D arena, a clutch of stupid weapons (bassing your opponents off the road with a huge stereo for example) and four player support.

Supersonic racers also boasts an intelligent camera of the sort used in fighting games that will ensure all the action is kept on the screen during the multiplayer option. The game isn't exactly lacking in options either. It will include a total of 16 tracks with copious shortcuts and secret routes to race around in one of eight assorted vehicles.

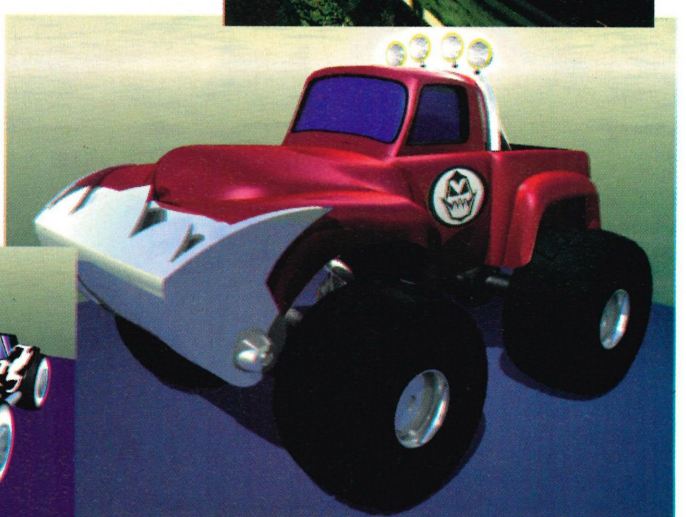
Will Supersonic lead the field or will it stall on the starting grid? We'll keep you posted.











Big and chunky rendering is the order of the day as far as Mindscape is concerned!

If I had a hammer



When I was a lad, Warhammer simply consisted of a load of toss looking model tanks and decidedly unscary Orc figurines. Now, in the high tech '90s, Mindscape is making a nice little earner out of translating the adventures of goblins, wizards and anatomically impossible warrioresses onto PlayStation.

Following on from Warhammer: Shadow of the Horned Rat, Warhammer: The Dark Omen should be hitting the shops sometime this November. Again, you control the destiny of Morgan Bernhardt, the mighty mercenary leader, as he stomps about his blighted homeland amassing legions of soldiers to fight the undead.

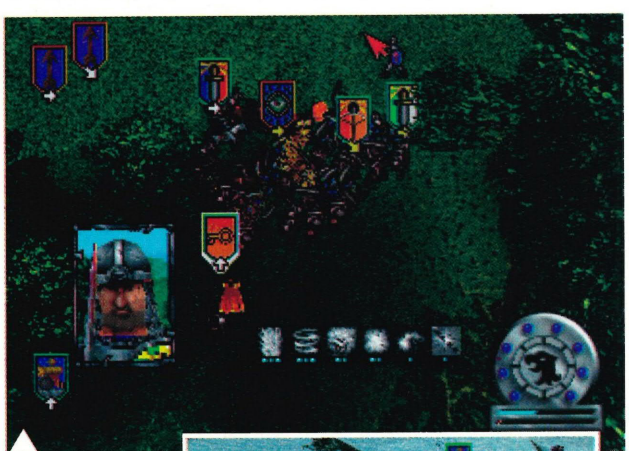
The action should look a little prettier this time around with Warhammer: The Dark Omen making use of a brand spanking new 3-D games engine. You'll be able to fight whopping great battles on huge 3-D landscapes stuffed full of trees, rivers and mountains with the action being viewed form any angle, direction or magnification you so desire.

Mindscape also boasts that its latest Warhammer offering will feature state-of-the-art AI routines so that your opponents will be as intelligent as one of the undead or a green Orc can be. Another innovation is the cunning "line-of-sight" feature which will ensure that even if you've got your troops within spitting distance of an enemy, if you're hiding behind an outcrop or bush, they won't see you.

You'll be able to embark on your manic goblin slaughter fest this November, cos that's when it hits the shops...







If you loved Warhammer then you're going to absolutely cream over this next offering



The graphics have a similar feel but the gameplay has advanced considerably

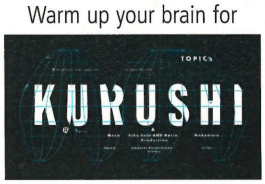
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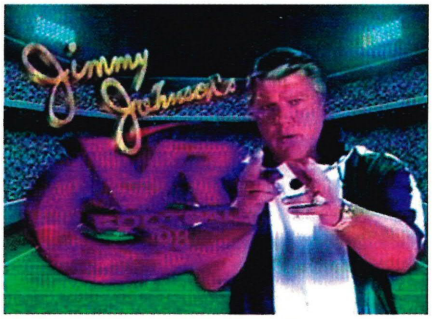
Warm up your brain for



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RUGBY FOR GIRLS

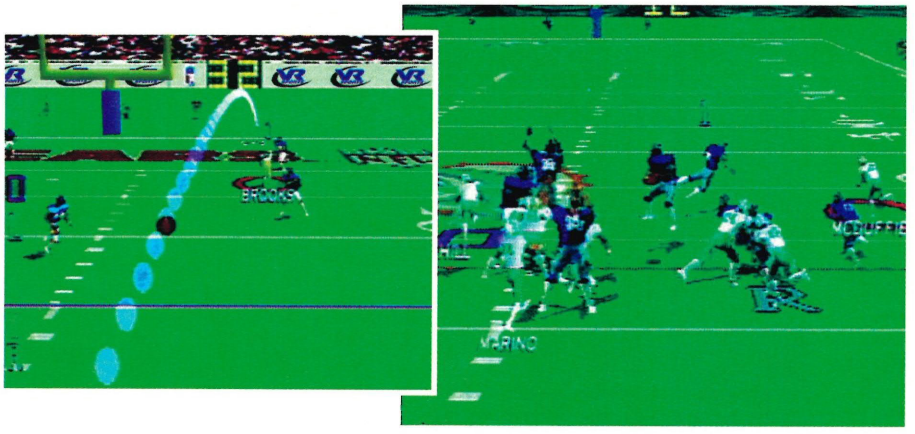
Fans of that weird version of football the American's play (the one where fat men get dressed up and run into each other), are in for a real treat this Autumn with the release of Jimmy Johnson's VR Football 98.



Developed by VR Sports (the sports division of Interplay) VR Football looks like being one of the most advanced American Football games ever produced and features 125 video sequences (most featuring Jimmy), pre-game/half-time speeches, post game analysis and the worryingly PC sounding constructive criticism.

Other impressive sounding features include the highly detailed in-game graphics (all created using motion capture animation), the option to play the best teams of the last 40 years and a total of 30 arenas to play in.

The release date is still set for November despite a curious bug that hit game development a few months back. Apparently the developer, Padded Cell Studios, found a bug that only allows the Miami Dolphins to win the Super Bowl during a complete season. Suspicious then that the Dolphin's coach is none other than Jimmy Johnson himself. What next? Bruce Grobbelar's Soccer World 97?



Album of the Month

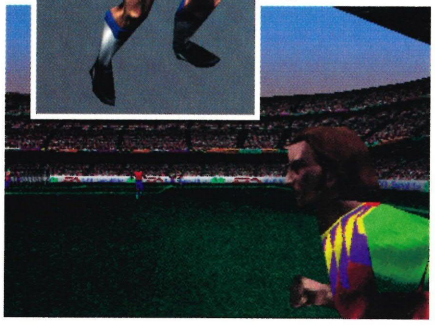
Not really something that we nominate each month, admittedly, but since Parappa The Rapper has been embraced by all the Pro team this month, we've knocked the Prodigy album off the office CD player and have all been grooving and jiving to this quirky Japanese hip hop album of the entire Parappa game.

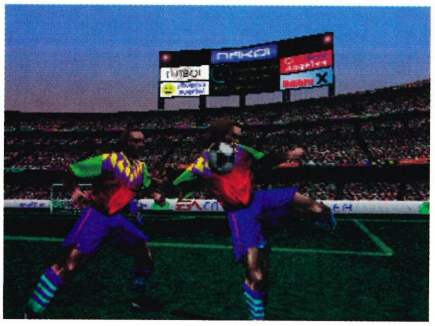
Tracks include Joe Chin Is Here, Cake Bomb, Toilet Express and the classic Chop Chop Master Onion's Rap. It's funny, funky and probably unavailable over here in the UK, but we thought we'd tease you with it anyway. Next month, however, we will have a massive Parappa competition with loads of top merchandise on offer and who knows, we may even give away our prized CD. Watch this space!





Looks nice doesn't it? You're all going to buy this and we don't need Mystic Meg to tell us that!





Sheeeeeeerahhhhhhhhh!

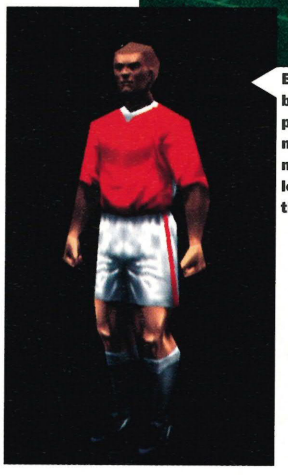
Ooh, we were hardly shocked to hear of another FIFA soccer game on the horizon, what with there being a World Cup and all coming up. FIFA: Road to World Cup 98 provides yet more footy action, courtesy of EA. The long road to France starts in the initial qualifying rounds with 172 teams in 16 international stadiums as they vie for one of the 32 places in the Finals themselves,

Hundreds of new animations will be included as well as a new play-by-play commentary from top names including Des Lynam, Andy Gray and John Motson. EA Sports once again believes it is on to a winner and has accordingly recruited more football professionals than ever before in the development of the game.

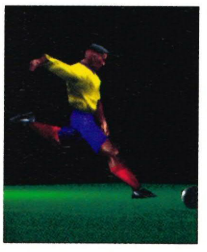
According to producer, Mark Aubaren, "Each of these professionals are chosen because of their commitment, attitude and football skills, and we are proud to announce the return of our 'Holy Trinity' commentary team."

As usual we're looking forward to the next FIFA game with great anticipation and hope to bring you a full preview in next month's edition of PlayStation Pro.





Extensive work has been carried out on the player models and motion capturing making it the best looking FIFA game of all time. To date anyway!





The latest FIFA game is well on the way to completion with loads of new features and ideas



ABCD..er BMG

Okay, so the alphabet has never been our strong point. Just look at Andy for God's sake. On second thoughts don't, but cunning headlines are definitely our forte, probably. BMG Interactive has three titles on the horizon and, for that reason, we thought we'd try and pull off that shite headline. Let's look at what's on the cards then.

First up is Spec Ops – US Army Rangers. No this isn't some kind of eye test 'em-up, it's proper virtual Action Man (without the Eagle Eyes obviously). It's the first in a series of realistic, action-orientated real-time 3-D combat games meticulously designed around Special Forces activities.

In this one you have to control your team of Rangers (you mean it's a football game, or is that a bad Scottish football joke?) in their missions to eliminate enemy targets while completing sub-missions.

You'll have to navigate huge 3-D environments when the game eventually arrives towards Christmas. Looking good!

Also in the line-up for Christmas is The Tour. Some of you might have seen the V-Pick before if you have a mate with a PC. Basically it's a like a guitar pick that connects to your PlayStation and you strum along with the music in virtual air guitar fashion. You can strum against anything, a tennis racket, your leg (although it does tend to graze) or even your girlfriend!

The storyline sees you on tour with The Who's Roger Daltrey and the press release assures us that while you're in your tour bus you'll stop for doughnuts, meet Swedish hitchhiker babes and get feedback on your music skills from the spaced out crew. Sounds interesting. We're waiting for cheat mode to see how far you can get with those Swedish chicks or does that just make us sad?

Finally there's Tanktics which is being billed as the first original real-time 3-D strategy game ever – quite a bold statement. Your assignment is to build tanks, all kinds of tanks in fact, by controlling the heavy duty, anti-gravity crane to fit together the various parts.

You have to construct tanks to play in four different eras with two million combinations per era! For example, build Stone Age tanks from granite or medieval tanks from wood and so on.

Then you have to lead your tanks into battle and defeat the enemy. Sound a bit surreal? You betcha! Watch out for Tanktics in the early part of 1998.



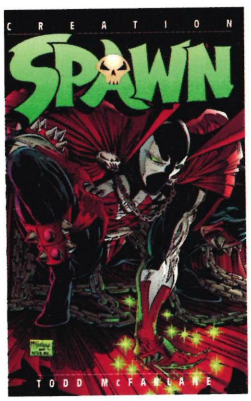
This Special Forces game looks quite impressive even at this early stage of the day

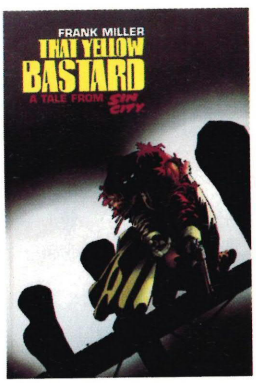


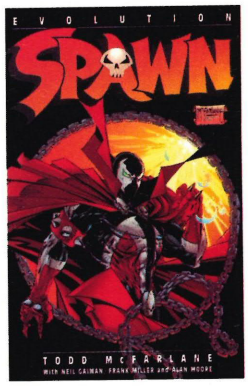
The rock chick game looks a little more dubious though. Hmmm.



Tanktics is the last of the three and as such is a lot further away. Picture's nice though!







Bats, Devils, Dinos and Little Yellow Folk

Our monthly bout of graphic novel mayhem went into overdrive this month as Titan Books battered our post bag into submission with an abundance of classy glossy comic book goodness.

First out of the bag was the official comic adaptation of The Lost World (£4.99), closely followed by the excellent Batman & Robin: The Making Of The Movie (8.99) which gives you hundreds of behind-the-scenes photos and interviews. Which is nice.

Next up we have the latest Simpsons outing, entitled Wing Ding (6.99) which collects issues 19 through 23 of the top selling American comic – look out for the hilarious Monty Burns/Apu superstore collaboration.

Older readers will enjoy Titan's next release – Frank Miller's new Sin City tale That Yellow Bastard (£16.99). The artwork is typical of Miller's style – stark, black and white comic noir – and the story is the usual hyper-violent gun-toting Miller madness. In a word; brilliant.

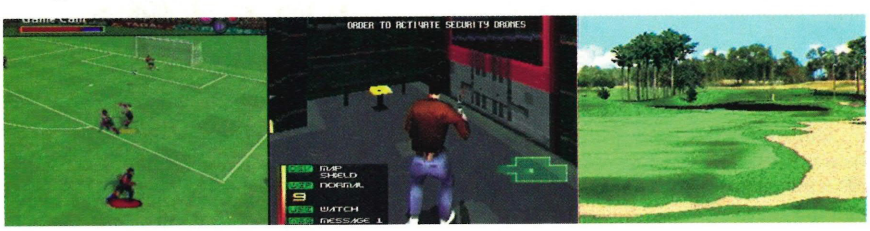
Finally, and to follow up on last month's movie story, Titan has collected the first editions of Todd McFarlane's Spawn and bundles them into three awesome graphical novels, with a fourth lined-up for release next month. These tell you everything you'll ever need to know about Spawn and his dark universe, and at £7.99 a throw they're an absolute must.

On top of that, it has also knocked up Spawn: The Making Of The Movie, which like the Batman one, has loads of backstage scoops and pictures. Again, it's cool if you're a fan, and semi-interesting even if you're not. Anyway, get yourself down the book shop now and bag up on these hot summertime bargains, or ring Titan Books on 0171 620 0200.



EA Hintline

Electronic Arts likes you. You buy its games and make it millions. So, in an act of kindness, EA has set up a specialised helpline for you gamers to ring whenever you have a query about any of its PSX products. Cheats, hints and tips will be readily available on the phone line, as will up-to-date release schedules for the months ahead, all combining to give the punters everything they could ever wish for. Good idea, eh? The number, in case you're interested in calling, is 0891 669944.



Come Dancing



We've seen it all now. That PlayStation thing really is reaching further and further into our culture and seemingly nothing is immune.

The Union Dance Company is set to present a brand new, er, dance thing called Dance Tek Warriors which brings together streetwise contemporary dance by cutting edge international choreographers with projection and imagery from Tekken.



The four works are set to music ranging from hip-hop and Beethoven to Afro-Asian. Worth mentioning for comedy value are the startling costumes which have been designed by a young lady with the wicked name of Ursula Bombshell.

Dance Tek Warriors is inspired by the hugely popular Tekken and its image of fearless physicality. You can probably guess we didn't write this stuff by the way. It shows the dancer as a warrior, balancing skill with vulnerability and fighting back against adversity to achieve a personal goal.

Good news for the hard of steering

When I started learning to drive, my instructor, a nice man with a beard, told me something I've never forgotten since. "Hugh", he said, "when it comes to controlling the direction of the car, the steering wheel is an important bit of kit." Every time I've raced down the Mac road on the way to work, I've remembered his immortal words and thanked God I've got a steering wheel in front of me rather than, erm, an empty space.

So when I started playing PlayStation games I was, understandably, nonplussed. "What?", I would snarl as I loaded up Porsche Boxster Challenge, "I've got to steer with this? What would my dear old driving instructor say?"

So you can imagine how my heart leapt when a couple of jolly chaps from Platinum Sound entered the office cradling in their arms not only a lovely great steering wheel, but a pair of pedals as well.

The Per4mer Turbo Wheel, as this technological marvel is known, could prove to be a right boon to PlayStation owners as it'll bring a new sense of realism to any old PlayStation driving game. Rather than arse about with fiddly little directional control buttons, you can slam your foot down and clutch your steering wheel like a ferocious Jeremy Paxman who's been told that his lovely new Dodge Viper is a girlies car and that its disproportionate bonnet size is indicative of his...well you get the picture.

Platinum Sounds has got big plans for the Per4mer. It has brought out one for each major console, N64, PlayStation and Saturn, and in the near future is going to bring out a multi-platform support to suit all three – the least expensive multi platform wheel.

Well lucky old you, we've got 10 of these classy peripherals to give away. All that stands between you and the ultimate video game driving pleasure is one simple question. Concentrate because here it comes:

What's the name of the Duke brothers' car in The Dukes of Hazard?

a) Brum
b) The General Lee
c) Scooby Doo's Mystery Mobile

Send your answers to the address at the front of the magazine



Lads on Tour

There is a wealth of good driving games knocking about at the moment and they are about to be joined by Codemasters' rather tasty looking but cumbersomely titled TOCA Touring Car Championship.

It's going to feature 16 individual cars including the Peugeot 406, Renault Laguna, Audi A4 and the Volvo S40. Each vehicle's mechanics are based on true physics laws, which we're sure you all find dead interesting.

Each car will apparently have complete freedom of movement which allows for realistic spins, jumps, rolls and spectacular real-time collisions as players engage in 360 degree rolls and flips. You should also be able to notice the difference between cars. For example the four wheel drive will handle differently from the front-wheel drive vehicle. It all sounds really rather impressive doesn't it?

Touring Car Championship looks set to burst onto the PlayStation scene with a loud bang and you should be able to see more of it in the next issue of PlayStation Pro.





Codemasters is about to join the PlayStation racing fray with a very neat looking title indeed



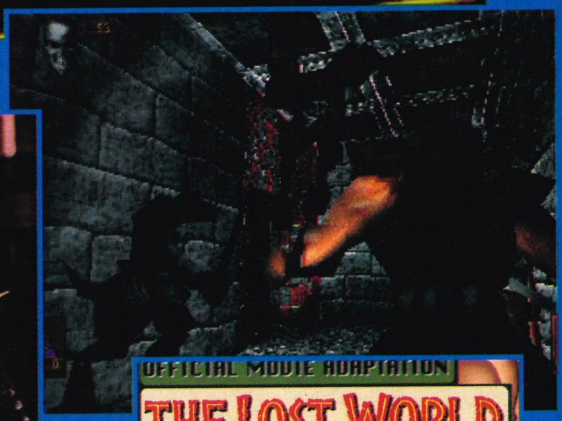
A variety of views are all accessible so you can race from your preferred perspective without any problem whatsoever

Stop Press

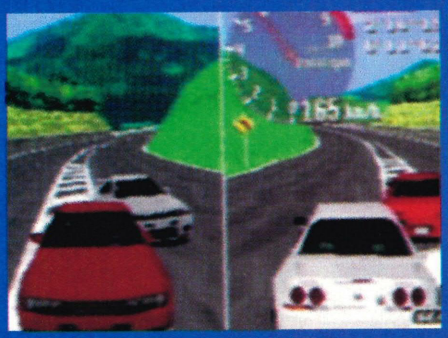
More news and gossip this month as we hear rumours that the old 16bit classic, ROAD RASH, is currently being transformed into a 3-D racing beast. Electronic Arts is again the one behind it all and EA looks like it is in for a busy Christmas this year. Why? Well check out its line-up: LOST WORLD is out this month (see page 28 for a full review), NASCAR 98 sees the PC hit converted to the PSX so expect even more stock car mayhem. Fat yank bloke, John Madden returns yet again with the latest in his long line of American football games. This one is surprisingly entitled MADDEN 98. Remember CULT STATUS that we told you about last month? Well, EA has renamed it AUTO DESTRUCT and we'll be having a closer look at that next issue. TEST DRIVE 4 is another driving game, and from what we saw of it when we visited EA earlier in the month, it's looking sure to do the business when it finally gets released. EA is also working on a PSX conversion of the hugely popular God-sim POPULOUS, but it doesn't look like we'll see anything on it until sometime next year. American developer, Atlus is planning on attacking the UK with a trio of new titles. PERSONA is the first chapter of its Revelations series, which is based around the Megami Tensei series – allegedly a smash hit over in Japan. The game involves loads of dimensional travel into a world of demons and fantasy adventures. Fans of Konami's VANDAL HEARTS will love it. Atlus' second game is OGRE BATTLE: LIMITED EDITION which, in all honesty, looks pretty similar to PERSONA. Except that you're playing with Orcs, Goblins and cute little Japanese things with wings. And finally from the Atlus stable is its driving dream, PEAK PERFORMANCE. The game offers over 20 cars to choose from, plus the chance to ride on scooters or drive a school bus. Five crazy tracks including a downtown intersection and a mountain cliff drive are all in here to amuse and this should get released before Xmas over here. More SPAWN news: The game is now set for a December release, so we should have something special on it next issue. LucasArts is finishing off its Star Wars beat 'em-up, MASTERS OF THE TERA KASI as we speak and that should be here in January. And last, but by no means least, Hasbro's classic avoid 'em-up, FROGGER, should have been up for review this issue. But wasn't. Therefore we'll try our best to get hold of it in time for next month's mag. See you next time...





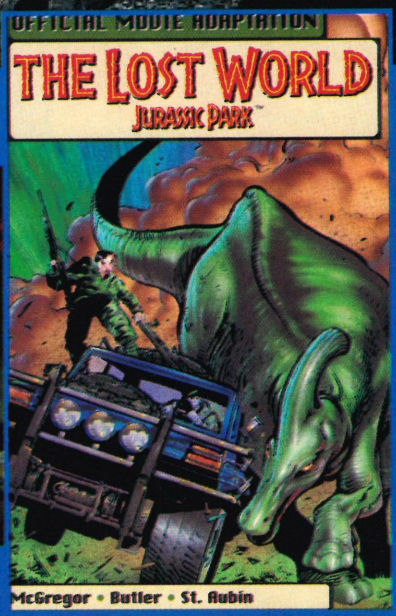












UK PSX TOP 20

ChartTrack

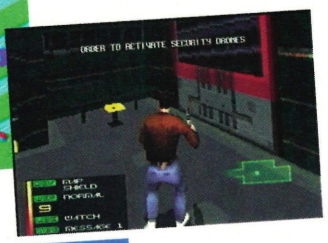
ELSPA

See who the movers and shakers are in this month's Playstation Top 20. So have a look at what everybody else is buying and see if there's anything you simply must add to your collection...

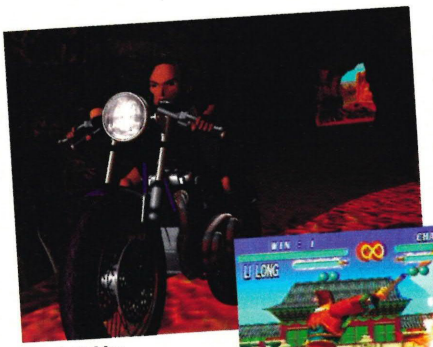
THIS WEEK	LAST WEEK	TITLE	SOFTWARE HOUSE	WEEKS ON CHART
1	1	VRALLY	OCEAN	3
2	3	ISS PRO	KONAMI	6
3	8	PRINCE'S TR. - POWER SOURCE.	SONY	5
4	6	WORMS	PLATINUM	69
5	5	ALIEN TRILOGY	ACCLAIM	47
6	3	SYNDICATE WARS	BULLFROG	7
7	7	TOMB RAIDER	EIDOS	36
8	-	RALLY CROSS	SONY	1
9	9	FADE TO BLACK	ELECTRONIC ARTS	36
10	-	RAGE RACER	NAMCO	1
11	12	RAYMAN	UBISOFT	43
12	11	PGA TOUR GOLF 96	ELECTRONIC ARTS	39
13	15	ROAD RASH	ELECTRONIC ARTS	34
14	13	BUSTAMOVE 2	PLATINUM	12
15	10	SOUL BLADE	NAMCO	15
16	14	MICRO MACHINES V3	CODEMASTERS	22
17	17	RIDGE RACER	NAMCO	65
18	19	TEKKEN	NAMCO	83
19	21	CRASH BANDICOOT	SONY	41
20	16	FIA FORMULA 1	PSYGNOSIS	46


Crash Bandicoot


Micro Machines V3

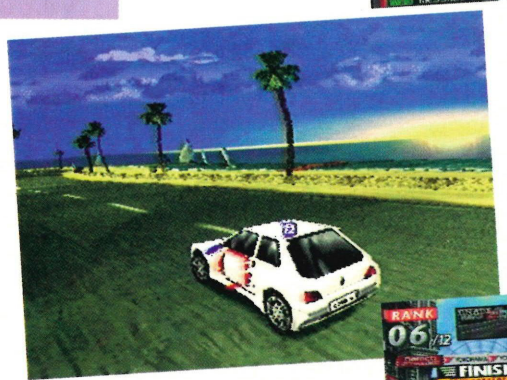


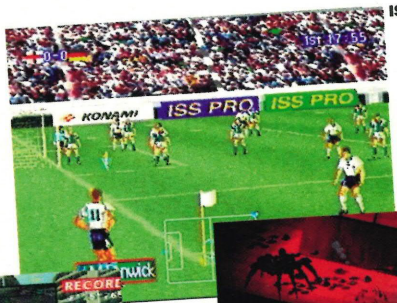
Fade to Black


Tomb Raider



Soulblade


V-Rally



ISS Pro


Alien Trilogy



Rage Racer


Syndicate Wars

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Parappa the Rapper

Okay, be sceptical. Go on, by all means say it looks and sounds like a rubbish idea for a game! Do we care? No we do not! Because we know that as soon as you play it once you'll be hooked and you'll never want to stop until you've cracked it!



We all did it here at PlayStation Pro. We all thought that Parappa the Rapper was going to be a bit of a duffer. A paper thin two-dimensional characters indulging in what is little more than a PlayStation version of Simon (you remember it, that electronic game you could buy where you had to memorise and repeat an increasingly more complex series of flashing lights) simply cannot work!

Yet it does. Spectacularly well. Largely, it has to be said, due to the excellent characterisation, but also on the originality and execution fronts equally as well. You play Parappa, a young pup and wannabe hip-hop hero, out to impress Sunny Funny (a sunflower) who he's developed a major crush on.

Now Sunny is a bit on the shallow side, being impressed by macho heroics as opposed to Parappa's more sensitive side. The lovesick young lad must go to tremendous lengths throughout the game to try and win her heart.

This heart-rending story is played out, as you can see, through very cartoony graphics. In fact, playing through the game is more like taking part



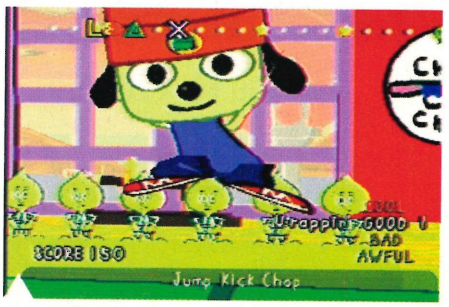
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Chop Chop Master Onion takes you through a roller coaster crash course in veggie hip hop!



Quirky? Wacky? Bizarre? No one word or screenshot can ever do justice to the gaming phenomenon that is Parappa the Rapper!



Parappa's a fast learner but if you 'ain't got no rhythm' then he's gonna struggle. Man



Prince Fleaswallow, the market trader, will help Parappa get the money he needs to take Sunny on a date

in an interactive animation rather than playing a game.

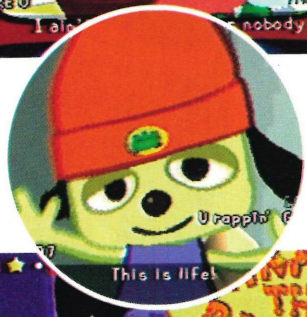
What you can't really tell from the screenshots is that the cartoon characters are drawn in a most unusual fashion. They're paper thin two dimensional drawings that, when the camera pans around to their side, almost completely disappear. Don't ask me why because I don't know (the official Sony line is that it's done to maintain the game's already unique style), but it adds tremendously to the charm.

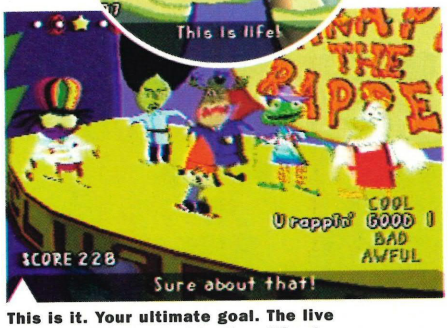
All the characters are hugely loveable and almost vomit inducingly cute and, for the short time the game lasts, you can't help but find yourself willing them on to achieve their goals of happiness.

I say short time because the only thing that you could really moan about is that it is possible to finish the game within the first day of play. That's to say you will have heard all the songs and reached the necessary

Cheap Cheap Chicken is the fowl equivalent of Delia Smith. Her goal is to help you make a birthday cake







This is it. Your ultimate goal. The live hip hop show fronted by the ultimate master, MC King Kong Mushi!



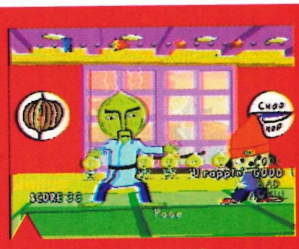


Don't try this at home kids. I can't see anyone agreeing to rap to see who gets to go to the toilet first

Chop Chop Master Onion's Rap

Chop Chop Master Onion is a bit like Mr Miyagi from the Karate Kid films. Except he's a 'hip hop (and happening) onion no less. A black belt, tenth Dan in the ancient art of rap, he takes Parappa through his masterclass and puts him well on the road to achieving his goal of winning Sunny's heart by reaching levels of mega stardom known previously only to inhabitants of the Burnage area of Manchester! Heed his words on timing, style and attitude and you're guaranteed to go far! Stardom awaits you...





Master Onion's row of students will spur you on should you begin to flag

Kick! Punch! It's all in the mind
If you wanna test me,
I'm sure you'll find
That all the things I'll teach ya
Nevertheless you'll get a
lesson from teacher now

Kick
Punch
Chop
Block
Once more now
Kick
Punch
Chop
And Block

Don't get cocky
It's gonna get rocky
We gonna move down to the
next, Ya jockey now

Duck
Jump
Turn
Pose
Listen carefully
Jump
Pose
Duck and turn

Hmm, yeah
I see you're getting better
Kick to the limit
In order to get her

Kick Punch
Chop Block
Chop Kick
Punch Block
It's gonna get harder now!
Duck & Jump
Turn & Pose
Duck & Turn
Jump & Pose

Come on now
Why don't you follow my words
Because we're almost done
I'll make it easy at first
I wanna see if you wanna see
What it means
To be the man with
the master plan

Are you the man now?

Here we go! Now,
Kick Punch Block
Chop Kick Block
Block Turn & Kick It
Block Duck Punch
Duck Duck Turn
Jump Kick Chop
And Punch Punch Punch

That's it for today

Good Job Parappa!
You can go on to the
next stage now

Parappa the Rapper

standard to have succeeded in them all. There are six progressively harder tunes to rap along to but none are all that difficult to finish, not even the grand finale. Initially that led to great disappointment for us because we really wanted to see a lot more, but don't worry – there is more.

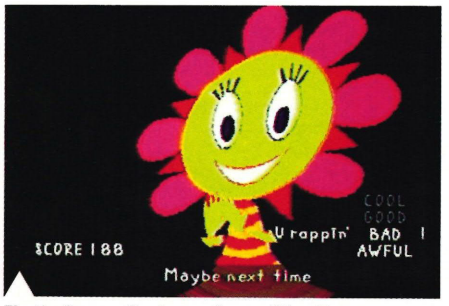
Once you have finished the game you are able to select any of the levels to play in any particular order that takes your fancy. You now have a new goal. Whereas previously reaching a "Good" standard of rapping was enough to progress, you now need to reach the "Cool" level on the rap-ometer, and this is far from easy. You need to not only follow the instructions well, but freestyle rap in time to the music in any remaining time you have between lines.

Achieve this high standard and the master will feel satisfied he has taught you all he can and leave the scene to watch from the sidelines. Keep up the freestyle to a good standard and you'll be awarded with a crown. Get a crown for all six raps and you'll get a special treat! (No clues as to what, all we'll say is that it's well worth the effort!)

There's very little you can say about this game. It's all about playing it, and this is such a unique experience that at the knockdown price of 30 quid it is a purchase that no one should have to think too hard about. I'll explain how it works anyway, but if it sounds crap at the end of it, don't be put off!

Basically you have to listen to what the teacher is saying, but more importantly you need





That's Sunny, the love of your life. She doesn't do a lot for me but then, you lot like Lara Croft!



He may not look all that sharp, but put this guy behind a pair of decks and he's a hip hop dynamo!

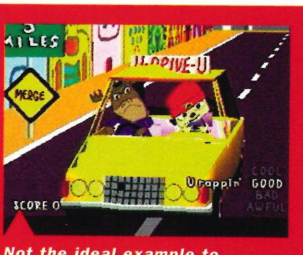


Okay, you've got your licence, and with it the perfect opportunity to take Sunny somewhere nice

Instructor Mooselini's Rap

If only my driving instructor had taken this approach, passing my test would have been so much more fun. Instead he was called Norman and smoked a pipe! Instructor Mooselini is very different. She's a female moose driving instructor (too many drugs anyone?) who will help Parappa get his licence, enabling him to take Sunny out on real date! Here's how (Parappa must repeat each line in bold in time with the beat to progress)...





Not the ideal example to set learner drivers. Stay on one side of the road!

Alright, we're here
Just sitting in the car
I want you to show me
If you can get far

Step on the gas!
Step on the brakes!
Now step on the gas!

When I say boom boom boom
You say bam bam bam
No pause in-between
Come on, let's jam!

Step on the gas!
Step on the brakes!

Step on the brakes!
Step on the gas!

I'm glad you know
Which way to go
But it ain't gonna stop me
Here we go!

Check and turn
The signals to the right!
Now turn to the right!
Check and turn
The signals to the left!
Now turn left!

Woh ho ho! Stop the Car!

We got an emergency
Can't you see?

Do you know
Why we stopped car?
Guess...
What...
Do you know
Why we stopped car?
Guess...
What...
I forgot to close the door...

Now, just don't forget
This ain't Kung Fu
Come on again!

Check and turn
The signals to the right!
Step on the gas
Now turn to the right!
Check and turn
The signals to the left!
Step on the gas
Now turn to the left!
Step on the brakes!
Do you know
Why we stopped the car again?

That's because you just got
Your licence!

Prince Fleaswallow's Rap

This guy is just too cool for his own good! A sort of cross between Shabba Ranks and Shaggy (not the Scooby Doo variety!), Prince Fleaswallow is the market trader who's kind enough to give Parappa the chance to earn enough money to take Sunny out now that he's got his licence! Listen carefully, learn from the man and, as the Prince himself would say, "Ribbit! Follow me rap!". Oh, did I not mention he was a Jamaican frog?





All manner of junk is available on the stall

I'm working in the
flea market so early
I've been working here
Since your mama was a baby
Just because
the rhythm is slow
That don't mean
that you can't flow

In the rain or in the snow
Got the got the funky flow
In the rain or in the snow
Got the got the funky flow
All you ever need is to be nice and friendly
All you ever need is to be nice and friendly

Remember, strike it rich
The key is love
And it'll save everyone
From way up above

I can sell a bottle cap like this
I can sell a bottle cap like this

I never dreamed
It would be like this
I am the number one ruler
Of the seven seas

The skunk over here
Will bring you luck
The pump over here comes with a truck

Oh yes
I had a lot of lot of fun
I made a lot of bucks and now
I'm on the run

In the rain or in the snow
Got the got the funky flow
In the rain or in the snow
Got the got the funky flow

Ha ha ha, let me tell you something
That I never tell you before
Listen this!

I have never sold
Everything, everything

I have never sold
Everything, everything

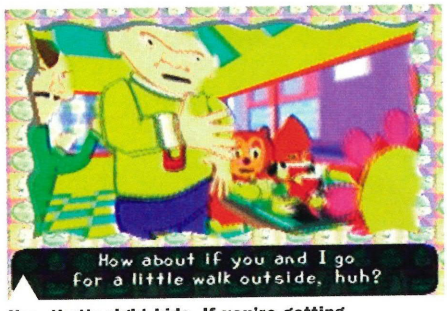
Money money money
Is all you need

Money money money
Is all you need

Hey hey! Your Papa is gonna be very proud of you!

Let me know if you have another flea market,
I will help you...

Or you will help me...



Yes, that's right kids. If you're getting bullied at school all you need to do is believe and everything will be okay!



It's tempting not to watch them, but the cut scenes in Parappa really do add to the game a lot



Oh no! What a time to be caught short! And just when things were going so well too!

to watch the top of the screen. A marker will move across passing over symbols in time with the music. Then it is your turn. When the teacher has finished the marker will start to move across again and each time it passes over a symbol you have to press the corresponding button on your joypad. Each time you press a button (be it the right or wrong one) Parappa will say something. Get the sequence right and the words will form a sentence, get them in time and they will form a sentence that's in time with the music.

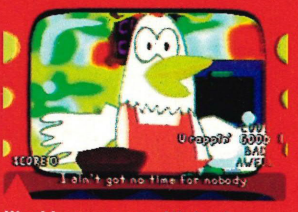
It may sound simple, but at first some of the more complicated sequences will bewilder those less familiar with the pad layout. Do this simple test now and you'll get an idea of how proficient you'll be. Without thinking, could you press Square, Square, X, Triangle, Right, Square in quick succession without having to look down? Don't worry if you can't, Andy still hasn't managed to get off the first song! Then again, he is totally devoid of any rhythm, a fact that is proven by him having a liking for David Bowie's new drum 'n bass exploits!

Parappa is an essential purchase. Get your ▶

Cheap Cheap's Rap

What would be a nice thing to do for Sunny's birthday? Why not bake her a cake? That's sure to win here heart! Pity then that you can't cook! Fret not though, help is at hand thanks to Cheap Cheap the Cooking Chicken! She has got her own TV show and will help you out with a step by step rap to baking the perfect cake! Careful though, if you don't follow her instructions to the letter she'll get in a right old flap!





Would you mess with her? I certainly wouldn't...

Every single day
Stress comes in every way
I ain't got no time for nobody
My style is not rich, dope
Phat in which
We'll make a cake today that looks rich

Crack crack the egg into the bowl
M. I. X the flour into the bowl
Crack crack the egg into the bowl
M. I. X the flour into the bowl

Baking a cake, yes, means

You gotta try
I'm doing this for years
But don't ask me why

Butter butter butter joins the bowl
We're making us a cake
That you've never seen before
Heat up the oven
Now we're on a roll
Cheap Cheap Cheap's
The name of my sole

The other day I was called
A little turkey
But I'm a chicken, got it?

Ya beef jerky!
Put the cake in the oven for a while
Leave it there, come on
Clean the pile
Put the cake in the oven for a while
Leave it there, come on
Clean the pile
Here, I got a little sample
'Cause ample time's just
What we don't have

A chicken in the kitchen
Is making all the sound
The cake is done while

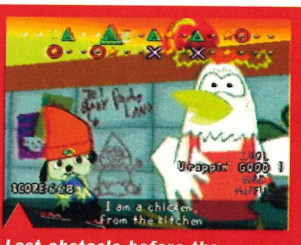
We were sitting around
All we gotta do is apply
The final touches
Take out the shrimp
The clam and the perches
The perch goes here
The clam goes there
The little tiny shrimps
Just go everywhere!
Whatever you like's
In the middle, fiddle
Seafood cake comes
Just like a riddle!

OK, OK!!
That wasn't so hard, was it?

All Master's Rap

What are the chances of that eh? You're bursting for the toilet, Sunny's waiting for you in the car and there's a massive queue for the only toilet around! And what's more, the people who are making the queue so long are all the people who've just been helping you out! Here's a chance to show off your skills, maybe they'll let you queue jump if you impress each one enough!





Last obstacle before the joy of getting to the toilet

(Chop Master Onion's part)
I need to go just as bad as you
What I had this morning
I don't even wanna say to you

Kick, Punch, Turn
And Chop the door
Or, I will fall to the floor
Kick, Punch, Turn
And Chop the door
Or, I will fall to the floor

Hatatatatatatatatatatatatah

(Instructor Mooselini's Part)
U uh, U uh No way!
I've been sitting in the car
Yes, now for days

Did you check the toilets

On the right?
Did you check the toilets
On the left?
Did you check the toilets
On the right?
Did you check the toilets
On the left?

OK, OK You win

(Prince Fleaswallow)
Ribbet, ribbet,
I can not hold it
The last little toilet,
I already sold it

In the rain or in the snow
I got the funky flow
But now I really gotta go
The toilet over there

Will bring you luck
So give up
I got no time to spare
In the rain or in the snow
I got the funky flow
But now I really gotta go
The toilet over there
Will bring you luck
So give up
I got no time to spare

Ah... I mean loosin' up,
I'm outta here!

(Cheap Cheap Chicken)
Walk the walk
Even if you can't just talk the talk!!!
I got a call

I am a chicken
From the kitchen
And I ain't kidding
Although nothing is written
Crack, break, fix the door
You know
I gotta go, so yes, open up
You know!
I am a chicken
From the kitchen
And I ain't kidding
Although nothing is written
Crack, break, fix the door
You know
I gotta go, so yes open up
You know!

It's all yours!

▶mates round and you can guarantee you'll be in fits of hysterics at your friends' inept, stammer ridden efforts before you glide in to show them how it's done. Okay, it won't take long at all to see the vast majority of what the game has to offer but it is one of the rare breed that take an age to master and, with the added bonus of the special section at the end, when you finally do manage it, it is not even fair to fault it's longevity.

Sony has created a whole new genre with this game. With Parappa 2 already on the drawing board, it looks like this sort of gaming experience is here to stay. And I'm certainly not

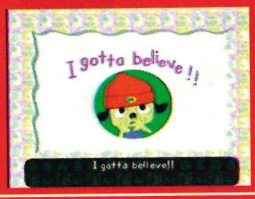


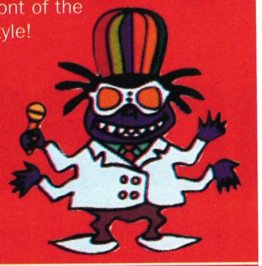
Live rap with MC King Kong Mushi

This is it! The big time! And Sunny's in the audience! Blow it here and you're out on your ear, but a good performance should ensure success. Now the masters who taught you are relegated to mere backing singers and it's you and MC King Kong Mushi at the front of the stage. No prompting here though, you're in at the deep end, solo freestyle!



What a moment for such a young pup!





(MC King Kong Mushi)
Yo yo yo! Check this out!
It's party time!
Party time! In the House!
Everybody, I'm wondering how you're feeling out there!
Are you feeling good?
We're gonna put on a show out there for everybody
Check this out!

Somebody say ho!
Ho
Say Ho! Ho!
Ho Ho
Say Ho! Ho! Ho!
Ho Ho Ho
Now scream!
Whoooooo!
Everybody say ho!
Ho
Say Ho! Ho!
Ho Ho
Say Ho! Ho! Ho!
Ho Ho Ho
Now scream!
Whoooooo!

Whatcha gonna do when they come?
I gotta redeem!
Whatcha gonna do when they come?
I gotta relieve!
Whatcha gonna do when they come?
I gotta receive!
You gotta do what?
You gotta do what?
I gotta BELIEVE!!

Hey yo everybody
Just check out the way I live

Everybody
Yo yo everybody
It's the time you've been waiting for
Here's the party!
O oh! O oh! Here comes the dude
And now he's running up and down
The street with the juice
Sunny's my life
She's like a dice
I can't tell which way she'll turn
Till I spice!
Whatever trouble he's in
He just gets up and begins
It ain't a problem for the man
But I went through it like that
Because I want it like that
No other difference, is the fact!

You gotta do what?
I gotta redeem!
Show about that?
I gotta relieve!
You gotta do what?
I gotta receive!
But most important
I gotta BELIEVE!!

Whatcha gonna do when they come
I gotta redeem!
Whatcha gonna do when they come
I gotta relieve!
Whatcha gonna do when they come
I gotta receive!
You gotta do what?

You gotta do what?
I gotta BELIEVE!!
H to the E to the R to the O
And here comes your hero
Ho! Here we go!
P to the A to the R to the A
Parappa's the name
I rap everyday
Now it's time
For the ruff phat night
And let's all pump up the night
Breakin' out
Was the name of the game for me
You, you, you and you!
What's his name?
He grew up in this town
Check this out
Come on and bring it down!
Kick Punch Chop
I got the funky flow
M. I. X the flour into the bowl!!

You gotta do what?
I gotta redeem!
Sho' about that?
I gotta relieve!
You gotta do what?
I gotta receive!
But most important
I gotta BELIEVE!!

(Parappa thanks his adoring audience)

complaining. Many people around the office have slagged it from over our shoulders but pretty soon they have been tempted to sit down and begrudgingly give it a go and everyone, without exception, loved it!



Special Reserve
Live @ http://special.reserve.co.uk

PRO SCORE

GAME Parappa the Rapper
GENRE Don't even ask!
SOFTWARE HOUSE Sony
CONTACT 0171 447 1600
RELEASE DATE September
PRICE £29.99

PLAYSTATION APPROVED

Not only is Parappa the Rapper staggeringly original, it's also mind blowingly enjoyable. You will sit there for hours and no matter how many times you hear those songs, they don't seem to get boring at all. Looks great in an unusual, quirky way and plays like an absolute dream. It's not the kind of game that you can do justice to in a review, sometimes words are just not enough. So I'll have to try and sum it up as best I can. At 30 quid, Parappa should leap straight to the top of your shopping list. Forget everything else you've been waiting for until you have bought this and played it to death

GRAPHICS 8
SOUND 9
GAMEPLAY 8
LASTABILITY 9

9

PAUL Why don't I think this is rubbish? Why do I think it's cool? Truth is, I don't know but PtR is ace. As far as novelty value goes this scores 100 per cent and that has to count for something. Nice to see something original

JAY Perfect 'after the pub' entertainment. Parappa is the new PSX icon and this game, although easy to complete, is as enjoyable to watch as it is to play and is guaranteed to amuse. So simple it's brilliant. Buy one today

HUGH How can anybody take such a duff sounding concept – musical Simple Simon with singing dogs – and make such a smart game? Anything that puts a smile on my face, I like, and this had me pissing myself

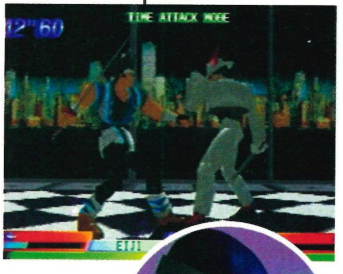
ANDY A truly original game which works even though it's so absurd. My only gripe is that it's too limited to have lasting appeal. Other than that it's a right laugh and is highly enjoyable for any game freak

Battle Arena Toshinden 3

Oh joy, another arcade fighter for the PlayStation...









It's hard to believe that the Toshinden franchise has only been around for a couple of years. With the gusto of Enid Blyton on speed, Takara has been churning out Toshinden games for the PlayStation and the Saturn by the truck load. And if you couldn't be bothered picking up a handset and playing the game, you can even attempt to untangle the convoluted plot line by watching the anime video.

As games go, the Toshinden series in general, and Toshinden 3 in particular, wouldn't win any awards for originality. Focused around the "To Shin Daibukai" martial arts tournament, Toshinden includes all the essential ingredients of your average beat 'em-up – floppy fringed heroes, scantily clad women, shadowy criminal organisations and fireball hurling special moves.

Mind you, what it lacks in originality it certainly makes up for in graphics and gameplay. Like the original game, Toshinden 3 boasts 3-D gourade shaded graphics, texture mapping, and real-time processing. New this time around are some excellent

Come and have a go...

RONDO
He's a mad magician bloke with greying goatee. Harder than David Copperfield



LEON
Gypsy bloke who competes in Toshinden rather than re-tarmacing drives





ELLIS
Mad lass with green hair

KAYIN
Guitar wielding Brit who harbours secret desires to be the next Bon Jovi



HOU
Very similar to Bay Hou but he's a clown rather than a monkey. How creative



TRACY
American hard case cop who's investigating "The Organisation" undercover





Not all the competitors in the Toshinden contest are human – Adam, on the right, is a robot



Shizuki, the geisha warrior looks like a total push over, but she's the meanest thing in a Kimono



Although skilled in the ways of martial arts, David preferes to rely on his trusty chainsaw

looking lighting effects and animation sections and an option to double the frame rate from 30 fps to 60 fps.

Another innovation is that now all the action takes place indoors. Strangely enough this seems to change the whole character of the game. Because each location is entirely enclosed, they can be given a little more character and the fights seem just a little more claustrophobic and intense.

The other main area in which Battle Arena has been tweaked and tuned is the number of characters available for you to play. The first game allowed you to play one of eight different fighters, Tosh 2 gave you three more to choose from while Toshinden 3 includes a total of 14 different playable characters and 32 characters overall.

After seeing the selection on display, you get the distinct feeling that finding ideas for new characters is getting a little difficult – half of them look more laughable than dangerous. Fritz, for example, looks like a huge great Robocop with a big comic gay clone moustache. There's even a monkey involved – Bay Hou, a big yeti effort with scissors attachments. I wouldn't have been surprised to find a full complement of Telly Tubbies among the protagonists.

Despite laughable baddies, Toshinden is still eminently playable thanks to the huge stock of available moves. Although defence is still limited to just blocking an opponent's move or getting out of the way, attacks are much more varied.

Available to the player are two different types of attack – weak attacks that take an opponent by surprise because of the speed but don't cause a huge amount of damage, or strong attacks that are more obvious but usually produce much more devastating results. In addition to the stock high kicks and sword parries you can use rather more exotic Soul Bombs – psychic bursts that leave your opponent reeling. And it's not just a matter of pressing every key at random – playing the game well, and properly, is definitely something of an art.

Each character has a vastly different fighting style – master one character adequately and you'll do well, switch to another and you'll have to start learning all over again. Strength, build, age and even codes of conduct affect how each character fights. The knightly Duke, for example, will not allow himself to kick somebody when they're down. Likewise, spin Rondo, the muscle-bound bloke who wields a marrow like club and falls over half the time because he's so top heavy.

I can't really fault Toshinden's graphics. The character animation is excellent and the way in which each character moves almost seems to endow them with a character. Shizuku, for example, looks for all the world like some harmless geisha until she launches into a blistering attack, while the hard boiled detective with the girl's name, Nagisa Iwashiro, salutes like an anally retentive boy scout after every victory.

Every engagement you fight takes place in a different arena, each one beautifully ▶



The best thing about Toshinden is that the most innocuous characters are the hardest – like Ten Count



On no – robot fella's about to do a soul bomb. This will send you reeling





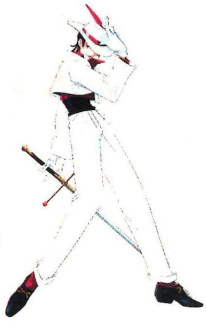
RUNGO
Big steroidy bloke. Not very nimble but can cause a lot of damage with his club



RACHEL
Nondescript fighting babe



MONDO
A Samurai warrior. Looks like a "Monkey" extra



TEN COUNT
Arch ponce Michael Jackson wannabe. Always holds his hat on when fighting



VERMILLION
Lanky fella who dresses like Jarvis Cocker. Dress sense aside, he's hard as nails



DAVID
Dave's the British contingent of Toshinden. He looks a bit like girl but has got a chainsaw so don't call him one

Toshinden 3

rendered. One is lit from below, like those cheesy old disco square dance floors you find at tacky nightclubs, and shows the full potential of the new light sourcing – light is cast on the underside of the characters, while above is in shadow.

There is also a fair bit of adaptability to the game. Practice modes will allow you to pummel a defenceless enemy and helpfully displays the keys you just pressed so you can see clearly what you're doing. A timing mode will pit you against opponent after opponent, all gradually rising in skill and fighting ability. There's also the standard one and two player modes available as well as a number of different viewpoints to play the game from.

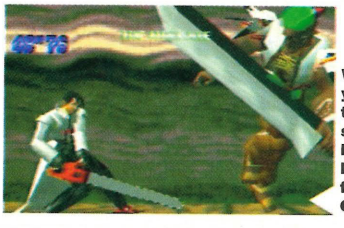
Why then does Battle Arena Toshinden 3 strike me as just a chopped, lowered, tweaked and tuned version of a two year old game, rather than another game in its own right? Pedantic though the criticism may be, you could accuse Takara of a certain amount of creative bankruptcy. There are more characters and more locations, all better presented but that is about it.

While I'm writing this article I've got a press release about the original Toshinden, released back in September 1995, in front of me. It boasts of the game's best features (a choice of offensive and defensive skills, backgrounds and settings according to the pairings, various camera angles). I can't really think of anything new in Battle Arena Toshinden 3 concept-wise, bar it being set indoors with six more characters. In my opinion, not a huge amount of innovation for two sequels later. Although it doesn't look dated, it just doesn't look vastly different.





The intelligent camera works a treat. Jump high in the air and you automatically get a long view



What do you reckon to David's stance – looks like Hookie from New Order...





Rungo isn't very quick on his feet but if he hits the floor with his club, you'll go flying





SHIZUKU
All Shizuku's special moves sound like duff cocktails (Cherry Blossom Dream, Red Daikarin) but she's pretty dangerous all the same

GAIA
Gaia's the organiser of the whole tournament and one of the hardest competitors you'll face



EIJI SHINJO
Handy with a sword but insists on wearing a headband

Special Reserve
Live @ http://special.reserve.co.uk

PRO SCORE

GAME Battle Arena Toshinden
GENRE Beat 'Em-Up
SOFTWARE HOUSE Sony
CONTACT 0171 447 1600
RELEASE DATE Out Now
PRICE £44.99

Since the Toshinden games appeared they've always had their detractors. Quite a few people will swear blind that Tekken or Soul Blade beat it hands down, well hopefully Battle Arena Toshinden 3 will redress the balence somewhat – this is anything but a dissappointing sequel. The game looks excellent (especially at 30 frames per second), plays well and is so chock full of characters and action that it'll take a good while to get bored wiht the game. Like most arcade fighting games of recent years, you could perhaps accuse it of lacking in originality, and granted, there is little stunningly new in the game, but what it sets out to do, it does well.

GRAPHICS 8
SOUND 8
GAMEPLAY 7
LASTABILITY 7

7

PAUL **Ooh another beat 'em-up. Well at least it's better than Wargods but we still need a new direction before they drive us completely insane. Just a bit of originality please. We're even asking nicely**

JAY **An improvement on the previous two, but it's all getting a tad stale, don't you think? And when the option's there to purchase Soul Blade or Tekken 2, I can't see the point in anyone investing in this**

STEVE **You've seen one, you've seen them all these days. If anyone could point out enough worthwhile differences to me to justify spending another forty quid on this then I'd be most grateful**

ANDY **Does the world need another Toshinden? On this showing there is still life in the old chestnut but I'm not sure how much longer they can get away with it. Spend some time looking in other directions**

SONY

PlayStation™



MAYBE LUNCH WASN'T SUCH A GOOD IDEA.



RAPID RACER

SOUNDTRACK BY APOLLO FOUR FORTY.

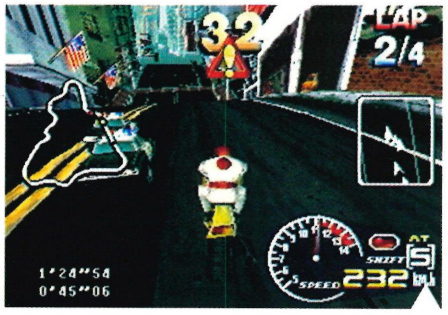
THE ULTIMATE POWERBOAT RACE.

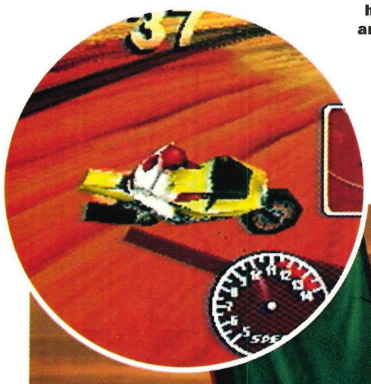
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BY ANDY SHARP

Explosive Racing

Does the world really need another racing game? Well, yes it does. Does the world need a Burning Road sequel? Well, yes and no





The bikes handle well and this can be an advantage when weaving through traffic

When Burning Road received some favourable reviews some time ago it was almost inevitable that a sequel would follow. And Explosive Racing is now with us. The differences between the two however are many, it's no rehash of the same old formula. At the end of the day, Explosive Racing is everything Burning Road should have been.

The development team behind both this and the original has obviously taken a stern look at Burning Road and removed its weak points and enhanced its finest moments to come up with the much improved Explosive Racing.

Burning Road had too few courses and was let down by a lack of circuits. Explosive Racing has added much more for the player in both departments so it now has additional circuits and a greater choice of vehicles.

The course selection is far greater, with five different environments from the Wild West to the streets of San Francisco and over the Great Wall of China. To gain other vehicles you must conquer a circuit in practice mode in first or second. Do this successfully and you will be graciously awarded a greater selection of racing vehicles.

Once you've won a championship the circuits are all raced upon in mirror mode which adds yet another twist to the already rather tricky twisty tracks. For this mode you are given another vehicle to tackle the races and, if you're successful again, you will be given yet another vehicle and will race the circuits in reverse. This guarantees the whole bundle has much more longevity than its predecessor.

The three skill levels will also alter the racing tactics considerably. One fault with Burning Road was the arcade racing times were incredibly difficult to stick within and so half the enjoyment was lost. This problem has been rectified here and, as a result, the countdowns aren't too difficult to keep within.





Failure to qualify for the next race will result in this so you're best to race for all you're worth

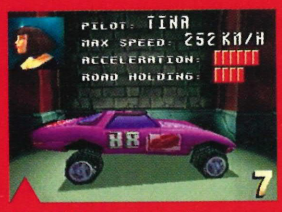
They can still be a close call however so don't be lured into complacency.

Controlling the vehicles isn't a difficult business. The controls are responsive and every aspect of the driving is as simple as can be. The more you play however the simpler the drifting on the corners becomes which in all honesty is the most difficult part of your driving.

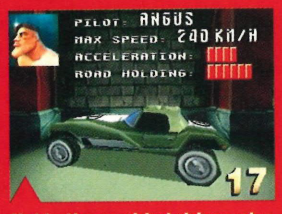
The speeds your vehicle does are quite impressive and with the inclusion of motorbikes, the front view from the drivers perspective is really the one to use. This seems to enhance the playing enjoyment considerably.

While the main gameplay is a break-neck adrenaline rush there are a couple of niggling faults which spoil the fun. The championship mode is too restrictive as it doesn't work on a points basis, it works on a qualifying basis where only first or second will do to progress to the next race. Fine if you fancy racing the same circuit over and over again, but a royal pain in ▶

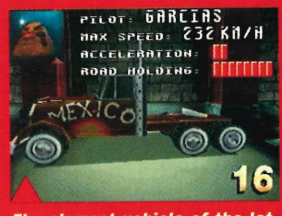
For a start



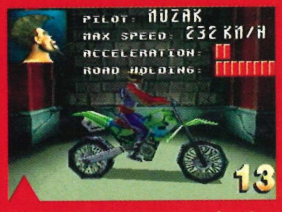
What this car lacks in handling and road holding it makes up for in speed



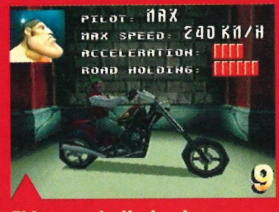
Holds the raod but drives at a leisurely pace. Success is difficult to obtain in this one



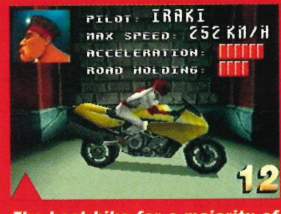
The slowest vehicle of the lot unsurprisingly holds the road better than the others



A dirt bike is always going to hold the roads better than the rest. Lacks speed though



This pseudo Harley has average speed and holds the road relatively well



The best bike for a majority of races due to its acceleration, speed and handling

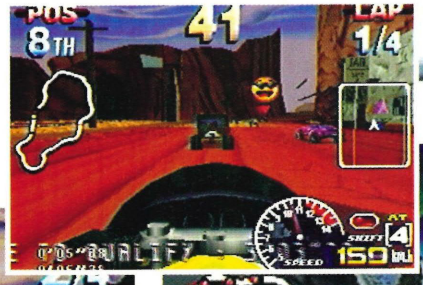


San Francisco is one of the last tracks you'll see and will take some serious braking and accelerating to succeed



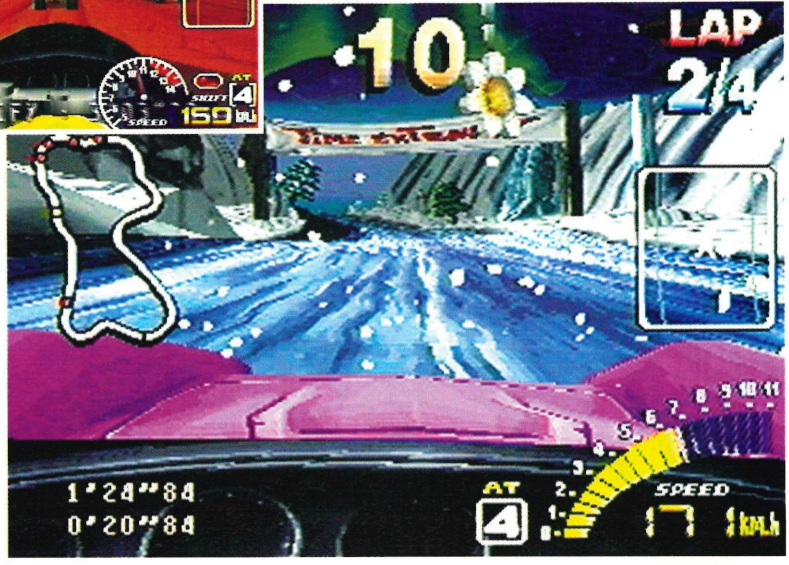


The practice menu lets you view over the racing areas. It is a particularly icy affair and takes some doing





The speeds you reach are some of the greatest. Add to this the fact it has a good balance in playability and graphics and you can't go too far wrong



Explosive Racing

▶the arse if you want to make any progress.

The circuits are pretty impressive and although the graphics aren't going to turn many heads, the differing weather conditions more than make up for this fact. The fog and rain don't change the driving conditions too much although there's a slight difference, but your vision is impaired considerably which adds to the pressure to qualify.

As with the original it has the cheesy music which doesn't take itself too seriously and works well for this reason. The same musicians and singers have been used so fans of the original won't be disappointed.

You still have to look after your vehicle so you have a full compliment of wheels to complete the race on and keep your performance at maximum. Accidents do inevitably happen from time to time and some just can't be helped.

On top of all of the championship races there's a classic chase stage where you must get around the streets of San Francisco while the entire police department do their utmost to stop you in your tracks. They try every trick in the book but even road blocks can be avoided by a player desperate not to be caught. You may only enter this stage once you've won the championships but it is worth the effort to play it.

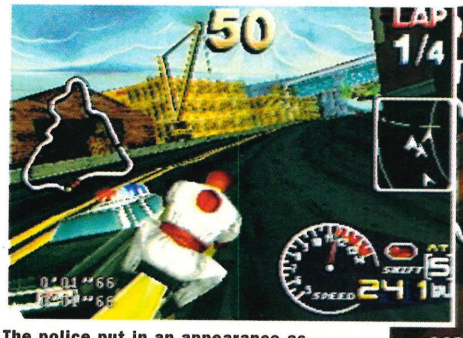
No racing game would be complete without multiple views and Explosive Racing is no exception, with many views on offer. You can view from a first person perspective or zoom out to get a much clearer view of the track ahead.

If there is a down point to Explosive Racing it's the fact that there are so many other similar games around now it could lose out. We've already got the likes of Porsche, V Rally, Rage Racer and the rest and, to be honest, it doesn't compare too well against these titles. If you do fancy something a little different however you could do much worse than this. It's by no means a bad game it's just there's too many others around which people would rather have.

A main selling point for this game however is its price. Unlike the aforementioned titles, this one is being shipped out for a mere £34.99 which should help ensure people will check it out.



One of the hidden tracks included which is in fact way up there with the most difficult circuits to race on





The police put in an appearance as they try to put an end to your speeding in San Francisco

PRO SCORE

GAME Explosive Racing
GENRE Racing
SOFTWARE HOUSE JM Interactive
CONTACT 01703 650 759
RELEASE DATE September
PRICE £44.99

As Burning Road wasn't a truly classic game, this sequel is a bit more like it. It doesn't break any new ground but for the price and what it does offer, it's worth checking out. You're not going to complete it over night and there's much more to it than its predecessor. The different championship's skill levels, not to mention the car chase in the streets of San Francisco, mean it's got much more than your average racer. People who dislike racing games won't be remotely interested in this, it's more for the racing freak if the truth be told. For these people Explosive Racing has plenty of hidden treasures if you really want yet another racing game.

GRAPHICS 8
SOUND 7
GAMEPLAY 8
LASTABILITY 8

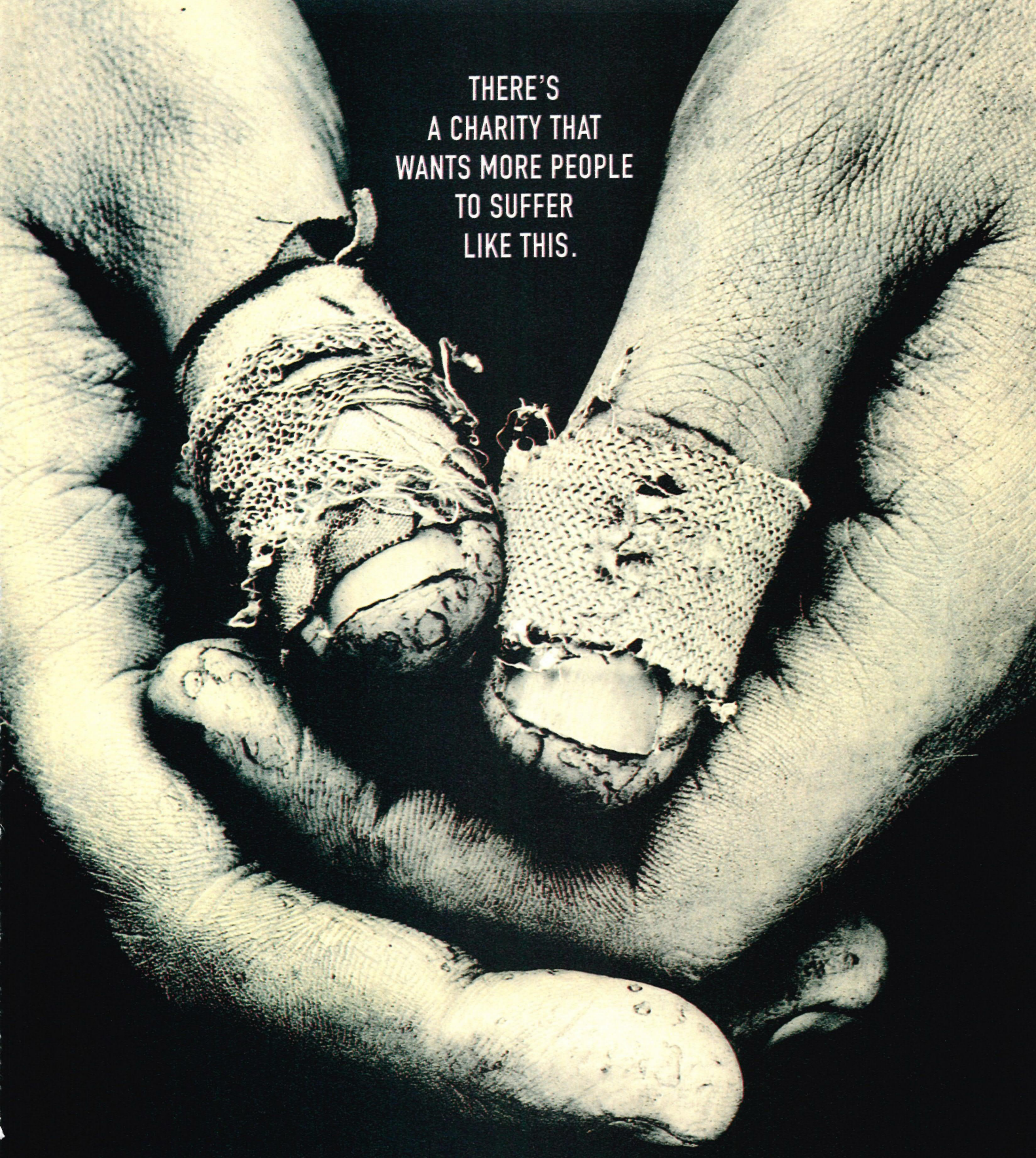
8

STEVE I like racing games and this is one of the better batch. I could play race games all day and all night and while this would keep me going for a while, I think I'd still be going back to V-Rally

PAUL Tell you what really bugs me about Explosive Racing – that bloody girl singing the title of the game. It was hot, I was on the verge of snapping and I swear if I'd heard it again I'd have wiped out a small village

JAY I loved the original and although this does share some of its good points, I think the genre has moved on somewhat. And with titles like V Rally and Rage Racer out there already, this may unfortunately get ignored

HUGH The inclusion of the racing bikes gives this a novel twist on a tired and over saturated genre, but at the end of the day it's just another middle-of-the-road, "put your foot down and avoid the corners: kinda game



YOU SHOULD BE AWARE THAT SONY HAVE INFLICTED THEIR NEW SAMPLER ON AN UNSUSPECTING PUBLIC.
POWER SOURCE CONTAINS: TOMB RAIDER, PORSCHE CHALLENGE, MONSTER TRUCKS AND DESTRUCTION DERBY 2.
YES, YOUR THUMBS WILL HURT, YOUR BRAIN WILL HURT, BUT YOUR SOUL WILL BE PURE. ALL PROCEEDS GO TO THE PRINCE'S TRUST.



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BY PAUL MCNALLY

Lost World:

Jurassic Park

Michael Crichton's blockbuster novel made a few bob at the cinema a couple of years back. Now the sequel is showing, so here comes the game licence

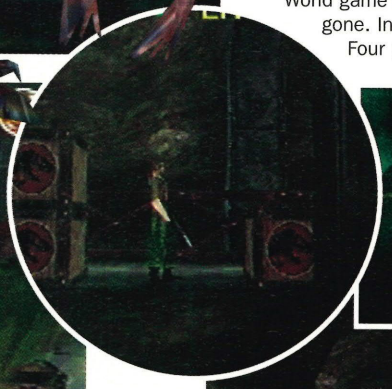


David Attenborough wasn't in Jurassic Park. Let's get that straight right now. It was Richard. That's cleared that up for the more stupid of you. I remember going to see the original Jurassic Park twice at the cinema. The first time was with my mates and I thought it was a rare treat. We all creamed at the special effects and gasped at the Velociraptor section where the kids were trapped. We left and we talked about it for a week. Then I happened to see it again with the girl I was seeing at the time. She perhaps wasn't the right person to see it with, but I thought it was a load of turgid rubbish with nice dinosaurs.

A couple of years ago I caught it on the telly at Christmas between mince pies and relatives and ended up turning it off. Naturally enough, when news of the sequel came out I was sceptical. I have to say though that it didn't stop me taking my narrow mind with me to see it when it opened.

Amazingly, I really enjoyed it, but I guess I've learnt from the mistake of the first one and shan't be going back to see it again. In fact, I've tried to close myself off to all things Lost World related since, happy to bask in my two hours of mobie escapism. Then Jay dumped the Lost World game on my desk and the chance was gone. Inconsiderate bast. Good old Jay. Four pages too. Four pages about

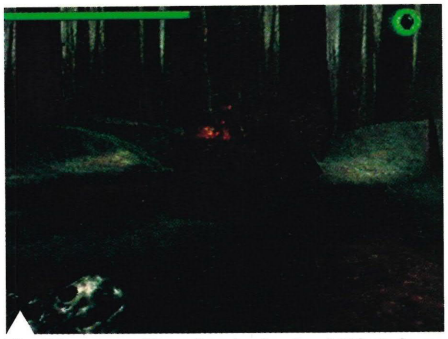








Now here's a situation you don't want to be in. That T-Rex has some pretty bad breath because of all those dead humans



The T Rex sometimes has to go about things in a different way. Crashing through obstacles is a good way to make a path

bloody dinosaurs on platforms. Where's Jeff Goldblum when you want somebody to dislike more than the editor of this mag? Anyway better stop whining.

JPLW (you work it out) has some pretty impressive things to shout about and it shouts loudly. First of all it has the advantage of being a massive move tie-in. Secondly, it's by EA which more or less ensures its status as a very sellable product and, finally, it looks extremely good. Good enough to fly off the shelves after two seconds of seeing it on a demo machine in your local computer shop.

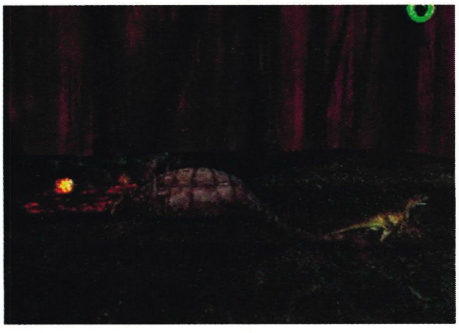
That perhaps is where the problem with Lost World lies. You cannot deny it looks excellent. The dinosaurs are absolutely brilliant and it plays like a nice little platform game at first. However, after an hour or so, you're going to be screaming in anger because Lost World is one of the most frustrating games I've ever played.

The problem for me is, and I'm not proclaiming myself to be the world's best ever console gamer, it's far too hard. The first level alone involves lots of fighting and difficult jumps to be made and any fall results in a return to the beginning of the stage and usually the joypad being hurled across the room thoughtlessly, followed by a look of horror as the force drags your PlayStation off the table crashing to the ground.

There are plenty of nice features tucked ▶



Playing the Compy is quite difficult because it's a bit on the feeble side. Not as feeble as the humans however. That's life!

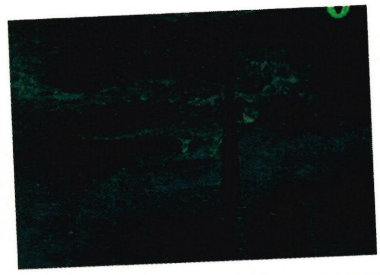


The Raptor gets down to some serious gouging business on one of its human victims













Well, T-Rex or not you're completely dead now. And to think you thought you were hard. That'll teach you to take things for granted won't it?

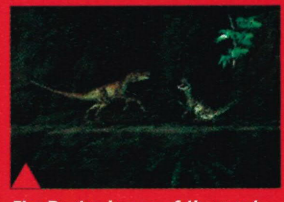
The Lost Worlds



The first level sees you play as a Compsognathus or Compy – if you've seen the film, that's the little squirty one that attacks in groups of about a million. You have about 10 stages to get through and, be warned, it's not easy. As first stages go, it's a bit of an all round bitch!



Level two sees you playing the role of the hunter as he tries to track down his prey. There are plenty of power-ups that will vastly improve your weapon from the pitiful dart gun that you start with, but these run out far too quickly so ammo conservation is the ultimate concern



The Raptor is one of the most feared predators in the film and in Lost World you get to play a whole level as one of the little beasties. The best thing about the Raptor is its killing move. Leaping on to a human enemy's back and clawing out his innards is satisfying in a sort of scary way

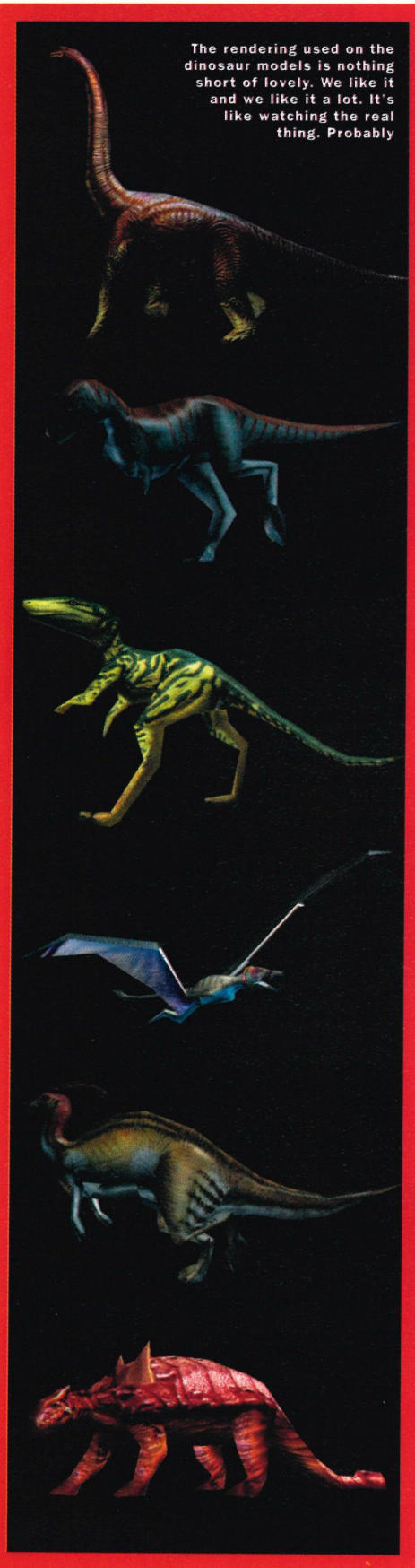


Ooh, ooh the T-Rex is a phenomenal level. Even though you have the ridiculously hard T-Rex to control, you'll still die like a swatted fly if you're not careful. The sprite is superb, filling the screen at times as it lumbers along with seemingly nothing able to stop its destructive path



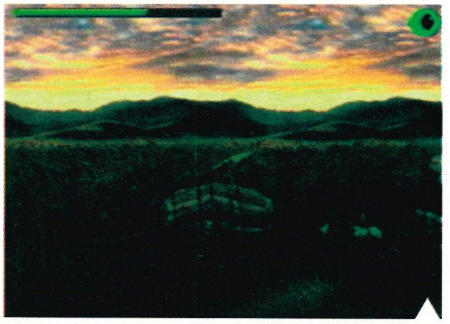
The final level in Lost World sees you playing as sexy Sarah as she tries to get away from the beasts that are trying to kill her off. This is more a run away than a kill level and you have to be on your toes at all times. It has considerably fewer stages than the other levels but is the most difficult in the game





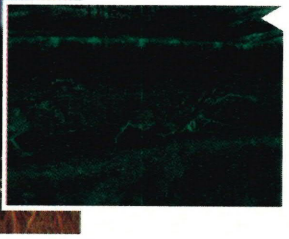
The rendering used on the dinosaur models is nothing short of lovely. We like it and we like it a lot. It's like watching the real thing. Probably





Running through wheatfields strikes me as being romantic. However, when you have a load of Raptors after you it can take the edge off it a bit





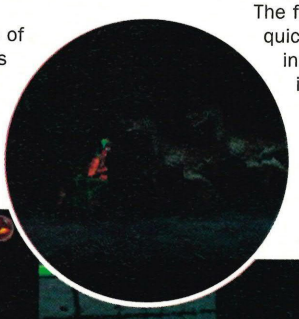
You've got yourself into a bit of a dino related scrape here. Now you're going to die!

Lost World: Jurassic Park

away in there too and these are the reason you keep coming back for more, maybe a little balder, but back you come. The animation is gorgeous, especially on the dinosaurs. You actually play the different sections of game as very different characters. For example, the first level sees you taking control of those tiny little snappy dinosaurs that haven't got much strength but are quite fast.

Later levels see you in charge of he scary old T-Rex which lumbers along, smashing through obstacles with its head and biting enemies in half. In between this there are levels where you play the heroine Sarah and some hunter guy as he stalks the dinos. The Sarah level is quite intriguing actually in so much as you actually have to get away from the T-Rex with no aim of killing it. As you run along the T-Rex is always a step behind you so you really cannot afford to stop at all or you're going to become dinosaur food very quickly

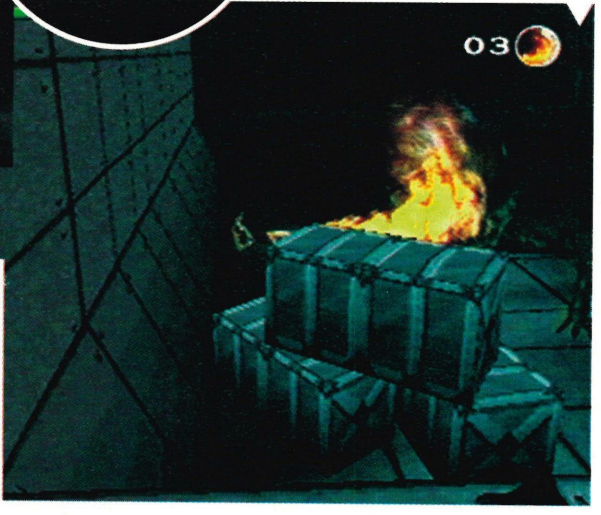
The frustration factor arrives very quickly here though as you run into innocuous looking objects that instantly drain you of most of your very limited energy supply and it's ridiculously easy to find yourself well and truly dead within about a nanosecond of starting if you





That Raptor's bleeding quite heavily from the damage you've already inflicted on its scary ass!

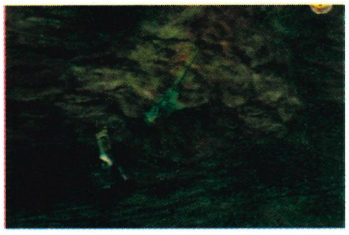




The flamethrower is a good way of killing huge dinosaurs



The Hunter stalks his pray armed only with a pathetic dart gun. I'd need more money than he's getting!



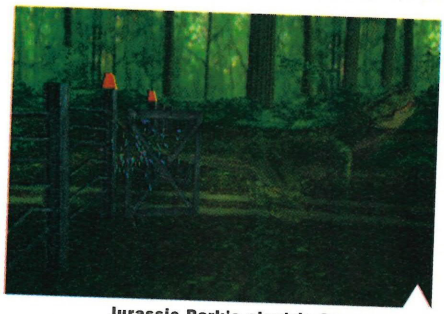




haven't got your wits about you. It's also annoying because as you learn the next level, as soon as you come across the next difficult bit, you'll be dead quicker than a cult member who's been told he can get on to the next comet and go straight to heaven.

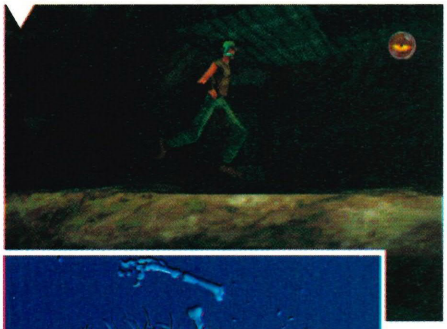
The real buzz of the game though comes with the variation between levels. Admittedly they're all platform, but the use of different characters really does give Lost World its own look and feel. All the characters have more or less similar moves except the human characters have a kind of grappling hook gun thing that enables them to swing from ledges and roofs to avoid the snappers below.

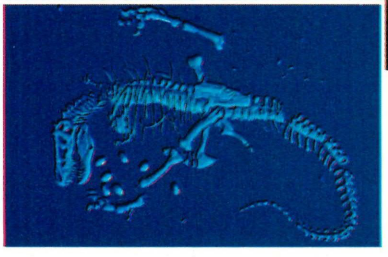
Lost World is a game that almost made it to great heights but tragically kind of takes off before the wings fall off. It's too hard, there's no denying it, but it looks good and you do come back for an extra go. For a while at least.



Jurassic Park's electric fences never stopped these beasts before. Why would they start now? Oh they haven't

Running away is usually a good option for most things in life. Or am I just a coward?





GENRE COMPARISON

Game **Pandemonium**
Software House **BMG**

The platform game is hardly a new idea and BMG managed to come up with a bit of a corker with its addition to the genre. Pandemonium scored geavily for its manic and varied style. Originality usually gets plus points from us lot here and this hit the spot nicely

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PRO SCORE

GAME Lost World: Jurassic Park
GENRE Platform
SOFTWARE HOUSE Electronic Arts
CONTACT 01753 549442
RELEASE DATE Out Now
PRICE £44.99

Lost World could have been one of the best platform games of all time for the PlayStation. As it happens it's turned out to be a game that's frustrating, difficult to get very far into and probably too difficult for a lot of people. At first I was scared it was just me getting old and losing the reflexes, but after press-ganging the likes of Andy into playing it and seeing him fail to get further than me reassured me a little. It looks and sounds gorgeous and its many little nice touches rescue it from doom and obscurity. But let's face it, it's based on the phenomenally successful Jurassic Park idea and you're going to buy it anyway regardless of what we say. Have fun.

GRAPHICS 9
SOUND 8
GAMEPLAY 7
LASTABILITY 7

7½

HUGH The graphics look superb, the gameplay's decent enough and it doesn't have Jeff sodding Goldblum or those two little bratty kids in it – that's my criteria for a good game met

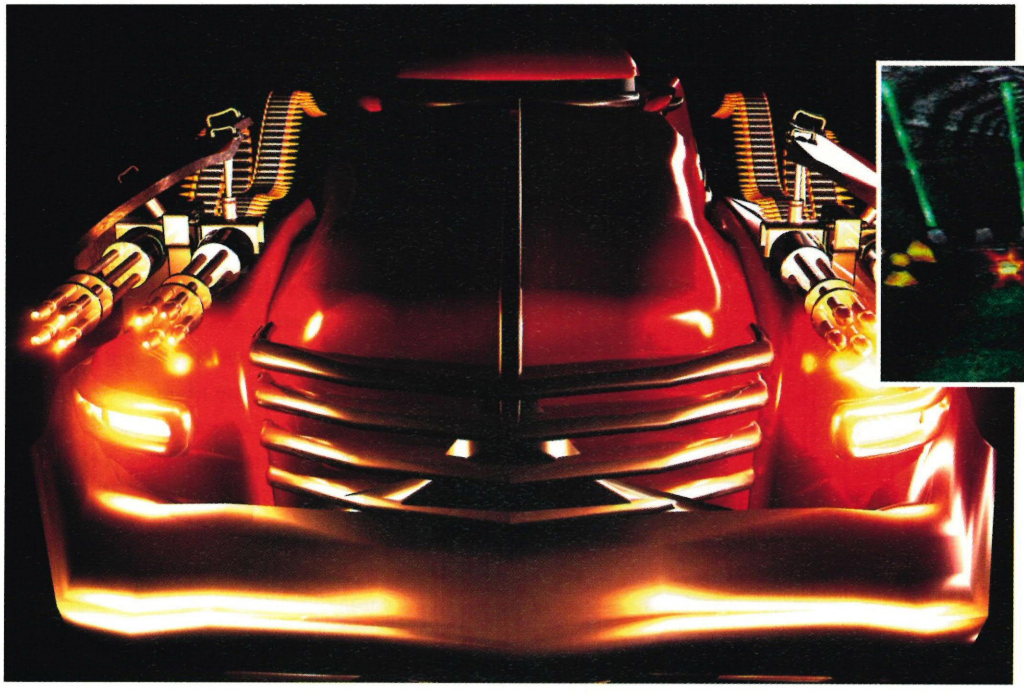
JAY It's got fancy graphics and that's usually enough for me, being the shallow type and all. But the gameplay's not half bad either with loads of big monsters dashing about the place! What more do you want?

STEVE It wasn't so much the difficulty level that put me off as the alarming similarity between the early levels. It was crying out for something a little bit different to keep the interest up, but sadly it wasn't there

ANDY If you like your games to look the part then you can't go wrong with this. If you like a lasting challenge they don't come much tougher than this. If, however, you want a varied and interesting game look elsewhere

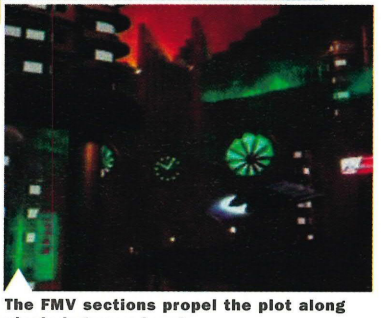
Hard Boiled

It's based on the cult comic books and has absolutely nothing to do with the smart film by John Woo, or eggs





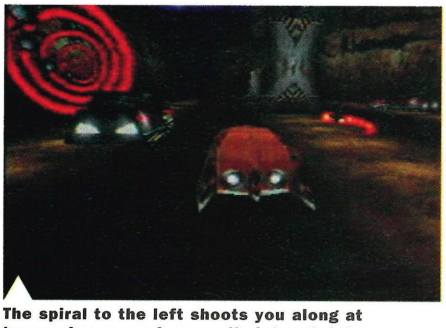
The later levels have these fiendish laser gates designed to bugger up your car as you fly overhead



The FMV sections propel the plot along nicely between levels



Bonus levels like this can be accessed if you pick up enough radiation points



The spiral to the left shoots you along at tremendous speed, normally into a brick wall or giant laser wielding robot

If there is one thing we can all agree on, it's that the Los Angeles of the future is going to be a moody, dangerous city populated by social discontents and murderous robots. And every body will arse around in flying cars.

Hard Boiled, Cryo Interactive's latest PlayStation release, is set firmly in this grim high tech LA of the future. All the stock Blade Runner cliches are present, from the flying jet taxis to the advertising blimps and neon 8-UP hoarding.

The game sees you playing the part of Nixon the tax collecting android, who is attempting to overthrow his boss, and owner of most of the town, the shadowy Willeford. To overthrow the ruthless tycoon, Nixon needs to pilot his jet powered, heavily armed Ford Eastwood against Willeford's minions.

The car may look like ZZ Top's idea of a nice little runner but is in fact quite deadly and throughout the course of the game you're going to be able to soup up the car with extra lasers, missiles and shuriken stars. You're going to need them too; there are a total of five different levels each set in a different section of the city, each progressively more difficult than the last.

Sounds simple. Well it is to begin with. As in WipEout, for example, your vehicle only goes at a set speed, you have some control over braking and acceleration but this is minimal. At the start of level one you'll find yourself plodding along at just faster than walking speed.

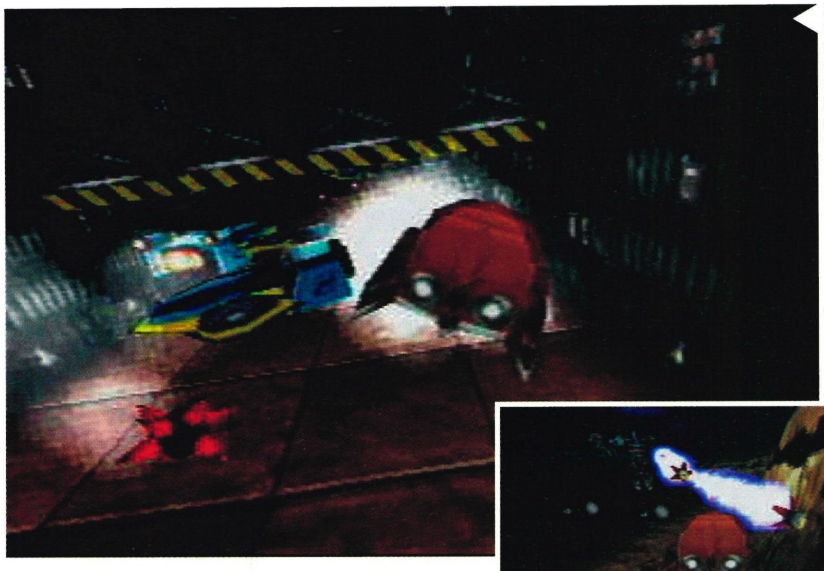
Keep your finger on the trigger button and you just can't help blowing up everything on the screen – and, like me, you'll probably think Hard Boiled is about as challenging as reading the Sun. However, slowly and almost without you noticing, the game picks up pace until you're concentrating on the screen hard enough to give yourself eyestrain or an epileptic fit.

As the pace increases, so does the difficulty. Enemies become more plentiful, courses become increasingly clogged with cranes and crates and the missiles launched against you become more and more accurate.

Level one will see you tackling pretty tame enemies such as jet powered trucks and woodlouse-like tanks, all of which can be happily dispatched with a quick laser salvo or a trio of missiles. Keep a finger on the trigger and you'll turn this lot to scrap metal.

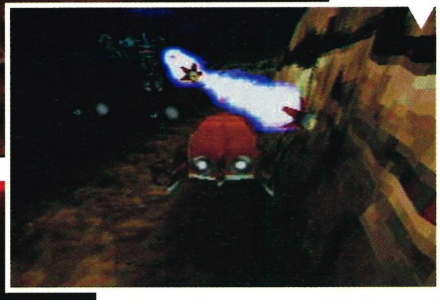
After a few minutes of blasting, however, you'll find yourself shooting through a tunnel, ducking and dodging deadly accurate missile fire from jet choppers and small fighters in the close confines. A cheat mode enables you to pick any level but I would not recommend it – the secret to playing this game successfully is to let yourself be eased gradually into the action.

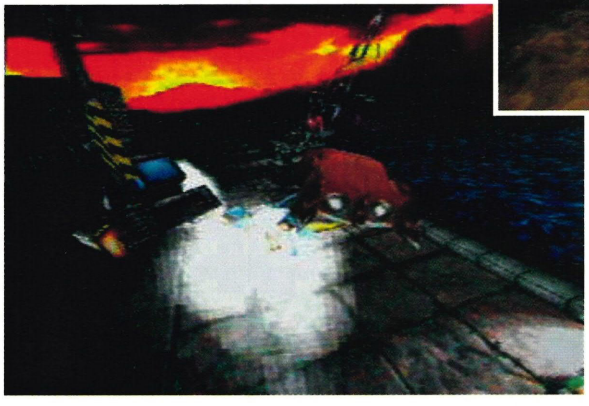
Graphically the game is excellent. The LA settings, inspired by the comic books of Frank Miller and Geof Darrow, are all suitably dark and menacing. The bad guys, from the jet



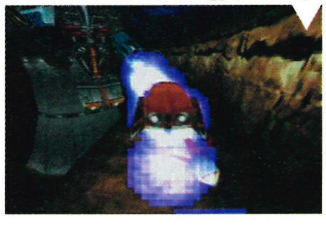
Hover tanks are tougher than a brick out-house and armed to the teeth

They may look like cut price Transformers but the hover robots are deadly



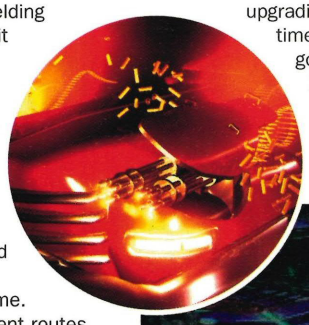


If your car is getting a total pummelling (like this) keep on the look out for energy power-ups



copters and bulldozers on level one through to the mechanical bulldogs and foot solders on the final level, are all colourful, original and beautifully rendered. Accompanied by a decent techno soundtrack, the game's presentation is faultless.

If you're into shoot 'em-ups this will be right up your rabid laser wielding robot infested alley. If not, it might have limited appeal. Shoot 'em-ups, as the genre name implies, rarely have any great depth to them, and this one is no exception. Enemies plunge on relentlessly at you, but there aren't any real tactics you can use and you don't have a supreme level of control over the game.



Although there are different routes through each level, the vast majority of each playing environment is 'on rails'. Nixon's Ford Eastwood can be piloted up down, left or right about the screen, but the path you take through each level is largely decided for you. Shortcuts and alternative routes are present, but not a huge wealth of them.

In some ways it can make Hard Boiled come across almost as a 2-D game, presented in 3-D. There isn't the freedom of movement and direction that can be found in the best truly addictive games.

Think about it; Descent required you to do much of the same stuff as you need to do in Hard Boiled – bomb through tunnels and alleys, pummelling every bad guy you can find while upgrading at the same time. But it's a hundred times more playable. Why? Because you've got tunnel after confusing tunnel, all branching off in every direction. There's more freedom – maybe it's a freedom to get hopelessly lost and drift about in a tunnel for ages, but its freedom and you get totally absorbed.



The further you get, the faster your car is propelled through the tunnels – a headache inducing experience

PRO SCORE

GAME Hard Boiled
GENRE Shoot 'Em-up
SOFTWARE HOUSE Electronic Arts
CONTACT 01753 549442
RELEASE DATE Out Now
PRICE £44.99

It may be based on the cult comic book but that isn't really enough to make Hard Boiled a great game. Granted, the futuristic LA surroundings look pretty stylish and the music and effects are decent enough, but it just seems like little thought has gone into Hard Boiled. It'll keep you occupied for a half an hour until you realise that the game largely consists of keeping your thumb on the fire button. If you're a shoot 'em-up fanatic and desperate for a bit of ducking and diving, weaving in and out type action, give it a try. Be warned though – depth, intelligence and long term appeal are, unfortunately, all rather thin on the ground.

GRAPHICS 8
SOUND 7
GAMEPLAY 5
LASTABILITY 5

5

PAUL **It's pretty difficult to recommend this. I'd heard Hugh whining about having to review it for ages and have to say it's certainly not the type of thing I'd be looking to spend my money on**

JAY **To me this looks, and plays, like a dodgy wipEout/Starwinder ripoff. It fails to excite and has very little addictive pulling power, which at the end of the day is not what you want with a game of this genre. Below par**

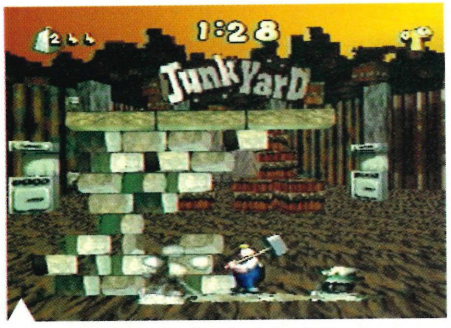
STEVE **The fact that it was tossed around like it was a steaming hot potato says a lot about Hard Boiled's good points. It doesn't have any and the whole team was quite desperate not to have to review it**

ANDY **Obviously Hugh is new to the world of PlayStation and can't quite grasp the fact that absolute dross exists. But then again he has been playing Amiga games for quite some time. That explains it all really**

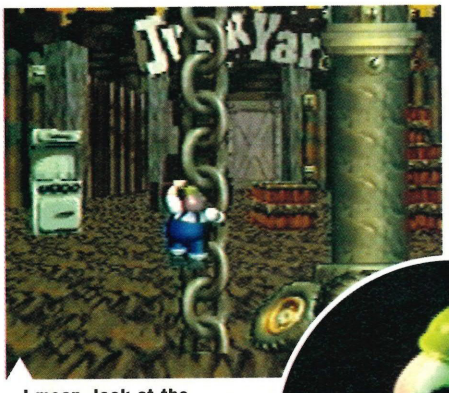
BY HUGH POYNTON

Trash It

Trash It – perhaps the first (and last) PlayStation game to feature hammers, fat demolition experts and junk yards



I have an uneasy feeling that Trash It was, in part, inspired by irritating and stunted TV celeb Timmy Mallet and his Wacaday show...



...I mean, look at the evidence. There's a pretty heavy mallet theme in the game. The little rodent things are called Timmies – more than a coincidence I think





Lego is, so they say, the best toy a kid could play with. Rather than messing about with toy guns and the like, Lego teaches children the fun that can be had from indulging their imagination and creativity. However, anybody who as ever actually played with Lego will tell you that this is rubbish. When I was a kid, building things out of Lego was just a slightly tiresome prelude to where the real fun lay, namely smacking the buggery out of it.

This is kind of the idea picked up in Trash It. It's a very quirky take on the old platform genre. Based around the general theme of wanton destruction and vandalism, Trash It must count as one of the most bizarre PlayStation releases in recent years.

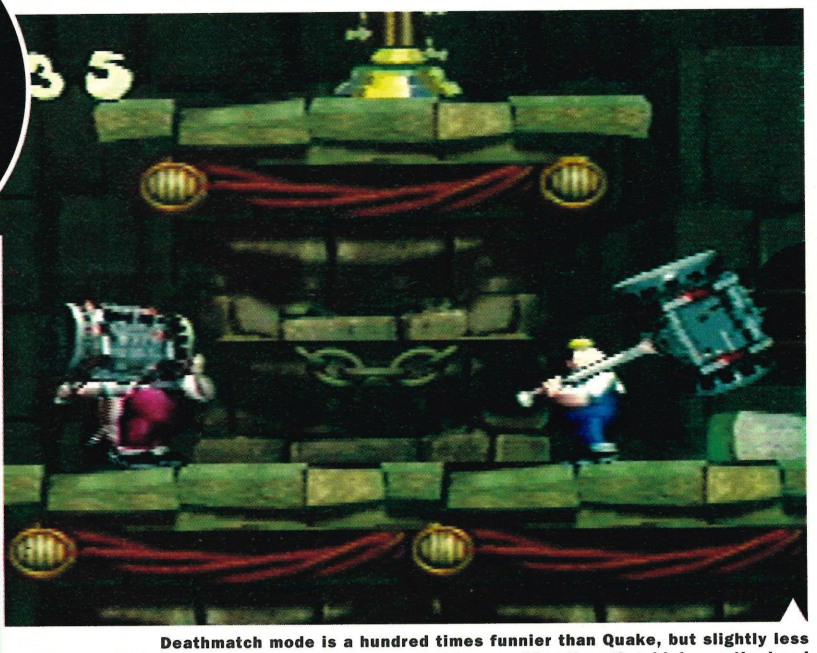
The storyline alone makes you suspect that the lunchtime snacks at Rage Software's office must have been liberally garnished with hallucinogenics while the game was being developed. It is set in the ancient world of TimmyLand and your job, as Jack Hammer the destruction expert, is to stop the evil Doctor Moonbeam from shrinking the known Universe into a sugar cube to sweeten his Earl Grey. Obviously, you do this by hammering the stuffing out of the various barrels, crates, old pieces of furniture and bath tubs that get in your way until you uncover the arch fiend himself.

As games go, you'd have to admit it's pretty original and the idea is simple to get your head around as well. The basic aim of the game is to pummel everything you find on a level, hoover up the debris and little Timmy creatures that you uncover before ringing the end of level bell. Using the Timmies you have collected, you can buy bigger and better hammers to pound in the gate to the next batch of levels – couldn't be more simple.

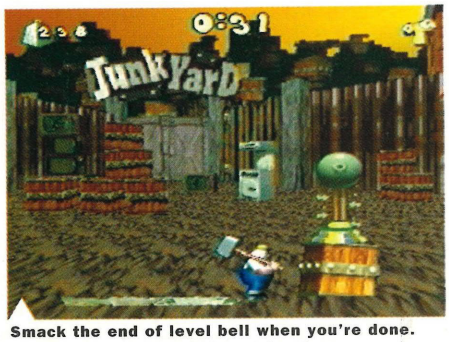
Unfortunately the same could be said of the graphics. The action is viewed from a side on, scrolling screen sort of viewpoint and is reminiscent of the old platformers from days gone by, the sort Apogee used to churn out by the truck load. Although rendered in high res, the graphics still look rather like they belong on an Amiga.

However, looks aren't everything (as my girlfriend often says) and the game is quite engaging. Care has to be taken on what to smack to bits with you hammer and what should be ignored or jumped over – knock out all the underlying supports and you'll bring a tonne of masonry down on your head. Likewise, trash something too readily and might be depriving yourself of a valuable route past troublesome obstacles.

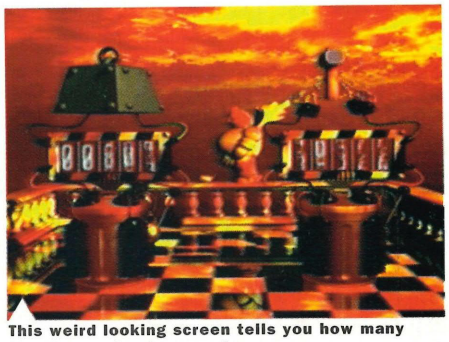
There are even tactics to learn. As Fred Dibner could tell you, there is an art to



Deathmatch mode is a hundred times funnier than Quake, but slightly less atmosphereic. Tactics really just amount to smacking the other bloke on the head



Smack the end of level bell when you're done. Time limits vary on different levels



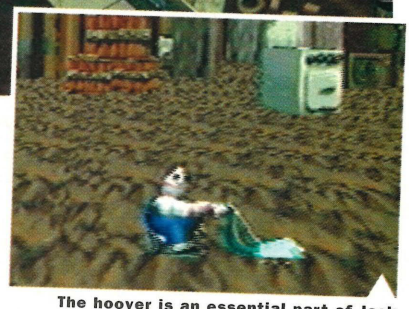
This weird looking screen tells you how many Timmies you've hoovered up

knocking things down – bring down one structure on top of another for instance, and you'll save yourself the effort of having to bash it in with your trusty mallet. Like all decent platformers, a level will have to be played quite a few times to find the perfect route. In later levels timing counts for everything and you'll find yourself planning everything out to the last second.

For such a brainless looking game, Trash It requires a surprising amount of mental activity. As the game progresses, rather than just contending with falling masonry, you're going to have to avoid the charming Spiky Green Geezers and Spiky Green Spitting Geezers while knocking over strategic chunks of various structures. Not to mention having to work out how to vault over impassable towers using counter weighted see-saws – and all this against the clock.

Mastering the art of using your hammer and hoover to maximum effect will be something of a challenge, as will figuring out the best way through obstacle strewn level after obstacle strewn level. Three different game modes, including a two player co-operative and deathmatch mode, also vastly enhance the game's playability.

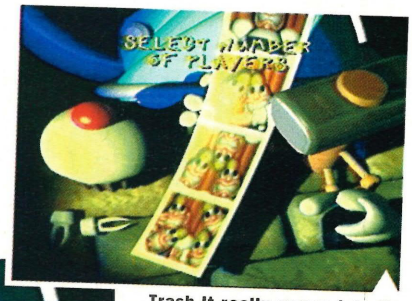




The hoover is an essential part of Jack Hammer's inventory – you need this to collect Timmies to buy bigger mallets







Trash It really comes into its own in multiplayer mode – the game can support four players



Quite what a toilet is doing on top of a pile of bricks is a mystery – trash it anyway

PRO SCORE

GAME **Trash It**
GENRE **Platform**
SOFTWARE HOUSE **GT Interactive**
CONTACT **0171-285 3791**
RELEASE DATE **Out Now**
PRICE **£44.99**

Somehow Trash It manages to overcome its rather lacklustre presentation and outdated appearance through sheer gameplay and originality. The platform game is about the oldest game genre there is, so injecting new ideas is always going to be difficult. When somebody does come along and puts new spin on the old theme the results are usually pretty good – look at Lemmings or Worms for example. More importantly it's a good laugh – particularly in multiplayer mode. To be honest, it looks a bit pants compared to some other PlayStation games, but it has got the important mix of gameplay, challenge and humour that usually denotes a pretty good game.

GRAPHICS **5**
SOUND **5**
GAMEPLAY **7**
LASTABILITY **7**

6

PAUL **Nice idea, it really is. It's even fun to play for a bit. It's expensive for what it is though, which is a shame because it's novel, light entertainment so I suppose we shouldn't knock it really**

JAY **I really liked this. It's not often a game catches my attention because I'm rarely in the office long enough to see the lads, let alone a game. Trash It was different though and I played it into the wee small hours**

STEVE **This one's been knocking around for ages, but to be honest I wan't holding out much hope for it. It's pleasantly surprising though in a nothing spectacular, just good, solid fun kind of a way**

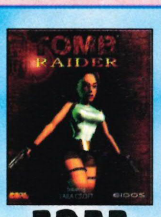
ANDY **It's good to see something a little different, but at the end of the day you still want something enjoyable. The appeal and humour are both short lived so this won't be setting any standards for others to follow**

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CRASH BANDICOOT



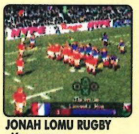
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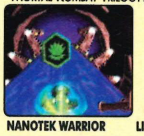


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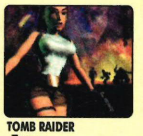
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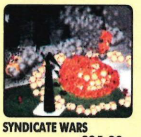
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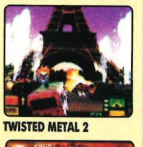


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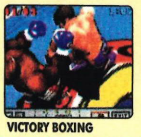
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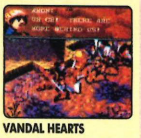
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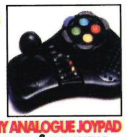
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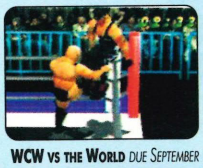
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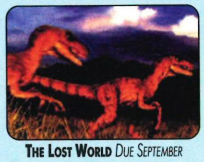

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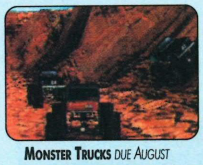

CASTLEVANIA DUE OCTOBER


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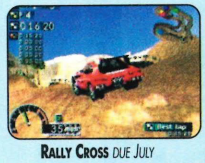

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ACTUA TENNIS.....OCTOBER
APACHE LONGBOW.....SEPTEMBER
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BUBSY 3D.....15TH AUGUST
CASTLEVANIA.....OCTOBER
CLAYFIGHTER EXTREME.....4TH SEPTEMBER
CONQUEST EARTH.....SEPTEMBER
DEATHTRAP DUNGEON.....NOVEMBER
FANTASTIC 4.....5TH AUGUST
FIGHTING FORCE.....SEPTEMBER
HARD BOILED.....15TH AUGUST
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LOST WORLD.....SEPTEMBER
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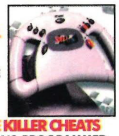
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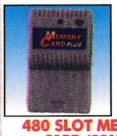
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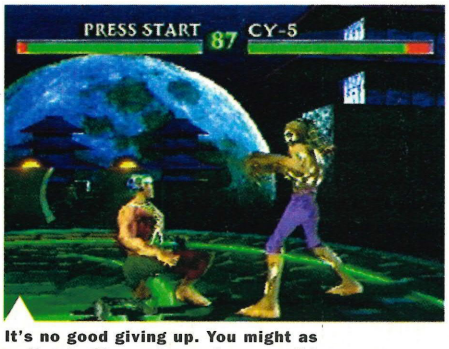
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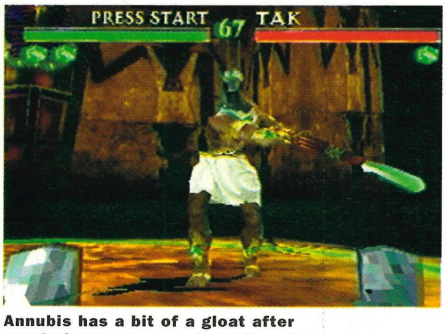
BY PAUL McNALLY

Wargods

Put on your best fighting pants and prepare to do battle in yet another fighting game that doesn't really do anything new



It's no good giving up. You might as well get off your knees because this is a fight to the death. Show no mercy



Annubis has a bit of a gloat after murdering your poor character with that rather large sword thing



The floor around Pagan is getting a bit hot. That's one of the special moves you can perfect by hammering all the buttons



Vallah probably supplies the sex interest in Wargods with her little leather bondage gear. We like Vallah

Hmmm. A beat 'em-up? For the PlayStation? Really? Tempting as it is to just yawn, switch it off and go home, I can't get a train for a couple of hours and the bosses probably won't look on it too kindly anyway so we might as well give it a go. Just for you mind, nobody else.

Right, well we've established it's a beat 'em-up very early on which doesn't leave that much new to talk about. Maybe I shouldn't have mentioned it until later down the page and then sneaked it in when you weren't expecting it. Not surprisingly, it's a 3-D affair with an abundance of rolling around and jumping about. To be fair and even the balance out, it's all handled nicely with unusual characters and good sound. In fact, as you play it, it seems more like a 3-D version of Mortal Kombat rather than some of the more recent offerings, which is not necessarily a bad thing.

Starting from the beginning then, you have your usual mix of male and female characters to choose from. Needless to say all the girls have next to nothing on and penchants for weapons like whips. In fact one of them, Pagan, does a rather charming chest-wiggling thing if she wins. Tell you what, I wouldn't have minded being in the motion capture studio when that move was performed. "Sorry love, you're going to have to do it again, wasn't quite right the first 12 times!"

Choosing a character is handled a la Mortal Kombat as is the ladder thing you progress up on your way to winning the tournament. Other Mortal Kombatty similarities include Perfect Victories and the option to "Prove Yourself" rather than "Finish Him". There's also plenty of blood spurting out everywhere and people being punched high into the sky and so on, so we shouldn't really whinge too much.

For those of you who like a little plot in your reviews, Wargods features the Gods of various cultures, er, warring against each other. For example, Vallah is a Valkyrie while Annubis is one of those Egyptian freaks that we saw quite a bit of in films like Stargate. Anyway they're all having a scrap and it's getting a bit nasty.

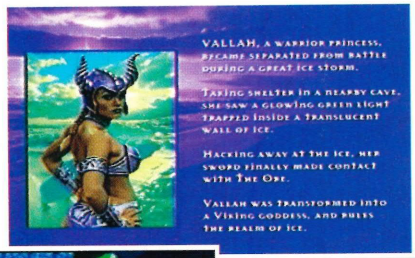
One or two players can have a go as usual, it really is your standard fighting game with different characters. That's not to say it isn't enjoyable, but if you already have any of the million PlayStation battering games that are already out there, you'd be well within your rights to start asking why you should stump up for this one too.

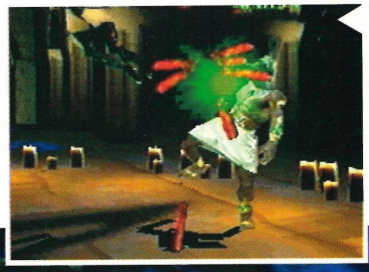
Some of the special moves are quite attractive and they can all be easily accessed, as usual for this type of game, by closing your eyes and pressing all the buttons really quickly. Alternatively, if you're a bit of a fighting game wizard, you could even attempt to learn the moves for the individual characters but let's be honest, the majority of you might just about manage one or two,

The faults that can be found in Wargods are

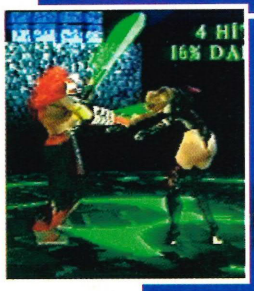


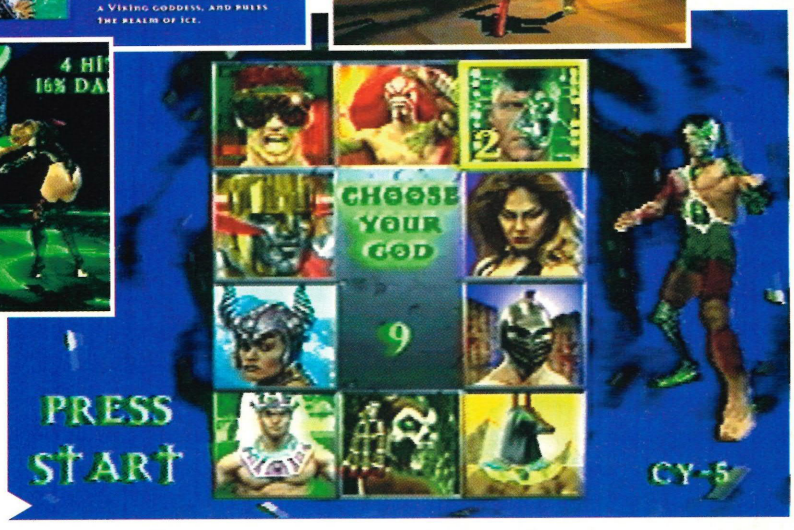
Pagan isn't shy as this display of the ancient art of breast-wiggling after a victory proves to the lads





Ooh that looks nasty. Better get a big plaster to put over that scrape





Well, here they are. The motley crew that is going to start beating the living daylights out of each other very shortly

inherent to the genre rather than specifically this game. As a product it's polished, plays very well, looks and sounds good but it loses all its marks because it's not original in any way or form. Wargods is Toshinden a couple of years on and I reckon things really should be moving on further than this before we get caught in a rut.

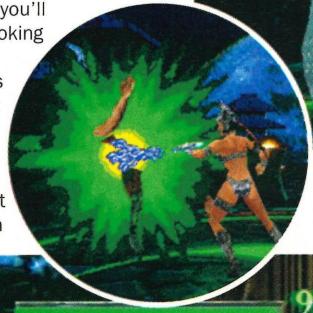
Wargods is a great game if you've just decided to branch into the fighting game genre. There's little wrong with the way it plays. If you're a Mortal Kombat fan too you'll love it. If you're just a Johnny looking to get your hands on something original for your machine it looks like you might well have to start programming yourself.

The one flaw I did find is the inability to knock your opponent out of the fighting area like most similar titles. This mean you can find yourself backed up against an invisible wall getting your teeth knocked out whereas in others you just get chucked out of the ring and lose the bout. A system I personally prefer.

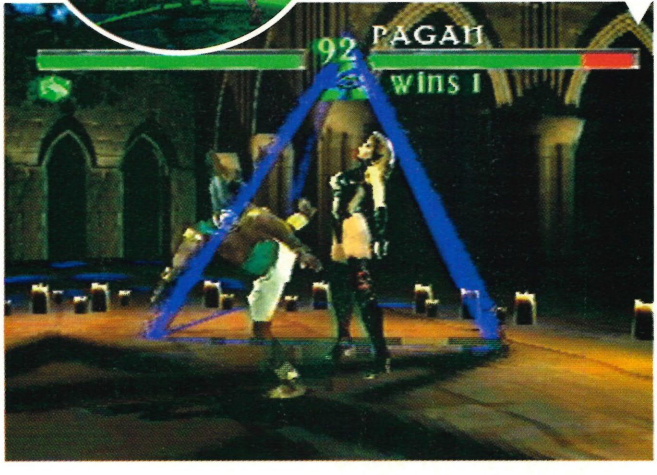
Wargods is definitely more fun in two-player mode as you can obviously glean some enjoyment out of tonking your mates but I can't stress enough that there is nothing new on offer here, other than the ability to use original characters and discover their different moves. That may be enough for some of you but, tragically, not for me.

While fighting you should always watch out for the move that brings up the dinosaur skull from the ground to bite your backside





You've got to watch out for those Egyptian Gods. They're forever tossing out mystical blue pyramids for you to get caught up in



PRO SCORE

GAME Wargods
GENRE Beat 'Em-Up
SOFTWARE HOUSE GT Interactive
CONTACT 0151 282 3000
RELEASE DATE Out Now
PRICE £44.99

GT Interactive has got a good product here. You can't fault the gameplay for beat 'em-up fans but it's so tried and tested it hurts. I'd recommend it but only to people desperate for a new beat 'em-up or people who don't already own one. Maybe I'm being harsh, but I look for new, imaginative stuff in games. Wargods smacks of being churned out along a very long production line of fighting games. A crying shame, hence the low score for a perfectly adequate game. There's little physically wrong with Wargods but I feel we're crying out for a change of direction. Yes, the PlayStation can do swirly round environments and yes, fighting games do look nice but has anything really changed since we first played Tekken and Toshinden on Jap import CDs years ago?

GRAPHICS 8
SOUND 8
GAMEPLAY 7
LASTABILITY 7

6½

HUGH It is difficult to introduce original elements into an old, tired genre. But scantily clad women, blokes with chests bigger than Yorkshire twirling around flinging fireballs at each other – we've seen it all before

JAY The old "nice idea badly executed" phrase seems more than appropriate when speaking of Wargods and, although the yank arcade-goers loved it, it just simply doesn't make the grade on a home system. It's plop

STEVE Ooh we've certainly not seen this a million times before. I tired of rehashed beat 'em-ups a long time ago, and Wargods did absolutely nothing to rekindle my interest in a genre that's become a waste of time

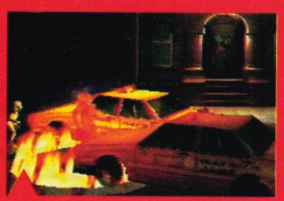
ANDY Looks like an attempt at 3-D Mortal Kombat. This isn't such a bad thing if you like inferior beat 'em-ups, but I'm afraid this doesn't impress in any way. Stick with your Soul Blades and Tekkens

Fantastic Four

Not so much fantastic as a little drab and uninteresting. We're still waiting for that true scrolling beat 'em-up classic



Flame grilled



Johnny Storm unleashes his flaming ring to clear some of the enemies aside. They have no effect on cars or buildings



During the loading of the stages and the main game you will see this, and you can play for as long as you wish



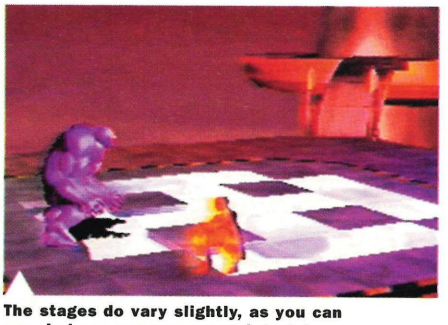
The game gets underway with a huge petrol truck losing control and ploughing into a group of the little blokes!

The Fantastic Four are a tough bunch of super heroes. At least they are in their comic home but, as with many comic book super hero conversions, the four are as useless as can be with none of their magnificence intact.

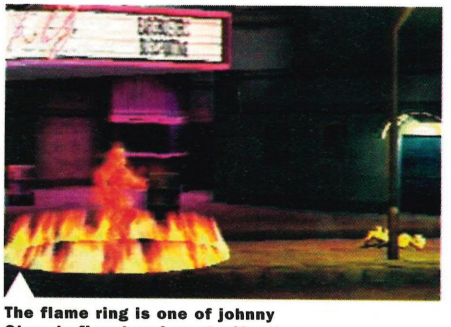
Why this is the case with many comic book games is anybody's guess, but my theory is that once the characters are in place the game is given less thought than its characters. And this is a scary trend. Just think of Batman Forever which is just plain dreadful. Well, this is on a par with it.

The basic idea is the same – you take part in a scrolling beat 'em-up and walk along, punch some bad guys and collect the power-ups and energy icons to make your task simpler. And since they're known as the Fantastic Four, it's possible to have a simultaneous four player game.

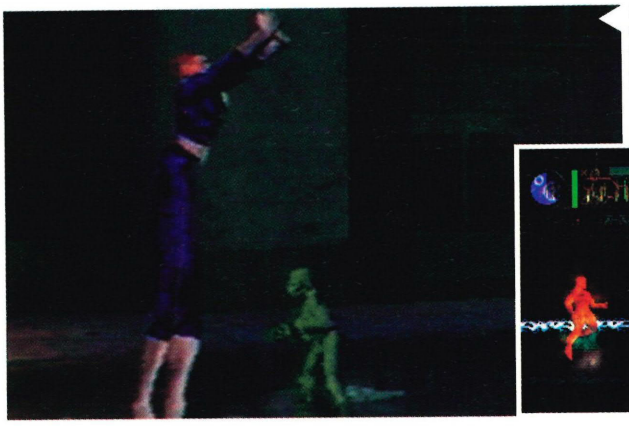
Before beginning a game however you must choose between the four themselves – Reed



The stages do vary slightly, as you can see, but are you man enough to take on the guardians at their own game?



The flame ring is one of johnny Storm's finest and most effective attacks



Mr Fantastic himself is a dab hand at changing his shape at any time. This is just one of his many morphing moments



Richards, Susan Storm, The Thing and Johnny Storm. Each has his or her own range of attacks to swipe the opposition aside and make good the hero's progress. In actual fact. however. the attacks are incredibly limited which doesn't make for a very interesting game.

As anybody who is familiar the Fantastic Four will know, Dr Doom is their main enemy and he's out to destroy the Four and take control of any time or alternate universe. Doom's plan is a cunning one which actually enlists the assistance of the Four. Whether they fail or succeed it doesn't really matter, as either way he gets the rare components to build his time machine and the Fantastic Four will be killed. It's a cunning foolproof plan which can only be thwarted if you can master the puzzle and defeat the Doctor at his own game.

The levels are set in different countries in different times and contain masses of alien enemies for you to punch kick and throw aside while you search for the components.

These scrolling beat 'em-ups are few and far between on the PlayStation and this isn't such a bad thing. The ones we've been subjected to so far – Batman Forever and Iron Man to name a couple – have been truly awful. They may work in an arcade but for home entertainment they're just too limited and dreary.

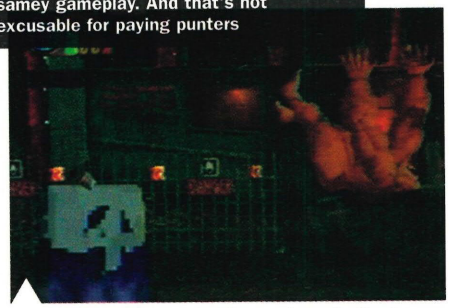
Graphically it's a shoddy affair which does attempt to bring an element of 3-D into the proceedings but the fixed path leaves very little scope for this to be done as effectively as it could be. It also suffers from that age old problem where you walk behind an object and lose yourself completely. Add to this the fact that you get walk into objects such as rocks on the floor and have to jump to get over them although they don't even reach your shins. There's not even a path through them.

No matter which player you use they've all ▶

GENRE COMPARISON

Game Batman Forever
Software House Acclaim

A conversion of the arcade hit which lacks any kind of lasting appeal. The Dark Knight is slightly (but only slightly) less impressive than the Fantastic Four due to the lack of moves and far too samey gameplay. And that's not excusable for paying punters

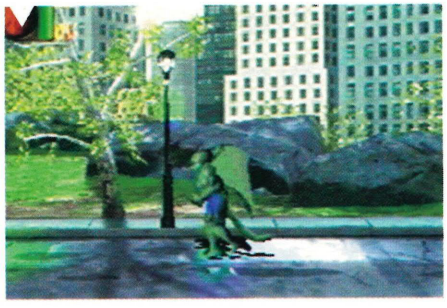


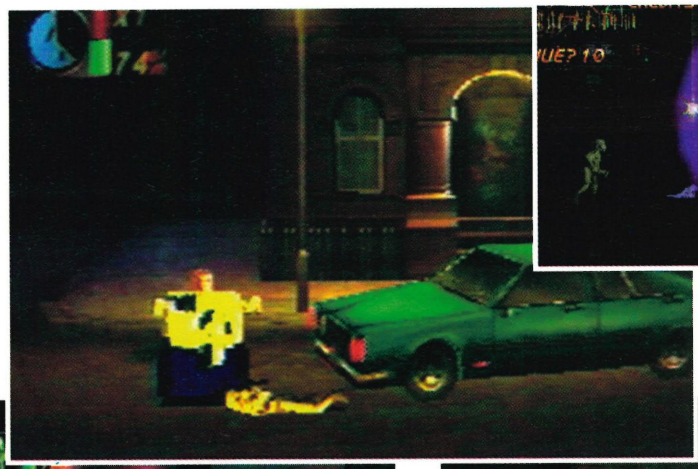
A great move to topple the number of attackers is the Ten Ton Weight Smash which rocks the area in a way you never thought possible

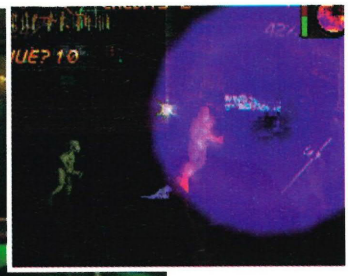


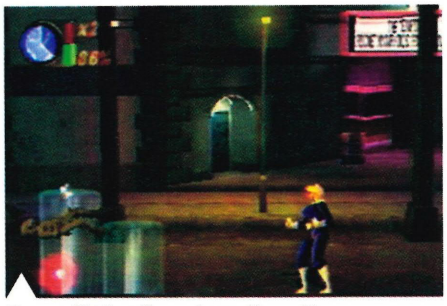
Even when taking a pounding from the masses, Mr Fantastic puts on a great morphing show

See that patch of green the arrow points to? Well that used to be one of the Fantastic Four

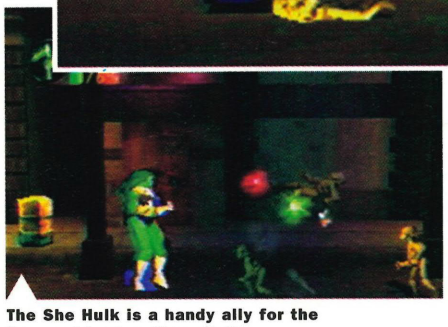




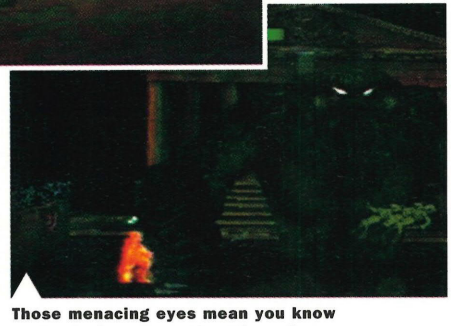




The oscillating floor clears the path for Sue Richards as she makes her progress



The She Hulk is a handy ally for the four and bashes through the opposition with little effort



Those menacing eyes mean you know you're in for a long struggle as he thumps the ground causing major quakes

Fantastic Four

got the same amount of energy and take exactly the same punishment before they croak. Surely the Thing, who is formed entirely of rock, should be, well, rock. Just another little fault to add to the rest which shows this up to be as sloppy as they come.

On the plus side the controls are very simple to use due to the lack of depth and variation in the entire game. There are a couple of special moves for each character such as invisibility for Sue Richards, floor ripple from The Thing, Ten Ton Weight Smash for Mr Fantastic (Reed Richards) and the Super Nova for The Human Torch (Johnny Storm). These are all executed by holding R2 down while pressing the correct directions.

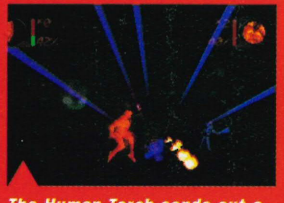
If you like plenty of levels in your games, you won't be impressed with the five worlds offered her, although the levels are pretty lengthy and tough. To make any progress beyond the levels you must defeat an end of level guardian before you can step into the next world.

Some of the objects around the levels can be thrown, such as cars or rocks which cause more damage than your average punches or kicks and is well worth trying to sort out.

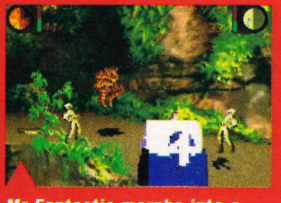
Unfortunately, the movements of the heroes are very rigid and even a walk down the street looks incredibly dodgy as they skate over the surface with as much grace as a drunken pensioner.

While this sort of game may not be too popular on the PlayStation, it's difficult to believe that they couldn't be made far more enjoyable for the average punter. It's not clever, it's just plain lazy.

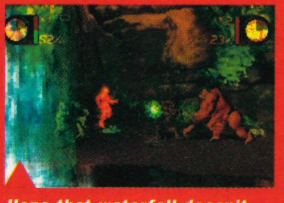
Cop for this



The Human Torch sends out a nasty shock for all around to experience. He's that kind of hero



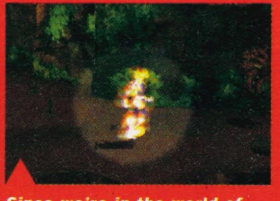
Mr Fantastic morphs into a giant weight and slams into the ground in his Ten Ton Weight Smash. Nasty



Hope that waterfall doesn't douse the flames of the Human Torch or he's in big trouble



Mr F is at it again with that ten ton smash move to remove enemies. He still has enough energy for one more



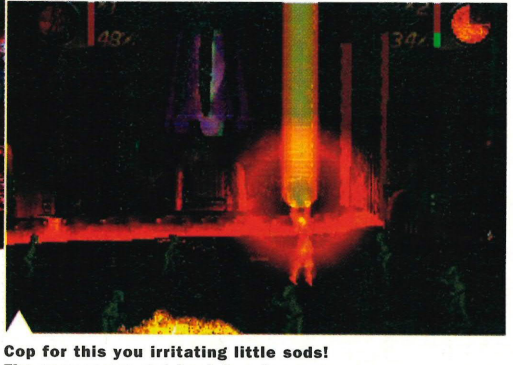
Since we're in the world of super heroes, plenty of weird goings on are seen. This is just one of them



Check it out. Even super heroes go down the Roxy on a Saturday night for some popcorn and a fight!



Reed Richards is the mastermind behind the heroes and their powers, so he obviously saves the best ones for himself



Cop for this you irritating little sods! The sooner you get back to where you came from the happier I'll be

PRO SCORE

GAME Fantastic Four
GENRE Beat 'Em Up
SOFTWARE HOUSE Acclaim
CONTACT 0171 344 5000
RELEASE DATE October
PRICE £44.99

One of these days somebody is going to come up with one of these scrolling beat 'em-ups which breaks the curse currently blighting this genre. Up until this time there will no doubt be numerous games which fail to please the gaming majority. Fantastic Four will disappear without trace almost as quickly as it takes to mutter its title. With a bit of luck. The number of moves and some of the more amusing moments have prevented this from gaining an even lower mark. Even so there's no excuse for the lazy way in which much of the game has been cobbled together. The Fantastic Four deserve much better than this I'm sure you'll agree. Enjoyment is the key to any game but this has next to none

GRAPHICS 4
SOUND 4
GAMEPLAY 5
LASTABILITY 4

4

PAUL **Dirt. Absolute dirt. Just stop it. It's a Streets of Rage clone from the MegaDrive. Andy's probably being a little over generous with this. I'd rather itch all over than play it to be honest**

STEVE **I see Andy's given it one mark for every fantastic character. With his maths skills I'm surprised he didn't give it five! Seriously though, it's a waste of time and effort**

HUGH **Lazy buggers. Just because it's got a licence from Marvel it reckons it can churn out some utter dirge like this. I'm the new boy here and I normally give everything a good score 'cos I'm naive, but this is cack**

JAY **I love my comics and all the strange goings on but when it comes to conversions for consoles they've always been dire affairs. This is no exception to the rule. You should just stick to reading the comics themselves**



The future of console gaming

N64 Pro

The future of console magazines

N64 Pro – mad for N64 games – out 02/10/97

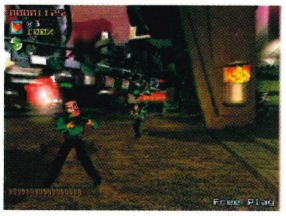
Movie and comic book tie-ins usually fall fairly and squarely into the spectacular failure category, but get Gremlin on the case, a publisher that knows the meaning of the word quality, and you're reading a whole different tale. The making of Judge Dredd...

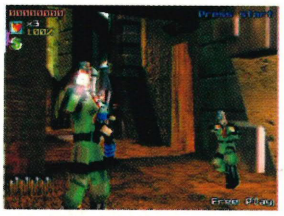
DAWN OF T



HE DREDD...







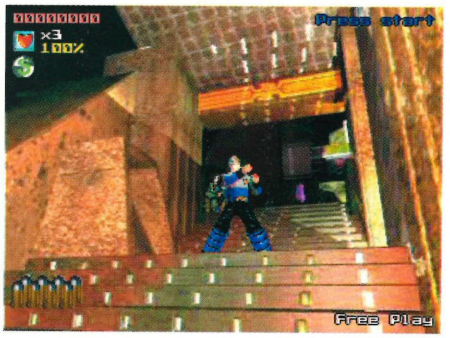


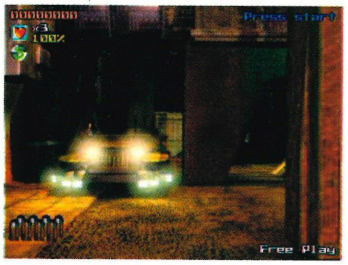
What else could a Judge Dredd game be other than an all out action extravaganza? Well, many things if history is any kind of indicator. Most likely a platform game, or maybe a sideways scrolling beat 'em-up. You see, the mere mention of the word 'licence' is enough to strike terror into the hearts of the majority of gaming veterans.

Be they film tie-ins (Independence Day being the most recent prime example) or comic book collaborations (check out this issue's review of the truly atrocious Fantastic Four if you need proof). one recurring theme runs through most. That is, a theme of mind numbing lack of invention or originality, and indeed an intention to rip off the gameplayer, knowing full well that sales with be healthy regardless of game quality simply because of the name.

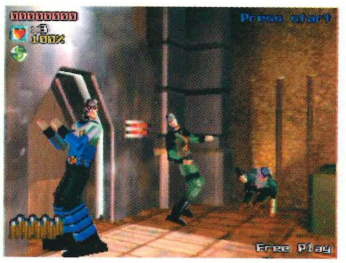
It's a fact rarely stated but industry insiders know that, nine times out of ten, magazine reviewers will not see a licenced game of this type up and running until it's been in the shops for at least a couple of weeks because publishers know that low review scores damage sales potential.















So what were we supposed to think when the Gremlin boys started shouting long and loud about how their Judge Dredd game was different? We thought we'd better get over there pretty damn quick and check it out for ourselves that's what. And we did.

A quick jaunt over the Snake Pass and we were there, looking with our own eyes at what we now know to be one of the best tie-in games of all time, not to mention one of the most exciting games we've seen so far this year.

Originality though is not a word that sits comfortably in the same sentence as 'Gremlin's Judge Dredd'. The overall concept is one that is far from new. In fact, it dates back to the 8-Bit days when the likes of Operation Wolf were popular. And indeed back even further to when you stood in front of an arcade cabinet, light gun in its plastic holster, facing down a cowboy that seemed to be made up of no more than seven or eight huge pixels.

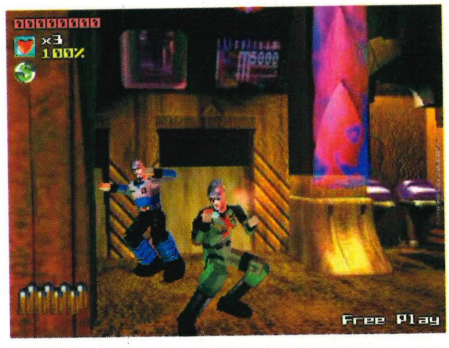
Since then it seems like every machine has had its own light gun and brief flurry of light gun games. Virtua Cop and Lethal Enforcers have been the most successful home versions but with Time Crisis looming large on the PlayStation horizon you can expect sales of light gun hardware to soar through the roof very soon.

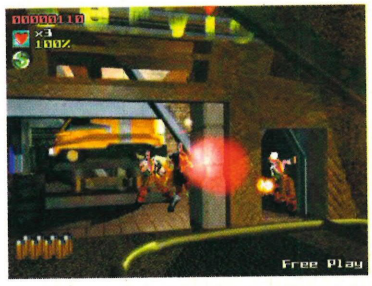
Now then would seem to be the perfect time to sneak in and mop up all the users who've got one, but have only got one game to play with it. And that is exactly what Gremlin plans to do.

That's not to say Judge Dredd is second best. It most certainly isn't, but there's no denying Namco's deserved reputation and guaranteed massive sales. That, coupled with the fact that it is more than likely bundling its own gun (far and away the best one yet) with its game, should help sales of Dredd tremendously.

So what's it all about then? Not being a comic book fan, I can only hazard a guess that the game remains true to the style. Military trained Cyborgs are out of control, driven by their own agenda of domination and your mission is to fight your way through their base (and hordes of rampaging Cyborgs!) and ultimately destroy their headquarters.

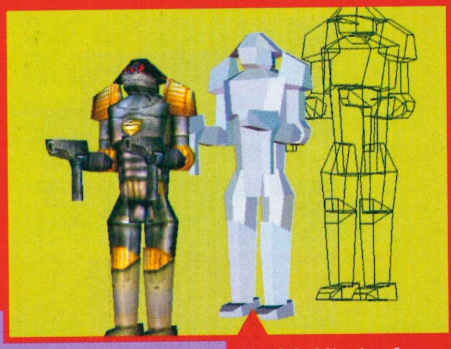
This is done by pointing your light gun at the screen (you can use the standard controller if you really want to, but it's far from





THE MEGA CITY MOB

The game's developers worked closely with the guys at 2000 A.D to ensure that all the game's characters and surroundings were as faithful to the original comic as possible. This involved the programming team creating each separate Mega City One inhabitant from scratch – using old issues of 2000 A.D for inspiration – right the way through the development process churning out sketches, wireframes, polygon mapping and finally the finished walking-talking articles you see before you.

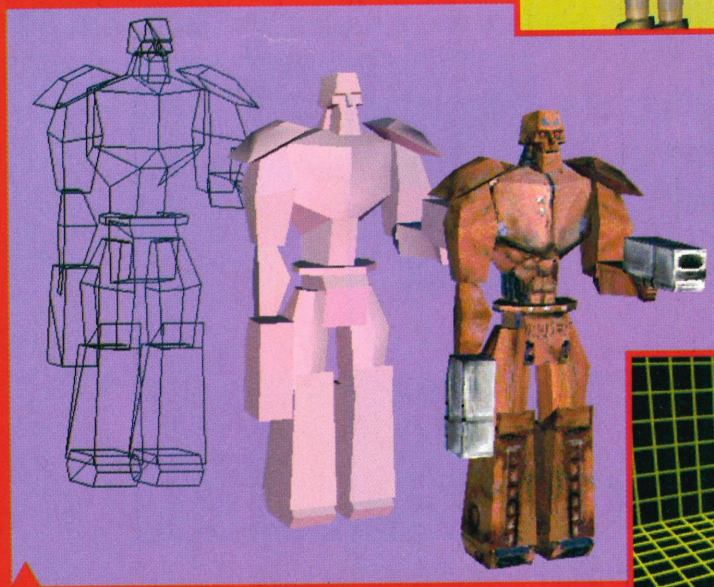




The inhabitants of Mega City One look virtually identical to how they appear in the comic. Fans of 2000 A.D and Judge Dredd will no doubt appreciate Gremlin's attention to detail throughout the project



Once the final characters have been finished, they're put through their paces as the programming team cement their bodily movements in the in-game action



Wireframes are created from early sketches and then polygon mapping is overlaid. Finally, the colours and textures are added







The background art in the Judge Dredd game is extremely high quality rendered stuff. It looks gorgeous. We like it a lot1!

recommended!) and shooting any enemies that pop up. And believe us, they can and do, pop up from just about anywhere!

The most startling advantage Dredd has over every game of this type that has gone before it though comes in the way it looks. The fully rendered environments that make up the levels are nothing short of stunning, and the motion captured characters add an extra tinge of realism to the whole thing. Shoot them in the kneecap and they'll fall to the floor clutching the affected area, blast them in the head and they'll be blown backwards.

It's not unfair to say that this is the best looking game I've ever seen on the PlayStation, and that, coupled with the tried and tested formula that the game adopts, means that both our and Gremlin's excitement is more than justified.

As you progress you'll come across a whole range of characters fans of the comics will recognise instantly. All are motion captured skeletons with features mapped over the top. Each character is capable of displaying a whole range of emotions, from fear to anger, and moves in an almost unnervingly realistic manner. Take the game seriously and you'll find yourself flinching with remorse each time you accidentally gun down a civilian, your resolve steeled to be more careful next time around.



And that's where Dredd's longevity comes from – from learning and remembering each level. Every time you play you'll do that little bit better if you've taken note of where the enemies come from, where the power ups are hidden and when there are civilians knocking around.

There are five distinctive stages that make up the game, each one (except the fifth) broken down into smaller sections of which each larger stage contains four. The fifth and final stage is a continuous drive through to what Gremlin is describing as the ultimate endgame.

Basically, all I'm trying to say (and doing so very badly I might add) is that there are 17 extensive levels to the game, interspersed with rendered cut scenes to keep the story moving along at pace. All this adds up to a sizeable experience and a literally sky high body count should you ever manage to get to the end!

The further you get into the game, naturally, things get harder. Most games tend to just throw more and more enemies at you, Dredd takes a slightly different approach. While it does chuck more enemies at you, they also become more difficult to kill. This is another aspect where the learning curve comes into play.

Many of the characters have particular weak points and the faster you learn them the better you'll do. For instance, early on you seem to have a lot of success shooting for the legs, but on later levels you'll find that this tactic has less and less success as time goes on.

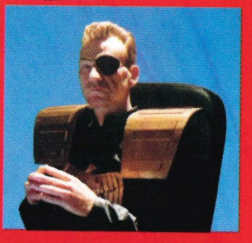
As you get better with the gun you'll find it easier not just to shoot the enemies but also to shoot them where you want to shoot them.

MAKING MOVIES

Gremlin isn't just creating a bog-standard arcade shooter with Dredd. In fact there's a whole mini-movie running right throughout the game. Actors were hired, a complete script was drafted and Gremlin's very own bluescreen studio was choc-full of heavily buffed helmets and Lawgiver pistols for weeks. Some of the original Dredd movie costumes were used in the shoot, as well as some brand-new stuff straight from the filming of sci-fi blockbuster The Fifth Element. The end result is stunning.



After a script was drafted, a rough batch of story boards were made to help the filming of the FMV sections

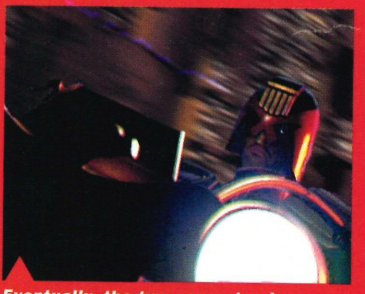




Actors were filmed in front of a blue screen, the type which are often used in SFX laiden blockbusters



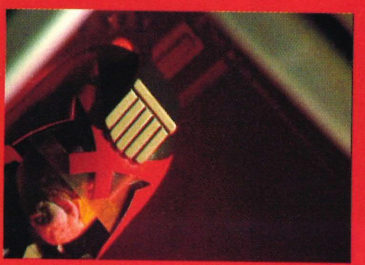
Next up, the filmed images are set against the computer rendered backdrops and merged seamlessly

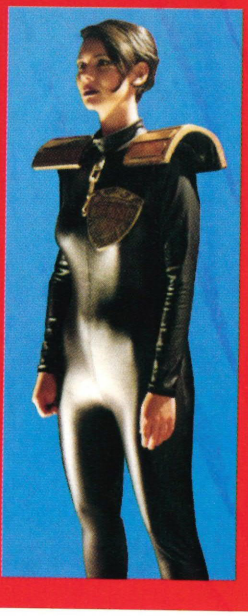


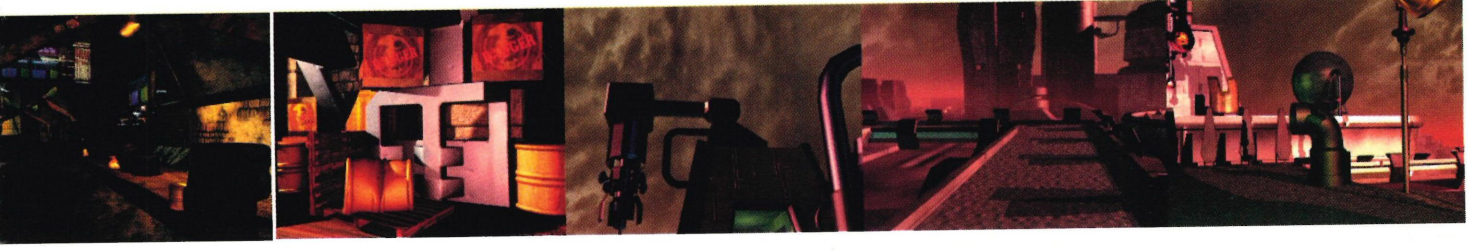
Eventually, the two seperate pieces become one and are set into the game's final movie sequences



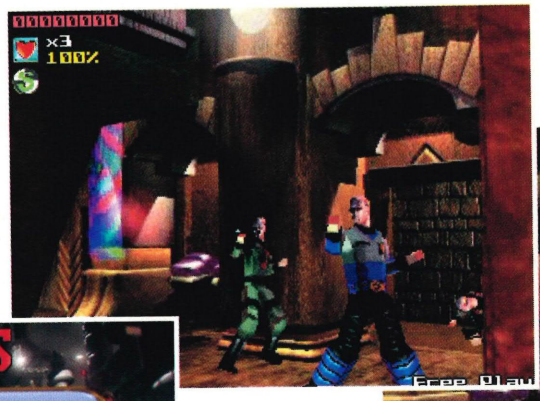


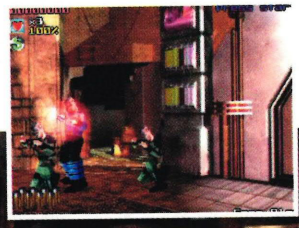










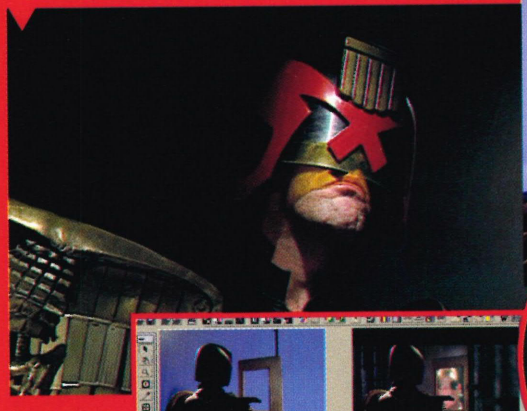




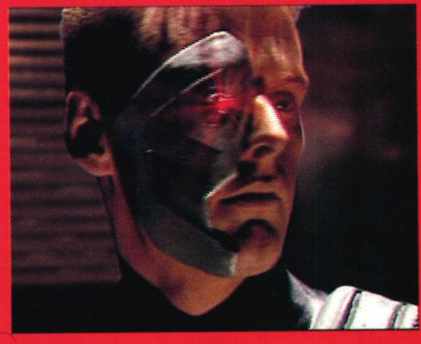


The in game graphics and menus are stunning, even at this stage of development. Just check these out...

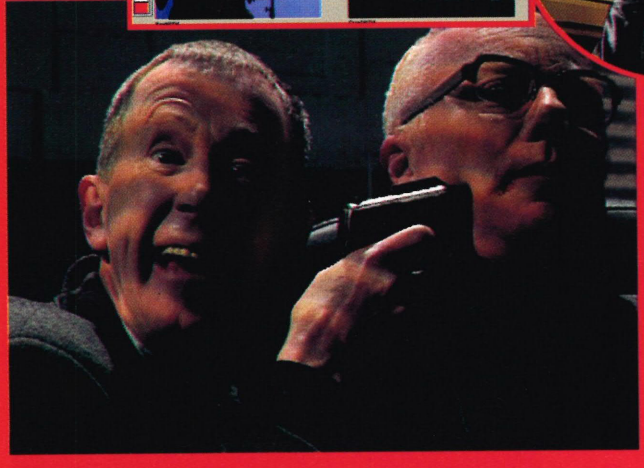
As you can see, the actor's costumes are mighty impressive, looking just as you'd imagine them to







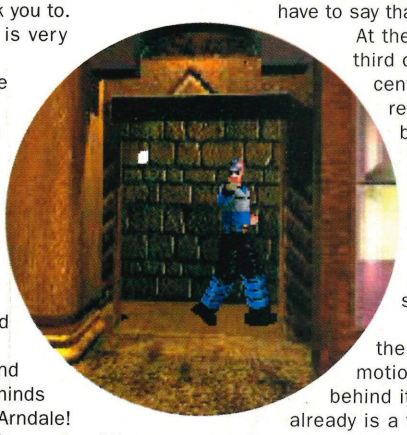






▶This adds depth to the game and takes the edge off just having to keep shooting to progress. That's not to say the game is any less frantic, just that you have to think far more quickly than most games ask you to.

As you can see the look is very science fiction, with Dredd fighting his way through the vast headquarters building of the Cyborgs, starting on the outside and working his way in. As you're lead along the fixed path that the game takes you'll taken through tunnels, plazas, escalators and lift shafts.



All these areas are littered with ambient machinery and visuals such as monorails and TV screens. In fact, it all reminds me a bit of the Manchester Arndale!

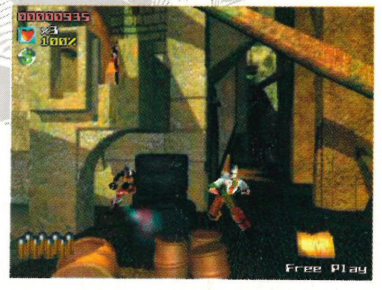
One of the most impressive parts of the scenery has to the TV screens, on which a video plays constantly. This makes the game feel so much more realistic, especially because if you get fed up of seeing the images you can always shoot out the screens sending glass showering everywhere.

Gremlin's main aim is to create an experience where "cutting edge graphics lead the person to the game, the music entertains them, and gameplay is based around that good old shooting feeling keeps the player involved", and I have to say that it has succeeded.

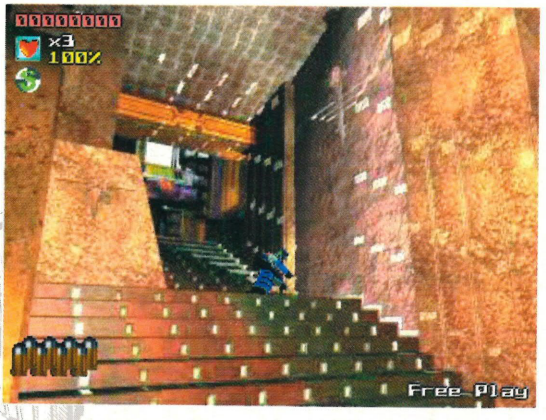
At the moment, around the first third of the levels are 100 per cent complete. Most of the rest have been fully rendered but have yet to be populated with enemies and civilians, and work is cracking on at pace on the others so Judge Dredd looks well on course for its fourth quarter scheduled release.

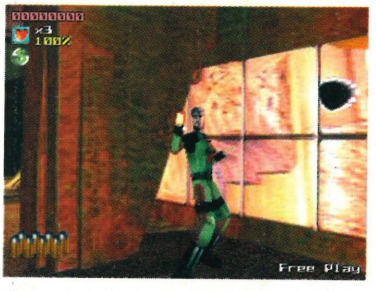
With the amount of fans the comic has, plus a major motion picture just recently behind it, combined with what already is a truly excellent game try telling us that, when it's released, this won't be one of the biggest games of the year! We'll laugh in your face!

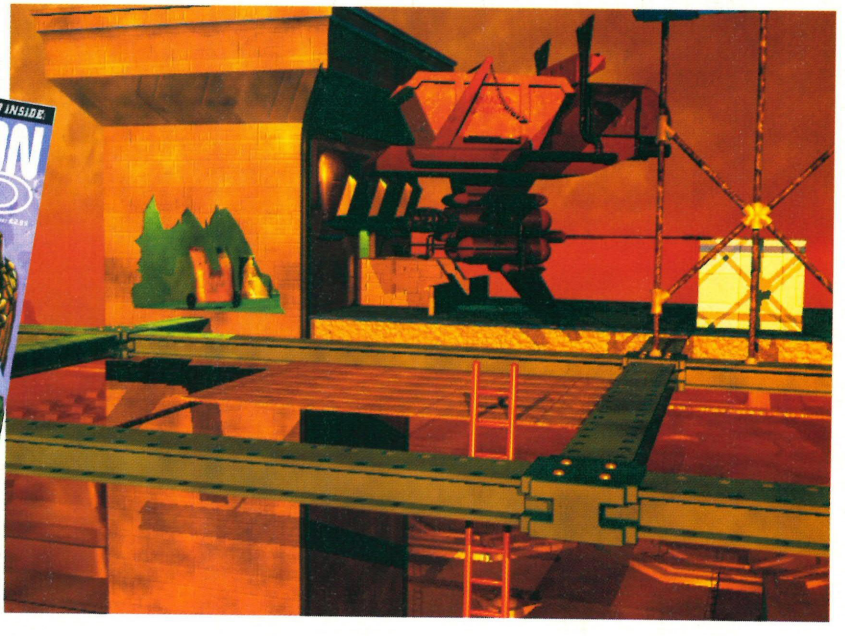
Buy Time Crisis, get yourself a Namco light gun that comes bundled with it, then lick your lips in anticipation because Gremlin is about to show the world how it's supposed to be done. Again.











COMPETITION

If you fancy getting your hands on an exclusive framed print of this months cover artwork, and three to give away, to do is invent the name of a comic book character and tell us why they're named like that. For example, Octopus Man would be ed because of his eight arms. Tart Girl would be because she's Jay's sister ! You get the drift.the usual address marked Dreddful and the best ee win. Editor's decision, even though it's rubbish! Good luck.



Judge Dredd comic artwork © Mandarin Paperbacks, Egmont Freeway

COMIC CAPERS

Judge Dredd, AKA Joe Dredd, started out life in the pages of cult comic 2000 A.D way back in 1978. After being advertised in the very first issue, Dredd rode into town for good in issue two and has remained as one of the comic's best loved characters to this very day.

The early stories of Dredd began to create a whole universe around him, most famously his home town Mega City One and its thousands of perps, punks and law-breaker dweebs. It was here where all Dredd's adventures began, including the famous long-running 'Block Mania' story which lasted a whopping 16 issues, followed by 'Apocalypse War' which ran for 27 issues. Not bad considering 2000 A.D was a weekly release.

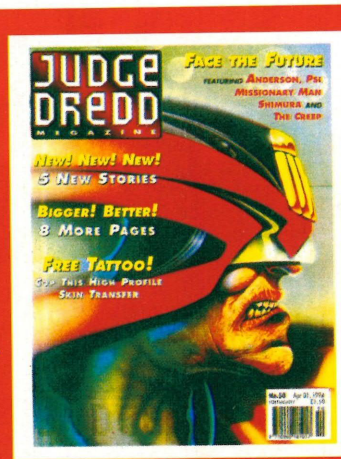
Over the years, the Dredd legend has developed immensely. From his early almost Eagle-esque black and white comic strips that were clearly aimed at the fantasy-fuelled youngster, right the way through his numerous costumes modifications, the introduction of colour to the comic and the development into an underground 'cult' figure due to the more adult slant that his tales began to take.

Those 'kids' who read his early adventures are now twenty-somethings, and they still regard Dredd as a butt-kicking avenger from the future. And his is.

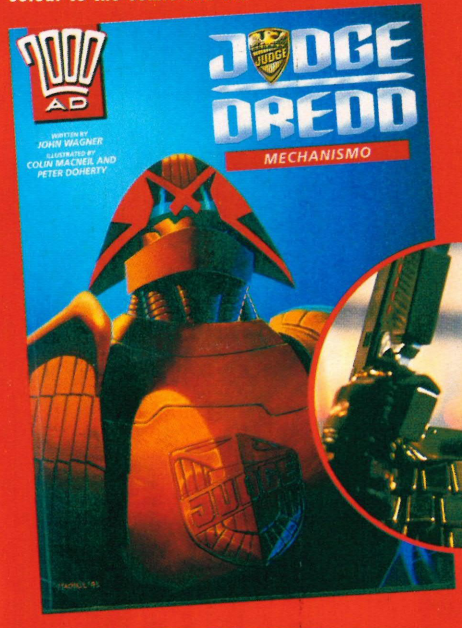
Even Hollywood thought Dredd was a valuable and highly popular asset. Remember when Sly Stallone took on the Dredd persona the other year? Sadly his butch influence and too big a budget ended with Judge Dredd: The Movie being one of the worst action movies in cinema history. A shame really.

Acclaim Entertainment scooped the licence for the movie in question, and even that turned out to be a complete dog. A side scrolling punch-kick affair did nothing for the Dredd image, and only strengthened the opinion that everything to do with that film was shite. End of story.

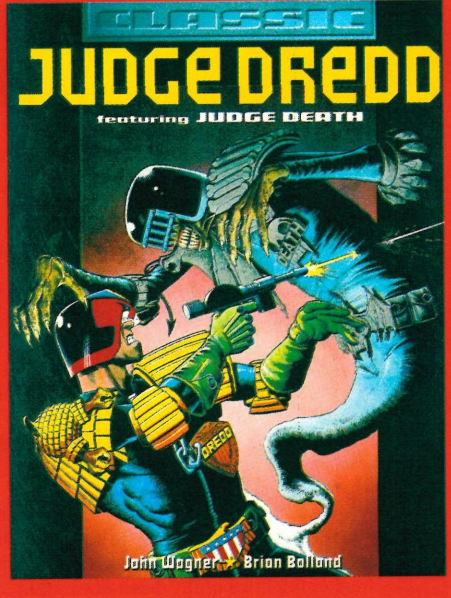
Fortunately for the die-hard fans of the Judge, and for us hardcore gamers, Gremlin Interactive is now responsible for Dredd's new-and-improved incarnation and, as you've seen over the previous pages, its game keeps in line with the legend, looks absolutely amazing and plays like an arcade blaster should do. One to watch? You bet your ass it is, perp!















Marriage ma



After a blissful year joined together in holy matrimony, the happy couple known as Ocean and Infogrames are preparing to bring the fruits of their nuptial activities into the big wide world. Hugh Poynton takes a look...

Back in April of last year, two of Europe's biggest and most influential software houses announced that they were to merge. The move was seen as good news for PlayStation owners – the two publishers (the Lyon based Infogrames and Britain's Ocean Software) were worth a cool £450 million and had over 400 developers in their pay.

Shortly after the merger the two companies promised that through pooling their technological know how and resources they would come up with wealth of new titles – some of the best PlayStation games yet.

Well they're here. Almost. Christmas will see Ocean and Infogrames releasing a host of superb looking new PlayStation titles including:

Total Drivin'

One of Ocean's most eagerly awaited new titles is Total Drivin'. Developed by Eutechnyx, Total Drivin' promises to be one of the most original PlayStation driving games in recent years.

Although on the surface the game premise sounds little different from any other driving game (take one of eight cars around seven different tracks), Total Drivin boasts two unique selling points. Born from the developer's frustration at the limitations of other driving games, these features should help make Total Drivin a very successful game.

The main innovation is the way in which the playing environment has been changed. Rather than, as in conventional racing games, the driver being limited from driving anywhere other than the track, Total Drivin' allows cars to be driven off into the wide blue yonder.

City tracks such as the Moscow track will be tricky to navigate as one wrong turn could result in you hurtling around narrow back streets. With this freedom to drive pretty much anywhere, games can be given a certain sort of mad "Italian Job" type atmosphere.

de in Heaven



Total Drivin offers the player a total of five different types of driving. You can choose to take part in the Dakar rally, race in an Indy Car tournament, hare around on a beach in dune buggies scaring holiday makers or have a go at road rallies and sports driving

If you're more Wacky Races than Indianapolis 500, Motor Mash might be more your thing. Viewed from overhead and presented in a colourful cartoon style, it looks a little like the old Micro Machines games

The second selling point of the game is the realistic AI of the competing cars. Most racing games will see you pitted against opponents who just drive too perfectly, they rarely overshoot a corner or pull out in front of other car and generally fail to commit any of the mortal sins a human driver might. The AI in Total Drivin' promises to be very realistic and very human. Swerve in front of an opponent and you'll spook him, causing him to take action – a feature that will probably increase the number of crashes in the game tenfold.

Combined with realistic car physics, rapidly changing weather conditions and even a few natural and man-made disasters (collapsing bridges and volcanoes) Total Drivin' looks set to be one of the most successful PlayStation driving games about.

Motor Mash

Motor Mash represents a slightly less serious take on the race driving experience. Also developed by the seemingly car obsessed Eutechnyx, Motor Mash is a top down, Micro Machines style four person racer.

Boasting twelve cartoon character race drivers, six levels, each with eight tracks, Motor Mash will focus more on fun than realism. Rather than tearing up the tarmac at Brandshatch or Hockenheim, you'll be racing on frozen arctic wastes, the Wild West or the lost world of Atlantis.

UEFA

Sports commentators across the globe must have thanked their lucky stars when the PlayStation came along and gave them the opportunity to earn some extra cash from the relative comfort of the recording studio rather than some draughty, rain soaked sporting venue.

John Motson's done it, the inimitable Murray Walker's done it, and now it's the turn of the no-nonsense Alan Green to join the big boys and get his voice digitised. The Irish born commentator who prides himself on his uncompromising – "If something's crap, I'll say so" – has been brought in from the cold terraces to give the game some added realism. If your finger slips of the buttons at the wrong time expect to hear the immortal phrases, "Surely that was a foul" or "Well, that was a dreadful challenge".

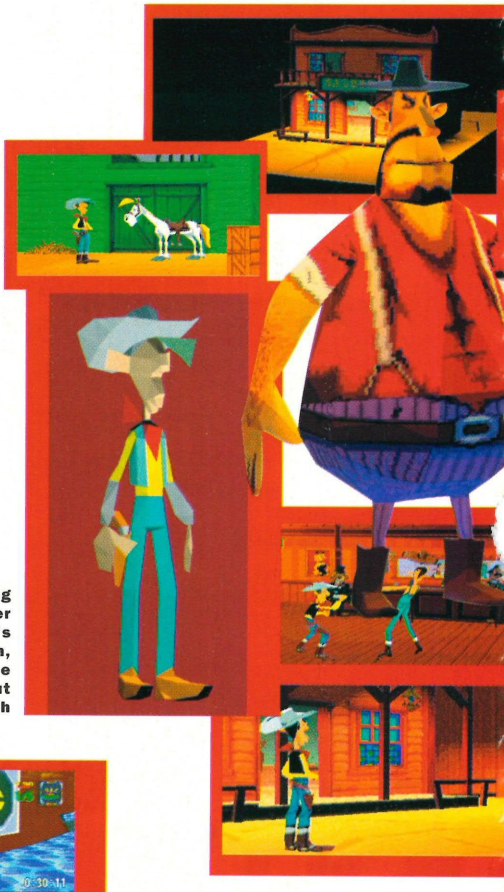
However you can't sell a game on a Alan Green alone, so it's pretty lucky UEFA also boasts a new, very speedy 3-D engine, the most advanced AI system in any football team yet (the players are probably brainier than their real life counterparts), and the full complement of 48 UEFA teams, five other national teams and three 'hidden' teams.

Even to a football philistine like me, the game looks damn impressive. As to whether it will be, as Ocean claims, "a genre defining product", well, we'll just have to wait and see. ▶

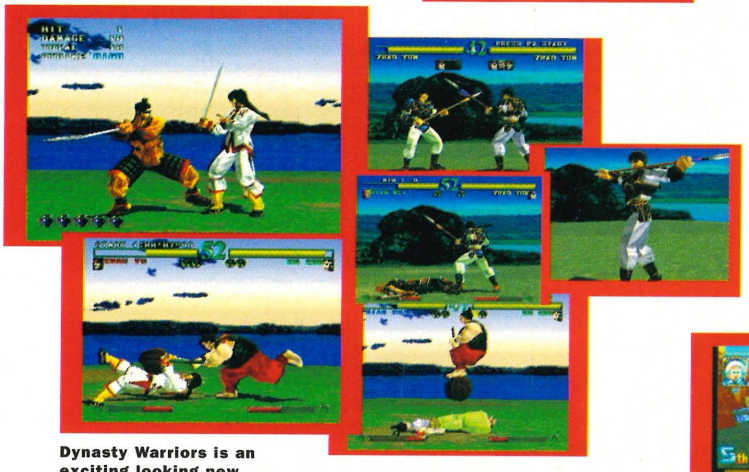
Marriage made in Heaven



Look at the detail on these screen shots – that bloke in the middle's even got a moustache! Ocean is chuffed to bits about the game engine that's going to be propelling this thing along cos it can deliver graphics this good without sacrificing game speed



Lucky Luke has knocking about in one form or another since the late '40s. He's changed a bit since then, back in the old days he always had a fag propped out of his mouth



Dynasty Warriors is an exciting looking new arcade fighter. All the characters are based on ancient warriors and the weapons that they use are all based on the genuine artice – even down to the dumbell that the porky fella is using. There are options spilling out of this game – team fights, timed fights, practice, tournament and one on one modes are all available



Megaman Battle and Chase is a cute anime Mario Kart sort of effort. The tracks are all set out in mad colours and are strewn with little power ups. You've a choice of 10 different vehicles including Mega Man's alsation styled coupé

Lucky Luke

A little trickier to pigeon hole is this interactive cartoon/platform/puzzler, Lucky Luke. Despite not looking a day over 20, Lucky Luke has been appearing in comic strips for the last 50 years and now looks set for renewed success on his PlayStation debut.

Although the distinctive cartoon feel has been successfully retained, Lucky Luke's PlayStation venture is fully rendered in 3-D, animated at 25 frames per second and uses traditional Western style camera work of the sort you see on John Ford films.

The action takes place in the familiar old cowboy locations (the Indian village, saloon bar and dust bowl frontier town) and Lucky Luke visits loads of other genres for its gameplay. There are elements of beat 'em-up, puzzles and platform games here. AI's the order of the day as well, with the various characters responding differently to Lucky's actions.

Lucky enjoyed a successful outing on the old Gameboy, so there's no reason to suspect he won't be just as well received on the PlayStation when he rides into town at the end of 1997.

Megaman Battle and Chase

Another break from the video game norm is the Megaman's latest appearance. The classic video game character is now starring in his own 3-D combat racer.

Presented in a quirky anime style, Battle and Chase looks like being a strange blend of Mario Kart and Battle of the Planets with a pinch of Carmaggedon for good measure. The aim of the game will be to race one of 10 weird vehicles (including Megaman's giant anime dog) around eight dangerous tracks while blowing the buggery out of the opposition. Not only do the tracks include WipEout style speed up strips, but also pain-in-the-arse slow down strips. Like the excellent Carmaggedon, each player will be allowed to plunder opponents' weapons so as to upgrade their own vehicles.

Dynasty Warriors

What release schedule would be complete without an arcade fighting game?

Well Ocean has got a beauty waiting in the wings, and what a weird effort it looks too. Bizarrely enough, developer KOEI have chosen to produce a fighting game using legendary warlords from the late Han Dynasty of 2nd and 3rd Century China. Bugger me, a historical beat 'em-up. What next? Queen Victoria and Winston Churchill all-in wrestling?

The game sounds fascinating though. What the developers have done is choose 10 legendary figures from nearly 17 Centuries ago and have them fight it out on historical battle sights.

Apparently the strengths and weaknesses of the various warlords have been based on historical data (ancient texts saying, "he was hard he was"). The weapon based combat will be much more historically accurate, and hopefully just as exciting as the latest laser-bolt-special-moves-packed Tekken or Toshinden title.

KOEI has included a certain amount of career progression as well. As you fight more challenging foes and your martial prowess improves, you'll have to battle three bosses and then there'll be 16 more enemies to defeat. Defeat the whole lot and you'll be revered as the



Capcom's Pang collection is a must for 80's style entertainment. The aim of the game is pretty simple - just use your handy blowpipe to explode bubbles and pick up any power ups that should rain down on you. It might look rather dated but its emminently playable.

Musou – warrior unequalled.

Graphically the game promises to be superb. Each character is made up of 600 textured polygons – so as to give them more realistic and life like movement. Motion capture technology has been used to ensure the various warriors strut their funky stuff in as realistic a manner as possible. The game will also play at 50 frames per second making for a very pretty looking arcade fighting oddity.

Capcom's Super Pang Collection

Another addition to Ocean's autumn line up is Capcom's Super Pang Collection. For those with retro tastes, the collection comprises of all three incarnations of the classic Pang game.

The Pang games include all the traditional ingredients of arcade games, a nonsense storyline, weird graphics and hundreds of levels (300 in total).

The gameplay is, apparently, simplicity itself. In the first two instalments, Buster Brothers and Super Buster Bros, players need to shoot spear tipped rope guns at killer bubbles to save the major cities of the world from destruction by the evil Bubble King. Buster Buddies, the most recent Pang game sees you attempting to steal art treasures from around the world while, for some strange reason, the Bubble King plays at security guard and attempts to spoil your endeavours through his dastardly bubbles.

The Capcom classics are all multiplayer, allowing either co-operative or competitive play with a mate. Close you eyes and you could be in a dirty old arcade in 1986 with Spandau Ballet on the Juke Box and s grim haircut perched atop your bonce.

MatchDay 3

Another oldie, this one. Well not an oldie as such, rather the offspring of one.

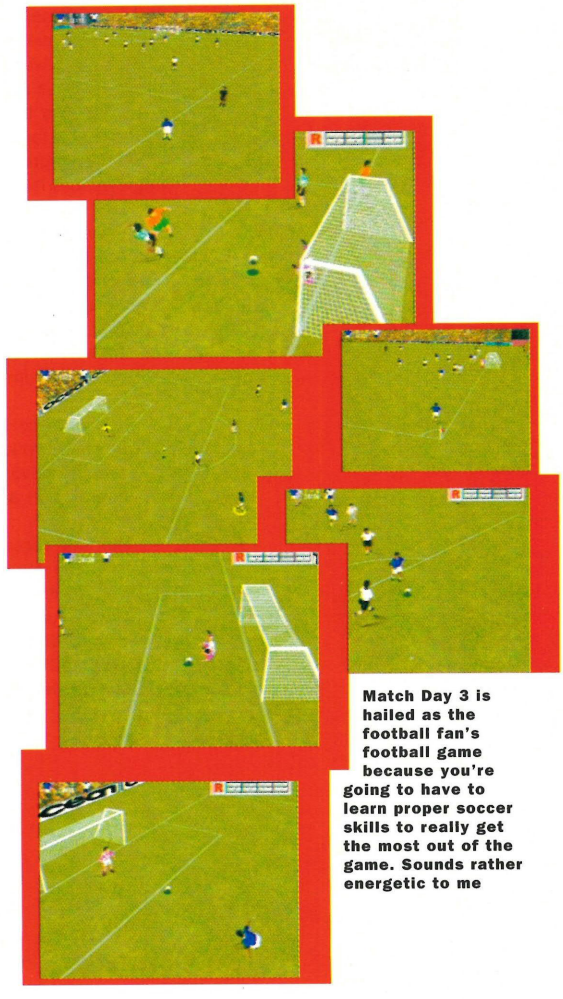
Back in the 1980s John Ritman was to football games what Sid Mier is to God games. After creating a host of top football games, he devoted his efforts to writing the excellent MatchDay series.

Well here's his latest. Programmed by John's development group, Cranberry Source, MatchDay 3 promises to the true footy fan's football game. The game has been written with the intention of introducing proper soccer skills back into footy games. To play the game successfully you are going to need to learn how to aim a shot, pass, get possession of the ball and take a pot shot at goal. Rather than players having the in-built ability to pass like a top footballer, you will have to learn art of playing the game.

If this sounds like hard work, don't worry. Although you will need to learn how to successfully pass and shoot, the more tedious aspects of the game have been made easier. Dribbling for example shouldn't be too difficult because the play will want to concentrate on the more tactical aspects of the game.

The graphics should be a little more advanced than the last MatchDay games. Viewed in full 3-D, the game utilises the new and rather curiously named 'polar sprout' technology.

MatchDay will be available from October.



Match Day 3 is hailed as the football fan's football game because you're going to have to learn proper soccer skills to really get the most out of the game. Sounds rather energetic to me

Game Title **Overboard**
Software House **Psygnosis** *Get your parrot out, balance it on your shoulder and bellow*

Ahoy Me Hearties

By Paul McNally

LET'S BE REALISTIC. Pirates are cool. Now before that statement gets me in trouble with all the software houses who see their profits trimmed by the evil minority that copy games, I'm referring to the Cap'n Pugwash variety. Overboard, from Psygnosis, is a one or multi-player romp where you get to sail your pirate vessel around the seven seas, well your telly screen at least.

The key to Overboard is supposed to be that it's simple and fun, and while the graphics don't look as though they will raise any eyebrows, the programmers have gone all out for playability which has to be a good thing.

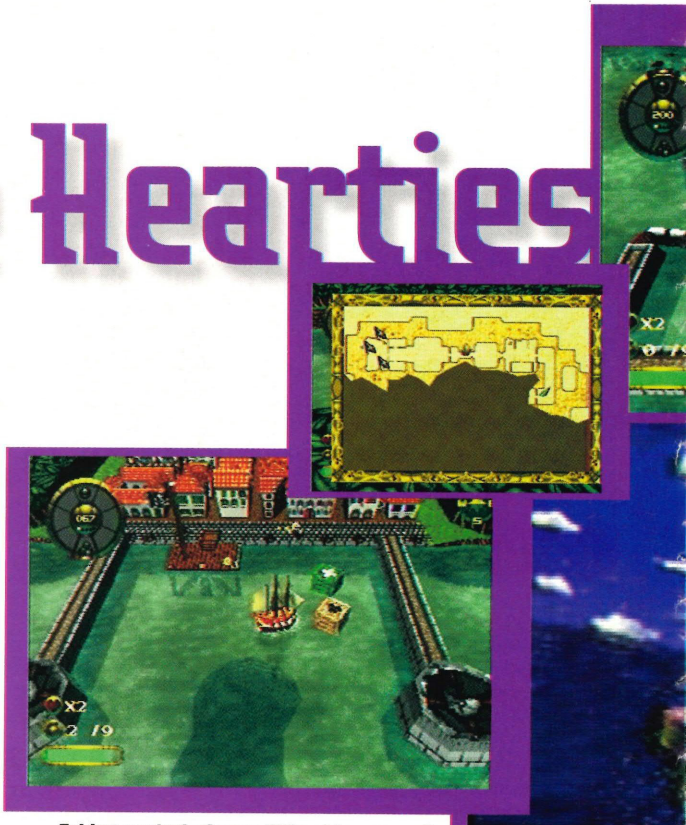
The basic gist of things is that you sail your little pirate boat into enemy territory, destroy all their defences and sail to their base to hoist your Skull and Crossbones, thus claiming the land and winning the day. This will involve a great deal of hammering around the screen launching cannon balls and picking up better power-ups including rocket-type things and depth charges.

Overboard certainly isn't trying to be historically accurate and introduces loads of weapons that pirate galleons would never have dreamt of. But sinking your enemy with a nicely placed mine still looks like immense fun.

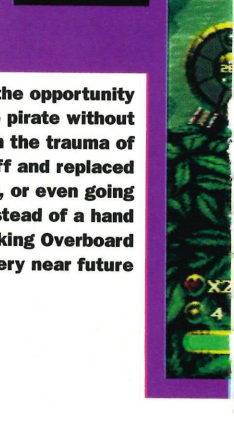
The final version will feature the obligatory multi-player version so you can have your mates round and go Overboard with them too. As usual, things should be loads more fun when you're seeing your mate's hard work go down the drain along with his ship.

Overboard looks like it could be great fun when it arrives so you should definitely check out this space for a review very soon indeed.

Release Date: Autumn

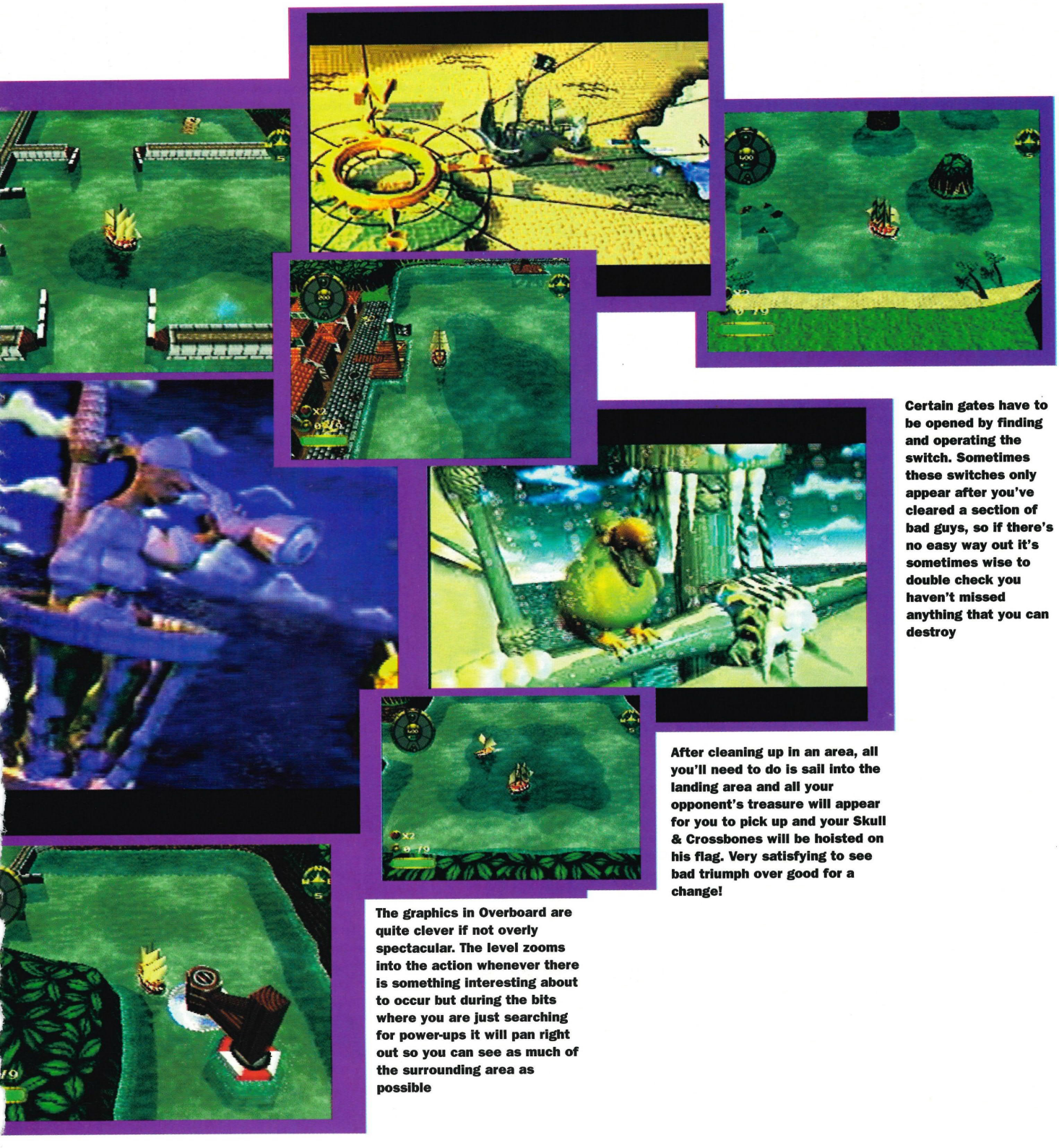


Taking control of your little ship, you sail quickly around the level picking up as many goodies as possible, safe in the knowledge that your opponents will be doing exactly the same thing with the intention of sending you to a watery grave before you do the same to him



Overboard gives you the opportunity to play a real life pirate without having to go through the trauma of having your leg cut off and replaced by a wooden stump, or even going for the hook instead of a hand option. We'll be checking Overboard out fully in the very near future

"Land Ahoy!" Just don't do it in the pub or you'll get a good hiding

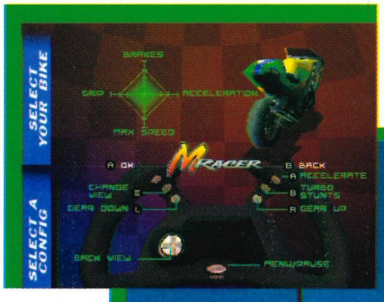


Certain gates have to be opened by finding and operating the switch. Sometimes these switches only appear after you've cleared a section of bad guys, so if there's no easy way out it's sometimes wise to double check you haven't missed anything that you can destroy

After cleaning up in an area, all you'll need to do is sail into the landing area and all your opponent's treasure will appear for you to pick up and your Skull & Crossbones will be hoisted on his flag. Very satisfying to see bad triumph over good for a change!

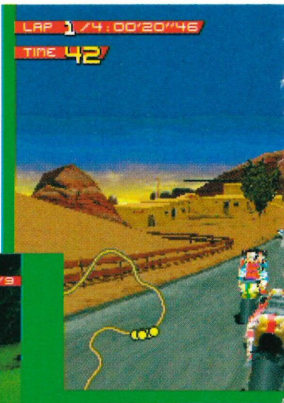
The graphics in Overboard are quite clever if not overly spectacular. The level zooms into the action whenever there is something interesting about to occur but during the bits where you are just searching for power-ups it will pan right out so you can see as much of the surrounding area as possible

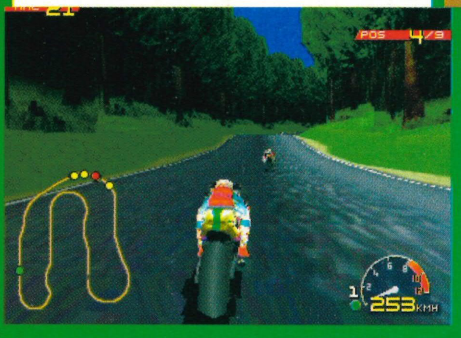
Game Title **Moto Racer**
Software House **Electronic Arts** *Oh joy. Another racing game. But wait, what's this???*

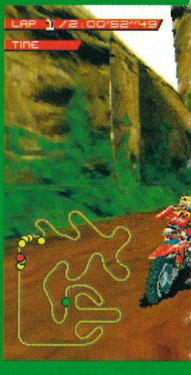




The game will whip along at a fair old pace. Quite surprisingly so in fact, especially when you think how nice everything looks. The bikes are well defined and realistic looking, the tracks are a match for just about anything that's gone before them and the backgrounds more than do an adequate job of building an atmosphere







Moto Racer will make a nice change from all the car/boat/snowboard type racers that are knocking about. So you should all go out and buy it if it gets a good review, if only to persuade the publishers that a bit more variety will guarantee healthy sales. I'm looking forward to this immensely and, having played it, feel confident in saying that you should be too







There's simply no denying Moto Racer's graphical brilliance. The variety between the graphical styles of the tracks is nothing short of stunning, and the early version we've seen would seem to bear out that the game plays as well as its excellent PC counterpart. Here at PSPro, we reckon that this is definitely one to watch



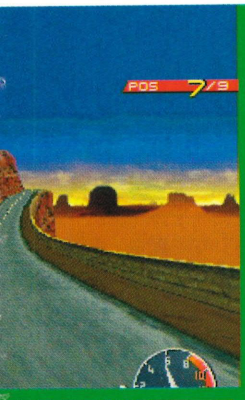


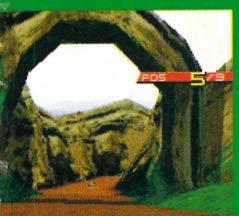


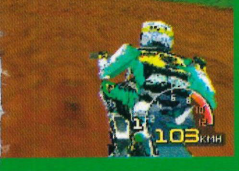
If you choose to race a complete season you'll have to race through all the tracks, mixing and matching the different styles. This helps keep the game feeling fresh throughout and gives it a real air of unpredictability. You can have just as much fun simply trying to beat your best times but the seasons do get quite tense towards the end, especially if it's close and you're in the running for honours

This one looks ever so slightly different to the others...

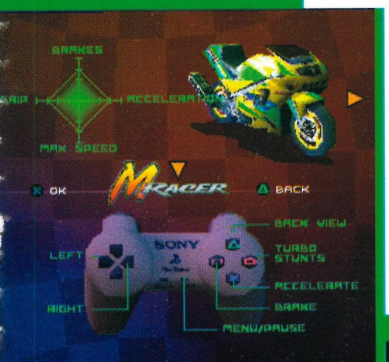
Hit the Dirt







My own personal favourites have to be the scrambling style tracks. No offence meant towards the more traditional styles, but they're nowhere near as innovative or enjoyable as racing around on a dirt track, leaping about all over the place, jostling for the leading positions. All we need now is for someone to do a Kick Start style motorbike game and we'll be sorted





By Steve McNally

IT'S DIFFICULT TO GET TOO excited about a new racing game any more. After all, there are so many of them now it's difficult to tell one from the other. But when one looks as good as this, it's hard not to look forward it

Race games are ten-a-penny these days. Motorbike games aren't. While developers have been falling over themselves trying to come up with something vaguely original to break the monotony of the Ridge Racer style games, they seem to have completely overlooked the two wheeled variety of racing.

Highly respected French developer Delphine and the mighty Electronic Arts are about to change all that. Moto Racer combines elements of scrambling, supercross and Superbike Grand Prix racing, with the tracks varying massively from flat roads to dirt tracks.

It's the off road sections that are undoubtedly the most appealing and the most original. You're sent soaring through the air by strategically placed bumps and your wheels are left frantically scrabbling for grip around muddy corners. Following on from these, the traditional road style races seem something of a letdown but even these are much more impressive than the majority of competing racers.

A few years back, Delphine built itself a reputation as one of the most original developers around thanks to ground breaking games such as Flashback and its sequel Fade to Black. It has been surprisingly quiet since then and, to be honest, this isn't the kind of thing you'd expect to see its name on. However, if it can bring the same programming excellence and Gallic flair to the PlayStation racing genre that it brought to the PC with the original version of Moto Racer, I think we can all breathe a big sigh of relief.

Graphically Moto Racer, if it's to match the PC version, will have to push the PlayStation to its absolute limit. Whether a two player split screen version is going to be possible without a noticeable drop off in the lightning fast speed is highly debateable, we're betting on a link up mode between two machines being the eventual option of choice. But with a developer this good, you never know quite what it is going to be able to squeeze out of that little grey bundle of joy.

Release Date: September

Game Title **Crash Bandicoot 2**
Software House **Sony** *Mario – short fat dude who runs like a girl. Sonic – blue-haired*

Crash Landing

By Hugh Poynton

WHEN NAUGHTY DOG SOFTWARE first unveiled Crash Bandicoot to an unsuspecting world, Sony was so impressed it commissioned a sequel even before the original was hitting the shops. Quite a vote of confidence I think you'd have to agree. Sony wasn't disappointed, Crash Bandicoot sold by the tonne and the company suddenly found itself with a cute mascot to rival Nintendo's lardy plumber.

One year later, and it looks as though the ginger furball will once again top the PlayStation charts with his unique brand of mental platform gameplay.

The storyline hasn't changed a vast degree (what did you expect, Crash Bandicoot embarking on a voyage of self discovery and sexual awakening in Victorian Britain?). Once again the evil Neo Cortex is attempting to take over the world, only this time he wants to enlist Crash in the struggle. Understandably naffed off by this, Crash sets out on his one marsupial fight to thwart the twisted slap-head.

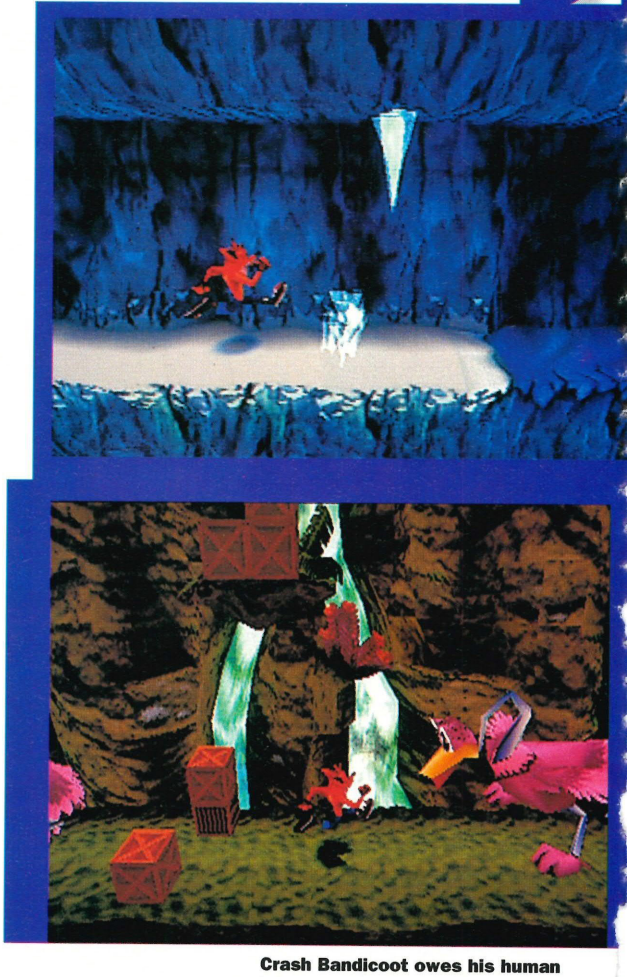
Topping the original Crash must have been something of a daunting task but it looks as though Naughty Dog has come up with the goods. Excellent though the first game was, the developer has still managed to give Crash a significant overhaul. The animation and graphics have all been polished up and this time around the mental marsupial looks even more cartoon like – he now looks like a toned up, bad ass version of the Tasmanian Devil.

But the improvements aren't merely cosmetic. Although the game is still "on-rails", the developer has doubled the size of the already huge play environment and included a number of different routes through the game. It has done this via a 'warp room' affair that allows the player to choose from five or six levels at a time.

The hairy one has been busy learning a new repertoire of tricks for the new game. Rather than hair about like a blue arsed fly jumping over things left right and centre, Crash can now strap a jetpack on and fly about, use jet skis and even swing from ropes Tarzan style. Not content with souping up the graphics and improving the gameplay, Naughty Dog has also taken it upon itself to drastically cut the amount of time taken to load up the game.

With all this going for it, it's difficult to imagine Crash Bandicoot 2 slipping gently into the great stream of Christmas PlayStation releases. Expect it to top the charts and have executives at Virgin, Fox and Core head butting tables and eating their Newton's Cradle executive desk toys in sheer frustration.

Release date: November



Crash Bandicoot owes his human behaviour and penchant for wearing jeans and sneakers to Dr. Neo Cortex's Evolvo-Ray. This cunning little piece of hardware is used to mutate wild (and stupid) fluffy animals into super intelligent gangsta henchmen. Our furry hero, however, has other ideas and now the pressing burden of world security sits on his hairy shoulders alone...

road kill. Just as well Crash is back then...

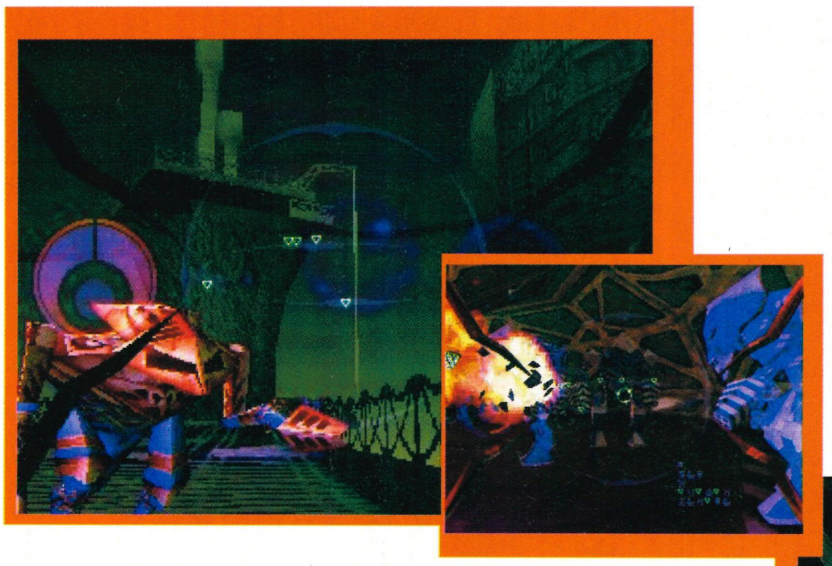


The original Crash Bandicoot won a host of awards both last year and this, including the merited Sony PlayStation Gold award for sales in Japan. They love over it there, they do. Some bloke turned up at a presentation dressed as him and he was mobbed by people wanting to squeeze his snout. There's a night-club called 'Costume Play' in Japan where people get dressed up as video game characters – go as Crash and you're guaranteed to pull. Honest

You mightn't realise it, but Naughty Dog has actually been churning games out since 1986. Its first effort was a game for the Apple II called Ski Crazed for which it received $250. In the Dog boys (and girls) long and distinguished career they've written for just about every platform including a couple of antique doorstops called the Genesis and 3DO

Game Title **Shadow Master**
Software House **Psygnosis** *3-D blasters come and go with alarming regularity, but*

Ma



Most of the in game artwork in Shadow Master has been either designed or influenced by organic artist Rodney Matthews. Matthews' work proved impossible to translate directly to the game because of the complexity. However, HammerHead reckons that the licence has allowed it to create a beautiful game with levels quite unlike those seen in similar first person perspective games

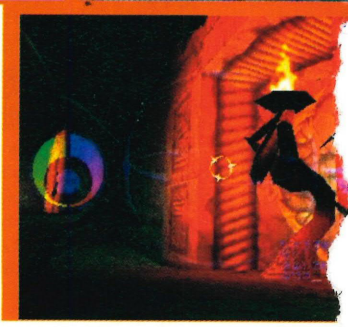
Most of the levels will be absolutely huge and take an age to get through. This, combined with the sheer volume of enemies contained within, should result in a far more durable challenge than the number of stages initially suggests. We're expecting a long haul to get through this one







Hammerhead reckons you can expect to be attacked by between six and eight creatures at a time, each firing at you while the game holds a steady 30 frames per second rate. This should ensure a really smooth playable experience that everybody can enjoy. Well that's the theory



By Paul McNally

COMING SOON FROM PSYGNOSIS IS a 3-D Blast 'em-up that'll see you battling against an evil alien dictator (for a change). Known as the Shadow Master (that'll explain the title then even though he sounds like he should be surrounded by a band of orcs in an RPG somewhere), this guy has been fighting a war for thousands of years but now he's finally run out of resources in his own system, so guess where he's come to replenish his dwindling stock?

You'll be taking control of the action from a first-person perspective while tucked away in the cockpit of your trusty heavily armed battle craft. The idea is that you'll travel from planet to planet engaging the Shadow Master's forces. These planet sequences will be interspersed with FMV sequences showing your arrival and so on.

The final game will feature 16 missions which will be liberally spread across the seven worlds that Shadow Master contains and each will build in difficulty until the grand destructive finale.

Psygnosis is keen to stress that the entire experience will be completely focused on combat rather than exploration. Shadow Master will set its stall out right from the beginning as being an all-out 3-D blast fest. We've been promised you won't need to go looking for baddies to blast, as in the likes of Doom, because they'll come looking for you.

The game is actually being developed by HammerHead – one half of the respected developer Traveller's Tales, who was responsible for the likes of Mickey Mania and Toy Story. The project has had five programmers, three 3-D modelers/artists and one 2-D artist working on it full time. HammerHead was originally formed with the intention of bringing original next generation products to the market and Shadow Master looks like achieving that aim.

Release Date: November

Psgynosis is hoping for a great deal of success with its latest venture

sters at Work



All the creatures in Shadow Master are 3-D objects rather than sprites. Each consists of around 170 polygons, although many are over the 400 mark. This means that you will be able to get really close to a creature without it pixelating and the lighting in the game will also affect the object, making it even more realistic. When you kill a creature it will explode in a shower of its component polygons, which looks like being quite spectacular

Due to the Rodney Matthews' licence, Psygnosis has a very strong visual style which has allowed it to create some nice looking levels. The terrain isn't restricted to corridors and tunnels like many games of this ilk. There are wide open spaces and due to the system using virtually no "fogging" you can get a terrific idea of the size and scale of the levels

Game Title **G-Police**
Software House **Psygnosis** *There's something scary about being pulled over by the cops.*

Right to remain silent

By Paul McNally

THE YEAR IS 2097, there's been one of those inter-colony war things that only happen in video games. Earth's elected government has been deposed of and taken over by the planet's big corporations (you mean like British Telecom? Ooh scary!). These corporations all agree to fund an independent force to police their territories. Voila the G-Police, i.e. you.

Psygnosis' latest venture sees you taking on the role of a G-Cop over 35 missions. It is billed as a fast, exciting flight simulator based in 3-D cityscape where you'll find yourself blasting stuff out of the sky left right and centre. The missions will all be interspersed with FMV sequences that will link everything together.

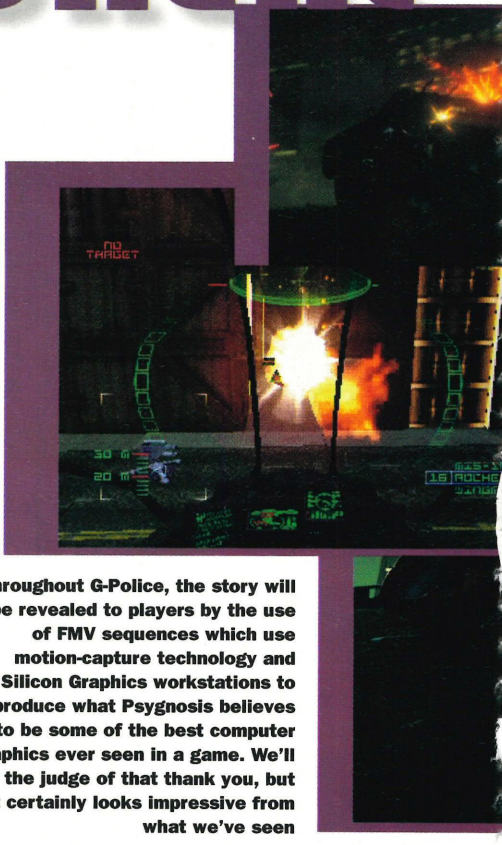
Your craft is known as a Havoc – a close air support gunship and this is the vehicle with which you'll be patrolling the streets, clearing them of scum so the local population can sleep more easily.

The guys that have worked on G-Police have worked on previous flight simulators but this time they wanted to make one where the landscapes weren't flat and featureless, but rather a dense city environment (sounds like Leeds). This threw up problems of its own though so it was decided that all the cities would be based in domes so the player could be kept within the cityscape.

G-Police has a style influenced by classic movies like Blade Runner and Aliens. The design team studied these closely in order to get a feel for what it wanted its project to look like and is happy with the finished effect.

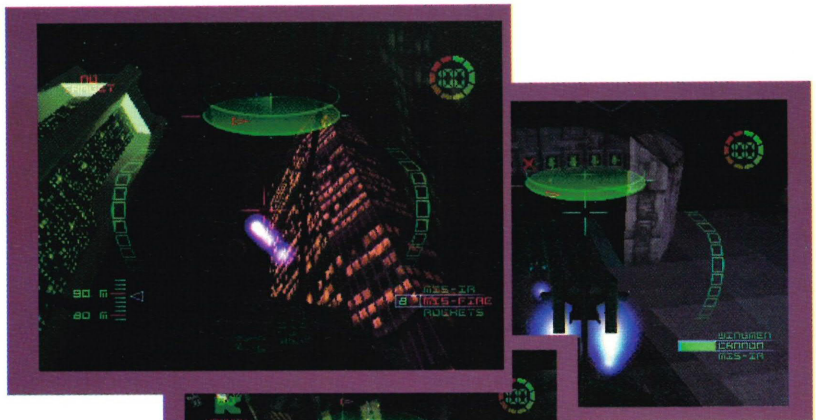
G-Police looks all set to continue Psygnosis' run of success on the PlayStation when it eventually arrives. It'll come on two CDs because of the large amount of FMV and we're eagerly looking forward to getting our grubby little hands on a review copy in the very near future.

Release Date: Winter



Throughout G-Police, the story will be revealed to players by the use of FMV sequences which use motion-capture technology and Silicon Graphics workstations to produce what Psygnosis believes to be some of the best computer graphics ever seen in a game. We'll be the judge of that thank you, but it certainly looks impressive from what we've seen

Not as scary as being pulled over by the G-Police however...



If you were wondering how Psygnosis has developed a flight sim that features such a detailed landscape as a city then you need wonder no more. G-Police uses a recursive, tiled landscape. The tiles make it possible to model enormous landscapes with very little memory. Also the tiles can be reused in other parts of the world for rapid environment modelling

Psygnosis is very pleased with the G-Police Full Texture Animation system. This was used to produce the stunning animation and add the impression that a real city actually exists. Psygnosis hopes to be using this system again in the future, so expect to see it popping up in other games



There will be several different environments in G-Police that will be played out across the various levels. These will include scenarios like City, Mining, Industrial, Water Processing and so on. Most of the levels actually feature several of these levels at a time and the areas are connected by tunnels that link the cityscape domes together

The storyline of G-Police was originally written by a professional scriptwriter but was adapted to suit the structure of the game. This meant that the script and the missions were developed to compliment one another so hopefully this system will work quite well



Game Title Croc
Software House Fox Interactive *Anything the N64 can do, the PlayStation can do at*

Croc of Gold



By Steve McNally

THERE ARE TWO PLATFORMERS OF NOTE on the PlayStation – Crash Bandicoot and Pandemonium. They provoked fierce debate among the team at the time with everyone picking a favourite, but you couldn't hide the fact that neither was really what it claimed to be. Pandemonium was nothing more than a traditional 2-D platformer cleverly masked by backgrounds that twisted and turned to create the illusion at times that you were actually heading into the screen. Crash offered freedom of movement but only within a confined space. Still, this was a significant leap forward over what had gone before and was my own personal favourite by a long way.

Then along comes Nintendo with its shiny new Mario 64 and both game's limitations shine through quite glaringly. This has turned out to be a plus point though. It has forced PlayStation designers to become more adventurous, to try out tricks and techniques that they previously thought beyond them, and Croc looks like being the first fruit of their labour.

Offering full freedom of movement within a much roomier full 3-D environment than Crash could boast, Croc could well revolutionise the way PlayStation gamers look at their platform games. Look at Croc as a way of breaking new ground and I don't think you will be too disappointed.

The character's fine but I don't think that it will have the mass market appeal of the likes of Mario, Sonic or Crash. What Croc should do is pave the way for the likes of Crash 2 to come along and show all PlayStation owners what they've been waiting to see – that their machine can handle 3-D environments as well as rival machines.

I'm not knocking Croc. I fully enjoyed playing the almost finished preview version we've got in the office, and indeed would say that it's one of the best platformers knocking around at the moment. It's just that it's lacking that little extra something to push it up into the realms of being a special game.

Who knows though, maybe the developer has a little trick left up its sleeve that it is gong to add in between now and the game's release that will make all our jaws drop to the floor. At the moment though Croc, apart from in technological terms, is far from spectacular. Solid, but not earth shattering.

Release Date: October

The biggest problem you'll have to overcome is controlling a character within a full 3-D environment. You'll be surprised at first at just how much more difficult the addition of that extra dimension makes things, but it's a problem you'll soon overcome and you'll be precision jumping from platform to platform in no time at all

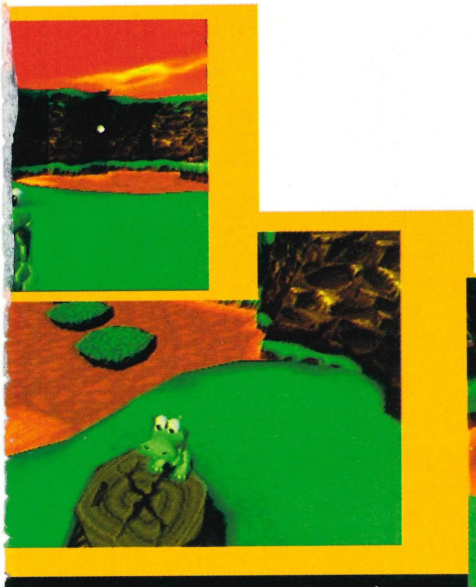




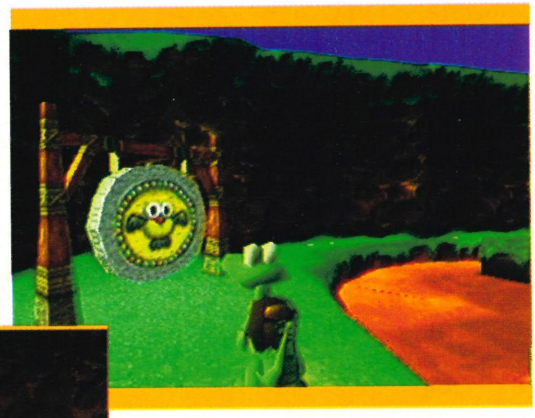


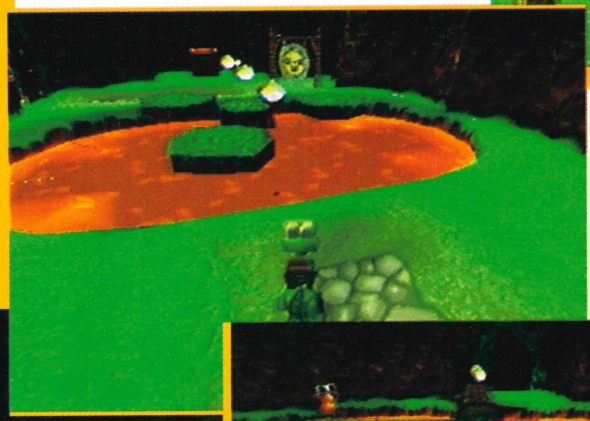
Obviously you play a crocodile. Nice character I'm sure you'll agree. Croc has plenty of expression and characterisation that for my money put him well ahead of that jester in Pandemonium, but there's something about him that leaves him trailing in Crash's wake. Maybe it's merely the lack of the marketing force put behind its character, I don't know, but he's definitely second best

least as well. Or so Fox Interactive hopes anyway!



The environments are nicely varied, with plenty of indoor and outdoor locations to explore. Particularly impressive is the river level with some very scenic waterfall effects, while some of the dungeon levels can get quite creepy with all manner of weird and scary monsters leaping out at you from all directions

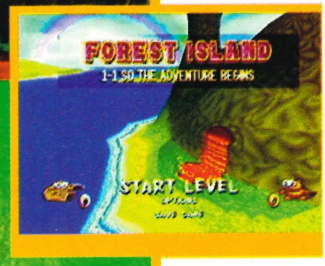


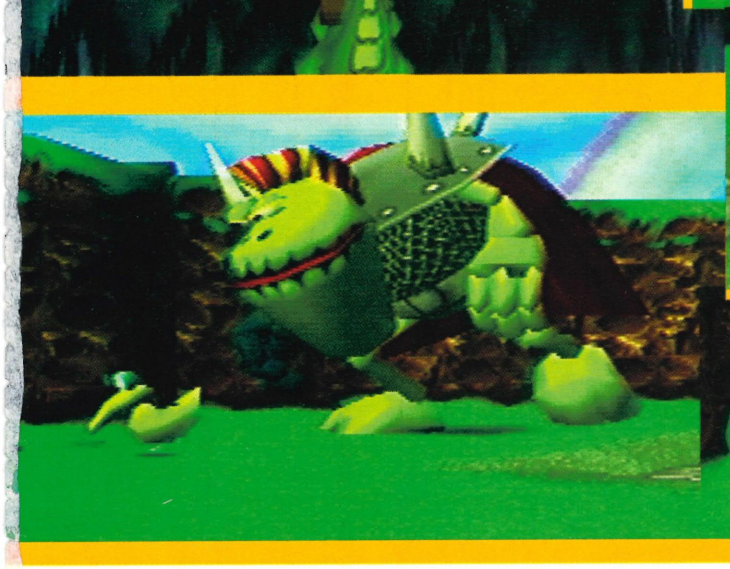


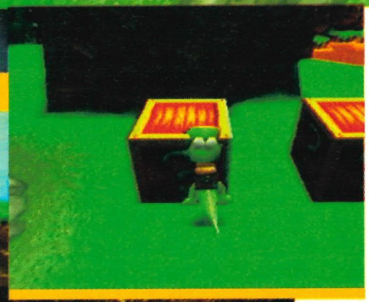
Six months down the line there'll be a glut of full 3-D style platformers but it looks as though Croc will get the jump on them all and therefore should do well. Other names worth watching out for include Psygnosis' Rascal, Ocean's Jersey Devil and, of course, Sony's own Crash Bandicoot 2









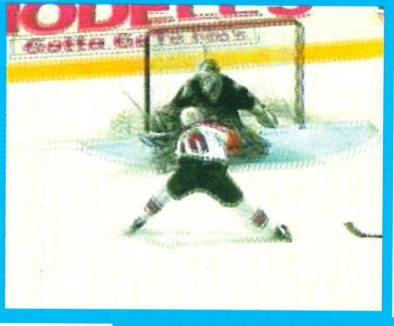


The finished game will feature a mammoth 60 odd levels and, although the game is aimed fairly and squarely at the younger end of the market, it will take even accomplished platformers a decent amount of time to complete. This means that Croc not only offers a new gaming experience (for PlayStation owners at least), but also decent value for money

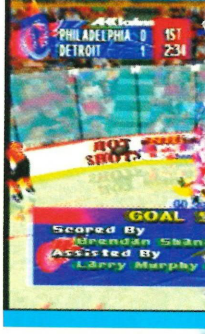
Game Title **NHL Breakaway '98**
Software House **Acclaim** *Fancy leathering into blokes with big sticks? Course you do.*

Miracles on Ice









Breakaway uses a similar technique to the one currently being employed by American television so that viewers can keep track of the puck which usually travels in excess of 80mph. A small electronic device is inserted that creates a streak of light, detected by special cameras as the puck races around so you can see who's passed it where. A similar visual effect is used here as the puck travels around the screen so you never lose track of who has it. Clever eh?

By Paul McNally

BIG STICKS, SCARY HELMETS AND men fighting, but that's enough about where I live. Acclaim has been beavering away on a nice new Ice Hockey game to keep us all occupied as the nights draw in. We'll soon be getting the chance to shove blokes into the boards and claim the adulation of the adoring crowd for committing actual bodily harm in the name of sport.

NHL is ridiculously popular in America and the craze is fast taking over this country. Some of the biggest indoor arenas in England are regularly finding themselves packed week in week out with fans baying for blood at probably the fastest spectator sport there is.

NHL Breakaway '98 will be bringing us hi-res motion captured player graphics skating around the most detailed of rinks at high speed. All 26 NHL teams will be featured, naturally enough, so you'll definitely have the option of playing as the wonderfully titled Pittsburgh Penguins should you so choose.

Besides the "skate around and score goals" aspect there is also a Healthy Team Management section which includes the ability to draft younger players and help them along to their full potential by adding points to their skills in the hope of unearthing a genuinely useful prospect.

We've already brushed on the fighting aspect of Ice Hockey and thankfully Breakaway won't shy away from the unsavoury side that, let's face it, we all want to see. Fights in the game are all one on one affairs with 10 man stick beatings being excluded! Fighting can actually get you an advantage because it saps an opponent's stamina.

NHL Breakaway will offer yet another attempt to capture the icy excitement offered in America and whether it manages it or not will all be revealed in a PlayStation Pro near you soon.

Release Date: Autumn

Well Acclaim might just be able to help you out there



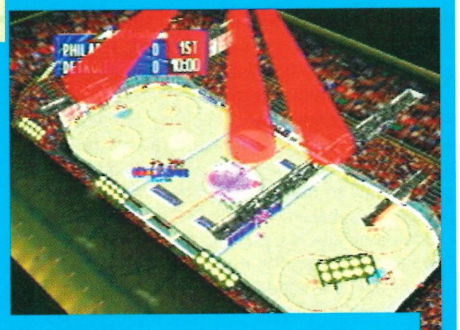
All the characters are constructed nicely from polygons and look extremely realistic as they skoot around the, er, pitch. The camera pans about and zooms in and out for situations like Face Offs etc. It's all very smooth and you'd expect and the overall effect looks rather nice, especially as you home in on your opponent's net and blast a shot right at the goalie's head!





Commentary in NHL Breakaway '98 is kept mainly to announcements at the beginning of the game and for events such as sin-binnings. Rest assured your guy will get five minutes in the bin for fighting and around two for the dubiously named slashing offence. Any sin bin results in a Power-Play where the other team is likely to score





Control of your NHL stars is pretty straightforward. Buttons are assigned to shooting and passing but you have to be careful. If you just insist on hammering all the buttons when you are without the puck you're going to end up tripping somebody and being dispatched to the good old sin-bin or maybe even provoking a good old gloves-off fist fight. Lordy





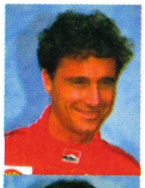
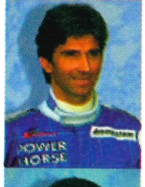


It's always important to manage your players effectively. Ice Hockey is a draining game and you certainly don't want to get caught with five guys out there who are all panting for breath with blood pouring out of their ears from their last clattering. Change your lines regularly and keep the freshest players on the ice or you face certain disaster in the winning/losing stakes

Game Title **Formula 1 '97**
Software House **Psygnosis** *Now, don't get over excited everyone but... Oh my God! The*

Get Your Backside Trackside!

By Steve McNally



YOU LOVED THE FIRST ONE and it's back! Formula 1 '97, almost guaranteed to be the fastest selling PlayStation game ever, is on the starting grid, revving its engine and ready to leap off the blocks into pole position!

Now, don't go mental when I say this, but wasn't F1 just the most over rated game you've ever played? I personally thought so and was amazed that you lot were prepared to put up with so many glaring errors so readily! No such problems are apparent with F1 '97 though. This one really does look like it's going to live up to its billing.

The sequel to 1995's million selling game (and yes, it is fair to call it a sequel, there's far more to this than just updated statistics and driver names) will be out in September, just as the real life Formula 1 season is building to a frenzied climax. This should ensure equally frenzied demand for the game from people desperate to emulate their heroes in whatever limited capacity they can (presumably having all traces of personality removed in the process).

Just some of the new features in the game include a dual commentary mode with both big Murray and Martin Brundle providing insight into the race, a new high resolution graphics system to replace the previous low res one, fully enhanced arcade and simulation modes, real time car telemetry read outs, a flag warning system and many others which I'll go into more detail about in a minute.

Formula 1 '97 is a game that any self respecting PlayStation owner will have to own. I know it's unusual to say that at this early preview stage but I certainly can't remember a safer bet than this. It looks to have addressed the numerous problems of the original and chucked in a whole host of new impressive features just for good measure.

Psygnosis has even taken to slagging off the original just to prove how good its new version is. I can't wait and I really do hate the real thing with a passion normally reserved for beat 'em-ups and Manchester United!

Release Date: September



The game, as you would expect, features all 17 of the 1997 World Championship venues, including the Austrian A1 Ring and Spanish Jerez circuits which apparently have never been replicated in a video game before. Admittedly this is only because this is the first F1 game to appear since the new circuits came into use, but so what? It's a decent enough claim to make isn't it?



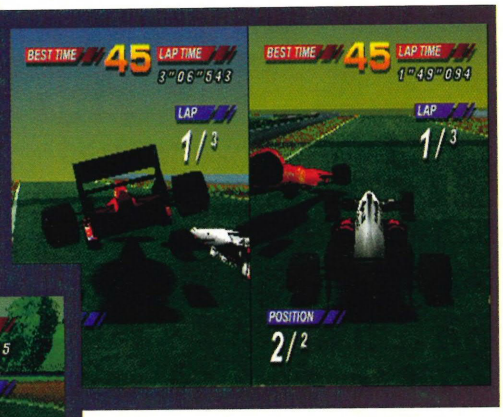


Other improvements include the flag warning system to inform you if there has been a crash up ahead or if the race is being stopped and actual differences between arcade and sim modes this time (power slides are possible in arcade but not sim mode, full F1 rules apply in sim but not arcade mode and so on). Oh, and the collisions are now in full 3-D as opposed to the 2-D of the original

biggest ever PlayStation game is about to get a full service and major overhaul

The tracks in the original Formula 1 proved to be such realistic racing simulations that Psygnosis got phone calls off both Damon Hill and Ralph Schumacher requesting copies so that they could get to know the circuits really well without actually having to visit them! There's no doubt that the new versions will be just as realistic, making sure F1 '97 is the closest you can get to the real thing without actually having to do it









Perhaps the most exciting addition to the '97 version is the inclusion of a two player split screen racing mode! No more lugging your PlayStation and TV round to your mates house to experience the thrills of racing round Silverstone, all you need to do now is plug in a second joypad. Nice one









Formula 1 '97 features all the drivers and teams in the current championship, you simply have to choose who you want to be. Once you've mastered the basic driving techniques you can increase the difficulty level step by step by introducing things such as pit stops, tyre changes and complex race tactics at your own speed as your ability increases

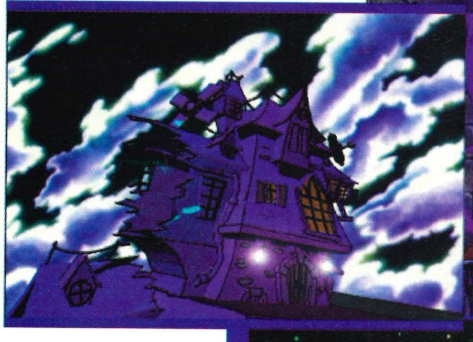
Game Title **Jersey Devil**
Software House **Ocean** *Animation in video games continues to come on in leaps and*

The spec-hungry among you will be keen to know that Jersey Devil takes full advantage of all of the PlayStation's hardware. Average performance reaches 160000 Gouraud shaded textured polygons per second. There are 30 frames of animation per second at all times and a 512 x 240 screen resolution. Good eh?



Our Jersey Devil will have 20 different moves by the time the game is finished. Some will always be available (like jumping, somersaulting, running and gliding while others are context sensitive (like breathing fire, becoming invisible or swinging on ropes) and will only come into play at the appropriate moment in time during the course of a level











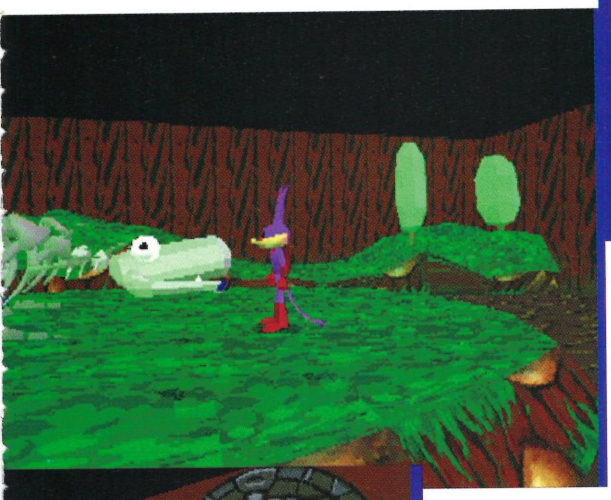
Ocean assures us that the game will feature 11 long missions based across six different environments which you'll be able to explore completely in the kind of Mario World style that everybody's attempting to get into these days. From what we've seen it does seem to work very well with smooth animation all adding to the great effect

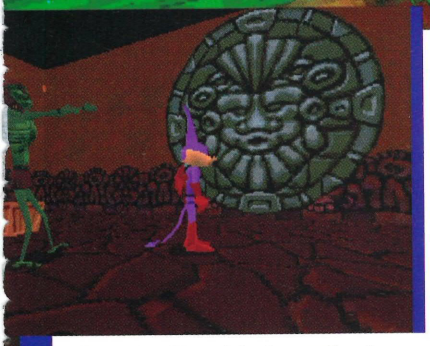


The Jersey Devil begins life as a cute, cuddly baby devil found somewhere in the wilderness by Dennis the Pumpkinhead, who immediately brings him back to his master, the evil Dr Knarf, who is in the process of creating semi-intelligent monsters out of pot-plants and vegetables. When Knarf is forced to go into town to buy new blades for his scalpel so he can dissect JD, our hero escapes from his cage, destroys the lab and flees the forest

bounds. Ocean's Jersey Devil looks set to increase the standard further. Read on

Devil May Care







Jersey Devil's original soundtrack was composed by Gilles Leveille in his own state of the art digital studio. Using high quality synthesisers and samplers designed specifically for orchestral music, Gilles has created the illusion of a complete symphony orchestra which has got to be a good thing!



By Paul McNally

LEGEND HAS IT THAT IN 1735 in Estelville, New Jersey, a lady going by the name of Mrs Leeds exclaimed, during her thirteenth pregnancy, in a thoughtless moment that she'd rather have a devil than another child. Somebody "down there" appeared to be listening and voila, her wish came true.

When the child was born it had the body of a kangaroo, the head of a dog, the face of a horse, the wings of a bat, the feet of a pig, oh and a forked tail. Immediately after birth it flew out of the window and settled in a nearby swamp. So the legend goes anyway.

Even today it is said that the New Jersey Devil, harmless as it is, still enjoys startling the unsuspecting hunter or hiker. Recently however, he's been getting more adventurous and now wanders the streets of Jersey City each night trying to stop the escapade of the evil Doctor Knarf and his minion – Dennis the Pumpkinhead, who run a secret lab experimenting with animals and turning them into strange mutants. In case you haven't sussed it by this stage, you're the Jersey Devil here!

Ocean Software is like the cat that got the cream with this one. Legend has it, er sorry can't get out of the part, that it had to beat off a whole host of competitors to get the licence, but it has got it and it looks like we might just be in for a bit of a treat.

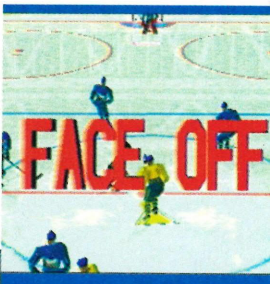
Jersey Devil is a 3-D action adventure platform game that does a nice line in 360 degree rotation of the game's 11 different levels. The effect looks lovely and the character animation is also a treat. There's still a fair bit of work to be done on Jersey Devil before completion but if things progress as well as they have to date, this will definitely be one to watch.

Release Date: Tba

Game Title **Actua Ice Hockey**
Software House **Gremlin** *My second ice hockey preview in a month. I am the luckiest*

Ice Ice Bab

By Paul McNally





Every major international side will be included in the final version of Actua Ice Hockey when it eventually hits the shelves early next year. It may seem like an age away, but it'll come round before you know it and we'll be first with information on any changes that may be made in the game

WE ALL KNOW THE ACTUA Sports brand from Gremlin. Actua Soccer and Actua Golf have already wowed us and now Actua Ice Hockey and Actua Tennis are next in line for Gremlin's attention. For now we'll concentrate on a our first good look at Actua Ice Hockey.

Gremlin is entering a market where there are already quite a few titles based on the same sport. A couple of pages ago you will have read all about NHL Breakaway, then there are the other numerous NHL games.

Actua Ice Hockey is different because not only is it the first fully motion captured Ice Hockey game, but it doesn't carry any NHL badge. Instead it is endorsed as the official Winter Olympics Ice Hockey game and will now feature all the teams, complete with correct player names, that will be competing in the winter competition. This is a relatively new addition as only a couple of days before going to press this wasn't the case, but it's quite a nice little licence.

Besides the motion capture, Actua Ice Hockey will also feature a new concept designed at Gremlin. Known as Ambient Realism it will provide "the most realistic commentary and atmosphere ever heard, from the sound of the puck hitting the boards and cheerleader chants to the sound of the players hitting each other." There's also going to be a celebrity commentary but Gremlin is being a bit secretive about who it's going to be at this stage in the day.

Actua Ice Hockey isn't going to be ready until next year but even at this stage (about 30 per cent complete) the thing is looking rather tasty and will certainly give all the other Ice Hockey games we've seen so far a good run for their money unless there are some strange developments over the next six months or so. Watch this space as usual.

Release Date: February '98



The British Championship winners, the Sheffield Steelers, have been heavily involved in the creation of Actua Ice Hockey. Gremlin is forging itself a reputation as being the king of motion capture and the guys from the Steelers were seen as the ideal candidates for the job

bloke alive. Could I possibly be any luckier?



Former England captain Chris Kelland was motion captured for the game and was on-hand to offer technical advice when necessary. The motion-captured net-minding was taken care of by Piero Greco and an assortment of hockey officials dealt with the other stuff

Using the new True 3 engine for the latest Actua games, Ice Hockey will also benefit from the motion capture technique using the latest 10 camera motion analysis system which allows a larger capture area and more body mass to be covered by the reflective markers

Actua Ice Hockey will face stiff competition from the many other titles based on the sport but it does have the advantage of the Actua branding. Gremlin continues to do a fine job producing its motion captured sports games and adding that extra bit of realism for punters to enjoy

Game Title **Rosco McQueen**
Software House **Sony** *A new super hero is in town and he's damn hot. Could it have*

Tall Tales





By Andy Sharp

FIRE-FIGHTING IS A TOUGH profession. All that sitting around, playing snooker and watching videos really takes it out of you. As if that wasn't enough, just as the firemen are on a possible 147, they're dragged out to douse an out of control fire. Downer.

Rosco McQueen chose this profession and has become one hell of a heroic fire-fighter – the best there is. What he lacks in mental ability however, he makes up for in sheer determination and strength.

To give him vital information about fires in other rooms DIGIT, a floating computer, takes charge of all technical necessities so all you must think about is how to get through the blazing areas.

Your goal is to reach the top of the building where madman Sylvester T Square is wreaking havoc on the building by taking charge of all the robots who handle the everyday running of the skyscraper and holding hundreds of hostages.

The task is made much more difficult by the numerous robots setting off explosions which, in turn, start fires which spread more quickly the longer you leave them. Fires must be put out as you need to salvage as much of the goods as possible. Robots of all shapes and sizes will do their utmost to put a halt to your progress so you need to take out the little robots before they set off too many fires for you to control.

Each floor is split into several stages and you need to solve some simple puzzles, such as flipping switches to activate doors. At the end of a level you will step onto a lift which takes you up to the next floor where the next level begins.

The further you progress the more weapons you acquire for fighting both fires and the increasing numbers of enemies. Rosco is well on his way to becoming the latest in a long line of PlayStation heroes.

Release Date: November



At the outset you have a trusty axe which can knock down wooden doors, along with one fire-fighting hose and a full compliment of water. As you progress you can collect power-ups for both so you can have throwing axes for long distance battling. Water can be collected, as can water bombs which will quell a blaze almost instantly



something to do with all those raging fires?



Each floor contains many small puzzles where you must destroy fuse boxes to open doors or spring onto high platforms where you may find bonuses or hostages as well as hidden rooms

As you ascend the building, you will be greeted by different themes for the floors. You begin in the lobby and make your way through the laundry room, discos and garages on your way to the rooftop

Rosco seems to have everything going for him and the game has all the elements to make it a classic. The mixture of action, puzzles and humour make this a real contender. We'll see the final results before the release in September

The many differing robots marauding the floors are all under the control of Sylvester T Square and will start fires at will as well as attacking the heroic fireman. The best strategy is to get them before they cause too much damage to both the building and Rosco

Game Title **Discworld 2**
Software House **Psygnosis** *The original was one of the best ever PlayStation adventures,*

Pratchett Job



By Steve McNally

LOVE HIM OR HATE HIM, Terry Pratchett is indisputably one of the most successful British authors for a long, long time. His style has a broad ranging appeal that is liked by anyone from sad, no life students to middle aged housewives, and he seems to have hit on a recipe not only for success, but also for printing money.

Come up with anything that's successful and the marketing men start to get a whiff of it and the inevitable spin offs and merchandising start to appear. We've had the miniature figures, we've had the Discworld animated series and, of course, we had the original Discworld video game.

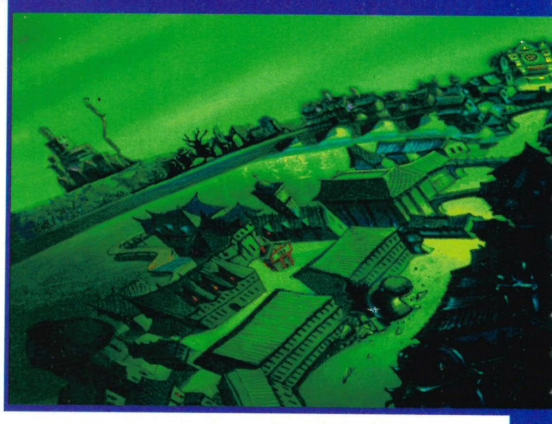
At the time it was seen as a bit of a risk. It was launched shortly after the PlayStation when the water was, at the time, untested and no one knew whether PlayStation owners would take to a point and click adventure – territory that is more traditionally associated with bearded PC roleplaying types than hip, cool PlayStation swingers.

They did, and the sheer volume of telephone calls we received begging for help was unprecedented for one game. That of course meant that a sequel was inevitable and Pratchett fans and adventurers alike can now start to rejoice. Discworld II is almost upon us, with more of the same whimsical humour, tricky puzzles and massively enhanced graphics.

If you played the first one you'll know that it was incredibly tricky. Well, expect no let up this time because Discworld II is just as, if not more, difficult than the original. You'll need to be an incredibly skilled adventurer if you're going to get through unassisted but, rest assured, PlayStation Pro will be printing a full solution in the fullness of time to aid you through.

Don't be put off by the difficulty level though, Discworld rewards you well when you do solve a puzzle. It is guaranteed to raise more chuckles than most and, with a professionally written storyline, has the edge over most games in terms dragging in the player.

Release Date: October



The major enhancement to this game over the original has to be graphically. If you were impressed by the standards reached in the original, you'll be absolutely gobsmacked this time. It really is like watching a cartoon. In fact, if you had the misfortune of catching any of that awful Discworld cartoon that was on Channel 4 recently, it wouldn't be unfair to say that the animation is marginally better



the sequel promises to be even better!

The original cast of voice characters has been pretty much reformed for the sequel. Eric Idle voices Rincewind again in his own inimitable style, while Kate Robbins handles all manner of female characters in a way that only a professional impressionist could manage. Sadly there's no Tony Robinson this time, but he's been replaced by the excellent Nigel Planer who does an equally impressive job



Again, it is being developed by Perfect Entertainment for Psygnosis, and the team has really pulled out all the stops with this. A team of 50 animators worked on the project and between them created over 30,000 original hand crafted animation drawings making for a level of visual presentation previously unseen in a graphic adventure

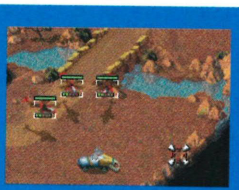
The storyline is apparently based loosely around Mort, one of the Discworld novels. Death, the soul gatherer who ensure people's spirits go the right way when they die and don't hang around haunting people, is having a mid life crisis and has disappeared. This of course leads to all sorts of problems. Mainly because people have stopped dying. And of course it's up to you, as Rincewind, to sort it out

Until Broken Sword 2 comes out, Discworld 2 is going to have a free run at all the PlayStation owning adventure fans, thus guaranteeing healthy sales. At least I hope so, because that might well mean a Discworld III will loom large on the horizon pretty soon, and that's good news for just about everyone

Cheat, Drink and Be Merry

After putting up with month upon month of your whining letters asking for age-old hints, tips and cheats, we've decided to give you what you want. Hence, below is a list of all the games you've asked for help with. Now will you please, shut up crying about NOD missions and get on with your lives...

COMMAND & CONQUER





Right, pay attention. There are no actual cheats for C&C. Got that? The blokes at Virgin don't know any and neither do I. What we have are codes. Lots of 'em. If you want any tactical advice, then buy issue three from the back issues page. And I'm taking it as read that you all know about the "entering 'COVERTOPS' on the password screen" tip too.

GDI MISSIONS:

GTITHZRMG
OXLLVZ6X4
OX3C9YL8S
OX3CRQNCC
GTJKD1Z5I
457W15L8D
KDT7PZPDX
GT1B99063
45PNF40J1
W1N401DTP
OX3U10S4D
GTJ2NB4XJ
OXLLFZ7F1
OXLLFSI0O
8PH155VIU
OX3CTRXZC
45P58RCA0
OLX951N36
45PNZXCAL
C99XM903R
KDBGEXRL9
GTJ2PV5WX
8PZAB6HP3
KDBGWHSI9

NOD MISSIONS:

KDT70MYVK
W15V0LC68
OXL3MWOZE
W1NMEKRHW
SHVQYU2A2
KDT77BRHH
C99XKQ6S5
45P561ILB
GT1BRCTEH
C9ROYPL3T
OX3UJ0WWZ
GTJ25B8P5
W1N46MYDH
OX3CBR1RY
W1NMYD38G
457WLPF1M
C99FDDIJ4
C99X4JIJP
W15DUWVDV
8PHJF7661





DIE HARD TRILOGY



Yippie-kai-ay muddy funsters. Level codes and the odd quirky cheat await you below, so pull on that sweaty white vest, kick off your shoes and go bonkers in Fox's three-way action bonanza...

R = Right arrow
L = Left Arrow
D = Down Arrow
U = Right Arrow
X = X
O = O
S = Square (letter E)
T = Triangle (letter A)

If you replace the **S** and **T** with and **E** and **A**, you'll form words. Okay?

Anyway, to activate any of the following cheat codes, simply pause the game, hold the **R2** button and then press the following buttons...

DIE HARD

R U D S = God mode
R S D O = 50 grenades and 5 bullets
R S S D = Fat mode
D S T D = Villains float upwards when shot
R S T R = Forward is backward. Backward is forward
L O D S = Co-ordinates
10 Ts 4 Rs = Skeleton mode
D O O D T D = Silly mode
D S S R = 15 Bullets
R U D D S R = Unlimited shotgun

DIE HARDER

R U D S = Map editor (select this option for God mode)
D S T D = Skeleton mode
R S L O T D = Lots of ammo
O D D S X S = Fergus mode (everyone looks alike)

DIE HARD WITH A VENGEANCE

L T R D = Fat mode
O D D T X S = Fergus mode
R S L T X S D = Car floats in air
D U L L D U L L D U L L = Everything is in flat mode
L U L L S D = Slow motion
O R D S T L = Sky cam mode
O D D S R = Very slow motion
O O S S D D X X = 999 turbos
L O U D S R = Infinite lives

LEVEL CODES:

Now for the level passwords. You must enter these codes to the very last digit, even if it's prefilled. Failure to do so will mean the codes won't work.

Once you've entered them correctly, press the **X** button. If done right, it should say **"OFFICIAL GAME CODE"** on screen. Once it does, hit the triangle button to start that level.

DIE HARD

Note: $ means leave a blank space.

LEVEL 6: COMPUTERS 1
F8279HY3FLM6X
15K1!TGNWWHF9
P6NVMBF9P6NWM
GF9P6NVMBF9P$

LEVEL 7: EXECUTIVE 1
74225VHK7WVMW
H7GRVLCLH1X74
XMLG9T74XMLH9
Y74XMLG9T74XJ

LEVEL 8: CONSTRUCTION 2
TN1ZN9JCSJ$XL
7X5R9N4WL68TR
6XWMGFTR6XWLG
9TR6XWMGFTR6J

LEVEL 9: OFFICE 2
H425H75XGGVRV
BXK479!L!3XH5
XRLZCTH5XRL!C
YH5XRLZCTH5XJ

LEVEL 10: BALLROOM
3D231ZZ!23CK!
8BS$QV9Q7JZ3D
FKQ6SW3DFKQ7S
!3DFKQ6SW3DFJ

LEVEL 11: MAINTENANCE 2
W82GN88TVSCFX
WCM79Q5PRZ!WC
FFPQQVWCFFPRQ
ZWCFFPQQVWCF$

LEVEL 12: OFFICE 3
942RCHX88Z14N
RL3WL4XLM2D95
4NLLB9954NLMB
F954NLLB9954J

LEVEL 13: CONSTRUCTION 3
TJ2HGH$DSD1DP
Z$VN45NTLG9TM
6DTM6DTM6DTL6
8TM6DTM6DTM6$

LEVEL 14: VAULT
DX22HW5SGZPQ7
$Z5NGQZGSM2DY
MQGTW7DYMQGSW
3DYMQGTW7DYMJ

LEVEL 15: COMPUTERS 2
BX21PND98VGP$
4ZB1QDYGNLLBY
CPGPVRBYCPGNV
MBYCPGPVRBYCJ

LEVEL 16: EXECUTIVE 2
XJ2BXT9SZXPG5
DJ6S$Z69SH1XM
LG9T74XMLG9S7
$XMLG9T74XML$

LEVEL17: OFFICE 4
RS2GX9C5P9SCJ
S3X65LMYGYWRV
!CYHPZRV!CYGP
VRV!CYHPZRV!$

LEVEL 18: MAINTENANCE 3
FS237Z5NHGKQR
871JV7ZXVWCFT



R6XWMGFTR6XVM
BFTR6XWMGFTR$

LEVEL 19: COMPUTERS 3
B42$RJ498VGPC
7S8DVXY2P2NB5
8P2NBKB58P2PB
PB58P2NBKB58J

DIE HARDER

LEVEL 5: PLANE INTERIOR
N$$V38Y3N2JB1
85$N2J955Y1NL
JB$1L4Q7TV195
4N2JB185$N2J$

LEVEL 6: CHURCH
8N$N8KL68P2NB
KB58P2RQ!L581
2NB698681NBJB
18P2NBKB58P2J

LEVEL 7: SNOWMOBILE CHASE
8D142J2$8F1N6
JV38F1JJ3B$8P
1N7BGCBSV46KV
78F1N6JV38F1J

LEVEL 8: PLANE INTERCEPT
N$1B58Y3N2JB1
85$N2JHHXP2NZ
JB$76LXXNV195
4N2JB185$N2J$

DIE HARD WITH A VENGEANCE

CHINATOWN 2:
Z41!5XRLZ7S!3
XHKZ7SY9NHRZC
S!27!ZBGTD7LR
J!7XHK!CVWFG$

URBAN 2:
!81!MZHT!CYHP
ZRV!CYF!QRX!7
YHN57PC2XX9MH
TZ3T!7VPFC4H$

DOWNTOWN 2:
5422VBKB54NLL
B9954NJS29H58
NLMKT6KFP6VT1
C48J2198NRN6J

AQUADUCT 1:
S82DFJG1SC1D5
JQ2SC1GHSQ4S7
1D4C6FD2SM6
7TW5XQ4QGC62$

WHARF:
7N23LHKZ7NZMV
H9Y7NZKJ79W7S
ZMWNTLMY!6ST9
T6$V38MH9T9RJ

AQUADUCT 2:
8J24$KV78K248
K248K262T228Y



249BLCXS3K66L
3996NV535LHKJ

SIMON GRUBER:
9N24LMLG9P6NV
MBF9P6QJWBC9T
6NW8V2YX72L82
C89248C9MQZN$

FORMULA ONE

BONUS TRACKS:
This is normally accessed after you've completed all races in arcade mode in first place. You can also get to this circuit by choosing either a single race in arcade or Grand Prix mode.

Choose any team or driver and when you go to the qualify mode hold down select and press ⬅ , ●, ●, ▲, ▲, ●, ⬆, ➡ . A message will appear to show you've been successful.

Quit the race and head back to the arcade mode and flick through the circuits until you see the new grand Champion bonus track. It's the shape of a Grand Prix car so it shouldn't be too difficult to spot.

LAVA MODE:
Just as the bonus track enter a single race and enter the following code when you reach the qualifying lap hold down select and press ■, ●, ⬆, ➡ , ➡ , ●, X . A message will tell you whether it has worked and when you begin the race the circuit will be made of red hot lava. The handling of the cars and their performances aren't affected in any way.

BUGGY MODE:
Same as before, only this time when you hold select press ➡ , ⬆, ▲, ⬅ , ⬆, ■, ▲. A message will appear and when you enter the race the cars will have become buggies. Although the cars performance isn't affected overtaking is easier as the widths have been reduced on the cars.

BIKE MODE:
Use the same mode as before and hold select as you enter ⬇ , ⬆, ●, ▲, ➡ , ⬆, ■, ▲. Again a message will appear and once again the performance of the two wheeled vehicles is unaffected although overtaking now is a breeze.

MODE COMBOS:
You can combine any of these modes so long as the circuit modes are entered last. So it's now possible to have bikes racing on lava. Treat!

TEKKEN 2

You know all the moves by now, but are you aware of these wacky effect cheats? If you do, then move on. But if you're a Tekken 2 wacky cheat virgin, read on...

BIG HEAD MODE:
Hold **SELECT** while selecting your player.

SUPER BIG HEAD MODE:
As above but press **SELECT** again while choosing your player.

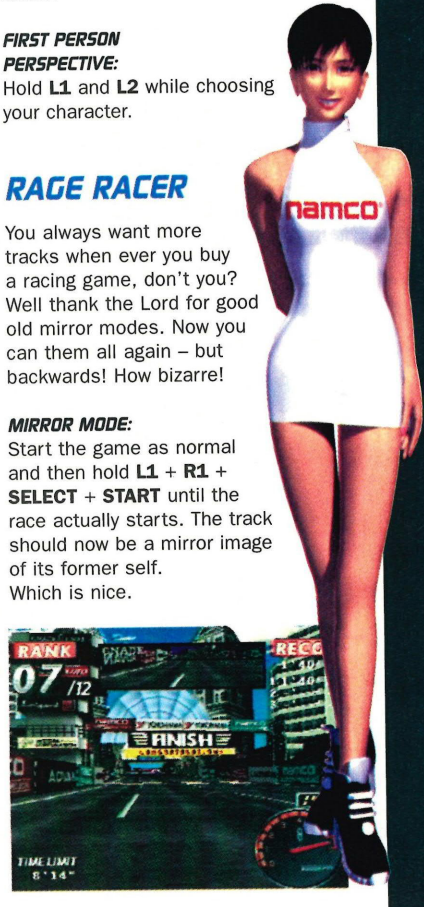
KAZUYA'S NEW CLOTHES:
Choose him with the **START** button

FIRST PERSON PERSPECTIVE:
Hold **L1** and **L2** while choosing your character.

RAGE RACER

You always want more tracks when ever you buy a racing game, don't you? Well thank the Lord for good old mirror modes. Now you can them all again – but backwards! How bizarre!

MIRROR MODE:
Start the game as normal and then hold **L1** + **R1** + **SELECT** + **START** until the race actually starts. The track should now be a mirror image of its former self.
Which is nice.



Actua Soccer: Club Edition

In comparison to other footy games, Actua is tricky to get to grips with. Not any more though, Gremlin's own steady midfield player, Martin Bramhall, guides you through the pitfalls, trials and tribulations that hamper any potential Actua star's progress



MINI REVIEW

Hmm. Actua Soccer: Club Edition eh? Well, it's not a bad game, but then it's difficult to see quite who it's aimed at. For owners and fans of the original there's not really enough new stuff in there to justify splashing for what is little more than new teams. Whereas for first timers looking for footy thrills there are now far better soccer games out there than Actua. Soccer '97 is a name that leaps immediately to mind...

The way we look at the original Actua game now is that it's well and truly had its day. When it first came out it was a great towering beast of a football simulation, the like of which we had never seen before. Now it"s more like an ageing defender, stuggling to keep up with the pace of the young hotshots that are running rings around it. A bit like Stuart Pearce in many ways I suppose.

Our advice is to wait for the far lovelier Actua 2 if you insist on buying Gremlin, because even if you are desperate for a game with all the up-to-date Premiership information it's still very hard to recommend this. Wait for the next release and, of course, if it happens after the end of the current season you'll have the added bonus of the newly promoted Man City squad in there. Bonus!



As the teams line up for the kick off the tension is unbearable. Which side has read the guide more thoroughly?

GENERAL HINTS AND TIPS

As great managers of the past have said, there are three things that will make you a better player: Practice, practice and more practice. This golden rule also equates itself perfectly to Actua Soccer Club Edition.

If, however, you're like us and can't be bothered with all that practice, we have assembled a guide to getting the most out of Actua Soccer Club Edition, without all that hard work!

GET IN THE RIGHT FRAME OF MIND

Club Edition is not another simple arcade game. You can't just keep pressing the fire button until the ball flies into the back of the net. You have to develop that most elusive of attributes – a footballer's brain (Obviously you don't need to start beating up women, setting off fire extinguishers and wearing false breasts, but you get the idea!). How else will you know how to create space, when to hold, when to release and when to give their winger a grass sandwich? To help you along, the following are a few points to bear in mind.

DEFENDING

Try to keep the opposition's shooting opportunities to an absolute minimum. Live by the maxim, "if in doubt, boot it out" and remember, "always try to play the percentages."

Look out for rebounds from the keeper. Opposing teams will always maintain an attack until the ball is in the keeper's hands.

Set the offside option on, this



Yeah, yeah. All the Premier League teams may be there, but what's a footy game without Man City eh?



As the guide says, the only way to get really good at Actua is to practise! There's no quick fix here my son!



will give your team an extra line of defence. It means that your defenders will usually stand a good chance of at least blocking a shot. Although you could gain an Arsenal like reputation for yourself, which means that all your mates will start to hate you, or you'll find yourself suddenly drawn to copious amounts of booze and cocaine!

PASSING

The key to successful passing is creating space. Don't be tempted to pass when a player is right on top of you, either release the ball quickly, or twist and turn until you're clear.

Aim for the gaps and look for players in space. Remember that you don't always have to be facing the player you want to pass to. If your player has good vision he will pass to the man in the best position. If your team isn't one of the best, you will just have to think for yourself.

TACKLING

Try not to pull players out of position to make a tackle. If you do you may be leaving an opposing player unmarked.

Don't lunge at every player feet first. Sliding tackles should be used only when you're sure of coming away with the ball, or as a last resort.

The most successful approach (and the one that'll keep you out of trouble) is to run into a player, using the famed old shoulder charge (last seen mid '70s) to relieve your opponent of the ball. There is no button assigned for a shoulder charge, just use your stalking skills to stay with him and try and muscle him off the ball.

Be aware of which referee is in charge of the game. One too many tackles with a strict referee and it's time for an early bath. Sometimes very early! And remember, the refs in Club Edition don't accept envelopes full of money, so if you're off, you're off.

SHOOTING

One touch shots are very difficult to perform from short passes. Therefore only attempt them when you have the time to set it up.

Try and shoot with the one touch feature as often as possible, this doesn't allow the goalkeeper time to get into position.

If you have enough time and space attempt the super shot (hold down the shoot button, then release while your striker is standing still).



Always be on the look out for rebounds from their keeper. The best time to score is when the goalie is still on the floor, so be alert and ready to pick up any scraps.

Always put after touch on a shot if you can. Obviously you don't need a Roberto Carlos effect on every single shot but a little bit o' swerve never hurt anyone!

When taking a penalty, select the 'wire' camera. Aim your player at a corner of the goal and use the power shot to keep the ball hard and low.

Don't panic! The best players stay cool when the ball's in the box (apart, of course, from Andy 'Jigsaw' Cole, who always goes to pieces when he's in the area!)

PRACTICE

Of course everyone has to do some training. Select practice mode and you'll be able to hone your technique without the other team bothering you.

You must practice the one touch passing and shooting moves, this is integral to you becoming an 'Actua' expert

If you're having all the possession but aren't scoring many goals then, surprise surprise, you need to work on your shooting!

FORMATION AND TACTICS

Know your own squad and the strengths and weaknesses of the opposition. Plan your game accordingly. For example, if you're playing a weak team against Man Utd play with a packed defence, stick to a long ball game and use forwards with good controlling skills rather than those with good pace or flair – and then pray!

A lot of problems can be sorted out by getting the formation right. For example, if you're losing out in midfield try adopting a 4-4-2 or 4-5-1 formation. Remember the default formation may not be the one that suits your style.

QUICK GUIDE TO FORMATIONS

4-4-2 The standard English line up. We all know what's involved here, no frills, steady midfield and plenty of coverage at the back. Works a lot better with two decent centre forwards.

4-3-3 Slightly more attacking line up this one, best if you've got an excellent defence as it won't get the greatest protection from your midfield. If your squad is choc-a-block with good attacking players then this is the one for you.

4-5-1 If you're a little bit worried about the opposition then you need to make sure your defence gets all the help it can get – this line up will do just that. If you've got someone like Alan Shearer up front for you as well this could prove to be the ideal set up. Safe at the back, and a striker that doesn't mind ploughing away up front on his own all day.

3-5-2 Once most commonly found on the Continent, this line up is now almost everywhere within the Premiership. You'll need a speedy trio of defenders for this one but you'll obviously get a lot of support from your midfield, both in defence and attack. Good for players that like to pass the ball around a bit and show off a bit of Continental flair!

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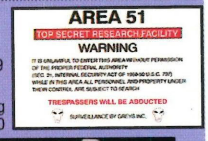
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'Respect for being the
'When will there be a



Dear PlayStation Pro,
Firstly, what an absolutely jolly brilliant totally ace cracking bloody mag you lot publish. But please could you answer these questions for me...
1) What is the cheat to get Lara Croft from Tomb Raider running about in the buff (jugs out, nude etc.)?
2) How do you get the four hidden cars in V Rally?
3) In all the reviews of V Rally I've read, it says it's best to change the tyres before each race. How is this?

Rob Young, Gloucester

Rob, no matter what you've heard in other mags or on the Internet, there simply isn't a cheat to get Lara's funbags out. Sad, but true I'm afraid. But if you want to get the hidden cars in V Rally, we might be able to help you out. Our boxed copies haven't turned up yet, due to its roaring success in the shops, so we haven't actually tested this cheat, but you sound desperate so give this a go: Right, the rumour is that you have to complete the championship mode on all difficulty levels, and once you've done that go back to the Arcade option and start a new game.

On the first course you might see some glitching on the left-hand side. Drive into the glitchiness and you'll end up on a dirt track. Head down there and you should see the Toyota Rally car that looks rather like the ones used in Sega Rally – that's your hidden car. But like I said, this was a rumour when we had a pre-production version a few months back and we haven't tested it on the finished version yet, so don't write back saying we were talking bollocks if it doesn't work.

As far as the tyre changing headache goes, well, we spoke to Ocean and it seems as if that option, along with the four player mode, had to be scrapped from the final version. So no, it won't work. Never mind, try your cheat out and let me know you have any success.

Dear PlayStation Pro,
I would like to see more Action Replay codes!! Thanks.

Terry

And I would like to see more in-depth reader correspondence "Terry".

Dear PlayStation Pro,
We are writing to tell you how wonderfully great your mag is and nobody we know says anything different. But enough butt-licking, could you answer these questions for us?
1) Did you lot once do a multi-format mag called GamePro?
2) What's with this Resident Evil 2 gig? We've completed the original plenty of times now and we're sick of it. When is its proper release date, because its daddy Res Evil is a little out of date?
3) Why is everyone slagging Rebel Assault 2? It was okay. We rented it from the video shop and reckon it was a pretty good attempt.
4) Do you think there will ever be a Bonkers (rave band) video game? If not, we could draw up some plans for you, being the Bonkers fanatics that we are.
5) Is the Net Yaroze really worth it? I've heard that the total price, including a modem PC and the bill, is the same as 51 PSX games. Wow!
6) Why was issue nine only £1.95 and all the others have been £2.95?
7) Could you tell us where the bogeyman is in Discworld and how to get to him? Thanks.

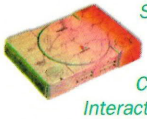
Gary Howard & Jamie Duffy, Glasgow

Bonkers Scotland posse in the house! How ya doing lads? Here's the answers to your wee queries...
1) Yes, I used to edit the damn thing. What of it?
2) Res Evil 2 isn't finished yet and it'll be coming out shortly after Christmas. Possibly. Well, what's happening is that Capcom/Virgin are releasing Resident Evil: The Directors Cut, which has loads of new bits, characters and lots of treat things like that in it. When you buy a copy, you'll get a top demo CD of Resident Evil 2 with it to whet your glands until it finally gets released. It'll be worth the wait though, believe me.
3) I reviewed Rebel Assault 2, and whereas it wasn't the masterpiece I was expecting – nor was it the trickiest game on earth – I still felt that it offered some good interactive Star Wars fun. And I said so in the review, and that's what it's all about at the end of that day isn't it? Star Wars fans will love it regardless and, like you boys said, a one night rental left you satisfied.
All the other mags may have slagged it off, but they all creamed over ISSPro didn't they? Admittedly, ISSPro is a entertaining little football game that looks really good, but I'd wager that none of the other mags are still playing it, nor will they be playing it in six months time. Hence our score difference compared with the rest of the other mags.
We stand by Soccer 97 as the top football title, we're still playing it and ISSPro is gathering dust in the corner of the office along with countless other games that initially we thought were amazing, but frankly don't stand the test of time. We tell you the real deal with software here at PSPro. No B.S. allowed.
4) Bonkers video game? I'm confused, or maybe I'm just getting old, but I haven't heard of these guys. A bit too 'Ravey Davey' for my eardrums by the sounds of things. Maybe you could send me some of their stuff to listen to? The only 'Bonkers' thing I know of is that crap late night 'talent' show with fatty Jono What-ever-he's-called, and there's no chance of him getting on the PlayStation. Thank God.
5) If you can program, have a great deal of time, money and patience, then yes, buy a Net Yaroze. If you have none of the above, forget it.
6) It was a special treat especially for you guys. Enjoy it while it lasts.
7) Discworld. Mmm, I could have sworn we ran the complete guide again last issue. Or maybe it was just an alcohol-induced oasis of tip deception.
My guess is that our last issue hadn't reached your local newsagents by the time of you wrote in, so if you're still stuck after buying issue 10 drop me another line – you can fill me in on all this 'Bonkers' business while you're at it. Take it easy boys.

first with the E3 report' CD on the cover?'

Dear PlayStation Pro,
Great magazine. Keep up the good work and could you answer these questions?
1) When is Premier Manager 98 set for release and is it any good?
2) Are any "real" rugby league games planned for the PlayStation? It's about time there should be.
3) Is there a game available on PlayStation that's similar to Mario Kart on the N64, or are there any planned for a future release?
Thanks for reading my letter and I hope to hear your reply.

Pete C, Warrington



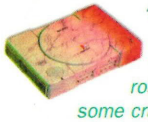
Short and sweet. That's how we like it. Your answers then...
1) PM 98 will be released around Christmas time by Gremlin Interactive and, from what we've seen of it so far, it's looking treat.
2) No news as yet, but Electronic Arts maybe converting its International Rugby League from the PC over to the PSX early next year.
3) I'm a big big fan of driving games and Mario Kart on the N64 in my humble opinion isn't a scratch on the SNES version as far as playability and all-round gameplay goes. It looks cool enough, but lacks the umph the SNES version had. Anyway, the nearest thing to Mario Kart on the PlayStation is Motor Toon GP2. It's wacky and colourful, you get loads of quirky weapons to throw about, but in all honesty, it ain't a patch on the old SNES version of Mario Kart. Nothing is. But two player driving fun can be had on PlayStation via Porsche Challenge, Rally Cross and the excellent V Rally. One to watch out for is Total Drivin' – if you can wait for it of course.

Dear PlayStation Pro,
Respect to you all for being the first to provide all us game junkies on a SICK! E3 report. I bet your mag sales rocketed in the August month with delivering such fine work a good fortnight before any of your rivals wrote up on it. Although I haven't subscribed yet, I've been reading your mag since the second issue and I have noticed, compared to other PlayStation magazines, that you are way ahead with reviews, news and tips. Is this because you had a vision in the past about a specific time when PlayStation Pro was to be launched? Or was it just a fluke? I don't really know but you've got the release date wired! Well done.

Now I'm going to ask you a question which I feel you are probably tired of hearing, but here goes. When will there be a free CD on your front cover? Companies that produce games must be in debt to you for your big in-depth reviews and previews. Do you guys get something out of this? Free games? Free dinners? Well how about getting some demos from them? I suppose that a review of a game is in order anyway as it warns us readers to stay well clear or if its worth a purchase, so that's cool.

But a CD sounds good to me, even if you leave it for a Christmas special. I know that the Official Magazine has a demo every month, but I would say that most of the time it's shit. What about stuffing the Official Mag with a free CD? You guys are already at the forefront with everything else. If striving for perfection is what you intend with this magazine, you're already doing a top job and your free gifts each month as good as well. A demo CD would just top things off for me. Anyway, I ain't going to go on anymore, but thanks for taking time out to read my letter and good luck for the future.

Wayne Fenlon, Fife



"SICK! E3 report"? "SICK!"? What the hell are you on about boy? I have no idea what "sick!" means round your way, but I'm guessing it's some crazy street slang. The word "sick" in my neighbourhood means exactly that: Sick. Vomit, chunks, bile – that sort of thing.

Anyway, enough chat about stomach acid... I'm glad you enjoyed the E3 issue Wayne, and I'd be even happier if you subscribed! I know what you're saying about our release date being "wired", we're the first out every time. We just can't help it! The reason? We're the professionals dude! Us Pros know the score.

I also respect your comments on the old free CD saga. We'd love to put a CD on the mag for all of our loyal readers, but believe it or not, blagging a load of demos from various software companies is the easiest part, but we want a CD with more than two or three crappy playable demos on it. We want a CD that people will be happy with. We want a CD that doesn't cost the earth for both us and the reader. We want a CD with new games on it, not six month old Platinum Range titles.

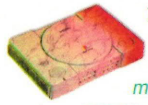
The problem lies with getting the thing produced in time for the games to be current. You have to work on it three months in advance and believe me, we are working on it, it's just taking some time to arrange what is definitely going to be the best free CD ever to grace a magazine. All I can say is watch this space. You won't be disappointed.

Dear PlayStation Pro,
Congratulations on a great magazine! I would like to know if Transport Tycoon is any good and when is it coming out? Also, should I decide to buy a copy, is it worth me buying a mouse for it or should I just use my joypad?

I got Ridge Racer and Formula One for Christmas, but I've completed both of them and want to buy another racing game. Could you recommend one? I'd also like to buy something from the Platinum Range, but can't decide which to buy between Air Combat and Destruction Derby. Which do you think I should get?

Finally, I had some cheats for Command & Conquer from another PlayStation magazine, but they don't work. I tried to hold back the tears but I couldn't, so I was wondering if you had any to give out?

Jonathon Bell, Tyne & Wear



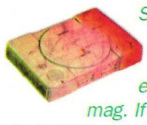
Transport Tycoon is already in the shops and luckily for you Johnny B, it comes with a free PlayStation mouse. A bargain methinks. Racing games. Mmm, you could try Rage Racer. Or wait for Formula One '97.

The Platinum Range of titles are a wild and varied bunch but in all honesty, I'd plump for something other than Air Combat and DD. They're both pretty dated and with an Air Combat sequel on the way and DD2 already out there... I'd opt for DD if I really had to buy one of those two.

Regarding C&C, well I'm sick to the back teeth with people writing in for tips months after we printed dozens of them. Buy a copy of issue three and you'll have access to loads of strategic hints, but according to Virgin, there are no actual 'cheats' as such, only hints. Now wipe your eyes and get on with it.

Dear PlayStation Pro,
First of all I would like to congratulate you on such a great magazine, and for the definitive Tomb Raider Players guide. I couldn't have got anywhere without it. Please could you take the time to answer my questions.
1) Could you recommend some games for me to buy as there are so many currently available?
2) Can I get some cheats for City Of The Lost Children?
3) I've heard rumours about a City Of The Lost Children sequel being on the way. Is this true or are the stories a load of bull?

Stuart McLaren, Glasgow



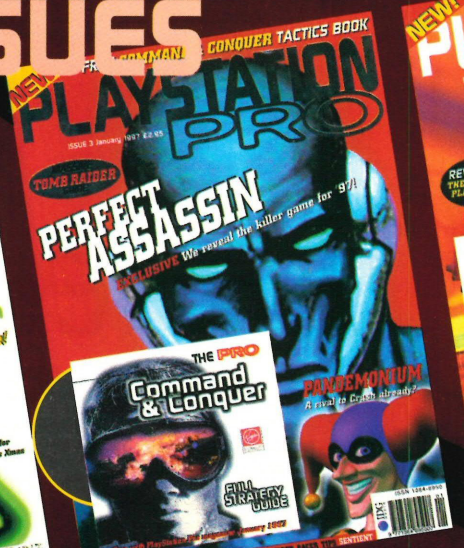
Stuart, if you really are a loyal reader then you'll know that we have a recommended section every issue, right at the back of the mag. If you want help in choosing a game to buy, go read it. That's exactly what it's there for.

Cheats for COTLC will be included in an adventure game tips special very soon indeed, and at the time of going to press no news had broke on there being a sequel on the way. But who knows what the future may bring?
Keep your fingers crossed and we'll keep you posted. Okay?

PRO BACK ISSUES





















ISSUE THREE
COVER: Perfect Assassin
INSIDE: Free Command & Conquer tactics booklet, Pandemonium, Cool Boarders, Star Gladiator players' guide plus a massive complete guide to Tomb Raider

ISSUE SIX
COVER: Total NBA '97
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COVER: V-Rally
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COVER: Fantastic Four
INSIDE: Free Game Secrets tips booklet, Rally Cross, WCW vs the World, Swagman, Syndicate Wars, Overblood, Actua Golf 2, Darklight Conflict

ISSUE TEN
COVER: Tomb Raider 2
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ISSUE ELEVEN
COVER: Fighting Force
INSIDE: Apocalypse, Colony Wars, Time Crisis, Rapid Racer and Tomb Raider 2. Complete Broken Sword guide

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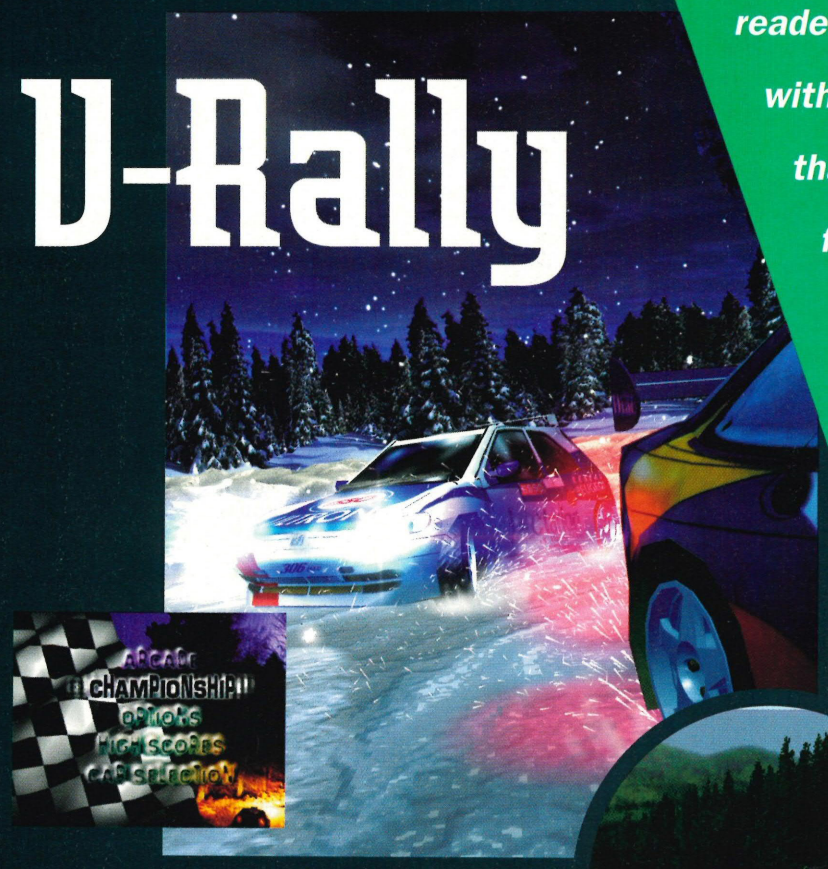
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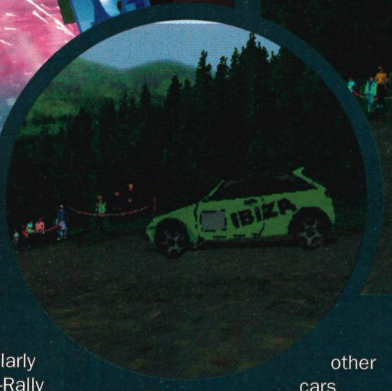
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Our Reader Reviews give you, the reader, your chance to disagree with us, or maybe even confirm that we were spot on in the first place. So send us your reviews and this could be the page which you can hang on the wall and show all your mates

V-Rally







by Phillip Copes, Ackworth

Ever since Sega made Sega Rally for the Saturn, nothing on the PlayStation has come close to it. Until of course Infogrames and Ocean came up with the amazing V-Rally. This is the first game on the PlayStation which is 100 per cent realistic. Even games like DD2 and the Ridge Racer series weren't particularly realistic. Okay, so they were good, but lacked so much of what V-Rally has to offer.

V-Rally is *the* game for the PlayStation. DD2 was fast, but you never got a real feel for speed. V-Rally moves at the perfect pace. The scenery doesn't move too fast, but fast enough to give an incredible feel for speed which is like no other game on the PlayStation.

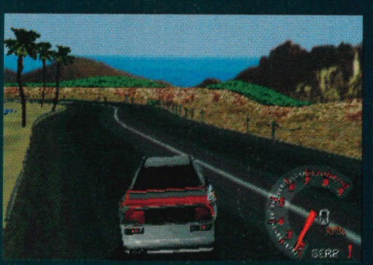
The graphics in V-Rally are superbly detailed, especially the cars and backgrounds. Each car looks perfect and some of the backgrounds appear very real. The sound of the engine is good and the crashing noises are just like the real thing. The music, however, is the worst part of the game.

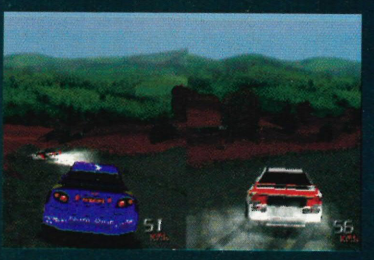
The lights on your car look awesome and the in-car view is the best way to play the night stages on. On the replay after a night stage, if you select Camera View, the lighting effects look so realistic that if you stare at the screen long enough it looks like a real rally.

For me, the best touches in this game are the crashes. You can roll hip, flip and spin like on DD2. Rolling is very easy, all you have to do is run over an ant and you'll roll! Clipping the grass or touching other cars usually sends you spinning, but if you're good you can eventually control the spins and lose very little time. Of course it's different if you're rubbish.

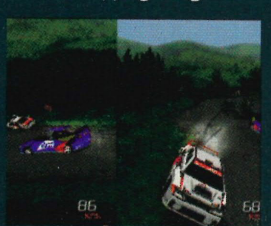
Finally someone has produced a game which is realistic and quite simply, V-Rally pisses all over Sega Rally's bonfire and about time too. Well done Infogrames and Ocean.

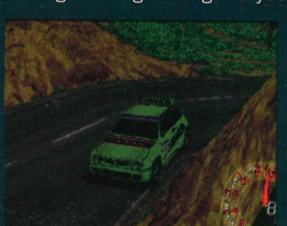
V-Rally is an excellent game that will last you well into the Millennium so you can't really go wrong can you?











GRAPHICS: 9

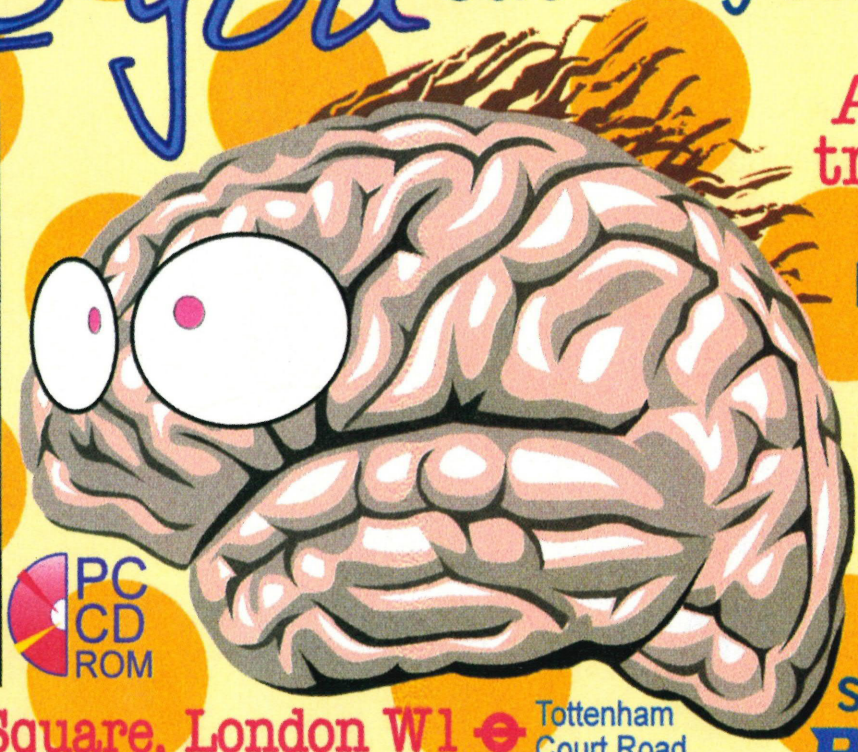
MUSIC: 9.5

LASTABILITY: 9

OVERALL: **9½**

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PRO DIRECTORY

The Recommended section has been scrapped in favour of this brand new directory which gives you every single release and its Pro score to give you a much wider view of what's on offer, what's hot and what's not

RACING

Racing games tend to be a popular choice for developers and buyers alike.

Andretti Racing 7.5



Mario gets in on the PlayStation scene, albeit in the form of Andretti

Burning Road 8



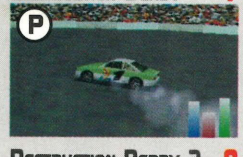
A fast paced racer which never performed as well as it should have

Cyber Speed 5



Dreadful racer where your vehicle is attached to a wire

Destruction Derby 7



Overrated cack which everybody loved when the PlayStation was launced

Destruction Derby 2 8



This is what the original should have been. Burnt tyres and metal fragments all over the place

Formula One 9



Grand Prix racing as it should be, tons of action and speed a plenty

Hardcore 4X4 7



Ever wondered why people drive around dirt tracks in their trucks?

Hi-Octane 7



Average race fest

Impact Racing 8



More thrills and spills in yet another fast paced racer

Jet Rider 5



Awful jet ski racer

Kart Duel 6



A fine attempt which looked the part but lacked gameplay

Micro Machines V3 9



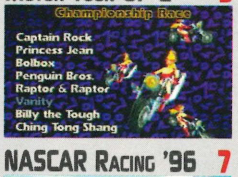
Midget motor racing everybody must own

Monster Trucks 8.5



Big wheels can only mean big fun in this trucking great game

Motor Toon GP 2 9



Fun Mario Kart style racer

NASCAR Racing '96 7



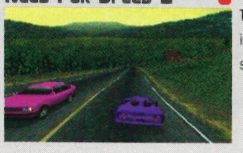
An average racer which looks and plays much the same as Andretti Racing

Need For Speed 8.5



One of the essential racing games for any descerning player

Need For Speed 2 8



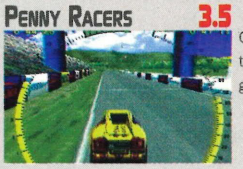
The slightly less impressive sequel to NFS

Off World Interceptor 5.5



Rather dreary racer

Penny Racers 3.5



Quite possibly the worst racing game to date

Porsche Challenge 8.5



The Boxster races for all its worth in this slick racer

Rage Racer 9



The third Ridge Racer game is a build and better style affair

Rally Cross 8.5



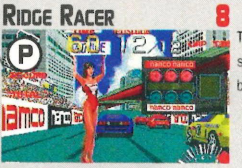
Bouncy rally game. Watch for those bumps!

Ray Tracers 7



Rapid chase game which is over all too soon

Ridge Racer 8



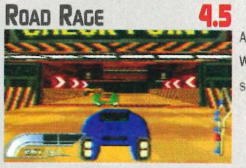
The original racer still takes some beating

Ridge Racer Revolution 8.5



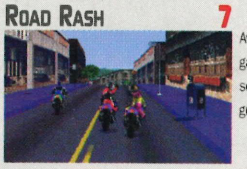
The sequel to Ridge Racer packs a mean punch

Road Rage 4.5



A poor mans WipEout in every sense

Road Rash 7



Average biking game with a top soundtrack for grunge freaks

Speedster 8



A racing game with a difference. A little bland however

Starwinder 7.5



Unimpressive 3D space racer

Street Racer 8



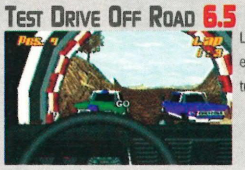
Anything goes racer nodding its hat towards Mario Kart

Supersonic Racers 6



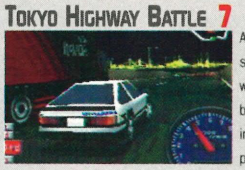
Wacky races style romp which owed plenty to Micro Machines

Test Drive Off Road 6.5



Limited but quite enjoyable 4X4 truck racing

Tokyo Highway Battle 7



A Rage Racer style game where you must build your car to improve performance

V Rally 9



Truly amazing rally sim. Over 40 tracks to race on

WipEout 7



Amazing gameplay and a top soundtrack made this a winner

WipEout 2097 9



Just as addictive as its predecessor but much more detailed

PUZZLE

This genre continues to bring us some of the most original releases

3D Lemmings 8.5



The 3D world you must get the ridiculous Lems through is wicked

Blast Chamber 7



Dancing On The Ceiling is taken literally in this puzzler

Bust A Move 2 6.5



Crazy puzzler which lacks the longevity of games like Lemmings

Grid Run 7.5



Fast paced chases around a floating grid. Good fun in small doses

Hebereke Popoitto 4.5



Puzzle game which owes plenty to Tetris

Lost Vikings 2 8.5



A tricky puzzler which will have you hooked

Super P F 2 Turbo 9

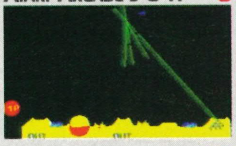


Bizarre Street Fighter/ Tetris combintion which will have you hooked immediately

COMPILATIONS

Retro through and through. Generally have the odd good game in there

Atari Arcade's G H 6



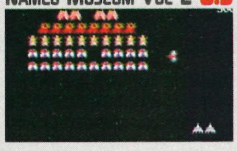
Rather dreary compilation of old 'classics

Namco Museum Vol 1 8.5



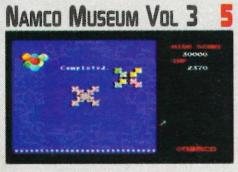
Depending on your age you'll either love or hate these arcade classics

Namco Museum Vol 2 6.5



Very little to recommend in this collection of oldies

Namco Museum Vol 3 5



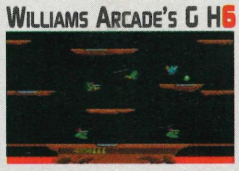
The further into the catalogue you go the fewer classic games there are

Namco Museum Vol 4 6



Dire collection of arcade 'classics' from the early 80's

Williams Arcade's G H 6



Another retro game which has the odd classic hidden away in the dross

RPG

One of the most popular genres although releases are few and far between

King's Field 8.5



Standard but impressive RPG romp

Suikoden 6



The first true RPG to appear on the PlayStation is a little drab

Vandal Hearts 8



Magic, action, startegy and fighting. It's a corker

PLATFORM

Surprisingly overlooked on the whole by developers considering what's been seen so far

Casper 7



The friendly ghost makes a platform appearance

Cheesy 6



Platform mayhem featuring a squeaky mouse

Crash Bandicoot 9.5



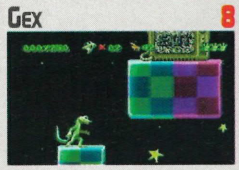
A classic platformer soon to be revamped in the sequel

Earthworm Jim 2 6.5



Unimpressive update of a SNES platform hero

Gex 8



One of the best platform games available. Scaly fun all round

Johnny Bazookatone 5



Johnny searches for his band mates in this dreary platformer

Jumping Flash 7.5



An average 3D platformer which was easily completed

Jumping Flash 2 8



An improvement on its predecessor with more depth and originality

Lomax In Lemmingland 7



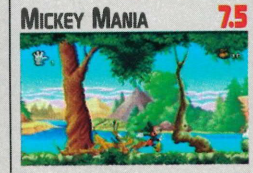
Strange platformer featuring the loveable Lemmings

Mega Man X3 5



Uninteresting platformer

Mickey Mania 7.5



The world's most famous mouse is uninspiring in this standard platformer

Pandemonium! 9



Arguably superior to Crash- it's an absolute stormer

Rayman 9



The first classic platformer

Spider 6



Arachnid platformer at the end of the day. Could have been better

Spot Goes To Hollywood 8



Spot returns with a fine 3D platformer

BEAT 'EM UPS

This genre generally brings us some very samey releases but does bring some of the best

Batman Forever 4



Knuckle dusters abound in this dreadful Dark Knight scrapper

B A Toshinden 8



One of the first and still one of the best scrap fests

B A Toshinden 2 7



Slightly less impressive than the original but still hits you where it hurts

Criticom 7



Average scrapping fest which fails to impress for any length of time

The Crow: C Of A 4.5



Truly one of the worst beat 'em ups to ever appear on any format

Darkstalkers 8



Street Fighter branch off which succeeds despite its lack of originality

Heaven's Gate 5



Beat 'em up which disappointed in most departments

Iron & Blood 8



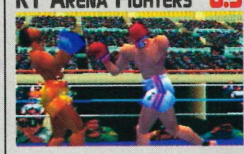
Medieval beat 'em up

Iron Man 3



Way down near the bottom of the pile this should be avoided

K I Arena Fighters 6.5



Kick boxing from your armchair. A disappointment

Mortal Kombat 3 8.5



Over rated and marked by everyone. Meat and veg scrapping

M K Trilogy- 6.5



Good old MK games, they're the best

Psychic Force 7



Something a little different for beat 'em-up fans

Rise 2: Resurrection 7.5

An improvement on the dire original but still lacks the killer punch

Soul Blade 9

This remains one of the finest moments for beat 'em- up fans

Star Gladiator 9

Instantly playable scrap fest with lasting appeal

SF Alpha 2 8

The all time classic beat 'em-up makes a welcome appearance

Street Fighter: The Movie 3



The game of the movie of the game. As dire as the movie itself

Tekken 9



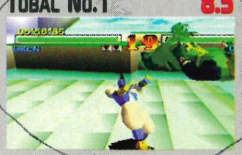
Kicked its way into the homes of any true beat 'em-up nut

Tekken 2 9.5



The far superior sequel to Tekken remains an essential buy

Tobal No. 1 8.5



Bizarre 3D beat 'em- up with more depth and variation than any other

Zero Divide 8



Yet another beat 'em- up. This one features a host of robotic thugs

Strikepoint 7



Flight sim which is actually quite good fun

Top Gun: Fire At Will 6



No surprises as to what this pretty fine game is about

Warhawk 6



Dreadful helicopter simulator

Wing Commander 3 7



Mark Hammill in his finest hour since the Star Wars Trilogy

Wing Commander 4 7



More of the same if the truth be told

FLIGHT SIMS 5

Not a varied pot, but one with some of the most technical releases for die hards only

Agile Warrior 8



Action packed flight sim

Air Combat 7.5



So-so flight sim from the PlayStation's early days

Black Dawn 8.5



Frantic helicopter flight sim

Firestorm: Thunderhawk 2 8.5



Blow the opposition away with your savage chopper

Gunship 8



Helicopter flight sim which is the business

Raging Skies 6



The skies aren't so much raging, they're mildly littered with enemies

ADVENTURE 8

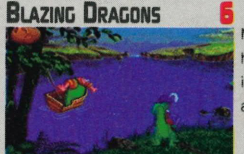
On the whole the adventure games are amongst the largest and most rewarding

Alone In The Dark 8



Haunted house adventures which looks the business

Blazing Dragons 6



Monty Python humour abound in this average adventure

Broken Sword 8.5



The best point and click adventure yet

Chronicles O T Sword 3.5



A hot contender for the worst PlayStation game ever

C O T Lost Children 8.5



An epic adventure based on the movie

Cyberia 8



A PC conversion which looks a dream but has limited appeal

D 6



An interactive movie adventure which lacks longevity

Discworld 7



Terry Pratchet's finest moment transformed itself amazingly well

Excalibur 2255AD 8.5



A 3D adventure which has the right mix of action and puzzles

Legacy Of Kain 9



Vampire strangeness in this huge blood sucking adventure

Little Big Adventure 7



Quirky adventure game

Myst 5



Average static screen adventure

Overblood 8



Futuristic adventure game which is over all too soon

Perfect Weapon 8



A strange adventure game which lacks a little something to make it a classic

Psychic Detective 6



An FMV adventure game which may be too strange for some

Resident Evil 9



The ultimate gore fest for any fan of zombie movies and puzzle games

Sentient 8



Adventure game which struggles for identity with the others available

Swagman 8



Playable adventure with few surprises for anyone

Time Commando 7



You travel through time in this 3D adventure

Tomb Raider 9



This still sells by the truckload, simply because there's nothing better

SHOOT 'EM UPS 5

Trigger happy players can consider themselves lucky there are so many blasters around

Alien Trilogy 9



Ripley takes on the slimy critters in this blast fest!

Area 51 2



This game doesn't exist. Oh no

Assault Rigs 6



Amazing gameplay and a top soundtrack made this a winner

Battle Stations 2



Naval battles without the salty sea water. Battleships for losers

Blam! Machinehead 7

3D shoot 'em- up with some nice graphic effects

Contra: Legacy Of War 6

Bland horizontal scrolling shoot'm- up

Crusader: No Remorse 7.5

Weird shoot 'em- up

Crypt Killer 5

Truly awful conversion of the arcade hit

Dark Forces 8.5

Star Wars meets Doom in this classic first person perspective blaster

Descent 8



Shoot 'em- up in the Doom style only you fly around in a mini spaceship

Descent 2 6



Less than impressive sequel offers more of the same

Disruptor 8



A pretty marvelous and varied Doom clone

Doom 9



The game that spawned a thousand imitators. A classic

Epidemic 7



The Kileak sequel doesn't offer anything new

Exhumed 7.5



Slightly flawed but not too bad Doom clone in ancient Egyptian settings

Fade To Black 8.5



A 3D shoot 'em- up which impresses

Final Doom 8.5



The rather splendid sequel to the monster hit. More of the same

Firo & Klawd 6



Rather bland cartoony shoot 'em- up affair

Galaxian 3 6.5



Dull shoot 'em- up similar to Starblade Alpha

Hexen 4



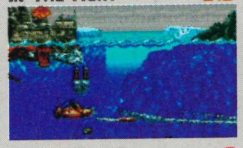
Eagerly awaited drivel at the end of the day

Independence Day 3.5



Maybe the worst movie license ever. No fun

In The Hunt 5.5



Underwater shoot 'em- up in submarines

Kileak The Blood 8



By today's standards this wouldn't fare too well

Krazy Ivan 8.5



Slightly flawed 3D shooter

Lifeforce: Tenka 8



Gloomy surrounds, stunning graphics and wicked gameplay

Loaded 8.5



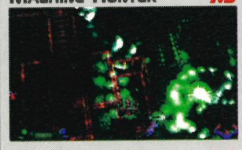
A shooting gore fest which isn't all that bad

Lone Soldier 3



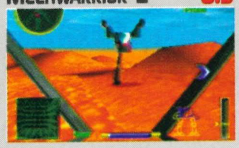
Dire 3D shoot 'em- up

Machine Hunter 7.5



The 3D levels can be tiring in their expanse in this huge game

Mechwarrior 2 8.5



Robots blow each other away in this fine shoot 'em- up

Nanotek Warrior 8



A psychedelic shoot 'em- up in the same vein as Tempest

Novastorm 4



Dull shoot 'em- up which could have been so much more

Parodius Deluxe 6.5



Less than impressive Parodius game which will surprise no one

Philosoma 6.5



A shoot 'em- up incorporating many different views

PO'ed 7



PO'ed- 7 Smack walking backsides with frying pans. Strange

Raiden Project 8



One of the great ***shoot 'em- ups to ever appear***

Rapid Reload 5



Shoot 'em-up in the same vein as Mega Man, only better

Raystorm 6.5



A fine but standard shoot 'em- up. Not sure it warrants the £40 price tag

Reloaded 8.5



The sequel to the gory Loaded which was nowhere near as good

Revolution X 3

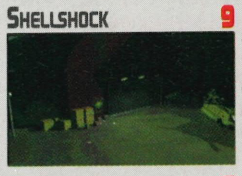


Robotron X 7.5



Spot returns with a fine 3D platformer

Shellshock 9



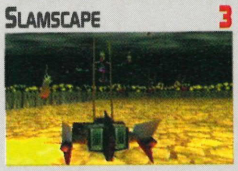
3D tank shoot 'em- up. Strategy and action is required for progress

Shockwave 6



Kill the alien invaders before they take over the world in this shoot 'em- up

Slamscape 3



Truly dreadful in every sense

Soviet Strike- 8



Your chance to mow down Russians in this mega tough helicopter shooter

Starblade Alpha 5.5



A substandard arcade shoot 'em- up conversion

Starfighter 3000 6



Quite dull 3D shoot 'em- up

Steel Harbinger 5



Never lived up to its promise. Dull futuristic blaster

Tempest X3 6



Bland arcade conversion

Total Eclipse 4



If naff was a game then this would be it

Tunnel B1 7.5

Visually stunning Channel Tunnel simulator

Twisted Metal 7

Racing and destroying everybody else on the roads. Great fun

Twisted Metal 2 8

The much improved sequel to the carnage craving original

Viewpoint 8.5

Colourful and visually attractive shoot 'em- up. Tricky to play however

X2 8

Ultra difficult shoot 'em- up with more mayhem than most

Xevious 3D/G+ 4

Pointless shoot 'em- up which is absolute dross

STRATEGY

Many PC conversions are in this bunch but don't let that put you off some are fantastic fun

AIV Evolution Global 6.5

Sim City-esque train network builder

Allied General 5



A bit like a game of computer Risk at the end of the day

Bedlam 6



Syndicate Wars of sorts for beginners

Carnage Heart 8



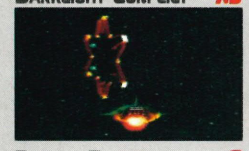
Bizarre robot fighting goings on

Command & Conquer 9



The classic war strategy game. Still causing players major headaches

Darklight Conflict 7.5



Strategy as well as a busy trigger finger will get you through this

Defcon 5 6



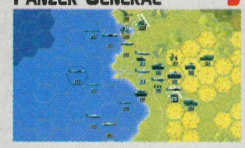
3D affair which lacks any kind of lasting appeal

Magic Carpet 7.5



Mystical carpet flying. A very strange strategy/ action game

Panzer General 5



More computer Risk which involves plenty of strategic planning

Return Fire 7



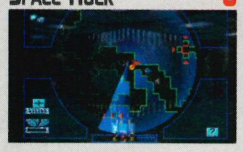
Strategy and action are the key points to this strange game

Sim City 2000 7



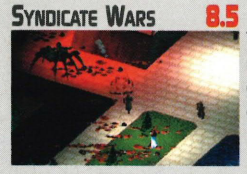
The ultimate in megalomania. Play is a little jerky however

Space Hulk 8



Strategy fest. Takes time to suss but is worth the effort

Syndicate Wars 8.5



The latest strategy release everybody is craving for

Theme Park 7.5



Sim City-esque Alton Towers development kit

Transport Tycoon 8



One of the great shoot 'em- ups to ever appear

Warcraft 2 9



A Command & Conquer style affair. A bloody fantastic startegy game

Warhammer 7



Strategy in abundance in this one

Worms 9



The slimy blighters star in the best multi player game available

X-Com: Enemy Unknown 8.5



The aliens have landed and need a damn good hiding in this strategy fest

X-Com: TFTD 9



The sequel to Enemy Unknown which is, if anything an improvement

SPORTS

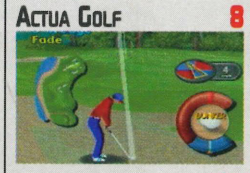
There's no stopping the flood of releases for this genre. It covers almost every sport imaginable

2Xtreme 4.5



Terrible, just terrible

Actua Golf 8



The original golf game had a few minor faults

Actua Golf 2 8.5



With the faults ironed out the sequel is the best golf game available

Actua Soccer 9



The first classic footy game for the PlayStation has dated a little

Actua Soccer: CE 6.5



Not so much a sequel as the same game with league teams included

Adidas Power Soccer 7



Predator shots ahoy in this bizarre footy fest

Adidas Power Soccer '97 7.5



More of the same at the end of the day

All Star Soccer 8.5



Surprisingly enjoyable footy game which doesn't take itself too seriously

Break Point 7



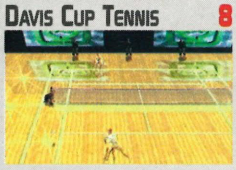
Unimpressive tennis game

Cool Boarders 7



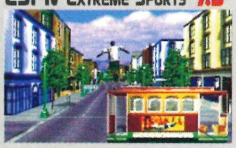
Ultra playable and ultra short snowboarding game

Davis Cup Tennis 8



Average attempt at the ultimate tennis experience

ESPN Extreme Sports 7.5



BMX racing amongst others in a truly poor sports game

FIFA '96 7.5



A tiresome, sluggish football game with limited appeal

FIFA '97 7



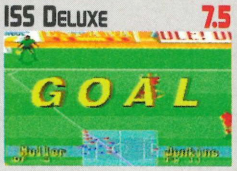
The sequel to the massively overrated FIFA '96

Goal Storm 7



Renamed for its official release it's an acquired taste

ISS Deluxe 7.5



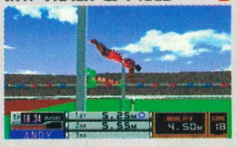
A pretty bland footy affair which could have been better

ISS Pro 7.5



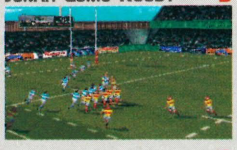
Perhaps the most overated football game ever

Int. Track & Field 9



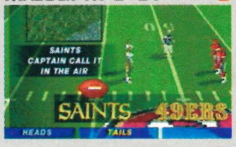
This remains one of the most playable and addictive games available

Jonah Lomu Rugby 9



One of the most impressive sports games ever

Madden NFL '97 9



American Football as it should be done. A true classic

Namco European Soccer 7



Unimpressive football sim

Namco S C Tennis 9

The ultimate in tennis games is right here

NBA In The Zone 8

Good old basketball games, they're the best

NBA In The Zone 2 8.5

Yet another basketball sequel which is practically identical to the original

NBA Jam Extreme 8.5

A rather playable if uninspiring basketball sim

NBA Jam TE 8.5

More of the same with slight improvements

NBA Live '96 8

It's difficult to distinguish one basketball game from another

NBA Live '97 8.5

Slight improvement on its predecessor. Pretty wicked

NFL Gameday 9



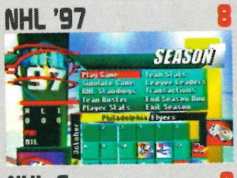
American football game which actually rivals Madden

NFL QB Club '96 8



The American Football bandwagon continues to bring average games like this

NHL '97 8



Another average ice hockey game

NHL Faceoff 9



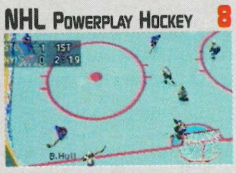
Fantastic ice hockey game

NHL Faceoff '97 7



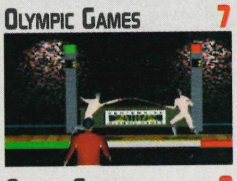
The not so good sequel to the best ice hockey game available

NHL Powerplay Hockey 8



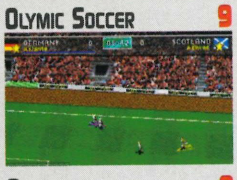
Fine ice hockey game

Olympic Games 7



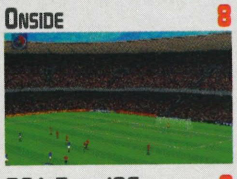
Take part in your very own Olympics in this rather splendid release

Olympic Soccer 9



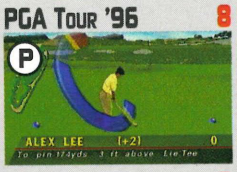
In short this has got just about the lot except for real player names

Onside 8



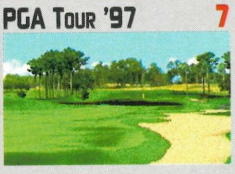
Yet another reasonable football game

PGA Tour '96 8



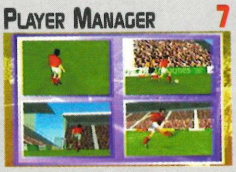
Disappointing golf game

PGA Tour '97 7



The updated version still lacked the killer drive

Player Manager 7



Unimpressive and flawed attempt at footie management

P M Pro Wrestling 8



A better than average wrestling fest

Sampras Ext. Tennis 8



Second only to Smash Court Tennis

Slam 'n' Jam '96 8



Another fine attempt to bring basketball onto the PlayStation

Soccer '97 9



Updated version of Olympic Soccer with league teams. A fine moment for football games

Space Jam 6



Movie license shenanegans which combine basketball and cartoons. Crap

Striker '96 7



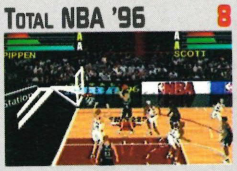
The first football game to impress. Dated by todays standards

Ten Pin Alley 4.5



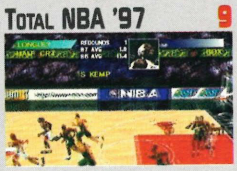
Bowling from your armchair doesn't sound like much fun. And it isn't

Total NBA '96 8



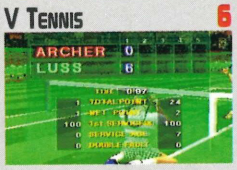
Perhaps basketball's finest moment until its inevitable sequel

Total NBA '97 9



Taking the original one step further. An absolute slam dunker

V Tennis 6



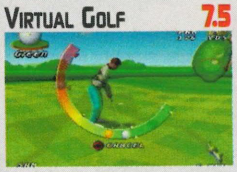
Be your own Agassi in this substandard tennis affair

Victory Boxing 8.5



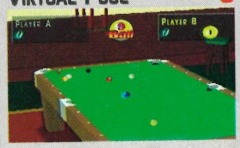
More than a beat 'em- up this actually requires you to build up your boxer

Virtual Golf 7.5



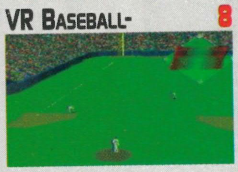
Slightly dreary golf sim

Virtual Pool 6



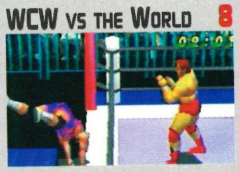
The only true pool simulator available. It's not much cop

VR Baseball- 8



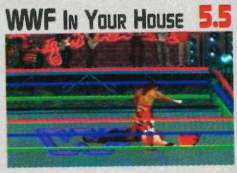
Home Run Derby and stunning graphics are the recommendation points

WCW vs the World 8



You know what to expect when you play these things. This is better than most

WWF In Your House 5.5



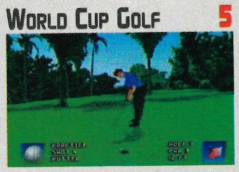
Or not as the case may be

WWF Wrestlemania 8.5



More of the same only slightly better than most

World Cup Golf 5

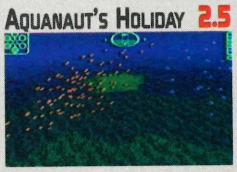


Totally dreadful golfing game. Went back from whence it came

MISC

A bizarre section including many weird and wonderful releases which can't be readily identified

Aquanaut's Holiday 2.5



Jacques Cousteau simulator. Build reefs and speak to fish. Great

B B Champions 6.5



3D futuristic sports contest which isn't much cop

Ⓟ = Platinum titles

We strive to bring you the best quality PlayStation magazine every month and our new directory will be updated every single month so you have a much improved view of every single PlayStation release

The Chessmaster 3D 4.5



A shabby affair which will never compete with the real thing

Die Hard Trilogy 9



Thrills and spills from start to finish in this varied movie caper

Extreme Pinball 3.5



Flipping heck, this is dreadful pinball nonsense

Pitball 8



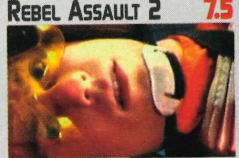
Futuristic sports game which is actually rather good

Pro Pinball: The Web 8



A fantastic pinball sim

Rebel Assault 2 7.5



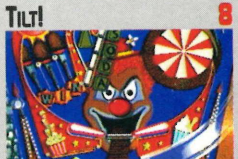
Looks like a dream but can be completed in the time it takes to fart

Riot 6



Drab futuristic sports game. Has no lasting appeal

Tilt! 8



Surprisingly enjoyable pinball game

True Pinball 9

Another in the long line of pinball games. Better than most


Next Month
CROC
Fox Interactive's quirky platform beast – reviewed!
FIFA 98
We fly out to EA's Canada HQ to get the lowdown on their latest soccer spectacular
FIGHTING FORCE
Last issue's coverstars kick off in our review zone
TOTAL DRIVIN'
Ocean invite us to road test their Rage Racer rival
JERSEY DEVIL
Watch out Crash! There's a new kid in town...
PLUS:
TEST DRIVE 4
C&C: RED ALERT
STREET FIGHTER EX PLUS
G POLICE
FORMULA ONE 97
ROAD RASH 3D
FROGGER
SKULL MONKEYS
MOTOR MASH
REBOOT...
and of course, TOMB RAIDER 2
ISSUE 13 ON SALE 29th SEPTEMBER. BE THERE THEN

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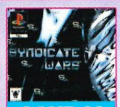
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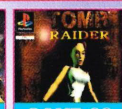
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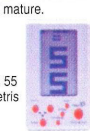


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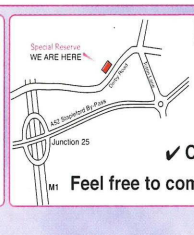
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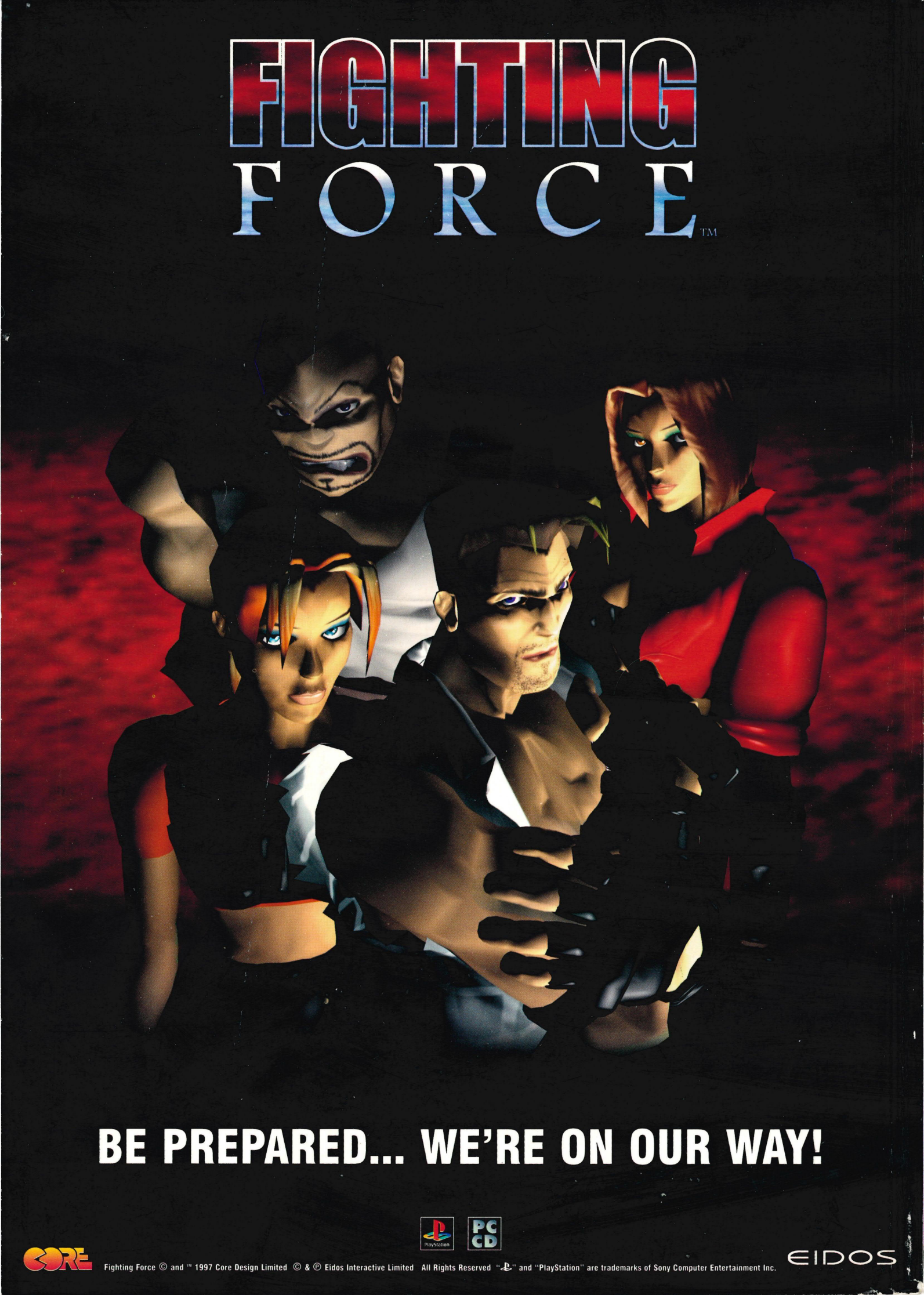
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