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270 PSX GAMES REVIEWED & RATED INSIDE

PLAYSTATION PRO

ISSUE 13 NOVEMBER 1997 £2.95



TOTAL DRIVIN'

CALLING ALL SPEED FREAKS! OCEAN SUPPLY THE ULTIMATE ADRENALIN RUSH

5 EXPERT OPINIONS ON EVERY GAME

FORMULA ONE 97

FINAL FANTASY VII

DYNASTY WARRIORS

NUCLEAR STRIKE

ACTUA SOCCER 2

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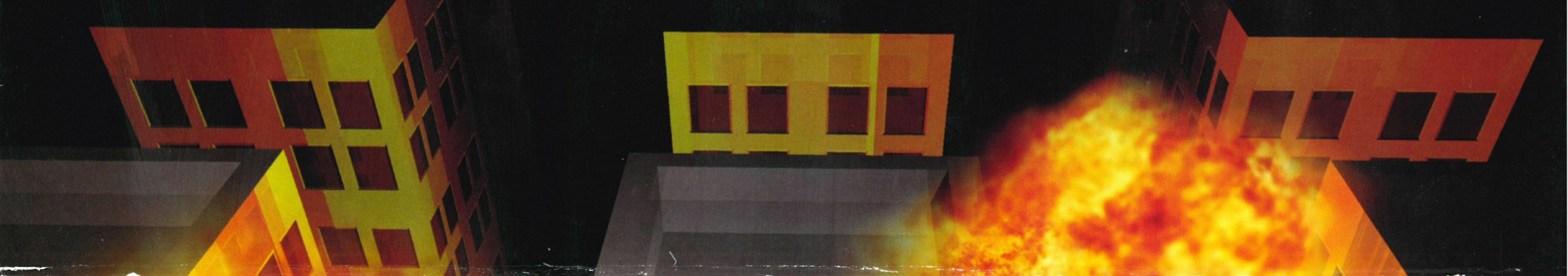
TEST DRIVE 4 - FIFA 98 - BROKEN SWORD 2 - SUPERSONIC 2XS - CROC

IDG MEDIA

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ROSCO MCQUEEN

It's hot. It's treacherous. It's a disco inferno.





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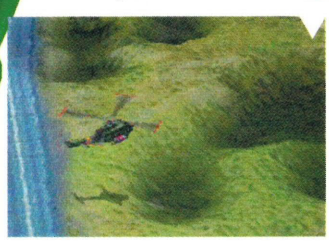
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"Let's do the Monster Mash", some cross dressing weirdo sang in The Rocky Horror Show and that's exactly what we've spent a fair proportion of this month doing (mashing monsters that is, not cross dressing) in Sony's new zombie beat 'em-up, Nightmare Creatures

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Playstation Pro was brought to you by: **Editor:** Jay Sharples (jay@idg.co.uk) **Deputy Editor:** Paul McNally (chicken@idg.co.uk) **Reviews Editors:** Steve McNally, Andy Sharp, Hugh Poynton, James Cannon **Art Editor:** Gaz Adams **Art Contributor:** Stuart Cripps **Prod Editor:** Justine Bowden **Managing Director:** Ian Bloomfield **Publisher:** Robin Wilkinson **Circulation Director:** David Wren **Sales Director:** Carol Ann Barrett **Ad Manager:** Lisa Jo Oliver **Classifieds Sales:** Sue Horsefield **Marketing Manager:** Steve Tagger **Scanning:** Mark Forbes **Production Controller:** Barbara Newall **Prod Manager:** Alan Capper & Jo Clifford **Systems:** Nic Moran **PSPro's @ IDG Media** Freepost (SK3038) Macclesfield SK10 4YE **Tel:** 01625 878888 **Fax:** 01625 879967 **Issue 14 on sale 30/10/97**

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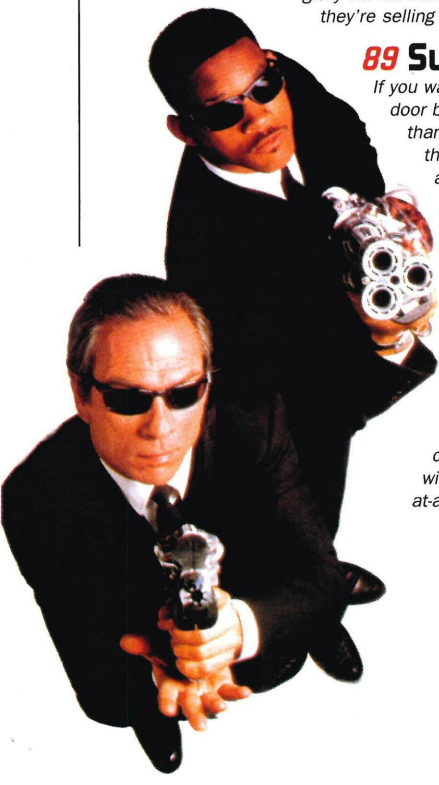
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Hot news from around the globe takes a well-earned pitstop in our informative news section each and every issue. Tune in this month for gossip on Colony Wars, Fighting Force, Gex 2, Trevor Brooking, the Blockbuster videogame championships, the Heaven's Gate cult, Pandemonium 2, Tennis Arena, Perfect Assassin, Star Wars Monopoly, Lara Croft, Xenocracy, G Police, the European Computer Trade Show, Earthworm Jim 3D, Oddworld, Hackers, Lethal enforcers 1&2, Broken Helix, Beast Wars, the Men In Black and numerous other items of interactive excitement to soil your pants over – check it out immediately, if not sooner

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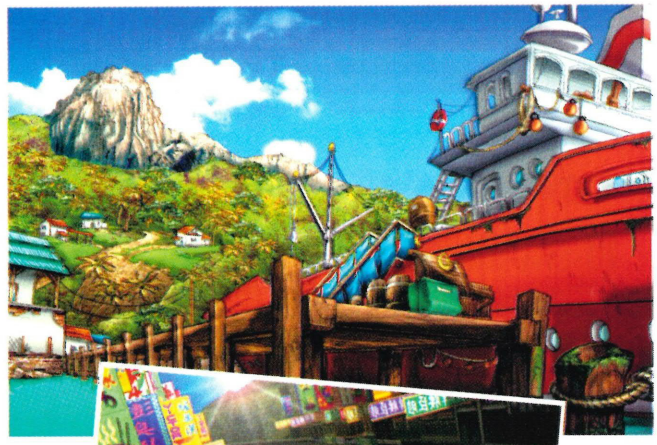
92 Pro Directory
Every PlayStation ever released is ranked and rated in our exclusive and definitive directory. Don't buy a game without checking its worth in our handy at-a-glance guide!

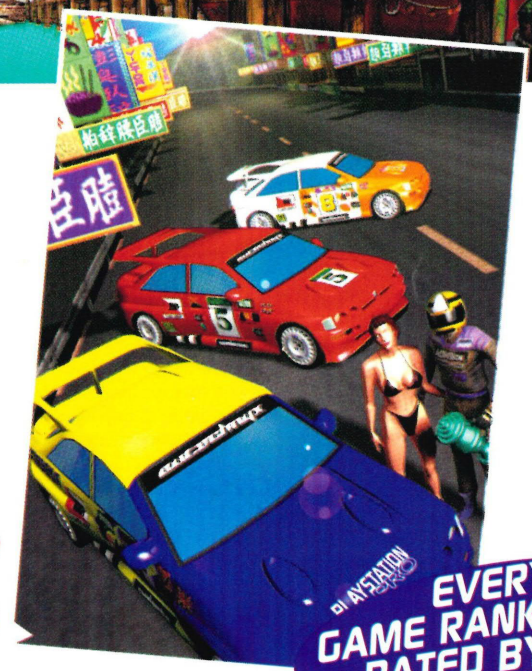
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EVERY GAME RANKED AND RATED BY FIVE EXPERTS

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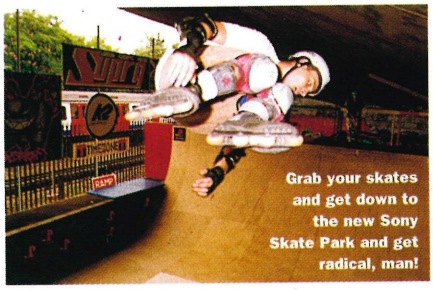
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In The Pipeline



Grab your skates and get down to the new Sony Skate Park and get radical, man!



August 1 saw the official opening of the Sony sponsored PlayStation Skatepark in London's Notting Hill. Built with the help and co-funding of Sony PlayStation, the Skatepark is a class venue, hosting world championships, world grand prix events as well as national and regional championships. It will also play host to a myriad of happening events for thrill seekers who like to get their kicks by hurling themselves 10 feet off the top of a halfpipe, with only a piece of wood and a set of roller skate wheels on hand to avoid potentially fatal descents.

Strange as it may seem, there are actually a large number of bandana wearing individuals who fall into this category, the only problem is that Joe Public doesn't seem to get on too well with them. As Sony pointed out to us at PSPro, the popularity of skateboarding, combined with the lack of quality facilities, has lead to conflict between a rapidly growing number of skaters and the rest of the sad ol' prehistoric opinionated gits that tend to use public parks, precincts and subways. The hope here is that the PlayStation Skatepark will be a model for managing this conflict, and ultimately world peace!

The facilities will be open daily between noon and 4pm, conveniently closing just as the largest skater age range leaves school. However the entrance price is a reasonable £3 and tuition will be available for those with no holds barred attitude and no skill approach, don't worry house medics will be on hand to administer first aid should you eat the floor dude!

Aaron Sweater!

No not a lovely fluffy thing from granny, but Aaron Noel from Woolwich who was recently crowned the Blockbuster/Sony PlayStation UK Games champion.

The tournament began in July, taking place in over 150 Blockbuster superstores across the country with a staggering 10,000+ entrants competing on Rage Racer. Gradually whittled down to a select 26 the stage was set at London's Sports Cafe where the semi finalists battled it out together , but it was 14 year old Aaron who was left surveying the damage of the battle field. His prize for taking on all comers was the trip of a lifetime to San Francisco where not only will the fast fingered lad visit the Sony factory, he'll also appear in his very own specially designed game! Aaron will be digitally mapped in a game studio to become a permanent fixture of a PlayStation release ensuring undoubted immortality amongst his game playing buddies.

The finalists were some of the first people in the UK to get their eager mitts on Crash Bandicoot II, ensuring no-one had the upper hand. However lack of familiarity with the game didn't spoil the show. To give you some idea of the quality of the field the top first round scores were over four times that of TV's Dominik Diamond who took on glamour girl and all round top totty Joe Guest. Needless to say after much frantic and fast fingered action it was Dominik who came out on top. Boom, boom.

Winner Aaron notched up an amazing score in the final to blow the opposition away, earning the title of Champ and his lavish trip to the States. The lad was clearly impressed but managed to keep his cool in the presence of Jo Guest as he commented: "Champion, what can I say? San Francisco here I come." Watch out America !



Lucky bleeder: Jo Guest on his arm and a free trip to the States. Not bad, eh?

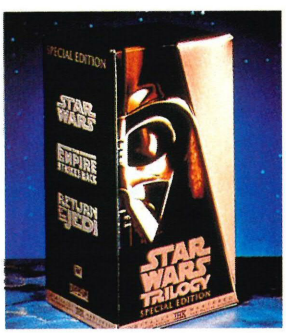


Food For Thought

London's Cyberia Cafe is the place to be on Monday September 22, and every Monday thereafter, as the original Internet Cafe launches Psycho Kinetic Nights. Hosted by the PK master and a funky bunch of cyberhosts, it promises to be an interactive experience like no other available. Kind of like "Gamesmaster" I suppose, only without that speccy Scottish bloke, still with alcohol and food a plenty I'm sure you'll be able to get over his absence.

Players can select from a range of world class games software, Internet playback and network games. There'll be chances to win a variety of competition prizes from big name companies and with a selection of stomping tunes kicking it out in the background, it's games playing party time. It all kicks off at 7pm and runs on till late into the night, entrance is a measly £1 plus normal computer hire rates and you can find the damn place at 39 Whitfield street.

Jedi Or Not...



Star Wars mate, The Empire Strikes Back mate and The Return Of The Jedi mate. Only three of the best films ever made and the most successful series of films ever, incredibly grossing over $1 billion. Only that George Lucas wasn't satisfied.

You see in the late '70s and early '80s when the original films were made the technology wasn't around to fully achieve his true vision, so what does he do? He leaves all the bits he can't do out of the films and then puts them back in nigh on 20 years later and calls it Star Wars Trilogy Special Edition. And guess what? Yep, they'll be available on video from October 6th courtesy of Twentieth Century Fox Home Entertainment and for a limited period of only 146 days (limited?) Star Wars Special Edition will be in the shops in both full screen and wide screen formats at £14.99 and £15.99 respectively. Or you could plump for the box sets in a fetching gold or platinum foil wrap at £34.99 or £39.99, now that's choice people.

Alternatively, you could just enter our competition and save yourself a fair few quid. To be in with a chance of winning our Star Wars goodies just answer this question: 'By which name is Anakin Skywalker better known as?'

Answers to Freepost 3038, PlayStation Pro, IDG Media, Media House, Adlington Park, Macclesfield, SK10 4YB.



French Fancies





French company Grolier has been promising us Perfect Assassin for about a year now and the latest news is it's still not quite ready for release. There have been quite a few delays but the good news is that it is at its last stage before completion now and may even be ready round about the time you read this.

If you've no idea what Perfect Assassin is, suffice to say you play a big blue cyborg and have to go around killing things. There's obviously a bit more to the plot but we'll save it for the review thank you very much. So if you've been waiting for it, relief is just around the corner.

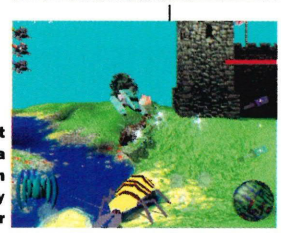
As well as PA Grolier has also been beavering away at another three titles at the same time. V2000 (Virus 2000) has been designed and developed by David Braben (still famous for his part in creating the classic Elite) and is the sequel to his '80s smash Virus. Taking place over 30 levels in six different world types, it involves rescuing people while repelling insect invaders. Scheduled to see the light of day around January 1998.

Also lined up for a release early in the New Year is Xenocracy. The future of the Solar System hangs in the balance as four planetary superpowers all vie for control. There's an aracde and a simulation mode to play in with the latter providing a more strategic challenge to the fighting fury. Preview coming up soon.

Finally comes Dragonflight, Chronicles of Pern. The Pern thing is a licence of the highly successful sci-fi book series and the game will be based on the world created by Anne McCaffrey who has sold over 30 million copies of her work thus making her extremely marryable.

The game is described as a visually stunning RPG played out in a 3-D environment with real 3-D characters. For more information you'll have to watch this space for a preview but for now cast a knowing eye over the screenshots.



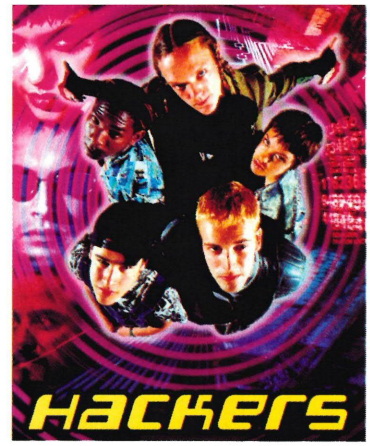


Grolier get ready for a PlayStation assault early next year

Hacked Off

When we talk about Hackers in the office, we're usually referring to Jay and his mate's terrible smoker's coughing fits. This time though, we're talking about Hackers, the movie, and it should be out on video by the time you read this for about a tenner. For those who didn't know, this fast paced thriller (press release chat there folks) centres on the dubious activities of Johnny Lee Miller (Sick Boy in Trainspotting) and his cyber buddies. It's pretty good and worth checking out, but if you want to watch it for free, enter this easy compo.

The first five out of the bag will win a copy of the video, a soundtrack CD, a pair of sunglasses and a groovy mousemat. Interested? Then simply send in a postcard marked "Hackers" to the usual address and the first five we pluck from the bag will win a bundle. See, I told you it was easy.



Platinum Discus?



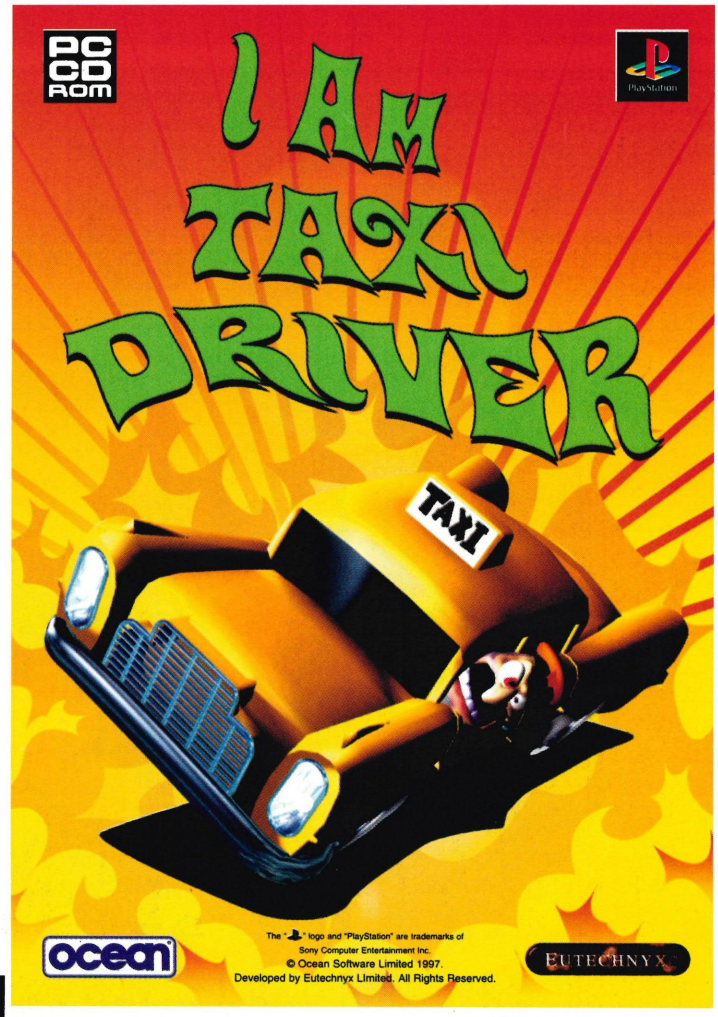
A new addition to the PlayStation Platinum Range comes from software house Konami as the excellent International Track & Field joins the budget crew. First released to coincide with the Atlanta Games in summer 96 the title became an instant hit, literally pole vaulting straight to No. 1. Well it's back, and for the meagre fee of £19.99 it should become a valuable acquirement for any creditable games collection. Offering a choice from eleven events and with up to four players able to compete, International Track & Field bills itself as the greatest multi-player fun available for the PlayStation, a claim there doesn't seem to be much argument to.

So pull on your best pair of aerodynamic bloomers, nip down to your local outlet and purchase this fine game. Then, along with your lycra clad buddies, you will be able to enjoy the joypad waggling frenzy that is International Track & Field. Available 19/09/97.

Play School

So you're not too pleased with your last £40 chart topping purchase and often find yourself muttering the words, "complete bloody arse, I could make a better game than this!" Well Middlesex University is giving its students the chance to vindicate such wild claims. In the first venture of its kind in Europe, MU is to set up a new computer games programming lab using the programmable "Net Yaroze" PlayStations, kindly donated by Sony Computer Entertainment Europe.

Already enjoying a reputation of the highest order for computer graphics education the MU School Of Computing hopes to better prepare students for a grapple within the industry. With annual retail sales set to exceed £20 billion by 1998 the games industry is becoming a more competitive place all the time, let's hope that MU can help to produce the spunky young talents to keep Britain at the forefront of game design.



G Whizz Man!

Yup, G bloody whizz. G-Police that is. Set in an urban futuristic environment not too dissimilar to that of Ridley Scott's Blade Runner, the G-Police govern inter-colonial activities. When it all kicks off between Earth's colonies on one of Jupitor's moons you and your G-Police buddies get called in to sort it. And guess what? You get to fly around in a Havoc vector-thrust gunship guarding the streets, killing the bad guys and generally causing some serious kick ass opposition to those who favour crime and corruption.

With all the action in this air/ground combat simulator taking place in highly populated, dense city environments there's a little more going on in G-police than your average flight sim. The game promises to be a massively deep endeavour involving strategic elements, and there are more than a few little touches that make this look, feel and sound like nothing currently available.

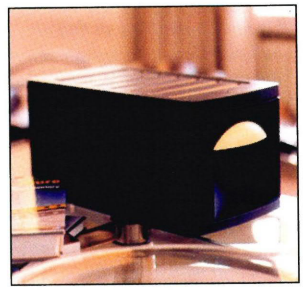
From what we've seen so far it's gonna be a stormer, but unfortunately it arrived too late to make the review zone. But don't despair futuristic copper lovers, it'll be reviewed in the next issue. Promise. Stay tuned!



All Boxed In

You know the story, shattered CD cases, scratched discs scattered around the cess pit we affectionately like to call "bedroom", a veritable mountain of instruction books, all conveniently lacking that one essential page which is all that stands between yourself and glory. "If only I had a small but cosmetically attractive storage device to keep my games in" I hear you cry. Well cry no more, the new Ikino Modular Space System offers a solution to your problems. It's purpose built to house games and accessories and comes in three sizes and six colours to suit, the 240 is the smallest and is priced at £14.99, next is the 360 unit priced at £19.99 with the 720 at £29.99. You'll find that they're available from major department stores.

But if you'd like to win one of five 240 units we are generously giving away, simply complete the following sentence in not more than ten words:- "Give me an Ikino Modular Space thingy because..." Entries to the following address: Freepost 3038, PlayStation Pro, IDG Media, Media House, Adlington Park, Macclesfield, SK10 4NP

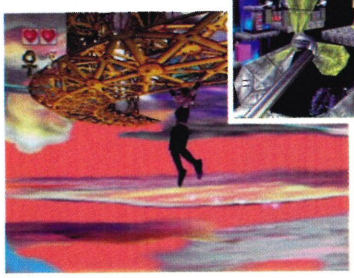


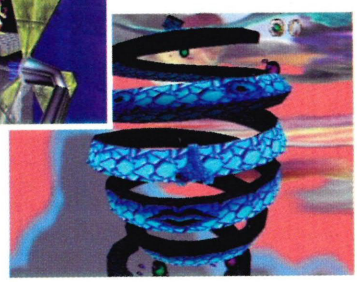


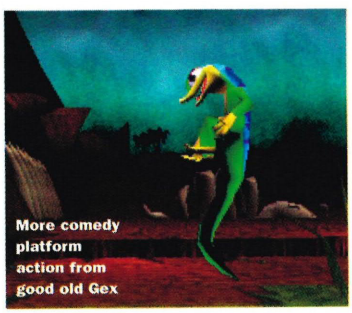
Pandemonium 2 is a vast improvement on the original and it'll be with us soon



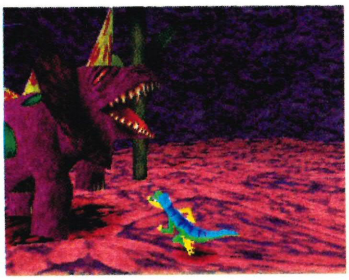


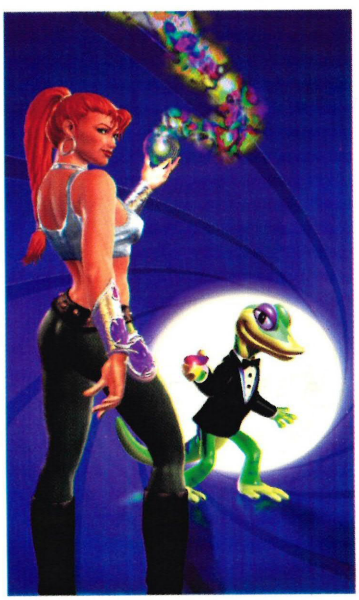






More comedy platform action from good old Gex





Return of the notorious BMG

BMG, the big friendly games company is set to hit out at the opposition with its latest platform offerings. The first of which is the eagerly awaited Pandemonium 2, scheduled to be with us in October. If the original was anything to go by this should be an absolute stonker after taking the Pandemonium yardstick and extending it a fair few inches. Everything that made the first game a success has been retained, but BMG felt the need to take the game further. With Pandemonium it quietly invaded the platform genre, sneaking right under the noses of the enemy and sticking the V's up, this time around the assault won't be a low key affair. Nikki and Fargus are the heroes in what I am reliably informed is a goon smashing quest to capture the comet of infinite possibilities, I've no idea what this comet does but it sounds very useful doesn't it. Nikki is still a tough and sexy spellbinding sorceress, obviously overloaded on hormones and completely involved in girl power no doubt. Whereas Fargus is a Jestery type of pyromaniac, faithfully partnered by Sid-on-a-stick his viper-tongued puppet. Fresh attacks and new abilities for each character such as shooting, rope climbing and swinging combine with new elements which BMG hopes will make this Pandy experience an enlightening one. The key features include the use of a 'freestyle' 3-D camera which automatically adjusts to the gameplay providing the best exposure, real-time lighting effects as well as multiple animated background elements. 14 head pounding levels including hidden bonus areas and secrets are complemented by a techno soundtrack to keep your feet a boppin' while your head's a poppin'. This game could be massive people, remember where you heard it first. Next up is Gex: Enter The Gecko. Yes the cute little leathery lizard dude is back for more fun and frolics in his new adventure which sees him pitted against the wits of his arch nemesis Rez, currently administering dirty deeds in the world of television. Gex's first outing left us a little disappointed with the green guy, he paled next to the likes of Crash and Pandemonium, something which developer BMG has addressed in Enter The Gecko. This time around the adventure will unleash Gex in a world of detailed 3-D environments where, thanks to the all-new 360-degree free roaming gameplay, he'll be able to wander wherever he chooses, and I mean wherever he chooses. You see this guy, what with being a gecko an' all, is equipped with suction cups on his paws so he can crawl and explore on everything you see, top idea! The animation is sure to be smooth with over 3,400 frames of fluid character motion and in game lip-synching adding to the realism (of a talking gecko). There's sure to be a fair bit of humour in here too, Gex fancies himself as a bit of a reptilian Rory Bremner and has mastered over 500 celebrity impressions for you to chortle at as he jumps in and out of a series of secret agent disguises. Full previews next month.

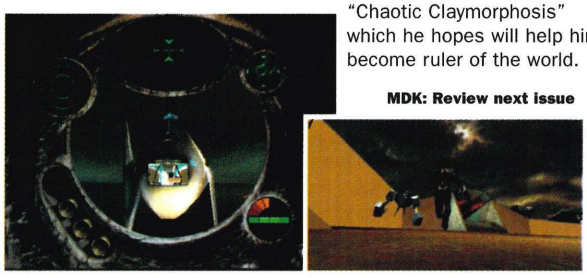
Inter it, Mad for it!

At the recent ECTS show in London game makers Interplay unveiled a healthy array of new titles for next year, with the pick of the line-up being Earthworm Jim 3D, The Wild 9, Crime Killer, Power Boat, Clay Fighter Extreme and MDK. January is the date pencilled in for the release of the latest instalment of Earthworm Jim, this time Jim finds himself in the 3-D environment of his own brain, attempting to repair the damage sustained during a severe blow to the head. With the hero fighting his way through five different worlds – each devoted to an area of Jim's personality – you can bet there was plenty of opportunity for the programmers to express their totally warped sense of humour. More on Jim in the next issue.

Also scheduled for an early release in 1998 is Crime Killer where you are a member of the Elite Protectorate, patrolling the streets and completing missions in order to contain the emerging gangs of organised crime. Choose whether to pilot the Car, the Bike or the Wing, with a mandate to annihilate the enemy by whatever means are necessary, whilst avoiding natural disasters such as volcanoes and earthquakes. A hell for leather blast 'em-up,

The 21st Century is the backdrop for The Wild 9. You take control of Wex Major who finds himself leading a band of eight alien teenagers in a battle against the physical embodiment of pure evil known as Karn. Now, he's a bit of a badass is Karn, his main aim is to create a perfect warrior body in which to manifest his pure evil, only he's not too good at it. So now he wants to get rid of the planets where his failed weirdo experiments have made homes, enter The Wild 9. With 3-D interactive environments and a host of quirky foes such as Filbert the electrified 500lb frog, it all sounds pretty ream. Expect to see it around April. In Power Boat players are able to take control of a monohull or catamaran vessel tearing it up on the water in arcade, slalom or championship mode. It promises to be a dream drive with nine tracks offering a frenzy of daredevil jumps, blinding collisions and breakneck speed. Add to that a whole host of obstacles and realistic weather conditions that impair visibility and control, then you have some idea of what to expect. Release date: To be announced.

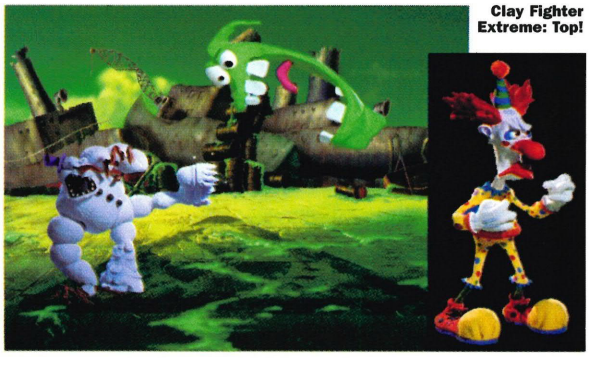
Meanwhile, Evil Dr. Kiln has just invented a formula called "Chaotic Claymorphosis" which he hopes will help him become ruler of the world.



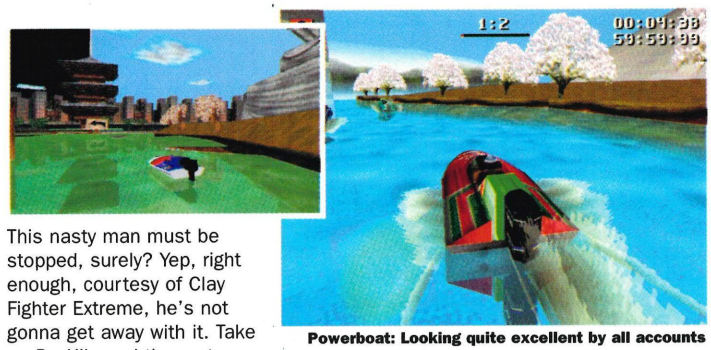
MDK: Review next issue



EWJ 3D: Looks treat



Clay Fighter Extreme: Top!

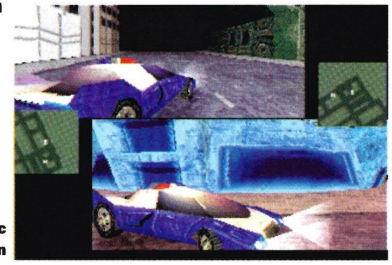


Powerboat: Looking quite excellent by all accounts

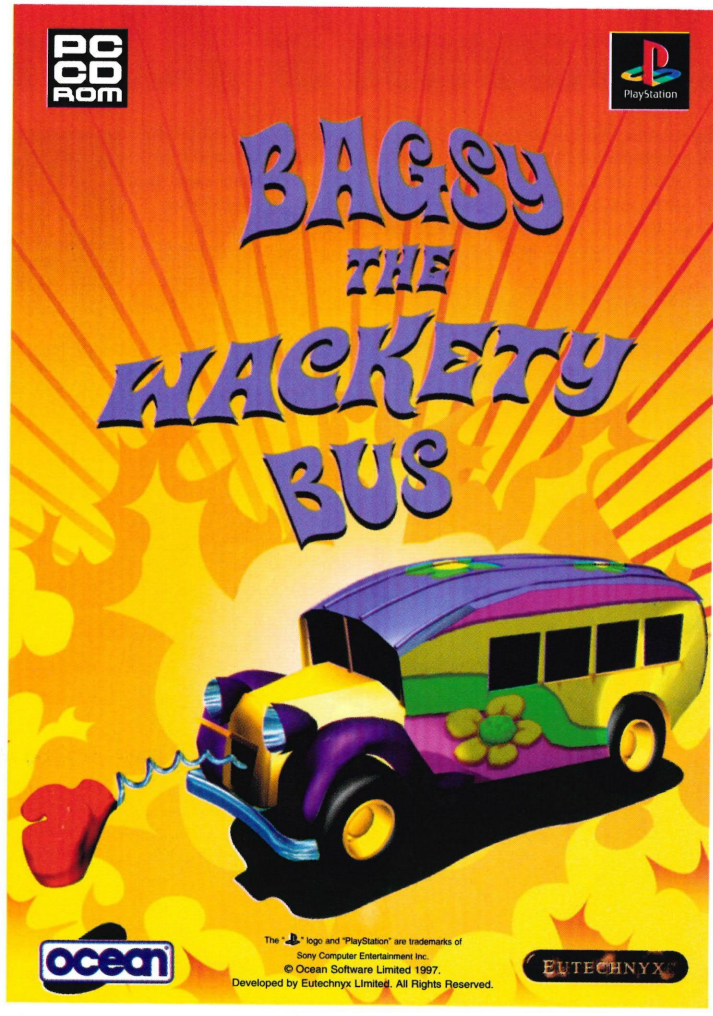
This nasty man must be stopped, surely? Yep, right enough, courtesy of Clay Fighter Extreme, he's not gonna get away with it. Take on Dr. Kiln and the rest as one of 10 new characters in the only fighting game where the emphasis is on comedy rather than carnage. Something which should add to the experience rather than detract from it, take the Situation Hits for example. If Hobocop gets a dig in his backside he needs no invitation to drop his pants round his ankles showing his arse. Sounds right up my alley, no I mean.....er.

Finally we have MDK, this game was a smash hit on the PC, causing wet trouser situations in many a household. You'll have to wait 'till around November for its official release on PlayStation but it'll be well worth it. This is a first person shooter moving beyond the conventional fare of tunnels and dark corridors, opting for a more open setting in 3-D city environments. With main protagonist Kurt Hectic fielding weapons such as a head mounted sniper rifle, enabling players to accurately pick off targets from miles away, MDK brings with it new gameplay elements, with the emphasis being on stealth and ambush tactics.

So it seems that Interplay have been busy doing what they do and they'll no doubt be hoping that 1998 will be a good year for them. And with titles like this on their way it looks like it's going to be a vintage for 'em.



Crime Killer: Frantic copper action

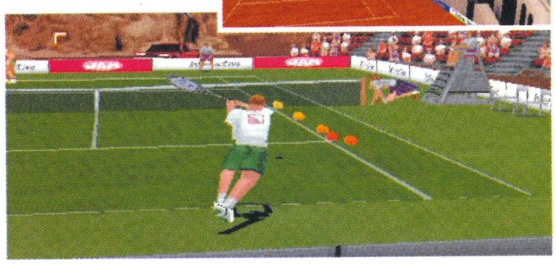


New Balls Please!

My are fine, but thanks for asking. anyway, enough of this childish banter, the heading here refers to the fact that Ubi Soft's new tennis game developed by Smart Dog is about to hit the shops in November.

Tennis Arena is a sports sim that aims to accurately re-create the excitement of this fast paced sport. As is the norm these days, the game will incorporate 3-D motion captured graphics, virtual stadiums in some fancy settings and a selection of viewing options. There are six characters to choose from including some feisty 'Spice Girl' look-a-likes and a sumo wrestler – so Monica Seles is accounted for then. Each of the six have their own set of special moves which should make the whole affair pretty interesting. Choose whether to play in a championship, tournament or one-off matches in singles or doubles. There's also a Multitap option allowing you to team up for full on four player action. Ubi Soft aims to serve up an ace with this one, as far as it's concerned it's gonna be game, set and match. Arf arf.

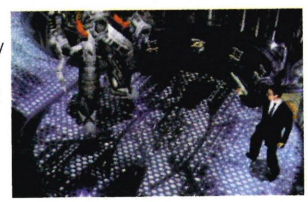




Let's Bag Us Some Bug



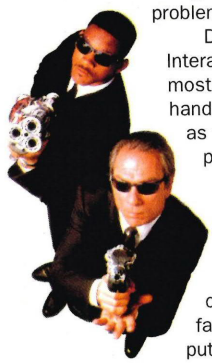




The best kept secret in the universe is out, all over the cinema screens and radio air waves. The Men In Black have been busy protecting the Earth from the scum of the universe all summer, providing our first, last and only line of defence. And, come the beginning of next year, they'll have to do it all again as the 'bugs' invade the PlayStation.

MIB was the big box office hit of the summer, setting records and raking in countless amounts of mullah for stars Tommy Lee Jones and Will Smith who must have a fair sized rake as he's also had Europe's No. 1 single for God knows how long.

Unless you've been Yeti wrestling in the Himalayas for the past few months you'll know the plot involves the MIBs regulating aliens who happily inhabit Earth, most of them law abiding citizens. It's the occasional bad tempered blighter, hell bent on ending the world, that pose the problems for agents J and K.

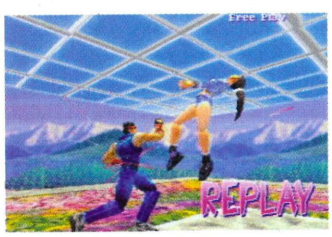


Developed by Gremlin Interactive the game will feature most of the elements that made the film a smash, with animated hand drawn 3-D polygons of the movie's three main stars, as well as the same aliens and extreme weaponry. The game is a third person action adventure in the mould of Resident Evil and utilises the latest 3-D engine to create a meticulously constructed game world. Weapon and hand to hand combat training will be required at MIB HQ if you are to progress, as will a head for problem solving as the game incorporates strategy elements along side the frantic action. The film was a cracker; funny, spectacular and completely original. Its only fault being the speed with which the end came about. If Gremlin puts that right in the game, the 'bugs' could run riot.

Heaven's Above

You just don't need it do you? You're sitting there developing a game with a title you think is a treat and then it all starts to fall apart around you. Sod's Law dictated that JVC's new beat 'em-up would be called Heaven's Gate. Mr Sod also decided that it would be quite an inventive way of disrupting the production schedule on the the game if a loony religeous cult in California, also coincidentally called Heaven's Gate, all decided to top themselves upon the arrival of the recent Hale-Bopp comet while under the impression their next stop would definitely be some kind of Eden paradise on a planet far away.



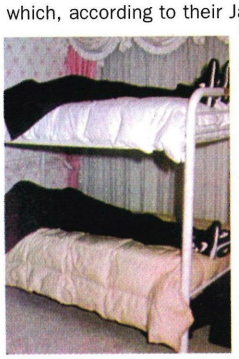






Anyway that, coupled with the rather wanky Hollywood movie/turkey ALSO known as Heaven's Gate bombing without trace, meant that JVC had to have a few hurried and stressful boardroom meetings about name changes and whatnot, and it was decided that Heaven's Gate probably wasn't a very good name for the game after all.

Hence the delays and also hence the new name of Yusha which, according to their Japanese boss, means Brave Warrior. So there. Thing is, is it going to be called Brave Warrior in Japan? We think not.



Incidentally, just in case any of the Heaven's Gate crew are peering down on us from their ideallic new paradise, drop us a line and tell us what the supply of Playstation games is like up there. We'd love to know. Really we would.

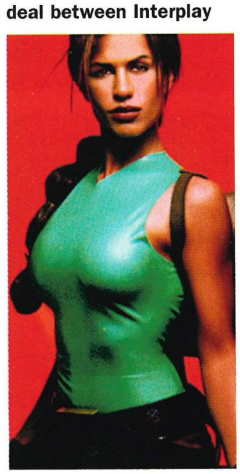
Mad dead religious blokes won't be appearing in the final version of the game

Interplay snatch Croft creators

Interplay has been busy developing recently hasn't it? Indeed if this very News section isn't awash with its latest dabblings in game making, as you would expect. What you may not expect to hear is that it has also been busy acquiring talent.

Beating off the competition, Interplay has achieved what may be the coup of the century in signing up the very in demand duo of Toby Gard and Paul Douglas. What do you mean never heard of them? Okay, if I was to say that Toby Gard was not only responsible for the design and original concept of Tomb Raider, also creating the character of Lara Croft, you'd be impressed right? Paul Douglas is the guy that brought Lara to life, making Tomb Raider a classic with its level of playability.

So as you would expect Interplay is pretty chuffed that these two will be heading its new major associated development company Confounding Factor. The deal between Interplay and C.F. is a multi title world wide exclusive publishing agreement, and the boys are far from resting on their laurels as their first game is already in development. Needless to say, it's a pretty top secret affair at present but you can bet claims of a further revolution in 3-D adventure gaming will be met, although its release is a long way off yet. It's currently due for release in 1999.



STOP PRESS



It's been a crazy jet-set kinda month here at PSPro HQ. At the start of the month we were whisked off to New York to join in the celebrations at the launch party for Core Design's **FIGHTING FORCE**, where reallife version of the game's characters spent their time smashing things up and hassling the evil Dr Zeng. The game, by the way, still isn't ready but we're promised a playable review version for next issue, so watch out for that.

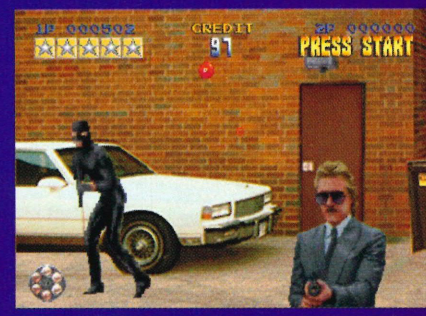


Next up we battled jet lag and flew out to Houston, Texas where the boys from Psygnosis were having a bash to shout about their new futuristic space blaster **COLONY WARS**. We were shown around NASA, chatted to spacemen, dined on unbelievably huge steaks, wore comedy ten gallon hats and were generally treated like kings for 48 hours. Which was nice. Expect a review of the game next issue.

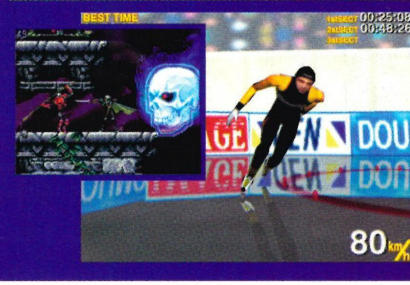








Konami, on the other hand knows exactly when its games are coming out: Next year! Well, that's not entirely true as **CASTLEVANIA** has just turned up for review plus **BROKEN HELIX** and **LETHAL ENFORCERS 1&2** look finished anyway. Its biggie though is the much awaited follow-up to **INTERNATIONAL TRACK & FIELD** namely **NAGANO 98 WINTER OLYMPICS**. Let me just say right now that this one looks bloody smart. One to watch for sure.

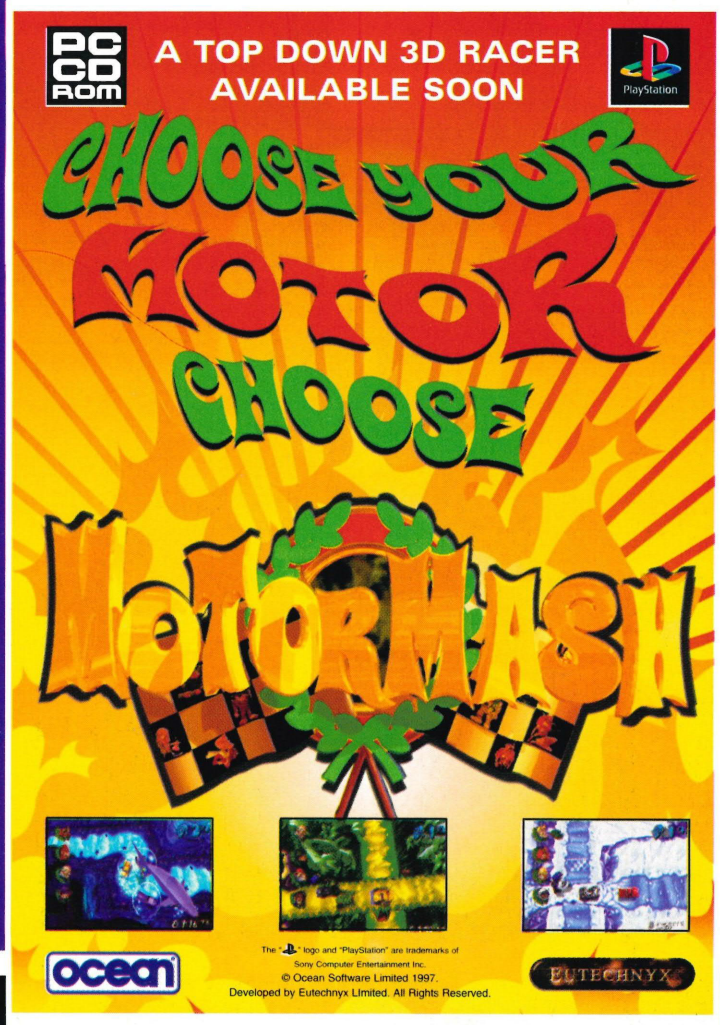


After all of that, the yearly **EUROPEAN COMPUTER TRADE SHOW** hit London and we were dragged through Kensington on what was possibly the busiest weekend London had ever seen. Yep, the show coincided with Princess Di's funeral (God rest her soul) and we spent hours wandering around the big smoke in a vain attempt to find our hotel at 6am in a hungover state as a mark of respect. But we did actually make it to the show at some point and here are some of the high points we witnessed:



GT Interactive was showing off numerous titles at the show including **ABE'S ODDYSEE: ODDWORLD**, which will be the star of a huge review next month. On top of that it was screaming something about **TIGER SHARK** finally being up for review and the imminent release of **MORTAL KOMBAT MYTHOLOGIES**. Mmm, bit over ambitious on that one methinks.





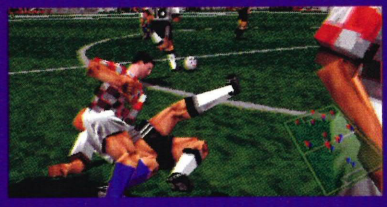
news



BMG Interactive were larging it at ECTS, showcasing the hyper-violent and oh-my-god-it's-surely-going-to-get-banned driving title, **GRAND THEFT AUTO**. Fancy doing a couple of drug deals and running some policemen over in your stolen car kids? If so, then this is the game for you!

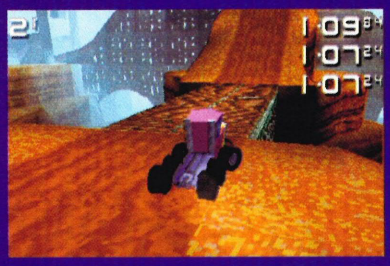
Gremlin was busily hyping its **JUDGE DREDD** licence, but of course you already know that thanks to our world exclusive last month. The boys from Sheffield are also putting the finishing touches on wacky driving extravaganza





BUGGY, plus they've been polishing **ACTUA SOCCER 2** so it shines like a new pin in next issue's review zone. And as you can see from the photo below, they've drafted in Trevor Brooking and Barry Davis to supply the commentary this time around. Oh joy.

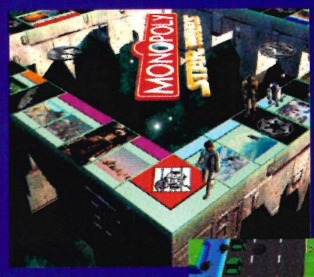
Meanwhile down in deepest Brighton, Mindscape has been beavering



away on the sequel to **SUPERSONIC RACERS**, this time bizarrely titled **SUPERSONIC 2XS**. More news that next issue.

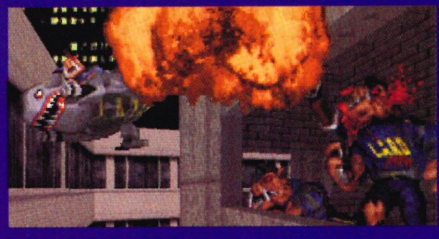
Hasbro has a firm line-up for the run-up to Christmas and into early next year: **BEAST WARS** is a run-around-shooter starring those mechanoid movers the **TRANSFORMERS**. The old board games are getting dragged out from the attic and re-jigged for the PSX too, including PlayStation versions of







MONOPOLY and **RISK** before the end of the year, plus the new **STAR WARS MONOPOLY** is being converted for early 98. **FROGGER**, on the other hand, should be with us next issue for a full review.



GT Interactive, apart from the stuff we've told you about overleaf, have also signed up the PC smash hit **DUKE NUKEM 3D** for the PlayStation and we should (fingers crossed) have something more indepth for you next issue. They've also struck a deal for the rights to use Awesome Entertainment's comic book hero **YOUNGBLOOD** in a future PSX product, but nothing will surface until summer time 98.

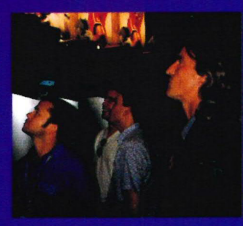


Rumour has it that snowboarding title **CHILL**, which was originally canned by EIDOS has been put back on the drawing board for a summer 98 release, so expect us to by chilling our collective boots and pulling cunning stunts when that finally arrives.

Sony, not content in sponsoring skateparks, festivals and the like, have branched out to throw a load of money at the 1997 UK Breakdance Championship due to be held at London's Shepherds Bush Empire on September 28th. Rap hero **GRANDMASTER MELLE MEL** will be appearing on stage on the night, plus old school chum and Furious Five member **SCORPIO** will also be turning up to do a spot of freestyle rapping. B Boy legend Crazy Leggs from the **ROCK STEADY CREW** will be popping and locking his body to the beat on the night too, along with several members of the PlayStation Pro Allstars. Be there!



Electronic Arts have a huge line-up poised to attack your console before the end of the millenium that they were showing off at ECTS, including driving mayhem with **NASCAR 98** (previewed this issue), more motor madness via **TEST DRIVE 4** (also previewed this month), American football strategies with **MADDEN 98**, hockey fun with **NHL 98**, footballing action thanks to **FIFA 98**, hoop slapping bonanzaqs with **NBA LIVE 98**, kids cartoon conversion **REBOOT**, old school violent motorbike racing with **ROAD RASH 3D**, something called **UNDER PRESSURE** which we don't quite understand (unless it has something to do with that Queen song), the classic **POPULOUS** is also due for a PSX debut, as is **MOTO RACER** and Cryos are currently working on **DREAMS** for them too. Speilberg's **SKULLMONKEYS** are still on the cards via Fox Interactive, as is their conversion of the Atari Jaguar stormer, **ALIEN VERSUS PREDATOR**.



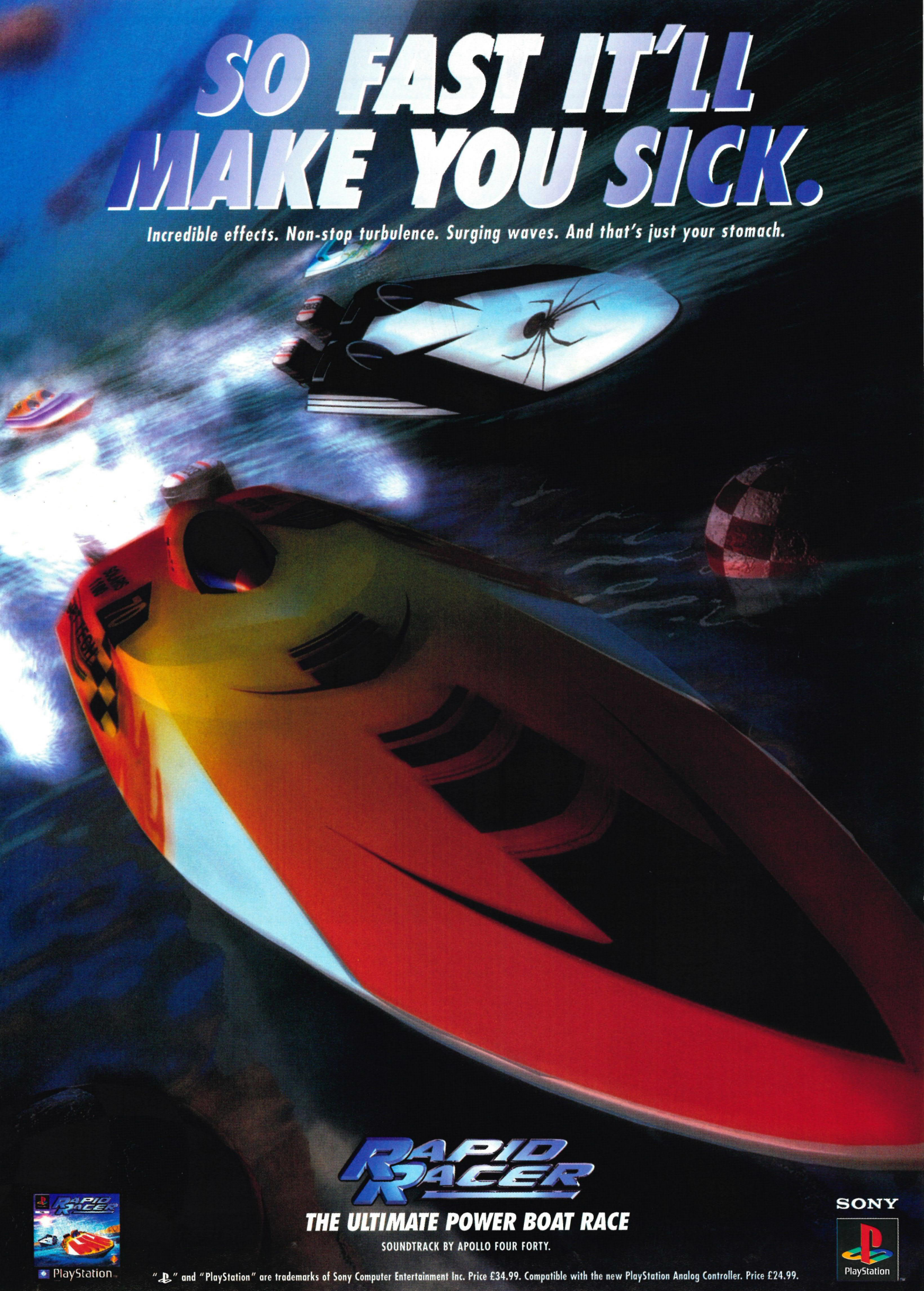
EA did drag out top soccer star **DAVID GINOLA** at the show for a brief five minute PR exercise, but due to his 'busy schedule' the bounders wouldn't let us talk to the man without an army of jobsworth assitants buzzing around him. Pretty pointless PR exercise really when you think about it. Nevermind.

And finally, those of you who fancy being a rough and tumble solider can now stand to attention and scream with glee as BMG Interactive have just announced that they're considering converting their potential PC smash hit, **SPEARHEAD** to the PlayStation. which can't be bad. More gossip next month...



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RAPID RACER

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Total Drivin'

Ocean rolls up to the grid once more with a massive advantage in terms of race game power. The other hopefuls don't stand a chance these days, inevitably being left stalled on the starting line



There are a couple of different view points, personally I prefer the in-car one



Manchester's got a pretty nasty reputation for car crime these days, forcing drivers who live in the area to suffer unfairly high insurance premiums and the constant fear of returning to their pride and joy and finding it either not in the condition they left it or, even worse, not finding it at all.

It's fitting then that a publisher based in God's own city is carving itself a healthy reputation as undisputed king of PlayStation reckless driving wouldn't you say? Not that I'm suggesting anyone connected with Ocean has ever been involved in less than legal activities in the past, more that some of the ambience of the place has started to rub off on them. Which, of course, is rubbish because this game is programmed by Eutechnyx, and it is based in Gateshead, but I'm damned if I was going to let that small fact ruin my introduction.

V Rally trounced all opposition not so long ago, now Total Drivin' steals the crown with a thrilling overtaking manoeuvre on the final bend. A lifetime in development (well, two years) and soaked in the dripping anticipation of a nation of gamers for the last six months, the game has matured well and come on in leaps and bounds since PSPro first saw it about a year ago, and I can now say, quite categorically, that it doesn't disappoint in any department.

There's all sorts of technical stuff that I was planning to amaze you with (stuff like the fact that there's something like 150,000 lines of code making up the game), but I'm writing this at home and I've left the sodding press release in the office (unprofessional? Me?), so I'll just have to skip that. You don't really care about all that anyway do you? Suffice to say it's technically very impressive. Oh yes indeedy.

Moving (ahem) swiftly on, the major difference between TD and most other race games is that

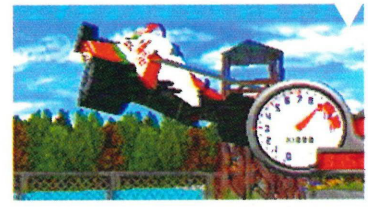


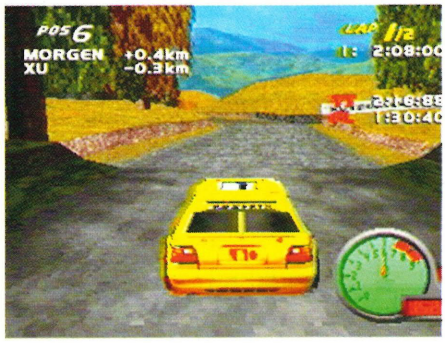




There are plenty of different types of vehicle to hammer around in

The action is fast and furious, and spectacular crashes lie in wait around every corner in Total Drivin'

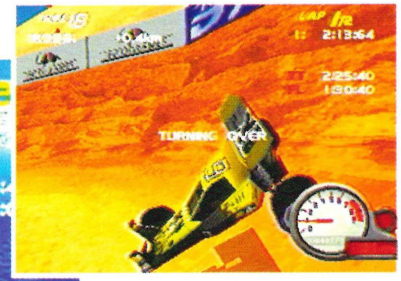


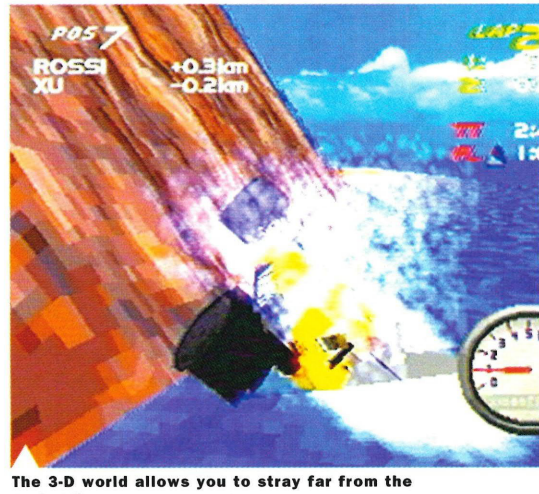




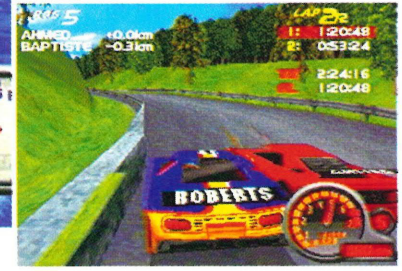
The racing environments are constantly changing, from night to day, good weather to bad. You never know what's coming next!







The 3-D world allows you to stray far from the racing line



it's played out in a fully 3-D environment. Whereas most games force you to stay on the track (within reason) you have much more freedom within this game. OK, so you can't nip off down the supermarket or anything, but you can stray outside the natural confines of the track. Down a cliff for instance. Or perhaps splash to a watery end in the nearby lake maybe. Anyone else noticing a negative trend to this new feature or is it just me?

And it's fast too. Bloody fast in fact – with almost none of that irritating pop up stuff. This is thanks to some clever course design that masks the said effect by 'popping it up' behind another piece of scenery that's already been drawn, which in turn was drawn behind another piece of scenery, that already had been drawn behind another etc. etc. ad infinitum. Clever eh? Wonder why no one thought of that before?

From there on in it's standard race game ▶

Graphically the game is on a par with Ocean's other effort, V Rally, but for my money this just has the edge in terms of gameplay

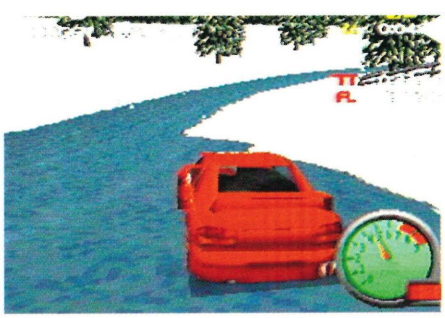




A quick tap of the Dpad will allow you to look at the action behind you. Sounds unworkable, but comes in really handy

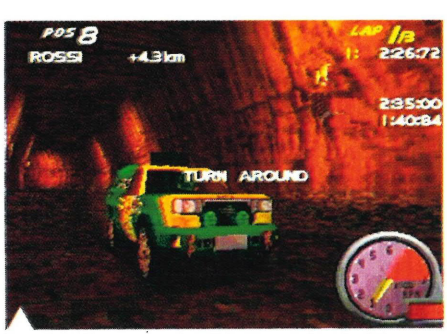


Pick your moments to overtake or you could find yourself losing valuable seconds through a shunt



The snowbound tracks are perhaps the trickiest to drive well on, with your car slipping and sliding all over the place





Heading the wrong way into oncoming traffic can be good fun

Total Drivin'

▶stuff all the way, although in this case it's been so well polished to a gleaming shine that it has all the competition shielding its eyes from the glare. This is the way all race games have to be done in the future. Superbly well designed courses, and plenty of them (none of your Ridge Racer one course nonsense here).

As you'd expect, the tracks become progressively more difficult to negotiate successfully. The Ocean play testers have got the difficulty level set just about spot on, with the first three or four tracks easy enough to complete within a couple of attempts, and then a steepish rise in complexity to really keep you on your toes.

Becoming accustomed to the control method is perhaps the most difficult thing at first, and if I was to pick fault with anything (and I'm being really picky here I must admit) it's that no provision has been made to ease the novice in, and the initial control settings may prove to be a touch daunting to the uninitiated. You see they're really sensitive, and if you're used to the sledgehammer style handling of the likes of the aforementioned Ridge Racer games, this will come as a real shock to your systems (biological, not console).

Steering is done, as you'd expect, with the D-Pad, but to aid you round the sharper bends a quick tap of the shoulder buttons is the equivalent of giving your handbrake a quick yank upwards in real life. If you're a Highway Code abiding citizen, chances are you'll never have experienced this and will be largely unaware of such an action's effects. And if you're this sort of person then you're the type that will probably struggle. Don't worry though, you'll be chucking the car round ludicrously tight bends in no time, so don't give up hope too early on, we'll make a joyrider out of you yet!

TD is also the first PlayStation racing game that I've felt comfortable playing with a steering wheel. Its over sensitive nature removes the embarrassment of having to lurch around in your seat, whipping the wheel this way and that, all for little or no response from your on screen vehicle. The slightest little twitch of the wheel with the odd tiny adjustment here and there is enough to get you round most bends (at least it is with the Performer wheel I tried it with). I'm not saying it's realistic, but at least it's workable, unlike the majority games that have so far attempted to support such a peripheral.

What else is there I should tell you about? Oh yeah, the cars that you'll be driving. Well, to be honest, it's pretty much the same as every other PlayStation racer I've ever played in this particular area. There are loads of cars you can choose from (from standard touring cars, to off road buggys), some go faster than others but are more difficult to



The options menu allows you to configure the game to suit your tastes. You can choose from a number of different cars and set the difficulty level

GENRE COMPARISON

Game Rally Cross
Software House Sony

Before Total Drivin' this was probably my favourite PlayStation racer. A nightmare to get to grips with, admittedly, but once you did it turned out to be far more rewarding than most games ever do. Looks good and moves fast. What more do you want from a race game?



control, some are better suited to certain surfaces and rubbish on the others. You know the score with this so I don't really think there's any need for me to go over it again.

Have I mentioned the two player mode yet? No? Not even the four player link up mode? Well, there is one you know. Two players can race off on one PlayStation with a very nice split screen mode, or you can link two machines up and have four players on two split screens. And whereas Rally Cross dropped off 25 per cent of the frame rate for each additional player (four player mode in that game was an absolute farce!), TD manages to make the loss of speed almost unnoticeable. Again, very clever programming, and again full respect to the lads.

Apart from that there's little else I can say, other than to reiterate the fact that Ocean has now published the two best PlayStation racing games so far within a very short space of time. V Rally was excellent, Total Drivin's even better. For the ultimate driving experience on your favourite console it's got to be one or the other, and if you've got any sense it'll be both.

Quality graphics, breakneck speeds and a game design bordering on incredible make the mass of time and effort Ocean and Eutechnyx have put into TD more than worthwhile. Total Drivin' is a stunning technical achievement that's going to take some beating, and I don't even like racing games usually, so I couldn't really pay it a higher compliment! Buy it, cherish it and play it to death.

Double Trouble



The two player mode is a staggering technological achievement when held up against Rally Cross' feeble effort. The four player link up's a treat too!

PRO SCORE

GAME Total Drivin'
GENRE Racing
SOFTWARE HOUSE Ocean
CONTACT 0161 827 8000
RELEASE DATE Out Now
PRICE £44.99

PLAYSTATION APPROVED You're all just going to read this bit aren't you, and completely ignore the main review which I've just slaved over, lovingly heaping compliment after compliment on what I consider to be the PlayStation's finest racing moment to date. Well, I'm not going to sum up here, so unless you read the whole thing you're not going to know what it's all about! OK then, just a little teaser. Total Drivin' is as close to race game perfection as I ever expected to see on the PlayStation. If you want to know more, get your special reading trousers on, turn back a page and move your eyes slowly from left to right, digesting the information contained therein. Sorted.

GRAPHICS 9
SOUND 7
GAMEPLAY 8
LASTABILITY 9

9

HUGH There are literally tons of games knocking about on the PlayStation at the moment but Total Drivin' really stands head and shoulders above the rest. Go out and buy it, now!

JAY All those gripes you have about arcade driving games don't apply to Total Drivin'. There's an abundance of cars, tracks and enough bits and bobs to make any fan of the genre soil his pants with excitement. Twice

PAUL Ever noticed how Jay always goes on about soiling his pants? Funny that. Anyway Total Drivin is another quality release from Ocean as it seems to be making the driving genre its own. Go and get it!

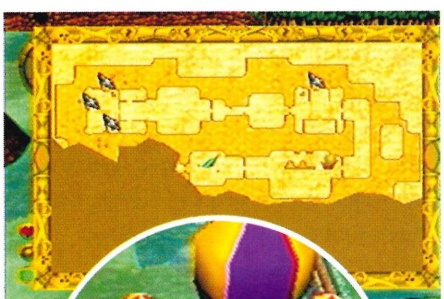
ANDY The graphics, sound and overall design are better than we've seen on any game in this genre. The two and four player modes just add to the fun. Ocean really has surpassed itself this time

Overboard

It looks more like an Amiga release than a state-of-the-art PlayStation release as Psygnosis takes multiplayer mayhem onto the high seas



Blasting these balloons will open the gates. Some, however, are timed and you must get through before they close. Not very tricky since you're so close to them



Why nobody has ever considered doing a pirate game before is quite understandable. The idea just doesn't sound appealing. Blast other ships and pinch their stuff. Anchor in a foreign harbour and pinch their stuff. Take a pummelling from just about everybody on the high seas. And that's about it. Not too much variation on the theme of battling and pinching stuff – it all sounds so repetitive.

Why then has anybody attempted to develop a game of this type? Well, the answer is simple. Overboard involves many battles with a host of weird and wacky blighters as you try to hoist your flag in the other ports.

The way you go about this is relatively simple. You work your way through the mazes, sinking enemy galleons, collecting the power ups and solving the simple puzzles. On top of this there are numerous differing obstacles you must overcome to pass safely through the channels.

Sailing your vessel across the seas isn't too difficult – the acceleration uses the R1 button and the opposite shoulder button scrolls through your arsenal. You begin with a pretty dire cannon but thankfully someone seems to have left some crates full of weapons and ammo floating (somehow) in the water for you to collect.

As well as this there are health items because, as we all know, maintaining a healthy ship is always important when you're sailing the seas. Those holes in the woodwork won't be doing you any favours in the grand scheme of things.

Other pick ups you will come across include extra lives and turbos which will give your ship the ultra modern steam facility and a little extra speed. This looks quite nice as your galleon temporarily morphs into a steam ship and forges ahead at a greater pace. This usually just means you end up ploughing into fire traps with greater ease though.

You see, everything within this game whether it's on land or sea is out to stop you and your merry men hoisting your Jolly Roger on their ports. You may get the impression that this means it's played at a frantic pace, but no such luck. It would be all the more enjoyable if it wasn't so fiddly.

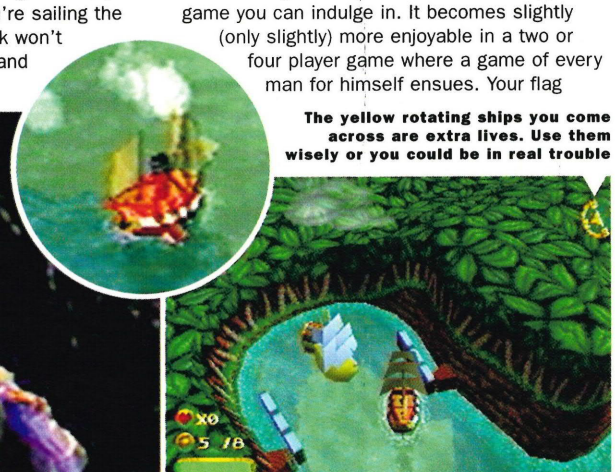
Controlling everything from your boat to scrolling through your weapons and firing the cannons on each side of the ship does become a chore in itself. While you're busy scrolling to reach your triple firing cannon to blast an enemy ship, you've lost precious energy and have little chance of getting it back.

As in most games nowadays, there are some hidden areas containing treasure, first aid, extra lives or more ammo. These ar not always clearly indicated and can sometimes be found through rocks which need blasting away, or through waterfalls.

Thankfully this is just one of the two types of game you can indulge in. It becomes slightly (only slightly) more enjoyable in a two or four player game where a game of every man for himself ensues. Your flag



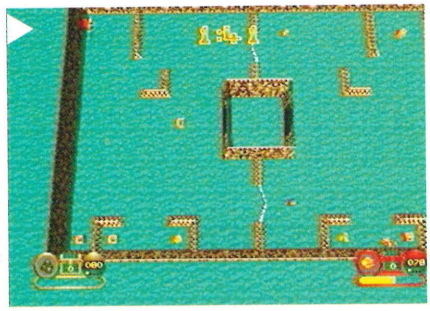
The intro sequence is quite amusing and jolly, it's just a shame the rest of the game doesn't live up to these standards



The yellow rotating ships you come across are extra lives. Use them wisely or you could be in real trouble







The two player option doesn't use a split screen so you may see yourself as a minute dot on the playing area when you're well away from an opponent

hoister becomes redundant and you become involved in a ruck to the death against the other players. Here you will collect depth charges, mines and other weapons such as lightning bolts or flame throwers to burn the enemy sails and sink their boat.

Although Psygnosis has tried to make this a varied as possible, it becomes apparent to anyone who plays for more than quarter of a hour that it fails to deliver that killer punch which holds the interest. Its main fault is the fiddly controls and the samey levels. The levels do vary as you progress but unfortunately they come just a little too late. The bombers and exploding piranhas give you more to think about when, quite frankly, you'd rather be down the pub.

Perhaps its best moment is the intro featuring some cartoony sequences with very cheesy pirate style music. But that's as far as it goes. Once the game begins the tune becomes a cross between the Captain Pugwash theme and a Caribbean Holiday Show Special. Big on bongos and timpani, but short on ideas.

Overboard suffers from its own ambitions. It looks colourful and pretty with some functional rather than outstanding graphics. If you had some sort of a brake to use when in motion and less complicated gameplay maybe it would fare better, but all the evidence on show leaves it some way off being an essential purchase.







Where oh where could that hidden area be? It's a total mystery









From time to time, and without explanation, UFOs will fly overhead. If you hang around for a while in the same place they may just take one of your crew away with them

PRO SCORE

GAME Overboard
GENRE Shoot 'Em-up
SOFTWARE HOUSE Psygnosis
CONTACT 0151 282 3000
RELEASE DATE October
PRICE £44.99

Being a pirate is surely a pretty interesting, though not particularly noble, lifestyle. Or at least that's what I'd always imagined. Not on this evidence, and certainly not if your day consists of chugging through level after level of the same old adversaries. The idea is certainly a little different but Overboard just doesn't work. It tries to pack in as much as possible but the puzzles are too simple and the gameplay certainly removes any kind of enjoyment I may have had from the game. Initially it's slightly amusing but, for a game of this type, it should be far more enjoyable than it actually is. It's fiddly, samey and loses its novelty all too soon unfortunately. Which is a shame

GRAPHICS 7
SOUND 7
GAMEPLAY 6
LASTABILITY 6

6

PAUL **Didn't really like it to be honest. Fun for a while but it soon paled for me. The idea is sound enough but a lack or variation lets it down badly in my opinion. Two player version is quite cool but even that doesn't win really**

JAY **A simple and amusing idea for a game which initially seemed like a top laugh but, unfortunately, the end result left everyone asking "What went wrong?". Overboard will, however, entertain a minority of gamers**

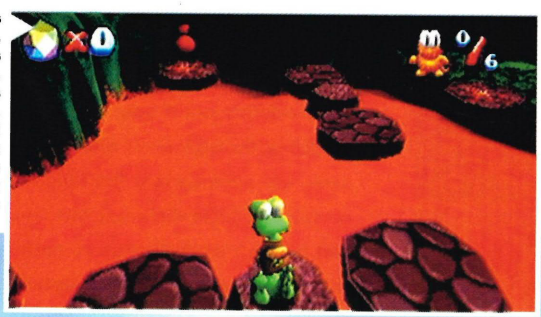
HUGH **At first glance Overboard looks both original and engaging but for some reason the appeal quickly fades. After the first level you've pretty much seen everything the game has to offer**

JAMES **Although the two player mode is a good laugh, in single player mode the game becomes rather boring. And if you can stand the bloody music for more than half an hour I'll give you a medal**

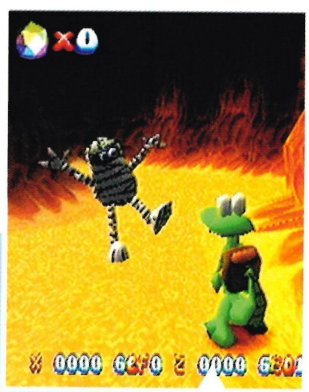
Croc

Legend of the Gobbos

Not for the first time, a ferocious killer animal makes a cute and cuddly platform hero that all the kids love. Strange world we live in when you think about it isn't it?



Croc is cool. Croc is hard. Croc is green. Oh and he has a cute backpack too





You'd better put your tail spin to good effect in the next second or so or you're dead





Croc clings on to a ledge for dear life after a particularly tricky jump went a little wrong. It's a long way down as well!

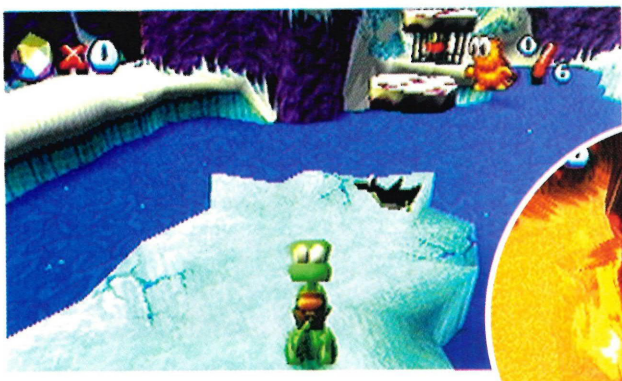


Being a crocodile means our little hero is good underwater. He's the only croc that swims like Lara Croft though

Remember in Maths at school when you were given all those ridiculous algebraic formulae to remember? Well some dubious school teacher somewhere taught his kids a very valuable formula not on the National Curriculum. The equation: Cute Animal = Instant Platform Game Hit x A Million Sales seems to have caught on across the world and made quite a few people quite a bit of money.

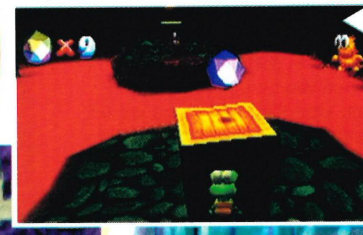
It's always intrigued me how ferocious animals somehow mutate into loveable, cuddly creatures, not just in games but in the world of cuddly toys and so on. What's cuddly about a lion? Or a gorilla? Or, in this instance, a bloody crocodile? Yet Croc is one of the cutest characters to ever grace a video game. Scaly green skin, rotten limb-ripping fangs and powerful jaws are all replaced by a rucksack, bulging eyes and the cutest swaggering walk imaginable. Croc is cool and anyone who says otherwise is in for a bit of a hiding.

It's immediately obvious that Croc sets out on his incredible journey with the intent of filling the Mario sized void in PlayStation owners' lives. We've all had our mates showing off their 64 bit plumber in all his glory, revelling in wonderful graphics and glossing over the fact there are hardly any other games out and what are all cost a million quid anyway.









Hidden treasures and friends can be found by breaking into the crates using your tail

So, platform games then? Do we like 'em or are we getting a bit sick of the constant stream of them? Well not as much as driving games or fighting games, I can tell you that much for nothing. When a platform game is done well it is a rare treat and that is what has happened here with Croc.

I'll say straight away, it isn't a Mario beater. There isn't enough in it to do for that but it's still an excellent game that's fun to play, has the right kind of difficulty level and also one you can show off to your mates without fear of them pointing to Pilot Wings 64 and sniggering about complete 360 degree rotation.

As mentioned before, and you really should have sussed it out by now anyway, you play Croc who, somewhat unsurprisingly, is a Crocodile. Storyline gist, for what it's worth in a platform game, sees our hero having to rescue his beloved friends the Gobbo Islanders from the evil magician, Baron Dante. Let's face it, all we need is Dr Robotnik and we have the storyline from Sonic the Hedgehog to go with our Mario 64 viewpoint.

So is Croc really just the bastard child from some illicit cross-platform marriage? Course it is. But that's what makes it so good and also why it will do so well.

Sonic on the MegaDrive was just "Left, Right, Fire" and look how well that sold. He became a Sega institution. Croc looks good, plays better and has puzzles to boot. What more can you ask for in a platform game?

While in control of Croc you can run about the world in complete freedom, leaping about like there's no tomorrow. As you travel around you'll come across your Gobbo friends who have been ▶



Let's face it, Croc couldn't be any cuter that he is already. You know where you can stick your Mario





Croc has found a key. Now follow the trail of jewels down the path and hopefully free some of your Gobbo friends

The bad boys



Croc

imprisoned. Simply running over them will set them free from their shackles most of the time, but occasionally you will find the odd one trapped in a cage and you'll have to locate the key somewhere else on the level first before freeing your friend.

Like any platform game worth its salt, it has little sub games and nice touches tucked away that you discover the more you play it. As you hammer along you pick up jewels which act in a similar way to the rings in Sonic, in that if you are carrying any when you hit an enemy, rather than die, you simply lose the rings. If you get hit again before collecting anymore, that's the end of a life for you.

There are also special jewels that can be collected and if you manage to collect all the colours and then find the secret door it'll open revealing its hidden treasures to you.

Croc also has a few special moves tucked up his sleeve to deal with any of Dante's minions that he comes across on his travels. The best one is where he leaps high into the air and comes smashing down, tail first, obliterating anything underneath his backside when he arrives. If you fancy a bit of a change you can always perform a tail swish to crack the baddie with a kind of spinning kick too. Everything is just a button press away.

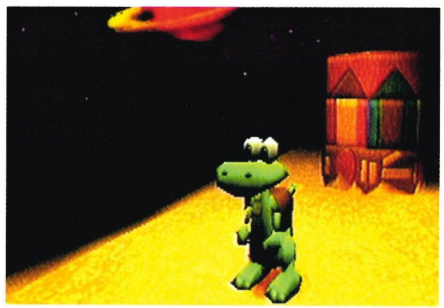
Croc: Legend of the Gobbos is a classy game that deserves to do well. It is simple to play and great to watch. We could be seeing the birth of a new console hero here and full marks have to be given to Fox Interactive for finally getting a cracker on its books. If you're going to criticise, which I'm paid to do, it can get a bit samey but that's more the nature of the beast I suppose.

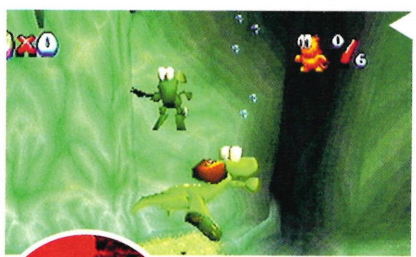
Even so, I enjoyed playing it immensely and I'm sure that's going to ring true for an awful lot of you out there.

GENRE COMPARISON

Game **Crash Bandicoot**
Software House **Sony**

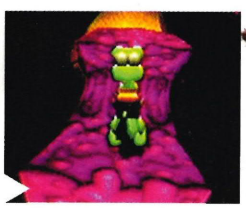
We loved Crash here at PSP and now the sequel is on its way. Crash was one of the first platform games to embrace a few new ideas and show people that things could, perhaps, be done a little differently to the norm. Watch for the sequel very closely kids!



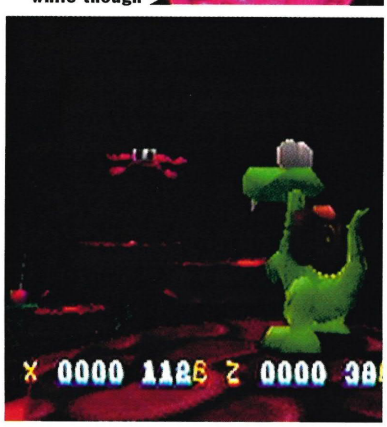


The underwater caverns hold many dangers for our amphibian hero. But brave them them he must to save his dearest friends





Croc remains dynamic and colourful throughout its levels. It can get a bit samey after a while though



PRO SCORE

GAME **Croc**
GENRE **Adventure**
SOFTWARE HOUSE **Fox Interactive**
CONTACT **01753 549442**
RELEASE DATE **Out Now**
PRICE **£44.99**

Croc is one of those games that immediately grabs people's attention. Just walking around the office people will pause and have a bit of a glance over your shoulder at what you're doing. Get further into it and you perhaps get a feeling that you're doing the same things over and over again, so if you find that a problem then it might be worth checking out first. If you are after a bit of fun, and something you can show your N64 mates, this is ideal. The PlayStation can be used to its full potential if the programmers are prepared to put the extra hours in and this is as good an example as any. Oh, and Croc's about a million times cuter than any short-arsed Italian plumber ever will be. Croc Rocks!

GRAPHICS 9
SOUND 7
GAMEPLAY 8
LASTABILITY 8

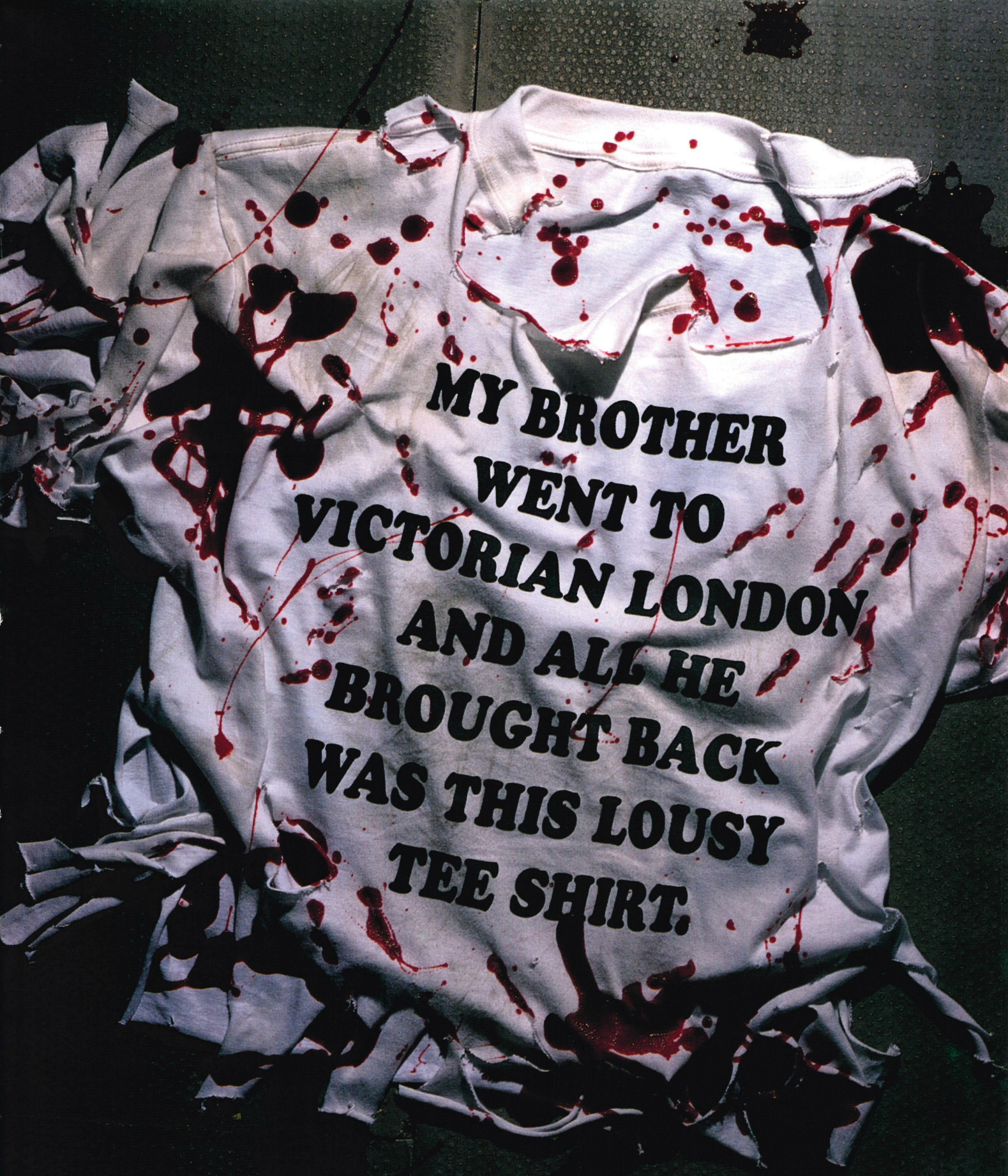
8

HUGH **Just when you get to the point where you think, "bugger me, why doesn't anybody do anything different" this comes along. If it gives developers a kick up the arse to develop original games, so much the better**

JAY **The nearest thing you're gonna get to Mario64 on the PlayStation simply has to be this. Crash was cool, Pandemonium was entertaining enough, but this latest offering from Fox gives both a run for their money**

JAMES **Colourful, enjoyable and very very playable, Croc has come from nowhere and manages to give the best of the current platform crop what-for on both graphics and all round playability. A must buy**

ANDY **Mario64 has now been equalled on the PlayStation, which is an achievement in itself. It's big, it's fun and undoubtedly one of the shocks of the year so far. Hopefully this will get the recognition it deserves**



NIGHTMARE CREATURES

SONY

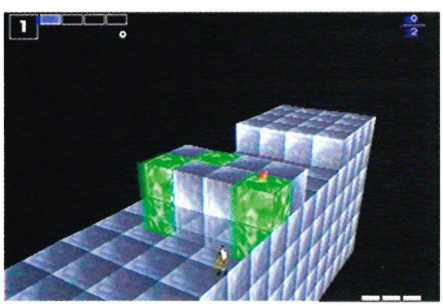
PlayStation

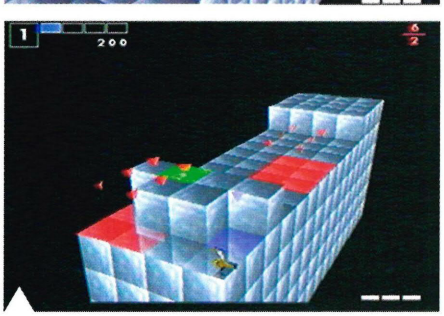
kalisto

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Kurushi

Odd name, odd game. A truly original puzzle game which will sort out the Mensa members from the dead heads





I'm cowering on the edge – it's time to work quickly or fall to certain death

Puzzle games are probably the only genre in which developers can be truly imaginative in every sense. There are no set guidelines and the potential is there to do just about anything. Whereas many of today's puzzle games use the Tetris theme to varying degrees of success, games like 3D Lemmings and Blast Chamber are totally unrivalled in their originality.

The latest classic puzzler we saw was the awesome Super Puzzle Fighter 2 Turbo which grabbed the attention and caused a fair few sleepless nights as you tried to destroy the damn blocks before your opponent put an end to your attempt.

Others, such as Bust A Move 2 and Hebereke Popoitto, fared a little worse and haven't shown exactly what this genre is capable of. Thankfully, we now have Kurushi which is undoubtedly going to appeal to many people who fancy themselves as a bit of a master of the perplexing challenges.

The general idea in Kurushi (curiously titled IQ in Japan) is to destroy wave after wave of cubes as they roll down an escalator of sorts towards you. Sounds like a simple enough task, but things can soon start to go pear shaped.

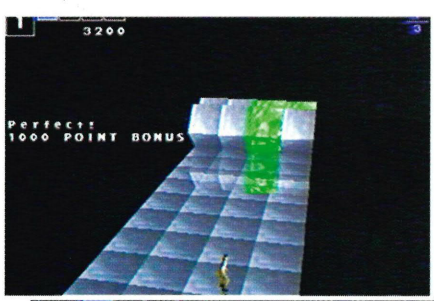
The blocks roll along towards you and the perilous drop at the end of the platform. You click the X button on a point on the cubed ground and then click it again as the cube covers the square. This will capture the block. It still sounds simple but things hot up as you progress as the blocks increase in number and colour while the distance between you and the drop decreases. You have no option to jump over the blocks, you either fall or get crushed. A fall will, however, result in your game being ended immediately. Being crushed will at least allow you another attempt.

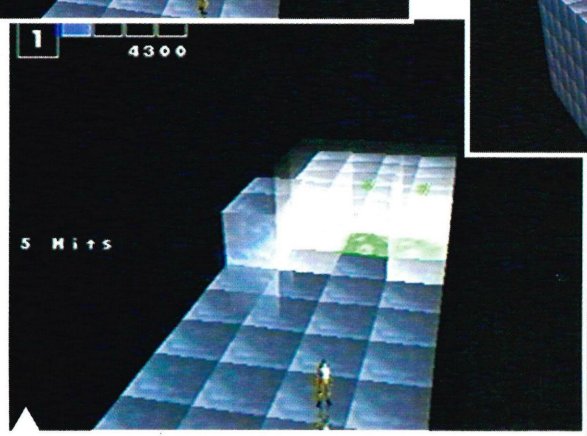
The levels are broken into four stages, or waves of cubes if you like. The green cubes will leave a green square on the ground and if you run up to it and hit the triangle button while blocks are close by it highlights the six squares around it in red. These can be activated when the rest of the blocks roll over the area capturing more than one cube at a time. So you have to form some sort of strategy before you begin destroying the blocks willy nilly.

If you successfully clear four of the grey blocks, these will add to the end of the platform giving you more time and space to play with. And as things become more frantic you're certainly going to need as much time as possible.

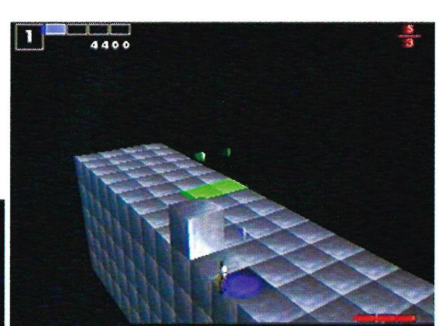
Once again though things soon become even more complicated by the black blocks which should be avoided at all costs. For each block captured they take away one row at the end of the playing area, thus making your task far more difficult.

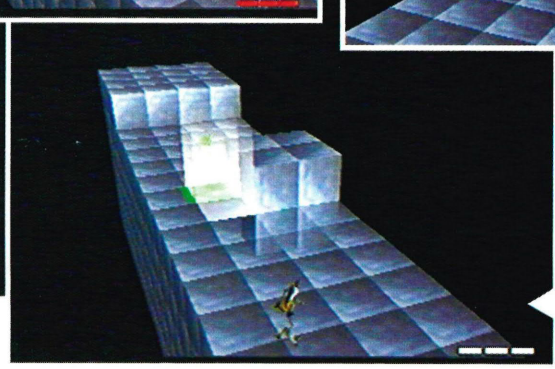
As you get more experienced in the tactics



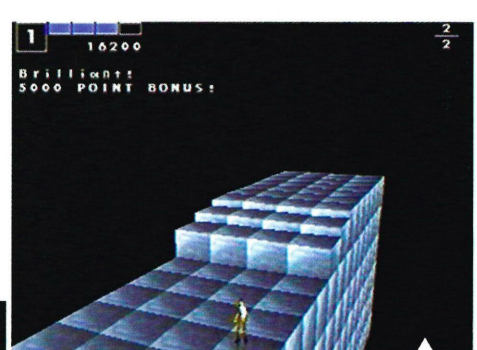


On the earlier levels the green blocks can make the game seem almost easy, but by the time you reach stage two your brain has to go into overdrive to stop you getting squashed

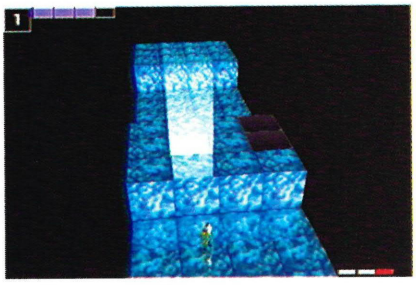




Only the quickest reactions will enable you to survive the torrent of oncoming blocks



If you think it's all looking a bit samey, you'd be right. It's all in the gameplay though!





The fewer mistakes you make i.e. destroying black blocks or missing normal ones, the bigger bonus you get

required you will see more and more black cubes and it's essentially how you go about avoiding these and clearing the others behind that reflects how successful you'll be.

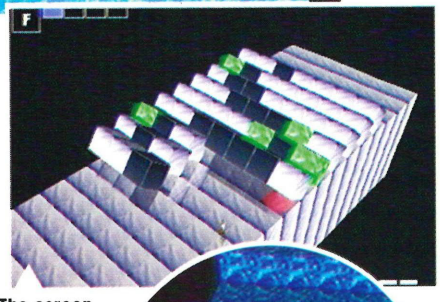
If you get a two player game underway, you play alternately and the winner is the first to successfully clear five rounds without collecting a single black cube. This can go on for some time as the walls of cubes do become more and more perplexing.

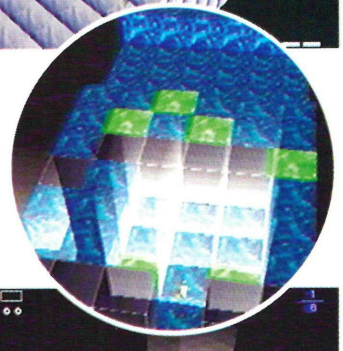
It's the simple gameplay which really makes Kurushi. You can play almost instantly with no difficulty whatsoever in getting to grips with what does what. It only uses two buttons so anybody can pick up and play.

Kurushi won't win any awards for its graphics although they do work well and look as clean as can be. The name of the game is simplicity and gameplay which it has in abundance so, for what it offers, it's undoubtedly a success.

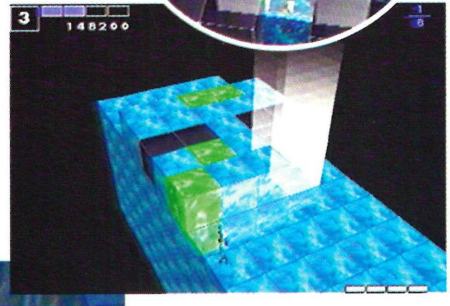
The music which pipes from your speakers is straight from a movie soundtrack – big, bold and very brave. There's no guitar wizardry or pumping techno beats for this one.

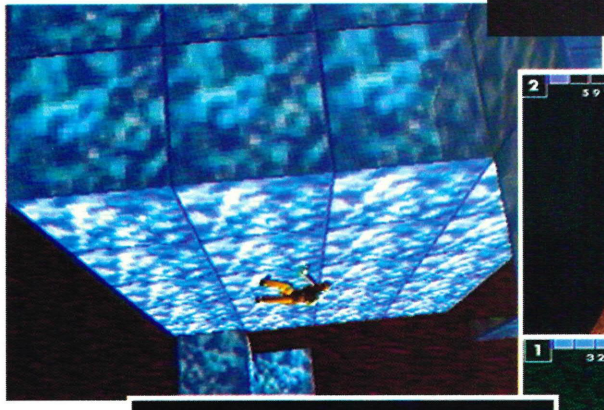
Add to all this the simple instructions and the different camera views and you have one of the strangest and most original games to appear on any format. Its only fault is that it may just be a little too clever for its own good.

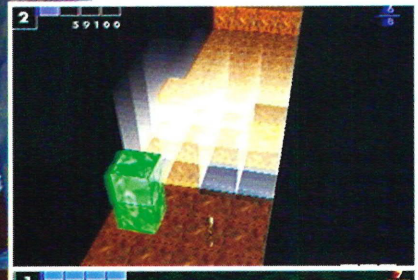


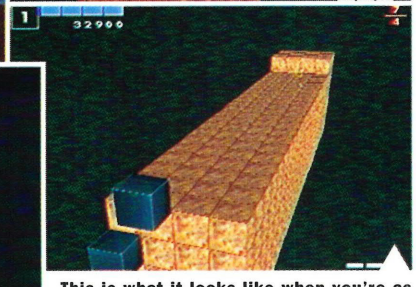


The screen is filled with bright coloured lights when you use one of the green blocks to capture the others











If you make too many mistakes you will run out of space to play in and dramatically fall to your doom into a bottomless chasm. GAME OVER!

This is what it looks like when you're as good as me – with all the blocks captured you can stand safely at the other end. Until the next lot come along that is

PRO SCORE

GAME Kurushi
GENRE Puzzle
SOFTWARE HOUSE Sony
CONTACT 0171 447 1600
RELEASE DATE October
PRICE £44.99

It's always a welcome surprise when something turns up which proves that there are some thinkers out there trying to do something a little different. Kurushi is a very simple idea which has been well thought out and is guaranteed to have people tearing their hair out in sheer frustration as they play. The number of levels and the thought and skill involved should be more than enough to warrant anybody taking a closer look at this. I'm not sure I would fork out the full price for it, but it's certainly had me hooked from the off. I'm just not sure about its lasting appeal since all the levels are much the same. But then so was Tetris.

GRAPHICS 7
SOUND 7
GAMEPLAY 9
LASTABILITY 7

7½

PAUL I spent a week trying to avoid reviewing this but when I finally palmed it off I saw people playing it for ages. It's unusual and addictive. Graphically bizarre but in the end the playability wins the day

JAY A sort of surreal mix of Tetris, Q Bert, Hopscotch and the good old Rubik's cube makes Kurushi one of those games that looks pants, but is amazingly addictive and completely absorbing. Check it out today!

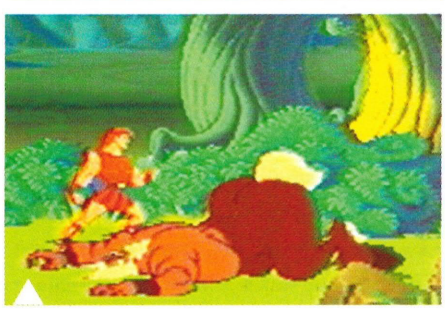
HUGH The way the Kurishi CD was thrown about from person to person when it first came in suggested it was infected, but after loading up we couldn't stop people playing it. Fascinating and addictive - give it a try

JAMES Bit of a strange one, this. Initially I thought I'd hate it, but after just a couple of games I must admit I was hooked! The graphics are not outstanding but the gameplay more than makes up for it

Hercules

Ever felt the urge to don a loin cloth and battle snake haired monsters? No I haven't either, but Hercules looks like a good laugh





Although Hercules is a muscle bound hero, this doesn't mean to say the action revolves around beating people up. Some parts of the game actually require a little bit of brain work

You have to hand it to Disney, despite its annoying habit of taking centuries old tales from a multitude of cultures, painting them over with a politically correct gloss and cute animation and claiming them as its own, it still does quite a good job of it.

A few years ago Disney jacked in all the traditional Snow White crap that it had been peddling for time immemorial and opted for a smart, sassy and genuinely funny style that would appeal to adults as much as little kids. As well as chucking out all the old scriptwriters and bussing in a load of new ones who were actually quite funny, Disney decided to try and tempt a few actors into providing voices for the characters.

After roping in the likes of Rowan Atkinson, Matthew Broderick and Jeremy Irons for the Lion King, Disney decided to go one step better in its latest production. Hercules features the voice of the magnificently manic James Woods, a weasel like fella who normally specialises in playing cocaine freaks (and the second coolest bloke in Hollywood after the great Dennis Hopper), Bobcat Goldsmith, the mental Mr. Zed from Police Academy and everybody's favourite Brooklyn fat bloke Danny DeVito.

Disney hasn't exactly been slow to pick up on fact that there is as much money to be made from merchandise (in particular video games) than from the movie itself. Aladdin proved to be popular on the old SNES and Amiga, and a few years later The Lion King met with similar success.

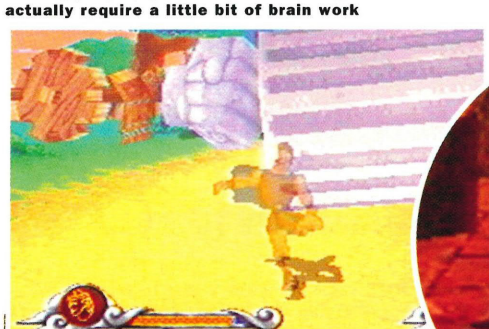
Just like the films, the Disney game formula is very simple – fun, colourful platformers with cartoon graphics and levels based broadly on the plot of the film and Hercules doesn't waver from the formula in the least.

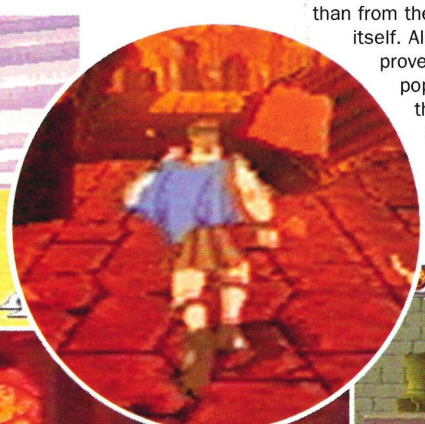
However I can't really talk about the game until I've talked about the storyline so brace yourself for a unique piece of PlayStation Pro potted mythology. Hercules was the son of Zeus, head honcho and bearded God fella who lived on Mount Olympus with all the other Gods. When still a little nipper, he was stolen away by the evil Hades and given a special potion to drink that turned him from an all powerful junior God to being a strong but mortal man.

Many years later, Hercules resolves to regain his rightful seat on Mount Olympus by battling the various multiheaded monsters, one eyed giants and Centaurs that Greece was infested with at the time, culminating in a huge battle with the evil Hades himself.

When I first loaded this up and worked my way through the titles screens, FMV and all that kind of stuff, I was frankly a little disappointed. Although the graphics were presented in a very attractive, colourful way, to be honest, the game looked little different from your average 2-D platformer, albeit with a few fancy effects to prove it was written for the PlayStation. However, after only a few minutes of play I was hooked.

My initial opinion on the game couldn't have been more wrong. Disney has pulled a blinder here – although Hercules kicks off on a platform level, the subsequent levels plunder all manner of arcade genres. For instance, the second level is designed along the lines of a racing game – you've got to pilot Hercules through a tricky gauntlet of falling pillars,



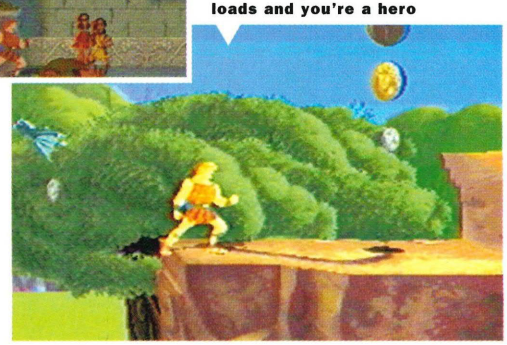


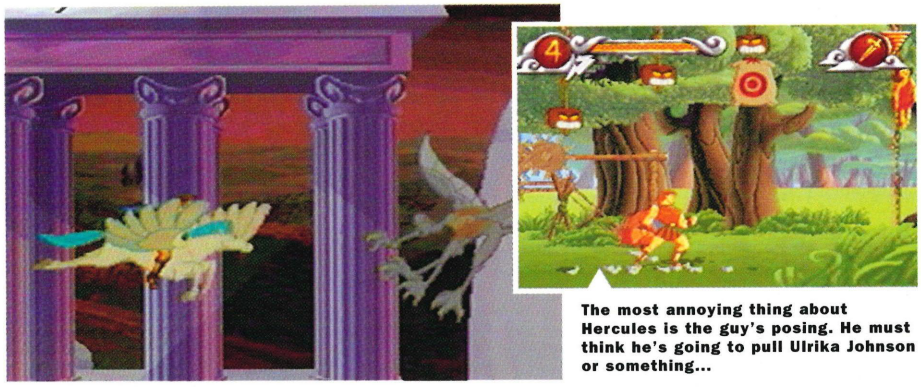


Between the various levels you get decent sized snippets of the film



Collect as much loot as you can throughout the game. You'll be rated on how well you do. Miss loads and you'll be a zero. Get loads and you're a hero





The most annoying thing about Hercules is the guy's posing. He must think he's going to pull Ulrika Johnson or something...

swinging sacks and spinning tops all presented from a 3-D perspective and the last level entails flying Pegasus past hoards of stone birds (Rocs) and evil gremlins, all presented like a side scrolling shoot 'em-up.

And each level works perfectly. Although the platform game may be one of the oldest and graphically lacking genres of computer games, the levels in Hercules are a joy to play and really capitalise on the traditional strengths of the genre. There is an excellent mix of run, jump and slash action and problem solving. For instance, parts of various levels can't be accessed unless you lug something along and position it to your advantage.

You can tell quite a lot of thought has gone into designing the end of level bosses because each one needs to be defeated in a different (and not immediately obvious) way. I spent ages trying to work out how to get past a huge Centaur at the end of one of the levels until, by accident, I managed to get Hercules haring about on the horsebloke's back until he collapsed from exhaustion – brilliant.

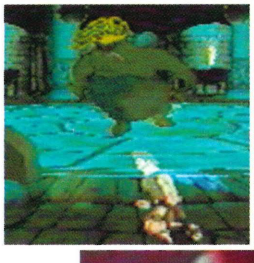
Although some may criticise the fact that Hercules doesn't use the full potential of the PlayStation (polygon models and texture mapping are all quite thin on the ground here) there is no denying the fact that the game is well thought out, thouroughly entertaining and well polished game.

Medusa's Lair is a cunning level. There's only one way to beat the snake-haired moose and I'm not going to tell you what it is









PRO SCORE

GAME Hercules
GENRE Arcade
SOFTWARE HOUSE Sony
CONTACT 0171 447 1600
RELEASE DATE Out Now
PRICE £44.99

I loaded up Hercules fully expecting to get bored shitless within the half hour and end up playing G-Police instead. I was wrong, three hours later I was still glued to the screen developing a throbbing headache and a good dose of eye strain. I do have some criticisms – namely that Disney could have done with making Hercules just a little harder and it could have used Danny de-bloody-Vito's voice a little more sparingly, but Hercules is definately a cut above the usual movie tie-in fare. Unlike many games, there is a fair bit of variety within the game which ensures that you never get bored and will play incessantly until Hercules has regained his seat on Mount Olympus. You could do far worse than give this game a look.

GRAPHICS 7
SOUND 8
GAMEPLAY 8
LASTABILITY 8

8

PAUL **Think of Aladdin on the Mega Drive, times it by 10 and throw in Danny DeVito's dulcet tones. Disney has stuck to its usual recipe and cooked up a another platforming feast for all the family**

JAY **A surprisingly entertaining effort from the boys at Disney and one which will thrill the younger audience to bits, plus entice the more mature gamer in for endless bouts of mythical platform madness**

JAMES **Nice cartoon graphics with some beautifully animated sequences between the levels. This game is full of comedy touches but doesn't last long enough. No real challenge unless you're really crap**

ANDY **Keeping the true feeling of a Disney movie, Hercules is pretty top. The movies are adored by millions the world over but the games are usually only enjoyed by kids. And this is no different. Unless you're a big kid**

BY PAUL McNALLY

Nuclear Strike

Over the past few years we've had Desert Strike, Jungle Strike, Soviet Strike. What next? Personally I'm all for Miners' Strike (if you'll pardon the untopical gag...)



The jet fighter is just one of the many different vehicles you will have to tear around in to complete Nuke Strike

If only I was writing this review a decade ago, that Miners' Strike joke in the intro would have been topical. Thankfully it's only you lot so it doesn't matter, but we might as well get on with it anyway before we run out of room. A lot of you have probably been awaiting Nuclear Strike with baited breath after the success of Soviet Strike, and rightly so. Load it up and you're hit immediately by a game that's trying to progress through its various incarnations.

For those of you who've been in prison since the halcyon days of the MegaDrive, the Strike games started off with you just controlling a helicopter over the desert in a Gulf War scenario. They've now progressed to flicking between vehicles like there's no tomorrow. One minute you'll be in the familiar old helicopter gunship, the next you'll have picked up a hovercraft and be hammering across all kinds of terrain rescuing, killing and liberating in the name of greater good.

We now have more photo-realistic scenery than ever before and, if you're watching





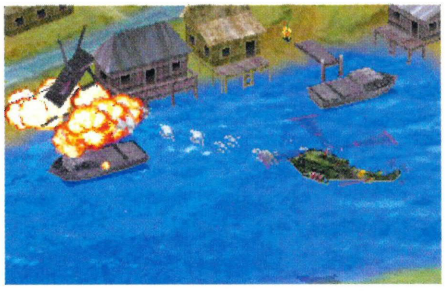
The terrain is pretty barren after you unleash havoc onto the local populace

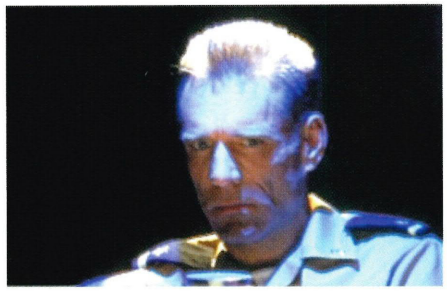


You've found the enemy encampment, now all you need to do is destroy it!











This enemy village should be a formality to destory. Let rip with your weaponry

Nuclear Strike over somebody's shoulder, you can't fail to be impressed. You still start off in the trusty old helicopter gunship and be set an initial task of destroying what are known as Smoke Pits. These deep holes in the ground are kept burning to provide a smoke cover for the enemy's sensitive locations. It's a pretty easy introduction to the game as long you as you keep a constant eye on where you are by using your trusty radar map which will highlight the three targets until you demolish them with your airborne rain of death!

And so on and so forth. Most of you will have played something of this ilk before, especially if you've had a previous console, and that could be where the problem lies. Okay, so we have the nice variety of different vehicles and weapons but, scratch beneath the surface and do we have the same gameplay as every other time? Yes I think we do.

The only question that remains after this is whether it's still a decent game and, once again, the answer is yes. It's just getting a bit long in the tooth these days with a fresh lick of paint here and there, to keep prospective buyers interested.

It was a phenomenally good idea all those years ago for the Sega console but maybe people are beginning to want a little bit more in the originality stakes, rather than just constantly churning out for sequels and rehashes. It's not really fair to aim this criticism just at Nuclear Strike though, which is a tried and tested formula that works well. It would be nice though to see a few newer features in there somewhere.

One part that is constantly being improved is the Full Motion Video. If you've already got or played Soviet Strike you'll recognise some of the characters from the FMV sections that return as part of the Strike team to help you once again.

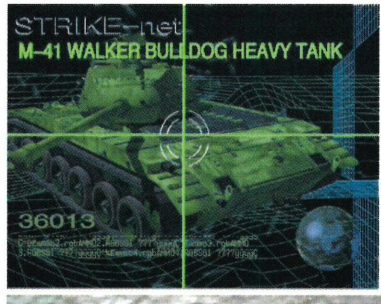
The FMV, once again, actually adds to the aura of the game and makes you feel more like a part of things as everything hots up and begins to get more hectic. The FMV really links in well with the rest of game as the action flicks into the movie sequences seamlessly giving you all the background information you need on the current mission.



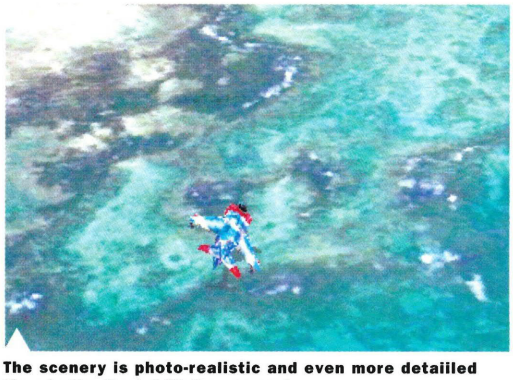
The detail quality is really quite remarkable. The Nuclear Strike team have done another great job

Here you are in your trusty old chopper, scene of many an heroic battle over the last few years









The scenery is photo-realistic and even more detailled than in the Soviet Strike prequel





You are given information on the craft you will be facing before each mission from your team





Nuclear Strike

▶ Other plus points for Nuke Strike are that it now boasts a much faster frame rate which helps matters greatly when it comes to the game's many combat situations. Soviet Strike was accused of flickering and slowdown in issue two of this very magazine, but this wasn't noticeable in NS which is obviously good and shows the programmers have been working on the code behind the scenes at least.

Electronic Arts tells us that the AI has been richly improved and it certainly does seem to be the case as enemies tend to behave somewhat more intelligently, although you'll still get little Viet Kong type villagers standing firing pistols in direct line of your mighty helicopter.

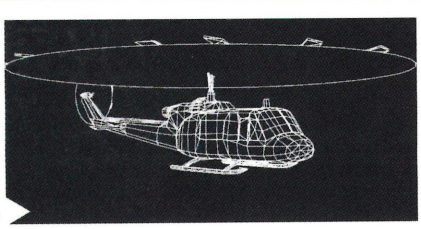
The lighting effects have also been enhanced and weather conditions chucked into the bargain, and the overall effect works very nicely. Like I say, the only major fault is that the basic gameplay is staying exactly the same regardless of the prefix to the word Strike. If it isn't broken don't mend it is obviously the order of the day here and while I can see why, it would be nice to see the coders working on adding many more things to do as well.

Having said that, it won't bother everybody and a lot of people will still get a lot of enjoyment from Nuclear Strike, perhaps more so if you haven't already got Soviet Strike. It's only getting an eight from me because of its similarity to the others, but it is a beautiful looking game that you can just pick up and play anyway. Still recommended.





Each craft handles differently but not tremendously so, so you'll still find the learning curve simple



The FMV sections in the game are varied and well done, linking in well to tie the story together

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PRO SCORE

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

We're perhaps getting to the point where we're a Strike too far. To be honest things are getting a bit samey although the basic game is still enjoyable to play. The graphics keep getting better and better and the variety of craft is ever increasing, but as they don't handle any much differently from each other anyway so in a frenzied moment you tend not to even notice what you're controlling at the time. It's obvious that Nuclear Strike is a good game but any gamer worth their salt will have Soviet Strike anyway and whether it's worth adding this to your shelf if that's the case is the big debate. It gets an eight from me cos it's still a classic title that has made the genre its own but just be careful out there...

GRAPHICS 8
SOUND 7
GAMEPLAY 8
LASTABILITY 8

8

HUGH **Admittedly the Strike series is quite long in the tooth now, but let's face it, with graphics like this, brilliant gameplay and ample opportunity to blow things up, I don't think it can go too far wrong.**

JAY **The Strike series goes from strength to strength with each addtion to its missile pumping family tree, and this is no exception. There's no question about it really, this is excellent and you must buy it immediately**

JAMES **An impressive addition to an already great series. I enjoyed Soviet Strike and the improved FMV in Nuclear Strike adds that extra something. Definitely one to be recommended**

ANDY **Much more varied and interesting than the rather splendid Soviet Strike so for this reason alone it's got to be worthwhile taking a closer look. An improvement all round and as essential as its predecessor**



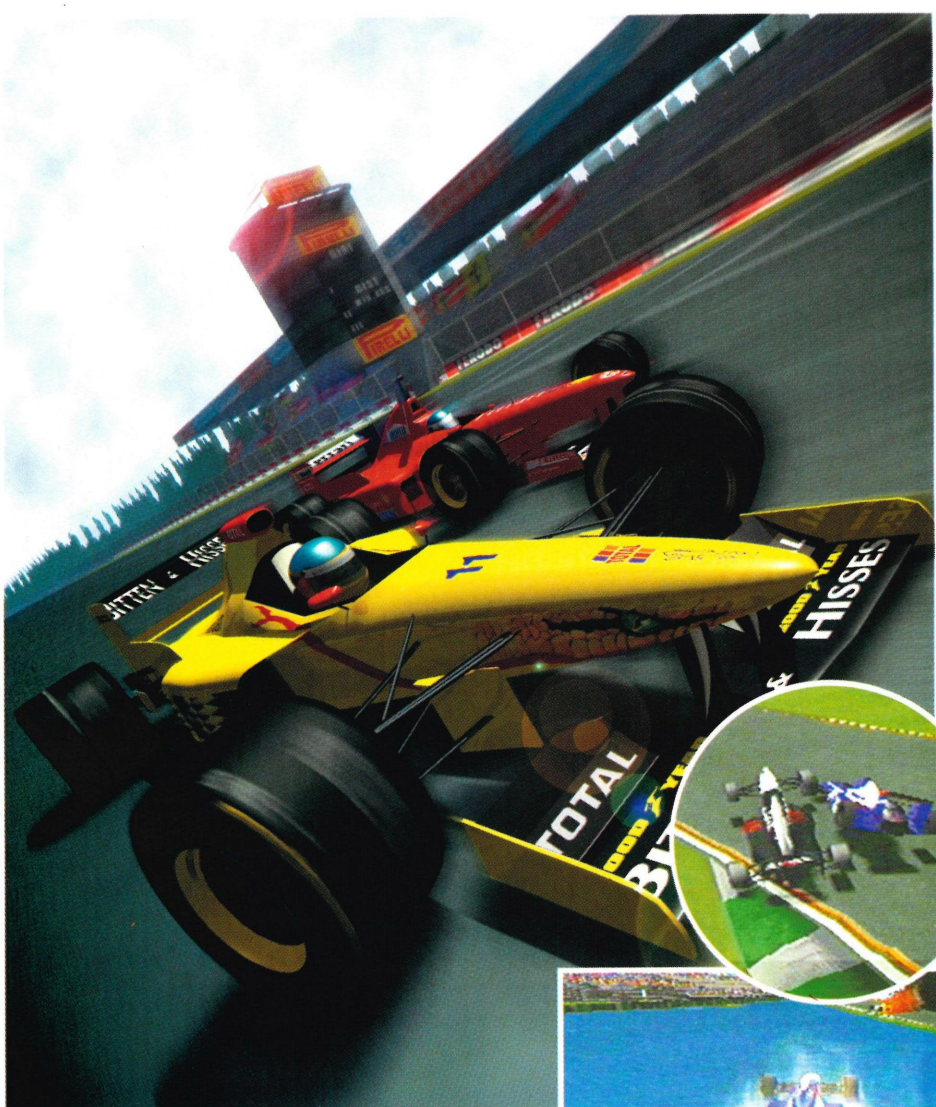
IT'S NOT FLIGHT SIMULATION, IT'S FLIGHT STIMULATION.

ACE COMBAT 2

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Formula One '97

The eagerly awaited sequel to F1 is laps ahead of its predecessor. If this is the Williams team then the original is the Arrows









If you play using the cockpit view you will need to tear off the dirty strips as you go to keep your view clear



The damage option is now far more realistic and you will have to look after your car to stand any chance of making the winner's podium

Rapidly becoming one of the dullest sports on TV alongside golf, Formula One has had all of the fuel siphoned from its tank due to the modern restrictions. The same can't be said for the sequel to the globe conquering F1 from Psygnosis.

The real Formula One has become a victim of its own safety restrictions, which is fine for the drivers and teams involved but cuts down on the thrills and spills. Thankfully, when you begin a game of F1 '97 you are still an amateur on the tracks and this offers players more than their fair share of action.

For all the original game's fine points it did have a few niggling problems which made it almost impossible to win any title when the leading cars never pitted in. There are no such faults in the sequel, although I did notice that whenever I set out for a qualifying lap in Australia on many occasions a Williams always pulled out of the pits just ahead of me. Every time.

Still that is only qualifying and when the action is far more realistic than last time who can moan? All the down points fired against the original have been excluded and there's now a split screen option. The split screen works quite well with none of the speed being lost but what it does lose are the other drivers on the grid. You may only have yourself and your opponent hammering around the circuits like there's no tomorrow.





See that Ferrari down there? Well that belongs to a bland German driver who needs taking down a peg or two

The race begins when all the lights go out. A good start is essential if you're to make your way through the heavy traffic



A daring overtaking manoeuvre takes you up on the kerb and gains you a place in the pack



The yellow flag is out to make you aware there's been a collision. As if you wouldn't know

While this is fine if you're of the same standard, it loses its appeal when you don't see each other once the first corner is rounded. The arcade mode also gives you far more responsive steering and allows you to bounce around the circuit without sustaining any damage. The clock counts down in true arcade fashion and you must reach the checkpoint before all is lost.

The improvements don't end here however, there are many more such as tear offs on your visor if you're viewing from a driver's perspective (which is actually not recommended as you see next to nothing ahead). The pit stops now are much more detailed although you still watch as the work is done once you've selected your tyres.

The views haven't changed too much from the original with the choice of a far away view down to the aforementioned cockpit view. Where the game has improved (for Grand Prix snobs at least) is that you can choose whether or not you have mechanical failures included or varying weather conditions to overcome.

Both these options bring added realism to the game but can also be a real pain. You can now understand exactly how a driver feels when his engine blows on the last lap when he's way ahead of the pack or spins off in the torrential rainfall. Never again will you laugh uncontrollably as someone loses it in the final stages as their engine blows due to a fuel line problem. Especially if you opt for a full length Grand Prix.

You may begin qualifying or even the race itself in blazing sunshine only for the clouds to gradually thicken and leave an overcast horizon before it finally begins to drizzle and then, before you know it, the rain is pounding down. This makes your tyre selection all the more important. You should pay attention to the skies overhead and look for change before making your decision to enter the pits. As in real Grand Prix racing, this is the difference between winning the race or being a mere second.

Your pit crew are in constant contact with you throughout the race and give you vital race condition changes or let you know they're ready and waiting for you to make your stop. You unfortunately cannot give them any reply, just pay attention to their observations and act on them if necessary.

The beauty of F1 '97 is that it caters for almost anybody who loves racing games. The technical fans will love the challenge of setting their car up for the race to gain maximum

All change

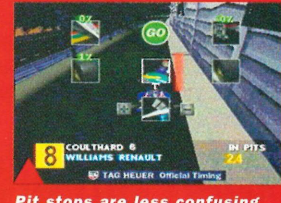
There are many differences between the original and this new version that give it more realism. As well as a redesigned and totally different front end the differences are plentiful. The three top screens below are the original and the bottom three are the new release. As you can see the two games vary quite considerably



The old circuit at Brazil has been improved to include the kerb which has been added for this season



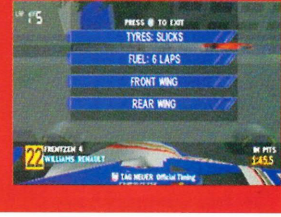
Rain plays a greater part in the new release and can come and go as it pleases. Much like real rain



Pit stops are less confusing so all your decisions quicker. Your time won't suffer too much as a result







Formula One '97

performance and arcade racers will adore the sit down and get on with challenge of the arcade challenges which gradually become more and more difficult the more you progress through the circuits.

The other drivers now have far greater AI and will now brake rather than plough into your car or steer wide to avoid a collision. This adds a little more enjoyment as you play cat and mouse with another driver at high speeds.

All these little improvements make this a far more enjoyable experience than the original which pales in comparison with this, its big brother. All the options and little intricacies mean you can now gain far more in all departments than the original offered. It now has so much included that it does admittedly become a little mind blowing. You will discover new touches and little options which make all the difference each time you play.

Another notable difference is that cars can now fly into the air after riding up the rear wheels of other vehicles and, if you're really unlucky, you will lose an entire wheel which will bounce off into the distance.

As is the norm with almost every sports game nowadays, no expense has been spared in terms of the commentary. Murray Walker spooned his way through the original and he's back here for more of his excited rants along with his oh so interesting sidekick, Martin Brundle who, on the evidence of this, will bore the socks off just about anyone.

Both the commentators now have much more advanced and varied speech with more information about the teams, drivers and their cars at their disposal – from design points to how qualifying has now been made much more difficult for the smaller teams. All these points didn't need to be included they're just here to make the whole thing as interesting and varied as possible. And it's succeeded.

When all is said and done, F1 '97 is everything the original should have been and with all the improvements it is now the ultimate for any technical racing fan. So much has been crammed into the game it's scary. What's more, your decisions and alterations do actually have some bearing on overall performance. It's laps ahead of the rest.

GENRE COMPARISON

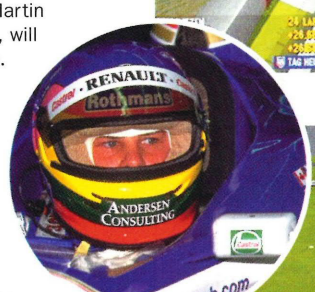
Game Formula One
Software House Psygnosis

The original Formula One was well ahead of its time and, although it had a few flaws, it still sold like nothing else on Earth. Compared to its big brother it now looks like it was the blue print for F1 '97. It's still one of the essential purchases after all this time





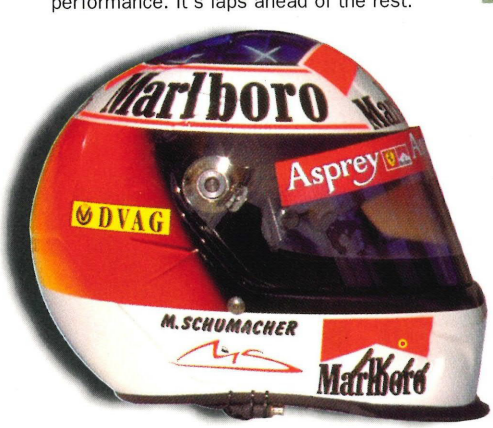
Sticking to the racing line is highly recommended. One wheel off and the lap time could suffer terribly







No surprise to find that under that cloud of smoke is a certain Mr Damon Hill. Maybe next year he'll sign for a half decent team



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PRO SCORE

GAME Formula One '97
GENRE Racing
SOFTWARE HOUSE Psygnosis
CONTACT 0151 282 5000
RELEASE DATE October
PRICE £44.99

As much as I loved the original Formula One, it's true to say that there was just a little something lacking on the longevity front. This just isn't the case with its big brother. Now you can get much more involved with the whole of the process of tuning your car up, from the brake ratios to the amount of fuel you carry and seeing how far you can push yourself. It looks fabulous with the improved graphics, plays just as well, sounds scarily real and has just about anything you could ask for. Thankfully Murray and Brundle converse realistically with much more dialogue than the original. The only improvement they could now make is including a full grid in a two player split screen game. And that's about it. A true classic in every sense.

GRAPHICS 9
SOUND 9
GAMEPLAY 9
LASTABILITY 9

9

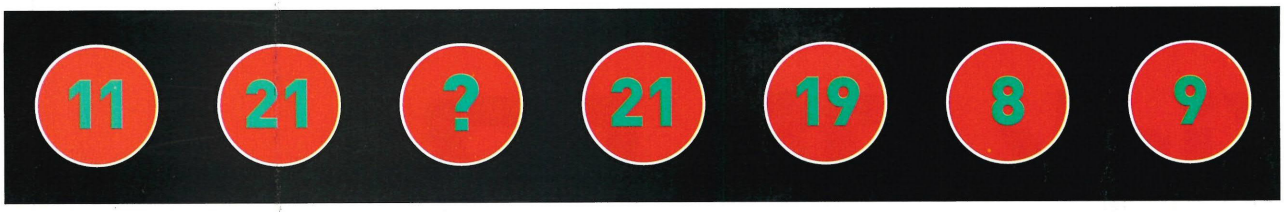
HUGH **Any game which employs the voice of sound old git Murray Walker wins my vote. It looks better and plays better than the original. If the original was Villeneuve, this is Schumacher – definitely better**

JAY **The minor niggles of the original have been ironed out. The new graphics, enhanced gameplay and numerous other excellent additions make this is another classic 'must-have' purchase from Psygnosis**

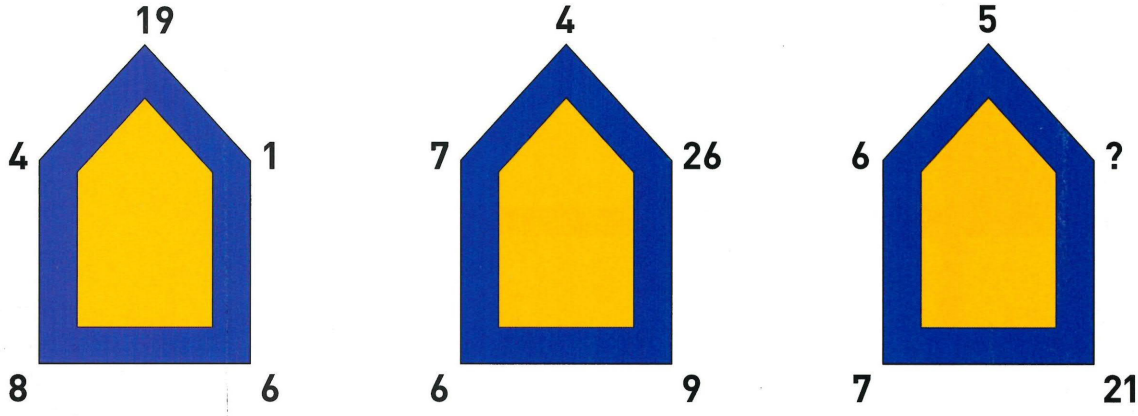
JAMES **A definite improvement on the original – smoother graphics and better commentary with Martin Brundle trying to make sense of Murray Walker's sensless babble. A dream of a drive**

PAUL **An even classier product this time around. I still don't like F1 as a sport though. A fine racing game with Murray Walker sounding convincing if you don't listen too closely. Definitely one to look out for**

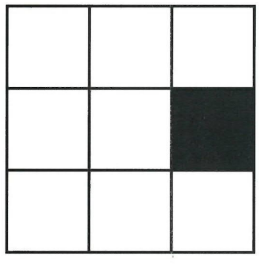
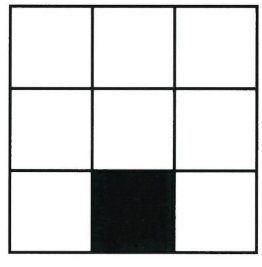
The question mark should be replaced by what number?



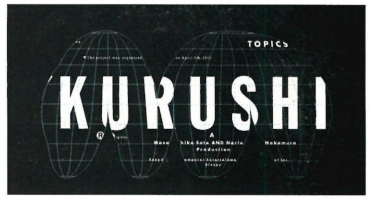
What is the missing value?



Complete the equation

If  equals 4  equals ?

IF YOU CAN SOLVE THESE PROBLEMS, YOU'RE HALFWAY TO SOLVING



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SONY PlayStation™

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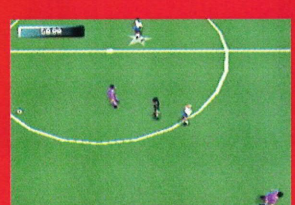
Kick Off 97

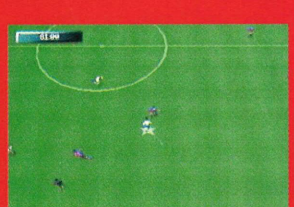
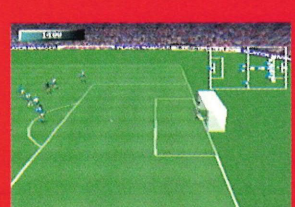
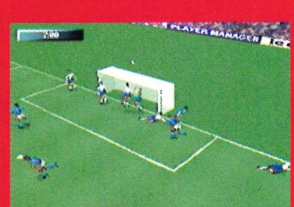
Just what the world has been waiting for – a football game. The PlayStation has certainly missed out on these beauties in the last week or so

Variations on a theme

No football game would be complete without some exhausting views. Here are just a few of the ones available during a match. Some are better than others but you will eventually settle on the one which suits you. Isometric views work the best as the others don't give you a wider view of the pitch and players around you



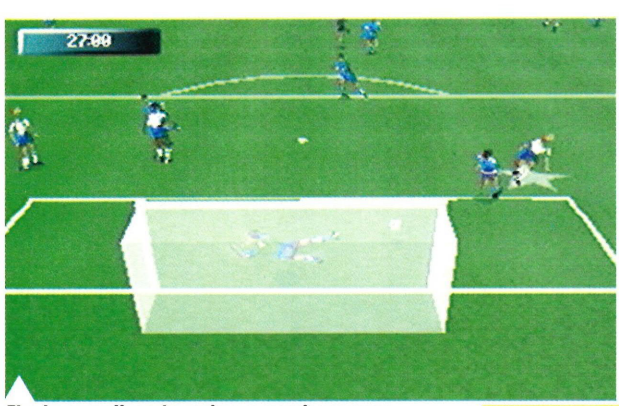
Now that the season is well under way, it seems inevitable that the next wave of footy games would be making its way onto the shelves to tempt you away from your hard earned pennies.

Maxis has joined forces with Anco, who was responsible for the bold attempt at Player Manager which pulled up short on a few fronts, but even now it's the only one brave enough to get its management game on the shelves. There will be others in the fullness of time which may put Anco's release to shame, but we will have to wait and see.

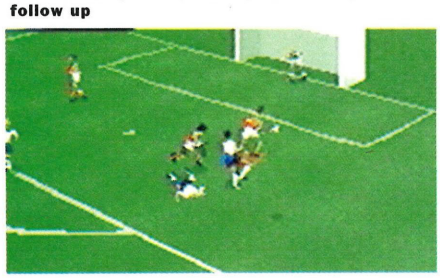
Anco has been the team behind the old classic Kick Off releases on other formats over the years and it has put everything into the PlayStation debut for the old war-horse. Having more in common with FIFA than the more arcadey Soccer 97, Kick Off incorporates the intricacies of the modern game.

Three of the leading Premiership players have been used to gain the most diverse motion capture seen to date. That shining example of professionalism Ian Wright is just one of the players involved, as are his Arsenal team mates David Seaman and Patrick Vierra.

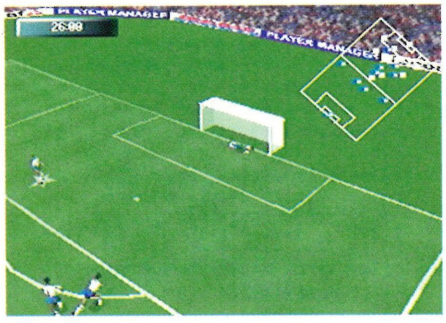
And this is where the main problem lies. As in the FIFA games, the motion capture fails to live up to its promise, leaving the players running at a less than impressive pace and lessening the thrills as a result. The movements are rigid,

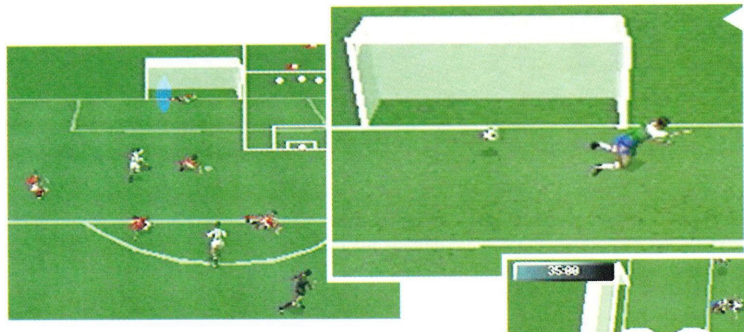


The keeper dives to makes a wondrous save. Unfortunately he'll probably fail to stop the follow up









The keeper dives completely the wrong way as a penalty hammers into the back of the net



This looks like the halftime score between Man City and the Cock And Bull Sunday league team. But it can't be, City have a goal!

giving you the impression you're controlling cardboard players rather than fast paced highly skilled professional footballers.

In terms of features, however, Kick Off 97 has as many, if not more, than numerous other releases. For this reason the gameplay is as complicated or as simple as you want it to be. If you want a game where you only play direct football with no intricacies or flair then you needn't bother learning all the different touches.

If, on the other hand, you want a complete game with all the back heels and overhead kicks included, you're going to have to spend quite some time adjusting yourself to all the timing for the maximum effect. At the end of the day this is what you must do if you're to get the most out of the game.

A good sense of timing will be essential in any simulation but it is an absolute necessity in Kick Off 97. One tap of a button at the wrong moment could put you in grave danger. An example of this is the square button which shoots, crosses, heads and volleys the ball, among other things. But perhaps its most important function is that is also the tackle button. The problem arises here that when you are defending a cross and wish to head the ball out and you time it wrong, you end up sliding in on an opposing player and giving away a penalty.

The stadium and pitch itself can be viewed from a number of angles, from a vertical overhead view to the more user friendly isometric angle where you still have the option to be in close or zoom out for a much wider view of the game.

The speed of the game is also definable. You can either have a slower game or a couple of faster games which in all fairness are far more enjoyable. The pace of the action is less than flattering at the best of times.

A notable difference between this and many other releases is that the current players for the teams are included as well as the league teams from almost all European nations. This means you can have a little decision in both the squad and the tactics you will employ during the match.

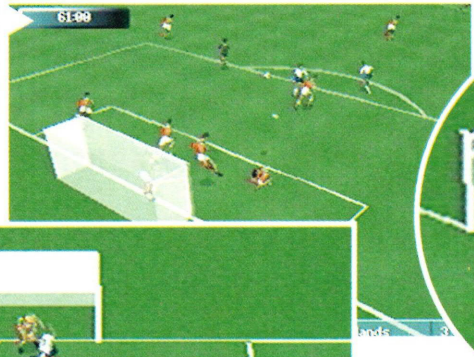
All players and teams are graded so you can see their weak and strong points at a glance and decide tactics accordingly. Nothing new there of course, it's just the depth and number of both complete teams and squads which shows the others exactly how it should be done.

You may also wish to set up your own leagues featuring just about any team you wish from almost any league you want. International teams can play against a league team just to ▶

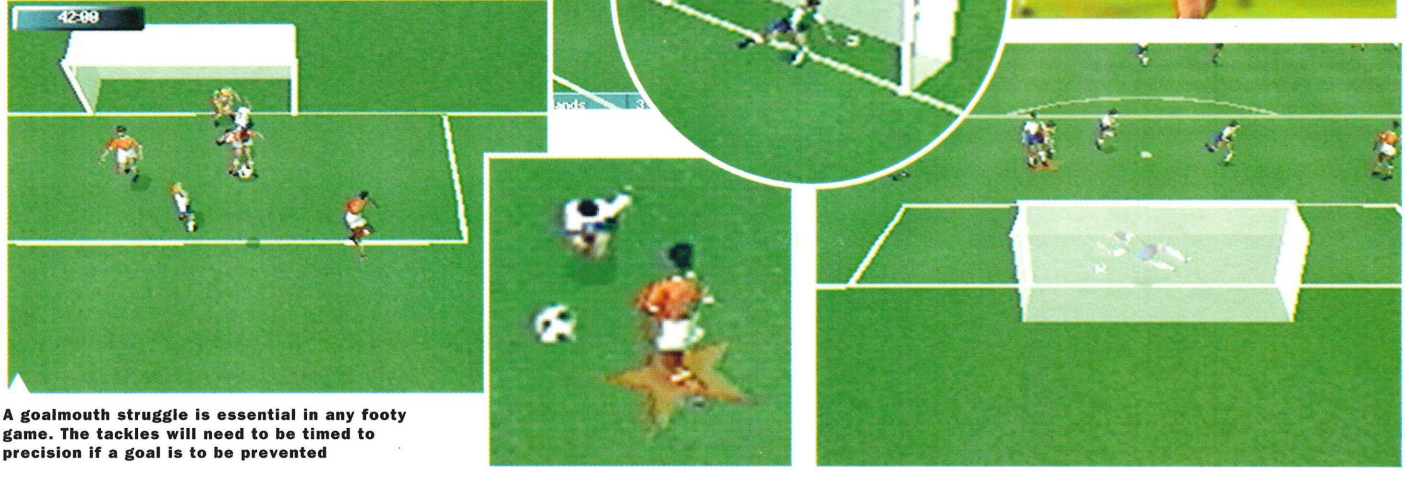


Goal kicks are directed using this pointer. It won't reach that far but it's always worth a go

Defensive headers are also tricky to time but are essential if you're to clear crosses and corners with a minimum of fuss







A goalmouth struggle is essential in any footy game. The tackles will need to be timed to precision if a goal is to be prevented

Kick Off 97

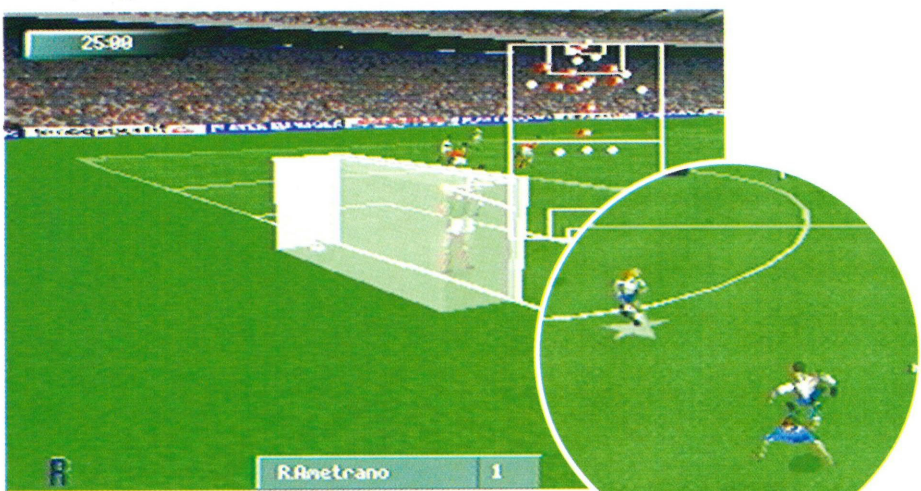
see how they will fare against the best (or the worst for that matter).

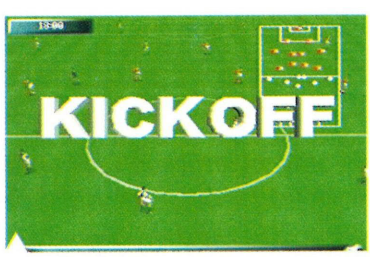
Kick Off 97 tries just a little too hard to be a combination of an arcade game and a simulation, incorporating far to much for its own good. If the players and gameplay were as fluid as an arcade game then this would be fine, but it's just far too sluggish and lacks a little push which would stand this away from the pack. As it is it's a victim of its own ambition.

In both simulation and arcade modes the scores are highly unrealistic. An example of this was the 8-3 drubbing Holland received from Crystal Palace. The match isn't a feasible one but if it happened could anybody ever really conceive that the result was realistic? It doesn't end with league teams this can also happen with Italy v England or Holland v Germany. This spoils any shred of realism which it holds.

Visually it stands somewhere between FIFA and Soccer 97. This is neither a good or bad thing, as gameplay is where a game is made or broken. Kick Off 97 fails to take your breath away in just about every department which is a shame as it could have been one to break the solid mould of PlayStation football releases. Unfortunately you just end up wishing for something resembling action to occur during any match. The whole thing is just a little too rigidly defined for my liking.

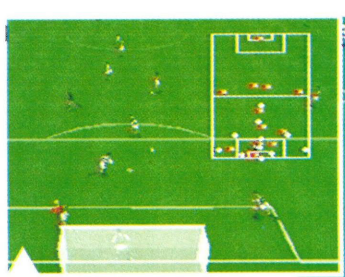
If any sequel is planned for the future however, Anco has laid itself some strong foundations to build upon. This release however just doesn't hold its own against the growing number of games already available. It doesn't really have a strong or unique point for potential buyers to pick up on as say All Star Soccer or Actua Soccer and its imminent sequel.



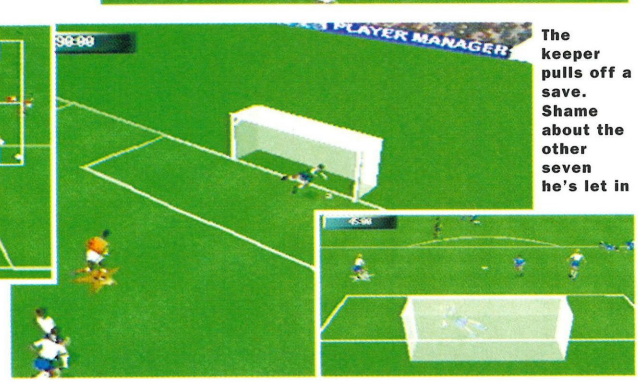


The far views are particularly handy if you want a great view of the pitch. Unfortunately you can't gauge distances as well as you'd like





The scanner can be switched on at any time to give you an accurate view of exactly where both you and your opponents are



The keeper pulls off a save. Shame about the other seven he's let in

PRO SCORE

GAME Kick Off 97
GENRE Sports
SOFTWARE HOUSE Maxis
CONTACT 0171 505 1500
RELEASE DATE September
PRICE £44.99

Football games are always difficult to review as, generally, they're all much of a muchness and distinguishing one from another isn't always an easy task. Kick Off 97 doesn't seem to know if it wants to be a simulation or an arcade game, which would be acceptable if both weren't included in the options here. And there's no difference whatsoever in either of the games at the end of the day. The score lines are usually pretty unrealistic unless you play in a league match where the scores become far respectable. To sum up, Kick Off 97 has far more detail in terms of touches and trickery than most but somehow it just doesn't gel. It lacks any lasting appeal. In fact, on the whole, it lacks any appeal.

GRAPHICS 7
SOUND 6
GAMEPLAY 6
LASTABILITY 7

6½

HUGH The phrase "It's nothing special" could have been tailor made for this game. Huge expanses of bright green pitch with stick men running about it – it just fails to interest me I'm afraid

JAMES Tries hard to look and play like every other footie game out there, and succeeds quite well. Shame the majority are kack. With nothing new to capture the imagination, this one just makes up the numbers

JAY In my opinion, Kick Off 97 isn't as ground breaking as I'd have liked it to be, nor is it as bad as some of the dross out there taking up shelf space. A definite one to try out before handing over any cash

PAUL Didn't really like the PC version of this either despite the plaudits it received. I'm still in a similar frame of mind about this one too. There are better footy games about that you should seek out first

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YOU GOTTA BELIEVE!



Yer damn right! Word up homeys, Sony Computer Entertainment is so hip and happening that it has scored us a top top top competition to celebrate the release of the PlayStation's first hip hop hero, namely my man Parappa The Rapper.

On offer we have a fine first prize of one Sony Mega Bass portable CD player with which to 'blast ghettos' with your hardcore gangsta rap and phat beats, plus the lucky sod who wins will get a copy of the game, a funky T-shirt, a comedy Parappa hat (complete with ears) and a wad of Parappa stick-on tattoos.

Second prize is one of those Sony arcade sticks with the big buttons (so you can play the game more easily), along with a copy of the game, a hat, a shirt and some more of those crazy buckwild tattoos.

We also have five runners-up prizes consisting of a T-shirt and tattoo package. Interested? I thought you might be. Well, all you have to do to stand a chance of winning some of this fine booty is make up a rap of no more than 50 words, telling us why either PlayStation Pro or the PlayStation is so darn fly. Easy eh?

The winners will be published in a future issue and no doubt several record companies will be hammering your door offering contracts as soon as they see your lyrical waxing. Maybe. Anyway, get your raptastic slacks on and send off your bug-ass rhymes to the usual address before November 1. Make sure you mark your envelope "WICKITYWICKITYWICKITYWACK". Word.





Playstation Pro Disclaimer: We do not guarantee that the clothing depicted will make you look this good!!!





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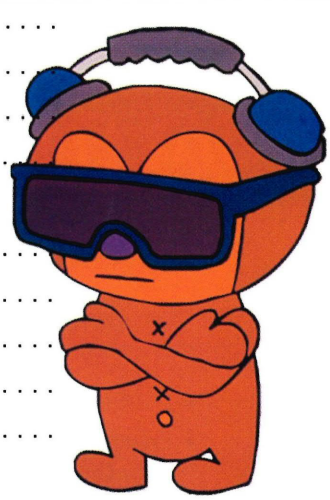
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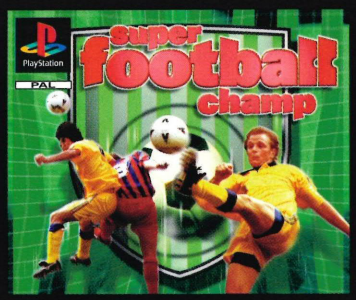
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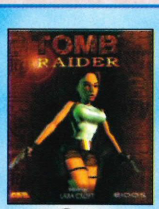
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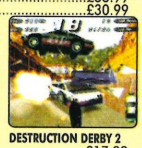


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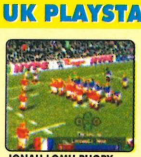
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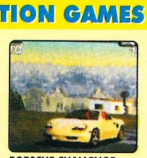


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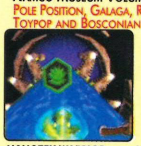


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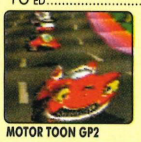


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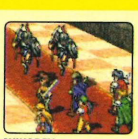
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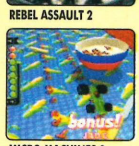
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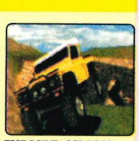


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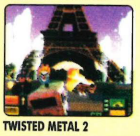


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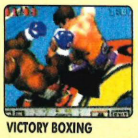
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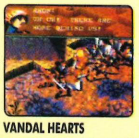
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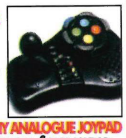
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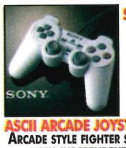
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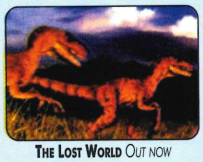
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ACTUA TENNIS	OCTOBER
APACHE LONGBOW	SEPTEMBER
BUBBLE BOBBLE 2	EARLY AUGUST
BUBSY 3D	15TH AUGUST
CASTLEVANIA	OCTOBER
CLAYFIGHTER EXTREME	4TH SEPTEMBER
CONQUEST EARTH	SEPTEMBER
DEATHTRAP DUNGEON	NOVEMBER
FANTASTIC 4	5TH AUGUST
FIGHTING FORCE	SEPTEMBER
HARD BOILED	15TH AUGUST
HERC'S ADVENTURE	AUGUST
KILLING TIME	AUGUST
LETHAL ENFORCERS 1 & 2	AUGUST
LOST WORLD	SEPTEMBER
MAGIC THE GATHERING	AUGUST
ODDWORLD	18TH SEPTEMBER
QUEST FOR FAME	AUGUST
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PS7(11)



CUTTiNG

On the beginning... way, way back (when computers had 1K of memory and we thought that was a treat) were things called text based adventure games. You may remember the thing, you'd type in GO WEST and so on and a text description of your location would appear before your very eyes. Then, as the specs of the machines began to rise, we had text adventures with still pictures accompanying various locations but with the same GO WEST interface.

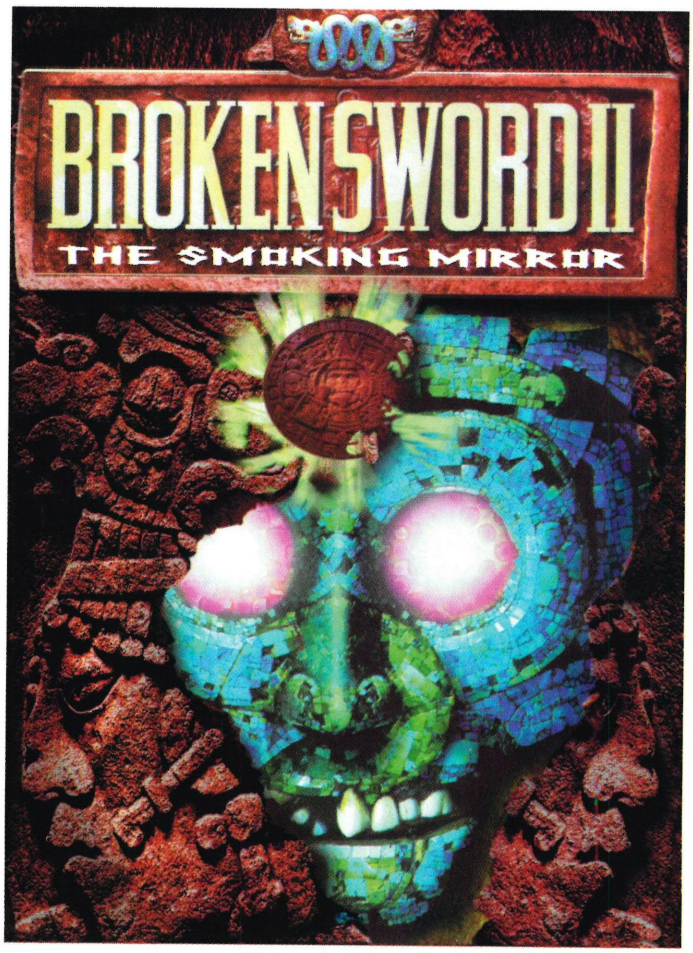
Then the text was done away with completely when the first graphic adventures began to filter through with such classics like The Adventures of Monkey Island making a name for itself on the 16 bit home computers.

These games replaced the traditional text cursor with a mouse pointer and allowed you to click around the screen and the rest, dear boy, is history. It would be fair to say at this stage that the yanks had, as usual, stolen the march on an essentially British industry and companies like LucasArts were suddenly the overnight big boys.

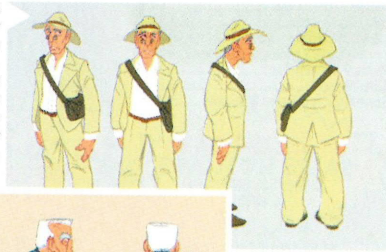
We had a couple of British efforts but none seemed to come up to the standard that was already being set across the Atlantic. That was until Revolution Software, a team of developers in Northern England, broke the mould and started producing Amiga adventures that made even our kissing cousins sit up and take notice.

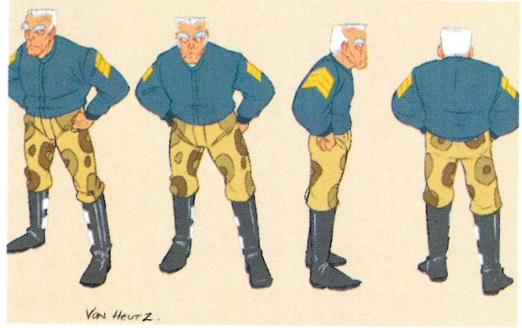
As much as I could waffle on about the good old days forever, we'll skip to the chase. Just over a year ago a game called Broken Sword arrived on the PC and then the PlayStation and, to put it bluntly, it blew away the rest of the competition.

Featuring some of the best animation seen in a computer game, a wonderfully inventive plot with many different locations, great sound and solid puzzles, Broken Sword suddenly became



Character design has always been a key process as far as Revolution is concerned. Its wondefully animated guys are always packed full of every detail imaginable and hours of work goes into each



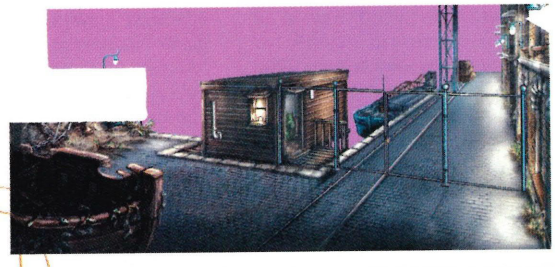




EDGE



As you can see, the quality of the graphics is even better than the original Broken Sword

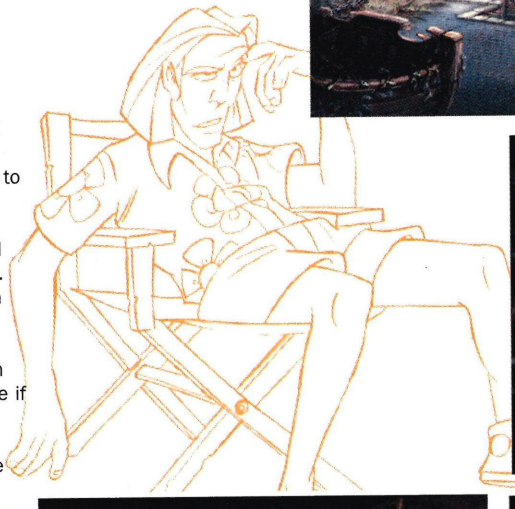


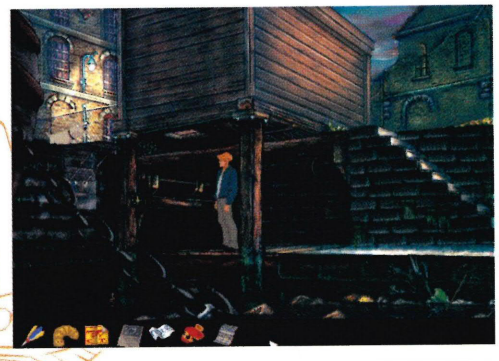
Each scene is built from the ground upwards with the different elements all being added gradually. Here we have a half finished street

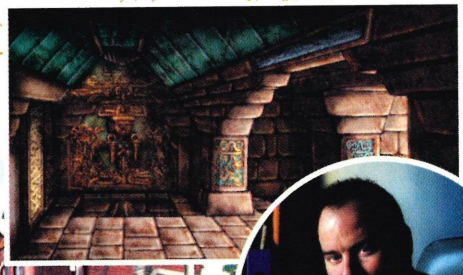
the benchmark by which all future adventures could be judged. LucasArts had lapsed into stunning but remarkably easy adventures like Full Throttle that never made it past its native PC. The PlayStation version was another milestone as this quality title was transported into the console world effortlessly and thus introduced a whole new generation of gamers to the genre.

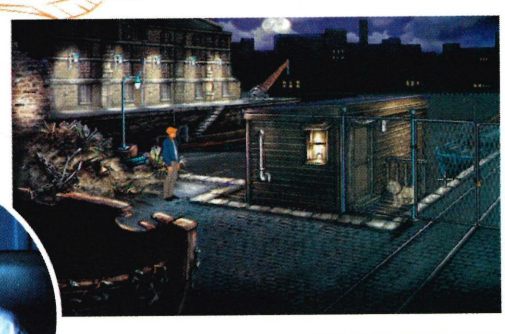
Now Revolution wants to step up the pace even further with the sequel to its classic and that, after all of this, is the aim of this article. The inevitably titled Broken Sword 2 is due an airing on our favourite console and the PlayStation world will be ready to greet it with open arms, and rightly so. We had a chat with Revolution's head honcho Charles Cecil to see if he could take us by the hand and talk us through what's been going on in the tourist ridden Yorkshire Roman hotspot of York where the team are currently based.

As you might expect, we were keen to find out the main differences between the first and second game. Perhaps most importantly, ▶

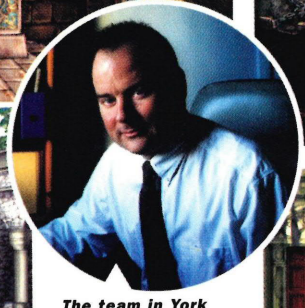




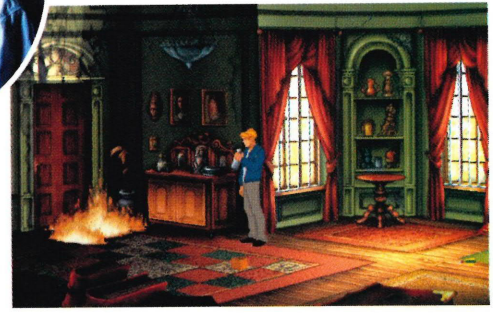


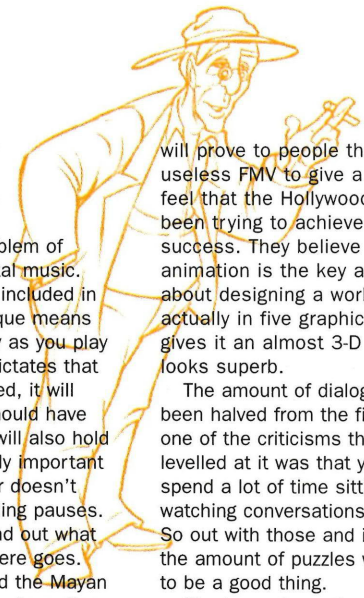






The team in York has many years of computer experience between them. Charles Cecil (MD) has done just about everything





CUTTiNG EDGE

▶Revolution has addressed the problem of loading times, especially for incidental music. There are over 400 pieces of music included in Broken Sword 2 and a clever technique means that they are preloaded into memory as you play the game. Therefore, if a situation dictates that a piece of incidental music is required, it will flick seamlessly into it because it should have already been preloaded. The music will also hold clues to the game so it was obviously important to get this system right so the player doesn't find himself sitting through long loading pauses.

Storyline freaks will be keen to find out what this latest episode is all about, so here goes. Broken Sword 2 will be based around the Mayan Indians and their famous predictions. According to their prophecies there were to be five great ages of man and we are currently in the fifth, with Doomsday being heavily tipped to be on 20 September 2012. So you'll find yourself trekking around Southern America before eventually finding yourself embroiled in an Egyptian sub-plot and hammering round the pyramids in an attempt to find out the truth.

As far as the actual interface for Broken Sword 2 goes, it retains the familiar point and click interface but it has been considerably improved with the mouse cursor locking onto screen hotspots as you move it about. There will also be an improved Save Game facility that will only take up one block on your expensive memory cards now. Cool eh?

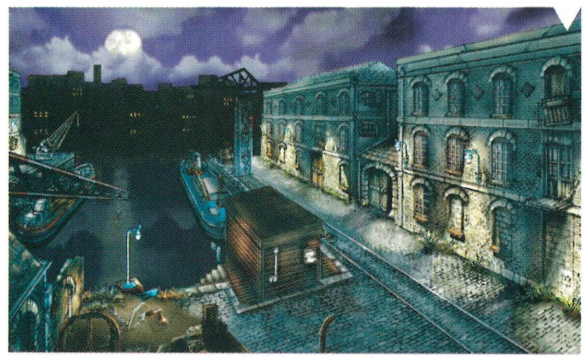
Revolution has set out to create a game that will prove to people that you don't need tons of useless FMV to give a game that slick look and feel that the Hollywood games have been trying to achieve without much success. They believe that quality animation is the key and have set about designing a world that is actually in five graphical layers that gives it an almost 3-D effect that looks superb.

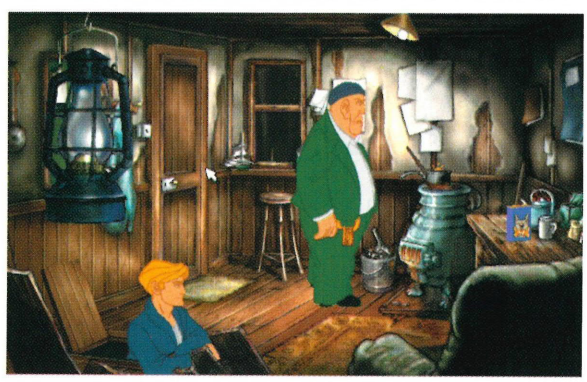
The amount of dialogue has also been halved from the first game – one of the criticisms that was levelled at it was that you did tend to spend a lot of time sitting there watching conversations take place. So out with those and in with double the amount of puzzles which has got to be a good thing.

Charles reckons that only the intelligent players will get through the game this time around. You won't be led quite as much through the adventure as you were in the first one too so you better get your IQ tests sorted if you think you might be a little on the thick side.

Broken Sword 2 - The Smoking Mirror is well down the track now and things are looking mightily impressive. It certainly looks set to sweep PlayStation adventure games into a whole new era when it's released in a couple of months time. Watch this space closely and we'll bring you all the latest developments as and when they happen.

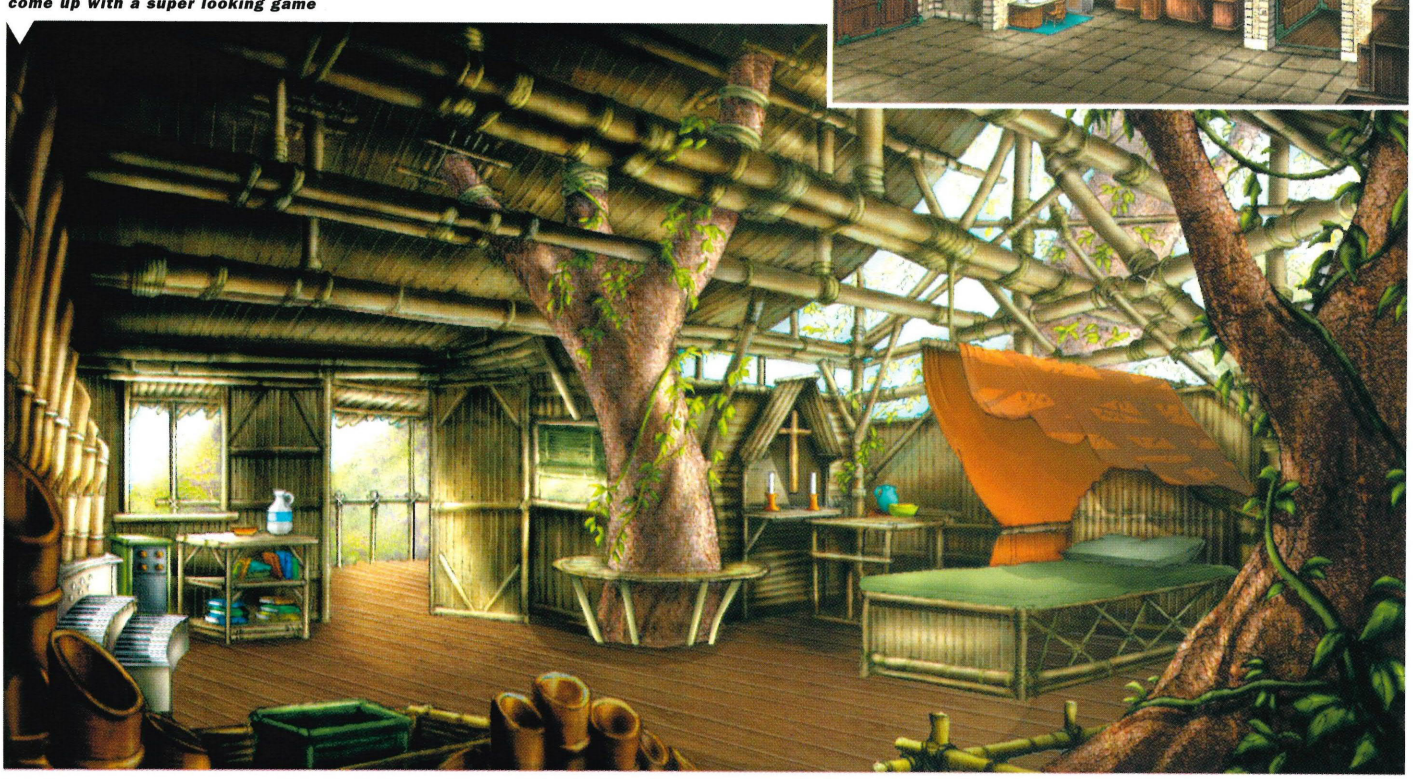
Although a picture tells a thousand words it doesn't manage to relay how good the animation is which is a real shame

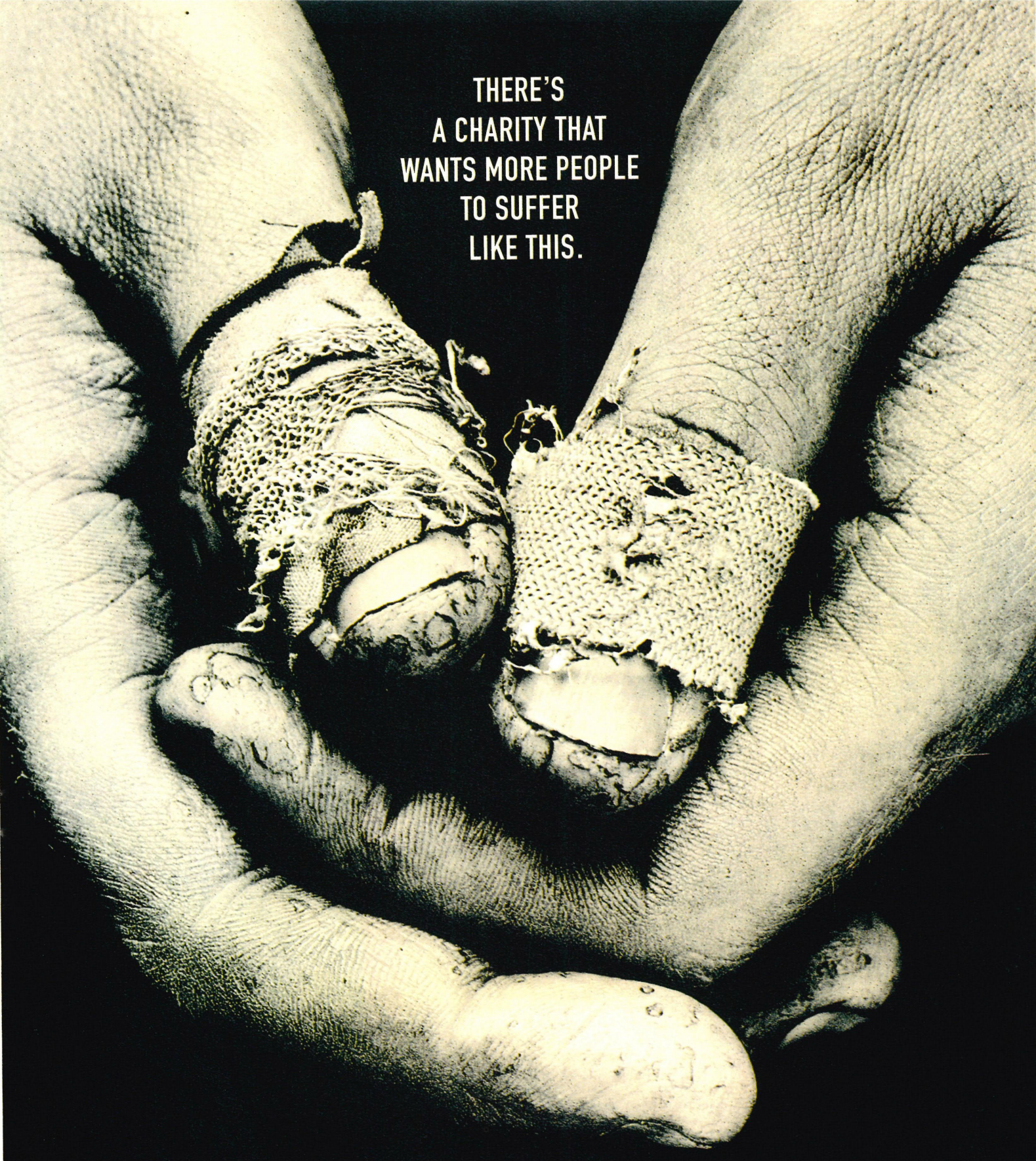






The background drawings are simply stunning. The quality of the art is the same throughout as Revolution shows you don't need FMV to come up with a super looking game





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True Blue

Can Mega Man's latest two PlayStation outings still cut the mustard?

IT'S 10 YEARS SINCE Rock Man (aka The Blue Bomber) first appeared on the fledgling Nintendo Entertainment System. The first Rockman game instantly won over legions of fans in Japan due to its unmatched play-control and fantastic graphics.

Confident that the game would be just as successful in Europe, Capcom decided to replace the 'Rock' with 'Mega' to make it sound cooler (remember this was 1987), and so Mega Man was born. Since then over 20 Mega Man games have appeared on almost every format.

Although the vast majority of the Mega Man franchise has been platform based, a few other incarnations have appeared over the years. The blue suited android boy has tried his hand at footy and board game puzzlers and now he looks set to hit the road with Mega Man Battle & Chase, a sort of bastard offspring of the regular Mega Man games and Super Mario Karts.

Graphics-wise Battle & Chase is in traditional Capcom style. Everything is colourful, cartoony and even the bad guys and weapons look so cute that they could have been designed by the makers of My Little Pony.

Although presented in cartoon form, Battle & Chase has all the features you'd expect of a more hardcore affair. There are the inevitable WipEout style speed up strips, braking strips and a fair amount of weapons powerups liberally dotted around the various tracks. In addition to this you've got the opportunity to blow buggery out of your opponents' cars and steal their power ups and weapons, ala Carmaggedon. There is some more traditional fare on offer though – Mega Man 8 is the latest in a very long list of Mega Man titles that started life back in the days of the 8 bit.

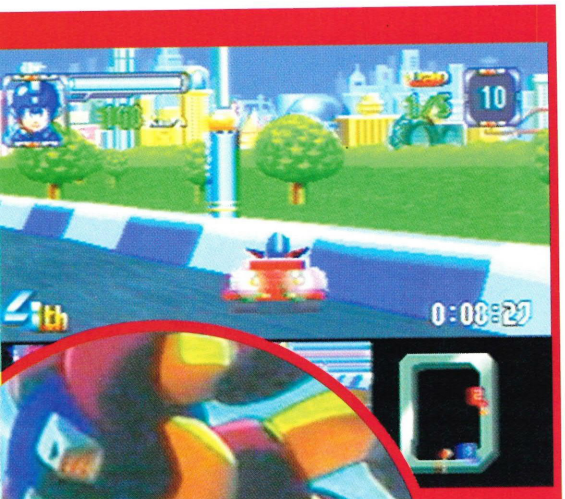
Everything is there for the discerning Mega Man fanatic (and a fair few of them exist as the number of Mega Man Web sites on the Internet will testify). The game is presented in the old Capcom style with loads of primary colours and chunky anime styling.

As ever, you'll be battling to save the world from the evil Dr Wily's robots and the aim of the game is simplicity itself – run along, hit things, jump over obstacles and navigate to the end of the level before battling whatever huge, but never very scary, level boss presents itself.

Mega Man 8 boasts a host of new features that will have Mega Man aficionados racing for the stores, including loads of anime FMV cut scenes, voices for all the Robot Masters and Mega Man's new found ability to swim.

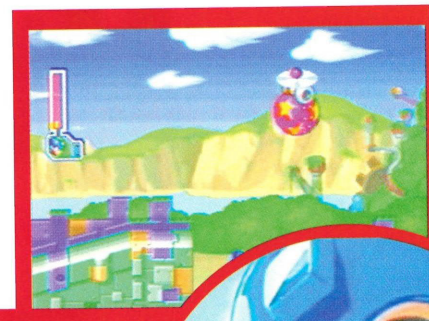
Judging by the fact that the last 20 odd Mega Man games have been perhaps lacking in originality but nevertheless eminently playable, there's no reason to suspect that Mega Man 8 will be any different.





There are loads of Mega Man games knocking about. If you've got the money and predilection for antiquated games consoles, you should be able to find six NES Mega Man games, five Game Boy games, three SNES X games, two Mega Man SNES games, one Game Gear game and one Mega Drive (Genesis) game in addition to the three PlayStation releases. Apparently there are also two arcade games and a few Japanese games that were never released in English because they were crap





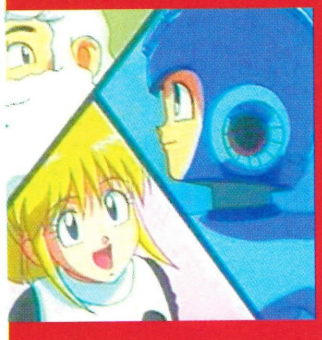








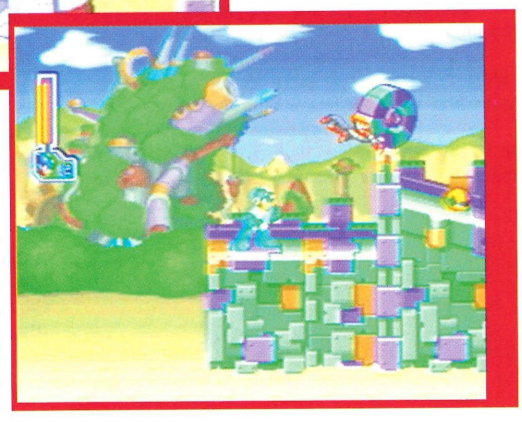
The Mega Man series is more convoluted and confusing than the storyline of Dallas. Although they share the same name, the newer Mega Man X games have a completely different storyline to the original Mega Man games but feature the same blue clad hero







Apparently all the voices in Mega Man 8 were done by Japanese actors speaking English. Although this could be seen as quite a good idea because it retains the very Japanese anime feel, the actors have a had a certain difficulty – both with pronouncing English words and doing the acting thing. Something guaranteed to rile quite a few die hard Mega Man fans is the little known fact that Mega Man's voice was actually done by a girl



Game Titles

Mega Man Battle & Chase – Mega Man 8

Software House

Ocean

Release Date

November

Hit the Road

What are the essential ingredients of a race game? Fast cars? Police chases? The Lake District? Read on...

YOU MIGHT THINK PLAYING PLAYSTATION games all day is an enviable job and, to be honest, you'd be right, but even I go green with jealousy when I watch Top Gear.

Lanky bloke with bad hair though he may be, Jeremy Clarkson is undoubtedly one of the luckiest blokes in the UK. "Jezza, please can you drive this Dodge Viper about the Italian Alps?" "Oh do I have to? I've got a hair appointment tomorrow."

I might as well face facts, I'm going to be stuck with a clapped out Fiat for a while, but Test Drive 4 might fill the gap until I win the National Lottery or something.

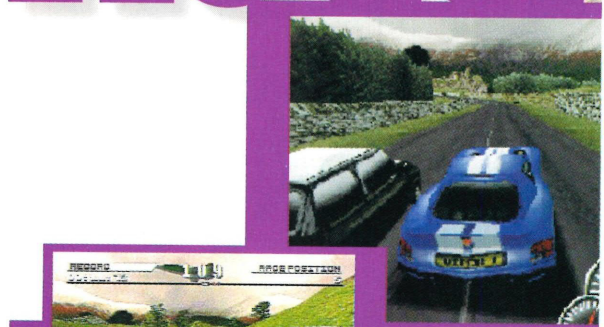
Test Drive 4, despite having a slightly uninspiring title, looks like being one of the best PlayStation racing games in ages. For petrol heads this will be some kind of nirvana – the game offers you the chance to drive one of 10 exotic (and fortunately quite obscure) cars around some of the most exciting and beautiful locations in the world.

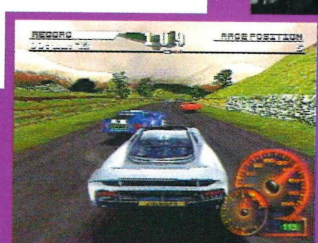
Rather than use the standard cars racing games usually include (Lamborgini Diablos and Ferraris), Test Drive 4 opts for some slightly more unusual vehicles such as the UK's very own super car, the TVR Cerbera and old American classics such as the Shelby Cobra. The only thing these cars have in common is their ability to reach completely illegal speeds in the blink of an eye.

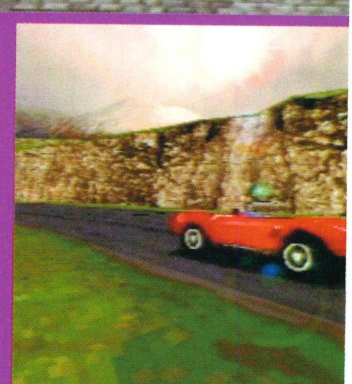
The race locations are also original – have you ever had the opportunity to race about the Lake District in a PlayStation game? Other locations include the Italian Alps (about the best location for hairy high speed driving, as anybody who's ever seen The Italian Job will tell you), the German Autobahn, Kyoto in Japan and the cities of Washington DC and San Francisco.

All the stock hazards will be there for you to avoid (or not, depending on how fast your reactions), including traffic, police chases and pedestrians.

Some people were a little disappointed when Need For Speed 2 failed to set pulses racing – perhaps Test Drive 4 will fill the gap...



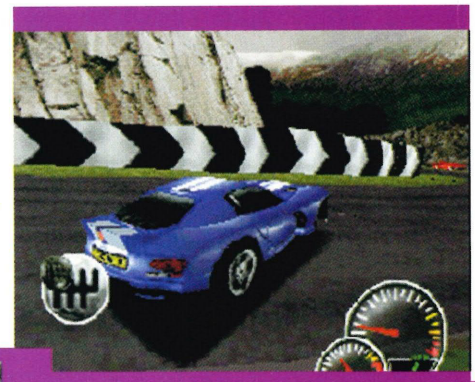


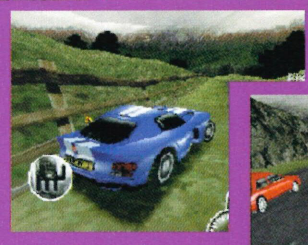


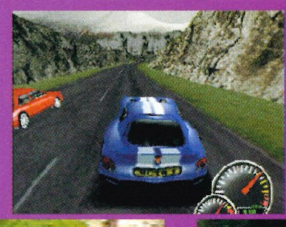
Test Drive 4 will include a choice of 10 cars to drive including the 1998 Dodge Viper (the sports car with a truck engine), the 1997 Chevrolet Corvette, the 1998 TVR Cerbera, the 1995 Nissan 300 ZX, the 1967 Shelby Cobra, the 1969 Chevrolet Camaro ZL-1, 1971 Plymouth 'Hemi' Cuda 426 and the 1970 Chevrolet Chevelle. Gasp!

The pedigree of Test Drive 4 is in no doubt. According to Jim Barnett, President of Accolade Software, the company has got together with Pitbull Syndicate, the creator of the Destruction Derby series, to produce the game. According to Accolade, Test Drive 4 will include multiplayer support via a link cable and loads of different race modes including single race competition, the International Rally Circuit and various multiplayer tournaments







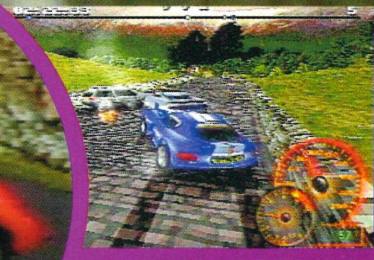






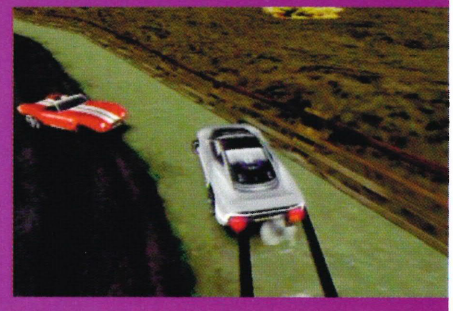














Quite predictably, every car you get the chance to drive goes like the clappers. There isn't a single car in the line up with less than 350 hp under the bonnet, and the quickest does 0-60 in under 4 seconds. According to the creator, the general idea behind the game was to pit modern production sports cars against the suicidal bolt-a-massive-engine-to-a-light-chassis cars that the yanks produced in the '60s and '70s

Game Title
Test Drive 4

Software House
Accolade

Release Date
November

Hard drive

Need an A–Z of Tokyo, San Francisco or New York? Don't bother, get Auto Destruct instead

IF THERE'S ONE THING BETTER than a racing game, it's a racing game with guns. Even the brainiest, most cerebral spod in the world will drop his game of Transport Tycoon to do mad power slides in a missile laden dragster. This leads me to suspect that Auto Destruct might do quite well for itself in the PlayStation market. There is a storyline to the game but, let's face it, it's not really that important. Nicked straight out of Mad Max, Auto Destruct follows the fortunes of an ace racing car driver turned hardened vigilante after his wife and kid are massacred by an evil cult called the Disciples Of Lazarus. Recruited by a mysterious organisation, you undertake a one man war against the cult on the streets of New York, San Francisco and Tokyo.

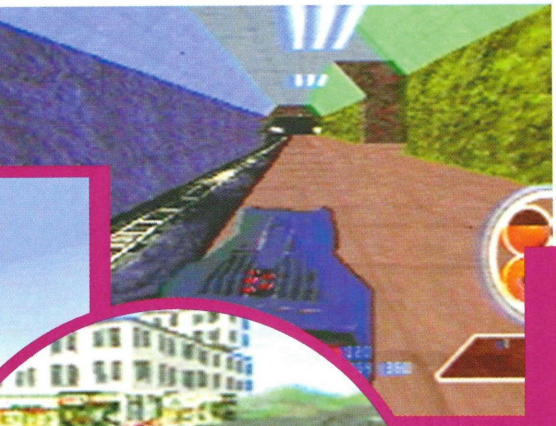
Your job is to undertake any mission this shadowy organisation sends your way – whether it be foiling The Disciples Of Lazarus' money raising bank jobs, intercepting enemy cars or escorting potential cult targets to their destinations, culminating in a showdown with the cult's boss man himself in a secret Tokyo location.

The real strength of the game is its use of fully navigable models of each of these cities. Like the taxi section in the hugely successful Die Hard Trilogy, you are totally free to drive anywhere in the city you desire, whether it be haring around an elevated highway, chasing about a city park or even inside various buildings. It's not just an explosion fest though, the city streets aren't just home to desperate cult members; innocent commuters, pedestrians and taxis are dotted about the place and it's very bad karma to knock them down.

However, there is the chance to use just one iota of brain power with the little bit strategy involved, requiring you to handle your resources wisely. The missions can't be completed on the ammo and fuel you start out with so you are going to need to pick up additional supplies during the mission.

If doing huge power slides around busy city intersections without getting you collar felt by the local constabulary appeals to you, keep an eye out for Auto Destruct. Remarkable in its originality and subtlety it may not be, but it is a bloody good laugh.





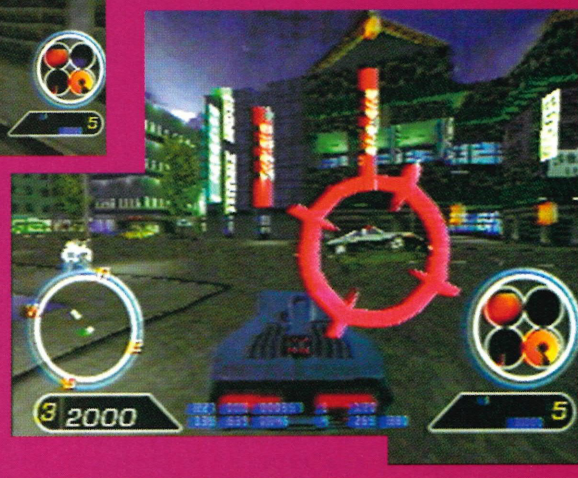
Auto Destruct real life scenario alert! Apparently (and this is totally true) there is a firm somewhere in the UK that specialises in fitting powerful water cannons under the bonnet of cars that will squirt pesto sauce (or something similar) 30 metres via little nozzles pointing out from under the grill. Mmmm, sure that complies with UK traffic regulations

















One particularly smart feature of Auto Destruct is the graduated length and difficulty of the missions. Whereas the missions will start out at being perhaps three minutes in length, the later (and much more difficult) tasks will take you half an hour or so to complete. For a lazy arse like me that is a Godsend – being slowly eased into a game greatly improves playability and cuts down on the frustration factor





Auto Destruct includes a 'real traffic AI' feature which, presumably, makes tossers in BMWs try and cut you up, stupid grannies in Maestros do 25 mph while chatting to their bingo partners and brain dead boy racers try and beat you from the lights

Game Title

Auto Destruct

Software House

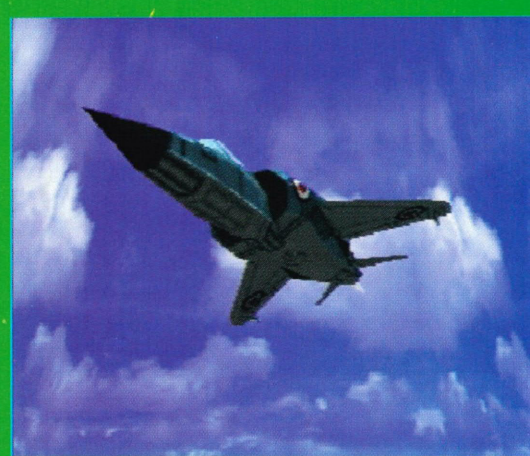
Electronic Arts

Release Date

December 97

Get your Wing

The amusingly and somewhat strangely titled flight combat game from JVC is almost with us



JVC HAS A NUMBER OF PRODUCTS about to hit the shelves. We'll have a look at Wingover here and take a sneaky peak at Peak Performance later on in our preview section.

A lot of you will already know Wingover from the constant press attention it's been getting for the past few months. It's a combat-style flight sim from Japan and has a definite arcade feel about it. There are 29 different aircraft in which you can take to the skies, ranging from rickety old World War Two planes to the latest in jet fighter technology.

The theory behind it is that it is a contest with several teams all taking part in the ultimate bid to blast each other out of the sky. Included are teams like the Spice Girls, whose pilots are naturally Geri, Victoria, Emma, Melanie and er... Melanie. I'm constantly at risk of using yet another "you now get the chance to get your Wingover with the Spice Girls" quip, but I'll try and refrain from doing so.

The competition then carries on in kind of a knockout tournament style with teams being seeded Wimbledon fashion. There's a little more at stake though because the losers in Wingover plummet to their deaths in a firey plume.

From here on in you set your radar, find where the nearest enemy is and high tail it towards him and send him on his way to pilot heaven. Keep doing that and you'll be successful in Wingover which looks like it might be good fun. Check out next month's Pro for the final rundown.









There is an element of tactical play in Wingover in that you have do well in order to receive money to enhance your aircraft. Things start off at quite a leisurely pace and you can be lured into a false sense of security and then suddenly come up against a team that will blast you out of the sky in seconds. So watch your six, or whatever those Air Force boys say

over

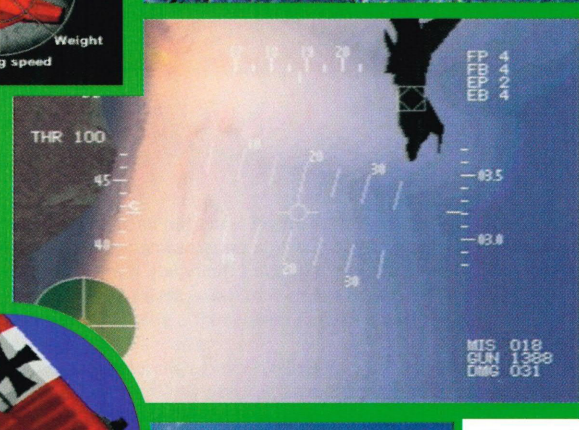
In Wingover you fly in teams of four and you can constantly be giving orders to your wingmen. It's wise if you're up against one of the better teams to get the lads and girls to defend your backside while you concentrate on killing the bad guys or it might not last very long

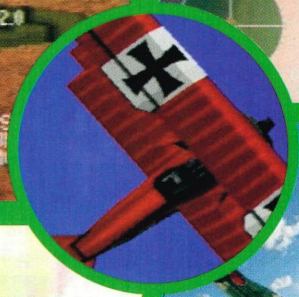














Wingover has been a long time in the coming but it's set to make a splash now. We'll hold off judgement until next month, but at this stage things are looking quite promising. Some of the menu screen graphics look a bit Super Nintendo which could be the major problem for it

Wingover benefits greatly from the use of an analogue pad, so if you can get your grubby little paws on one of these you're laughing. It's a bit trickier and doesn't feel quite the same on a regular controller but if you're lucky enough to have a joystick thing as well, you'll be like the cat with the cream







Wingover features 29 planes as well as a couple of hidden ones. If you play in tournament mode you'll start off with a rusty old Indiana Jones cattle plane but as you progress you'll be able to ramp up your weaponry as well as buying the latest in jet fighters

Game Title
Wingover

Software House
JVC

Release Date
October 97

You're in the Army now

Straighten your back, you 'orrible little man, and 'ave a look at BMG's new Special Forces simulator

APPARENTLY, IN ORDER TO BE accepted into the SAS, you have to stand against a wall in a deserted house and let the other soldiers burst in and fire their guns a few inches to each side you. And you have to make seven sheets of bog paper last a week. I think you'll agree, two very good reasons not to sign up.

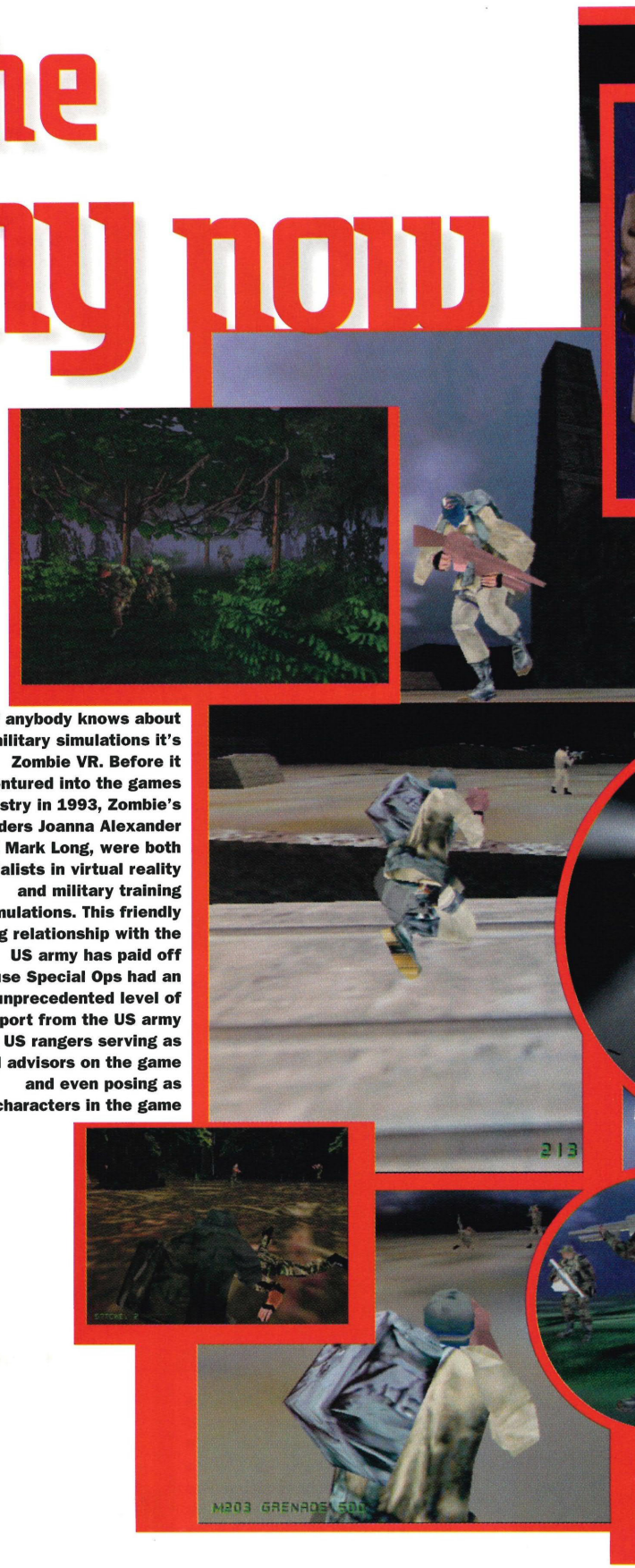
Special Ops, a new 3-D covert operations simulation from Zombie VR Studios, will give you the opportunity to experience the tension of special covert operations without having to let people shout at you or get a mucky arse.

Special Ops seems to fall between any proper genre definition because there have been so few games like it. Off the top of my head, I can only think of one – Special Forces, an absolutely crap top down adventure/strategy shoot 'em-up game for the Amiga.

Utilising the power and graphical ability of the PlayStation, the game uses a custom built game engine, the Viper 3D, which will enable the player to direct their force of commandos around stunningly realistic 3-D environments. Think Quake outdoors but with realistic geo-political locations and situations, completely accurate representations of US vehicles, equipment and weapons (apparently the weapon sounds were all recorded during a live fire exercise – how many sound technicians they got through I don't know).

Because you'll be controlling the destiny of a group of soldiers rather than just the one, tactics and strategy will play a significant part in the game. You won't be able to run about shooting just anybody – there are real mission objectives to achieve, such as seize and destroy missions, or hostage rescue. How you position and utilise each soldier will vary greatly depending on what you're supposed to be doing.

We should hear a great deal more from Zombie VR Studios in the future. After Special Ops appears in high street stores this winter, the company will start development on a new series of related games focusing on the exploits of other special forces such as the SAS and the Russian Spetnaz.



If anybody knows about military simulations it's Zombie VR. Before it ventured into the games industry in 1993, Zombie's founders Joanna Alexander and Mark Long, were both specialists in virtual reality and military training simulations. This friendly working relationship with the US army has paid off because Special Ops had an unprecedented level of support from the US army with US rangers serving as special advisors on the game and even posing as characters in the game



Zombie seems to have spared no expense on Special Ops. In addition to a brand spanking new game engine, Special Ops utilises motion capture technology, photo-realistic textures and images and loads of specially sampled sounds. It seems to have gone on some mad army trip because, in addition to Special Ops and all the spin off games that this entails, it is working on a new Internet tank simulator

Game Title

Special Ops

Software House

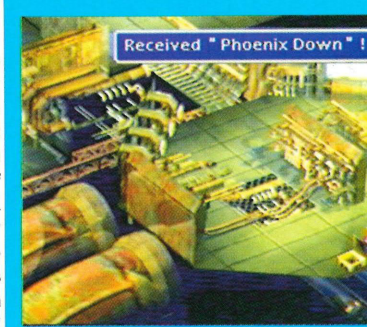
BMG Interative

Release Date

Winter

Final Countdown

The biggest selling PlayStation game in Japan reaches the UK shores shortly. We take a sneaky peek...



As far as huge PlayStation games go, Final Fantasy VII is probably the biggest to date. It really is an epic in every sense of the word and UK players will finally have the chance to partake in what is rapidly becoming a video game cult!

THERE ARE BIG GAMES AND then there are huge games. Final Fantasy VII can only be labelled as the latter. If you needed any proof here are some impressive figures. In Japan, the game created mass hysteria when it hit the market on January 31, 1997 with an unprecedented 2 million copies sold in the first three days; and more than 3.4 million to-date. Beat that.

After a couple of hours playing our office preview copy, it's easy to see why the Japs have gone bonkers over this latest version of the Role Playing classic.

Arriving on three CDs, Final Fantasy VII will be a huge, sprawling game that looks like it will rapidly become the best selling PlayStation game in this country to date. People are already ranting on about it being the best game of all time anyway, and using the theory that three million people can't be wrong, who's to argue?

Those who aren't sure about taking the plunge into the realms of an RPG game (which may seem like pretty heavy duty stuff to some) shouldn't be afraid. Final Fantasy VII will be designed to lead you comfortably into it during the initial stages when combat will be simple and the people you meet on your travels will help you along.

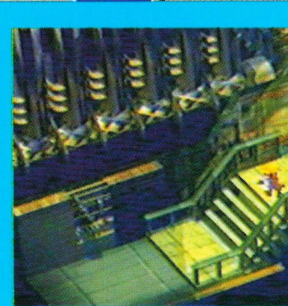
"As one of the most popular video game franchises in history, created by premiere game developer Square Soft, Final Fantasy VII is a groundbreaking game that will redefine video games altogether," said Chris Deering, President of Sony Computer Entertainment Europe.

"Among the console systems currently available, only PlayStation with its CD-based technology can deliver this unique experience to both hard-core and new gamers alike."

Just about sums it up really. Full review next month but you can probably guess already that this one is going to do fantastically well.







Final Fantasy VII offers a multitude of revolutionary features aimed at creating more than a video game; rather an epic adventure on par with a big screen experience or so says the press release. Cutting edge technology maximises the use of 3-D graphics for gameplay, animation, vivid battle scenes, aerial views and hundreds of computer-generated images

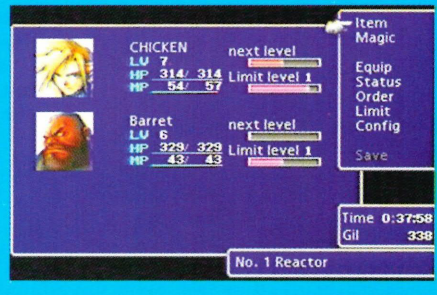


Final Fantasy VII also brings back many former popular characters from previous games in the heralded Final Fantasy series, such as Chocobo and Cid Highwind, while introducing some new characters, specifically Cloud and Aeris. The combination of these characters helps to create continuity for an epic adventure that has captured the attention of more than 15 million video game fans since the inception of the series in 1987

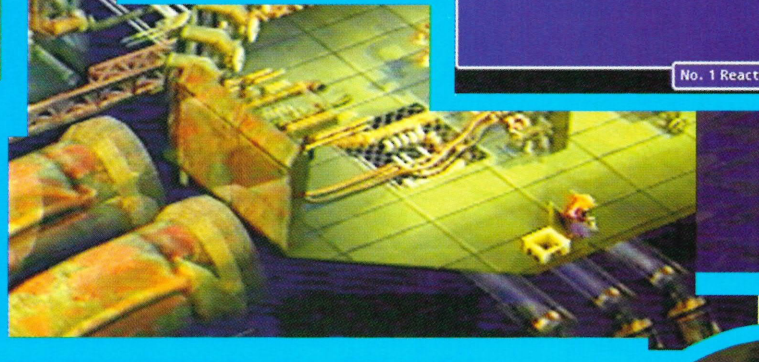








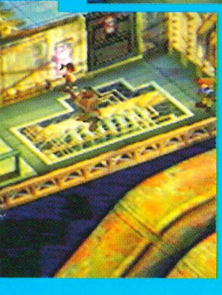






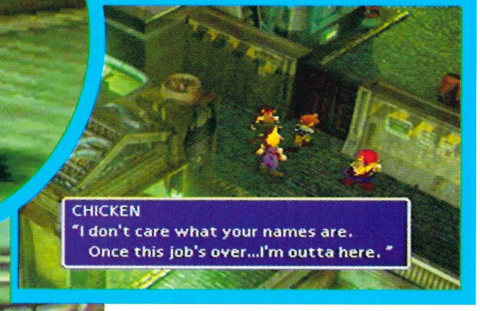


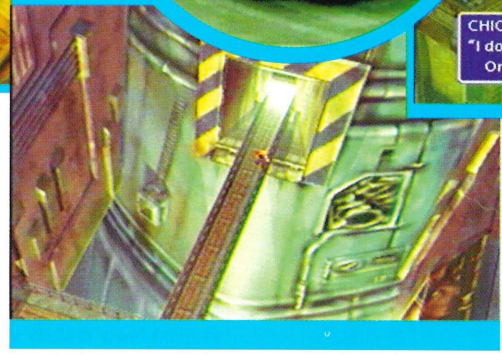




Final Fantasy VII will contain nine playable characters, each with their own personalities and special abilities. There is also a huge range of magical spells and weapons – blast the enemy with devastating explosions or summon a mammoth tidal serpent to wash them away. Cool







Sony reckons the game, spanning three CDs, will provide players with in excess of 50 hours gameplay. The best thing is it looks like it will actually make you want to carry on playing it, as opposed to most of the throwaway rubbish around at the moment. Something to get your teeth into at last

Game Title
Final Fantasy VII

Software House
Sony

Release Date
Winter

Gremlin's latest foray into the world of football looks so realistic you can almost smell the pies...

On 'y'

WHEN ACTUA SOCCER HIT THE shops a couple of years ago it caused something of a stir to say the least. Until then football games had, by and large, consisted of a garish pitch and lots of unrealistic footballers running about in a confusing manner.

Actua did away with all this and introduced the key elements that you would expect to find on a modern console footy game – motion capture technology, polygon modelling and context sensitive commentary.

Not content to rest on its laurels, Gremlin is busying itself with the latest Actua instalment. It looks as though Gremlin is convinced the game's going to be a pretty big seller as it has spared no expense in producing Actua 2.

I mean, look who is overseeing game development – none other than the big boss man of English soccer himself, Alan Shearer. At (no doubt) great expense, our Alan will ensure that all the in game tactics and playing systems will be as realistic as possible and he'll also "coach" Actua gamers in the game's Super Skills section.

In another "money's no object" type move, Gremlin has chosen to wire up a real live footballer (Liverpool strike Michael Owen) to all those weird motion capture technology devices rather than the jobless actors normally roped in.

And that's not all – renowned commentators Barry Davies and Trevor Brooking will be on hand to do all the atmospheric match time bull and there is even a professional referee (Keith Hackett, head of the Referees Association) in to ensure all the technical aspects of the match are totally correct.

The facts and figures behind Actua Soccer 2 speak for themselves. In addition to the 64 international teams, there will be space for another 24 user defined custom teams. There are over 20 instantly recognisable stadia from all around the world, including a fair few division one and generic division two stadiums. Weather conditions will also feature in the game and should change the nature of play to a fair degree. On a wet surface the ball will bounce less and you'll make skid marks on the grass.

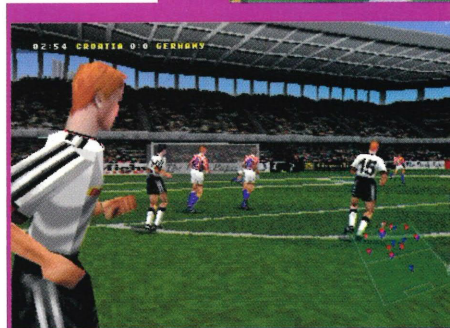
Thankfully it looks as though Gremlin isn't content with just polishing the game up and making it look bigger and better, there are a few new features slotted in as well. For instance you will be able to access a smart training ground option where you can assess the strengths of each of your players and decide who plays where.

Another innovation is the sheer degree of customisation included in the game – you will be able to build 24 custom teams in which anything, from the names and abilities of the players to the appearance of the strip that they wear, can be decided by the gamer.

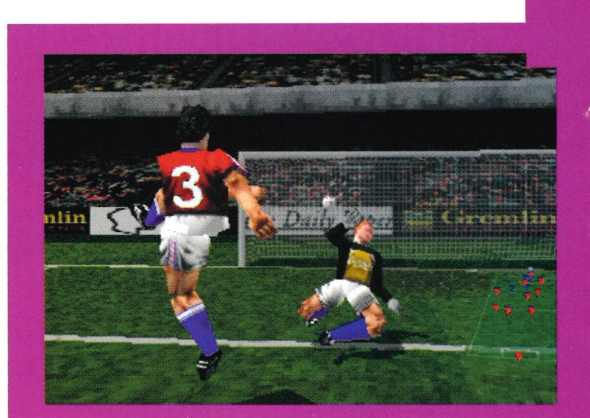
All in all it looks as though Actua Soccer 2 is going to be so realistic that all it will lack is the opportunity to pull Posh Spice, develop a cocaine habit and crash your brand new Porsche after a heavy night drinking. Expect it to hit then shelves soon.



Because the gamer is able to customise players, venues and weather conditions it should appeal particularly to true footy fans who want to recreate games from the past. For instance, you could recreate matches such as the 1974 World Cup semi between Holland and Brazil (in which the players battled not just against each other but a torrential downpour), or the 1986 "hand of God" clash between England and Argentina



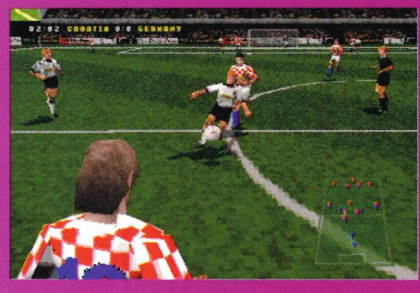
Software company reps are always fond of thinking up new jargon for their game's gizmos. The latest is "ambient realism" – a cunning feature which ensures every aspect of the game's sound is in context with what happens in the game. If a shot is taken at goal, the roar of the crowd will get more and more frenzied and die down once the excitement is over

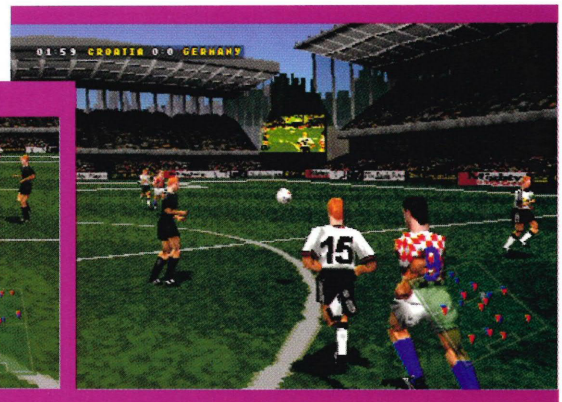


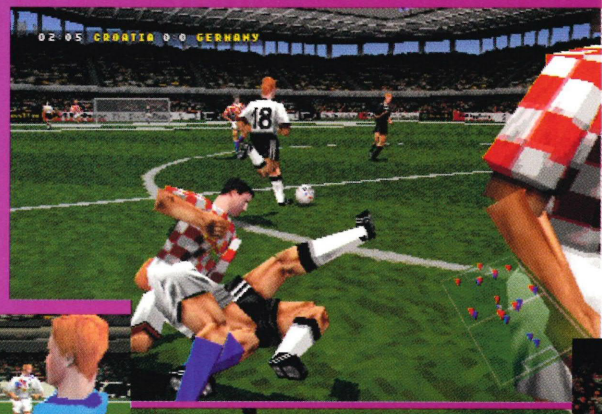
If you prefer football without the pristine pitches and media hype of the Premier League, you can choose to play slightly more down market football. Choose a second division footy ground without under soil heating with heavy snow or rain and you'll have just about the most challenging game of your life complete with monster skid marks, destroyed pitch and orange ball

head



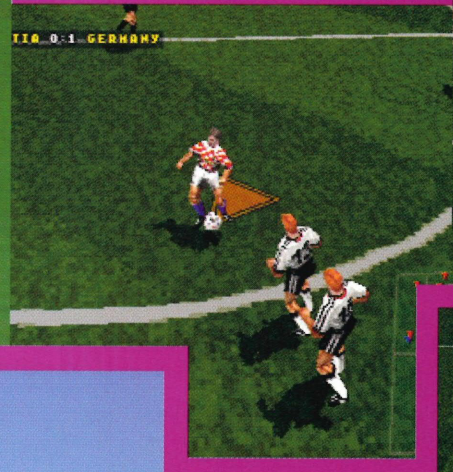


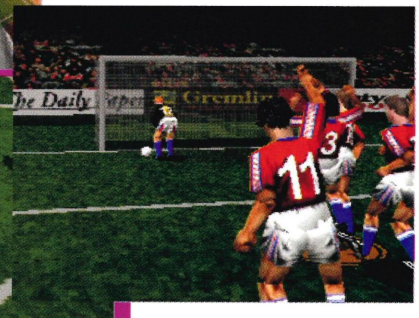




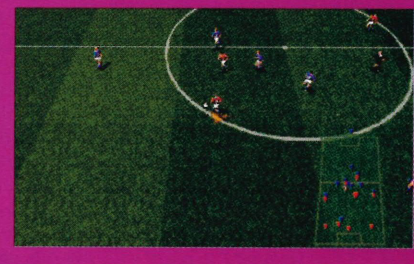
With Alan Shearer overseeing the development of the game, it was inevitable he'd end up leaving his signature on it. He's done this by including his own all star 11 among the 64 strong selection of teams. He has not revealed who's actually included but rest assured they're going to be a tricky bunch to beat

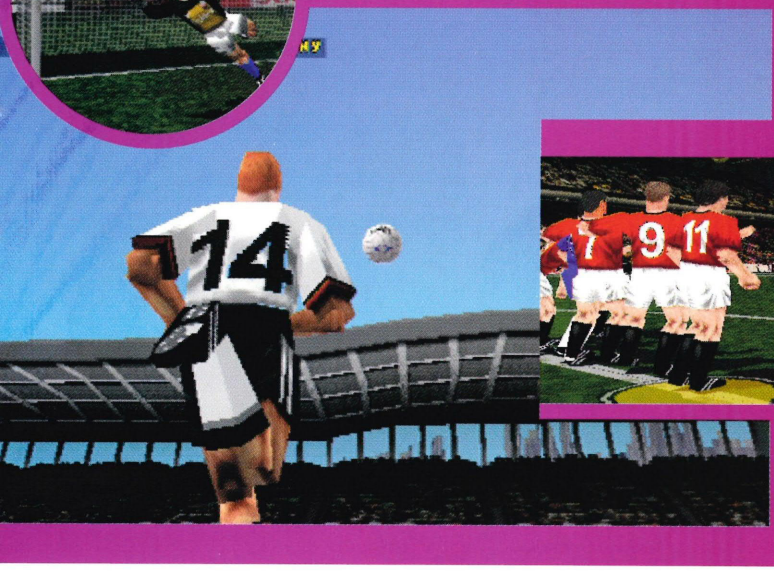


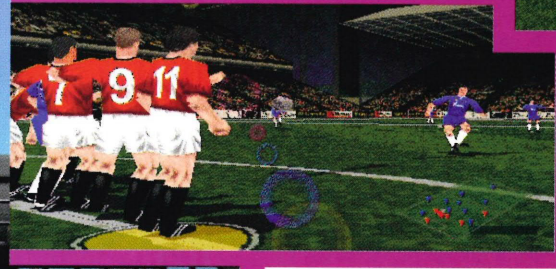












Game Title

Actua Soccer 2

Software House

Gremlin

Release Date

October 97

Popping mad

Relive those old video game glory days with The Super Capcom Pang Collection

I'M ALWAYS WARY WHEN an old video game from the '80s is described as a 'classic'. For one thing, people always remember things as being far better than they actually were, and anything more sophisticated than Breakout would have been considered a 'classic' in the bad old days of 8 and 16 bit gaming.

This is why I sighed and rested my head against the monitor for a few precious moments before loading up Capcom's Super Pang Collection. The words "couldn't be arsed" sprang into my tired brain.

How wrong I was. Although based around the dubious sounding premise of bursting bubbles using a spear tipped harpoon gun, the three games in the Pang collection (Buster Brothers and Super Buster Bros and Buster Buddies) are all amazingly addictive in that '80s sort of way (i.e. you need to carry on playing as an absolute necessity, almost like scratching an itch).

All the essential ingredients of the '80s arcade game are here – a nonsense storyline, weird primary colour graphics and a mind-boggling number of levels (300 in total). The first two games, Buster Brothers and Super Buster Brothers, require you to work your way through various ever more difficult levels bursting bubbles and collecting power ups and bonuses so as to save the world from being destroyed by the evil Bubble King.

The last game, Buster Buddies, sees you playing the bad guy for a change, attempting to steal art treasures from around the world with the (now not so evil) Bubble King trying to foil your dastardly plans with even more of his sodding bubbles.

The gameplay is pure simplicity – whenever a bubble is burst it'll split into two, until each bubble fragment is so small that it can be destroyed. If you don't time your shooting well you'll end up with hundreds of tiny bubbles bouncing about the screen, any one of which will be able to kill you. Later levels get ever harder with platforms, islands, ladders and screens dotted about to make your life very difficult indeed.

Although the graphics may not look up to much (these games are carbon copies of the original games rather than a '90s reworking) the gameplay and addictive qualities of Pang can't be contested. Find out for yourself when Super Pang Collection bounces into the stores this autumn.



As you progress in the game the level designs get ever more devious. Barriers and walls dotted about the level mean that smaller bubbles can fit through spaces larger bubbles cannot – forcing an additional element of strategy on the player. Quite a few levels also have a time limit in which the bubbles must be bust



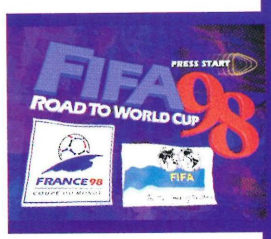
Initially you are armed with only a spear tipped harpoon gun but by bursting bubbles you can collect additional weapons and power ups. Pick up the super harpoon gun and you will be able to leave an impenetrable cable behind it for about five seconds, enabling you to burst a few bubbles in one go. Picking up the hour glass will halt the bouncing progress of every bubble on the screen for a few seconds giving you a few precious seconds to pop bubbles in complete safety

Game Title
Super Pang Collection

Software House
Ocean

Release Date
November

EA Sports has brought in several experts to help with the development. One of these key figures is a Kinesiologist. For those of you who are unsure what that is (like all of you), it is an expert on human movement brought in to oversee the motion capture and ensure that every frame of animation per player movement is exactly correct





FIFA FO FUM

There are a few new "special moves" that can be used during a game. Each of these is accessed by tapping the button twice so that they're acceptable to everybody, not just the console whiz kids out there. Some of these moves include the Dummy and Handball. How useful you make Handball and how cynically you use it will be entirely up to you!





More FIFA. No surprise there but we love it, we continue to lap it up and never get sick of it. Hopefully

THE HOLY GRAIL FOR THE video game industry is undoubtedly the football game. Konami has come pretty damn close with ISS Pro 64 for the Nintendo 64 with a version of its game that frankly pissed on the PlayStation version, which a lot of people thought was good already. FIFA Soccer has always been the definitive licence but somewhere along the way it's usually failed to live up to expectation. That's not to say they've been bad games, they've just always promised so much more than they have delivered.

Of late though, they've probably been the best looking footy games about. Now all we need is for somebody to get it right and we'll be laughing hysterically for ages. EA Sports could now once again be our knights in shining armour and this time it has the World Cup licence to bolt on too. A lot of work has gone into the impressive follow-up to FIFA 97 to put it in with a real chance of finally making it the game we all need so much!

A quick glance at the screenshots on these pages will give you a fair indication of how good the graphics are. The commentary too has been improved tenfold with EA now promising us smoothly linked phrases from John Motson, Andy Gray and it's all still presented by the dulcet tones of Des Lynam.

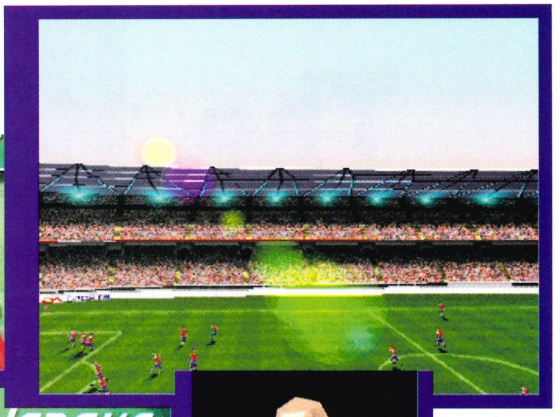
FRTWC 98 will let you play through all the qualifying matches where 172 teams battle it out for the 32 available places in the finals. EA promises that this incarnation will feature a refined 32 bit artificial intelligence engine, hundreds of new animations, comprehensive play-by-play commentary and loads of other top new stuff. This is going to be a biggie!



A brand new animation system is employed in this version of FIFA. In FIFA 97 there were two frames of animation per movement that meant you would not actually see the actions of, for example, a player turning around but he would simply appear facing the other direction. Now there are 15 frames of animation so you get loads of new juicy effects. Cool



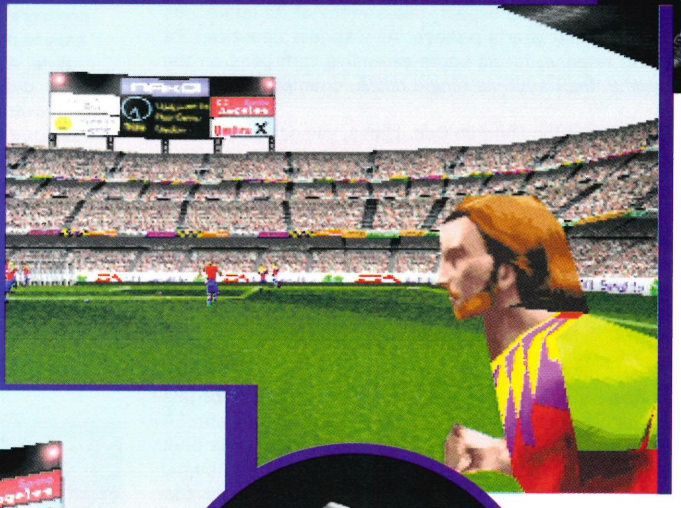












The players in FIFA: Road to World Cup 98 now have intricate facial details like in many of the other EA Sports games for the PC. Players will sport beards, different hairstyles and skin-tones, as well as scaled player heights. They will also express personality, such as reacting badly to red cards and near misses

The stadium graphics in this version of FIFA Soccer will be carefully modelled on stadia from around the world. Every major World Cup force (and England) will have high detail stadiums included. This means that you can play at venues such as the Rose Bowl in the USA or Ellis Park in South Africa, before taking a trip to the Nou Camp in Spain



Game Title

FIFA: Road to World Cup 98

Software House

Electronic Arts

Release Date

October 97

The American Dream

The EA Sports series continues with what could be one the first classic NASCAR release



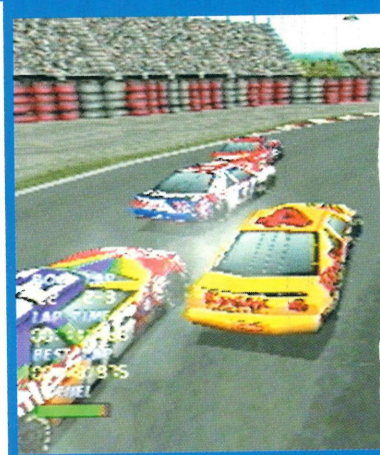
NASCAR RACING 96 HAS, SO far, been the only foray into the world of dome circuits and garish cars Tom Cruise would die for. Sierra was responsible for its release and, although it looked reasonable, it lacked any kind of lasting appeal.

Electronic Arts has now developed its own version which, as you would expect, takes many of its influences from last year's release. As with just about any EA Sports release, it has some extensive variations on the game itself such as single races, championships and much more.

As in the Formula One games, you can spend time qualifying and setting up your car for the circuits or domes you will be racing on. All the current drivers and tracks are included, although for the most part you won't have a clue who any of them are unless you follow the sport on some obscure satellite channel.

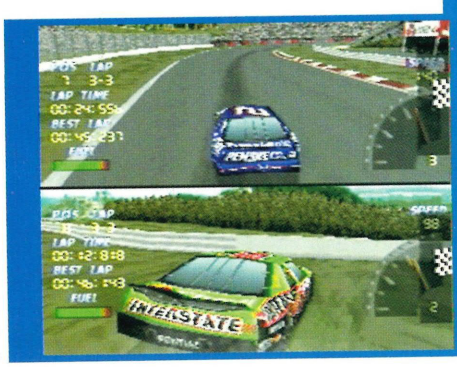
As is the case with more and more of today's racing games, there will be a split screen option in which you can pit your wits against the computer drivers as well as a more unpredictable human opponent.

The sound is also authentic NASCAR – from the engine roars to the cheering of the crowd. Add all of this to the highly detailed graphics and fluid gameplay and EA Sports may have come up trumps again with this one. Its only possible failing is that NASCAR isn't big league over here but on this evidence it may well pick up a few more followers with its break neck speeds and spectacular crashes.



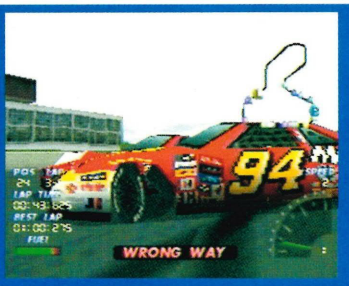
The set up is essential for some circuits so you set the tyre pressure just right to gain that extra bit of time. As in Formula One racing, the downforce is also essential to give your car more grip on some of the devilish bends





The weather seems to be playing a greater part in many releases today and, thankfully, NASCAR does contain races in the fog. They are actually pretty terrifying and corners appear out of nowhere as you travel at high speeds





The number of views offered is extensive and can add much more realism to the proceedings as you see the circuit from inside your high powered vehicle. The views are all impressive and tend to give you an insight as to what NASCAR is all about, whether you're viewing from inside or outside the car







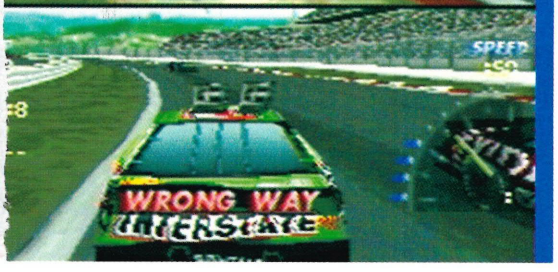






All the drivers and teams have been included and are bang up to date. The circuits too are the current ones used in the sport. The attention to detail has been quite extensive with dents and scrapes appearing as the damage increases





When the finished game hits the shelves in October all sponsors and advertisements will be included on the cars to add that extra bit of realism. With all of the new additions it looks like it could be one to take many people by surprise in the run up to Christmas

Game Title

Nascar 98

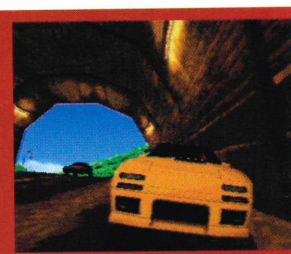
Software House

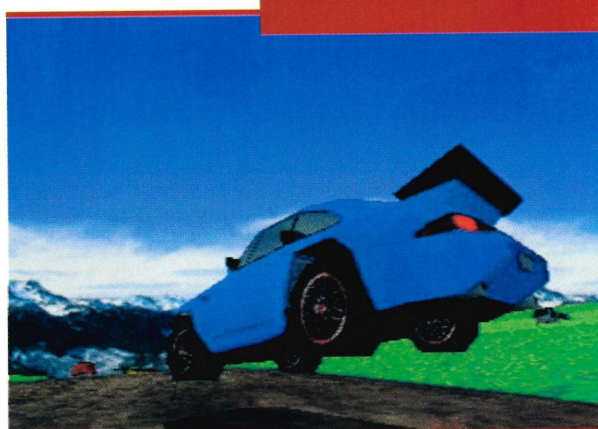
Electronic Arts

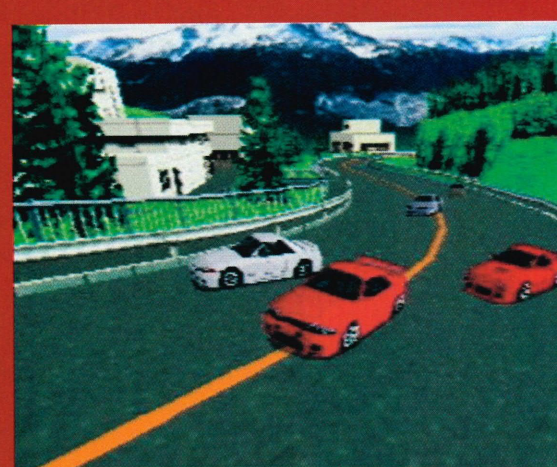
Release Date

October

Peak-a-boo







There are plenty of racing games at the moment and JVC wants to take them all on with its latest Japanese conversion

WITH THE REVIEW OF THE SUPERB Total Drivin' tucked away elsewhere in this issue of PlayStation Pro, any other race game within these pages is going to be looked at in a different light. JVC is set to release Peak Performance into a market already packed with car games. Everybody wants to create a good, fast one and JVC has perhaps sacrificed gorgeous backdrops and car graphics to get that little bit of extra speed.

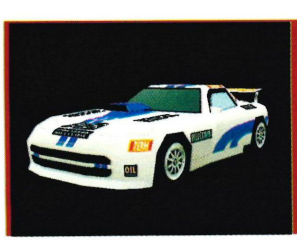
Realistically, JVC wouldn't want to push this against the likes of TD or Rage Racer. It is billing it as more of a Need for Speed type game and this is probably the best way to go about it. The tracks certainly look like they race along from the code we've seen but it's a difficult genre to stand out in these days, especially with Ocean seemingly having the whole thing sussed out.

There are a choice of 29 cars as well as the obligatory hidden ones. Peak Performance scores plus points by its wide choice of vehicles – although to be fair most are more like Japanese bank managers' cars. It really is white Nissan city around the tracks of Peak Performance!

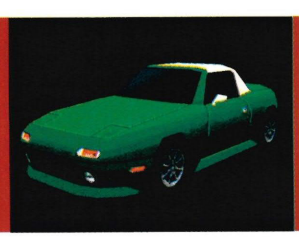
The music is straight out of a Manga cartoon with rocky Japanese guitars hammering along in the background, but thankfully volume buttons on tellies were designed for such an eventually.

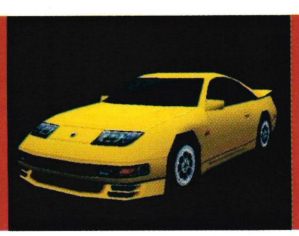
Peak Performance could well get hammered if it's compared across the board to the top end race games for the PlayStation. No doubt JVC will be keen to push it as an alternative to the tried and tested formula when it comes about for review in a couple of months.

Peak Performance comes with the standard in and out of cockpit viewpoints that all racing games seem to come complete with these days. It's largely a personal preference as to which one to go with but the traditional out of car view does allow you to see more of the road ahead

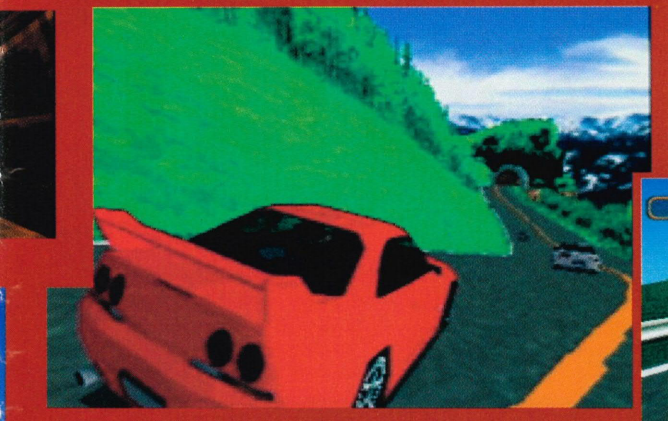




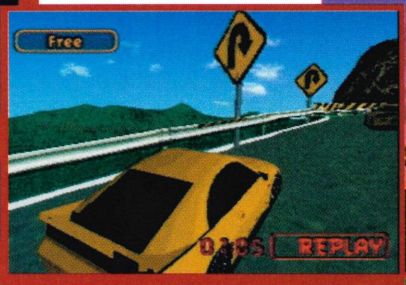


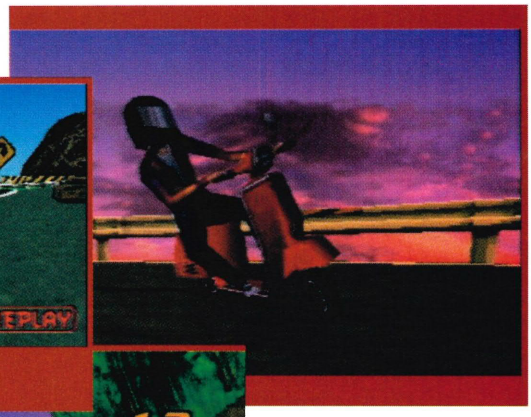




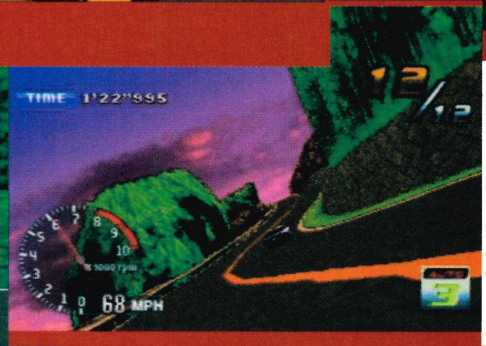


Peak Performance sees you racing around several Japanese tracks, listening to Japanese rock music while driving a Japanese car. Console kids should love it. There is actually plenty of choice on the car front with 29 vehicles to choose from, including a kind of dune buggy type thing



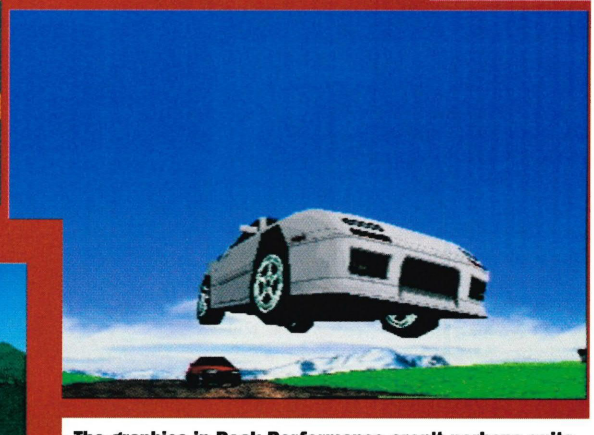




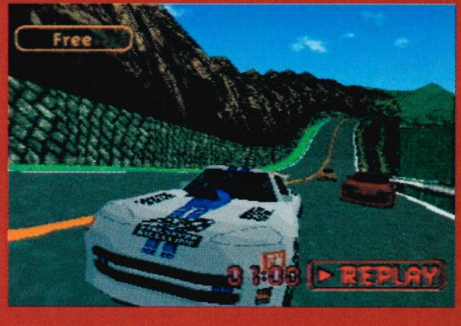


The lesser detail on the graphics allows Peak Performance's cars to travel very fast indeed. The steering is very sensitive but once you get used to that it's quite easy to get some seriously impressive speed, right until you plough into a stationary object that is





The graphics in Peak Performance aren't perhaps quite as detailed as some if the recent racing games we've been blessed with, but this does help to put it more in the Need for Speed area which looks like it was the intention in the first place. Whether that will be enough to attract the attention it deserves, only time will tell





PP has been produced over in Japan by JVC developer, Cave, who has obviously been hard at work getting the game to run as fast as physically possible. We haven't had chance to try it with a steering wheel yet but it may turn out to be a little too fast for a such a peripheral in the end. Not that that's a bad thing

Game Title
Peak Performance

Software House
JVC

Release Date
November 97

Tour







There will be plenty of car choice in TTCC. You'll be able to race in any of several high-performance road cars, such as the Peugeot 406, Renault Laguna, Audi A4, Volvo S40, Vauxhall Vectra, Ford Mondeo, Honda Accord and the Nissan Primera. If you're a car freak, this is for you

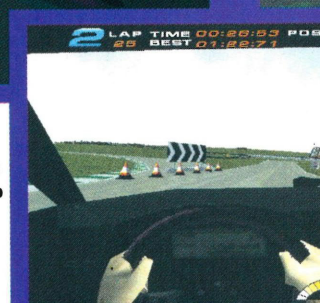
Codemasters tells us that TOCA Touring Car Championship will boast a unique dynamic Head Cam Drivers view as well as the best car physics with suspension dynamics, wheel spin, 360 degree crashes, varied traction and realistic car handling. In short, quite a lot!

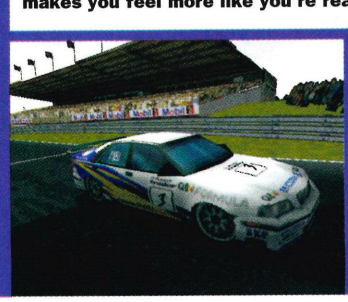






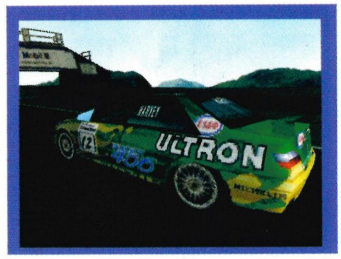
Touring Car will give you the opportunity to race on all the real tracks used in the championship. Donington, Silverstone, Brands Hatch and Oulton Park are all included to help make the experience as real and as rich as possible. You can even beep your horn if that makes you feel more like you're really there





The scenery around all the courses is photo-realistic and has been accurately reproduced using data from the Ordnance Survey which provides a lovely look to the surrounding countryside of the tracks. Just take a look at the screenshots if you need any further evidence!

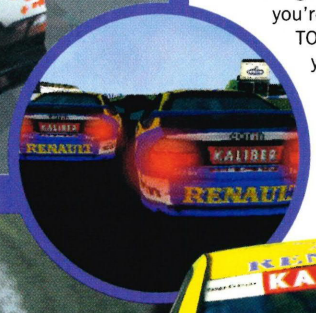
de force



As with all sports games worth their salt these days, Touring Car Championship will have a celebrity commentator in the shape of Top Gear's Tiff Needell. Tiff will be providing the speech for the pre and post race analysis. Codemasters has steered clear of in race commentary because it believes it gets repetitive









Yet another racing game and yet another great looking one. Codemasters hits the road with its Touring Car screamer...

GOOD OLD COMPUTERS. LET'S JUST get it straight right away that this is the second time I've written this piece because I managed to trash it the first time by accident, so if the entire magazine is late on the shelves it's probably my fault.

So I'm going to tell you what I thought of it first time round and assure you it was a piece of literary genius that would surely have rivalled the greatest works of Dickens, Keats and maybe even Andy Sharp!

Right, Quiz Time, what do you know about Touring Car Racing? Well, you've probably sussed it's to do with racing cars. What you might not know is that it's done with "lads" cars around proper F1 tracks at top speeds with loads of spectacular crashes. So if seeing Mondeos and the like screwing around Silverstone is your idea of fun, then this latest licence from Codemasters is going to be right up your alley, in the nicest possible way.

By completion it's going to have all the real cars from 1997's competition in it, the real teams, real drivers and real Championship tracks. Naturally this will mean nothing to you if you're not a fan, but you can't beat a bit of realism.

If high performance racing is one of your interests and you're lucky enough to own a PlayStation to boot, TOCA Touring Car Championship is going to have you dribbling with its speed and quality graphics. We've seen it, we know what we're talking about (even if it doesn't always sound like it) and this is going to be a big release that will keep up Codemasters' impressive track record of late. Watch this space for next month's review kids.

Game Title
TOCA Touring Car Championship

Software House
Codemasters

Release Date
November

Wheels on Fire

Formula One is for ponces, try Interplay's carnage strewn alternative



EXTRA TERRESTRIALS – WHAT WILL THEY be like? Harmless little leathery fellas who want soil samples for their studies? Lanky Greys who like abducting neurotic Americans? Whatever the answer, it would appear we overlooked the possibility that they could be psychotic petrol heads who just want our beer and a good ruck.

According to Interplay's new action racer, Rock 'n' Roll Racing 2, that's exactly what planet Earth will be faced with in the near future. Bored with causing trouble in his seedy backwater of the universe, evil alien warlord Draenek invades Earth and enslaves the human race. For his own viewing pleasure he sets up The Races – homicidal motor races in which souped up motors laden down with plasma cannons and chainguns blow the stuffing out of each other.

Your job is to enter the races and complete all 32 races on five different planets (Earth, Hell World, Neo-Tokyo and Cloud World), culminating in the hardest of the hard – the imaginatively entitled Arena of Death. Obviously you don't race as yourself, that'd be far too boring – instead you get to control the destiny of one of the game's six main characters.

Like your typical arcade fighting game, each character has a different incentive for entering the contest. Some, like Motormouth or Kratorian, are racing to try and break Draenek's hold on the human race while others, such as Handsome Jack Bloodwheel, are racing because they like The Race's subtle blend of cars, guns, carnage and cash prizes.

Regardless of which character you play you'll be able to pick one of eight cars to drive, each with their own different characteristics. Buy a bulky monster and you'll sacrifice speed for strength, opt for a speedy muscle car and you'll only be able to take a few shots before disintegrating into a fireball.

As in the best games, you are able to soup up and modify your cars depending on how much money you make. Armour skin, defensive weaponry and high powered lasers are all essential if you want to blag high scores and earn more dosh.

Although admittedly Rock 'n' Roll Racing 2 covers pretty familiar territory, there's no denying the fact that the preview version we laid our grubby hands on proved to be more addictive than a heroin laced cigarette, so we'll probably still be playing it when it's time to write the review.

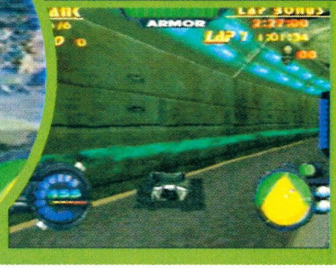


It looks as though the finished Red Asphalt will be a well polished affair. The front end looks especially good, presented in keeping with the rest of the game with a greasy, dirty industrial look to it. Although I haven't sat through them all, Interplay has weaved 20 minutes of fully rendered movies into the game including car commercials to help you decide which particular motorised killing machine you want to buy









Rather than just blow your enemies up with a chain gun, Interplay has decided to include a ridiculous amount of high tech weaponry with which to blow up your opponents. In addition to the rather passé lasers and oil slicks, you can knobble the opposition with guided missiles, energy suction, anti-matter projectiles, land mines and time warps



Most of the characters in Rock'n'Roll are participating not because they're mad petrol heads, but because they want to overthrow the evil alien warlord Draenek. Quite how they're going to do this when all their free time is spent racing is something of a mystery, but they all have a personal vendetta towards him. Motormouth is a survivor of Draenek's invasion of Earth, while Thula Crimstone is actually the rightful successor to the Emperor of the Starian Empire...



Game Title

Rock 'n' Roll Racing 2: Red Asphalt

Software House

Interplay

Release Date

November

pastMasters

An arcade fighter without fireballs, chain-saws and soul bombs? Read on...

EVER SINCE THE TOSHINDEN AND TEKKEN GAMES appeared on the fledgling PlayStation almost three years ago, the arcade fighter has proved to be one of the most popular genres.

Consequently, beat 'em-ups are ten a penny nowadays. Walk into any high street software retailer and you'll be confronted by tons of games that look very similar. Your average arcade fighter will usually consist of some leggy bird exchanging fireballs and kidney punches with a bloke built like a brick out house. There'll be some attempt at a plot – usually written along the lines of the old 'Karate Kid' thing of entering a dangerous contest to defend their honour and confront inner demons. Or something.

This is where Dynasty Warriors differs a little. There's a clue in the title and I don't mean that the contenders are all hideously over made up rich American socialites with bright white teeth. You see, in Dynasty Warriors all the contenders are actually historical warriors from 5th Century China. According to Ocean, all the characters; their strengths and weaknesses, their weapons, and even the locations of the fights all have some basis in fact. Don't worry though, it's not educational in the least.

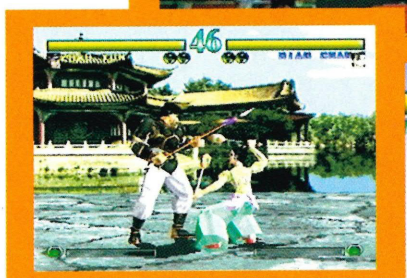
In fact such a seemingly crap idea seems to have been pulled off surprisingly well. Although lacking any spectacular pyrotechnic moves, freaky outfits with dagger gloves and other traditional garnishing of the beat 'em-up genre, all the protagonists in Dynasty Warriors look the business. They've all got their own preferred weapons, from fat bloke Xu Zhu's huge combat dumbbells to Xiaho Dun's Saracen style sword.

All the stock arcade fighter options are there including practice modes, time trials, tournaments and a few extra such as the team session where you can select three characters to battle another team of three.

The game looks amazing with excellently detailed 3-D polygon characters who are so well rendered they appear to have mad staring eyes and stupid facial expressions. Sound wise Dynasty Warriors doesn't disappoint. The effects sound suitably Monkey Magic and even include that special 'ching' noise that you only ever seem to hear in Japanese cartoons.

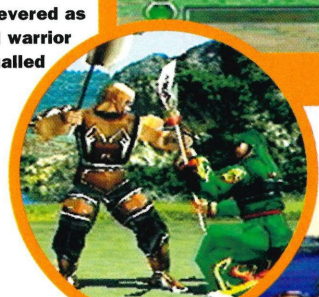
Nice one Ocean for trying something a little different. Who knows – it could have started a whole new genre. Don't hold your breath for Mahatharab Arcade Fighting or Mortal Maouri Combat though...



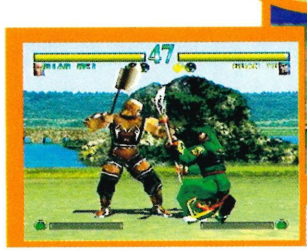




There's some degree of career progression in Dynasty Warriors. As you gain fighting prowess you'll get to battle three game bosses and, once you've proved yourself worthy, an additional 16 characters. Once you've got all this out of the way you'll be revered as Mosou – martial warrior unequalled

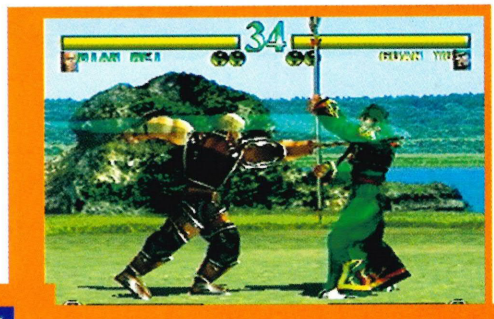








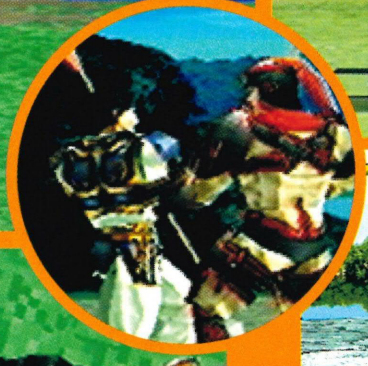
Apparently Ocean has had researchers sifting their way though dusty old historical manuscripts to find out all the info on the game characters. Supposedly every character's strengths and weaknesses are based on those of the real historical figure. Mind you, do you really need historical accuracy on a PlayStation game? I don't really think anybody could give toss as long as it plays well



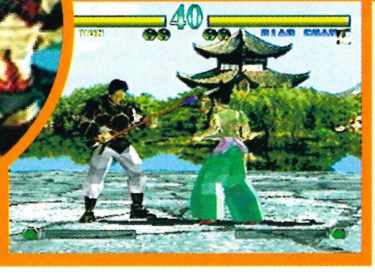
















As in all the best beat 'em-ups, the moves are all pretty intuitive. Even though each character uses different weapons and different fighting moves, the control system is designed so that you can master each one quite easily. You can even do one of those spinning a staff around above your head before cracking somebody with it type moves you see in cheesy Kung Fu films

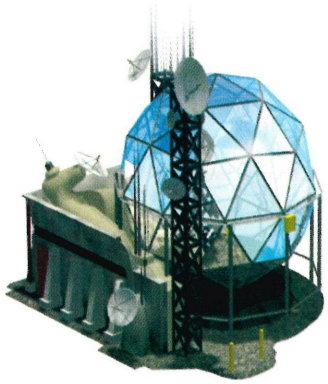
One cunning feature in Dynasty Warriors is the custom tournament option. Rather than having to fight a tournament with the CPU making the decisions, you can configure your own two player tournament where you and a mate select your favourite characters. After playing round after round you'll be left with the best two for the mother of all battles



Game Title
Dynasty Warriors

Software House
Ocean

Release Date
October 97



Alien AggrO

What do you do if you've got noxious gases being pumped in your direction by a seven foot alien from Jupiter?

IN 1995, SO THE BLURB goes, NASA launched the Galileo probe to Jupiter. Expecting one or two blurred photographs of green clouds and the like, NASA scientists were a little surprised to find out they had just accidentally declared war on the planet's seven foot high, rather mean looking inhabitants.

Angered at having chunks of NASA space hardware dropped on their heads, the Jovians launch an all out invasion of the earth and proceed to pump its atmosphere full of poisonous sulphur gas so they can set up home.

Based on this simple premise, Eidos' latest PlayStation release mixes elements of Microprose's X-Com series, Warcraft and Command and Conquer into what looks like a supremely playable game.

Although on the surface it is pretty similar to any other C&C clone, Conquest Earth is built on a much grander scale. The game offers two different modes of play. The arcade mode for instance offers mission based warfare a la C&C or Warcraft, with the focus on strategy and tactics. In strategy mode however, you're going to have to take control of elements such as funding, building bases and research.

To add to the challenge Eidos hasn't limited the player to controlling the Earth forces. If you fancy trying your hand at a spot of planetary domination you can direct the forces of Jupiter as they try and overrun the earth.

However, whichever side you choose to take on, beware. Eidos boasts that the AI in Conquest Earth is the most advanced about – apparently it is derived from neural networking technology meaning that the enemies have the ability to learn and respond to what you do. This level of AI requires the player to constantly change and adapt their own tactics as, like it or not, your computer controlled opponents will not fall for the same trick twice.

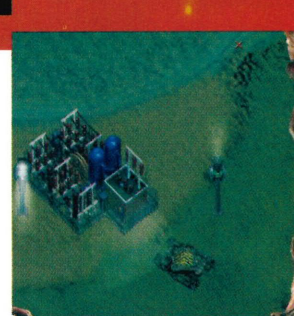
To facilitate your efforts Conquest Earth's designer, DataDesign, has included two different interfaces for the game. To direct battles, the action is viewed from above with multiple viewing windows so that you can keep tabs on more than one unit at a time. In strategy mode, a world screen can be viewed showing alien and human territories, troop allocations, bases and research establishments across the world.

All in all it looks like Eidos might have produced a stunner here. The wargame element will appeal to anybody who enjoyed C&C or Syndicate Wars, while the more cerebral stuff in the strategy mode will appeal to anybody into Microprose's X-Com games. C'mon then Jupiter bloke, I'm waiting...





Conquest Earth uses a gizmo Eidos calls RealTime Stereo Distancing. RSD boosts the sounds of battle when you zoom in on a particular battle or skirmish and them diminishes as you zoom out. In addition, the sounds of rockets, bullets and planes will rise in pitch as they approach and drop as they head away from you – the so called "Doppler Effect"



Playing Conquest Earth in strategy mode means that you will have not just direct your units in battle, you'll have to build them in the first place and allocate them to different parts of the globe. You will only have at your disposal the resources you put there yourself, so if there aren't enough units to head of an alien attack, you've only got yourself to blame

Living, as they do, on a huge gas giant planet which is particularly prone to storms and terrific temperatures, the Jovians are a bad tempered lot. In response to your trivial planetary faux pas of dropping a satellite on their heads, they now want to destroy all life on earth by pumping it full of the poisonous gas they breathe

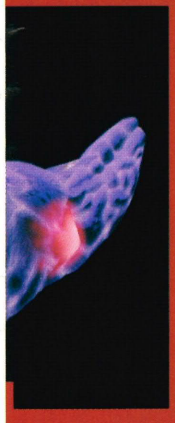








Like Independence Day, last year's summer blockbuster, Conquest Earth pits a formidable and technically superior alien race against the earth forces. The Jovians have the ability to morph, disguising themselves as trees, rocks, and even humans to avoid detection. They've also got deadly, but rather poncey looking, purple spacecraft to blow buggery out of everything they see while we're stuck with naff old Harriers













Game Title

Conquest Earth

Software House

Eidos Interactive

Release Date

November 97

Animal





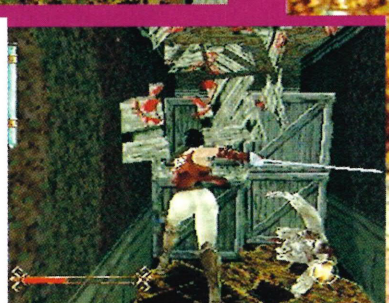






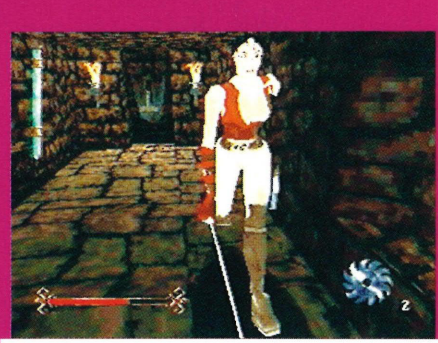






Nightmare Creatures will allow you to play as one of two central characters – Ignatius, a dark stranger who, for some reason known only to himself, dresses like a samurai warrior and carries a large staff or Nadia, who seems to be sporting a lovely pair of riding jodhpurs and huge red gloves. Mind you, if you're fighting legions of the undead, you don't really need to look inconspicuous

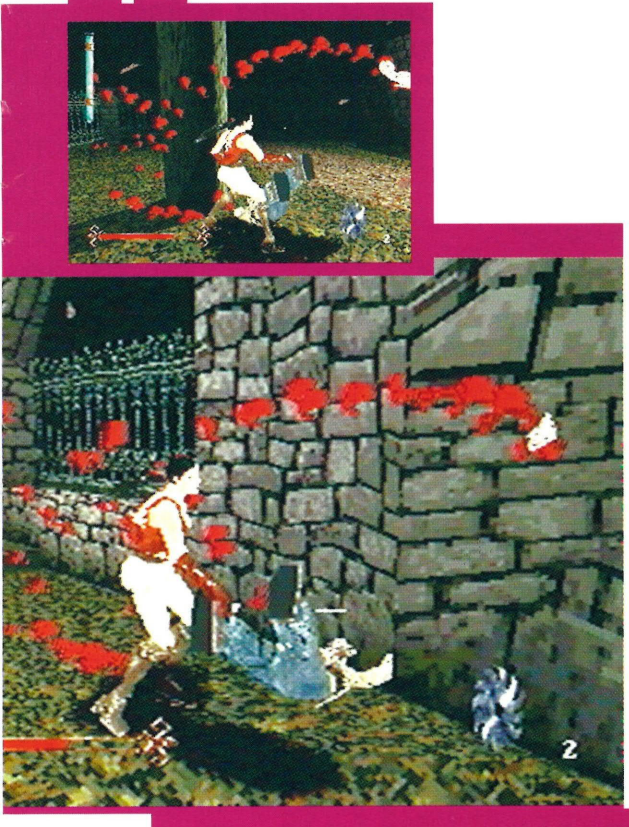




Defeating the various zombies, wolfmen and satanic beasts in Nightmare Creatures isn't just a simple case of slapping them any old way until they fall down and die, oh no there are a few more tactics to it. The only way to dispatch a zombie is to slice him in two otherwise he'll keep coming back and pestering you. Wolfmen need to be tackled with a mixture of defensive and offensive moves. Use your brains or they'll be sucked out!

House

Try fighting the legions of the undead in old Landan tarrrn in Sony's new slaughter fest...



EVERY NOW AND AGAIN YOU get handed a CD with a fairly nondescript title that you just don't really know what to make of. Nightmare Creatures sounds to me like the title of some interminable James Herriot book about Jack Russells with flatulence problems and the like.

Nightmare Creatures, as it turns out, has absolutely nothing to do with sticking your hand up cow's bottoms. It is, in fact, a rather tasty looking Tomb Raideresque running beat 'em-up. If you think my genre summary is a little confusing, I apologise, but that's just because Nightmare Creatures is actually quite difficult to pigeon hole. In part it's a Tomb Raider type game with the onus on running along and exploring your environment and in part it's a beat 'em-up with both defensive and offensive moves required to get the better of the bad guys.

The bad guys in question are hideous monsters created by an evil genius and number one fan of Frankenstein, who's Friday nights are spent in his dingy laboratory in Victorian London concocting evil beasts to run about terrorising people. Your job is to rid the capital of these evil beasties that range from bog standard zombies (who look like Pearl Jam fans after listening to one to many Eddie Vedder songs) to huge flying monsters who make the denizens of Quake look like fluffy bunnies.

It's a Hammer House of Horror fan's paradise (only the monsters look rather too realistic). All the essential ingredients of your average Hammer film are there, from the cod Vincent Price voice-over on the introductory film to the atmospheric swirling fog of Victorian London.

The music and effects are all carefully selected so as to provoke a mood of unease and tension. Off-key pianos tinkle at opportune moments and you can even hear the laboured breathing of the game's central character and the snarling of the beasts that are pursuing you.

If you're sick of seeing Lara Croft's arse bobbing around in front of you and are game for something a little different Nightmare Creatures should be infesting a store near you by this November.



Hats off to Kalisto for creating something with a bit of comedy violence. With fat arse MPs going up in arms against Carmageddon because it glorifies violence, you'd have though that software houses would have perfumed petals appearing when ever you dispatch an enemy in a beat 'em-up. Not in Nightmare Creatures. There's more claret on show here than at your local Oddbins. And a word of warning, zombies will still come at you with only one leg

Game Title
Nightmare Creatures

Software House
Sony Interactive

Release Date
November

Cheat, Drink and Be Merry

Are your eyes bloodshot, your palms sweaty and your thumbs aching? Is your girlfriend about to dump you for the binman she met down the pub who regales her with epic stories of collecting the rubbish, just because you just don't pay her enough attention anymore? Worry not, because here at PlayStation Pro we are committed to rescuing you from your dark and solitary imprisonment at the hands of impossible games. Read on...



SOVIET STRIKE

When it comes to helicopter games, are you more Noel Edmunds than Airwolf? Don't worry about it, try our level cheats for Soviet Strike:

Level 1	WORSTCASE
Level 2	GRANDTHEFT
Level 3	GROZNEY
Level 4	CHERNOBYL
Level 5	CIVILWAR
More powerful weapons	DAVEDITHER
Endless fuel	MOUNTAINDEW
Fuel lasts twice as long	VULTURE
Invincible	IAMAWOMAN
Infinite Ammo	STRANGELUV
Double Destruction	DRBENWAY
Seven Lives	NOSFERATU
Get the locals to worship the chopper	GHANDI
Get the locals to lynch the chopper	ANGRYLOCAL

IMPACT RACING

Here are a few codes for the top high speed car chase type game Impact Racing – code for the road, you might say:



Invincibility **I.M. IMMORTAL**

Infinite Weapons **LOADSOFSTUFF**

All Weapons **ALL.TOOLEDUP**

Six Bonus Tracks **BONUS.LEVELS**

Final Level **ENDGAMELEVEL**

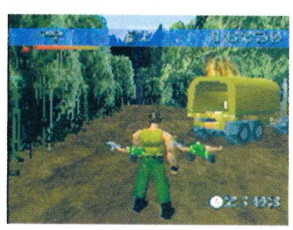
Level Select **RABBITBADGER**

Trippy Music **JOURNEYS.END**

All the gear and gadgets **LOADS OF STUFF**

LONE SOLDIER

No one knows why the lone soldier is alone. I think it's something to do with the fact that whenever anybody invites him out he insists on talking about guns and embarrasses people with his repertoire of Sly Stallone sayings.



Anyway, if you want to get the game over and done with, follow our simple mode cheats (you will need to pause the game while you do this, by the way).

GOD MODE

By entering ⬆ ⬅ ● ▲ ⬆ and restart you should be able to attain an untouchable hardness of being.

LEVEL SKIP

Bottle out of whatever mission your currently doing: Press ⬇ ➡ ● ▲ ⬇ and ➡ and hey presto, you'll skip straight onto the next level, no questions asked.

WEAPON CLAIM

If you want to pick up all the weapons in the vicinity without actually going to the bother of going around and picking them up use this simple little cheat: ➡ ⬇ ● ▲ ⬆ and ➡

LOST WORLD

Coming a cropper on EA's dinosaur fest? Stuck as a measly raptor when you really want to chew people's heads off as a Tyrannosaurus Rex? Then use our smart new Lost World cheats:

TO PLAY AS A HUNTER:

Enter the password:

■ X ● ▲ X ● ■ ▲ ■ X ● X

The game will start but you'll find that there are no sound effects. Exit the game and turn the sounds on in Options.



Now re-enter the code and you'll be able to play as the hunter.

TO PLAY AS A HUMAN:
Enter the password:

● ● X X ▲ ■ ■ ■ ● ● ■ ▲

and, hey presto, you'll be a card carrying member of the human race.

TO PLAY AS A MALE HUMAN:
If just being human isn't enough and you want to play as one of the blokey variety enter this code:



● ● X X ▲ ■ ■ ■ ● ● ■ ▲

TO PLAY AS THE RAPTOR:
Enter the password:

■ X ● ▲ X ● ■ ▲ X ■ ● X

and instant Raptordom is yours.

PLAY AS THE TYRANNOSAURUS REX:
Enter the password:

▲ ■ ● ■ X ▲ ▲ ● ■ ▲ ▲ X

Once you've done this the game will start but without sound effects. Exit the game, select options and then re-enter the code and you'll be the biggest, meanest dinosaur on the island, and you'll make every other dinosaur on the island look like the supremely annoying Dino from the Flintstones.

VIEW T-REX GALLERY
Enter the password:

▲ ▲ ● ■ ▲ X ▲ ■ ■ X ▲ ●

VIEW PREY GALLERY
Enter the password:

▲ ■ ● ■ X ▲ ▲ ● X ■ ▲ ▲

VIEW RAPTOR GALLERY
Enter the password:

● ■ ▲ X ● ▲ ■ X ● ■ X ▲

VIEW HUNTER GALLERY:
Enter the password:

▲ X ■ ▲ ● X ■ ● ▲ ■ X ●

If you're still crap even after all this help, there is one last ditch attempt you can try. At the start screen press

▲ X ■ ▲ ● X ■ ● ■ ▲ X ●

Like some of the other cheats, the game will start but the sound effects will be disabled. Exit the game and re-enter the code and you'll be given 59 lives. If this doesn't improve your gameplay, take up knitting because you're probably incapable of doing anything more demanding.

RALLY CROSS

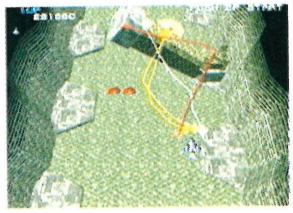
Here are a few codes for Rally Cross that, while they mightn't actually help you in the game, will add a little fun into the proceedings. These codes will change the physics settings in the game so that important aspects in the game can be chopped and changed about. Enter the codes at the New Season login:



To make the cars heavy type
STONE
To make the cars ultra lightweight type
FEATHER
For low gravity type
FLOAT
To lower tire friction type
SPINNER

XEVIOUS 3D+G

When it came out a couple of months ago, Xevious 3D+G got slated for being a retro, crappy looking scrolling shoot 'em-up and having the most stupid sounding title in the history of video gaming. However, you might go for this sort of thing – who am I to pass judgement? So, here's a little treat for all you naff Namco aficionados:

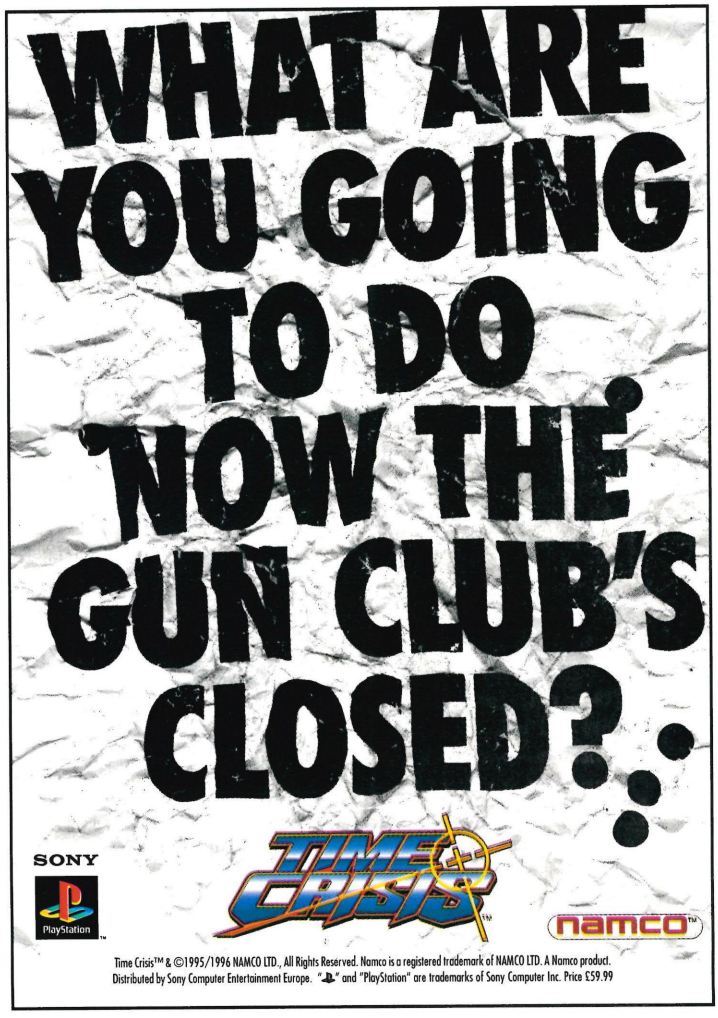


TO PLAY AS HEIHATCHI OR PAUL

First player hold
⬅ **X ● Start**
to play as Heihatchi
Second player hold
➡ **X ● Start**
to play as Paul

LOADED

No, we're not talking about the easiest to reach jazz mag at the newsagents – these codes should give you something of an advantage while playing Gremlin's quirky shoot 'em-up: Press start while in the game and hold down **L1** and **L2** for **10 seconds**. After this enter:





← ↓ → ▲ ■ X ●
for extra lives.

To skip levels:
X R1 ▲ R1 ■ ●
R2 R2 X ■ ▲ X

If you want to skip loads of levels and not just the one you're playing, try pressing:
↓ ↓ ▲ ● X ■ X ▲ ■ ●
then quit and go to main menu for level select.

COMMAND AND CONQUER

In the October issue we told you that the blokes at Virgin had no cheats for the definitive strategy game Command and Conquer. Well some have come light, thanks to Dave Newby from Mexborough:



→ ↓ ← ← ↓ → → ↓ ← X ■ ▲ For the Neon Cannon

● ● ● ↑ ● ■ R1 ● ● ● For the full map

→ ↓ ← ← ↓ → → ← X ■ ● For Air Strike

→ ↓ ↓ ← L1 ← → ↓ ← For £5000

Cheers Dave!

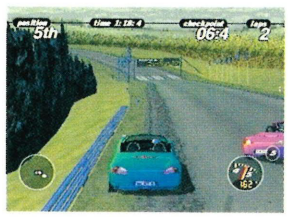
PORSCHE CHALLENGE

Is racing a high performance sports car just not exciting enough for you because you're such a mad arsed crazy? Try our secret Porsche codes for extra amusement.

Once you've entered the main menu screen bung in these little codes:
For a fish eye view of the race hold down ■ ▲ and ● and then press **L1 L2 R2 R1** Hey presto, the race will a look as if viewed from a flying mackerel.

If you want all the game voices to sounds as if they're being spoken by Mickey Mouse on helium after castration enter
↑ ▲ ↑ ▲

If it's a mad car you're after, hold down **Select** and ■ **select** and ● and then **select** ■ and ●



For an invisible car try holding down ■ and ● then **L2** and **R2** ■ and ● **L1** and **R1** and finally ■ and ●

If you want your all your opponents to behave like boy racers enter ↑ ← and then hold down → and **select**.

PERFECT WEAPON

Is your Perfect Weapon not so perfect? Try these passwords if things seem to be going rather pear-shaped:
Enter these level password at the password screen to skip to:

ICE MOON:
X ■ X ■ ■ ● ■ ●

GARDEN MOON:
● X X ▲ ● ● X ▲

FOREST MOON:
● ▲ ■ ● ■ ■ ▲ ▲

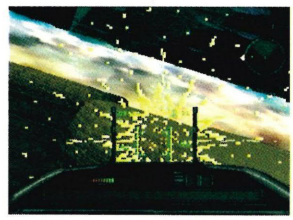
DESERT MOON:
● X X X ▲ ● ▲ ▲

PROTEUS MOON:
X X ■ X ■ ■ ▲ ●



INDEPENDENCE DAY

Relive the 'Americans Save The World' cheese fest that was Independence Day without the benefit of a memory card by using our stunning level cheats:



Choose normal difficuly level, select load and enter these:
WASHINGTON: DBKMO

NEW YORK: GBKMX

PARIS: LLSMX

MOSCOW: NL9MX

OAHU: T59MX

LAS VEGAS: Z99MX

MOTHERSHIP: 399MH

TIGERSHARK

Okay, so you've blown up all the Russians, hared around underwater backwards and now you're so bored you've taken to harassing the fish. Squeeze every ounce of extra gameplay you can out of Tigershark by using these waterlogged codes:



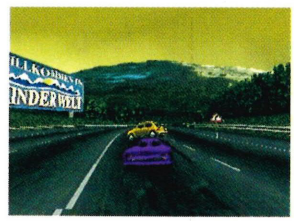
BONUS GAME
Get yourself to the Resume Mission screen and enter in the password **SNEEG.**

BONUS PREVIEW
At the Resume Mission screen enter **BUGGY**
LOWER THE GRAVITY
If you're gagging to lower the gravity (which doesn't make an great deal of difference underwater) by entering **SOYUZ**
MORE FIREPOWER
As above, but this time enter RUBLE

VIEW THE CINEMAS
You know the drill - this time enter in **KIEV**

THE NEED FOR SPEED 2

The creators of Need For Speed 2 must have been bored shitless during the development of the game because their are loads of special codes knocking about so that you can drive VW Beetles, dinosaurs and supercars. Well, here are a few more to be getting on with:



TO DRIVE THE NEWS STAND:
At the password screen stick in the following: **STDCME**

TO DRIVE THE PEOPLE OF THE TEMPLE STAND
enter in : **STDBME**

TO DRIVE THE PRODUCT STAND
bung in: **STDAME**

RAGING SKIES

The skies may well be raging but, lets face it, if you keep running out of time it doesn't matter a damn. Blag yourself some valuable extra time by using this cheat:
While your waiting for the game to load hold down **R1 R2 L1** and **L2**. If this hasn't crippled you for life release the buttons when the game loads up. You should find that when you start a mission, you'll now have 999 on the counter as opposed to the usual 357.



PROJECT OVERKILL

Been shot to buggery and one more will finally do ya? Try blagging yourself maximum health by pressing start at any point during a mission and highlight the review mission





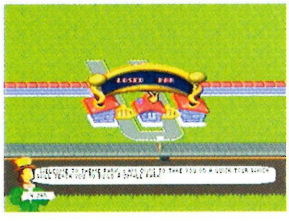
option. After you've done this enter the following:

■+● ■+X, ■+▲ ●+■ ●+X ●+▲

You should see your health rocket up to 200 and a the word 'cheater' across the top of the screen. Use this cheat whenever you like.

THEME PARK

A business sim is a little pointless if you actually start of with skip loads of money but what the hell – if your a mad crazy crap tycoon sort of a person try this cow orientated cheat for Theme Park.



At the nickname screen type in the word **'BOVINE'** and then hold down ● and **X** together. Now start a new game whilst pressing down ● **X** and **start**. You'll find that whenever you hold down this combination of keys you'll get more dosh until you have blagged all the money you need to build the next Alton Towers.

TRACK AND FIELD

Obviously hacked off at having



to write a game about some of the dullest sports in existance, the creators of Track and Field seem to have spiced things up a bit by including all manner of weird stuff in the game.

If you're the sort of pervy bloke who ogles computer generated women, Track and Field holds a priceless added extra for you. By holding:

⬇ ⬆ ⬆ ⬇ ⬇ ⬅ ➡ ⬅ X ●

you'll be able to get the women swimmers to ditch their regular swimwear and adopt skimpy bikinis.

Likewise, make the high jump a touch more interesting by clearing your first jump and then upping it by **40cm** or more and clearing it again. Now you should see an airship floating by. In the pole-vault event do the same, adding **40cm** to your original jump and and clearing it again and none other than the Space Shuttle will cruise past.

If it's flying machines of another planet your go to the javelin event and throw your javelin at **maximum strength** at an angle greater than **60 degrees** and you'll spear a UFO.

If you're bored of watching the skies, try attaining a score where the last three digits are the same in the Long and Triple jump. A mole should appear in the sandpit.

Finally, summon up that manky old star of crap Japanese B-movies Godzilla by scoring a distance of **11.11**, **22.22** or **33.33** in the shot putt.

AIR COMBAT

Cheats, as far as I'm concerned are infinitely better when they are completely pointless – and what can be more pointless than ensuring your jet fighter has a stunning paint job rather than being an invincible weapon of war?

Air Combat's creators choose, for some reason known only to themselves to include an option to customise your plane. Although I doubt you can plaster it in 'Oakley Thermonuclear Protection' rear window stickers and pink paint splats, you can paint both your and your wingman's plane as you see fit.

When the bird logo appears before the loading screen hold down **R1** and ● and a bouncing CD icon will appear. Enter:

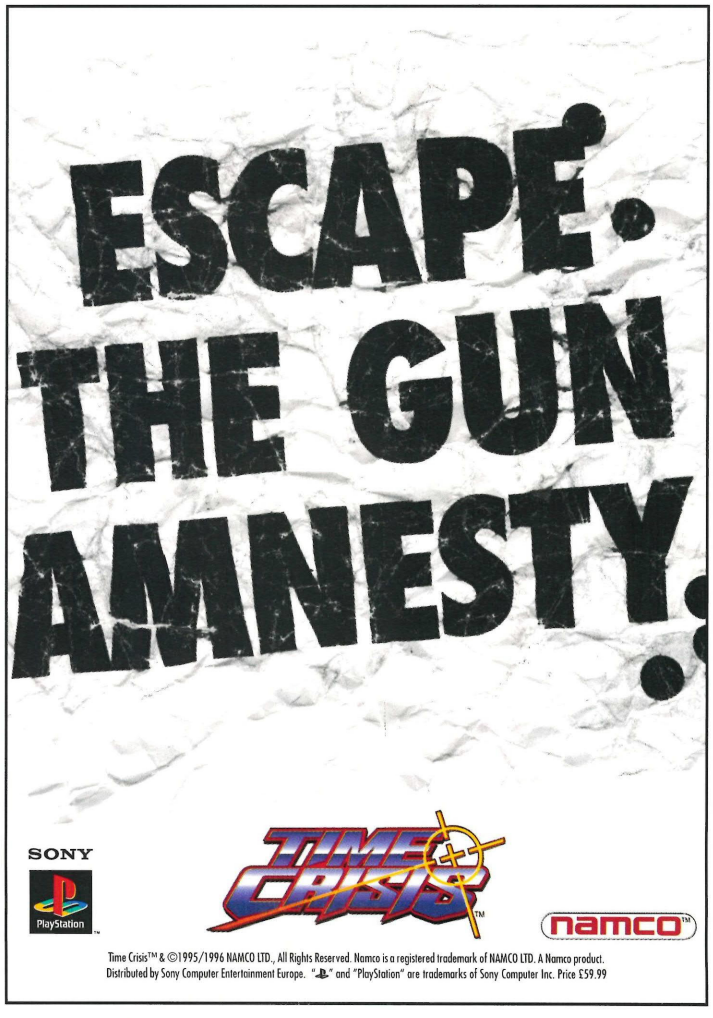
⬆ ⬇ ⬅ ➡ ⬆ ⬇ ⬅ ➡ and **R1** to change the plane's paint job. By holding ➡ and **start** you'll be able to modify your wingman's plane.

OK, so your F15 may plunge in flames towards oblivion, but at least it's replete with tasteful pastel tints and tones...

BURNING ROAD

Now here's an easy cheat. Are you bored with Burning Road and desperately want to drive around some new tracks? In that case just do a U-turn at the start of any race and every other car in the game will do the same. Hey presto – instant mirror mode!





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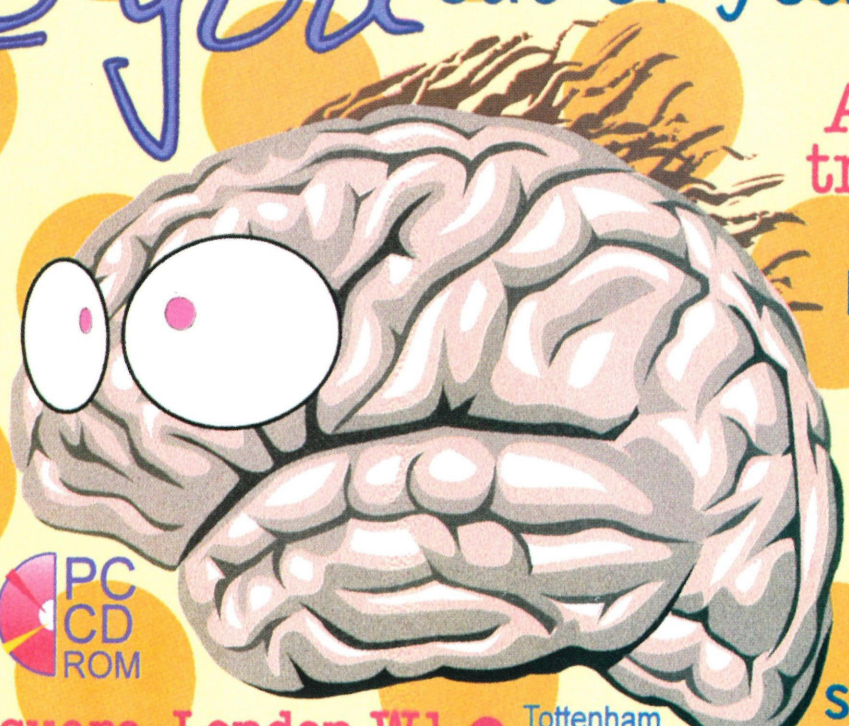
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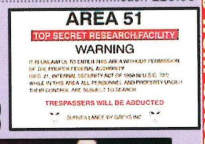
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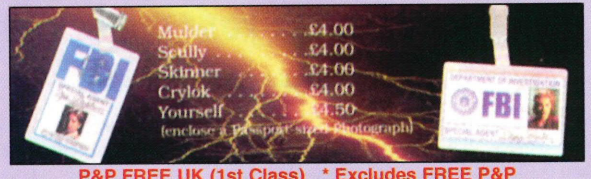
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Dear PlayStation Pro,

I was playing Tekken 2 the other day and on stage 5 I found a character called Alex. Now either I'd been playing too long or Alex is a kickboxing velociraptor. He's not on the list of hidden characters on the back of the box, so please save my sanity and tell me that I'm not mad and he does actually exist. Great mag by the way!

Luke Haines, Somewhere

PRO:

Relax Luke, you're not hallucinating. Alex the Raptor does exist and you'll find that when you've uncovered all the hidden characters in the game, he and Roger the Kangeroo share the same selection box. The same applies to Devil and Angel. It all depends on which button you hit to select your character with. Hit the correct one and Alex will become selectable, hit the wrong one and you'll get Roger. Okay?



Dear PlayStation Pro,

Your magazine is an excellent product, with every issue is packed full with news and reviews. In fact, that's what I'm a bit worried about; you seem to be finding it hard to fit everything in. Why don't you expand your magazine? I mean, it's looking a bit puny compared to some of today's offerings. Maybe you're too busy playing games? Why don't you get more staff involved so that you can give every game the attention it deserves? With only four reviewers, surely you can't scrutinise every game, write a review and then write extra stuff like game guides.

This leads me to another issue I wish to raise, "game guides". I think there are too many of them. I'm getting fed up with your magazine being half full with game guides for games that I haven't got. Okay, they're great for the small minority who own games like Discworld and Overblood, but most of your readers probably don't own every game you have a guide to. I would prefer it if there were only a few pages of guides each issue.

Please, please, please will you start to include a FULL directory of ALL games at the back of the mag, detailing both the good and the bad points. I'm sure this would improve your mag considerably. Also, could you tell me which PSX game you've rated the highest, as I missed issue one and don't know what you reviewed that issue.

Finally, I have heard that a game provisionally titled Sensible Soccer 2000 is being made by GT Interactive for the PlayStation. Is this true? Thank you in anticipation.

Jamie Sutherland, Leamington Spa

PRO:

Puny? Are you taking the piss? I think you'll find that there are several other PlayStation 'publications' on the market who boast a slightly trimmer figure than our goodselves, and the fatter ones are half full of crap anyway. You're onto a good thing with PlayStation Pro Jamie, don't knock it. We could increase the mag, but research shows that people don't really consider pagination to be a key purchasing point. The mag may be thick, but it's the content that's important. Don't you think? But to answer your questions, no we don't spend time creating game guides instead of doing our 'proper' job. We have a team of illiterate chimps boxed-up in the corner of the office who churn them out for us in exchange for Havana cigars and old issues of Razzle. We spend our time producing a top class magazine, which leads me nicely on to your game directory gripe... turn to page 92 and you'll find a new, improved and sufficiently grooved Pro Directory section. Every single PSX game ever released is in there, complete with all the scores and a brief description. On the subject of the highest score given to any game, well quite a few have been awarded nine out of ten and if memory serves the only games to recieve nine and a half out of ten were Tekken 2 and Alien Trilogy. Obviously over the years Alien Trilogy's score needed adjusting to bring it in line with various other releases, but old Tekken 2 still proudly displays its original score. Check the Pro Directory for more information. Finally, on the subject of Sensible Soccer 2000, well GT Interactive haven't mentioned anything about it to us, therefore it isn't happening – yet. Stay tuned!

Dear PlayStation Pro,

I have just come back from my holiday in France and I thought you might like to read this newspaper article on Lara Croft. Sorry I can't translate it, but I didn't get my french A level. The pictures obviously come from the Internet, but as I can't afford it I was hoping that you could put the original pics on a demo CD or perhaps Eidos might bring out a Leisure Suit Larry type game on the Amiga? Finally, can you tell me if there's going to be a sequel to Distruptor?

Nick Gillingham, Suffolk

PRO:

Thanks for the article! Admittedly, the pictures are nice, but we've seen them all before, but not all of them on the Internet as you presume. Lara was in trendy style magazine, The Face, a few months ago – and that's the place where these pics were originally showcased. Admittedly, the topless shots are the result of some sicko sat in his bedroom with a copy of Photoshop, and as you can't afford Internet access (where this sort of thing is quite popular), I guess this French

article is the only place you're gonna see them Nick. But of course, you've sent us the article so you can't even do that anymore! Unlucky! There are no plans for a Leisure Suit Lara game, especially on the Amiga and putting them on a demo CD would just be a complete waste of time and money. Distruptor 2 by the way, doesn't look likely I'm afraid. Interplay's stateside developers haven't mentioned it so far, but who knows what the future may bring?

Dear PlayStation Pro,
I write to you regarding an article I read about a company due to release their first PlayStation title, International Rally Championship, originally called RAC Rally on the PC. If I am right, IMG Media in Macclesfield are the same company as yourselves, or perhaps a sister company. If so, do you have any information on the game?

A M Hicks, Bristol

PRO:
Do you mean IDG Media? I think you do. Well actually, Europress Software are the ones responsible for the rally game in question but your suspicions are pseudo-correct. We are IDG Media, but we used to be Europress. IDG took over and the rest of Europress went off to concentrate on their software development. They usually just do edutainment stuff on the PC, or multimedia packages like the recently released Oasis Song Book, but they are working on International Rally Championship for the PlayStation at present. Unfortunately, it's not finished, so you'll have to wait until they finally unveil it, but rest assured that we'll have a top first look for you very soon indeed. After all, all we need to do is nip across the carpark and knock on the door. Happy now?

Dear PlayStation Pro,
First, congratulations on your wicked mag. I find the reviews very fair and good value for money. I have a few questions to put you to the test:
1) Out of the following, which two should I buy: Resident Evil 2, Tomb Raider 2, Pandemonium 2 or Crash Bandicoot 2?
Thanks for helping me out and good luck for the future with your great mag.

Rhys Thomas, Gwent

PRO:
1) As I haven't seen finished code for any of the above titles yet, I can only say buy all of them. Twice. Maybe. Alternatively, wait for our PRO reviews to arrive and then you'll have no problem deciding between them.

Dear PlayStation Pro,
Some questions for you...
I recently played Soul Blade in the arcades, and Tekken 2 on a demo disc. Soul Blade seemed better, but is it? Should I buy Excaliber 2555 or wait for Psybadek? And what does PSX mean?

Anthony, Oxfordshire

PRO:
Soul Blade is cool. Very cool in fact, but – on personal level – I prefer Tekken 2. That aside, the final the buying decision has to be yours my friend. As far as deciding between Excaliber or Psybadek, well the games are from two completely different genres so I can't really compare and contrast. Anyway, Psybadek isn't even finished yet so why not buy Excaliber and start saving for Psybadek? PSX, as you asked, was the industry term for the PlayStation before it was even released. A sort of 'working title' for the machine if you will. Anyway, it's only really us lazy industry bods that use the term on a regular basis, especially when writing the mag, simply because it takes less time to type out than 'PlayStation'. And the less time we spend hammering a keyboard the better as far as we're concerned.



FILTH, FILTH, FILTH: The internet is awash with mucky pics like this showing Lara in all manner of saucy outfits. Nick Gillingham from Suffolk can't get enough of 'em. Perv.

Dear PlayStation Pro,
Congratulations on an absolutely brilliant E3 report the other issue. Dan deserves a medal for putting together such a well written, informative and detailed feature. Well done mate and keep up the good work. On another note, why is it that most of the letters you receive seem to be written by illiterate morons with no concept of grammar whatsoever and very little command of the English language? Are the vast majority of your readership half-wits or what? Speaking of which, I feel I must complain about the reader's reviews. With the exception of one or two, the standard has been extremely poor so far and unless the quality starts to pick up soon, I suggest you scrap this section of your otherwise perfect magazine. Who wants to hear about games that have already been out for six months anyway? I mean, if I really felt the need to read badly written and ill-informed reviews, I'd go and buy PlayStation Plus. Finally, any news on Broken Sword 2?

Paul Hirons, Merseyside

PRO:
I'm glad you liked the E3 feature. Dan still does the odd bit of freelance work for us, so I'll pass on your comments. As regards the reader's letters, well in the past they've always been answered by ex-editor Alex, and he felt that showing the letters in their true original state let people know what sort of illiterate morons with no concept of grammar actually wrote in to us. But as I now edit the letters page, I'll be correcting any mistakes and making them a tad more readable before they're put into print. Speaking of which, the reader review section is a where gamers can air their opinions, it's not an english test. These reviews are the voice of the people and I think it's good to get gamers' thoughts on products we've already rated, as not only does it help people who are considering buying an older title, but it helps us suss out wether we're on the same wavelength as our readers. So there. Broken Sword 2: The Smoking Mirror, by the way, is the star of our Work In PROgress this month. Obviously by the time you read this letter you will have already seen it on page 44 and had all your questions answered for you. I hope it was helpful.

Dear PlayStation Pro,
Hello my name is Kallum. I want you to know that Simon Jobson is not the only 7 year old that reads your book and if he reads this he might want to write to me about what games he likes.

Kallum Scott, Cheshire

PRO:
Then again...





Broken Sword 2 is on its way! Check out page 44 for more details. Pandemonium 2 is also due to hit the shops before Christmas and they'll be a huge preview next month.

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
INSIDE: Free Guide to Winning Unfairly Tips book, plus reviews of Soccer '97, Micro Machines Legacy of Kain, Nanotek Warrior, Excalibur 2555, Jet Rider and Crypt Killer

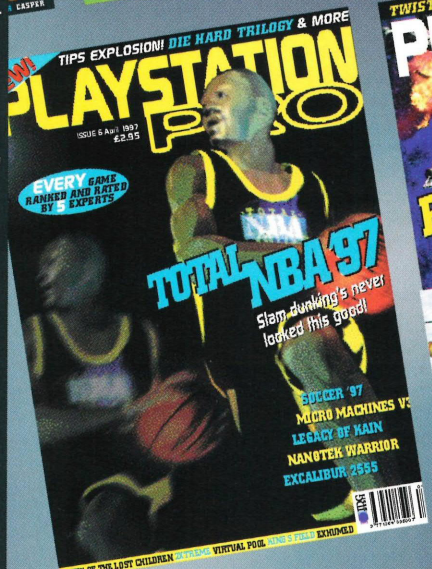
ISSUE EIGHT
COVER: V-Rally
INSIDE: Free 68 page mag full of new, current and platinum range tips and guides. Plus Need For Speed 2, Carnage Heart, Wing Commander 4, Rally Cross, All Star Soccer, Tomb Raider 2 and ISSS Pro

ISSUE NINE
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
INSIDE: Massive E3 Show Report, plus massive guides and tips for Overblood and Legacy Of Kain

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

ISSUE TWELVE
COVER: Judge Dredd
INSIDE: Parappa The Rapper, Crash Bandicoot 2, The Lost World, Jersey Devil, Croc, Shadow Master and free Platinum Range Cheats Bible













Issue No.3	**Perfect Assassin** ..... ○	Issue No.10	**E3 Special Edition** ..... ○
Issue No.6	**Total NBA '97** ..... ○	Issue No.11	**Fighting Force** ..... ○
Issue No.8	**V Rally** ..... ○	Issue No.12	**Judge Dredd** ..... ○
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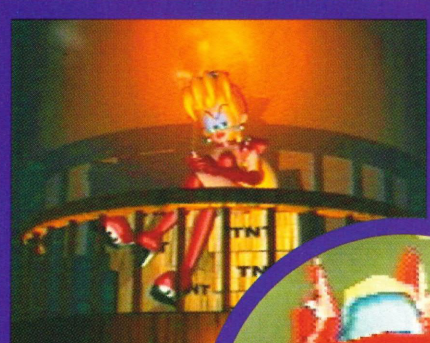
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This is the page where we give you, the reader, the chance to air your views on a PlayStation game of your choice. Whether you loved it or hated it, we want to hear about what you think – so write in and tell us

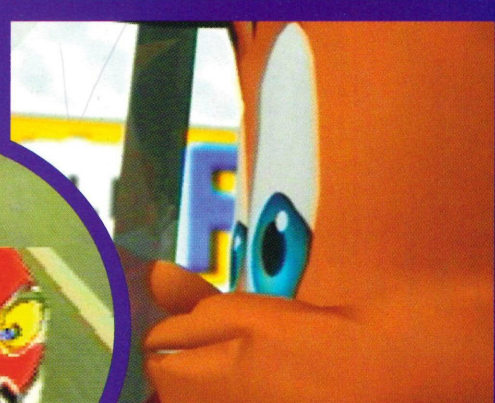
Motor Toon Grand Prix 2

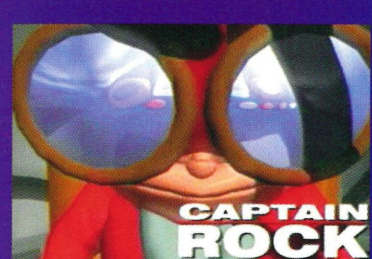


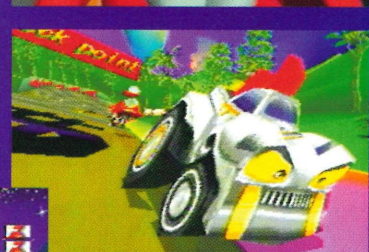












by Matthew Bullman, Castleford

I decided to rent this game out, as many computer mags had rated it average while some said it was brilliant. So, I had to see for myself by renting it out for a week. And guess what? I was absolutely amazed by the quality Polys had put into it even though I've never heard of it before. A warm hand shake should go to it for producing a really outstanding game.

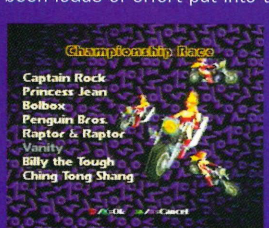
The effects, animation and presentation were good throughout and the funky music brings the game to life. I couldn't believe the sheer addictiveness and cartoonism throughout the whole game.

When you start the races you might notice that you can control the cars very easily, but some of them veer to the grassy part and go through the trees without stopping. However, you should get the hang of it fairly quickly. That's my only minor gripe as everything else is flawless.

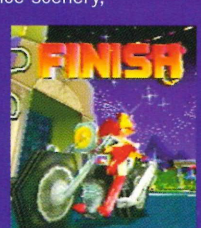
On the tracks there are surprises in store if you land on dollar signs. Many of these surprises can be used on opponents – for example bombs, oil cans, wonder clocks, Pandora's Box and dynamite. The thing I'm stunned at is the background – if you use Pandora's Box or a wonder clock the sky flashes rainbow colours!

The courses aren't really that hard as some of them have more straights than corners so I thought this game might be aimed at youngsters of about 10. My favourite part of the whole game is when you're on the podium saying "Ooh, congratulations, my man!". There's been loads of effort put into this game, such as nice scenery, impressive backgrounds and, of course, wonderful gameplay.

There are a good number of tracks and cars and it's always good fun with a mate. There are loads of other racing games already which are better than this . But if you want to own this please do as it's a worthwhile purchase for racing enthusiasts.









GRAPHICS: 9

SOUND: 8

GAMEPLAY: 9

OVERALL: 9



The future of console gaming

N64 Pro

The future of console magazines

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

DIRECTORY

One look at this list will tell you what's hot and what's not. Don't buy a game without checking here first.

RACING

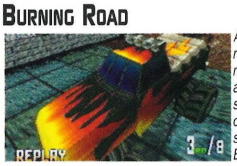
Put your foot down and avoid those corners! Yes, it's that popular genre that seems to double in size as each month goes by. Full on driving action ahoy!

Andretti Racing 7.5



Mario gets in on the PlayStation scene, but not in the form of the fat Italian bloke. This isn't a classic but it's worth a look

Burning Road 8



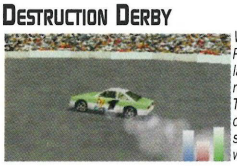
A fast paced racer which never performed as well as it should. Check out it's improved sequel below, Explosive Racing

Cyber Speed 5



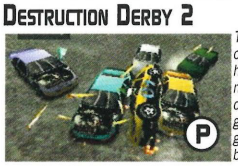
A dreadful racer where your craft is attached to a wire and you spend hours throwing the joypad around in disgust. Avoid!

Destruction Derby 7



When the PlayStation was launced this ruled the roost. Today it looks dated and shoddy, but it's worth £20

Destruction Derby 2 8



This is what the original should have been - A much improved drive with fancier graphics and gameplay to boot. Buy it!

Explosive Racing 8



Burning Road was cool enough, but this sequel manages to address the original's minor problems and plays better too

Formula One 9



Grand Prix racing as it should be, tons of action and speed a plenty. Watch out for the sequel due out this month

Hardcore 4X4 7



Ever wondered why people drive their trucks around in the dirt? Neither have we, but this title offers just that

Hi-Octane 7



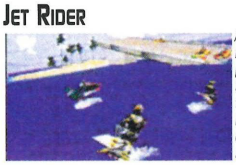
This could have been so good, but at the end of the day it was let down with bad graphcis and even worse gameplay

Impact Racing 8



More thrills and spills in yet another fast paced racer. But even speed addicts will notice the flaws. Worth a look

Jet Rider 5



Awful jet ski racer that promised to be Sony's answer to Wave Race64. Of course, it wasn't and we hate i

Kart Duel 6



A fine attempt which looked the part but lacked the all important gameplay factor needed in driving games

Micro Machines V3 9



Midget motor racer that everybody must own. The four player mode will have you glued to the TV for days on end

Monster Trucks 8.5



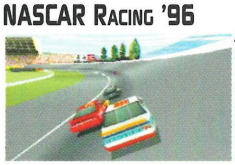
Big wheels can only mean big fun in this trucking great game. You even get to crush cars in front of a big crowd too!

Motor Toon GP 2 9



A colourful, quirky and fun Mario Kart style racer that got us all excited upon it's arrival. By no means a serious game

NASCAR Racing '96 7



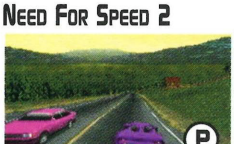
An average racer which looks and plays much the same as Andretti Racing. Rent it for the night and then decide

Need For Speed 8.5



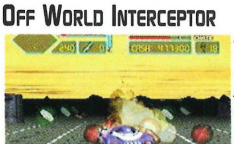
One of the essential racing games for any descerning player, although somewhat dated against todays offering

Need For Speed 2 8



The slightly less than impressive sequel to Need For Speed. More options, but at the expense of the gameplay it seems

Off World Interceptor 5.5



Buy this and we'll hunt you down and beat you to a bloody pulp. This is awful and must be avoided at all costs!

Penny Racers 3.5



Quite possibly the worst racing game to date and one that manages to make Off World Interceptor look good. Avoid!

Porsche Challenge 8.5



The Boxster races for all its worth in this slick racer. Options include a cool two player mode for added enjoyment

Rage Racer 9



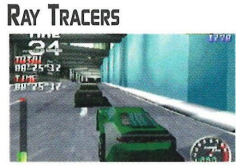
The third Ridge Racer game is an in-depth affair that pisses all over every driving game you care to mention

Rally Cross 8.5



A bouncy rally game from Sony that went head to head with the excellent VRally. It's a good laugh, but VRally offers more

Ray Tracers 7



Rapid chase game which is over all too soon but brings back memories of Chase HQ and the like. Just rent it!

Ridge Racer 8



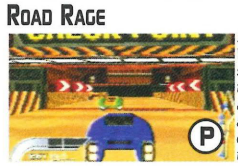
The original PSX racer still takes some beating and for £20, you ain't gonna get a better drivng title on your grey box

Ridge Racer Revolution 8.5



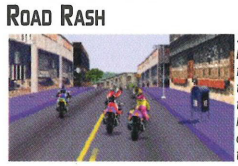
The sequel to Ridge Racer packs a mean punch, but faiuled to be a classic due to the limited course on offer

Road Rage 4.5



A poor mans WipEout in every sense. Why buy this when there are many bigger and better titles currently out there?

Road Rash 7



Average motor biking game from yesteryear that gives you the chance to knock your opponents off the road

Speedster 8



A racing game with a weird overhead view point. Original maybe, but it's still a required taste if driving's your game

Starwinder 7.5



A 3D racer that fixes you to a space rail and throws you all over the place. It looks like WipEout, but lacks it's edge

Street Racer 8



Mario Kart was an obvious influence with its development but this four player cartoon racer looks extremely dated

Supersonic Racers 6



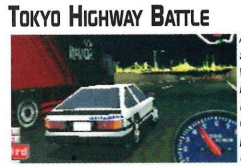
Wacky races style romp which owed plenty to MM V3. Wait for the sequel to arrive at Xmas before purchasing

Test Drive Off Road 6.5



Limited but quite enjoyable 4X4 racer giving you the chance to drive Land Rovers at high speed – just like posh people!

Tokyo Highway Battle 7



A Rage Racer style game where you must build your car to improve your overall racing performance. Enjoyable

V Rally 9



Truly amazing rally sim. Over 40 tracks to race on and loads of cars and options. You simply must buy this game!

WipEout 7



Amazing gameplay and a top soundtrack made this a winner in the PlayStation's infancy. Now quite sluggish

WipEout 2097 9



Just as addictive as its predecessor but with enhanced gameplay and top tunes aplenty. Buy this game today!

PUZZLE

Quirky brain teasers or bizarre Japanese head-scratching affairs – the puzzling choice on the PSX may be limited, but every one available offers for everyone

3D Lemmings 8.5



An updated and special 3D addition to the on going Lemmings family. Save the suicidal green haired fops

Blast Chamber 7



Dancing On The Ceiling is taken quite literally in this frantic explosve puzzling sport from the future. Confused?

Bust A Move 2 6.5



Crazy puzzler which lacks the longevity of games such as Lemmings, but it's still a playable and fun two player game

Grid Run 7.5

Fast paced chases around a floating grid. Good fun in small doses, but the longevity simply isn' there I'm afraid

Hebereke Popoitto 4.5

Wacky Japanese puzzle game which owes plenty to Tetris and even more to the game's developers LSD intake methinks

Ⓟ = Platinum titles

Lost Vikings 2 — 8.5



A tricky puzzler where you control a posse of comedy norse men who are lost. It'll have you hooked in seconds too

Super Puzzle Fighter Turbo — 9

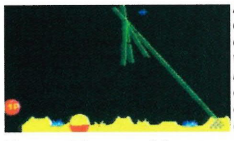


A bizarre Street Fighter/ Tetris combintion which will zap your social life into extinction within minutes. A must buy!

COMPILATIONS

Here we have the ancient arcade beasts brought back from the brink of extintion. Old bags of cack or classic coin-guzzlers from yesteryear? Read on to find out...

Atari Arcade's Greatest Hits — 6



A rather dreary compilation of old 'classics' with an added backstage tour of the games' origins and creators

Namco Museum Vol 1 — 8.5



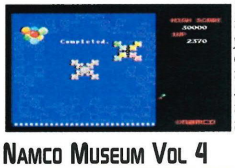
Depending on your age, you'll either love or hate these arcade classics from the guys that gave you Tekken 2

Namco Museum Vol 2 — 6.5



Unfortunately, there's very little to recommend in this second collection of old games with dodgy graphics

Namco Museum Vol 3 — 5



The further into the catalogue you go the fewer classic games there are it seems. Why do they still churn these out?

Namco Museum Vol 4 — 6



Another dire collection of arcade classics from the early 80's that don't play as good as you think they used to

Williams Arcade Greatest Hits — 6



Yet another retro game compilation which surprisingly has the odd treat hidden away in its innards

RPG

While everyone waits for the excellent Final Fantasy IV, you can waste away the hours by fiddling with games from this short selection of role playing mayhem

King's Field — 8.5



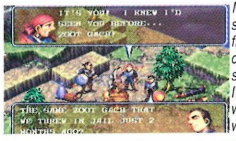
Standard and graphically basic role playing romp from Sony HQ. Despite it's looks though, the gameplay is impressive

Suikoden — 6



The first true RPG to appear on the PlayStation is unfortunately a little drab for everyone's taste. Try it

Vandal Hearts — 8



Magic, action, strategy and fighting. It's a corker that's for sure and until FF IV turns up waste your time with this baby

PLATFORMS

The ancient art of leaping from ledge to ledge in videogames can be perfected by using any of the following games contained in this section

Casper — 7



The friendly ghost makes his video gaming debut in this dodgy platformer aimed at the younger player

Cheesy — 6



Semi 3D platform mayhem featuring a squeaky mouse. Crash is miles better though, believe me

Crash Bandicoot — 9.5



A classic platformer soon to be revamped in a stunning sequel. Until then, enjoy this laugh a minute adventure

Earthworm Jim 2 — 6.5



An unimpressive update of a SNES platform hero. But Jim's 2D PSX outing shows it's age and should have been better

Gex — 8



One of the best early platform games available. Bags of fun all round with a wise cracking comedy American lizard

Johnny Bazookatone — 5



Johnny searches for his band mates in this dreary 3D platformer. Another one for the younger gamer out there

Jumping Flash — 7.5



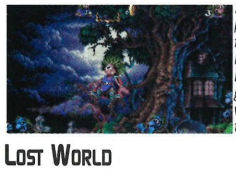
An average 3D platformer which was easily completed, yet loved by all. Well worth a look though

Jumping Flash 2 — 8



An improvement on its predecessor with more depth and originality. But again, this is easy to complete

Lomax In Lemmingland — 7



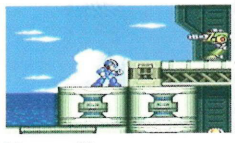
A strange platformer featuring the loveable Lemmings. All in glorious 2D too. what a rare treat, eh?

Lost World — 7



Jurassic Park 2 hits the PSX and gives you five varying characters to play with, including a massive T Rex

Mega Man X3 — 5



Uninteresting platformer from the age-old Japanese super hero. This would have looked out of date on the SNES. Avoid!

Mickey Mania — 7.5



The world's most famous mouse is uninspiring in this standard platformer, but offers good old school fun

Pandemonium! — 9



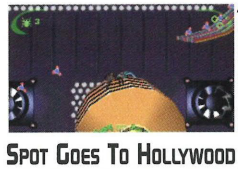
A 2D platformer made to look all 3D due to the PlayStation's graphic capabilities. Well worth a purchase

Rayman — 9



The first classic platformer to hit the PSX and now available for £20 thanks to the handy wallet-friendly Platinum Range

Spider — 6



Arachnid platformer which could have and should have been so much better. Rent it before spending

Spot Goes To Hollywood — 8



Spot returns with a fine 3D platformer based on various classic movies from yesteryear. Try before you buy

Trash It — 6



Control a fat bloke with a big hammer and basically smash every thing in sight. Original, but quite boring and bland

BEAT 'EM UPS

If you want to get in training for Saturday night's trip down the pub then fighting games are for you. Here's the definitive list for your PlayStation

Batman Forever — 4



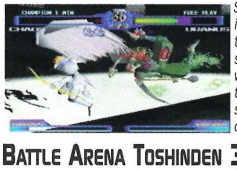
Knuckle dusters abound in this absolutely dreadful Dark Knight scrapper. Looks and plays really really badly. Avoid!

Battle Arena Toshinden — 8



One of the first scrap fests to arrive on the PSX. Oddly enough it still manages to excite after all this time

Battle Arena Toshinden 2 — 7



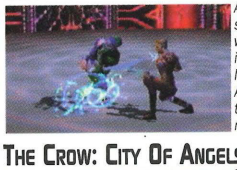
Slightly less impressive than the original but still hits you where it hurts thanks to big swords and lots of top moves

Battle Arena Toshinden 3 — 7



The third member of the Tohshinden family gives you everything the other two games did and lots more

Criticom — 7



An average scrapping fest which fails to impress for any length of time. Another one for the rental option methinks

The Crow: City Of Angels — 4.5



Truly one of the worst beat 'em-ups to ever appear on any format ever. In every way a dodgy movie licence

Darkstalkers — 8



Capcom use their SF2 engine to bring these Hollywood style horror icons to life in this enjoyable 2D fighting beast

Fantastic Four — 5



Streets Of Rage style action with Marvel Comics' famous family of mutants. The thing is, the gameplay is really terrible

Heaven's Gate — 5



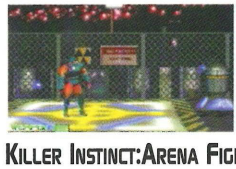
A weird and frantic 3D beat 'em- up from Japan which was truely disappointing in almost every department

Iron & Blood — 8



A medieval style beat 'em- up giving you Orcs, Knights and freaky little wizards to slap around a standard arena

Iron Man — 3



Way down near the bottom of the pile, this comic book fighter should be avoided by anyone with any sense, or cash

Killer Instinct:Arena Fighters — 6.5



Kick boxing from your armchair sounds like fun, but this brave attempt was a disappointment for all who played it

Mortal Kombat 3 — 8.5

The 2D bloodfest which was hyped to the max when it got released over here. Not as cool as you may think

Mortal Kombat Trilogy — 6.5

Imagine all three of the Mortal Kombat series on one CD! Well it's now a reality, but offers nothing new

Psychic Force — 7

Fair play, this offers something a little different from the nrom for beat 'em-up fans, but it's by no means great

Rise 2: Resurrection — 7.5

An improvement on the original but still lacks that killer punch needed to take it storming into everyone's game collection

Soul Blade 9



This remains one of the finest moments for beat 'em- up fans worldwide. buy this or Tekken 2 and you're laughing

Star Gladiator 9



Instantly playable scrap fest with lasting appeal and tongue-in-cheek Star Wars inspiration. Well worth a look

Street Fighter Alpha 2 8



The all time classic beat 'em- up makes a welcome second appearance on the PlayStation. A classic

Street Fighter: The Movie 3



The game of the movie of the game. As dire as the movie itself and should be left alone no matter what the price

Tekken 9



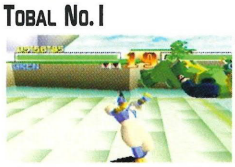
Kicked its way into the homes of many a true beat 'em-up nut and is now available for a mere £20. And it still rocks!

Tekken 2 9.5



The far superior sequel remains an essential buy for anyone who loves 3D arcade fighting. You simply must own this

Tobal No. 1 8.5



3D beat 'em- up with more depth and variation than any other on offer, but lacks the killer instinct to make it a must buy

Wargods 6.5



An American arcade fighter that looks much better than it plays. Drab, uninteresting and untimately forgettable

Zero Divide 8



Yet another futuristic beat 'em- up. But this one features polygon robotic thugs instead of butch blokes

FLIGHT SIMS

Often the butt of many a cruel gag, flight sim enthusiasts are seen as geeky nobs by their few friends. The question is, are you a geeky nob?

Agile Warrior 8



An action packed flight simulator which has you blowing things out of the sky left, right and centre.

Air Combat 7.5



So-so flight sim from the PlayStation's early days. Now available for £20 via Sony's popular Platinum Range

Black Dawn 8.5



A frantic helicopter flight simulator that's also the sequel to the brilliant Agile Warrior. This offfers more, obviously

Firestorm: Thunderhawk 2 8.5



Blow the opposition away with your savage chopper in this revamped version of an old classic

Gunship 8



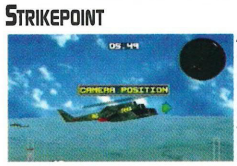
A more technical helicopter flight sim which although being less trigger happy, still does the business

Raging Skies 6



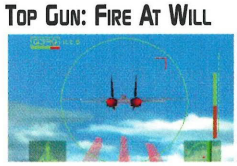
The skies aren't so much raging, more mildly littered with the odd enemy. In every way average, so try before you buy

Strikepoint 7



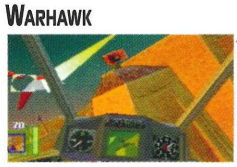
A fairly bog standard flight sim which offers nothing new but is quite good fun for novices and experts alike

Top Gun: Fire At Will 6



No surprises as to what this pretty fine game is all about, but at the end of the day there are much better games available

Warhawk 6



An early helicopter simulator which looks basic but manages to enthrall with its 'must finish' missions

Wing Commander 3 7



Mark Hammill stars in the third of the ongoing space dog fighting series. FMV in abundance, little gameplay

Wing Commander 4 7



More of the same if the truth be told, with Mr Hamill showing his face again in even more FMV based tales

ADVENTURE

Legend has it that adventure games have been going longer than any other genre in the world of videogames. Choose carefully traveller from our list below

Alone In The Dark 8



Haunted house adventures which looks quite odd, but still manages to do the business on the old adventure front

Blazing Dragons 6



Monty Python humour abound in this average adventure that's technically aimed at the younger gaming audience

Broken Sword 8.5



The best point and click adventure on the PlayStation so far. A sequel is on the way, but buy this anyway!

Chronicles Of The Sword 3.5



A hot contender for the worst PlayStation game ever, this King Arthur-esque adventure is simply dreadful

City Of The Lost Children 8.5



An epic adventure based on the average French arthouse movie of the same name. Well worth a look

Cyberia 8



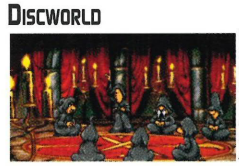
A PC conversion which looks a dream but has limited appeal to those after some good solid adventuring fun. Novice freindly

D 6



An interactive movie adventure which lacks longevity, gameplay, excitement and playability. In a word, AVOID!

Discworld 7



Terry Pratchet's finest moment transformed itself amazingly well onto the PSX and this is simpy amazing. A must buy!

Excalibur 2255AD 8.5



A 3D adventure which has the right mix of action and puzzles, but looks and plays too much like Tomb Raider

Legacy Of Kain 9



Vampire strangeness in this huge and impressive blood sucking adventure. Well worth the money though

Little Big Adventure 7



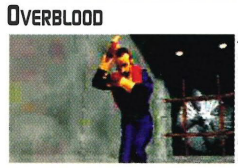
This quirky adventure game that was lovingly converted from its PC origins and manages to entertain for a short while

Myst 5



Average static screen jobbie from years ago. It won't amaze by any means, but it's still has strong puzzling elements

Overblood 8



A futuristic adventure game which is over way too soon for the experts and sadly too boring for the novices

Perfect Weapon 8



A strange adventure game which has you punching your way to victory over a series of lush and lovely environments

Psychic Detective 6



An FMV adventure game which may be too strange for some and simply too bonkers for the majority

Resident Evil 9



The ultimate gore fest for any fan of zombie movies. Puzzles, shotguns, big snakes and blood thirsty freaks ahoy!

Sentient 8



An adventure game which struggles for identity among the other more stronger titles currently available

Swagman 8



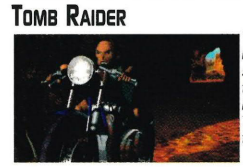
A spooky cartoon adventure which owes much to classic Zombies Ate My Neighbours on the SNES

Time Commando 7



You travel through time in this 3D adventure although the effort really isn't worth bother

Tomb Raider 9



This still sells by the truckload, simply because there's nothing better on offer. The sequel's on the way too!

SHOOT 'EM UPS

3D arcade blasters are a popular breed with PlayStation owners worldwide, and as you can see from the list below, there are plenty on offer to choose from

Alien Trilogy 9

You are officer Ripley taking on wave upon wave of slimy space critters in this top PSX version of the three classic movies

Area 51 2

This game doesn't exist. Oh no. Unfortunately, we're joking and it does actually exist. And it's a pile of shit

Assault Rigs 6

Amazing gameplay and a top soundtrack made this tank battler a winner in the PSX's early days. Try before you buy

Battle Stations 2

This is bascially Battleships for losers who can't be bothered getting the board game out of the loft. Please avoid!

Blam! Machinehead 7

3D shoot 'em-up with some nice graphical effects, but let down by over complex missions and bad handling

Contra: Legacy Of War 6



A 96 remix for the bland horizontal scrolling shoot'm- up from yesteryear. Nothing special going on here

Crusader: No Remorse 7.5



Take control of a robotic assasin in this isometric viewed PC conversion. Bullets and blood aplenty

Crypt Killer 5



Truly awful conversion of the arcade game where you shoot badly drawn zombies and comedy mummies

Dark Forces 8.5



Star Wars meets Doom in this classic blaster. If you want to kill Stormtroopers, then this is the game for you

Descent 8



Shoot 'em- up in the Doom style only you're fly ing around in a spaceship head first down a massive mine shaft

Descent 2 6



Less than impressive sequel that offers more of the same. The thing is, we've seen it all before

Disruptor 8



A pretty marvelous and varied Doom clone giving you huge weapons and a fair bit a FMV mission briefing

Doom 9



The game that spawned a thousand imitators. A classic in every sense of the word. Buy this game today!

Epidemic 7



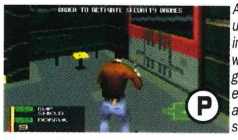
The sequel to Kileak doesn't offer anything new, but gives you more enjoyable corridor roaming fun

Exhumed 7.5



Slightly flawed but not too bad Doom clone set in ancient Egypt. Could have been a contender to Doom's crown

Fade To Black 8.5



A 3D shoot 'em- up which impresses many with the lavish graphics and exotic locations and cut sequences

Final Doom 8.5



The rather splendid sequel to the monster hit giving you more of the same, with added bonus bits of blood

Firo & Klawd 6



Rather bland cartoony shoot 'em- up affair where you control a comedy cartoon cat and ape duo. Honest!

Galaxian 3 6.5



Dull shoot 'em- up similar to Starblade Alpha, but not as impressive. The arcade version rocks, but this sucks

Hard Boiled 5



Based on the cult comicbooks of Frank Miller, this has you driving a big tooled-up Chevy in futuristic settings

Hexen 4



Eagerly awaited drivel at the end of the day that should have been brilliant. As it stands... well just avoid it

Independence Day 3.5



Maybe the worst movie license ever, even if we take the awful SF: The Movie into concideration. Absolute cack

In The Hunt 5.5



Underwater shoot 'em- up where you piss around in badly drawn sprite-based subs. Another one to avoid

Kileak The Blood 8



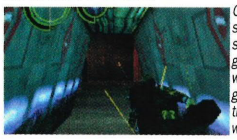
By today's standards this wouldn't fare too well, but it ruled the roost in its hey day. See Epidemic, its sequel

Krazy Ivan 8.5



Slightly flawed 3D shooter giving you full control over huge Russian Mech robots. Worth a look if you fancy it

Lifeforce: Tenka 8



Gloomy surrounds, stunning graphics and wicked gameplay make this one a winner. Buy it!

Loaded 8.5



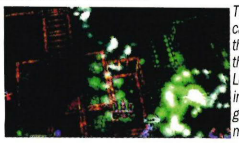
An isometric viewed shooting gore fest which isn't all that bad. And at £20 a throw you're laughing! Buy it!

Lone Soldier 3



A dire 3D shoot 'em- up where you're in control of a butch soldier hellbent on saving the globe from aliens. AVOID!

Machine Hunter 7.5



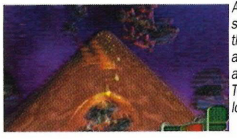
The 3D levels can be tiring in this huge game that oozes Loaded influences. The game, not the magazine

Mechwarrior 2 8.5



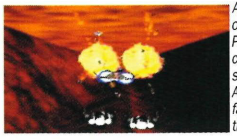
Robots blow each other away big time in this fine shoot 'em- up brilliantly converted from the PC

Nanotek Warrior 8



A psychedelic shoot 'em- up in the same vein as the old arcade classic, Tempest. Except loads better

Novastorm 4



An early release on the PlayStation that could have been so much more. As it stands, it's fairly dull as things go

Parodius Deluxe 6.5



A conversion of the original classic Parodius game which will surprise no one but amuse many

Philosoma 6.5



A shoot 'em- up incorporating many different viewpoints but with very little excitement. Look elsewhere before buying

PO'ed 7



Smack walking backsides and the like with frying pans. and big sticks in this strange slant on the Doom clones

Raiden Project 8



One of the great shoot 'em- ups to ever appear anywhere ever. If arcade style blasters are your bag, buy this today

Rapid Reload 5



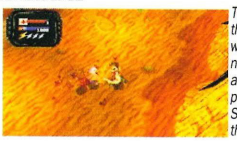
Shoot 'em-up in the same vein as Mega Man, only better. Another early release that should have been better

Raystorm 6.5



A fine but standard shoot 'em- up. Not sure it warrants the £40 price tag though. Try it, you might like it

Reloaded 8.5



The sequel to the gory Loaded which was nowhere near as good as it promised to be. Still enjoyable though

Revolution X 3



Oh my God! How bad is this? A crap arcade affair starring – wait for it – bloody Aerosmith! Avoid! Avoid!

Robotron X 7.5



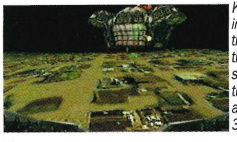
A revamped 3D version of the old arcade game gives you plenty of hours of frantic thumb blistering fun guarenteed!

Shellshock 9



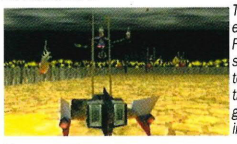
3D tank shoot 'em- up where combat strategy is required for you to progress with your team of tooled-up home boys

Shockwave 6



Kill the alien invaders before they take over the world in this shoot 'em- up that first appeared on the 3DO

Slamscape 3



Truly dreadful in every sense. Futuristic shooters are ten a penny, but this is the worst game ever invented. Avoid!

Soviet Strike 8



This is your chance to mow down Russians in this mega tough, but hellishly addictive helicopter romp

Starblade Alpha 5

A substandard arcade conversion that should never really been released. Boring, boring, boring. Avoid!

Starfighter 3000 6

Another dull 3D shoot 'em- up which gives the genre nothing new, nothing interesting and nothing in the way of originality

Steel Harbinger 5

Never lived up to its promise. Yet another dull futuristic blaster starring some psycho yank cyber babe with big hair

Tempest X3 6

Three games in one still doesn't give this the edge it needed. You get the original and two new 3D versions

Total Eclipse 4

If the word naff was a game, then this would be it. It looks bad, plays even worse and will untimately be forgotten by all

Tunnel B1 7.5

Visually stunning Channel Tunnel simulator that moves hyper fast but is generally too complex to love

Twisted Metal 7

The original PSX road rage game was a tad disappointing for many, but certain gamers love it to bits. Try it first

Twisted Metal 2 8

The much improved sequel to the carnage craving original that offers plenty of mayhem across the globe

Viewpoint 8.5



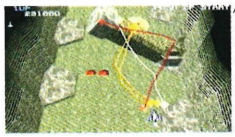
Colourful and visually attractive shoot 'em- up. Tricky to play however, but has that old school arcade feel to it

X2 8



Ultra difficult shoot 'em- up with more mayhem and weapons than most and a storming techno soundtrack too

Xevious 3D/G+ 4



A pointless shoot 'em- up which is absolute dross and carries the worst name in video gaming history

STRATEGY

Not so much 'put on and have a quick go', more like 'play the damn thing for weeks on end whilst destroying your social life' kinda games. Top fun though

AIV Evolution Global 6.5



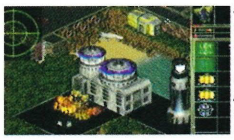
Sim City-esque train network builder which may be boring as hell for most, but PC owners will cream over it

Allied General 5



A bit like a game of computer Risk at the end of the day. Sorted if you like that sort of thing, We didn't

Bedlam 6



Syndicate Wars of sorts for beginners. Oh, and for people who don't like games as good as Syndicate Wars too

Carnage Heart 8



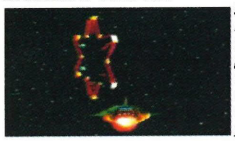
Bizarre robot fighting goings on for a change. Robot fans should love every second of a good title

Command & Conquer 9



The classic war strategy game. Still causing players major headaches and still worth every second of your time

Darklight Conflict 7.5



Strategy as well as a busy trigger finger will get you through this. Stir in some patience to boot and you'll be away

Defcon 5 6



3D affair which lacks any kind of lasting appeal for new or experienced gamers alike. Be very careful indeed

Magic Carpet 7.5



Mystical carpet flying. A very strange strategy/ action game. One of Bullfrog's fine early moments in gaming

Panzer General 5



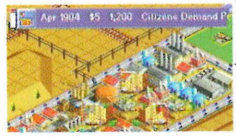
More computer Risk which involves plenty of strategic planning as you might expect from this kind of thing

Return Fire 7



Strategy and action are the key points to this strange game. Try before you buy just in case you hate it

Sim City 2000 7



The ultimate in megalomania. Play is a little jerky however but if you can put up with that then you're laughing

Space Hulk 8



Strategy fest. Takes time to suss but is worth the effort as the rewards are great in the end. Stiok with it for a bit

Syndicate Wars 8.5



The latest strategy release everybody is craving for. Top graphics and wondeful gameplay. Just buy it

Theme Park 7.5



Sim City-esque Alton Towers development kit. Watch out for people chucking up all over the show though

Transport Tycoon 8



The best ever train-em up to hit the Playstation. Build a successful infrastructure and win

Warcraft 2 9



A Command & Conquer style affair. A bloody fantastic startegy game that you'll simply adore after two mins!

Warhammer 7



Strategy in abundance in this one. Go to war with your hammer and leather those goblin scum to oblivion

Worms 9



The slimy blighters star in the best multi player game available on ant format in our opinion. Get your mates in

X-Com: Enemy Unknown 8.5



The aliens have landed and need a damn good hiding in this strategy fest. Go get em tiger and send 'em home

X-Com: Terror From The Deep 9



The sequel to Enemy Unknown which is, if anything an improvement. Best alien game to date

SPORTS

Almost every sport going has been converted to the PSX, offering plenty of awesome two player competitive fun. Darts has unfortunately been overlooked

2Xtreme 4.5



Terrible, just terrible. Please don't ask me to come up with any other words or I'll be forced to say the word "shite" to you

Actua Golf 8



The original golf game had a few minor faults but still did the business for the sport on the Playstation initiall

Actua Golf 2 8.5



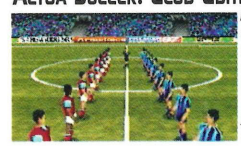
With the faults ironed out the sequel is the best golf game available bar none. We challenge you to beat it!

Actua Soccer 9



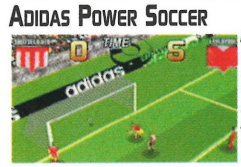
The first classic footy game for the PlayStation has dated a little since it's arrival. Still worth a peek though

Actua Soccer: Club Edition 6.5



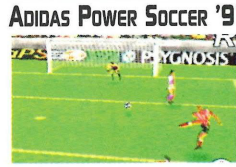
Not so much a sequel as the same game with league teams included. What more do you need Wolves fans?

Adidas Power Soccer 7



Predator shots ahoy in this bizarre footy fest with a high profile sporty gear licence. Sporty Spice here we come

Adidas Power Soccer '97 7.5



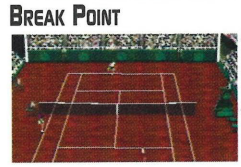
More of the same at the end of the day. Same boots, same game, same lack of Sporty Spice. Tsk!

All Star Soccer 8.5



Surprisingly enjoyable footy game which doesn't take itself too seriously. Hated by some though.

Break Point 7



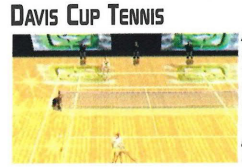
Unimpressive tennis game. Sort of like watching a game on Wimbledon's Court 123 or something

Cool Boarders 7



Ultra playable and ultra short snowboarding gam. It's trendy to get rad at the moment but the game never really got there

Davis Cup Tennis 8



Average attempt at the ultimate tennis experience. One day the definitive tennis game will arrive here

ESPN Extreme Sports 7.5



BMX racing amongst others in a truly poor sports game. Extreme Crap would be nearer the mark we think

FIFA '96 7.5



A tiresome, sluggish football game with limited appeal. Even the name is out of date now. Good planning

FIFA '97 9



Definitely the best of the FIFA bunch to date. Good everything included! Footy fans check it our today. Please

Goal Storm 7



Renamed for its official release it's an acquired taste, especially if your taste is for below average footy games

ISS Deluxe 7.5



A pretty bland footy affair which could have been better. But wasn't. So avoid it at all costs

ISS Pro 7.5



Perhaps the most overated football game ever. Check out the N64 version for instance for how it should have been

Int. Track & Field 9

This remains one of the most playable and addictive games available. Still an office favourite even now

Jonah Lomu Rugby 9

One of the most impressive sports games ever. Playable, great looking and downright accurate. Get it now

Madden NFL '97 9

Cracking NFL game that whips the american butts of any other attempt so far. Buy it right now or die

Namco European Soccer 7

Unimpressive football sim and that's all you can say about it. Er, I've got some lines left...help me, please

Namco Smash Court Tennis 9

The ultimate in tennis games to date is right here. You like tennis? Then you'll probably like this. Probably. Er

NBA In The Zone 8

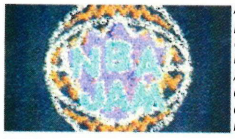
Good old basketball games, they're the best. Go to end, shoot, score repeat as necessary until completion

NBA In The Zone 2 — 8.5



Yet another basketball sequel which is practically identical to the original and every other game of BB

NBA Jam Extreme — 8.5



A rather playable if uninspiring basketball sim. At least tries to different and exciting. Almost makes it

NBA Jam TE — 8.5



More of the same with slight improvements. See above for basically the same blurb. It's basketball after all isn't it

NBA Live '96 — 8



It's difficult to distinguish one basketball game from another as we keep trying to tell you. Do you ever listen?

NBA Live '97 — 8.5



Slight improvement on its predecessor. Pretty wicked in an american sport type way. Where are the girls again?

NFL Gameday — 9



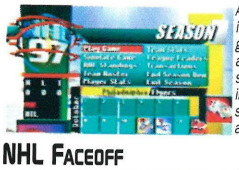
IAmerican football game which actually rivals Madden. Doesn't beat it but rivals it which can't be bad eh?

NFL QB Club '96 — 8



The American Football bandwagon continues to bring average games like this along with it. Good eh?

NHL '97 — 8



Another average ice hockey game. What is it about American sports tha inspire such samey games all the time

NHL Faceoff — 9



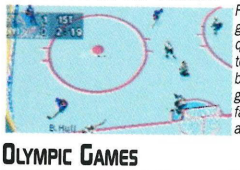
Fantastic ice hockey game that really stands out from the crowd. A great achievment in the end

NHL Faceoff '97 — 7



The not so good sequel to the best ice hockey game available. Should have been much, much better than this

NHL Powerplay Hockey — 8



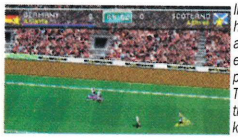
Fine ice hockey game that never quite makes it to great heights but has a damn good try before falling flat after a fine attempt

Olympic Games — 7



Take part in your very own Olympics in this rather splendid release. Not Sydney but you can't have everything

Olympic Soccer — 9



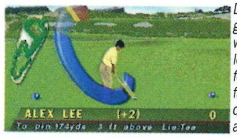
In short this has got just about the lot except for real player names. Top footy fest though. Don't knock it

Onside Soccer — 8



Yet another reasonable football game that gives it a go but loses in the last minute to a dodgy ref decision!

PGA Tour '96 — 8



Disappointing golf game which we'd expected a lot more of. Fun for a while but fades away quite quickly after that

PGA Tour '97 — 7



The updated version still lacked the killer drive that we've come to expect from the likes of EA Sports games

Player Manager — 7



Unimpressive and flawed attempt at footie management. Still a rarity on the Playstation though

P M Pro Wrestling — 8



A better than average wrestling fest which isn't saying that much really is it. Ah well. Can't have it all

Sampras Ext. Tennis — 8



Second only to Smash Court Tennis with a big name licence to boot. Good stuff all rounf. You'll like it, trust us

Slam 'n' Jam '96 — 8



Another fine attempt to bring basketball onto the PlayStation. Not that different from the others though really

Soccer '97 — 9



Updated version of Olympic Soccer with league teams. A fine moment for football games on the machine. Go for it

Space Jam — 6



IMovie license shenanegans which combine basketball and cartoons. Crap so avoid it, unless you don't listen!

Striker '96 — 7



The first football game to impress. Dated by todays standards. A bit repetitive too. Let's be careful out there

Ten Pin Alley — 4.5



Bowling from your armchair doesn't sound like much fun. And it isn't. At all. In any way shape or form. Honestly

Total NBA '96 — 8



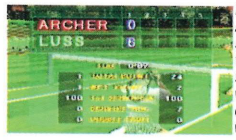
Perhaps basketball's finest moment until its inevitable sequel which is underneath here!

Total NBA '97 — 9



Taking the original one step further. An absolute slam dunker. If that's what you like of course! Each to their own

V Tennis — 6



Be your own Agassi in this substandard tennis affair. I suppose it would be your own V Agassi as well. Hmm.

Victory Boxing — 8.5



More than a beat 'em- up this actually requires you to build up your boxer to take on the big time pros

Virtual Golf — 7.5



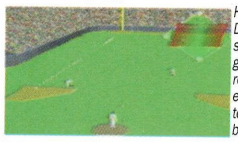
Slightly dreary golf sim. But then, show me a golf sim that isn't and I'll call you a big smelly liar. I'll do that anyway

Virtual Pool — 6



The only true pool simulator available. It's not much cop though but you can't have everything all the time

VR Baseball- — 8



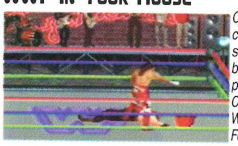
Home Run Derby and stunning graphics are the recomm-endation points to this bat and ball game

WCW vs the World — 8



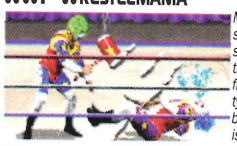
You know what to expect when you play these things. This is better than most but does that tell the full story?

WWF In Your House — 5.5



Or not as the case may be. If so, then Get out before I call the police you freak! Or is it the World Wildlife Fund IYH??

WWF Wrestlemania — 8.5



More of the same only slightly better than most in a fiddly button type way. Try before you buy is the deal here

World Cup Golf — 5

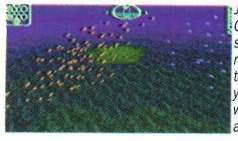


Totally dreadful golfing game. Went back from whence it came which stank a bit. Sort it out lads and don't do it again

MISC

Those games that don't seem to sit in any particular genre wind up being dumped in our miscellaneous section. Why? Because they do. Okay?

Aquanaut's Holiday — 2.5



Jacques Cousteau simulator. Build reefs and speak to fish. Great if you like the worst game of all time!

Ball Blazer Champions — 6.5



3D futuristic sports contest which isn't much cop if we're being honest with each other. And we are

The Chessmaster 3D — 4.5



A shabby affair which will never compete with the real thing for grand excitement and tension (is that too sarcastic?)

Die Hard Trilogy — 9



Thrills and spills from start to finish in this varied movie caper. A great game well worth your attention and cash

Extreme Pinball — 3.5



Flipping heck, this is dreadful pinball nonsense of the worst kind. Snap your disc up, or something

Pitball — 8

Futuristic sports game which is actually rather good in a rather futuristic sports game type way. Honest! Believe us please

Parappa the Rapper — 9

The most original game on the Playstation to date. You've never seen anything like this before

Pro Pinball: The Web — 8

A fantastic pinball sim that will have your flippers flipping until the cows come home. Whenever that is these days

Rebel Assault 2 — 7.5

Looks like a dream but can be completed in the time it takes to fart. Depends how much curry you've had I guess

Riot — 6

Drab futuristic sports game. Has no lasting appeal or even short term appeal for that matter. Avoid at all costs

Tilt! — 8

Surprisingly enjoyable pinball game which in itself is unusual. Good clean fun for all the family and their family too

True Pinball — 9

Another in the long line of pinball games. Better than most but that's not saying that much though really

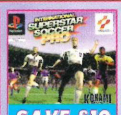

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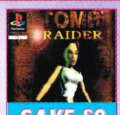
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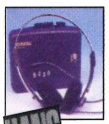
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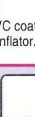
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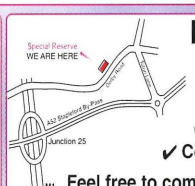
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