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Bone cracking new shots inside

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• C&C: RETALIATION
• MORTAL KOMBAT 4
• HEART OF DARKNESS
• KATHY LLOYD!
JULY 1998

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02:57

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PlayStation

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inside...

Entertainment. That vital ingredient of life that keep us all sane. Music, TV, sex, drugs – whatever, we all need that certain outlet to relieve our stress and turn our minds onto another alternative world, and if you're reading this then it's obvious that one of your preferred mental destinations is the crazy world of the PlayStation. Whether you're a old school devotee or a first time virgin, I think you'll find that all your gaming needs are catered for inside. If this is your debut PSPro experience, then may I commend you on your excellent choice of publication and inform you that you've arrived at an ideal space in time.

Why? Well this month sees the biggest gaming show on the planet in full swing, namely the all-singing, all-dancing interactive event of the year known as E3. Anyone who's anyone in the industry are sweating profusely in Atlanta's Georgia Dome, showing off their wares for the year ahead and exciting the world's press into a near-slavering frenzy. Ourselves included.

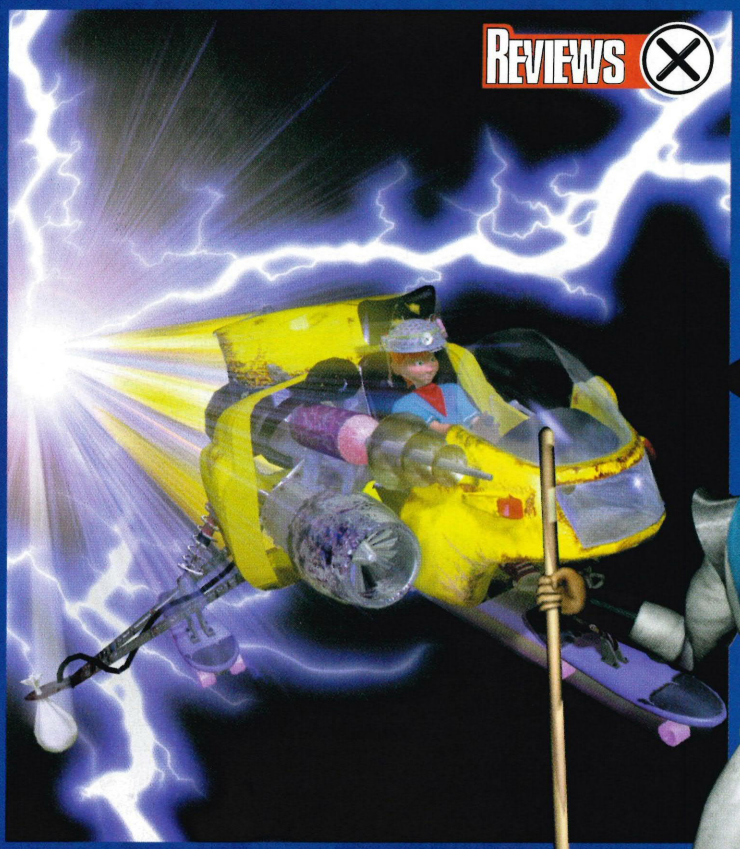
Therefore, inside this issue you'll find the hottest news on the biggest games coming your way in the blink of an eye. Tomb Raider 3, Mortal Kombat 4, Messiah, X-Files and, of course, Westwood Studio's third instalment of the ever-popular Command & Conquer series; Retaliation. So darn good we got Kathy Lloyd to pose for our cover.

Inbetween staring at Kathy and fiddling with your free Tekken 3 player's guide-come-poster, there is of course the small matter of our free demo CD offer. As you'll see from our exclusive and in-depth analysis in this month's bulging review zone, Heart Of Darkness is the ultimate interactive adventure on the PlayStation, so we thought we'd treat 10,000 of you to a free sample.

And as if a massive review section and up-to-the-minute news from around the globe isn't enough to keep you happy for the month, we've also checked out the latest football games with the Jamaican World Cup squad, played Colin McRae Rally with real cars and even found time to pay Europe's biggest motion capture studio a visit. It's been hectic, let me assure you, but at the end of the day it's been worth it, and after you've finished reading this issue I'm sure you'll agree. So I invite you to take a break from your PSX, hitch a ride with us on the finest sight-seeing tour around the gaming globe, and in the words of Robbie Williams, let me entertain you. Game on.

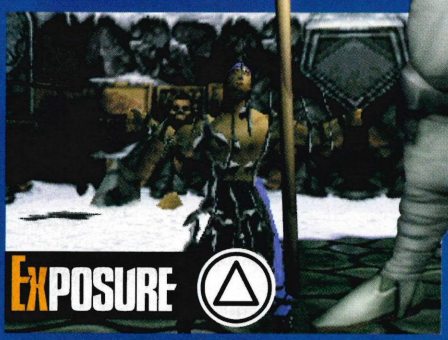


Jay Sharples
Editor



Heart of Darkness

Possibly the most eagerly awaited platform game in years has finally arrived. Read our world exclusive review inside, and then send off for a free demo CD too



Mortal Kombat 4

Finish him! Midway try and shake off the bad memories of MK Mythologies and spank us red-raw with exclusive new shots of their 3D bonanza



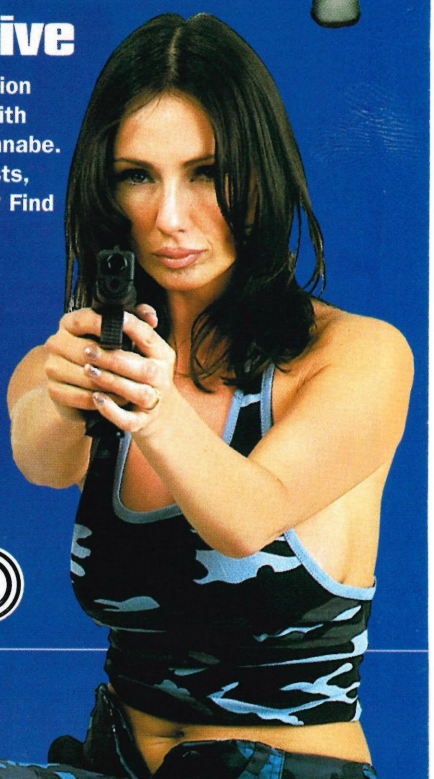
Dead Or Alive

Ass-kicking fist-fighting action ahoy as we go overboard with Sony's latest Tekken 3 wannabe. It may have bouncing breasts, but is it worth your money? Find out on page 44

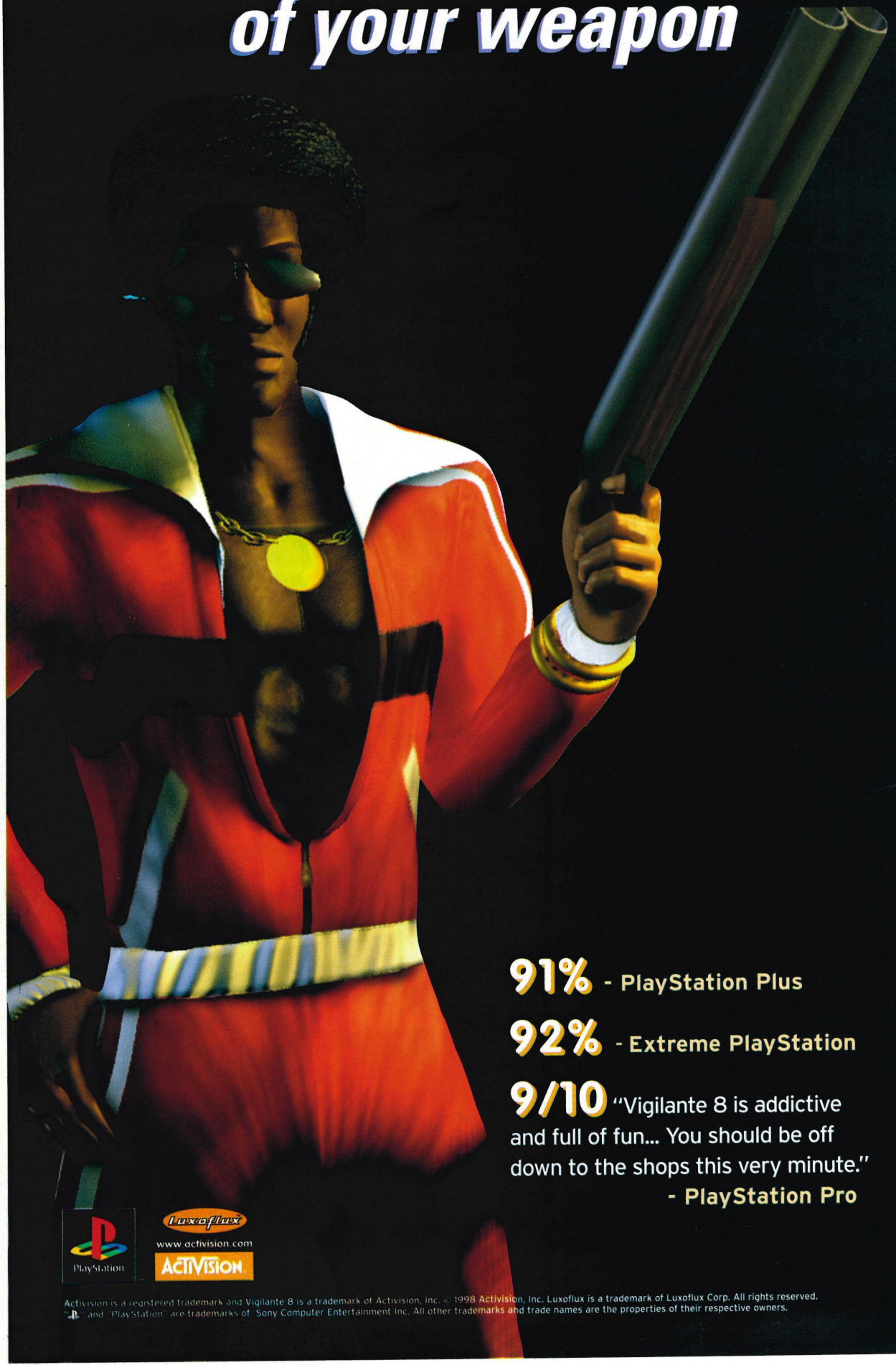
C&C: Retaliation

Westwood's third instalment of their butt-kicking barmy army beast gets an exclusive airing, especially for you. And before you ask, yes, there are a few more pics of Miss Lloyd as well





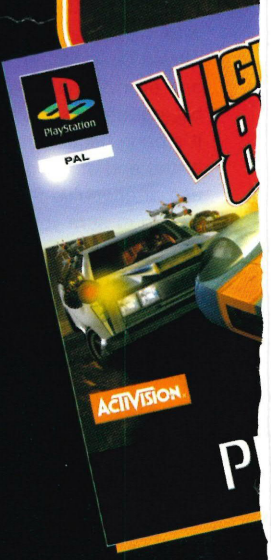
It's all down to the size of your weapon



91% - PlayStation Plus

92% - Extreme PlayStation

9/10 "Vigilante 8 is addictive and full of fun... You should be off down to the shops this very minute."
- PlayStation Pro



PlayStation

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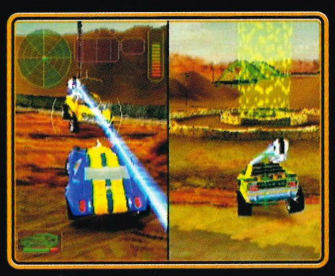
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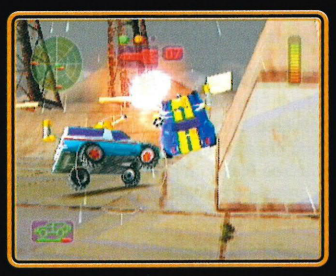
The ultimate driving shoot 'em-up

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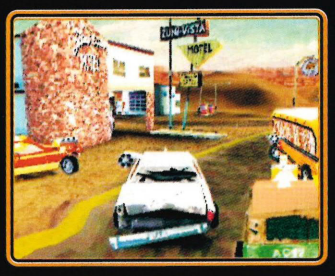




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ISSUE 22 JULY 1998

ABC 45,121 July – December 1997

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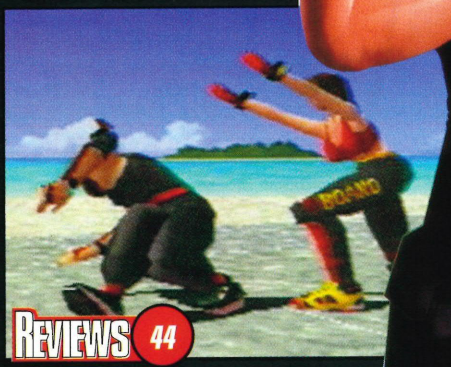
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DEAD OR ALIVE
Chicks taking hits like you've never seen before. We love it, and so will you





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Photography: Paul Francis

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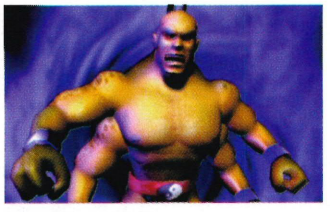
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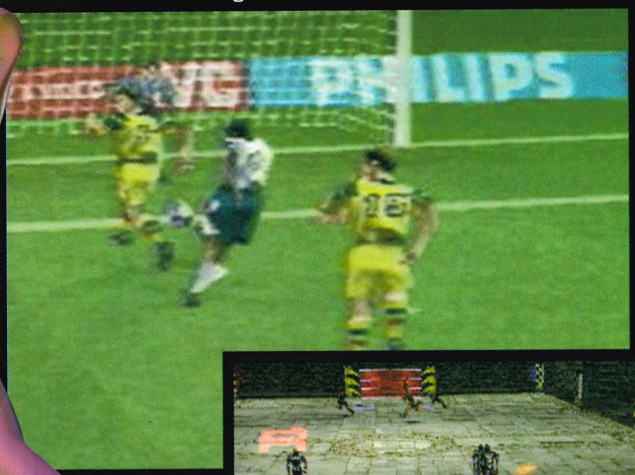
HEART OF DARKNESS

Ocean are onto another winner with this delicious looking platformer

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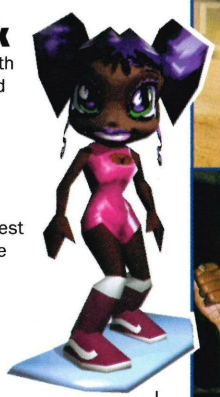


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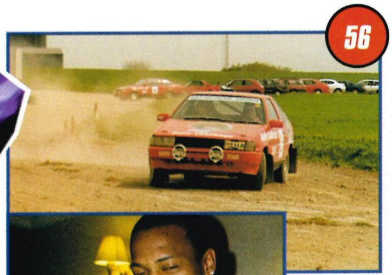
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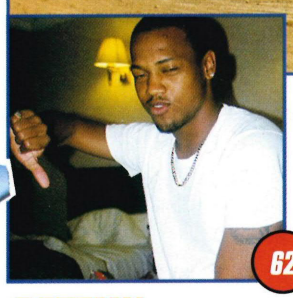
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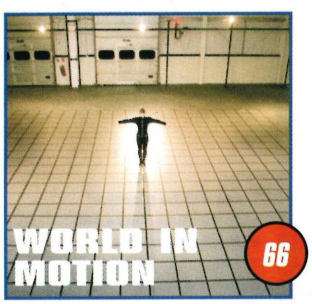
James gets himself in a spin over Codemasters' latest road worthy offering when he takes to the road for real in the McRae Rally Challenge. Let's off-road!



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GETTIN' DOWN WIT' DA REGGAE BOYZ

Jamaica's national team gets to grips with this season's footy offerings. Three Lions, FIFA '98 and WLS come under the ultimate test as we chill out with the World Cup wonders



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We sent Chicken behind the scenes at the newest and largest motion capture studio in Europe to see how the real experts are gearing up for future gaming



FREE!

This month's gifts...

- Huge *NEW* Lara Croft babes poster
- Free Heart of Darkness demo CD offer

C&C: Retaliation

Westwood are back in the game with the latest installment of Command & Conquer action...

It must be pretty cool to be able to stand back and say "I inspired that." Very few people can do it but the guys at *Westwood Studios* over in the States can stand proud and tall whenever they see a real-time strategy videogame and say exactly that. *Command & Conquer* is the game that spawned a genre. Clones are still pouring out ten a penny and we've already had several follow-ups from *Westwood Studios* themselves.

Most recently of course was the stunning *Command & Conquer: Red Alert* which received the coveted PlayStation Pro cover before Christmas and was given 9/10 when we reviewed it.

COMMAND AND CONQUER HER

The question is, with so many people doing similar games, is there room for yet another dabble in the genre from *Westwood*? And the answer has to be, "Of course there is. Don't be stupid!" Anyway, *Virgin* have wisely chosen your favourite PlayStation magazine to bring you all the exclusive low-down on the next game in the series, *Command & Conquer: Retaliation*.

We went straight to the source of the goodies, *Westwood Studios* and *Associate producer, Mike Ward* to find out all about the project, what's changed and *Westwood's* general opinion on how things have been going. While we were doing that we were also busy recruiting one of the country's sexiest women, *Kathy Lloyd*, to pose for our cover shoot. No point in playing around with some of the hounds that have been adorning rival magazines of late. Nothing but the best for you lot (and indeed us too).



There will be plenty of new weapons, units and missions to keep even the most hardened Command & Conquer player happy for a very long time indeed







Aesthetically nothing has really changed since the last version but gameplay wise there is a vast difference









New special effects have been introduced for Red Alert: Retaliation that will really make you feel good when you obliterate an enemy with a well timed attack

Anyway, ladies aside, we asked Mike if they were happy with *Westwood's* achievements so far with *Retaliation,* "Yes indeed. The game engine underwent some internal modifications to allow us to incorporate the new units and the new larger mega-maps. In addition, we now support the PSX memory card so players can save their campaigns in progress after beating a mission.

"Also, we've completely revised the way players choose which mission to play by assigning the player a military rank. Access to the various theatres of war (and the missions inside those theatres) is based on the player's rank. The player begins the game with a low rank and can only access the 'easiest' theatre of war. After beating a sufficient number of missions in that first theatre, the player is rewarded with a rank advancement and granted access to the next (more difficult) theatre. This progresses until the player has achieved a rank sufficient to unlock all four theatres of war."

That's good news then because the lack of memory card support was one of our few gripes with the excellent *Red Alert.* Gone are those dreaded 40 character passwords, but will it be enough to persuade owners of the other *Command & Conquer* games to part with yet more money. *Mike* had very strong views on why they should. "Of course! The introduction of 12 new units in *Retaliation* will definitely force players to revise the 'tried and true' strategies they've come to rely on. Players will be anxious to use the new units just because they are so cool, but they also add so much to gameplay that they will have an impact on how people play. The bottom line is that we've taken the excellent gameplay found in *Red Alert* and raised the bar, so now you get to devise new and improved ways of crushing your enemies (or friends) using new 'forbidden' technologies!"

"We've devised new ways of crushing your enemies (or friends) using 'forbidden technologies"

All sounds rather tasty doesn't it? ▶





The hidden Giant Ant missions are also included in Retaliation as you get to fight out a B-Movie scenario C&C style

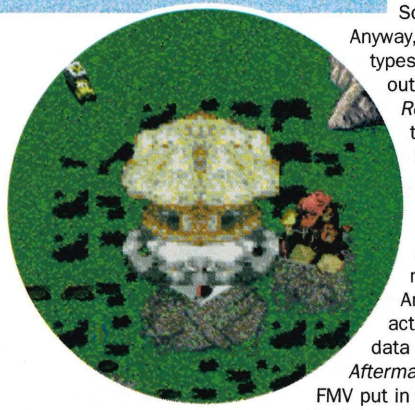


▶ Many of you will have played at least one game in the series by now unless you're very new to your console, but even if you are then there's no reason why this improved version shouldn't be your first bite of the *C&C* cherry. Desperate to explain the extra bits of the game, *Mike* told us, "In addition to the units, we've added new FMV briefings, theatres of war, memory card support, brand new single-player missions, tons of new multi-player maps, all of which make it a fantastic game on its own and quite distinct from *Red Alert*."



NOWT TAKEN OUT

Always keen to find out what's had to be left out due to programming restrictions, we asked *Mike* if *Westwood* had simply had to leave anything out, "Not at all. We actually added to the game by implementing the new mission briefings and campaign layout etc. So we're very pleased."

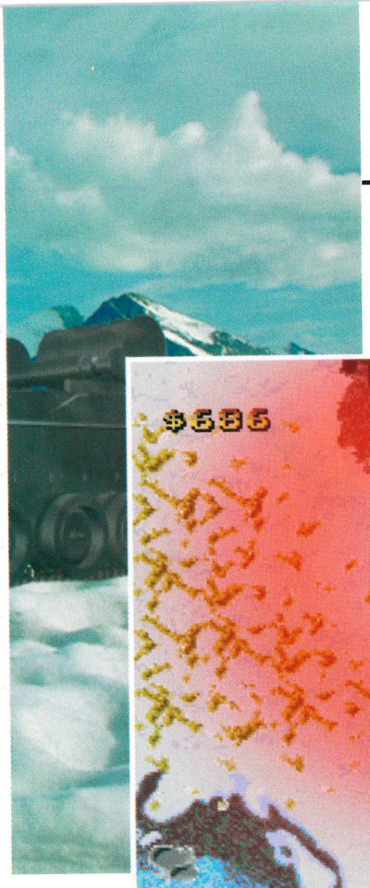


Anyway, enough with these programmer types, you're probably gagging to find out what it's all about. Well *Retaliation* is sees the *Allies* and the *Soviets* battling to perfect forbidden technologies to wipe each other out. The game itself will feature 34 solo missions from the original designers of *Red Alert* and 100 multi-player maps, as well as the hidden Giant Ant missions. To be fair it's actually a combination of the two *PC* data discs: *Counterstrike* and The *Aftermath*, but it's had a great deal of FMV put in there to link it all up.

You'll be able to play the game with a PlayStation mouse or regular controller, and if it's multi-player you're into you can view thumbnails of the levels before embarking upon them. Speaking of multi-player, *Westwood* and *Virgin* have gone down the highly generous road of allowing you to play a two-player link-up of the game without buying a second copy of the game since *Retaliation* comes with two CDs, one

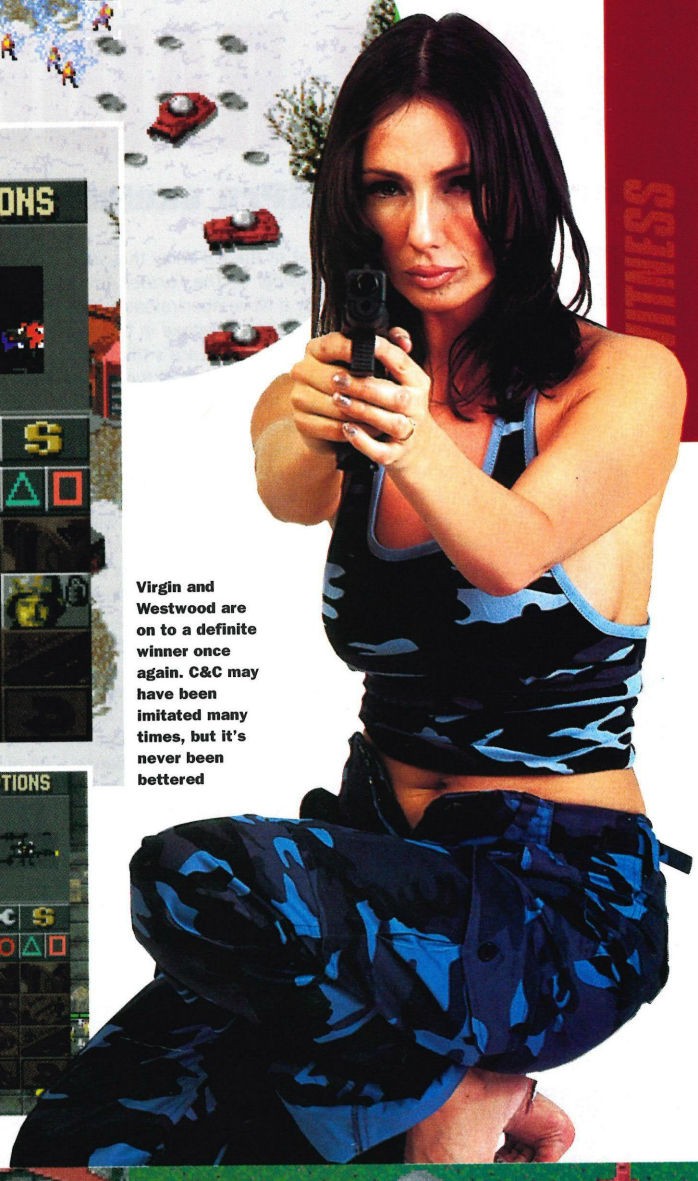


Working with one of the world's sexiest women can be a bit of a chore. Honest mate. Especially when they start to get their kit off. We didn't know where to put our eyes





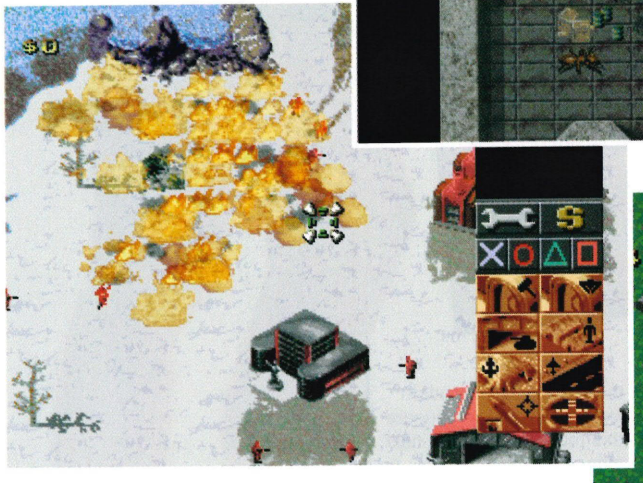




Virgin and Westwood are on to a definite winner once again. C&C may have been imitated many times, but it's never been bettered



The Soviets and the Allies battle it out until the bloody end. This explosion is guaranteed to melt a bit of the snow, as well as anybody in the local vicinity





containing the *Soviet* missions and one containing the *Allies*. Simply give one to a mate, link up your machines and Bob is indeed your uncle, as they say.

Aurally there'll be 16 new pieces of techno music to accompany your war effort as well as the assorted screams and gunfire we've come to expect. And you'll be pleased to know that it's all scheduled for a release during the third quarter of this year, so you'd better start saving your pennies up now. In the meantime, simply stare at these piccies of *Kathy Lloyd* to help pass a bit of the time PRO

There are several new units included that will require you to develop all-new strategies. A good Red Alert player will not necessarily be a good Retaliation player, so Westwood tell us

TOMB RAIDER 3

First play and PSPro exclusive Lara diary

For once, *Lara Croft* isn't the star of the *E3* show this year, although that isn't to say she's taking it easy, as *Tomb Raider 3: The Further Adventures Of Lara Croft* is still on the horizon, provisionally set for a November release. *Core Design* have their oriental adventurer, *Ninja: Shadow Of Darkness* to showcase in the meantime, with only a brief demo of *Tomb Raider 3* on display. *Core* are keeping *Lara's* third outing close to their chest at present as they feel that handing out screenshots of the game at this early stage would be pointless, since the game is nowhere near completion. They did, however, let us have this new piece of artwork to drool over until next month though. Our spies at *Core* tell us that the new game will feature several brand new enhancements to excite the fans, some of which are already under development.



The sexy sounding and fine looking 'Anouti' gives it a bit of 'Saturday Night Fever' as she packs a mean set of pistols and a T-shirt you could eat your dinner off

We can also exclusively reveal that two new real-life renditions of *Lara* (the lucious Nell McAndrew and the divine Anouti) will be displayed at *E3* along with a computer animated *Lara* – that speaks! Yes, the great lady herself will be answering the crowd's probing questions at the show, and we'll be having a brief chat with her in time for next issue. Plus if you want to see more of the new real-life *Laras,* tune in next month also. Now we all know that a sizeable amount of you, our readership, are *Lara Croft* crazy, so with that in mind we've been out and secured something of an exclusive.

Nell goes for a classic Lara pose as she seeks to outshine the breasts of 'Anouti' with a her own ample handful. Beautiful

Are you sitting comfortably? Good, get ready for this: Not only have we sorted it so we will have the world exclusive first ever play on *Tomb Raider 3: The Further Adventures Of Lara Croft* for a forthcoming issue, but in the meantime we've sorted out a monthly diary report on how the game is shaping up in the run-up to its release – all of which is exclusive to PlayStation Pro. World bloody exclusive.

You won't find such detailed information on the game in any other PlayStation publication, we guarantee you. So if you've got any sense and you want to know what's happening in the wonderful world of *Lara Croft* on a regular basis, then rush out and secure your copy of PlayStation Pro today. Here's a couple of titbits to get your juices flowing in the meantime though: India, the number five, catsuit, snowgear, grenade launchers and chrome. Confused? Tune in next issue and everything you could ever want to know will be revealed – exclusively for you!

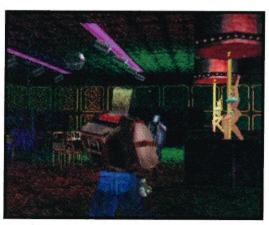
...And That's Not All





This time next month, you'll be witnessing all the big games you'll be spending your money on this Christmas

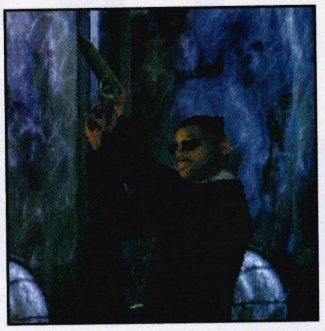
As you'd know if you bothered to read the intro page, the world's largest electronic entertainment expo (or *E3*, as us inflicted with a keyboard phobia like to call it) is on. Right now. Well probably not right now, it all depends on when you bought the mag in relation to what we were doing at the time of writing really. Anyway I'm rambling – the show plays host to the world's gaming creators, each one showing off like there's no tomorrow and we were there. Or are still here. I dunno, blame the jetlag.



What we're basically trying to say is that next issue we'll all be back in good old Blighty armed with all the games you'll be playing over the next few months or so. Thanks to the delights of modern technology such as email, we've managed to squeeze of few of these treats into this month's mag, but next month is where it all goes crazy. Quick quiz for you: In the next five seconds name 20 games that you'd give your high teeth to play right now. You can't can you?

Well we can: *Tomb Raider 3, Abe's OddWorld 2, Metal Gear Solid, EarthWorm Jim 3D, F1 '98, NHL 99, Tiger Woods Golf, Actua Soccer 3, Crash Bandicoot 3, Final Fantasy VIII, Road Rash 3D, Tomorrow Never Dies, N2O, Croc 2, Tekken 3, Treasures Of The Deep, Bushido Blade 2, Colin McRae Rally, Wild 9s* and *Duke Nukem: A Time To Kill.* And we've got lots more where that came from too. So in a nutshell, etch July 9th in your mind and be ready and waiting at your local newsagents, £2.99 in hand. Otherwise you're gonna miss out on the best coverage of all the new games ever published. Miss it and you'll miss out.

MEN PUT BACK



Those of you wondering what the hell has happened to *Gremlin Interactive's* sci-fi epic, *Men In Black* will be disheartened to hear that the game has been put back on the release schedule. Our sources tell us it's now due out around July, so you'll have to wait a while yet. Remember to check out our official verdict before running off to buy it though, and don't go listening to other mags who have mysteriously already reviewed it, despite the game being unfinished.

Everybody's Glad



Our phones haven't stopped ringing since we reviewed the excellent golfing treat known as *Everybody's Golf*. There was some initial confusion as to who was actually going to publish it, but now *Sony* have stepped in and are currently securing its position in your local gaming emporium. So will you all stop calling us about it now? Turn the page for an unbelievably amazing *Everybody's Golf* compo...

PRO BAROMETER

A monthly look at what's been smart and what's been arse in the crazy world of the PlayStation Pros...

HOT



Watching Real Madrid beat Juventus over in sunny Amsterdam.

Office basketball.

Being in Atlanta instead of Macclesfield.

Kathy Lloyd. Obviously.

Dead Or Alive's comedy knockers.

Colin McRae Rally. Not even finished yet, but we love it already.

COLD

Half-arsed football games rush-released in a fit of World Cup bandwagon fever that turn up for review weeks after they've been released in a shallow attempt to con you gamers into buying the pile of shite before us real professionals give our verdict.

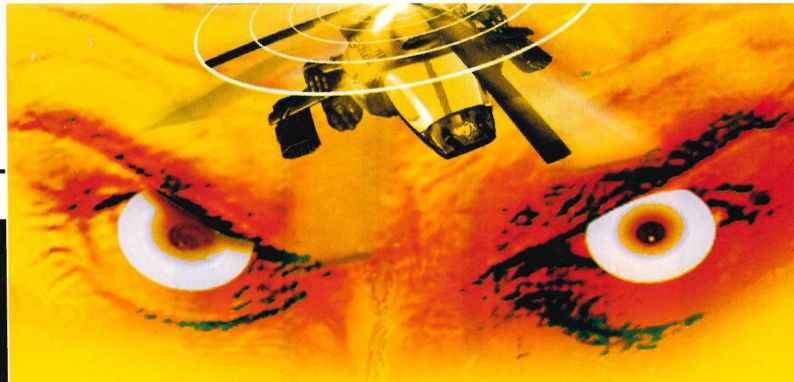
Games that claim they are 'new', when in fact they are simply re-released crap with very few 'new' bits added.

Tits who say "I'm on the door, you're on the guest list mate. There'll be no problems getting in" when they mean exactly the opposite.



Man City's relegation.

Second-rate rally games.



HATE

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PlayStation

ocean

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FOREPLAY!

WIN A FULL SET OF SLAZENGER FITTED CLUBS WORTH NEARLY £2000!

Remember a few issues ago when we screamed on and on about a quirky little golfing title from *Sony* called *Everybody's Golf*? Well the hard-to-find treat should be in the shops by the time you read this, and to celebrate that fact (and because the game's so bloody good) Sony have teamed up with golfing merchandise kings *Slazenger* and your favourite PlayStation mag (that's us by the way) to offer one of the most expensive and unbelievably amazing prizes ever given away ever. What is it? Well first off we've got 10 copies of the game in question, *Everybody's Golf*, but the grand first prize is a full set of top-of-the-range, highly expensive, limited edition, personal Slazenger golf clubs – worth nearly two grand. And a copy of the game, of course.

The winner will be interviewed by a *Slazenger* golfing professional in order for you to provide the golfing supremos with all the information they need to build your bionic clubs of glory. Kinetic tests are then conducted so they can suss out your overall range of motion, upper body strength and your personal swing flexibility. And that's not all. After they've done all that your static measurements and swing speed are calculated to work out the correct and extremely precise lie angle of your clubs, along with the shaft flex, weight, grip type, impact pressure and several other things too complicated to go into here. Numerous other high-tech and highly confusing tests are carried out which result in you – yes, you – getting yourself a full set of *Slazenger Crown Limited* fitted clubs, worth lots and lots of money.

Needless to say, this competition is ideally suited for the hardcore golfer. There's no point entering if you don't play yourself, or don't know someone you love who does. These are tailored clubs, not shitty off-the-rack crap, and they're unique to the winner, so there's no point just selling them on if you win. I guess you're wondering how you stand a chance of winning these babies now, aren't you? Well, as usual, simply answer the question below and send it to us on a postcard at our usual address. And make sure you mark your card "FOREPLAY".
Good luck swingers!

Question...

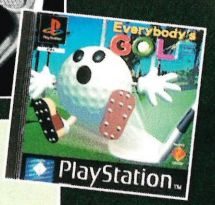
Slazenger's new 420d Raw Distance Plus golf balls are ideal for the golfer who wants to squeeze every yard out of every shot, but not at the sacrifice of in-flight stability. But can you tell us what (according to the Slazenger sales blurb) this awesome golf ball turns a scary 4-iron second shot into? Is it...

A) A not-so scary third shot

B) A smooth 6-iron

C) Jimmy Tarbuck





Send your answer on a postcard to:
FOREPLAY, PlayStation Pro, Media House, Adlington Park, Macclesfield, SK10 4NP.

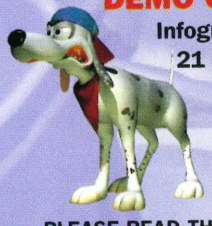
10,000 HEART OF DARKNESS

DEMO CDS UP FOR GRABS

How to win...

Want to get your hands on a demo of the amazing Heart of Darkness? Well now you can thanks to PlayStation PRO because we've got 10,000 demo CDs to give away.

All you have to do to stand a chance of winning one of these amazing demo CDs, is complete the coupon on your entry card, answer the question, fill in our crazy tie-breaker and send it off to the following address:



HEART OF DARKNESS
DEMO CD OFFER
Infogrames UK Ltd
21 Castle Street
Castlefield
Manchester
M3 4SW
UK



PLEASE READ THE TERMS AND CONDITIONS PRINTED BELOW.

Terms & Conditions

Please read the following carefully before entering the competition. By entering the competition you are agreeing to be bound by the following terms and conditions:
This competition is open to all residents of the UK, except employees of OCEAN and IDG Media, their immediate families and anyone else connected with the creation and administration of the promotion.

Entries must be on the official entry form, in ink or ball point pen. The promoters reserve the right to disqualify incomplete, altered or illegible entries. No responsibility will be accepted for entries lost, delayed or damaged in the post or insufficiently pre-stamped. Proof of posting will not be accepted as proof of delivery.

Entries become the absolute property of the promoters and will not be returned.

The 10,000 prizes of a Heart of Darkness Demo CD will be awarded to the competitors who have answered the question correctly and who has, in the opinion of the judges, finished the tie-breaker question in not more than 15 words in the most apt and original way. There is no cash alternative to any of these prizes.

The decision of the judges will be final and binding and no correspondence can be entered into.

The closing date for receipt of entries is July 10th 1998 and the winners will be sent their prizes as soon as possible and not later than July 23rd 1998.

After July 23rd 1998 the names of the winners can be obtained from IDG Media, Marketing Department, Media House, Adlington Park, Macclesfield, SK10 4NP on receipt of a stamped address envelope.

Winners may be required to take part in any publicity accompanying or resulting from this competition.

The promoters are IDG Media and OCEAN.

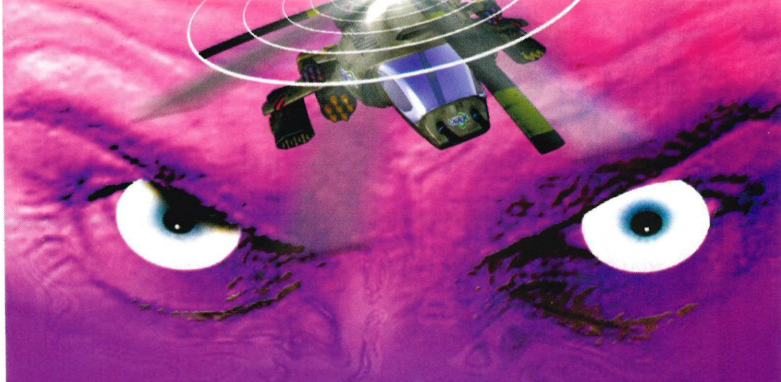
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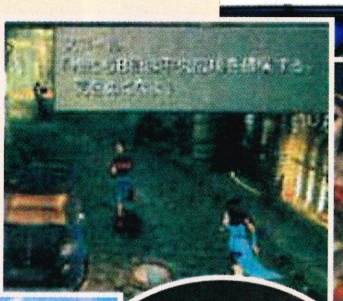
Let me be your Final Fantasy

Squaresoft held a packed to the rafters press conference to launch Final Fantasy VIII to their home nation recently, and as well as giving the world the first look at the soon to be most eagerly awaited game of next year they killed off a few rumours about the game's characters and mechanics and added a little flesh to the bones of the what we know for sure will be in the game. But not much. There's still far more that we don't know compared to what we do, but information on such a massive game is always going to be released on a piecemeal basis in this day and age of full on marketing tactics.

So what do we know then? Well, the main theme of FFVIII is going to be love, but don't panic because there'll be healthy quotients of fighting and violence thrown in as well - the developers promise that the game will not stray too far away from what they already know works spectacularly well. The main character will initially go under the presumably changeable name of Squall Leonhart and will be drawn in a much more lifelike style than VII's heavily anime influenced characters. All the characters are now also texture mapped giving them a much more lifelike appearance and making them much less cartoony, and also as you walk around the landscape all members of your party will be visible, not just the leader.

No firm news on a release date yet in any territory but Square are promising that an English language version will appear very soon after the Japanese one and the translation delays will be kept to an absolute minimum. In Japan a playable demo is also going to be given away free with releases of another Square RPG - Brave Fencer Musashiden - but as EA have not yet confirmed their publishing plans it's uncertain whether the same deal will apply in the US and UK. More news as soon as we get it.























For making an initial impression few games can have ever made such a good one as Final Fantasy VIII has managed through these stunning shots. It already looks significantly better than than the last one and they've only just begun!

Crash landed!



Crash Bandicoot is back in development for his third outing, and while little has been divulged about actual gameplay details, there has been a little bit of leakage, mainly through reading between the lines having looked at these screenshots. It's widely thought that the game will have a full 3D engine with total freedom of movement as opposed to the previous games' corridor style gameplay, which is the news all fans have been dying to hear.

The game will also feature underwater levels as well as the chance to play as another character at certain parts of the game – that character being *Crash's* sister *Coco*. Apart from that we don't know much more, but you can be sure that we'll be digging around for details every opportunity we get. The game is being shown at the *E3* show in Atlanta and is pencilled in as one of the big names for Christmas '98 in the UK. We can't wait.





Cunning Stunts

RC Stunt Copter – rich man's folly or quality videogame entertainment? Well, in this case it's probably a little bit of both. You see, *Shiny's* incredibly rich *Dave Perry* decided one day that he fancied a go at flying model helicopters. So he got himself one and had a go. Unfortunately, he wasn't very good at it and it crashed and burned almost immediately. So he got another one. And he crashed that too. It was at this point he thought, "Hang on, this is costing me a fortune, why don't I make a game that will teach me how to fly them?" And he did, and that game is coming out as *RC Stunt Copter*, and from accounts of those who've played it it's one of the most addictive gaming experiences in years!

Check out these stunning screenshots and check back next issue for more details.

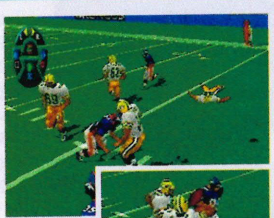


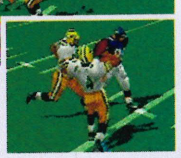






Madden Mania





Some news on the next *Madden* game has been leaking out of *EA Sports* headquarters. *Madden NFL '99* will feature cutting-edge, high-resolution polygon graphics that should give the players a polished look, while hopefully retaining the quick movement and responsiveness that have made the *Madden* franchise into consistently the world's best-selling football games.

More realistic gameplay has been made possible through design sessions with *John Madden* and various NFL players representing every position on the field to set-up what should be the definitive artificial intelligence for an *American Football* game. Every aspect of *Madden NFL '99* is either new, refined or improved, and that should make this a real treat for fans of the oval ball game. It should be out around the end of September.



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PlayStation

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PRO LETTERS



Why not write in and discuss any new ideas you may have regarding the mag? Or alternatively, why not just moan at me about everything under the bloody sun? Oh, you already have...

Send your letters to: PRO Letters, IDG Media, FREEPOST (SK3038) Macclesfield SK10 4YE or email me at jay@idg.co.uk

Porn to be wild

I have just bought your mag and I was disgusted to find that PlayStation Pro is for men! My friends and I have stopped buying it now. Have you got a new editor or something, I mean, what on earth have naked women got to do with games? Your slogan should be "For sad men who haven't got a girlfriend."

I bought this mag because it was better than the others which had women in, however, you have sunk to their level. The mag is now pornography and as far as I'm concerned most of the men you are addressing are stupid idiots who have no respect for women. You should call your mag PlayStation Porn!

Jennifer, Manchester

PRO:
Calm down, calm down! Would you rather us have pictures of blokes in their undies? I know the majority of our readers wouldn't. Nice slogan idea by the way Jennifer, if only you'd written in earlier.

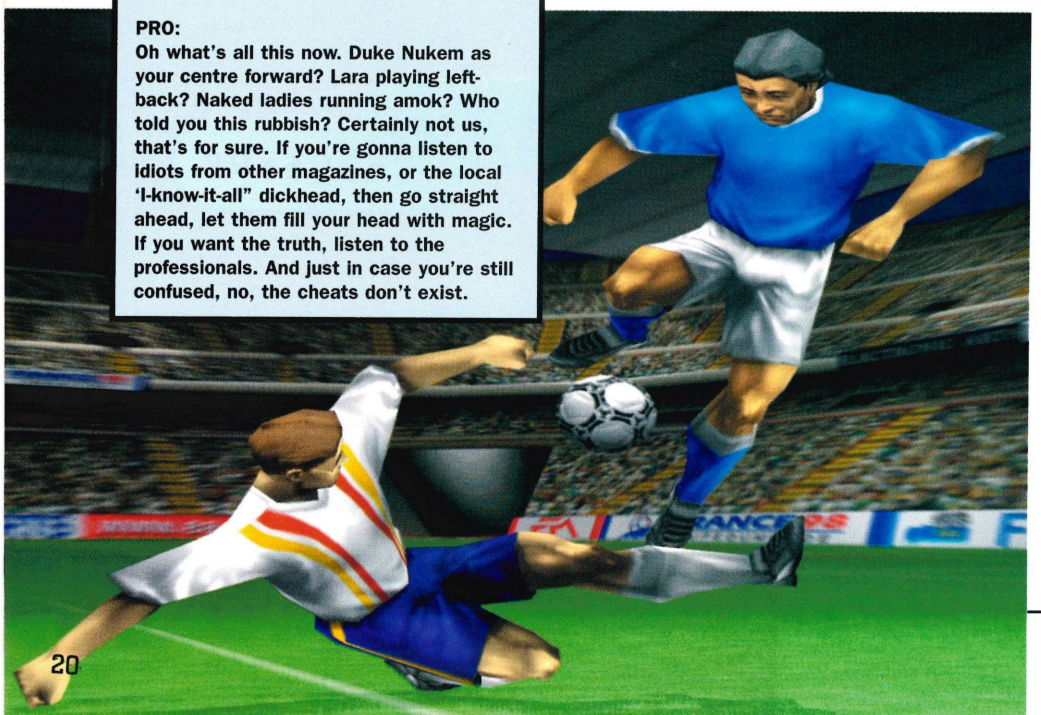
IT'S NOT IN THE GAME

I heard a rumour that there is a cheat you can enter whilst playing *FIFA '98* that allows a streaker to run across the pitch. Is this true?
Jamie Allen, Portsmouth

I've heard rumours that there is a cheat for *FIFA '98* where you can play as *Sonic The Hedgehog, Goro, Duke Nukem, Lara Croft* and *Crash Bandicoot*. Is it true? If so, can you tell me how to do it.

Anthony Urmston

PRO:
Oh what's all this now. Duke Nukem as your centre forward? Lara playing left-back? Naked ladies running amok? Who told you this rubbish? Certainly not us, that's for sure. If you're gonna listen to idiots from other magazines, or the local 'I-know-it-all" dickhead, then go straight ahead, let them fill your head with magic. If you want the truth, listen to the professionals. And just in case you're still confused, no, the cheats don't exist.



Betty Swollocks

I love your new look, it's great. And celebrating it with a free *World Cup* guide filled with women in the nude was superb! I'm loving it! Even the mag has some girls in it! I hope you're going to keep it up or put even more in.

I have a suggestion that I reckon me and the other lad readers would like; a whole section of the mag showing pictures of all the *Lara Croft* models in as little clothing as possible, or something like that. This is one of the key elements that makes your mag great. Keep it up.

Ivor Biggen, Wrexham

PRO:
There, that's more like it. Happy readers pleading for more flesh. What do you think of that, eh Jennifer?

Nipple disorder

What is all this business with *Lara Croft*? She's a fecking sprite and yet here are all these 13 year olds masturbating over the pictures of her in your mag! And that sad git Mark S from issue 20 saying that the sprite from *Deathtrap Dungeon* is much nicer when her nipples are in the wrong bloody place!

Anyway, could you recommend some games for me to buy over '98?

Dave C, Manchester

PRO:
Yeah, what's all the fuss about these girlie sprites, eh Dave? I bet you want more of the real thing too, don't you? But to answer your question I reckon you should rush out and buy Gran Turismo, Heart Of Darkness, Dead Or Alive and World League Soccer, straight away. That should see you through until Christmas.

Alternatively, check out our Exposure and Prospects sections this month, where a handful of potential games are showing off and begging to be bought. Or if you're still not happy, then tune in next month when we'll have even more news on the top titles from E3.

Mortally wounded

I would just like to say that *Mortal Kombat Mythologies* is shite. The controls are crap, so is having to press a button just to turn your character around. Thirty five quid for this is a waste of money.

Gaz Collins, Birmingham

PRO:
We told you that back in issue 18. Don't come crying to me if you didn't heed our warnings. By simply spending £2.95 a month you can stop yourself forking out large sums of cash for crappy software. That's what we're here for, to give you buying advice. So bloody listen to us!

Pulp friction

Your magazine is just skill. It rips the paper pants off all of the rest of the mags. Anyway, down to the point, or points...

1) How much is a 12 month subscription to your fabulous mag?
2) How do you get a job at PlayStation Pro?
3) Will I be able to get *Bushido Blade 2* on import? If so, how much will it cost?
4) Please call me a wanker because I like Ten Pin Bowling.

Alan Armitage, Newcastle upon Tyne

PRO:
"Rips the paper pants off all the rest of the mags" Hello? What in Dickens are you talking about boy? Paper pants indeed. Your answers...
1) Check the subscription page dummy.
2) By begging, pleading, sending us expensive gifts, or by responding to advertisements we sometimes place.
3) Probably. Why not ask the bloke at your local import shop, rather than me.
4) You are a wanker. There you go. Happy now?

Nintendo tombola

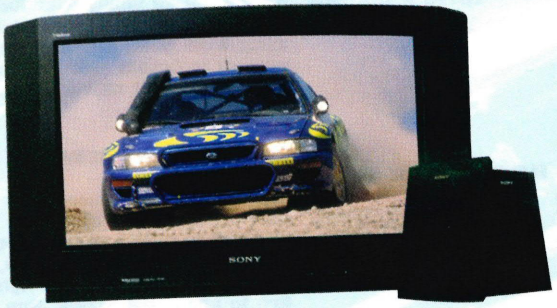
Having bought a N64 in November, I've been very disappointed at the gameplay of the titles available. I turned my thoughts to the PlayStation as most of my mates had raved about the playability and the wide choice of games.

In order not to make an expensive mistake again, I purchased your mag to read up on the

SQUARE EYES

My Dad has just bought a new Sony TV and he says that I'm not allowed to play my PlayStation on it. Why? Because he thinks that my PlayStation could damage the TV within a period of time. Please, please, please can you tell him that it won't bugger up the TV, that way I won't have to play on the old and small one.

W Y Wan, London



PRO:
I could tell him that it won't bugger his new telly, but I'd be lying. Well sort of. You see, prolonged periods of videogaming have been known to mess up the mind of your average TV, but this shouldn't be interpreted as "PlayStations break your TV." All I'm saying is that if you play your games on your Dad's TV for massive periods of time – example: "I'm just going to complete Final Fantasy VII from scratch Dad. Is that okay?" then he won't be happy with you for long. If however, you limit your gameplay to a sensible minimum on his big telly and make do with the smaller TV in the meantime, then you, and it, should be fine.

games. What a fab mag – no crap bias towards a particular software house, just down to earth realistic games reviews. I now own a PlayStation and have given my N64 to the local charity who plan to raffle it off.

Phil Bury, Warwickshire

PRO:
That's what I like to hear – a satisfied customer. Honest, upfront and on your side, that's us. You won't find a better class of review than in these pages my son, so continue reading the mag. I'm also happy to hear that you've ditched the N64 in favour of the superior PSX, but I can't see your local charity selling many of those raffle tickets with that as a main prize.



Booby-prize – the N64. Where's the charity in giving this pile of crap away free to a good cause. Surely you could be done for cruelty or something?

Michael Shite

I would just like to clear a few things up. My letter in issue 18 regarding FIFA '98 was supposed to be a tribute to a classic game. Therefore, how a statement such as "If that's not worth ten-out-of-ten etc," can be misconstrued as having a dig at the game I'll never know. Furthermore, having obviously bought the game, I realise that it's the player who picks the team and my reference to my players was intended to show that I could scout around for obscure players which were better than my original ones.

I apologise profusely for upsetting Michael Colclough of Darlington and would like to confess that my real name isn't the same as the Everton Manager, but Michael also. So let's hear it for people called Michael, who are evidently a load of gobshites.

Michael Alexander, Liverpool

PRO:
I didn't slag you off mate, I was merely confused by your bizarre ramblings. The readers of the mag – the general public – thought you were talking shite my friend, and I'm still none the wiser about your letter. But respect for owning up anyway.



The Universe is back in safe ... hands?

Autumn '98

www.interplay.com/ej3d

NINTENDO64 PC CD ROM PlayStation Interplay™

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MEET THE PROFESSIONALS...



NAME: JAY SHARPLES
FLAVOUR OF THE MONTH: Heart Of Darkness
PREFERRED GENRE: Beat'em-ups
LOVES & LOATHES: Having got all soapy over Kathy Lloyd this month, Jay tore himself away from Dead Or Alive long enough to cream over Ocean's HOD. Just don't mention Klonoa



NAME: PAUL (CHICKEN) MCNALLY
FLAVOUR OF THE MONTH: Deadball Zone
PREFERRED GENRE: Simulations
LOVES & LOATHES: One of the all-time classics remixed in a 90s style attracted Chicken the most this month, but the footy games failed to light his fire to any great extent. Boo!



NAME: JAMES CANNON
FLAVOUR OF THE MONTH: Colin McRae Rally
PREFERRED GENRE: Racing
LOVES & LOATHES: Having hammered around a real course, James can't wait to get his hands on the final version of Colin McRae Rally. But keep Kick Off World well away from him



NAME: ANDY SHARP
FLAVOUR OF THE MONTH: Dead Or Alive
PREFERRED GENRE: Sports
LOVES & LOATHES: The mammary festival of Sony's latest beat'em-up, Dead Or Alive, was sending ol' Sharpie blind, so we gave him Adidas Power Soccer as punishment



NAME: LEWIS PEK
FLAVOUR OF THE MONTH: Point Blank
PREFERRED GENRE: RPGs
LOVES & LOATHES: Blasting the hell out of Burt and Ernie kept Lewis quiet this month, but being forced to play Ayrton Senna Kart Duel really pissed him off. The dead should stay buried

Your monthly guide to what's hot and what's not starts here

What's the score?

1	ABSOLUTE SHITE. DO NOT BUY THIS GAME, NO MATTER WHAT
2	SHODDY, UNINSPIRED CRAP THAT SHOULD NEVER BE PLAYED
3	VERY POOR. NOT THE WORST THING EVER, BUT NOT FAR OFF
4	WELL BELOW PAR WITH SOME MAJOR LEAGUE FLAWS
5	AVERAGE. STRICTLY FOR THE HARDCORE FAN OF THE GENRE
6	NOT A COMPLETE DOG, BUT COULD HAVE BEEN A CONTENDER
7	CHECK IT OUT FIRST BEFORE PAYING HARD CASH FOR IT
8	A POTENTIAL CORKER THAT OOZES QUALITY IN SMALL DOSES
9	AN ESSENTIAL PURCHASE THAT'S RECOMMENDED BY ALL OF US
10	THE PERFECT GAME IN EVERY CONCEIVABLE WAY. A RARITY

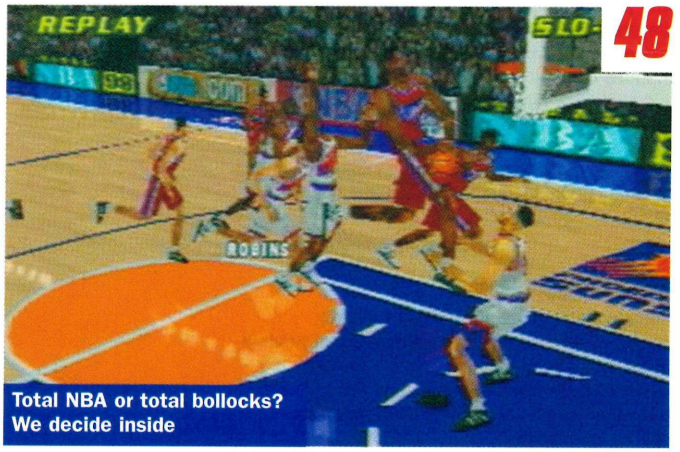
Our icons explained...

RENT IT!
Entertaining for a while, but the lastability factor is highly doubtful. Fun for a night though

MUST BUY!
Simply essential. This is quality gaming and must be bought immediately. If not sooner

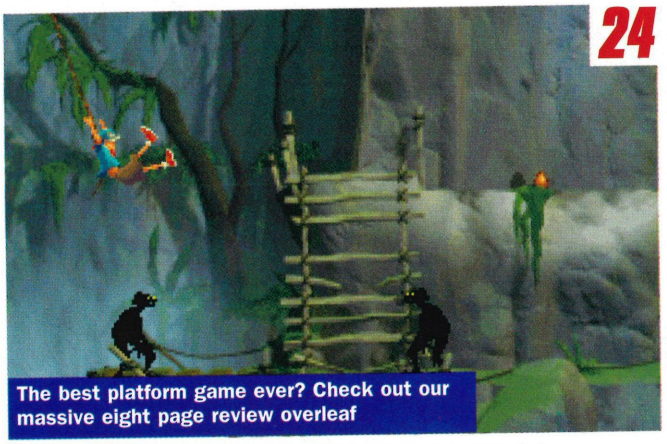
TRY B4 U BUY
A quality title that's a preferred taste. Not everyone's cup of tea, but well worth trying out

AVOID!
Not worth a penny of anyone's money. This is naff, bland and one to avoid at all costs



48

Total NBA or total bollocks? We decide inside

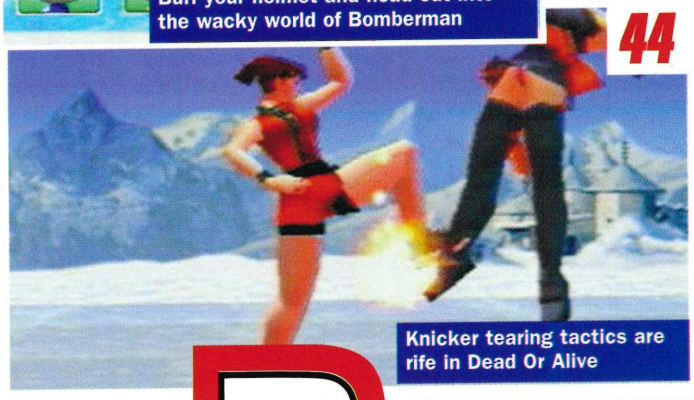


The best platform game ever? Check out our massive eight page review overleaf

24 Heart Of Darkness
32 Deadball Zone
36 Point Blank
38 Vs
40 Bomberman World
44 Dead Or Alive
48 Total NBA '98
49 Frenzy
50 Klonoa
52 Kick Off World
54 World Cup '98
55 Adidas Power Soccer
55 Ayrton Senna Kart Duel

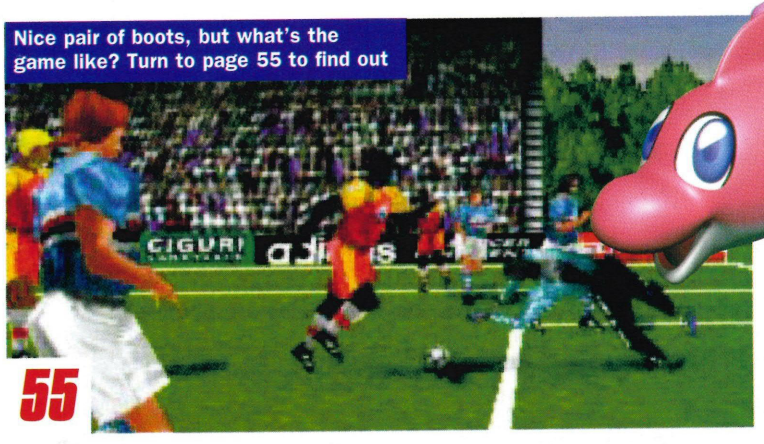


Buff your helmet and head out into the wacky world of Bomberman



Knicker tearing tactics are rife in Dead Or Alive

PRO REVIEWS



Nice pair of boots, but what's the game like? Turn to page 55 to find out

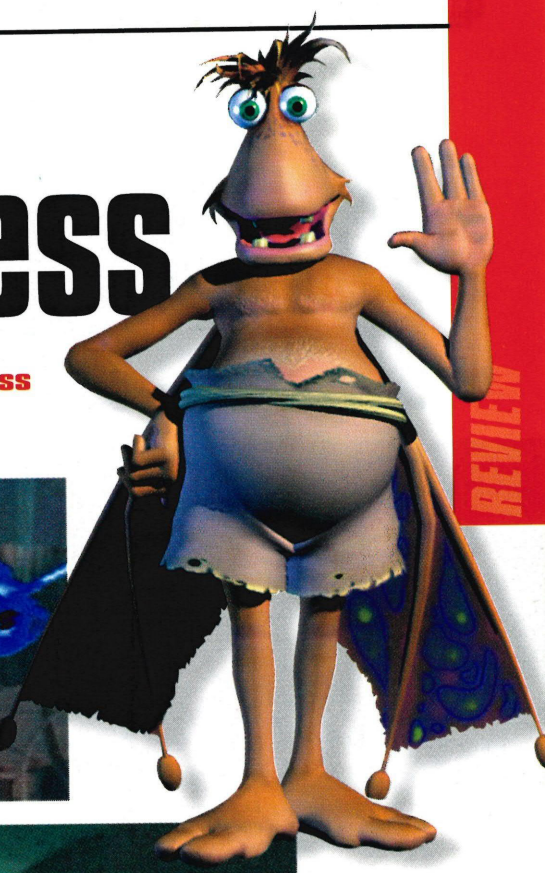


This lovely lass doesn't need a WonderBra. Whilst you get an eye-full, she'll knock your lights out



Heart Of Darkness

Wake up to your worst nightmare and give the Master of Darkness a kickin' in the place where the sun don't shine



It's finally here. The long wait for the game that first went into development some five years ago is well and truly over. It is, really it is – trust me. Adorning this page and the six that follow is the proof; the first review of this fantastic looking game is right here for all to see. So, read the review, take a look at the screenshots and discover just exactly what all of the fuss has been about.

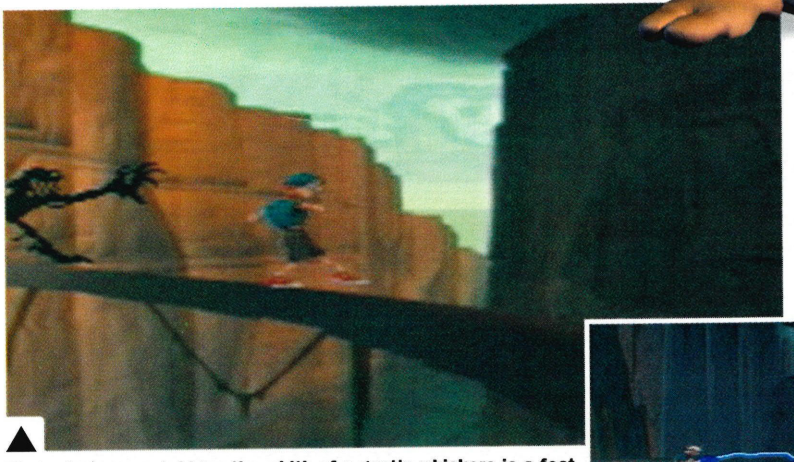
You see, it all began in 1992 when *Eric Chahi*, a pioneer of polygon programming set about creating a videogame to better the looks, invention and playability of his smash hit, *Another World*. And the long awaited result is *Heart Of Darkness*, a game that will leave you dreading the land where your childhood nightmares come to life.

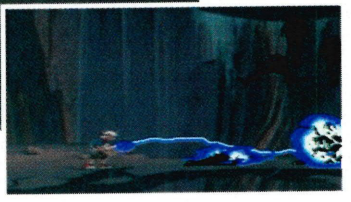
YOU AND YOUR LITTLE TOTO TOO

Somewhere out there, in one of those many small towns in suburban utopia, lives a young boy named Andy. His teacher despises him and Andy isn't too keen on the old grouch either, but what scares him most is the dark and the evil that he imagines is lurking within every shadow. One summer's afternoon, while Andy is taking in a total eclipse of the sun, his worst nightmares come true. His best friend, Whisky his pet dog, is dragged away and taken prisoner in a world of terror and evil, but worse still; a place of uttermost darkness.

And so the story begins as the little whizzkid dashes back to his shed with a tear in his eye, swearing that he'll find his pal at all costs. He kits himself out with a home-made plasma cannon, his ray-beam helmet and his personal survival kit of an apple, a camera and a tin of dog chow, before climbing aboard a flying machine and taking off on a daring rescue mission, not knowing where he's heading, or if he'll return.







Tip-toeing across bridges the width of a gnat's whiskers is a feat that comes in useful more than once. A rushed crossing will only result in a Wile E. Coyote-style plummet into the depths below

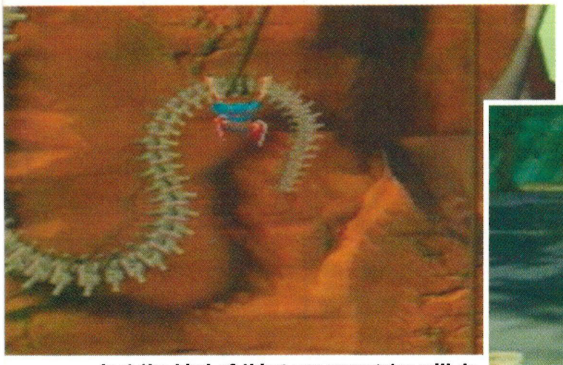
And so the quest into the *Heart of Darkness* begins, with Andy finding himself crash landing on unknown terrain where the shadows jump to life and try to devour the little guy at every opportunity. As soon as the five minute intro begins, it's plainly obvious that we're in for a bit of a treat with this new (well, newish!) title from Ocean. The rendered movies are stunning and are matched during gameplay by the smooth animation of everything on screen.

You can see where the time's been spent, though initially it's no more impressive than anything else out there. That's not meant to be a derogatory statement, there are a hell of a lot of beautiful looking games out there, and *Heart of Darkness* matches them all for looks, but is it better? Well, that's debatable. Polygons aren't involved which means it isn't a 3D platformer as are *Crash Bandicoot* and *Gex 3D*, and therefore it's got more in common with *Abe's Oddysee*. So if *Abe's* capering was the standard bearer for 2D platform puzzle games, and we think it is, then you have to say that *Heart Of Darkness* matches it move for move.

One of the most impressive features of the game is the way the design team at *Amazing Studio* have managed to script the storyline so that the game's many rendered movies blend perfectly into the action as it unfolds. The seamless change from running around the levels into a quality eye-popping sequence that ▶

During a total eclipse, Andy's pet dog Whisky is dragged away to a world of terror, evil and darkness





Just the kind of thing any youngster will do to while away the summer, only a loss of grip isn't so worrying for most swingers ▶



▶ continues the story of Andy's rescue mission, enhances the game no end, providing the cinematic quality that will ultimately make *Heart Of Darkness* stand out among its peers. It's more like an interactive animated film than a game and the good news is that it's just as much fun actually playing the thing as it is sitting back and watching each new rendered piece unfold in front of you.

STICKY-BACK PLASTIC HERO

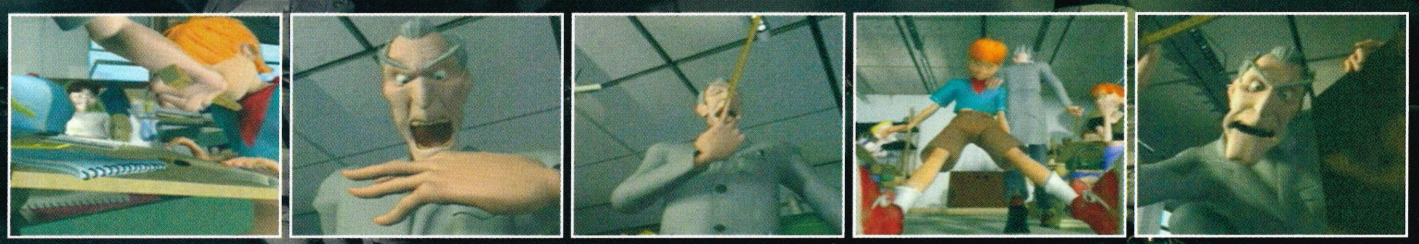
You begin armed with the plasma cannon that the daydreaming school slacker (but seemingly secretive childhood genius) has invented *Blue Peter*-style from various things hanging around his home. It's handy that he brought it along for the ride because Andy's soon on the receiving end of much attention from the local populace of shadow demons, sent by the evil Master of Darkness who needs an Earth boy to further his devilish schemes. But soon after whipping his weapon out, Andy is left empty-handed and giving it legs; climbing, swinging, swimming, jumping and tip-toeing to safety as he desperately tries to keep one step in front of his pursuers and the various natural hazards that he comes across in this strange place.

Anyone who was taken in by the delights of *Flashback* on the *MegaDrive* which was itself a sequel to *Another World,* is going to cream over this as the visual and gameplay comparisons are plentiful (which isn't surprising really due to the background of the programming team; many were involved in the making of *Flashback* too!).

The screenshots don't really do this justice, you can't get the true feeling of how spectacular this all is. For a start, the animation, not just of the main character, but everything in *Heart Of Darkness*, is very realistic. Andy has more than 200 frames of animation in one direction alone so you can imagine how smooth it looks. This just goes to show that you don't always need to rely on abundant motion capture to make character movements realistic, just talented

ARE YOU SITTING COMFORTABLY?

The animated cut sequences that piece together the game's storyline are astounding to say the least. Here's the visually stunning introduction for you to view, along with a blow-by-blow account of the story so far.



After a swift journey through the stars we find ourselves in Andy's classroom, witnessing his brief stint in the dreaded dark cupboard under the sink – punishment for not paying attention to his megalomaniac teacher's lecturing. Fortunately for him, the school bell rings



and Andy hits the exit, followed by his teacher's high volume threats of a test on the evening's eclipse of the sun. School work firmly placed at the bottom of the schedule, Andy teams up with his faithful pooch Whisky, and the pair head into the nearby countryside with



fun and general laziness high on their list of priorities. And indeed the pair frolic in the sun until the expected eclipse begins to appear. Once the sun is completely blocked a strange thing happens, resulting in Whisky's sudden disappearance into the heavens. Enraged, and



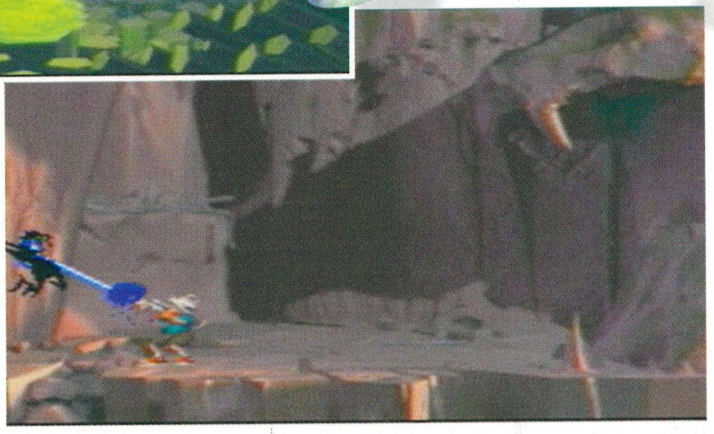




people who're good at their job. Even the things that go on in the background are eye catching, the leaves that gently blow in the breeze, the vines that swing overhead and the movement of light and dark as the swirling spiral of doom that signifies the Master Of Darkness' temple affects the shadows in the distance. And the accompanying soundtrack, crafted by *Bruce Broughton*, a veteran of countless movie scores and who has worked with some of the world's leading actors on movies such as *Tombstone* and the forthcoming *Lost In Space*, as well as the theme for *Steven Spielberg's Tiny Toon Adventures*, has produced some of the most impressive scores to appear in a videogame.

So, *Heart Of Darkness* has all of the necessary attributes to be a huge hit, or does ▶

This strange glowing rock will play an important part in Andy's survival, but how and why? Well, that'd be giving it all away now wouldn't it?



You're armed with a plasma cannon Andy's invented Blue Peter-style from washing-up bottles and egg-boxes



for some reason unbelievably unfazed by this bizarre event, Andy heads home and into his secret treehouse headquarters where he gets his home-made spacecraft into gear. That's right, the kid just happens to possess a home-made spaceship. How a hyperactive adolescent



came about such a neat piece of kit is unexplained, but just immerse yourself in the moment and bear with me... Once transported into this mysterious other world with only his mum's colander and a make-shift Ghostbuster-esque plasma gun to his name, an aerial near-



miss with a scary shadow demon sees him stuff his bucket of bolts into the surrounding rockery. His mission to retrieve Whisky and save the world from certain destruction, and indeed darkness, starts here... Good luck

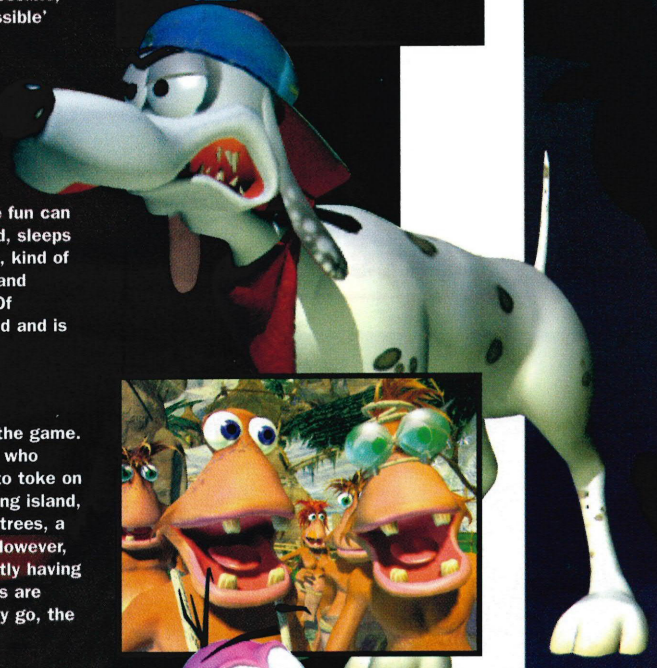
STAR POTENTIAL?



BOY WONDER

With his cap firmly on his head and his red pumps scuffing the floor, Andy is a little kid much like any other. However, Andy has a peculiar talent. In his shed he assembles ingenious machines and crazy robots, using the remains of an old toaster and a long-wave transmitter as well as the tube of a vacuum cleaner and some springs and bolts. It's all remote-controlled through a computer he has knocked together himself, and it all works, well almost!

But he's not all gadgets and gizmos. Andy has other qualities too. He's courageous, kind-hearted and resourceful, though a little naive and often unaware of danger. To rescue Whisky he will take on the impossible, stepping into the heart of darkness, where 'impossible' takes on a whole new meaning.



DOGGY STYLE

Whisky is Andy's dog and his best friend. They wear the same cap and love each other (platonically of course) more than anything else. Whisky goes to school with Andy each day and waits for him outside until the day is over and the fun can begin. He keeps guard outside Andy's secret shed, sleeps in his room and eats everything Andy doesn't like, kind of like the dream dog eh? So when he gets nabbed and whisked away to the evil land where the Master Of Darkness rules the roost, Andy isn't too impressed and is hell bent on getting this princely pooch back.

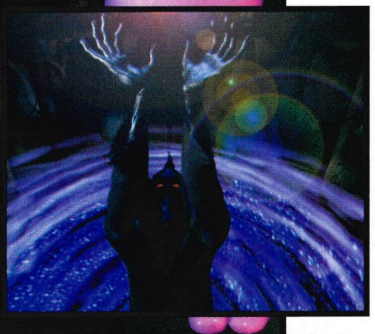
GOOF TROOP

This is Amigo, a guy who befriends Andy early in the game. Amigo belongs to a friendly tribe of winged devils who speak a strange language and have been known to toke on the old bong from time to time. They live on a flying island, a little paradise with flowing waterfalls and palm trees, a place where birds can still sing in the sunshine. However, Amigos are vegetarian creatures and are constantly having to go further afield in search of food as their lands are raped of all natural goodness. And the further they go, the closer they get to the darkness.



THINK PINK!

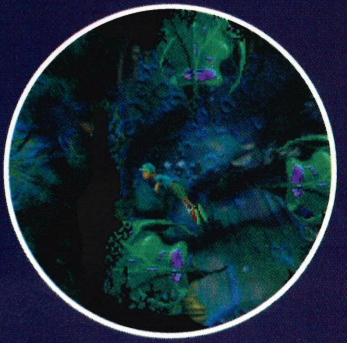
This funny little thing looks more like a piece of chewing gum than the right hand man of the Master Of Darkness, (which of course he isn't, he just thinks he is). He's rather skinny, though his pot belly belies the fact. He's known as the Vicious Servant, but he's more spineless than vicious, grovelling at his master's feet and whispering sugar-coated nonsense into his ear at every opportunity. He accuses others whenever he gets the blame for something and is easily frightened, but he has a sly streak that makes this snivelling anti-hero one of the Heart Of Darkness's most colourful characters.



BETTER THE DEVIL YOU KNOW

The Master Of Darkness is the devil incarnate. His dark features reveal only his eyes and a cavernous flame red mouth. When this menacing entity speaks the ground shudders along with the hearts of everyone nearby; spectres awaken and the elements are unleashed to wreak havoc while the vicious servant runs for cover from this demon monstrosity. Nothing can resist his will, everyone is afraid and obeys his every command or suffers the consequences. He has absolute power over his dark kingdom which is made up of an army of monsters with flaming eyes, winged devils and ravenous demons. And now he's after little Andy.







They're a strange lot those Amigos. I'm not too clued up on their dietary habits, but this one seems to be excreting a small child. Imagine having that land on your car windscreen. Eeuurgh!

▶ it? Well I for one really enjoyed playing it. It's so neatly done that you can't help but be drawn into the storyline, especially whenever the goofball Amigos lend a helping hand. Imagine a game where the action cuts to a movie which develops the story, character personalities and progress through the game at regular intervals, then seamlessly switches back to the action, allowing you to continue on your way solving the puzzles and working through the labyrinth of levels. It's as if your control of Andy stretches to the point where you actually feel as if it's you inside the game. But it isn't just the transition between the game and 30 minutes worth of movies that I enjoyed, oh no.

SHORT BUT SWEET

That's just the tip of the iceberg. *Heart Of Darkness* has many pluses to its name. For instance the variation in gameplay throughout the adventure keeps it fresher than the Pope's Y-fronts. One minute Andy's shooting his way through legions of soul grabbing demons, the next he's wading through the shallows of a gloomy lake, then it's a cautious trek through underground caverns, scaling the sides of mountains etc. I could go on, but it'd just spoil it for you really. Suffice to say I wasn't bored for a single minute whilst playing the game, and that doesn't happen too often with a platformer, however (there's always an however) *Heart Of Darkness* has two flaws that take the polish and gloss of what could've been the best platform game of all time.





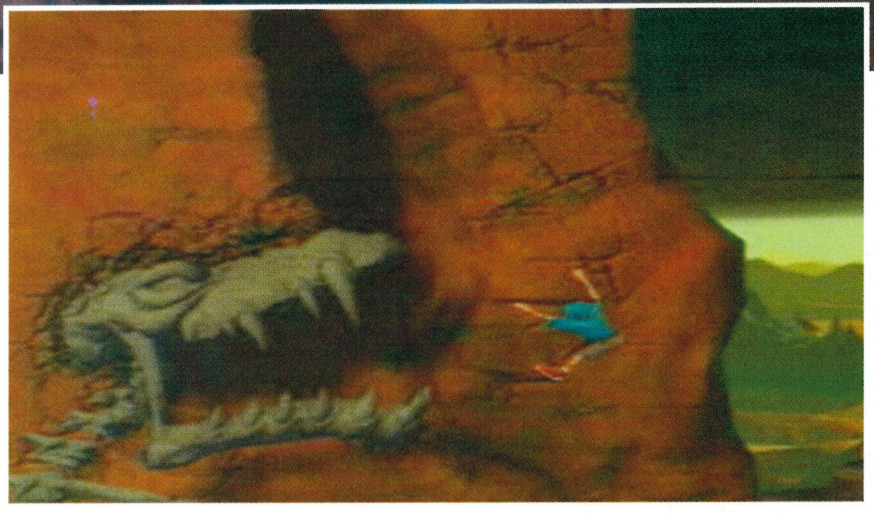


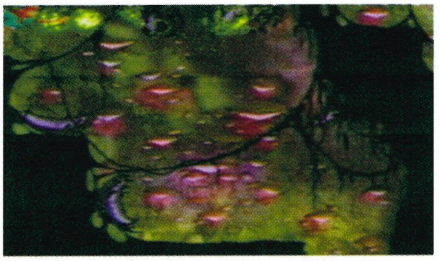
Andy soon discovers that this alternate universe affects him with magical powers which, when used correctly, will aid his quest to rescue Whisky

Firstly the puzzles were a little too easy at times. I've already mentioned the pedigree within the production team, and I was expecting a little more of a challenge. But as it turned out, there wasn't really too much that had me pickled as to what to do, which isn't to say that executing the solutions wasn't hard as there are always plenty of enemies close at hand to make it that little bit more difficult. Granted, *Heart Of Darkness* is aimed foremost at the eight to 12 age bracket, but there was definitely room for something a little more perplexing than just navigating your way past man-eating plants and the like.

Secondly, it was too short. You know how good I think the variation in gameplay is, and I think you've got the message ▶

Andy's ramshackle flying machine takes him beyond the stars and into the realm of the Master Of Darkness. So there is a use for Turbo II skateboards then eh?







The seed in the water should already be positioned upon this small island before you get there, otherwise those feisty fish'll tear you limb from limb

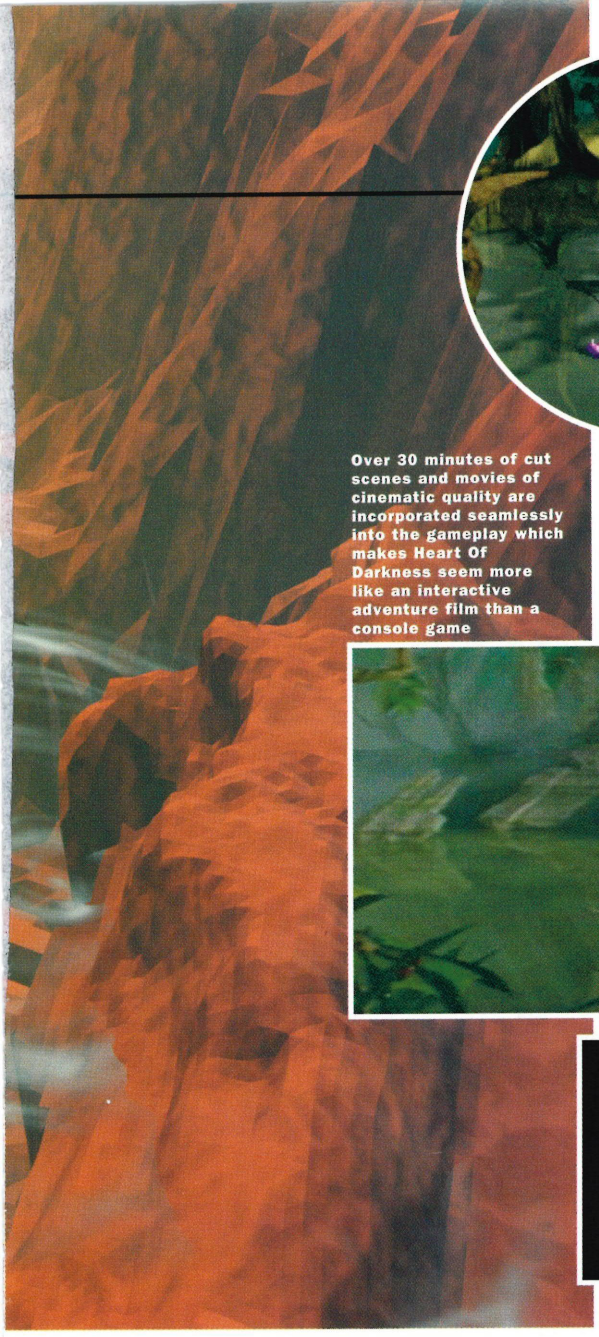


GENRE COMPARISON

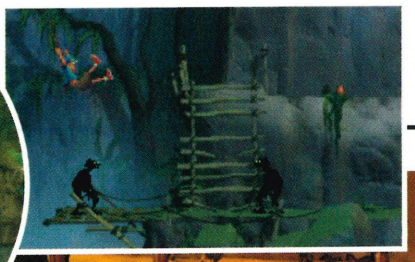
GAME: ODDWORLD: ABE'S ODDYSEE

SOFTWARE HOUSE: GT Interactive

Oddworld's essential elements of beautiful graphics and puzzling gameplay are also to be found within Heart Of Darkness. Andy can't match Abe's language skills, but Heart Of Darkness is instead stocked with far more visual delights to compensate



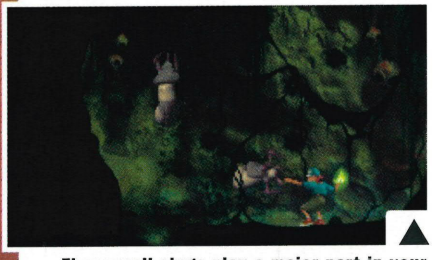






Over 30 minutes of cut scenes and movies of cinematic quality are incorporated seamlessly into the gameplay which makes Heart Of Darkness seem more like an interactive adventure film than a console game





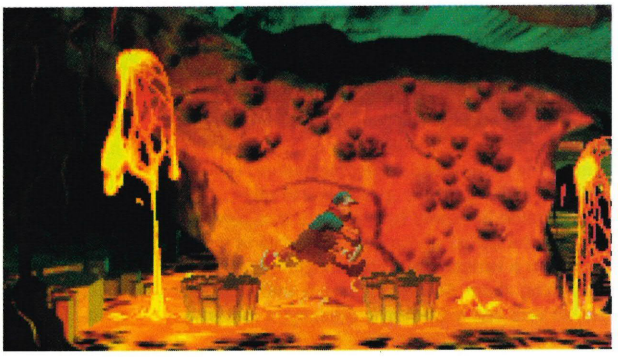
These wall slugs play a major part in your downfall, popping up at the least convenient times to make matters worse for our intrepid hero. Shoot them and they'll expand before blowing off like a loose balloon

▶ about the way it looks. So it was a disappointment to see it all end so soon. *Resident Evil 2, Tomb Raider* 2 and *Oddworld* are all games that take you a while to complete, the kind of games that cement themselves in history because of the amount of time you must spend dedicated to such a quality product.

LIGHTS... CAMERA... INTERACTION

That said, I've sat and watched the various in game movies a few times each, and the special surprise treat which awaits you at the end of the game makes *Heart Of Darkness* worth buying for that alone. It's cutting edge stuff that's never been seen in a game before. And so, the question must be asked, "Was the amount of time spent making *Amazing Studio's* masterpiece worth it in the end?" Of course it was. It doesn't matter how many years it takes to make a game, if the end result looks and plays like *Heart Of Darkness* then you're always going to be onto a winner. Let's just make the game a little longer next time. Please! PRO





PRO SCORE

PRICE: £44.99
PUBLISHER: Ocean
GENRE: Platform

MUST BUY

ONE PLAYER | MEMORY CARD

Ocean may have pulled the coup of the century signing this up, sure it's taken half a decade to make, but what matters is it's here now and it's as enjoyable as games can get. It looks like a cartoon, seems like a movie and plays like classic games such as Another World and Flashback, which makes it more attractive than Claudia Schiffer with a G-string on back-to-front. It could've been longer, but the ultimate opinion must be that Heart Of Darkness is absolute top quality entertainment.

JAMES

WHAT'S THE SCORE

GRAPHICS	9
SOUND	8
GAMEPLAY	9
LASTABILITY	8

8½

PRO PANEL

CHICKEN It looks amazing, plays like a dream and is therefore one of the finest interactive funfests I've ever witnessed. Could have been a bit longer, but this is a classic

ANDY Heart Of Darkness looks and sounds superb, although the puzzles were a bit too difficult for me, but then I found 'Speak and Spell' almost impossible. Buy it now!

LEWIS Your chance to take part in a Speilberg-style interactive movie where you're the star. it's been well worth the five year wait since everything about the game oozes quality

JAY Prince Of Persia meets Oddworld. It may have taken its time getting here, but I think you'll agree it was all time well spent. Fine graphics, addictive gameplay and bags of fun

Dead Ball Zone

Rollerball meets rugby in this futuristic sports sim that's set to take your mind off the World Cup this month...

In the heyday of early home computers, believe it or not, gameplay still counted for a lot. Fancy graphics and CD quality sound didn't exist, so people were perhaps a little more interested in how a game played. This era has left us with some timeless classics, none more so than the *Bitmap Brothers' excellent Speedball 2.*

The last incarnation of this great game was on the *Sega MegaDrive* and later consoles have missed its addictiveness greatly. Thankfully, so have the blokes at *Rage* who set to work producing *Dead Ball Zone*, which is, and they'll tell you so unashamedly, a 1998 clone of *Speedball 2.*

YOU CAN CALL ME DOLLY

Actually 'clone' suggests a copy, but *Dead Ball Zone* is far more than that. It's an update in every sense of the word. The idea was to recreate the instant playability and addictiveness of *Speedball,* but make sure that it appealed to today's console generation at the same time. And boy have they done it.

Now if you're not old enough to remember *Speedball,* I'd better give you some brief background to what *Dead Ball Zone* is all about. Set in the future, sport has got tougher in order to appeal to worldwide TV audiences and the current ratings winner involves running round a pitch carrying a metal ball with the aim of chucking it past your opponent's goalie. In order to stop this happening, the defending team literally hand out good hidings. You may well be sprinting down the wing with your body armour all shiny and new, but when you get attacked by a defender with a chainsaw it may just make you lose concentration, not to mention a limb.

The idea is based upon the 70s cult movie, *Rollerball,* but it's presented in an ultra-modern 3D way. Starting off in the lower leagues (a bit like Sunday pub football if you will) the idea is to beat (literally) the others and gain promotion into the world of the big boys.

Each league contains 10 teams, including yours, and it operates on the football principal of three points for a win. During a match different points are scored depending upon your location when you put the ball in the goal. A score from just a few feet away will give you a single point, one from further afield will rack up five, whereas belting the keeper and taking the ball off him before it finishes in the goal is worth eight.

The game is viewed by a camera that pans in and out the action and a goal or fatality is then viewed in a variety of different angles. But the best thing about *Dead Ball Zone* is that it can be played very easily by simply pressing X to shoot and hit people, whilst the circle button rugby tackles and passes. Thankfully, things are made more complex with the addition of loads of special moves.



It's a great goal for your side, but unfortunately you encroached into the penalty area, so its only worth a point

As the ball is dropped into the arena, you are shown a list of the weapons at your disposal during your current match. Here you only have your gun left



TESTICULAR CANCER

With a little practice you'll be kicking opponents in the groin (which forces them to chuck up as well for comedy value) or even bring out the aforementioned chainsaw and go on the rampage. These are all easily ▶



It's a tough midfield tussle as the long pass is thrown out towards the wingman. There's a break on here if you're quick enough

1 The score shows a healthy five goal lead in my favour. The boy done good!

2 The magnetised area behind the goal lights up brightly with each score

3 The remnants of some earlier carnage in the form of this body

4 The turbo bars will decrease slowly as you begin to speed your players up

5 It's Injury Time. The game will end when the ball goes out of play

6 These pads will affect the flight of the ball as it travels over them



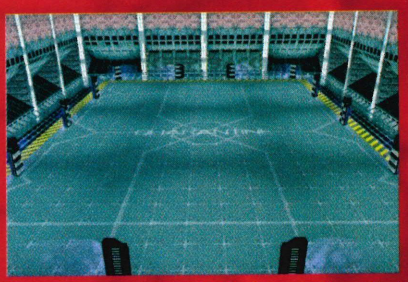


A swift passing movement leaves two defenders in your wake. There's plenty of time left to really make this next attack count on the scoreboard

THEATRES OF DREAMS









As you progress through the leagues the standard of arena that you play Dead Ball Zone in increases, just like the Football League. You'll have to be pretty good though to progress

activated, so exciting games with loads of action can soon be played by even the most inexperienced players.

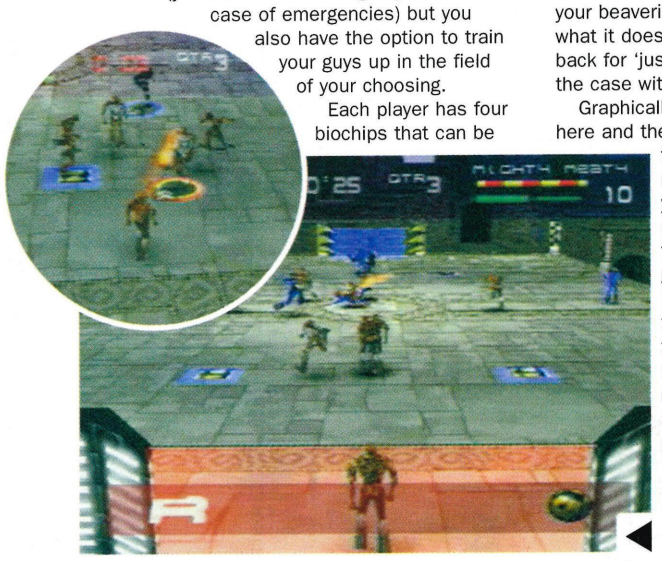
After your initial skirmishes with the exhibition games, you'll doubtless be keen to try your luck in the tough world of the leagues. These also bring a tactical element as your players, not surprisingly, pick up injuries, or if you're really unlucky, die. After each game you have the option to chop and change your first team and formation (you can do this during a game too in case of emergencies) but you also have the option to train your guys up in the field of your choosing.

For a laugh, kick a player in the groin and watch them throw up. And then there's the chainsaw...

Each player has four biochips that can be assigned to various abilities. For example, if you fancy having a rock hard defender then stick a couple of his chips onto his toughness stat and watch him turn into *Vinny Jones*. Alternatively, you might prefer a more even spread between pace and shooting so you're training would have to reflect that. Chips can also be assigned to help reduce injury problems and heal players much faster than normal. Of course you're still in big trouble when your star player dies on you. Records for the current season are kept for all players, so you'll at least have an idea of who's performing well enough to replace them.

It would be foolish to suggest that *Dead Ball Zone* has an underlying strategy that will keep your beavering away for hours on end. However, what it does possess is the ability to draw you back for 'just one more game' which is usually the case with all winning formulas.

Graphically, *Rage* and *GT* have got a winner here and the product oozes that little extra class that should guarantee it a good audience. If you have to pick holes you could say that it can get a little repetitive, but then you could level the same argument at any football game. At least the player AI is good here, although, as with most footy titles, the goalkeeping leaves a little to be desired. These are all minor niggles though in the grand scheme of things and they certainly shouldn't put you off what is essentially a very good game PRO



The replays are all shown from a variety of different angles that display the blood and guts in all their glory

PRO SCORE

PRICE: £39.99
PUBLISHER: GT Interactive
GENRE: Sports

TRY B4 U BUY

ANALOGUE · MEMORY CARD · TWO PLAYER

Dead Ball Zone has got a big fan here. I used to love Speedball 2, so I'm a little biased, but Rage have produced a tough game with an awful lot going for it. Great in-game graphics and presentation ice a very tasty cake. It even vibrates with the Dual Shock pad, which is cool! Thank the Lord GT Interactive have got back on the right track. If you like your action fast and furious with copious amounts of blood thrown in for good measure, then DBZ is what you'll be wasting the summer evenings playing.

CHICKEN

WHAT'S THE SCORE

GRAPHICS	8
SOUND	8
GAMEPLAY	9
LASTABILITY	8

8½

PRO PANEL

JAMES I'd have marked this slightly lower as the longevity of 'future sports' titles is usually highly questionable, but for the most part it's a well made game with plenty of playability

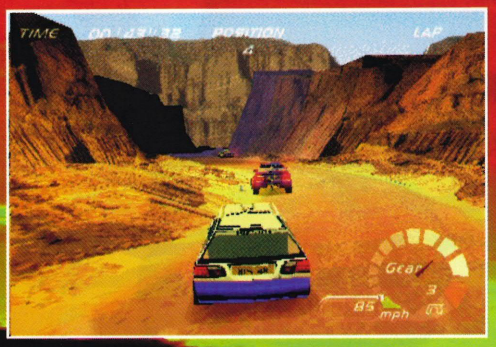
LEWIS As a lover of Speedball 2, the brutal gamplay of DBZ brought back fond memories of tearing my mates limb from limb in the name of sport. Savage stuff, but great fun

ANDY Football, darts and dominoes are more my sort of thing, but this is a nice break from the norm. Praise duly deserved as GT finally get it together after many months of misery

JAY Big respect for the originality, but despite this and its many other plus points, I feel that gamers with a hunger for group sports will stick with what they know best – football

THE WORLD CHAMPION

"This is one of the BEST racers to date"
Official PlayStation Magazine
90%
"...has Sega Rally drawing up in second place"

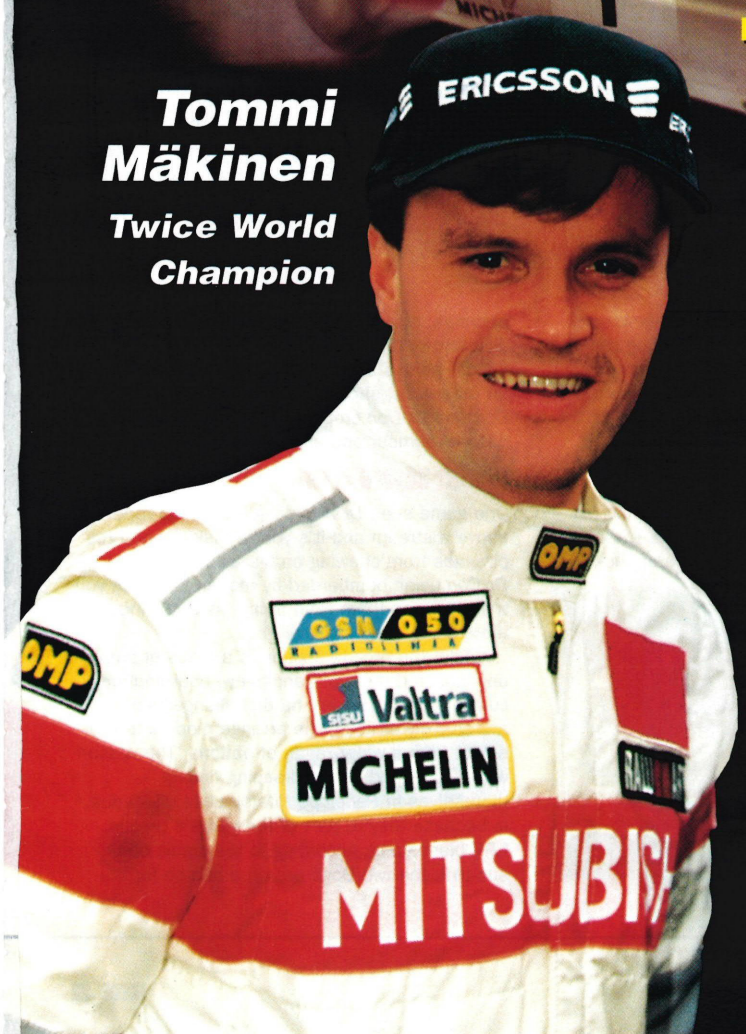




Tommi Mäkinen is the current World Rally Champion and is the only driver to win back to back world championships. When he secured his first win of the 1998 championship in his quest for a unique third successive world title, the only explanation offered for his continued success was – It's just that Tommi drives faster than anyone else.

Tommi Mäkinen Rally features:

- 130 tracks
- Enhanced for Dual Shock
- Create your own 3D tracks
- Authentic rally cars
- High resolution graphics (512x256)
- Dynamic lighting effects
- Arcade, championship and split screen challenge modes
- Exclusive to PlayStation™



Tommi Mäkinen
Twice World Champion

No-one drives FASTER

Nothing plays BETTER

tommi mäkinen rally

PlayStation

Europress

PlayStation and "PlayStation" are trademarks of Sony Computer Entertainment Inc.



Match the cute fluffy animal with the one in the sample, and then rip its stuffing out as you fill it full of holes









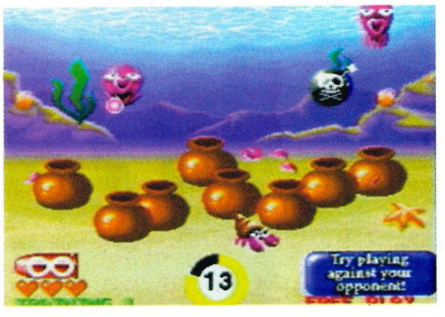
Point Blank

If you fancy yourself as Lee Van Clef then you'd better head west, as this is a Muppet Show blast fest with the emphasis firmly targeted on fun

Lightgun games on home consoles have always been popular, right from the early days of *Duck Hunt* on the *NES*. The peripheral demanded excitement because it was another cool way to interact with your console (onlookers said you looked like a prick, whilst you always saw yourself more as *Dirty Harry*), but support from games developers has historically been thin on the ground and usually of very poor quality and to make things worse, they were never compatible with all games.

If you bought the wrong light-gun then you could be guaranteed another *Lethal Enforcer* title and that was it before you slung the damn thing up into the loft. *Namco* recognised this sad fact, and when they released *Time Crisis* they made certain that they had other *G-Con45* titles in the pipeline and *Point Blank* is *Namco's* first release to continue the support of their ultra sharp lightgun. The game loosely follows the adventures of *Dr Dan* and *Dr Don*, two explorer potato head characters that appear throughout the game, which is broken down into many parts. As a gun welding terrorist you can choose between the arcade section and arrange mode. The arcade is a straight forward shooting gallery, where you and a mate can pick from four categories of difficulty. Here you'll be given the option to blast your way through a number of short tests requiring both accuracy and trigger finger dexterity.

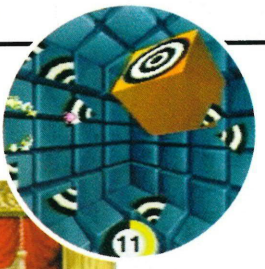
It's this series of blasting challenges that makes *Point Blank* such adrenaline sucking fun. You'll blast targets that run across the screen, falling from parachutes, in the shape of cuckoos, piranhas, spinning dice and vultures. Amidst all this aimless (or otherwise) shooting, *Dr Dan* and *Dr Don* crop up occasionally to add a dash of humour and an injection of plot.



IT'S THE HOODED CLAW!

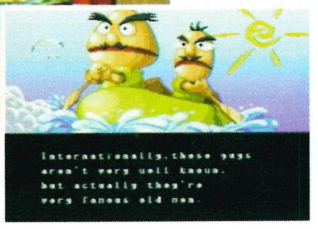
One game sees *Dr Dan* dangling from a rope above a stream and it's you're task to keep the piranhas from chewing on his ass. Another sees *Dr Don* being bombarded by molten lava with you trying to stop them from frying his butt. And there's even a point to all this.

Whilst the arcade section is a mass of small unconnected tests of hand-to-eye coordination, culminating in the very hard challenges which are stupidly difficult, the arrange mode lets you select from a wider range of options. The reason why *Dr Dan* and *Dr Don* keeping finding themselves in *Penelope Pitstop* style dilemmas, is because they're part of the game's unique RPG blast-along. According to the comic book sub-plot, the two Docs are on a search for the







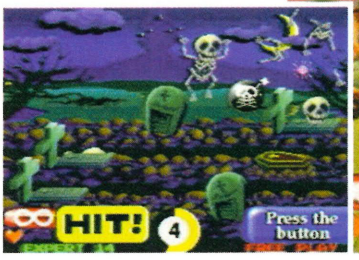


As you enter the Point Blank brothel, this under-aged Madame asks you to choose your schoolgirl from the menu



Our Sesame Street Ernie look-alike is finding it hard to keep his ass from being fried. Shoot the lava to keep him safe





legendary Gunball, a mystical object that means nothing to the *Muppet Show* quacks other than pot-fulls of cash and loads of women.

Our two heroes find themselves on *Point Blank* island where they must follow the usual structure of RPGs (fighting monsters along the way, gaining money, buying objects and increasing agility, stamina and dexterity).They're controlled by blasting a piece of the terrain that they'll obediently follow as a way marker. The decidedly odd element of all this, is that there appears to be a hygiene element to the quest mode, whereby you buy clothing because, "A new shirt can make you feel fresh and clean." All this slightly unnerved me (so I returned to the mindless blasting side of the game), but there are no doubt hours of armpit-sniffing RPG fun if that takes your fancy.

Lightguns are cool. You imagine you look like Dirty Harry, while others think you look like a prick

Another altogether less surreal option is the inclusion of a party game. Here a team of eight players can battle it out in a two team head-to-head. Two guns or controllers are required (or a combination of both) with the teams taking turns and competing side-by-side in a series of trigger-happy challenges. The team with the fastest reflexes and the keenest set of eyes win the trophy, whilst the losing team must pay a forfeit, ranging from singing a song to kissing one another. And if you play the game strictly by the rule book, this will have sken-eyed, tone-deaf homophobics heading for the hills.

To sum up, I'd say that *Namco* have put together an entertaining point-and-blast that should appease owners of *Time Crisis* and tempt would-be *Lethal Weapon* enthusiasts into the buying themselves a *G-Con45* PRO

PRO SCORE

PRICE: £TBA
PUBLISHER: Namco
GENRE: Shoot'em-ups

TRY B4 U BUY

LIGHT GUN · MEMORY CARD · FOUR PLAYER · PRO · PRO

Point Blank is humourous, contains masses of mini-gun games and has the deadly accuracy of the G-Con45. Combine all this with a sub-game RPG that'll have all you FFVII fans frothing at the mouth, and you've got the ideal combination of a quick fix arcade blaster and a long-term in-depth adventure game that should appeal to everyone. Namco have struck upon a winning formula by creating a multi-player seek and destroy shoot'em-up, and if they'd just produce a few more then I'd be real happy.

LEWIS

WHAT'S THE SCORE

GRAPHICS	8
SOUND	7
GAMEPLAY	8
LASTABILITY	8

8

PRO PANEL

CHICKEN Yet more quality from Namco and it's nice to have another go with the excellent gun too. Point Blank is fun, frantic and generally a very good game. Well worth a look

ANDY I love mindless blasting games and this adds a dash of humour too. The gun is incredibly accurate and the gameplay swift and manic. in my opinion it's a must buy

JAMES A heady mix of frantic blasting and stupidly comical targets makes this one of the most enjoyable and unusual lightgun games around. Take a shot at this and you're laughing

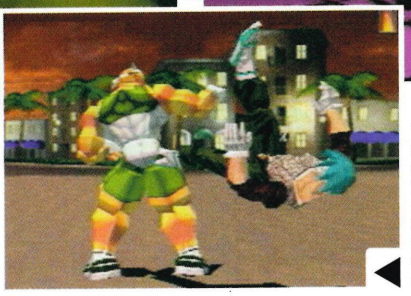
JAY Not as exciting as Time Crisis, nor is it as action-packed, yet Point Blank still manages to impress with it's slight comical slant and simplistic blasting action



Ah, this brings back memories, a flying kick to the head from a pimp, just like a Saturday night







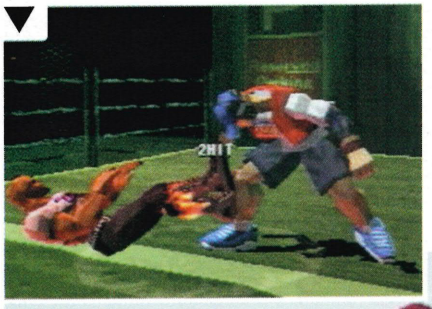
This guy fights using wrestling techniques, so his throws can be life sapping. It's best to match brawn with speed so go for the combos

Vs.

No sign of Percy Thrower here, the turf you'll be tending to is the tarmac type. Better get streetwise real quick bro, there's a rumble going down

Despite all of the glitz, glamour and attraction of LA, you know, being near the stars of Hollywood and their amazing homes in Beverly Hills, it doesn't seem like too much of a friendly place. I mean, everybody would still like to go there, only they want to go armed with a magnum, just in case some wise guy decides to pick on the easy prey of a British tourist. Less of a dream and more of a nightmare, well at least that's the picture that's been painted by the countless summer news reports coming out of 'Californiaye from KWZTWAT news'. So what's all this got to do with us you may ask? Well, truth is that there's a bit of a rumble going down on LA's meanest streets, and you're all invited.

The bloke on the floor is Vickram. He's been known to snap from time to time due to the torment caused by the voices in his head





Thanks to developers *Polygon Magic*, you can now 'get busy wit' yo boyz' and take some punishment to the rest of the 'bitches' that venture onto your turf in their new beat'em-up *Vs.* published by *THQ*. Choose whether to be part of the *Boyz from the Hood*, the *Streets*, the *Beach* or the *Campus* and get to work on the rest of the Mutha's who run this patch of the US. Each of the gangs consists of four members, and although most of them are males, there's a smattering of Ho's in there too, cause they breed 'em tough in these parts, I know; I've seen *Jerry Springer* and those girls from South Central are just a little too butch for my liking.

Each group naturally fights on their own turf which gives you a selection of settings that vary from a college building rooftop to the lift platform of a construction sight to the inside of a local nightclub, and some of them are actually quite impressive. For instance, when you're exchanging toe kicks to the knackers on an underground railway platform, it's always nice to watch the subway trains go zipping past.

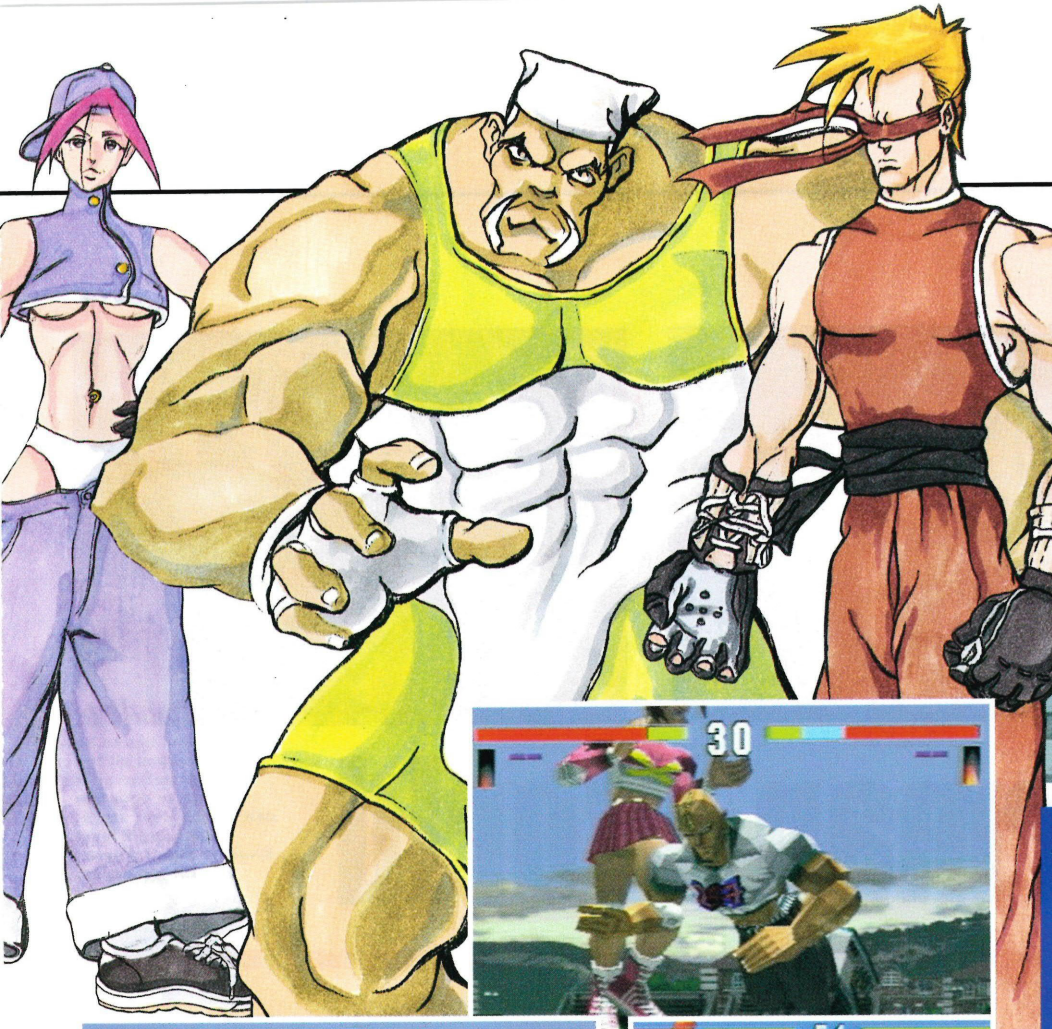


BOYZ IN THE HOODS

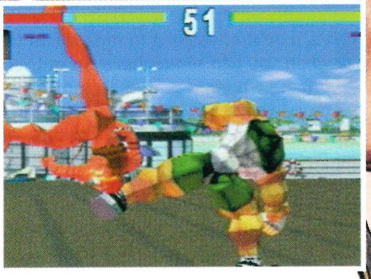
Now this point has been kicked to death over the last couple of months, but as we're talking about a beat'em-up here, I'm going to have to annoy you all and again mention that a game going by the name of *Tekken 3*. Now this little scraper will be invading our shores in a matter of months, so any developer other than Namco with a beat'em-up title on their release schedule is going to have to introduce fighting fans to something that's fast and original or they'll be just another speck of blood on the sidewalk. That's what we saw from the little hyped treat that was *Cardinal Syn* in our last issue, so what has *Vs.* got tucked underneath its hooded *Nike* sweatshirt to get your juices flowing?

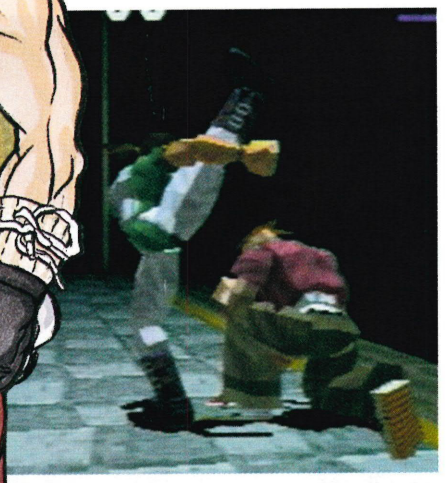
The polygonal characters all look as if they've been pieced together out of children's lego bricks

Well as you already know, the characters are grouped into gangs who are each out to defend their turf, but there's more to than that. Each of the 20 or so characters uses their own preferred form of fighting technique taken from one of eight disciplines; Aikido, a Kung Fu and Aikido fusion, Free Karate, a Martial Arts mixture, Pa-Kua Kung Fu, Street Fighting, Tae Kwon Do and Professional Wrestling. Now this isn't exactly original, but then there's only eight disciplines



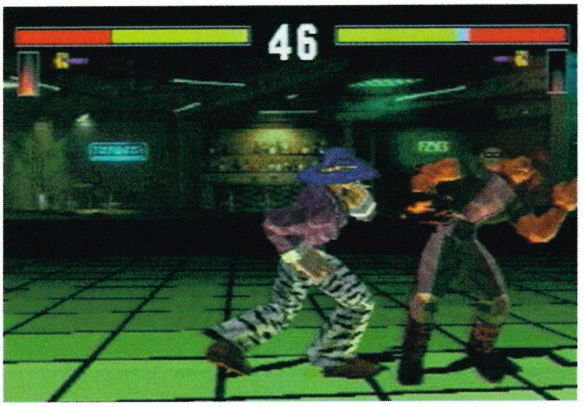






When a girl flashes her knickers at you and lightning flies out of her arse, it's time to question those adverts with blue dye and 'wings'

for all of the characters, which means many of them will use the same techniques, but they come from opposite sides of the tracks. Which should make for a few interesting bouts of pagga once you've cracked all of the moves.



YOU LOOKING AT ME... PUNK?

Yeah, I am looking at you, and what I can see, sadly, are polygonal characters that bear more than a resemblance to *The Thing* of *Fantastic Four* fame, in so much that they all look like they've been pieced together out of Lego bricks. This is obviously to compensate for the pace at which the game handles, a staggering 50 frames per second which is quite a rate, and it shows during battle. I managed to unlock all of the secret Boss characters on the easy setting, but to dish out the pain on the hard setting you're going to need fingers that are fast enough to keep a smile on *Madonna's* face, and that's quite a talent.

Obviously the speed of it all is a point *Vs.*' favour, as is the good quality of the motion-capture, but whether that's enough to satisfy the main stock of buyers who're ever increasingly demanding gameplay and sharp graphics remains to be seen. However, the mixture of different fighting styles, use of speedy and devastating combinations, various impressive counter-attacks and the 'turf' fighting format, all make their contributions to a game that is easily capable of standing up to the opposition. Well, for the time being at least PRO

PRO SCORE

PRICE: £39.99
PUBLISHER: THQ inc
GENRE: Beat'em-up

TRY B4 U BUY

TWO PLAYER · MEMORY CARD · PRO · PRO · PRO

This has enough clout to jostle its way into the beat'em-up ranks, but it's still some way off the top spot. By no means is this another 'average' grade title in this genre, but with so many of them now vying for shelf space, this isn't the outstanding fighting game that it needed to be. However, if you're looking for something to occupy yourself with until September, then the speed of Vs. could well appeal to you. It's another one that you'll need to try out first though.

JAMES

WHAT'S THE SCORE

GRAPHICS	7
SOUND	7
GAMEPLAY	7
LASTABILITY	7

7

PRO PANEL

PAUL Vs. is alright, but I'm firmly on the side of Dead or Alive this month. You'd have to be a serious fighting addict to want both and I'd plump for the other I'm afraid

ANDY Beat'em-ups are a good release for me because I can't fight my way out of a wet paper bag. This is a worthy effort, but very similar to everything else in the genre

LEWIS The moves are realistic, fluid and incredibly fast. Unfortunately, the trade off for this speed is a set of very blocky characters. It's not bad, but Dead Or Alive is better

JAY Fun for a while, but this simply hasn't got what it takes to confidently square up against this month's Dead Or Alive, or the looming might of Namco's Tekken 3. Distinctly average





In Bomberman you can play several different modes. This one here is the challenge mode



Each level has to be cleared and all the crystals collected if you are to open the door to the next stage. Clearing a level involves blowing up all the occupants

Bomberman World

It's the return of ome of the best videogame characters ever created. Yes folks, Bomberman is here and this time he's got a whole world to explore

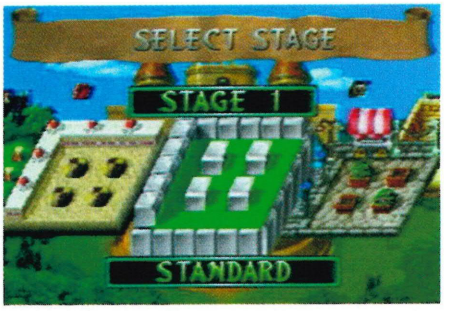




It's a sign of working in magazines too long when you can remember games that were office favourites on the *Super Nintendo* all those years ago. But every lunchtime, without fail, for seemingly months, out came the *Bomberman* cartridge and round the wide screen telly sat four willing players screaming and shouting at each other.

It was a strange phenomenon where a game that was really tedious in one-player mode, took on a whole new lease of life when it came to a little multi-player action. Bizarrely, very little seems to have changed with the arrival of *Bomberman World*. The little cute helmeted characters are back and they're still dropping bombs all over the show in a desperate attempt to kill each other off. You can still play it in multi-player mode and it's still a little bland if you're playing on your own.

Bomberman World offers three separate challenges. The first is



an adventure game where *Bomberman* must traverse stages of a planet collecting crystals before coming up against an end of level boss. He must then beat him in a traditional *Bomberman* fashion ie. run around a maze leaving bombs all over the show in the hope that he'll get caught up in one of the blasts.

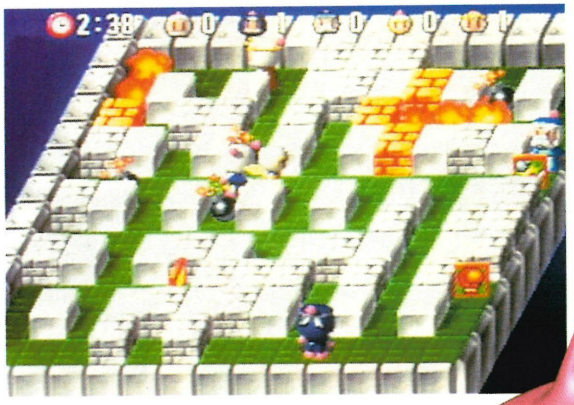
SHORT FUSE

As you move through the stages you'll have to solve a few puzzles here and there in order to progress. You'll also be constantly attacked by the various baddies on the level, as you try and blast your way through to the crystals. Collect a certain number and the door to the next stage will open magically before your very gimlets.

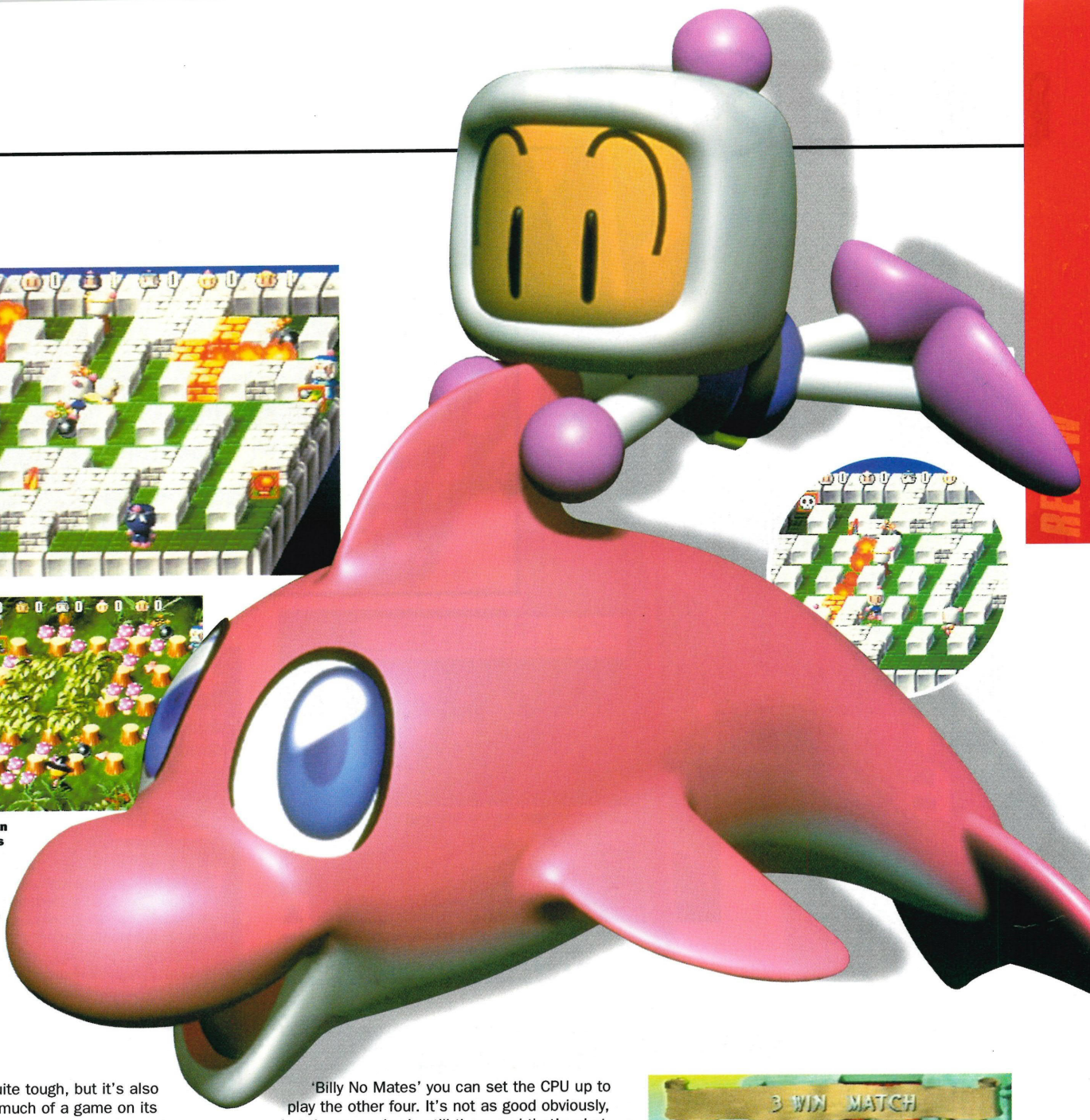
WORLD OF BOMBERMAN

One way in which Bomberman World does differ from previous incarnations is in the quality of the FMV intro sequence. Here we see Bomberman's enemies landing on the various









Bombs placed in the right places can set off a chain reaction to take out multiple enemies in one fell swoop

It can get quite tough, but it's also not really that much of a game on its own. The real fun comes into play, not surprisingly, when you revert to playing good old-fashioned *Bomberman* with your mates. You can have five characters running around the maze at the same time (four of you using a multi-tap and one CPU controlled bloke). If you're 'Billy No Mates' you can set the CPU up to play the other four. It's not as good obviously, but the gameplay is still there and that's what counts in the end.

The last option is the Challenge Mode. Here you set yourself a time limit and a number of items you can use to try and complete a section of the game. This can be quite frustrating, but it will have you battling against yourself to better your last go.

It's difficult to commend *Bomberman World* for moving on when it really hasn't progressed much from that ▶

The cute helmet heads are back, and they're still trying to blast each other's nads off





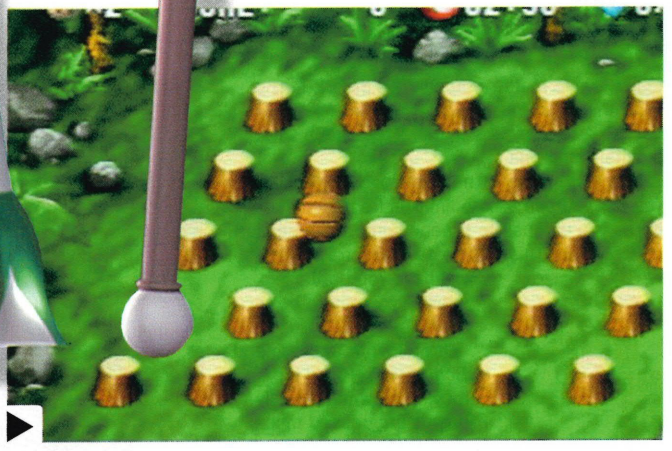
planets before Bomberman comes to the rescue and saves the day by blowing them all to smithereens. He still looks a bit like a Legoman to us though







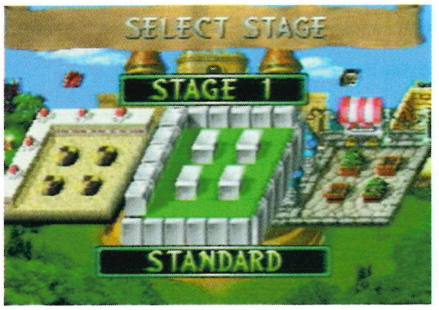
In this mode you get the chance to choose both who your enemies are and what items are going to be found on the level. It's a nice touch that will keep you thinking ahead



All the end of level bosses take on some form or other. This one starts off as a basketball

▶ game we all know and love from five years ago. Having said that, it's still a great idea and has been well executed by programmers – *HudsonSoft*. The graphics look extremely cute and suit the gameplay down to the ground, while the sound is restricted to plinky music and explosion noises.

If you're an only-child with absolutely no friends, then it may not necessarily be the best game you buy this year, but if you have access to the outside world and like a good laugh then really you still can't go that far wrong with Bomberman World PRO



PRO SCORE

PRICE: £39.99
PUBLISHER: Sony
GENRE: Arcade

TRY B4 U BUY

This bored me silly in one player mode, but when you start to play it with the lads (or indeed lasses) it's difficult to put down. Fans of Bomberman should lap it up, but even if you've never experienced it before then I'd recommend giving it a go, especially if you have access to a Multi-tap and a few joypads. It's definitely entertaining in short doses, but the one player game fizzles out far too quickly, that's why Bomberman World gets the lowish score it does.

CHICKEN

WHAT'S THE SCORE

GRAPHICS	7.5
SOUND	6
GAMEPLAY	8
LASTABILITY	8

8

PRO PANEL

JAY It still has that old charm that made me such a fan all those years ago. Simplistic and highly addictive, Bomberman World, like Parappa, is a perfect after-the-pub mess about

JAMES I enjoyed the multi-player, but the rest of Bomberman World is a planet bereft of life. It's dated and bloody boring, even by Japanese standards. You should go for Poy Poy instead

LEWIS Bomberman titles are always a mixed box of fireworks. Whilst the single player game can be a damp squib, with a bunch of mates 'round Bomberman World is a fine blast

ANDY It's cute, colourful and highly addictive. God I hate it. Surely this sort of sickly crap is the territory of the N64? Give me sports, give me violence, but don't give me Bomberman

Women

~

Nancy Boys

~

Lefties

~

Transvestites

~

Beginners

~

Foreigners

~

Hooligans

~

Punks

AND

Weirdos



All WELCOME

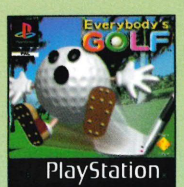
"EVERYBODY'S GOLF? I SAY. IT'S A BLOODY DISGRACE.

'PROBABLY THE MOST PLAYABLE GOLF GAME EVER'? – 'A MASTERPIECE'? – '9/10'?*

DAMN GUTTER PRESS. AND THE RIFF RAFF CAN BUY THE BEASTLY THING NOW.

Bring back Maggie Thatcher, eh wot?"

*PLAYSTATION PRO



DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

PlayStation

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Dead Or Alive

Yes, yes, yes. It's that game with the large-chested girls. God, what kind of animal judges women by the size of their breasts? Well actually...

We seem to be awash with PlayStation beat'em-ups in the run up to the release of *Tekken 3.* Unlike the wave of racing games we suffered last year though the overall the quality seems to be quite high. And there is no finer example than this latest offering from *Sony,* which will no doubt catch a lot of people by surprise.

Dead Or Alive started out as a *Sega* arcade machine, using the *Virtua Fighter 2* technology inside. It then progressed to the poor old *Saturn* and did itself proud once again, but now the *PlayStation* version arrives and it really takes the beat'em-up biscuit.

Comical eyebrows have been cocked by all in the PSPro office, because this is the game with the bouncing breasts. Yes, computer sexism is going further than ever before with a collection of buxom young ladies all beating the hell out of each other with gravity affected knockers flailing about all over the show. Imagine the outrage if the game featured blokes with *Linford Christie* size packets swaying about. Ah well, maybe we're not the 'New Men' we thought we were.







Each character has a vast array of costumes. Zack here is wearing an alarming white get-up!



As you might expect, Dead Or Alive features the standard array of pretty girls ready to kick the living daylights out of you the first chance they get

Buxom ladies beat the hell out of each other whilst their gravity affected knockers flail all over

To be fair, 'bouncing breasts' can actually be turned off from the option screen (don't ask me why, but it's surreal when you look down the options and see things like Music On/Off, Sound Effects On/Off, Bouncing Breasts On/Off). So if you are mortally offended by the knockers, yet still want to play one of the best fighting games for a long time, your enjoyment won't be spoiled.

This is all an aside to the real plus point of the game though, who's fighting gameplay is a rare treat with delicious graphics, easy to handle controls, a wealth of characters and a ton of hidden options to discover. But the first thing that's going to hit you about *Dead Or Alive* is the quality of the graphics. Each character moves fluidly, is light-sourced beautifully and yes, most have animated breasts!

The game is very similar to *Virtua Fighter 2* as you would expect, with the characters all fighting using actual forms of martial art, steering away from the unrealistic 'levitating 20 feet in the air and throwing fireballs' style of beat'em-up. This makes the scraps much more satisfying as you get a feeling of being able to give your opponent a good hiding rather than just learning a 40 button freezeball combo to take all their energy away in a single shot.

IT'S ALL GONE TITS UP

With 10 different characters, *Dead Or Alive* has enough variation to keep you coming back to master something new, but another reason you'll consistently return is the numerous options that only become available the more you play the game. Besides the obvious bonuses for winning the game with the various characters, secret options are unlocked after every few hours. A clock ticks away on one of the menu screens so you can see how long you've been playing. After a few hours you'll get the legend 'Extra Config Available,' and by simply going to the Extra Config menu you'll be ▶







◀ Fetish freaks amongst you will appreciate the shot of Ayane's pants here after a little girl-on-girl action. Either way, it looks painful enough for the poor girl







The graphics are beautiful. Each character moves fluidly and yes, most have animated breasts!

able to change things like the system voice, costumes or something equally pointless, but fun nonetheless.

Speaking of costumes, each character has a phenomenal amount of fashion changes at their disposal, all of which you can unlock as you play the game. The females have more than 10 each (which basically consist of whether they're wearing stockings and garters or not!), whereas the blokes have fewer, but tend to have some ridiculous outfits hidden in the closet. *Zack's* White Rabbit suit being just one example.

DEBBIE DOES JU-JITSU

Other plus points are in store if you have a *DualShock Analogue* controller as *Dead Or Alive* supports this and supports it well. Each hit will send a vibration rumbling through your palms and it does add greatly to the atmosphere.

Dead Or Alive comes highly recommended, especially to fight fans. At the end of the day it's just another beat'em-up, but at least it has the decency to ooze quality at the same time.

A few concerned eyebrows may be raised at its dubious portrayal of well-endowed young ladies, but in terms of actual competence, it rates very highly indeed PRO



Style: Ninjutsu

Occupation: Ninja

Little is known about Ayane's background. She was originally a bonus character who was designed for Dead or Alive 2 in the arcades. She's been thrown into the PlayStation version for good measure and a tricky little cow she is too.

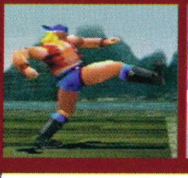





Style: Wrestling

Occupation: Pro-Wrestler

Bass enters the tournament to support his daughter Tina. Bass trained Tina, and has convinced her to enter the tournament to show the world the greatness she can achieve (especially with her looking like Sporty Spice).

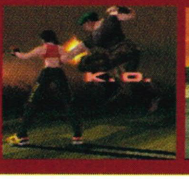




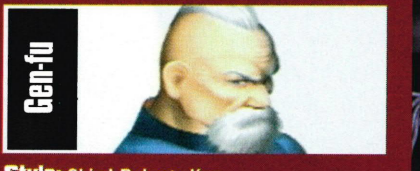

Style: Commando

Occupation: Assassin

Bayman witnessed the assassination of his parents. Now he lives in New York, working as an assassin. He enters the tournament posing as a fighter, but his real mission is to execute Fame Douglas the leader of the Dead or Alive Tournament Committee.





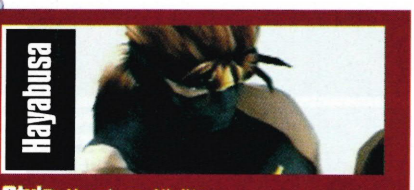


Style: Shin-I Rokugo Ken

Occupation: Used-Book Store Owner

His story-line is shrouded in mystery, though it is suspected he came out of retirement and entered the tournament because of the tragic fate that occurred with his granddaughter Mei-Linn who took part the last time around.

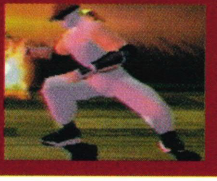


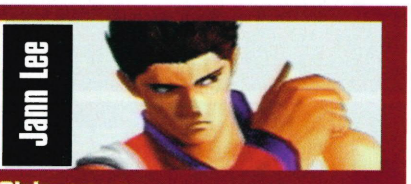



Style: Hayabusa Ninjitsu

Occupation: Antique Shop Owner

Hayabusa receives an invitation to enter the Dead or Alive tournament. Since settling down, he was going to refuse his entry, until he learns that his best friend's sister, Kasumi, has disappeared. Now the lust for battle rages within as he enters the DOA.



Style: Ji Kun Do

Occupation: Body Guard

Jann Lee enters the tournament for the sake of the fight. Now the master of his chosen form, he seeks the thrill of battle whenever he can, which is why he works as a body guard for political figures that have a high potential to be the target of assassination.





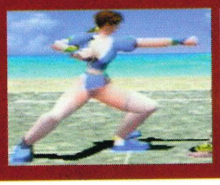

Kasumi

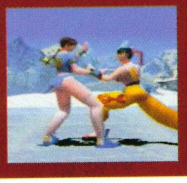


Style: Mugen Tenjin-Ryu Ninjitsu

Occupation: Ninja

Kasumi enters the tournament seeking revenge against the assassin that crippled her brother, Hayate, who was next in line to become master of the Mugen Tenjin Academy. She also wants to prove her worthiness to become the next master.





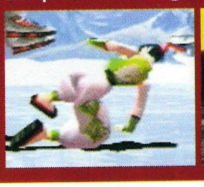
Lei-fang



Style: Tai Kyoku Ken

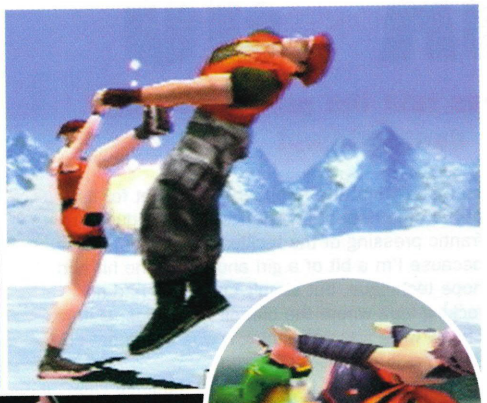
Occupation: Student

Lei Fang enters the tournament to prove herself. Years ago, she was attacked by a gang of thugs. Before she could defend herself, a young boy named Gi jumped to her rescue. Now she seeks out Gi to defeat him and prove her strength.















▲ Any bloke who can get his leg that high up is alright by us! See as the wonderful Jann Lee stamps on Bayman's hand even though it's five feet off the ground

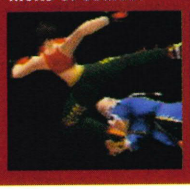
Tina

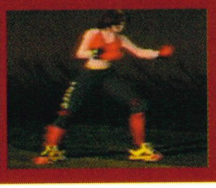


Style: Wrestling

Occupation: Pro-Wrestler

Tina enters the tournament to please her father's wishes, but her real goal is to be discovered by Hollywood (and to tell you what she wants, what she really really wants!), obviously in a series of dodgy porn flicks of course.





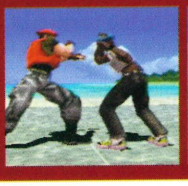
Zack



Style: Muetai Kick Boxing

Occupation: DJ

Zack enters the tournament to seek fame, fortune and recognition. Not the regular sort of setting for your average disc jockey, but doubtless he's seen a fair few people get their heads kicked in at nightclubs! But we're not sure about the bunny suit.





PRO SCORE

PRICE: £39.99

PUBLISHER: Sony

GENRE: Beat'em-up

MUST BUY



This is a great fighting game that will get a lot of respect even with Tekken 3 coming along so soon afterwards. Tekken is the brand to be seen with, but Dead Or Alive has picked up a cult following from the arcades and this PlayStation version is as good as we could have hoped for. Great graphics blend wonderfully with some excellent gameplay and hidden bonuses. Dead Or Alive is one of the best games in the genre, and congratulations should be handed out all round.

CHICKEN

WHAT'S THE SCORE

GRAPHICS	9
SOUND	7
GAMEPLAY	9
LASTABILITY	8.5

9

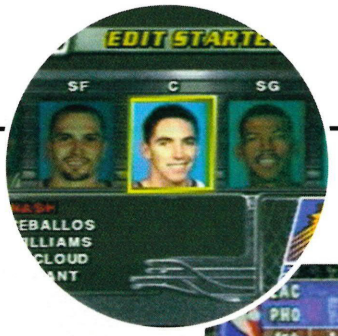
PRO PANEL

JAMES It's fast, colourful and has more moves than Jackie Chan after necking 12 pints of Carling. And it's got huge bouncing knockers in it too, which is always nice to see

ANDY Any game where you have the option of viewing bouncing breasts is fine by me. The actual fighting is top stuff offering a range of full-on unarmed combat moves. Great stuff

LEWIS This could easily have been called Carry On Fighting, with Barbara Windsor blacking her eyes out whilst smacking Zack's white bunny in the knackers. This is sexism at its best

JAY Knickers, knackers, knockers. Comedy bouncing boobydoos and a great deal of full-on fighting action makes this a worthy waste of time until Tekken 3 shows up in September





Not going for the slam dunk this time out, but a point is a point all the same, or is it two points? Who cares, I'm about to go in front one way or another



It gets a little confusing at times and the opposition use the muddle to make a jump for the hoop



Total NBA '98

As the basketball competition goes into the play-offs, Sony are ready to lay-up another slam dunk attempt

The curve of improvement that applies to most genres tends to be a steady one. As we've all witnessed since the early days of PlayStation gaming, games generally get better and better. However, the curve for basketball titles has been levelling off for sometime now and although *Sony's* new release makes a good show of itself, unfortunately for fans of the sport, it doesn't really improve upon a genre that is already well stocked with a selection of quality titles.

This is the third release in *Sony's* own brand of *Total NBA* software, and though I generally dislike basketball, as they go this is one of the best, sticking to the high standard set by the previous two titles. However, being the best basketball game and being a great PlayStation game can be too different things entirely, and as with each basketball game I play, I was inevitably left cold by this title.

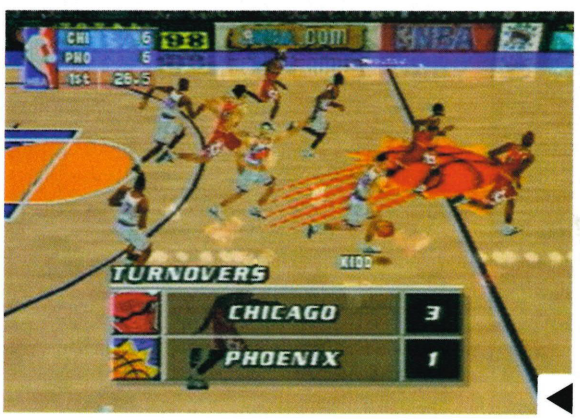
It was the sheer speed of the game that got me, it can go at a hell of a pace. In fact it was so fast against the stronger teams that for half of the time I spent in defence, I was reduced to frantic pressing of the tackle button. Not because I'm a bit of a girl and go for the hit and hope technique, but simply because I had no fecking idea where the bleeding ball was. Before I knew what was happening it was in the net and I was back in possession.

Matters weren't helped by the muddled view you get when playing from the sidelines, which tragically is the only one you get. I say tragically because if I'd have been able to distinguish what was happening on the court then I think I may have actually enjoyed it all.

IN OFF THE RIM

You see, although *Total NBA '98* gives you the options to edit lines and look at team rosters and all that boring crap that's obviously useful in some way (just not to an uninterested detractor like myself), it's actually really simple to play. Unlike the complicated move system employed in this year's *NBA Fastbreak*, all you need for this are a few easy to handle button functions and you'll be laying up the baskets and hanging off the rim in no time.

The graphics and motion-capture are excellent, and if it had been a touch different from the rest of the slam dunk games that have already impressed us then this would've scored higher. As it is, *Sony* have just made an addition to the basketball section of PlayStation games that is as indistinguishable from the rest as they are to each other PRO



Chicago lead 3-1 on turnovers, so I take it they can eat more apples than the other team? French Fancy anyone?

PRO SCORE

PRICE: £39.99
PUBLISHER: Sony
GENRE: Sports

RENT IT

ONE PLAYER · MEMORY CARD · TWO PLAYER

This may be what die-hard basketball fans are after in terms of speed, accuracy and graphical excellence, but as these games are all of such a high standard, Total NBA '98 doesn't really offer anything new. If you already own a recent hoop shooting release, you've already got everything you need, but if you're in the market for your first basketball title, this is another addition to a seemingly endless list of playable games. Not the best, but by no means the worst.

JAMES

WHAT'S THE SCORE

GRAPHICS	9
SOUND	7
GAMEPLAY	8
LASTABILITY	7

8

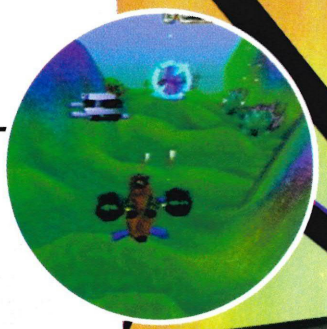
PRO PANEL

PAUL One of the better basketball games of recent months. Total NBA offers little new, but it's playable enough and if you want a basketball game, then buy this

ANDY Okay, so it looks nice, but you can't beat a game of footy and this rubbish Yank sport just gets on my tits. It may be a great recreation of the sport, but who wants that?

LEWIS Stunning stuff that's filled to the rim with stats and player moves. This is the best basketball title I've played on the PSX, and with so much competition, it had to be good

JAY You'll find nothing new or particularly exciting here, but in my humble opinion, the Total NBA series is by far the best of the bunch, and therefore worthy of your coinage



Frenzy

Chocks away for the frenzied world where the airwaves are rife with evil and chaos

Shoot'em-ups are normally near the top of my favourites list, so *Frenzy* seemed to be the kind of heated annihilation fest that'd get my juices worked up to soapy proportions. It's the game that marks the debut of developers *SCI* on the *PlayStation* and thus far I'm afraid their report card should read 'must do better'.

Frenzy's story line centres around the nutty professor and all round evil bloke named *Baron Von-to-Ten*. The Baron's intent on causing a bit of havoc within the deranged world of *Frenzy*, where each of the nine levels takes on a completely different theme from the last. As the trusty chisel-chinned hero, you must take to the skies in a bi-plane styled on those that tore up the airways in the days of the *Red Baron*. Fight through the ice lolly rockets of the Winter Wonderland, the 007 Lotus Esprits in the underwater venue and the dangerous witches who prowl around the Monster World amongst many other weird enemies, all let loose by the Baron.

You shoot your way through each stage fanfared by wild music that'd be at home in a circus Big Top or one of the many *Dick Dastardly* cartoons. Handily you can pick up the usual power-up weapons that'll aid you immensely on your travels until you meet the end of level boss, which in keeping with the lesser enemies are also characterised by the world in which they inhabit. It all sounds quite good at this point doesn't it? The thing is, all the good points are superficial elements that don't contribute to the gameplay, which can best be described in one word – monotonous.

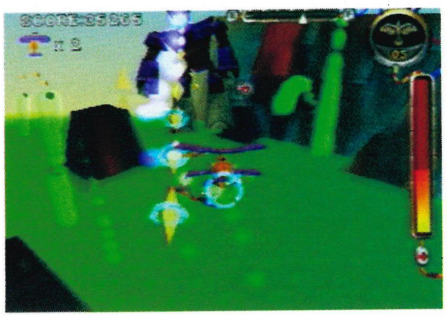


One of the bosses in Frenzy is a lava lamp. Kind of makes you wonder what these guys at SCI are smoking in their pipes, doesn't it?

Dick Dastardly style capers hit the PlayStation, but this time there's no Mutley to save your ass

You target enemies automatically, so it's really just a case of holding down the trigger and steering your way through the level





STOP THE FECKING PIGEON!

Okay, so shoot'em-ups by their nature aren't too involving, but the thing with *Frenzy* is that although the stages do look different, they play in exactly the same way, and it didn't take long before the game became a chore to play. Graphically, *Frenzy* fails to make a lasting impression as the level design is hardly complex, the scenery build is plainly obvious and although the aircraft you pilot handles adequately, it never seems to marry itself into the game.

On the whole, *Frenzy* is a bold attempt at something a little different, but it doesn't quite come off. It could go down a treat with younger gamers, but I can't say it offers much to the seasoned veteran PRO

PRO SCORE

PRICE: £34.99
PUBLISHER: SCI
GENRE: Shoot'em-up

AVOID!

Frenzy has neither the graphics nor the gameplay to contest at the top of the charts, but the simple level designs of colourful environments and cartoon enemies will go down well with younger PlayStation devotees. However, the brainless gameplay did nothing for me, which is quite surprising really. Rent it if you must experience the 'Frenzy' first hand, but personally I'd give my joystick a serious yank to the left and steer well clear.

JAMES

WHAT'S THE SCORE

GRAPHICS	5
SOUND	7
GAMEPLAY	5
LASTABILITY	4

5

PRO PANEL

PAUL I quite liked this. I mean, it certainly isn't brilliant, but I thought James was being a little harsh. Show me a shoot'em-up that isn't brainless blasting then... eh? eh?

ANDY Mindless, lobotomised blasting, set to ridiculously exaggerated cartoon backdrops – I loved it. Frenzy reminds me of the Wacky Races, and for that I give it a thumbs up

LEWIS I wanted to like this due to its wacky music and genuine comic style. But the lack of any depth, missions or strategy made Frenzy a very shallow experience. Worth renting though

JAY Trying to rip-off PilotWings and Diddy Kong Racing may initially sound like a good idea, but tagging shoddy gameplay and naff graphics to it has ruined a potentially half-decent game

Klonoa
Door to Phantomile

Cats with wings and big eyes? Guess which country this comes from?



I was hardly leaping for joy at the prospect of reviewing a platform game that was being billed as 'for kids.' True it has the *Namco* tag attached to it and that's always a sign of something good, but it was a hot day and I was foreseeing an afternoon with a *Sonic the Hedgehog* clone.



And to a level I was damn right. *Klonoa* (or to use its full title, *Klonoa: Door to Phantomile*) is a gorgeous looking but, realistically, it's a rather basic platform game. That's not to say *Klonoa's* crap, because it certainly isn't, it just has to be taken in small doses.

CHARLIE SAYS

I won't bore you with the ins and outs of the standard 'My friends have been captured' storyline, but in true Japanese fashion our hero, *Klonoa,* is a cat thing with wings. Moving along the levels you have to collect little diamonds similar to the rings in *Sonic,* and every now and then you come across a big one that you have to collect. Also on your travels you'll discover some of your mates as well as other goodies trapped in bubbles hovering about. You have to burst all of these to set them free.



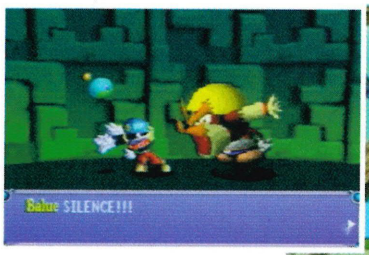
The presentation and general graphical appearance is second to none and you can see why this will appeal to kids (and I dare say many girls out there). There's only basically a jump and a fire button to contend with as *Klonoa* is platform fare at its most basic in terms of gameplay and controls.

However, there's fun to be had in short bursts and it really would be a good introduction to games for younger players, especially if they were duped into buying Rascal which was billed as the same sort of thing.

If you can't resist a platform game, then take a look at *Klonoa.* It won't occupy you for years, but it looks great and has a lot going for it PRO



Classy graphics and a cute hero all add to up to make a better than average platform game that's aimed at kids





Picking up the baddies is a technique you'll have to learn. You can then release them and use them to jump even higher to reach secret areas

PRO SCORE

PRICE: £34.99
PUBLISHER: Sony
GENRE: Platform

RENT IT

ONE PLAYER | MEMORY CARD | PRO | PRO | PRO

I was fearing the worst with this, but Klonoa's alright. It's perhaps a bit of a cop out to say your game is aimed at a younger audience, but with Klonoa you can actually see that it's been designed with youngsters in mind, rather than just going wrong somewhere in production. Great graphics, cute characters and cartoony sound. What more do you want your platform games to supply? Hardly original though, but if you're not bothered about that then go and get it for a night at least.

CHICKEN

WHAT'S THE SCORE

GRAPHICS	8
SOUND	7
GAMEPLAY	7
LASTABILITY	7

7½

PRO PANEL

LEWIS I must ashamedly admit to liking this a lot. Okay, so it's sickly cute, but Namco have produced a gorgeous looking platformer with masses of youngster appeal. Lovely

JAMES It's nice enough I suppose, but I can't say I was hooked on it. Worth a go if you've got the time to spare, but it's nothing more than the usual quirky Japanese stuff.

ANDY My own cat recently tore me to shreds, so I'm not fond of things feline at the moment, but Klonoa looks bright and plays well. But it's definitely one for the kids though

JAY If you loved the old 16bit platform games, then you'll love this to bits. Technically a PSX remake of a thousand platformers of old, but with nicer graphics and enhanced gameplay

FRENZY!

PROBABLY THE WACKIEST SHOOT-'EM-UP IN THE WORLD...



"There's never been anything like it"
Official Playstation Magazine

"Possibly one of the surprise hits of the year"
Playstation Pro

PlayStation

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SCi™

Kick Off World

Not got a ticket for France '98? Well worry not, load this up instead and 'Kick Off' from the comfort of your own chair

In the days of the *Amiga*, *Kick Off* was always at the centre of the row as to which soccer title was the best. It's chief tormentor being the various incarnations of *Sensible Soccer* which was the leader of the pack in my book. I didn't like *Kick Off* in those days, it irritated me, and this latest effort from *Anco* has done little to sway my opinion on this particular brand.



United's corners are notoriously shite, even with Beckham and Giggs taking them, so Chelsea need not be unduly worried by their lack of defence

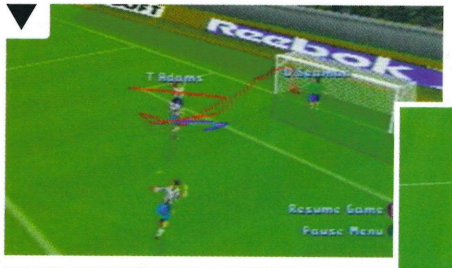
The stream of footy titles that we're expecting in time for *World Cup '98* has so far been a steady one, and with the exception of *WLS '98*, most of them have been pretty shite if we're being honest with each other. Unfortunately, *Kick Off World* doesn't break this trend. *Anco* have obviously made no attempt to change the gameplay formula from the system that was employed in both the *Amiga* titles and the shoddy effort that made an appearance on the *MegaDrive*. Now this may be great news for the veterans of computer soccer, but as we find so often these days, retro games that bank upon their yesteryear appeal, usually turn out to be way behind in the gameplay stakes. *Kick Off World* is no different in that respect.

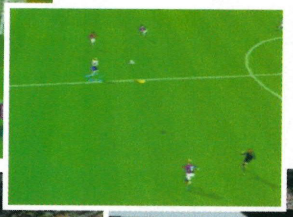
You see, in *Kick Off World* you can opt to play using the modern view and perhaps more familiar 'bird's eye' angle, whereby you get a sense of depth and direction, or you can choose to play with a top-down view, as in the original *Kick Off*. Now, the question is, why would you want to? The crap commentary and basic gameplay which consists of pass, shoot and tackle is mundane enough without reverting to the same bland viewpoint that *Kick Off* had seven years ago, and I know what you'll be thinking, 'the top down view made everything really playable'. Well, yes it did, but not anymore. It's dated and restrictive, but you just won't realise how much until you've played it.

TIME FOR A CHANGE OF STRIP

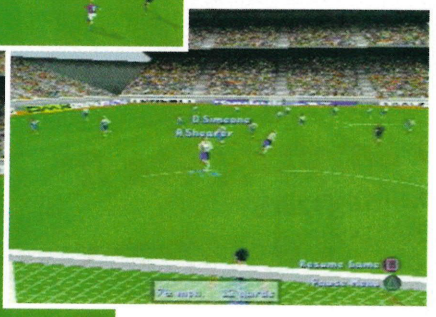
On the plus side you can play using both international teams, in competitions and leagues, and domestic teams from Europe's major footballing countries i.e. England, Italy, Spain, Germany etc. and *Kick Off World* is quite nice graphically, but these attributes do little to enhance a footballing brand that's desperately in need of an overhaul. *Kick Off*? You'll want to if you buy this! PRO

Tony Adams in such a spin his blood ended up twisted. Nice one Tony, eeehaaww!

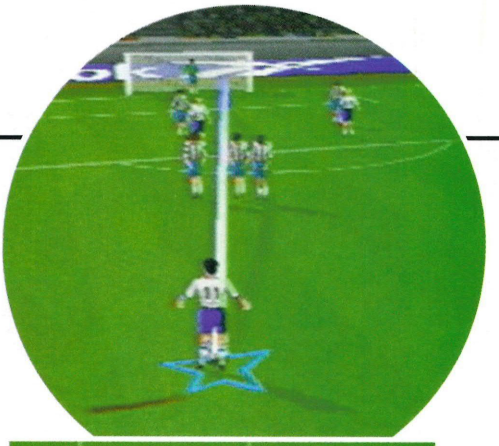








Graphically the game is quite impressive, but the gameplay is as basic as it always was with Kick Off. This is for die-hard fans only





PRO SCORE

PRICE: £39.99
PUBLISHER: Anco/Funsoft
GENRE: Sports

AVOID!

TWO PLAYER | MEMORY CARD | PRO | PRO | PRO

Yes, Kick Off used to be treat, but as with most retro games, this looks dated and simplistic in classic mode and is way below par when you play with the modern view. There's no rhythm to the play and there aren't any fancy tricks or moves to liven it up. It's basically a football title without any of the trimmings afforded by FIFA 98 or World League Soccer '98, which by their standards makes it average at best. When this 'Kicks Off' you'd be well advised to keep it at arms lentgh.

JAMES

WHAT'S THE SCORE

GRAPHICS	7
SOUND	4
GAMEPLAY	4
LASTABILITY	4

4½

PRO PANEL

PAUL I used to love Kick Off, but seeing the standard of footy games these days shows it up as being a bit out-dated. Good graphics but the gameplay is found severely lacking

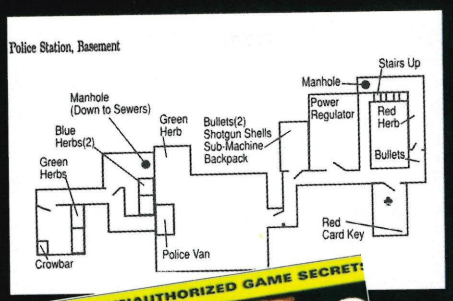
ANDY Football is one of my many loves, but if Funsoft keep this up we're going to have a falling out. This is shoddy stuff that should be relegated back to the lower leagues of gaming

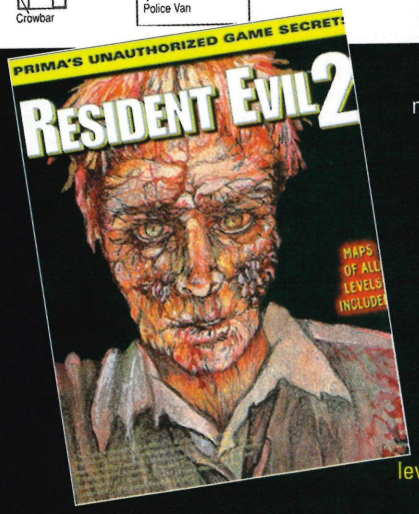
LEWIS With such a wealth of footy titles now on the shelves, you'd be making a huge mistake to put this one in your collection. As football titles go, this is bargain bucket stuff

JAY Sub-standard World Cup cash-in crap that shouldn't have seen the light of day. There are so many other soccer titles out there that piss all over this pile of tripe, so why bother?

PRIMA'S UNAUTHORIZED GAME SECRETS

RESIDENT EVIL 2





Raccoon City is now a city of death with Zombies eating the living and turning them into the undead. Leon, the last living policeman, struggles to defend himself against a multitude of hellish creatures. He teams up with a daring young girl named Elza and the action truly begins.

Resident Evil 2: Unauthorized Game Secrets is an essential companion to the game itself. It features detailed maps of all levels, essential item locations, lethal strategies for defeating every gruesome creature plus deadly weapon secrets.

THE NIGHTMARE BEGINS AGAIN

PRIMA'S SECRETS OF THE GAMES

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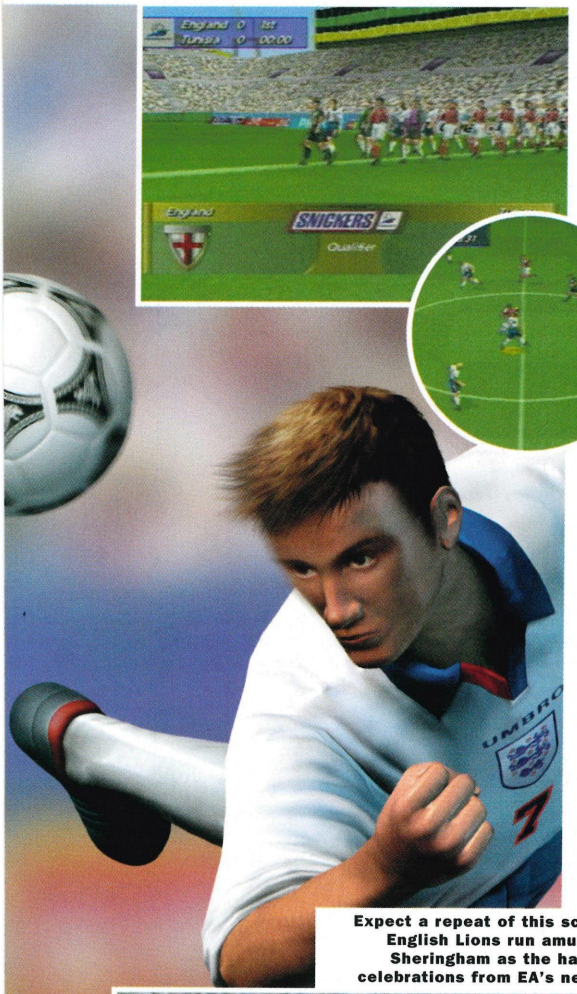
Available from Electronics Boutique, Game Ltd , HMV, Virgin Megastores.

World Cup '98



We've taken the Road To World Cup '98 and arrived at footy's greatest tournament. But haven't we seen this before?





FIFA RTWC '98 was a cool game. It proved *EA*' pedigree by selling enough copies to reach to France and back, and even though there's an all new crop of summer soccer titles trying to wrestle *RTWC's* grip it has on the nation, it's still the game to own. *RTWC '98* was well made, had playability by the bus load and *David Beckham* on the front of the box, three extremely good ways to secure *Electronic Arts* a shit load of money. So what have they produced this time?

FOUL PLAY

I suppose it was inevitable that *World Cup '98* would be disappointing. *RTWC '98* was so good and they had to stick to that formula, but *EA* have produced near enough the same game and just placed it in a different box. I mean, you pay £40 for a *World Cup* football game and by the time the *World Cup* finally arrives, there's a newly upgraded version in the shops, but sadly that's the way it goes.

As I've already said, it's basically the same game as *FIFA RTWC '98*, so if you own a copy of that, then there's nothing here you need. In fact, I'd say you've already got the better of the two. *World Cup '98* does have some polished features such as the front-end menu screens and some nice close-ups of the players when they enter/leave the pitch and when they score, but being a *World Cup game*, what it doesn't have is club teams and management features that let you buy and sell players.

The new features are nice and complement the game well, such as the trivia questions that appear at half time during a *World Cup* game, and the snippets of history from each team's archive. You want to know who Holland's all time highest goal scorer is? Well *World Cup '98* will tell you. And the minor adjustments to game speed and the controls, where you can instruct your defence to play the offside trap during play, all serve to make it a little more accomplished when the team of your choice are out spreading passes on French lawns. You can also unlock classic international teams by winning that golden trophy, but overall these refinements don't justify parting with more cash if *FIFA RTWC '98* already rests beside your PSX PRO

Expect a repeat of this scoreline when the English Lions run amuck in France with Sheringham as the hat-trick hero. Nice celebrations from EA's newest footy feast





PRO SCORE

PRICE: £44.99
PUBLISHER: EA Sports
GENRE: Sports

TRY B4 U BUY

TWO PLAYER | MEMORY CARD | PRO | PRO | PRO

World Cup '98 is good, and the slight adjustments to the gameplay are an improvement, but it's impossible to recommend it ahead of FIFA RTWC '98. Here you can only play in friendlies or the World Cup, whereas FIFA '98 allowed every form of competition as well as having club teams and management functions. Furthermore, it didn't have a shite Chumbawumba tune and commentary from Chris Waddle. It's good if you're footyless, but as that's doubtful you should get WLS instead.

JAMES

WHAT'S THE SCORE

GRAPHICS	9
SOUND	7
GAMEPLAY	9
LASTABILITY	7

8

PRO PANEL

PAUL This is an undoubted improvement, but you have to ask whether its worth another full price layout. If you haven't got the last one then yes. If you have, well just be careful

ANDY I regularly enjoy lunchtime competitions with James playing RTWC '98, but it's a sad indictment of this measly cash-in that we haven't upgraded to World Cup '98. Shame

LEWIS I'm not a fan of EA's footy titles, and I don't believe this is as good as Actua Soccer 2, let alone World League Soccer. Ignore this and buy something new instead

JAY This is what RTWC should have been and to simply tweak the original slightly and bang it out in the middle of World Cup fever is just taking the piss. It's good, but not essential

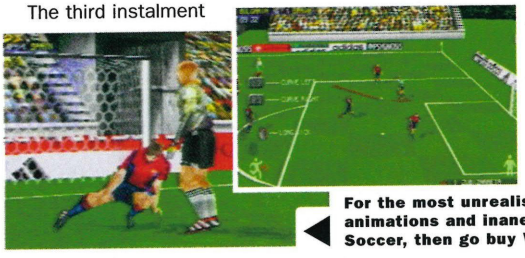
Adidas Power Soccer '98



Here we go again, yet another football release. The word 'bandwagon' springs to mind, and there's been lots of jumping on it of late with very little in the way of quality coming through. As yet there's only *World League Soccer* that's really opened our eyes. We've waited patiently for months to see a handful of games worthy of rivalling *FIFA RTWC '98* but it looks as though that wait will continue on right the way through France '98.

The third instalment of *Power Soccer* has done away with all of those ridiculous unstoppable power shots, and you'd think it'd be better for it. However, although the original's gameplay was never that good, without the power shot this latest update offers nothing new, innovative or fun.

The intro, *Adidas Predator* TV advertisements and wealth of competitions that you can play in, are all nice touches in the right direction, but the gameplay itself is lacking in almost every department. The commentary is bad beyond belief, close control is jerky and when you run with the ball at pace it seems to escape from you, only to be sucked back onto your foot. And It's such a struggle to pass and shoot that it becomes bland and annoying after a very short while. Don't even consider this PRO



For the most unrealistic ball effects, hilariously poor player animations and inane commentary, check out Adidas Power Soccer, then go buy World League Soccer instead

PRO SCORE

PRICE: £39.99
PUBLISHER: Psygnosis
GENRE: Football

AVOID!

ANALOGUE | MEMORY CARD | MULTI-TAP | FOUR PLAYER | PRO

WHAT'S THE SCORE?

GRAPHICS	5
SOUND	4
GAMEPLAY	4
LASTABILITY	4

4½

THE PRO PANEL

JAMES This is second division stuff that should be relegated to a dump bin and burnt. Awful

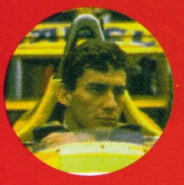
ANDY This is such utter shite. Why can't Psygnosis make a proper footy game?

JAY I didn't like the other incarnations and this poor update did nothing for me at all

LEWIS One of the worst football games I've played. But the commentary is hilarious

PAUL Plays about as good a game of footy as I do, and trust me that's rather poor

Ayrton Senna Kart Duel 2



You'd have thought that when the Brazilian died, they'd have let him and his reputation rest in peace. Oh no, there was money to be made, but what a shame that old *Ayrton*, god rest his soul, gave his 'approval' from beyond the grave to endorse the latest *Kart Duel* game. Developers *Sunsoft* have gone for the endorsement to add a little muscle to a game that is average at best, but even a deceased racing legend hasn't got enough clout to make up for the games frailties.

A choice of four cars that have little variation apart from their colour schemes is poor by the standards of today's games, and the graphics and sounds that spew out of these hairdryer powered machines leave a lot to be desired.

Add to these disappointments very dodgy road handling whereby the karts are reluctant to turn corners and you have a truly forgettable game that should've been left in the tune up garage for eternity. It'll soon be filling the same hole as the racing man himself PRO





The cart handles like a brick, and is about to slam into that wall

PRO SCORE

PRICE: £34.99
PUBLISHER: Ocean
GENRE: Racing

AVOID!

MEMORY CARD | TWO PLAYER | SPLIT SCREEN | PRO | PRO

WHAT'S THE SCORE?

GRAPHICS	5
SOUND	4
GAMEPLAY	4
LASTABILITY	3

4

THE PRO PANEL

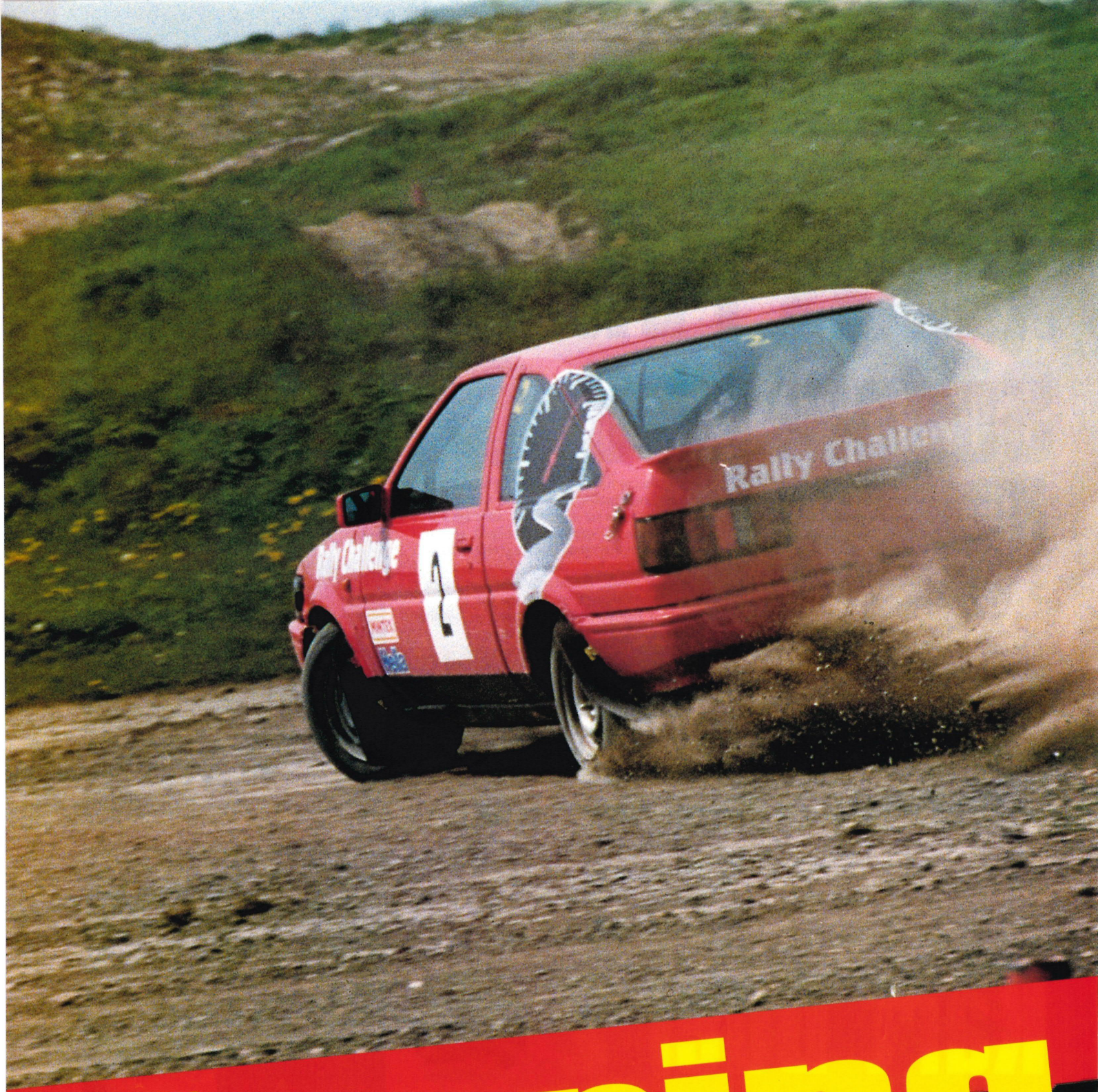
JAMES This totally failed to keep me occupied. Steer well clear and buy Formula Karts instead

ANDY Oh please let it lie. This is nothing but a rotting pile of crap that will make you weep

JAY This is apparently a smash hit overseas, yet I'm damned if I know why. Absolute poo

LEWIS Lifeless and bereft of any fun. This ought to be smashed into tiny little pieces

PAUL Ooh dear me no. This is truly awful and should be avoided at all costs



Tearing The Turf

A day in the country with Codemasters turned out to be more than just a picnic with a bunch of furry arsed animals. James Cannon went off-road on the Colin McRae Rally Challenge Day, and found the best spot to guzzle down some four star juice







Up

The introduction to a day of tyre-tearing mayhem began with a short briefing on rally driving techniques from Dave the event organiser



Oxfordshire, Friday 8th May, 10.00 am. A far cry away from Corsica where The Flying Scotsman *Colin McRae* was continuing his seemingly unstoppable attempts to regain his World Rally crown. Amidst the country lanes and quaint stonework cottages of the sleepy town of Enstone is where you'll find the basis of *McRae's* title challenge, the hub of the Jock speed merchant's push for glory, and where his trademark Subaru Impreza gets it's initial test shakedown around a course made up from materials that were mostly marked 'reject' when road laying was invented.

This is the place where it all begins, the location for The *Colin McRae Rally – Challenge Day*, *Codemasters'* chance to prove to the hoards of press who'd turned up to put a real life rally car through its paces and gauge the true extent of the realism that has been incorporated into their latest dream drive. The heat had reached sauna like proportions as I approached the event centre, the coarse gravelled landscape spitting skyward from underneath the tyres of my car as I pulled up alongside the fleet of Toyota Corollas that would be our vessels of speed for the day.

A swift glance through the dust smeared windows of the vehicle opposite presented a view of the bare, somewhat ramshackle interior which lined these souped-up cocoons that would both engineer and help prevent several brushes with death throughout the day. Barren of all the trimmings that come with their road worthy cousins, these Earth bound rockets offer none of the added extras you'd expect from one of the world's most competitive manufacturers; no, these weren't made up to look pretty, they were made to drive hard and fast. Just the way I like it!

DRIVING FORCE

My nerves were jumping, not out of fear, but anticipation. Eagerness was getting the better of me, my fingers itching to be wrapped around the steering wheels of one of those metal beasts, but inevitably I had to succumb and re-evaluate my novice abilities. I made my way into the house-sized marquee and listened carefully to the safety and rally driving techniques briefing. The waiting press took their seats and Mr. Rally, event organiser Dave, delivered his instructions. After a brief introduction we got down to the nitty gritty, the technique used by beginners and pros ▶





Yeah, sure you're smiling now, but how smug will you be when you're parked in the middle of a field surrounded by a cloud of dust?

▶ alike, concerning how to purposefully put a car in a sideways slide. Now normally this kind of talk would have me thinking of bent axles and shattered steering columns, but not today. Today was different.

Dave explained that when driving on a loose surface, two main driving factors come into play, understeer and oversteer. Understeer is where the front of the car loses grip and control of the vehicle is lost until a low recovery speed can be reached. He likened it to tackling a roundabout in wet conditions where even though the wheels are turned to take the bend, the car loses traction and continues to push forward. The natural, and correct, reaction in these circumstances is to take the foot off the gas and reduce speed, now this is all well and good on a public highway where the roads are wide and obstacles such as trees, hedges and the like are set away from the tarmac, but in a rally car it's a completely different affair.

On the single car width roads that *Colin* and his fellow competitors tour, understeer means a sudden stop at the foot of a 100 year old Oak or at the bottom of a roadside ditch. So you don't want that to happen, oh no; and there's basically only one way to avoid understeer – create oversteer. Yes, that's right, this guy was actually teaching us how to send a 16 valve twin cam 1600cc motor sideways on a road so slippery Torvill and Dean would have gone arse over tit! A practical joker with a warped sense of humour or a tutor of the finer arts of rallying who's word was to be respected? Who cares, he was telling me how to throw a car with 130+ bhp around hairpin bends, and that was all the reassurance I needed.

SIDEWINDERS

So, oversteer then. This is when the back wheels slide instead of the front ones, and you do it on purpose. So even though it looks like the drivers are reacting to the car breaking away from them when you see it on TV, they are actually hanging out the back end by their own wishes and putting the vehicle into a slide, controlling that throughout the bend, straightening up and burning away.

To do it on a loose surface, you first have to reduce the speed of the car and get any down changes of the gears out of the way before you enter the bend, as trying to tackle the curvature of the circuit and slip into second at the same time usually ends up with a large doughnut mark on the track.

So, the idea is to you get your speed down when you're driving in a straight line, then you turn the wheel as the deceleration throws the weight to the front end providing extra grip. Now, here's the tricky bit. Once you feel the car going into the bend, it's time to hit the power with measured moderation which will throw out the back end, and you'll hopefully react to that by turning into the skid and playing with the acceleration pedal to hold the position until the car begins to straighten up as you let off the gas. And that's basically it. Couldn't be simpler eh?

I don't know what all the fuss was about, as far as I was concerned, *Colin McRae's* sultry driving skills had entered my body, and a position behind the wheel of one of the cars was all I needed to spark them into life.



GENTLEMEN, START YOUR ENGINES

After sitting in on a demo lap with my instructor for the day Steve, a northern man who proceeded to take the car onto three wheels whilst attempting to hold my attention with his first hand step-by-step 'this is how it's done lad'. After that lap I stepped out, kissed the ground and grabbed a cheesy white crash helmet of pre *BMX Bandits* days before swapping seats. This was it, this was the moment when a higher plain of thinking would guide me skilfully around the track in a mistake free lap of such purity that these guys would be begging me to take up a position on their staff. Oh how wrong I was.



My first three laps were a collection of controlled speed and complete ass wipe corner taking as I threw it around the bends too much too often. Steve was doing a great impression of a guy who's arse was going 50p, 20p whilst screaming "turn the fecking wheel, hit the brakes, shit, what the feck!" My head rattled about inside the crash helmet as I pogoed up and down due to the extremely bad terrain, trying to slow it down and get back on track.

I made it, but my joy was short lived as four bends down the line we would be nestled in a nearby field, only the whirring sound of the cooling fan broke the silence as Steve clasped his hands to his head. Two laps later, and Steve's face had grown a mild shade of red as I'd taken him on a roller coaster ride of skids, spins and suspension punishing jaunts, though my confidence remained high. Fortunately, I was one of 30 drivers who'd more or less all performed the same, but I felt that I was finally starting to get the hang of it.

My next turn came round, this time two quick laps were followed by a short pit-stop where my driving faults were addressed. I wasn't shifting the gears fast enough which



Another competitor takes out a few cones coming out of the final bend in clear sight of the waiting contestants. Still, it ain't as bad as the cock-ups James made!

THE CAR IN THE FIELD, IS A TOYOTA

That's me that is, sliding around the snake like bends close to the finishing line. The surface is void of any grip so you have to throw the back end out then try and control the skid, otherwise you'll end up ploughing straight into the field, which is a bad thing









Codemasters

COLIN MCRAE RAL

A big thanks goes out to Codemasters for a great day out and credit for producing another fine driving game for the PSX. Colin McRae Rally is going to be huge

"We were trying to send the cars sideways on a road so slippery, Torvill and Dean would've gone arse over tit"

meant I was cruising into the corners with the clutch pressed to the floor, lifting it mid bend just threw the back into a slide too vicious for a driver of my abilities to control. And strangely enough I was using the brakes too much also.

After failing to answer the question, "Why did you point the bloody thing at the field anyway?" I took off for my final two laps before the competition phase, determined to apply my instruction and get it right. After driving the first half of the circuit without event, I had hopes of finishing a lap without losing it, they were inevitably short lived. The final set of zigzagging corners delivered the fatal sucker punch that'd caught me out five times before. But all was not lost, as the engine screeched beneath the bonnet and the car swung from side to side, searching for that tiny amount of traction that would bring us out of this spin and back into the reckoning.



THE SLIPPERY ROAD TO SUCCESS

Call it luck, call it a result of determined effort, but that car found the hold it needed. My first recovery of the day. I'd put that heap of steel into a reckless circle of fire and brought it back again. Now I was cooking; it'd suddenly clicked. You have to work the wheel constantly, rarely do you get the chance to drive in a straight line for more than a second. Indeed, it didn't even hit me until the end of the day that I had no idea what sort of speeds I'd reached, there simply wasn't enough time to check out the speedo when your backside is telling you to turn the steering wheel as fast as is humanly possible.

And so the day's racing events drew to a close, only the final two laps of competitive racing remained to be tackled, and it seemed my shit was coming together at just the right time. Two laps, no instruction and no second chances. At stake were marks out 25 for a fast time and 75 for technical merit concerning corner approach, use of steering and power, braking correctly etc. It was going to be tight, the rest of the racing field had also come on leaps and bounds during a frantic morning and afternoon of high revs and hard braking, and now was the time to prove my worth.

I approached the starting line, second to enter the competition fray, but first from the group of five drivers that made up the motley crew who formed my team. We needed a good performance to put us in good stead for the day's team title, and it was my time to show whether I'd actually learned anything or just blindly convinced myself that I could do the job out on the track.

The seconds counted down until I'd lift my foot from the clutch, the engine screaming it's annoyance at standing still. Out of the corner of my eye I caught sight of Steve's thumb hovering over one of the buttons on his stop-watch, I readied myself for the all clear. 3, 2, 1 – GO! I was off, tearing around the mild beginning section, dodging the endless amount of traffic cones that now littered the way, creating more hazards for us unsuspecting amateurs.

The car growled as it slipped around bend after bend, constantly attempting to wrestle its way from the safety of the track, daring me to keep it under restraint. The first of the two key areas that'd been my downfall in practice approached as I slammed the stick down into second, the car lurching forwards. The back end flew out, but this time I'd got the speed down to a manageable rate.

Steve and I slid around the bend and began to straighten up, I pushed on the power and screamed into the distance, heading for the next collection of corners and took them on with little trouble until the second of my nightmare turns loomed into view. But this time I wouldn't be a victim. I snaked through the corners and headed on for my second lap, brimming with confidence at completing a circuit without going off road, (that is, if what we were driving on could be considered a gentle surface!). The second lap was a repeat of the first, no problems, and I speeded into the pit lane with a victorious fist in the air. Easy pickings man, show me the forest route!



CHEQUERED FLAG



Through gritted teeth, Dave thanks James for bringing him back in one piece. Then asks him politely never to come back

▶ Sadly all good things must come to an end, and *Codemasters* took us inside the Marquee where this taste of adrenaline fired fun had all begun. We credited them on their accomplishment of producing a game that's going to go down a storm, since *Colin McRae Rally* is as close to the real thing as you can get. And then it was over. Back on the journey home to a life that was richer for the experience, but for a short while would be lacking the rush that'd taken over my body for a whole day.

I'd taken up the *Colin McRae Rally Challenge*, and walked away with the '*Driver Of The Day*' award thanks to my final two laps of driving excellence, and now I was sat motionless in the midst of Birmingham's crazy rush hour traffic. If only I was back in one of those Toyotas, the field beside me would've made a great short cut!

They're not as eye catching as the Subaru Impreza rally cars that old *Colin* drives in competition, but these machines kept the revs high and left everyone who took part gasping for breath at times as they lurched unforgivingly around every bend before screeching away with gusto.

Each of the seven motors was rear wheel driven with a 16 valve twin cam 1600cc fuel injection engine, packing 130+ break horse power, and they all come with a limited slip differential unit as standard. I have no idea what a limited slip thingy does, but this model Corolla was one of the only road cars to have one as standard and it apparently makes them ideal for use as competitive rally cars.

The suspension in each is uprated with stiffer springs and dampers to cope with the bumps and absolutely huge pot holes that litter the course. The brakes make use of harder friction materials than you'd normally find under the wheel arches of a road worthy car, and of course the usual safety changes are made such as the addition of a roll-cage and fire extinguisher and the removal of all aesthetic nuisances.

"Steve was screaming 'turn the feckin' wheel, hit the brakes! Shit! What the feckin' hell are you doing!"



The man himself in action, really showing us how it's done. Well, they don't call him 'The Flying Scotsman' for nothing you know





Colin McRae has given the game his full endorsement and it'll even feature his real-life co-driver, Nicky Grist, who'll call the corners for you whilst you're driving

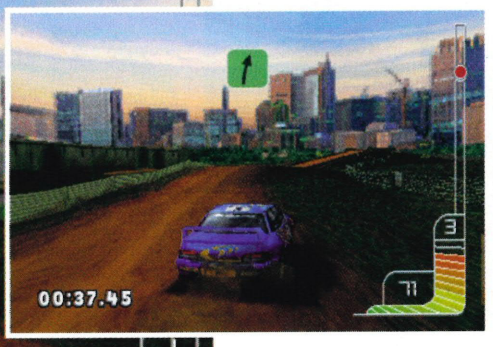
SIDEWAYS SIDESHOW

The track where this whole thing was staged is made up from a mixture of different surface materials, all of which make it easy to lose control. Grit and gravel are plentiful and the banks of dust that spray into the air at crucial corners make it difficult to see, but the most unusual thing about driving the circuit was crashing in and out of the many pot holes, and bouncing over the countless bricks than lace the track. You don't tend to do this much with your own pride and joy, so it's a strange experience.

Colin McRae's own rally team, *Pro Drive* actually use this same track to test drive cars for their customer department, as it's basically the only place where they can let potential buyers loose in one of their customised rally beasts without the imminent danger of them wrapping it around a tree before they've paid any money out. Smart guys those *Pro Drivers*.

This is just one of the new super special stages that are now included in the game, adding to what was already looking like the most impressive rally game of '98





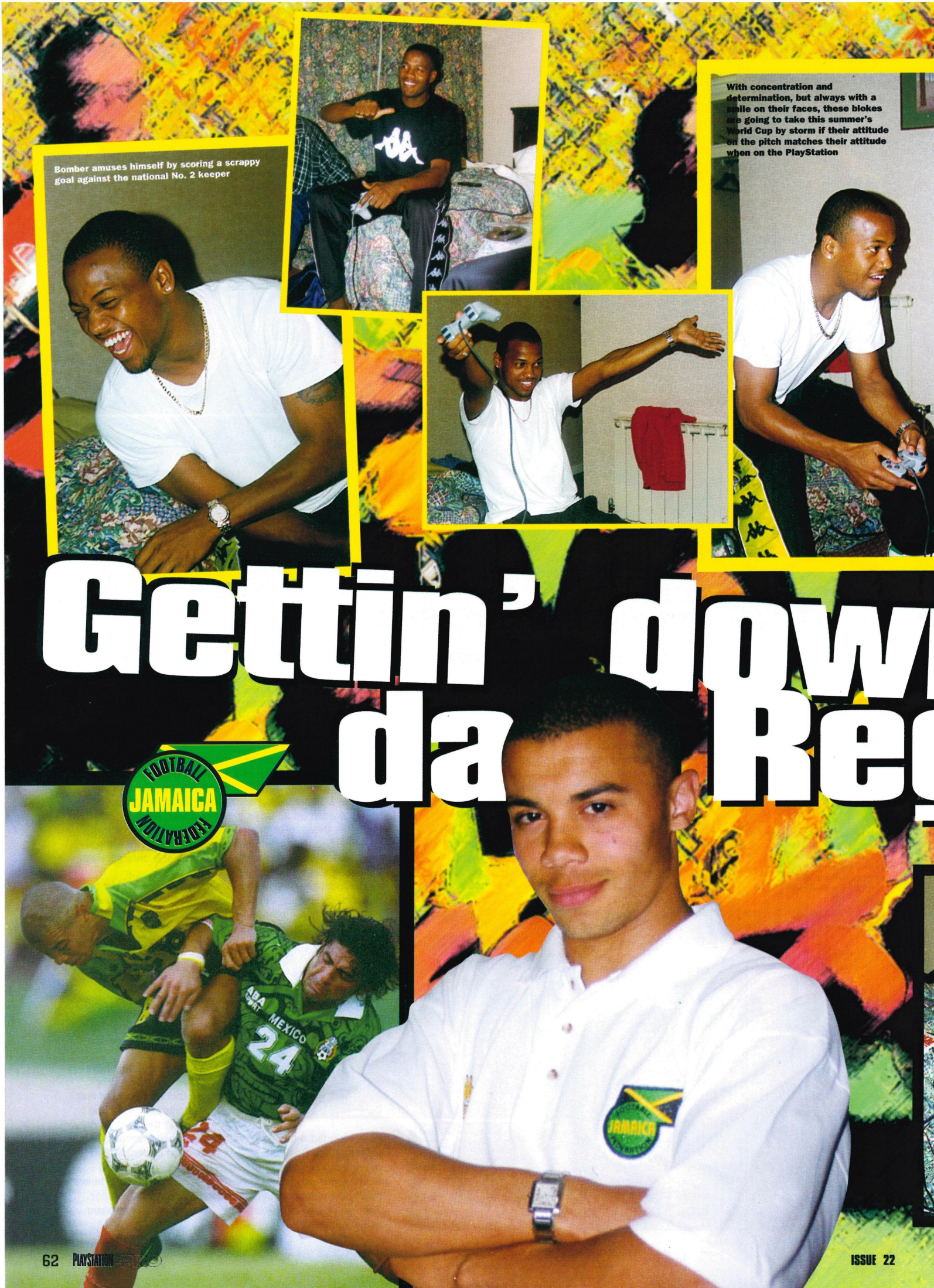
PUSHING FOR GLORY

In the midst of all this tear arsing around, we were also given a sneaky peek at the new developments which have been made to the *Colin McRae Rally* game. It's already looking like it's going to blow everyone away when it hits the shelves mid-July, and since our last eyeful things have progressed greatly.

Developed in tandem with the awesome *TOCA, Colin McRae Rally* is made up of a series of world stages, and just as in the real rallies, you must rely on your co-driver, and your skills at acting on the information he gives you, to navigate each track. *Colin's* own co-driver, *Nicky Grist*, performs this duty in the game, giving you the benefit of his expertise. He shouts out the instructions and it's your job to follow them and get that metal mutha' through each punishing stage.

The most pleasing feature so far is the inclusion of the new special and super special stages whereby two cars start next to each other in a head-to-head race around a fairly small high speed circuit. These are laid out as two lanes next to each other in a double loop, which means that although the cars are racing opposite each other, they never actually occupy the same position on the track, so there're no collisions with the other cars. Bummer.

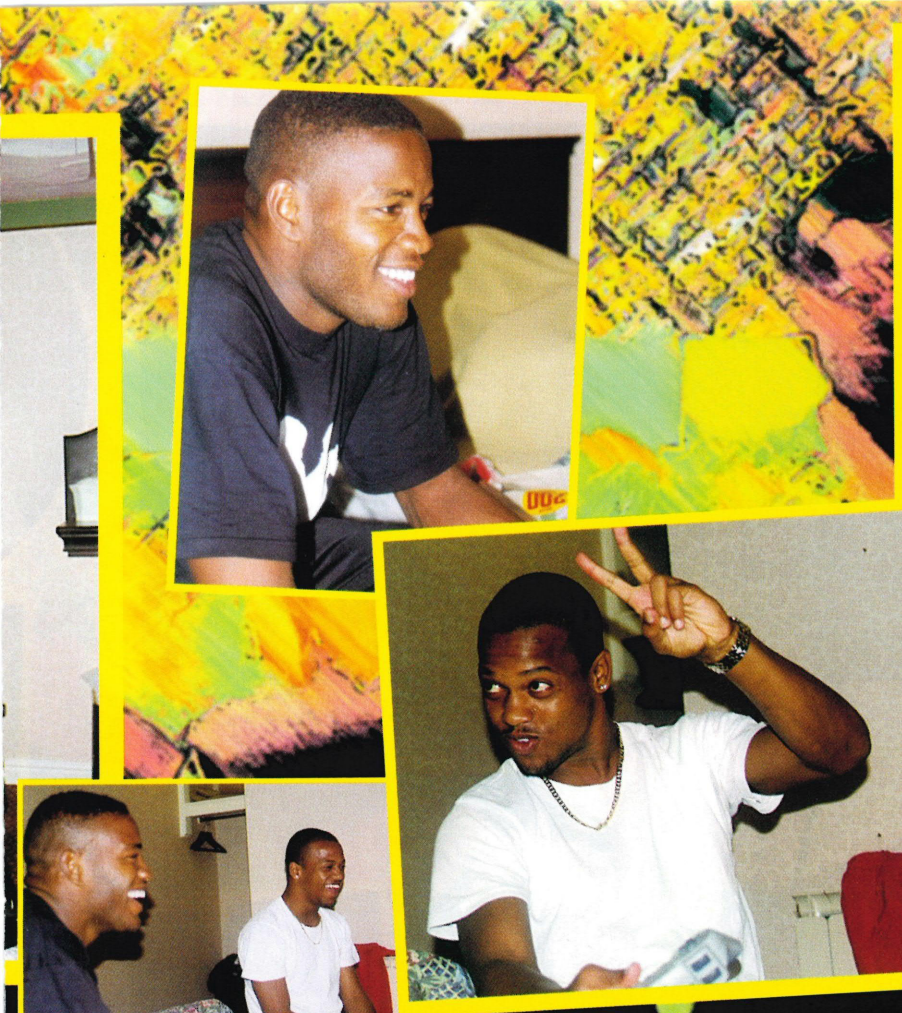
However, *Codemasters* have allowed themselves to stray from the strict rally code of only having a single car racing the stages against the clock and have included a two-player split-screen mode for multi-player action. Cool, it just gets better and better. *McRae* is already starting to pull ahead in this year's World Rally Championships and *Codemasters* are preparing for a heavy marketing campaign to coincide with the game's release. This is going to be huge people, so remember where you heard it first PRO

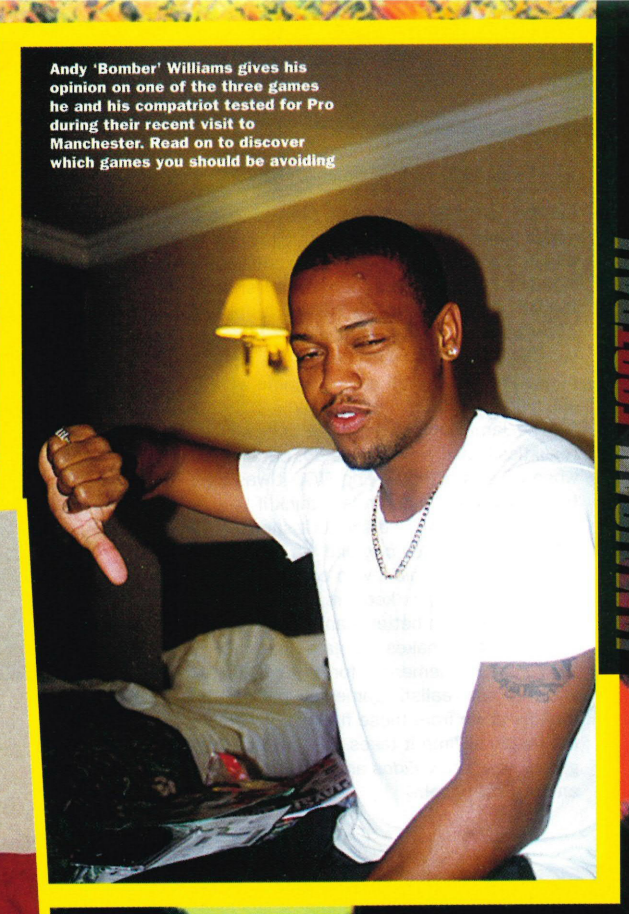


Bomber amuses himself by scoring a scrappy goal against the national No. 2 keeper

With concentration and determination, but always with a smile on their faces, these blokes are going to take this summer's World Cup by storm if their attitude on the pitch matches their attitude when on the PlayStation

Gettin' dow da Reg

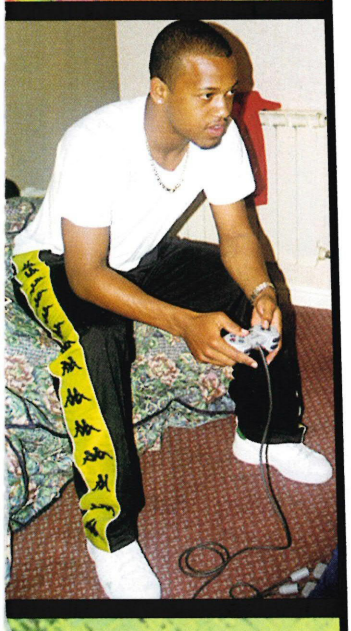




Andy 'Bomber' Williams gives his opinion on one of the three games he and his compatriot tested for Pro during their recent visit to Manchester. Read on to discover which games you should be avoiding

n wit' ggae Boyz

The Jamaican World Cup squad was in town gearing up for the party in France, so we thought we'd pay them a visit and get the expert's opinion on this year's PlayStation football contenders



Whilst England's chances in the *World Cup* are open to wild speculation, the one thing the world's greatest sporting event is guaranteed to generate is a thousand virtual togga titles by games developers keen to cash in on the hype.

The five weeks or so of football that's taking place in France as you read this, has inspired a host of football titles, each trying to out-do the next with increasingly complex gameplay and innovative features. Photo realistic faces, bit-mapped shirts and player speech in a bid to catch your attention and help you to part with your cash.

Professionals though we are at Pro, footballers we are not, so we don't have the extensive knowledge of tactics and movement needed to truly assess the apparent accuracy of these titles; in effect proving if they are as good as they claim to be. So we thought we'd take them to someone who does. That's right, we got down with Jamaica's very own *Reggae Boyz* and asked them to run the rule over a selection of titles that have had the country holding its breath for months.

It's the first time the famous nation has qualified for the *World Cup* Finals and we caught up with them in the middle of their preparations for France and enlisted the help of the team's acrobatic goalkeeper *Aaron 'Spider' Lawrence* and goal scoring sensation *Andrew 'Bomber' Williams*. Despite being told to get some well earned kip by their coach, both lads happily sat down, control pad in hand, ready to set the record straight. Three PlayStation games came under their Caribbean microscope, which is larger than most if you know what I mean. *FIFA: Road to World Cup 98*, *World League Soccer* and *Three Lions* were given the shake down, so let's see what the real pro's think shall we?



WORLD LEAGUE SOCCER

Bomber, a PlayStation owner himself, had been reading about *World League Soccer* like all young *PSX* togga fans over the past months with eager anticipation and he couldn't wait to get a look at the finished game, so we thought we'd treat him by serving it up for the first course of brutal analysis, but after a drab Jamaica vs. Brazil stalemate with Spider, his high hopes for *Eidos'* ultra realistic game were left a little deflated.

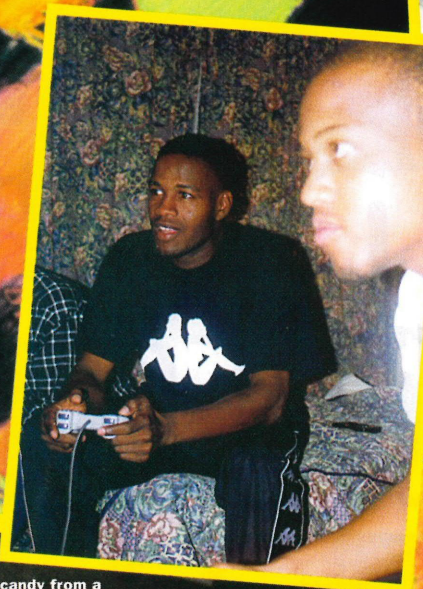
"The Jamaican players move quite realistically and play like we do, but like when I first started playing *FIFA,* it was hard to get used to the controls. I think if I played it more then I'd like it, it shows potential," said *Bomber,* and his thoughts were echoed by *Spider* who commented on the standard of the 'keepers,

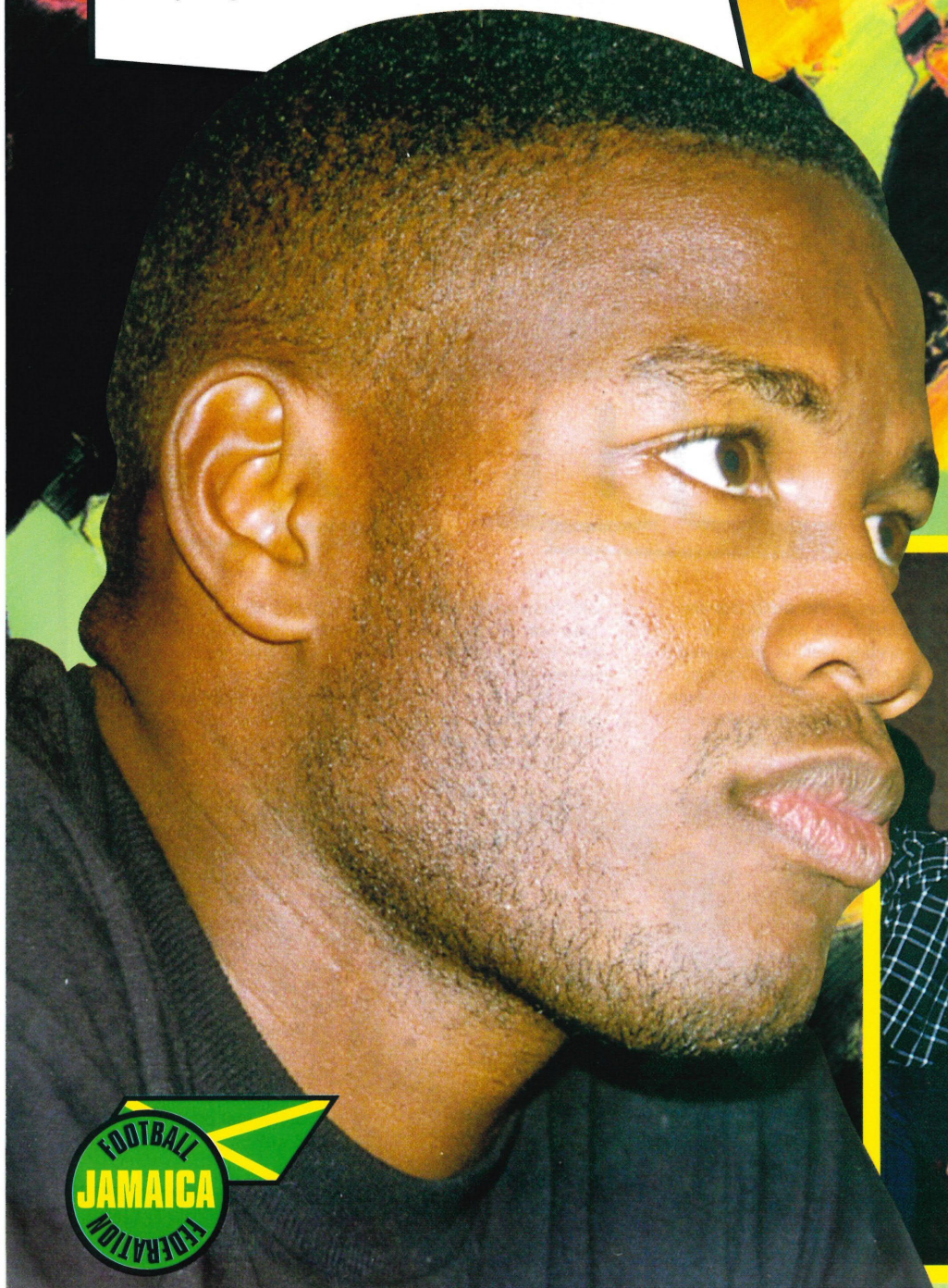
"They're much better than they are on *FIFA '98* which makes the game better." *WLS* was complemented for having good graphics and realistic gameplay, but overall it got the thumbs down from these funky foot workers because of the length of time it takes to really get to grips with the game, which saw *Eidos* and *World League Soccer* trailing to an early own goal.



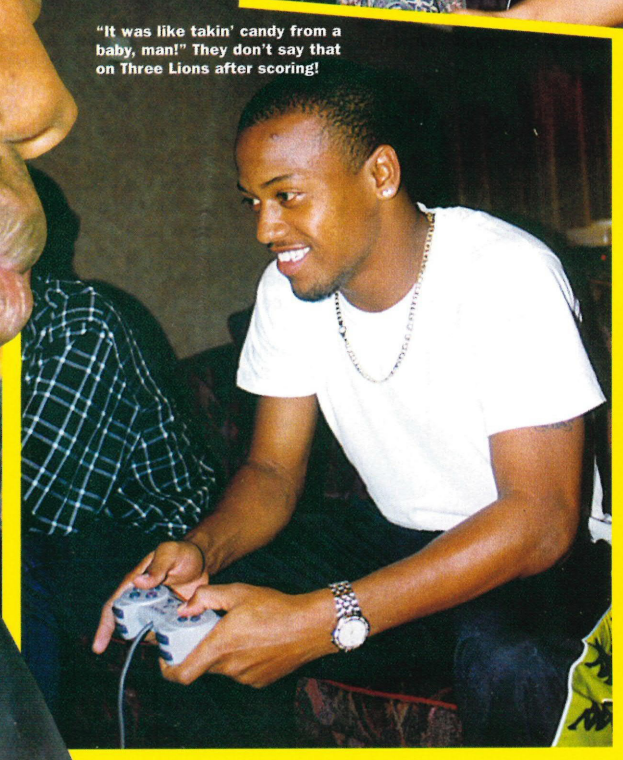


In a variation on the dentist's chair celebration made famous by our very own England star, the Jamaican team piss all over each other in a state of delerium





"It was like takin' candy from a baby, man!" They don't say that on Three Lions after scoring!



FOOTBALL FEDERATION JAMAICA



FIFA RTWC '98

Next up was *EA's* very own brand soccer genius. The game that we've all been hailing as the best footy title on the *PSX* for the past few months, appeared earlier than any other World cup title, but has served to water the mouths of fans in the build up to France '98. *Bomber* went into the game as the favourite and took an early lead that would evolve into the first victory of the day after his second in injury time cancelled out *Spider's* stunning equaliser from 35 yards.

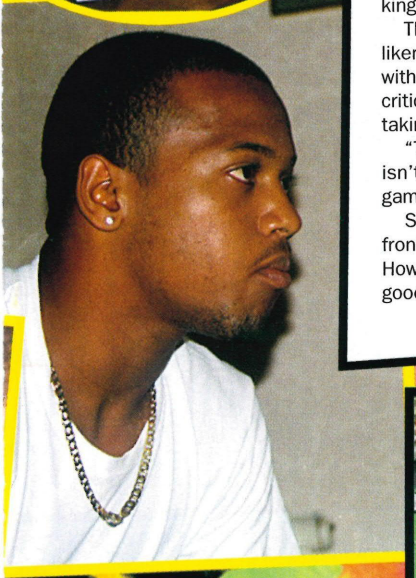
Although the goals were of a high quality, it wasn't a pretty game. Both *Spider* and *Bomber* made the ref 'see red' and finished the match with ten men each. The *Reggae Boyz* can put it about a bit when they have to. So in the *World Cup* itself, Argentina had better find another way to intimidate these footballing kings of the Caribbean.

This was more to their liking, although the player likenesses and tactical systems weren't as accurate as with *WLS*. They just found it more fun to play. The only real criticism came from *Bomber* who didn't like the system for taking free kicks,

"The bending of the ball doesn't work well for me, it isn't accurate enough. I never score free kicks on this game, I don't think it works."

So far the competition stands with *FIFA* edging out in front, but there was still one more round left to play. However, *EA's* bundle of footballing joy was looking good for the cup.







THREE LIONS

The final game to come under the professional scrutiny of da *Reggae Boyz* from Kingston was *BMG's* official England licence, *Three Lions*. Photo realistic players are also one of the main features of this product, as is the somewhat revolutionary commentary which is supplied by on-the-field comments from the players themselves.

The intro sequence, made up of countless shots of our very own English "Indy Pop' Boyz slamming the ball into the net accompanied by the harmonious guitar twangs of *Ocean Colour Scene* had the lads rocking. But would they be impressed by the game itself? Once again *Bomber* played as Jamaica, and it took only seconds for the two internationals to break into hysterics after their silicon likenesses jogged onto the pitch.

"Yeah, it's quite realistic, a couple of the big guys are well done, but not all of them. *Shearer* and *Seaman* for England are good though."

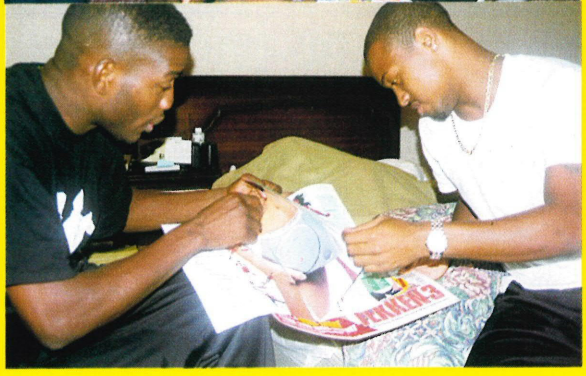
"The teams are accurate except that *Cargill* (a seasoned and influential midfielder) should be starting."

They were generally happy with the way it looked, even down to *Fitzroy Simpson's* Jamaican trademark; the white boots he's been wearing during their qualifying rounds, but the shooting system which requires you to aim with a bullseye target got the thumbs down from *Spider,* "They definitely need to work on the shooting part of the game."

Undoubtedly, the best part of the game for them was seeing the close-ups of themselves on screen during the match, which was an excuse to take the piss out of each other. It seems *Three Lions* went down well with our North American buddies.







And after the work was done, they cast their opinions over the best PSX mag around, which met with their approval due to the perfect blend of advice, competitions and topless birds. They've got good taste those Jamaican lads

RESULTS

As I said at the start, football's a funny old game. The surprise this time being that *Three Lions* came storming in for the runners-up spot behind *FIFA 98*. We'd expected *World League Soccer* to sneak it, but the *Reggae Boyz* had the last say in this test,

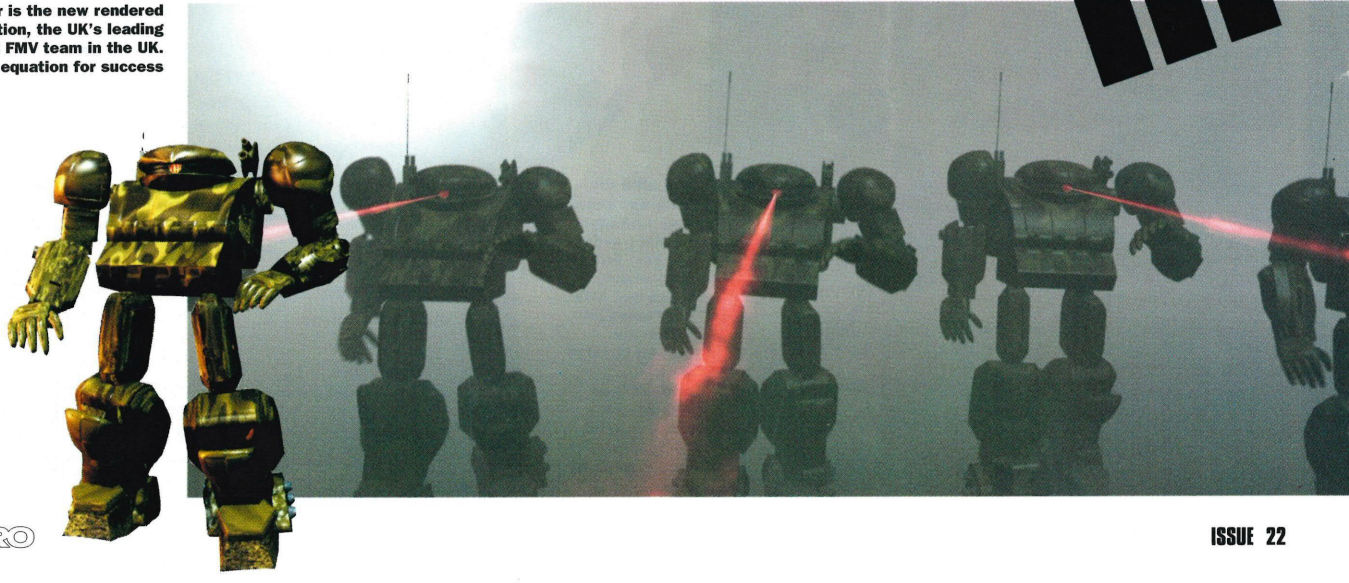
"We like *FIFA* a lot and think that *WLS* would be a good game if we had the time to get used to it. The men are formed well in *FIFA* and *Three Lions* and the gameplay lets you get straight into it, but *WLS?* No, not for us."

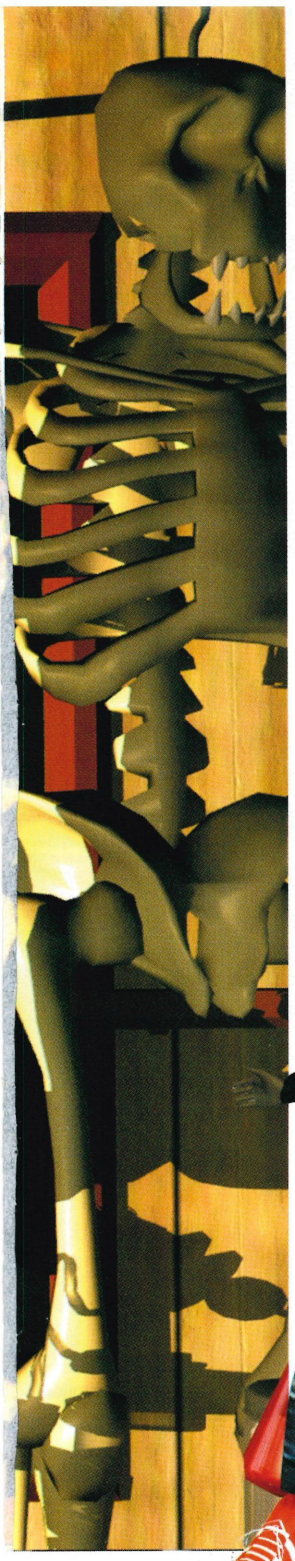
So there you have it, *FIFA 98* is the football game to have if you're looking for realism that's matched by fast paced gameplay, and the professionals themselves recommend Three Lions as the most realistic looking game around, though it does have it's flaws. *World League Soccer* on the other hand, is strictly for those that can be arsed studying the manual, unlike these two. Still, I suppose they are from Jamaica, and over there... you just 'ave to take life easy, man.

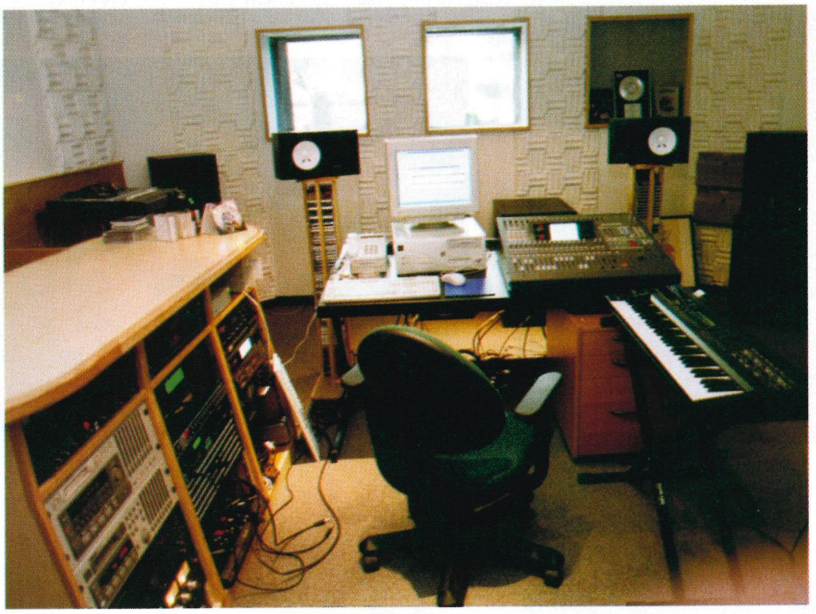


World in

Above: This professor is the new rendered face of Audio Motion, the UK's leading motion capture and FMV team in the UK. Here he shows us his equation for success









The sound recording studio at Audio Motion is well equipped with just about every device you'd ever need. There's even a recording booth fitted out for singers and voice-overs





Motion

If you fancy dressing up in a tight lycra suit, sticking loads of ping-pong balls to yourself and diving around like a lunatic, you need a job at Audio Motion...

AUDIO MOTION

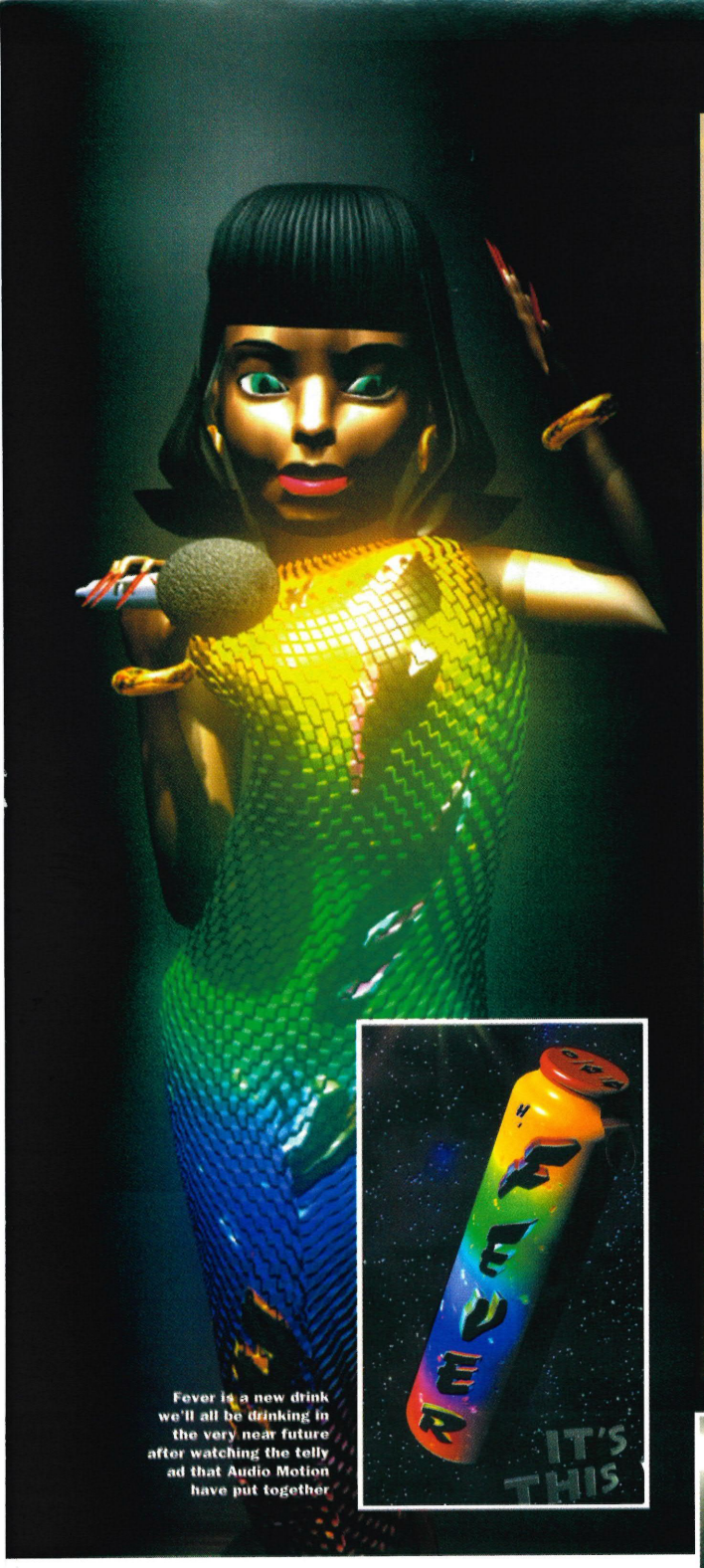
Every now and then a buzz sweeps through the videogames industry and a few years back every man and his dog were jumping on the motion-capture bandwagon in the quest for more realistic game graphics. You know what we mean, footballer sprites that looked like they were actually men running as opposed to animated shop mannequins and beat'em-up sprites started to look real when they kicked and punched.

Early efforts were encouraging, yet still disappointing as the programmers struggled to come to terms with the new technology and not make things look, for want of a better word, shit. Certain software companies embraced the idea of motion capture more than others.

Gremlin Interactive in Sheffield constructed one of the first custom-built motion-capture studios in the country and set about learning the system so they could use it in all their games *(Loaded* was one of the first titles to utilise it and has been followed by the *Actua* sports games which have all had star players from their various fields diving about for the computer).

Now though, a few years down the line, it's time to have a look at how far things have progressed. Has our insatiable quest for better and more realistic graphics detracted from the key elements of gameplay and playability? The answer to that is, quite possibly yes.

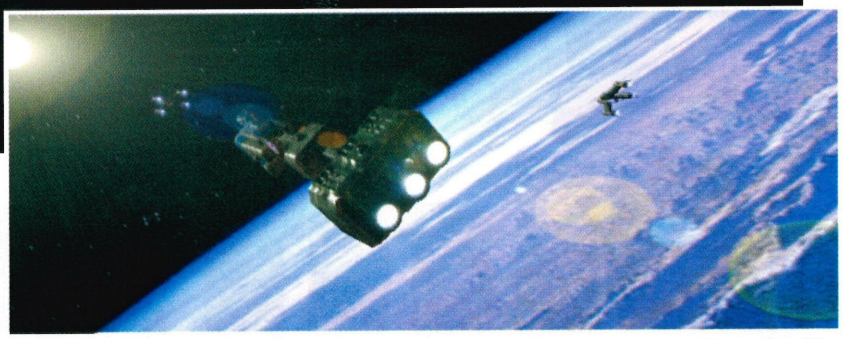
It's with this theory in mind, that a new company has sprung up and begun to attract a hell of a lot of attention in both the world of television and game design. *Audio Motion* have only been up and running properly for a couple of months in their hi-tech offices in Banbury, but the set-up has taken almost a year to complete. Now they look ▶



Fever is a new drink we'll all be drinking in the very near future after watching the telly ad that Audio Motion have put together



Shelley works at Audio Motion and here she's about to do a little facial motion capture. She's also been on Ice Warriors and has a seven foot tall Canadian Ice Hockey player for a boyfriend. So we're quite scared of Shelley



The quality of the graphics these guys are capable of generating is attracting a lot of attention from the games industry, who are seeking to improve their own visuals

▶ set, if only games producers will let them, to help programmers and game artists concentrate on what they do best – produce superb games.

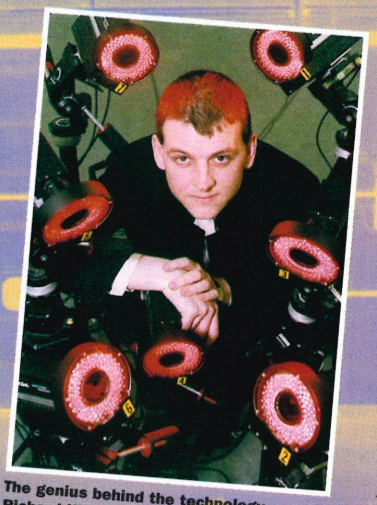
Offering not only the largest and most advanced motion capture studio in Europe, *Audio Motion* are aiming to give games producers a complete package to ease the pain of making a game. The building also houses some of the best 3D graphics people in Europe, who are capable of knocking together stunning FMV sequences, as well as a fully equipped sound recording studio and voice-over booth.

I took a trip down to *Audio Motion's* HQ and met up with head honchos *Mike Cox* and *Richard Hince* to check it all out and see what was going on. I asked Mike, what was *Audio Motion's* role in the grand scheme of videogames, "What we are trying to do is educate people. We've got one of the leading motion-capture people in the business with Richard, and we want people who've had bad experiences with motion capture in the past to learn that, if it's done properly, it does look good."

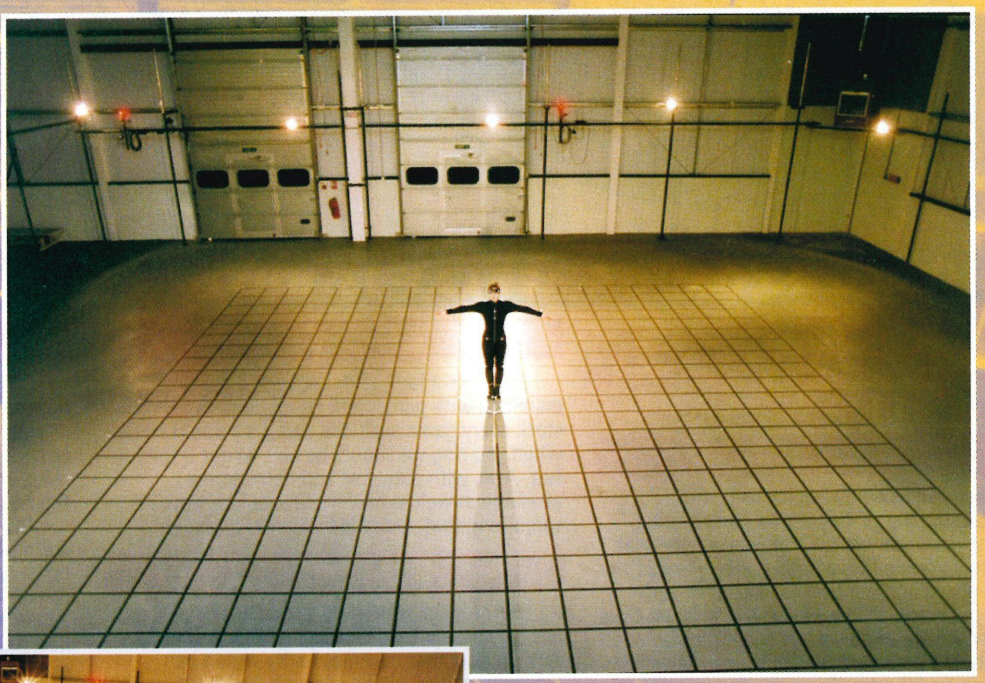
Mike went on to list a number of companies who were beginning to shy away from doing their own motion-capturing because it is so difficult to get right and have come to *Audio Motion* to let the experts do it.

"The problem is, we live or die by confidentiality in this business. Because we want people to come to us from many different competing companies we have to be discreet because many of the projects are top secret. If we told one company what another were doing, we'd soon go out of business."

There can be no doubting that an awful lot of money is being pumped into the *Audio Motion* project. The company is a division of *Silicon Dreams* who are responsible for the excellent World League Soccer (reviewed in the last issue of PlayStation Pro), but as far as confidentiality goes, nobody from *Silicon Dreams* gets to see what's going on at *Audio Motion.*



The genius behind the technology, Richard Hince, has seen it and done it all in this business, and now he's out to help Audio Motion make a name for themselves



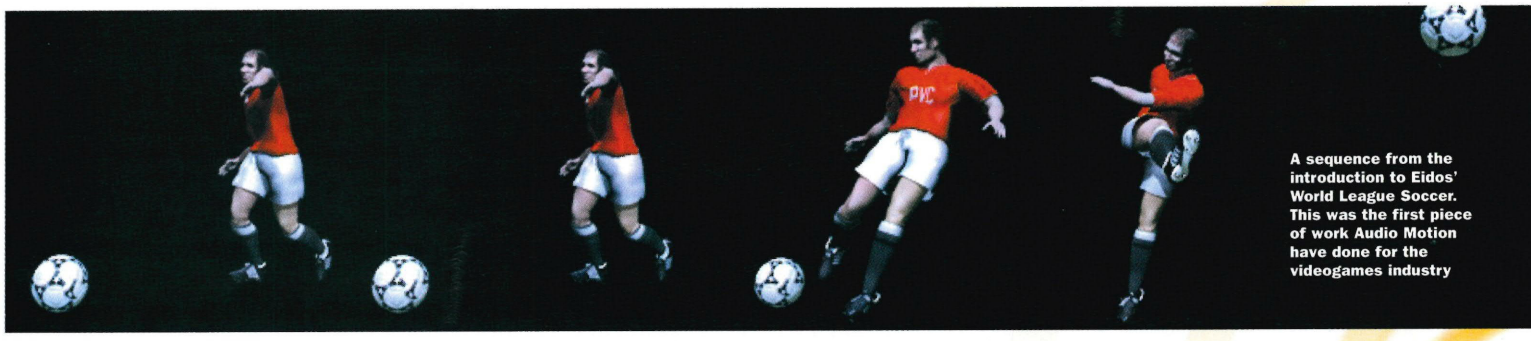


GORMLESS GUIDE TO MOTION-CAPTURE

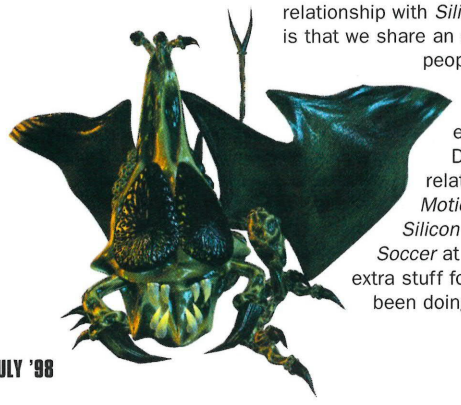
What is it? How does it work? Well Motion-capture is the name given to recording data from the movement of an object into a computer, so it can be used to provide realistic motion in games (well to be honest, it also has a lot of more serious uses, but we're not interested in any of those).

An actor is usually employed for videogames and is asked to perform a series of, for example, football moves, but before he or she can do this a number of rubber sensors are attached to them by Velcro. The subject then stands in the middle of a room surrounded by special cameras.

As the actor moves the cameras record the data directly into a computer from the sensors. This machine can then export it into a format the programmers can use in their games. It's obviously not as simple as that, but you get the gist.



A sequence from the introduction to Eidos' World League Soccer. This was the first piece of work Audio Motion have done for the videogames industry



"We don't want people to be frightened off by our relationship with *Silicon Dreams*. Our only connection really is that we share an accountant. We reckon that games people should do what they do best, which is making better games and leave the FMV and motion capture side to the experts. It's horses for courses really."

Despite only being in full swing for a relatively short period of time, *Audio Motion* have already produced an intro for *Silicon Dreams* and *Eidos' World League Soccer* at extremely short notice (as well as extra stuff for unnamed companies). They've also been doing a little work on a pop video for a certain Icelandic weird woman that should be out by the time you're reading this.

This job came up because the company responsible for the computer enhanced graphics in the *Titanic* movie – *Digital Domain*, were looking for a company who could do full facial motion-capture and *Audio Motion* were the only ones who could do it to a required standard.

The future is definitely looking bright for this sort of set-up, as games developers continue to strive for that Holy Grail of the perfect game with the perfect graphics. As a young company, *Audio Motion* are in from the start of this forthcoming boom and with the expertise they have on board, it won't be long before companies are queuing up to use their services PRO

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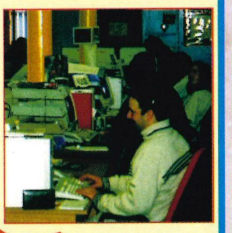
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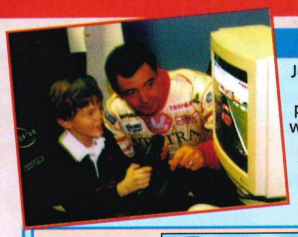
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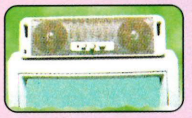
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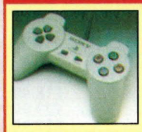


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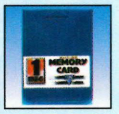


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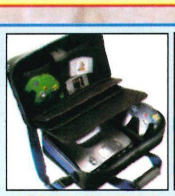
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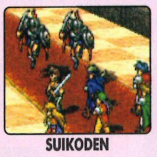
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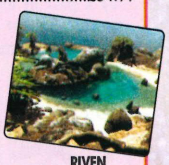
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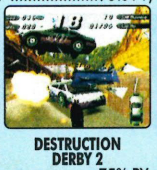


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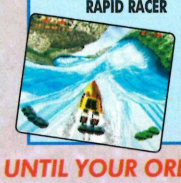


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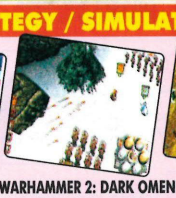
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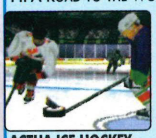
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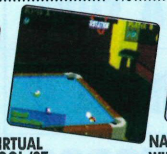

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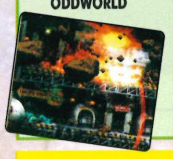
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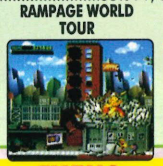

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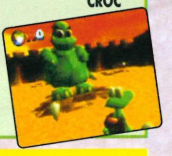

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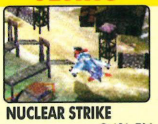

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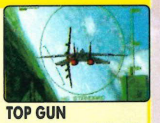

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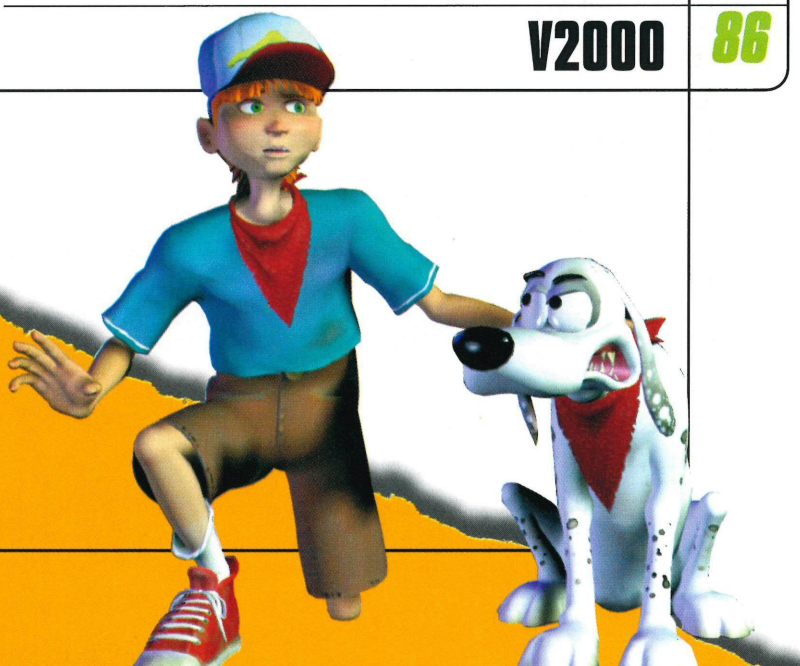
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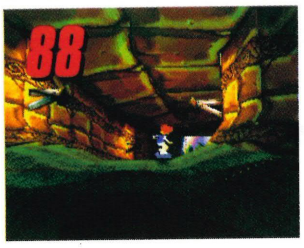
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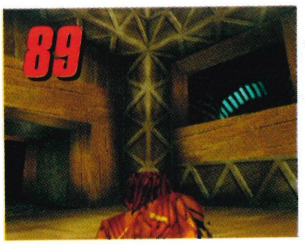


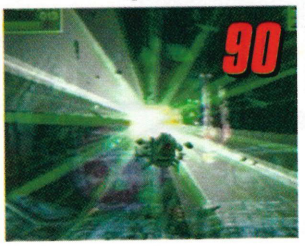


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90 Viper

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92 ODT

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PROSPECTS

PRO

Good old travelling. It's all very well going to places like Atlanta for E3, but I seem to be the unluckiest bloke in the world when it comes to customs and immigration. Vanloads of suspicious Mexican families get into the States easier than I do. Every time, without fail, I end up with some jobs-worth Puerto Rican airport official rooting through my bag and asking me if I can speak English or do I need an interpreter? They never seem to smile when I tell them it's my mother tongue and I'm fluent in it! Only in America as they say. You have to make these small sacrifices now and then though for the sake of the job (although I draw the line at the rubber glove treatment, that isn't in my job description), and this month Jay and myself were treated to an extravaganza of new PlayStation software at the Georgia World Congress Center as the videogame world all tried to outdo each other with their new products. You can't help thinking that the future is looking very rosy, so what we've done this month is grab a handful of the most impressive stuff and showcased it in Exposure. Hope you enjoy it. I'm off to bed. Jet lag you see.



Paul 'Chicken' McNally
Deputy Editor

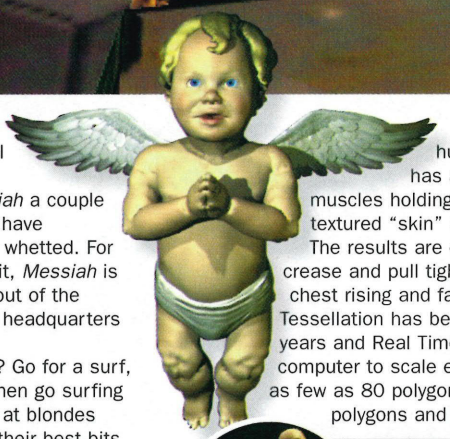
Shiny Entertainment have the best location in the world. They also have one of the best games designers on the planet. In fact, they have a regular videogame silver spoon trapped in their mouth, so obviously they were a good choice for our first Exposure this month

Messiah



You can switch control between up to 30 different characters as you play Messiah. Each will have their own weapons of mass destruction with which to wreak havoc





Regular readers of PlayStation Pro will have read our Prospect on *Messiah* a couple of issues ago and have already had you appetites whetted. For those of you who missed it, *Messiah* is the latest game to come out of the Laguna Beach, California, headquarters of *Shiny Entertainment*.

Sounds idyllic doesn't it? Go for a surf, have a bit of a program, then go surfing again, all the time staring at blondes wearing little strings over their best bits. You'd wonder how they get any work done, but *Shiny* shot to fame with classics like *Earthworm Jim* and *MDK*, so it can't be all it's cracked up to be.

We wanted the latest news on *Messiah*, so went straight to *Dave Perry, President of Shiny* (thankfully not that bandana wearing Mr Perry from Gamesmaster), once voted one of the world's most eligible bachelors, but now, sadly girls, he's well and truly married, but still well and truly loaded.

Perry is hailed in many corners as a genius, constantly designing new technology. You could say he's a real trend-setter in terms of videogame skill. *Messiah's* technology is so advanced that *Perry* is, even now, in the advanced stages of a patent. Says *Perry* of his team's achievements, "*Messiah* really goes beyond state of the art."

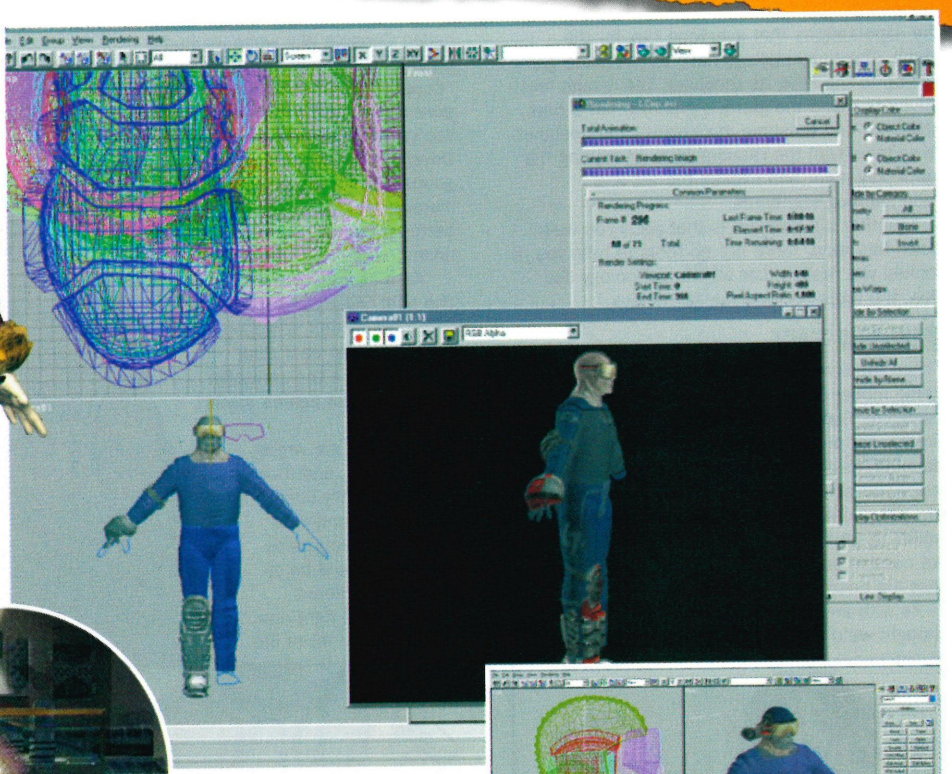
Big words behind a big project. So we delved deeper to get the low-down on a game that may well take a few people by surprise come Xmas.

Messiah will be the first game in the world to make use of RT-DAT technology (Real Time Deformation and Tessellation) – previously only thought possible on high-end workstations. Real Time Deformation creates in-game characters with all the physical characteristics of a real human being. Each model has a real bone structure, with muscles holding them together and a textured "skin" stretched over the top. The results are characters whose clothes crease and pull tight as they move with the chest rising and falling as they breathe. Tessellation has been the Holy Grail of 3D for years and Real Time Tessellation allows the computer to scale each character model from as few as 80 polygons to as many as 8,000 polygons and any number



Messiah's Real Time Tessalation will make the character movement more realistic than in any game we've ever seen before. It will be almost as if the characters have muscles under the skin







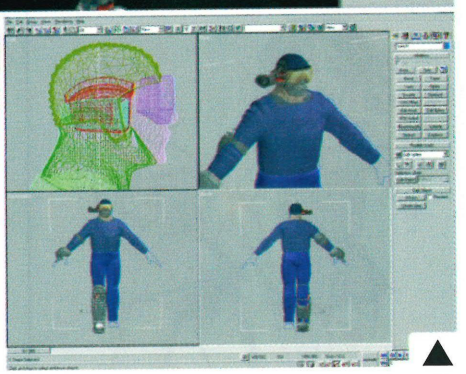
Messiah features a number of rather disturbing characters that you can control, including gorgeous prostitutes, cherubs and hordes of unsavoury sorts

in between, on the fly, with none of the loss of speed that has plagued 3D games since the dawn of time.

SIZE DOES MATTER

We asked *Dave* to tell us a little bit about the team working on *Messiah,* "Surprisingly enough, the team only has 10 guys. Now, compared to when I started out, that's a huge team! But by today's standards it's small. It's a pretty even split between the programming and the art teams. Because of the small team size, everyone knows exactly what is being done, and they all have a really good understanding of the overall project. If they see something that needs attention, they either know who's responsibility it is, or do it themselves."

Sounds like a good scenario to us, but even with a team working like this there has to be problems, so we asked *Dave* to get to the nitty gritty about the bits that have caused him the biggest headaches over the past few months. "Well, the main problems have been living up to



Each character has been created from the skeleton upwards and then had muscles and skin added on top to make them ultra-realistic. Shiny reckon that they've really hit on something big with this and their President, Dave Perry, is already patenting the technology



the expectations that everyone has for the game. The programmers have to make the game live up to the hype its received. The artists feel driven to make the game's graphics set a new standard and outshine the engine. The designer is saddled with the responsibility of making the gameplay meet and exceed the art and programming standards.

"Another big problem is that once you walk down this road, there are no tools to help you. It makes you realise that with a technology like this, the tools become the bottleneck."

MAXIMUM WAGE

"Then there is the small problem that our typical game model has gone from 700 to half a million polygons. Sure, we have happy artists, but our equipment purchasing staff had heart palpitations the day we had to replace half the machines at *Shiny*. Then, worse than that, some low polygon artists did not have the artistic ability to take such a great step. Which meant we needed some new staff also!" But besides that it's been an easy ride."

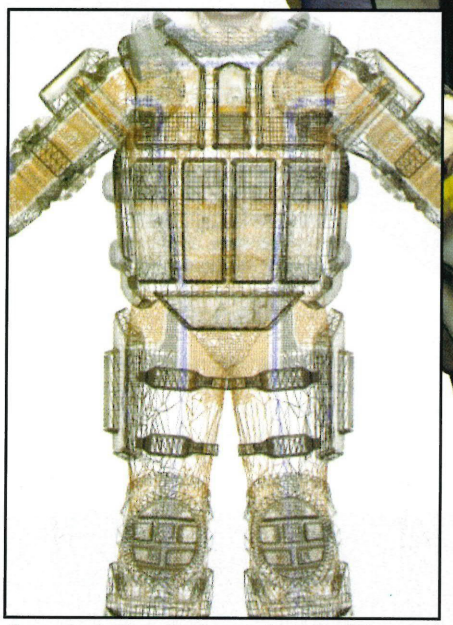
As with any industry name worth his salt we thought we'd let you know his views on the so-called Console War while we had a chance to quiz him. *Dave* told us, "Console War"? Hasn't this fight been done for a while? From the numbers, you've gotta go with the PlayStation. Development systems are cheaper, cost of goods, shorter manufacturing time, more memory (ROM vs. CD, not system memory), better sound, bigger installed base, lower prices... did I miss anything?

"As a developer it makes sense. The best thing going for the *Sony* right now is their analogue joypad (and the super cool *Dual Shock*). That's the controller I've wanted for games since I was a kid.

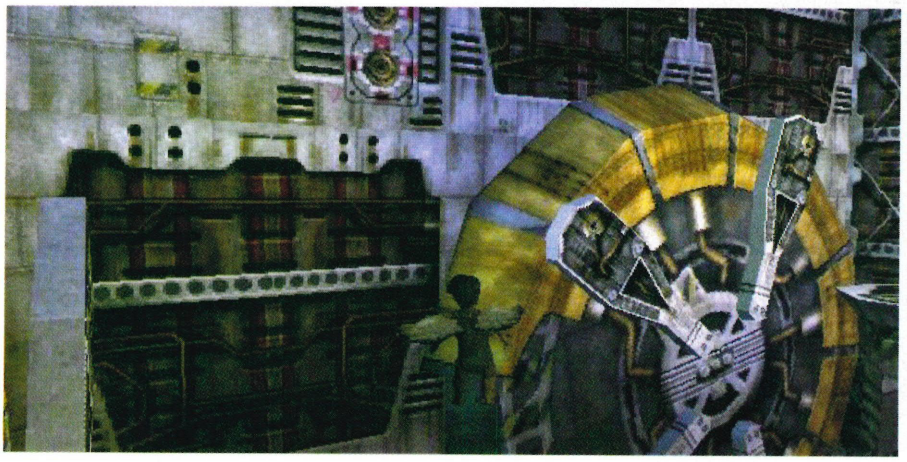
"Don't get me wrong, I love my N64, and they've got some really cool games. The only way *Sony* could jeopardise their lead would be to start talking about PlayStation 2 right now. There's still a lot of life



The Messiah artwork doesn't exactly do it any favours in the 'fun for all the family' stakes



It may look like a Mechano reject, but this mech-suited warrior looks amazing in the game





Shiny's track record is an impressive one and they've tended to introduce technology that have forced other developers to play catch up on. Expect the same thing to happen with Messiah



MATERIAL GIRL

STAGE ONE
Here we show one of Messiah's characters going through the complete design stage. First a pencil sketch is knocked up to give the artists an impression of the game character

STAGE TWO
She is carefully crafted into a 3D art package like 3D Studio, where the artists can then work on getting all the little bits and pieces and textures just right for the finished game

THE FINAL STAGE
Finally, we have the finished article, ready to be inserted into the Messiah game engine. As you can see she has retained a similar look from stage one of the process



in the PlayStation, and we're just now seeing people learning the tricks that really make the system sing. Give it another year or two at least!

"As for the *Katana* (*Sega's* next hotly tipped console) Well, *Sega* stumbled with their last few pieces of hardware (*Sega CD, 32X, Saturn*) so we'll have to wait and see how they handle this one. Developers are a bit wary of *Sega* right now... thrice burned, once shy you know.

"If they deliver the hardware at a reasonable price, have a couple of must-have games at release, more on the way, (and an easy system to develop for, developer support, tons of marketing, etc) then they might have a chance. But their technology has to clearly be the next step, not just a minor improvement."

As for *Messiah*, well the world is eagerly awaiting a Shiny's new release in November this year and we're backing this one very strongly. We know a good game when we see one as you know, so keep your eyes peeled for this one as it's sure to just heavenly PRO



Believe the unbelievable. Here comes the first look at the new game featuring Mulder and Scully. Sign up with the FBI and open up a mysterious, unexplained case...



X Files

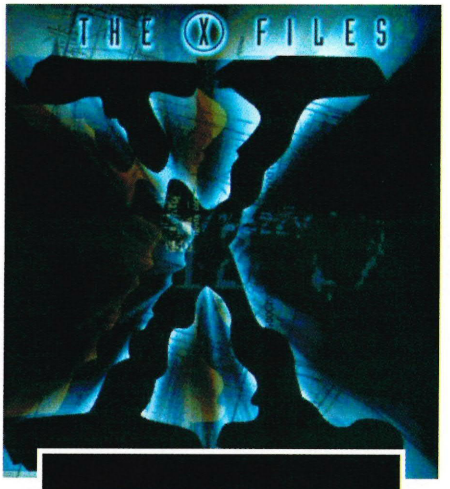
It's hard to imagine a time without the *X Files* on telly. It seems to have been going for aeons when in reality the cult has been going less than five years. The *X Files* is one of the those TV phenomenons that occur from time to time. It arrived at exactly the right moment to capitalise on the sudden interest in UFOs and aliens and it's been boom time ever since. Even crap Welsh bands are calling records after the show's two stars.

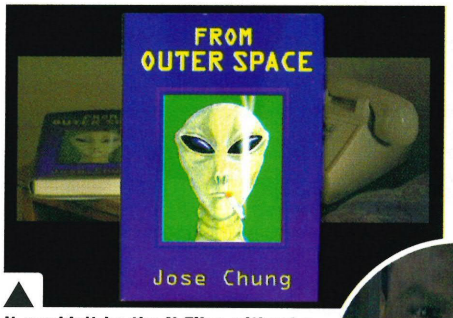


No gasping shocker then that somebody (at *Fox Interactive*, a subsidiary of the TV company who produce the *X Files*) sat down and decided a game would be a great idea. We first saw a very early version of the X Files game at *E3* two years ago, but all the hard work is finally coming to fruition with the game nearing completion.

Fans of the show will be pleased to here that the game will actually star *David Duchovny* and *Gillian Anderson* as *Fox Mulder* and *Dana Scully* rather than depict them in some kind of bizarre beat'em-up where *Scully* wears suspenders and causes your joypad to rumble ominously.

The *X Files* game features some revolutionary new technology called VirtualCinema, which in effect will allow you to team up *Mulder* and *Scully* in an all-new investigation. In the words of *Jon Richmond, Fox Interactive's* President, "The VirtualCinema engine measures the responses and activities of the player and applies them back to the original storyline. With the VirtualCinema software and story driven interactivity, we are able to capture the mysterious *X Files* style and provide players with authentic interactive experiences."



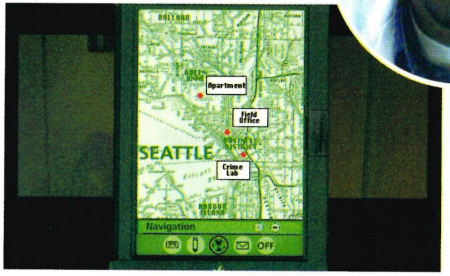






It wouldn't be the X Files without a smattering of alien activity. But Fox Interactive are keeping the nature of the investigation under close wraps at this point in time







The VirtualCinema engine supports full screen video as well as a wide range of graphical effects, animation and intelligent hotspots and looks like it may well be ground-breaking in the realms of FMV games.

The fact that *X Files* is an FMV game probably won't put off enough people to stop it selling by the bucket load, but only time will tell if Fox have managed to generate the first decent game in the Full Motion Video genre.

According to our insider at *Fox Interactive*, the *X Files* game is going to be one of the biggest of the year, when it's released around September by *Sony. Jon Richmond* told us, "At *Fox,* we continually strive to deliver products that consistently break the mould and redefine interactive entertainment. All of the original elements in the game coupled with technological advances make this a unique experience for fans and gamers alike." Jon is king of the soundbite.

VERY SPOOKY

The *X Files* game was shot over a seven week period on location in and around Seattle, Washington and involved numerous creative personnel from the telly show including writer/co executive producer, *Frank Spotnitz,* and director of music, *Mark Snow.*

The game will feature more than 30 locations including FBI offices, morgues, motels, houses, labs and warehouses. All have been filmed properly and you'll be able to wander round conducting your investigation to your heart's content. You take the role of junior Field Agent, *Craig Willmore*, and you'll be ably assisted by *Mulder* and *Scully* in your task as you examine evidence and interview witnesses in order to get to the bottom of the case.

We're reliably informed that players can choose from a variety of dialogue branches with characters such as Assistant Director Skinner, the Lone Gunmen and many other surprise guests who will pop up every now and then.

We're looking forward *X Files,* if only to see whether *Fox Interactive* have finally managed to break the stigma that FMV games have carried since the arrival of CD-Rom. Either way, X-Philes will doubtless lap it up PRO



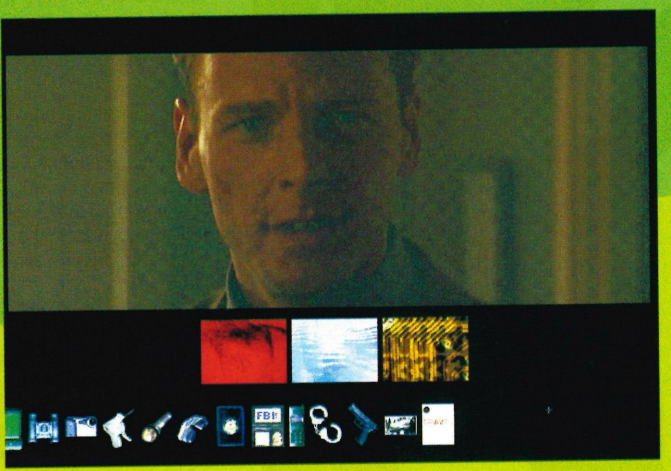
FMV games have been notoriously shite in the past. Can the X Files change things for the better?

It took a total of seven weeks to shoot all the scenes in the game. All the regular stars of the show turned out in force to add their own bits to provide the genuine X Files experience

X-CITING STUFF



The filming of the X Files has taken place in more than 30 different locations so you'll really get a feel for the investigation as you move about questioning people here there and everywhere. Agents Scully and Mulder will also pop up from time to time to point you in the right direction if you start to struggle.



You can choose which way you want the conversations to go by selecting the option from a list. Your inventory is also contained at the bottom of the screen so you can talk about any item you know about to just about anybody to see if they have anything of interest to say about it. Sounds easy enough to us lot!



Mortal Kombat has always been in demand, but GT Interactive put us all off our food when they served up the putrid poison of MK Mythologies, and it was duly banished from the menu. But with our appetites once again bordering on ravenous, GT are set to supply all the beat'em-up nourishment you could possibly need

Mortal Kombat 4



It doesn't matter whether you're a innocent school kid, a conscientious student, a loving parent or a bloodthirsty angst ridden demon spawned from the puss filled boil on the butt of Satan's crack, if you're into fighting games you will at one point have sampled the excellence of the *Mortal Kombat* series. Now before you start questioning the use of 'excellence' and begin wittering on about polygons, full 3D, 50 frames per second and all that malarkey, let me explain a little will ya? *Mortal Kombat* was a landmark for the videogame industry, without its presence the violent traditions we've come to love and respect would still be hidden beneath the floral knickers of the Mary Whitehouse brigade, stashed far from the light of day.

On its release in 1992, *Mortal Kombat* shocked the world with its extreme level of violence. It was amazingly original, unlike any other fighting game of its time boasting large digitised sprites, utilising state-of-the-art technology and a Hi-8 camera to capture real life actors as part of the game. In short, it kicked ass (and maybe even ripped it open to yank out anal fluff in a severe finishing move).

Mortal Kombat swept the gaming world away in a bloody orgy of dismemberment and the









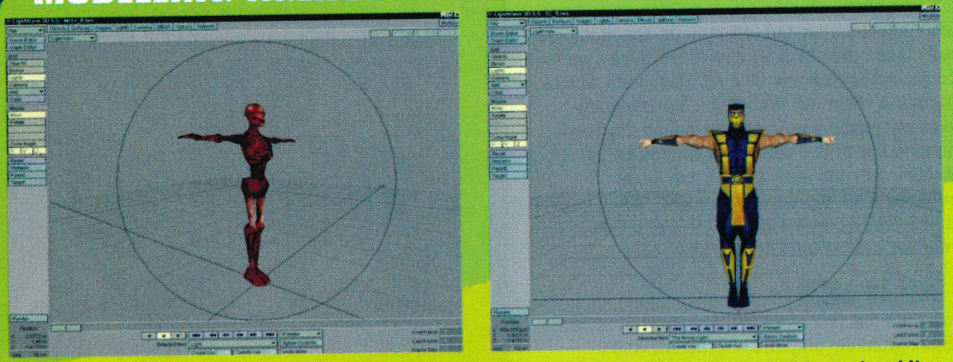
It's a good thing these fights mostly take place in dank caves and the like, as they tend to make a bit of a mess of each other. Imagine having to clean up after that lot. Euurgh!



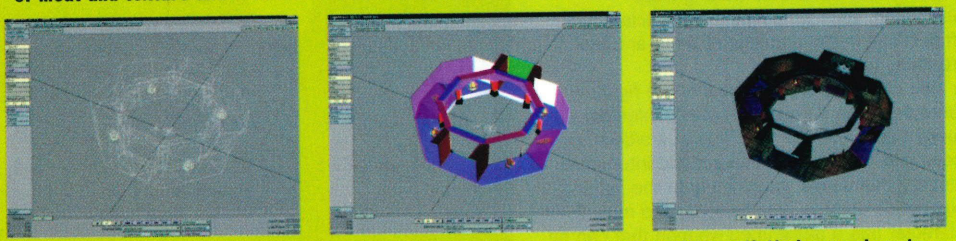


The characters in MK 4 are a mixture of classics and fresh new blood. Lizard makes another appearance looking in the mood to give someone a damn good licking

MODELLING AGENCY



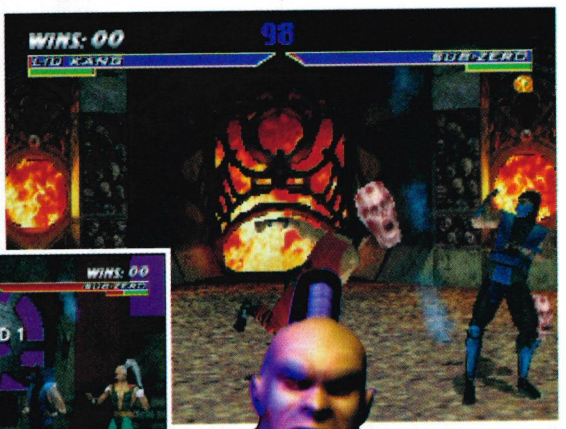
The characters are designed using a skeleton like this one. Once that's finished you need to apply a bit of meat and texture and of course – motion capture. And hey presto, instant psychopathic killing machine



The level designs undergo a similar process during their transformation, from artist's impressions to wire frame models to battle arenas. They promise to look better than ever

inevitable string of sequels followed. Then of course there was the movie of the game, a US animated series and a line of comic books, but there was still nothing to compare to the malevolence of the original *Kombat* game. That is until now. *Mortal Kombat 4* is gearing up for an autumn release, and thanks to a re-vamp from developers *Midway, Mortal Kombat 4* will take the series back to the forefront of the genre, with a new look 3D engine and a return to the dark undertones that swept through the original.









CHARACTER BUILDING

Any avid Pro reader will know that our taste buds don't really froth when it comes to the old hat 2D fighting affairs. A hunger staving nibble is about as far as chewing that particular meat goes. No, it's the textured, cultivated spawn of *Tekken* that we desire to see gracing our PlayStation, and the tasty morsels that have come our way so far have left us with an aching for more.

No longer will *Scorpion's* "Get over here!" be spurted from the lips of a flat faced nonce, the characters in *MK 4* exist in more than two dimensions thanks to the use of over 3,000 polygons, providing as much detail as the 60 frames per second game engine will allow. Such a large amount of detail was deemed necessary by the development team in yet another bold bid to recognise the *MK* series as a standard bearer by producing characters who have a true 'organic' look instead of the squarish bruisers that have, to date, ruled the roost.

COMEDY'S A DYING PROFESSION

In a strange contradiction to the modern upheaval that's been going on in the *MK* arena down at *Midway, Mortal Kombat* has also taken itself on a step back down memory lane to its early days. In a leisurely stroll through retro wonderland, the design team decided it was time for the *Mortal Kombat* range to get in tune with its delightfully deviant upbringing and return the game's characters to their original brutal frame of mind.

For instance, the humorous finishing moves have been done away with, and there are no longer any 'alities' (babalities, friendships etc.) other than fatalities and stage fatalities (falling into a pit of spikes etc). So you won't be able to reduce any beaten foes to a ▶







Raiden gets into the action much more often than he did in the Movie, and so he should, after all he's the God Of Thunder and designated protector of Earth

▶ whinging toddler anymore, paedophiles may be outraged, but then they've never really tackled Scorpion as a nipper have they?

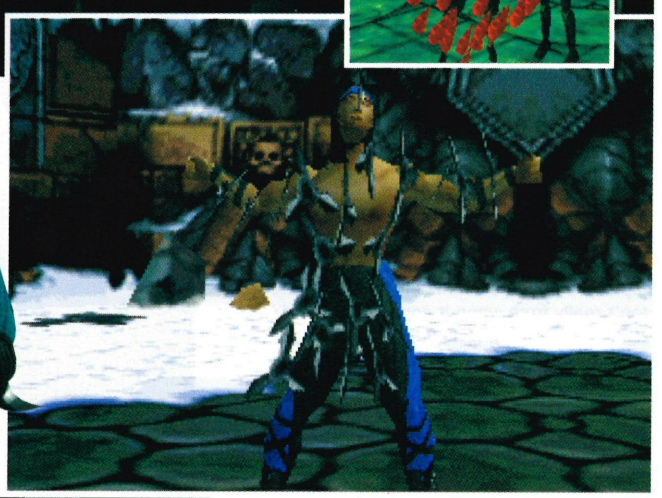
Some of the classic *MK 1 & 2* fatalities have been recreated for the latest bout, but most are fresh ideas that *Midway* guarantee will be up to the stomach churning heights that made *Mortal Kombat* a hit in the first place. However, the cartoony gubbins that was introduced to take the piss out of the controversy made by the censors over the early games has been banished from the series for good. The controversially dark *MK* that the world first creamed over is back to tear your eyes out.

A CALL TO ARMS

This time out you can look forward to mutilating 15 immediately playable characters who'll include four classic characters with a good stock of hidden martial artists waiting to be discovered, each with violent tendencies that often result in the breaking of arms and fire breathing fatalities.

This trip into the next class of the fighting genre sees the introduction of new elements during battle with the inclusion of a side-step move and an array of weapons and interactive scenery that should heighten both the fighting experience and the gore factor to the max. Every character has a designated weapon that can be pulled out with the right button combination, repeating the trick will see you hurling it with evil intent across the arena toward your opponent.

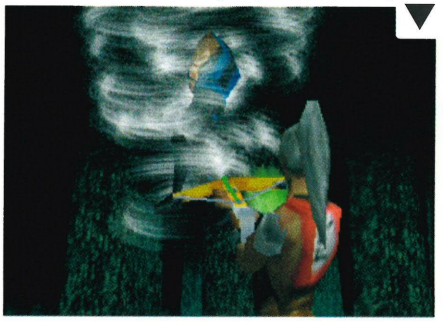
Weapons can be picked up and stolen from other fighters, and you can also pick up







Fujin performs a fatality on Sub-Zero by lifting him from the ground in the midst of a tornado. Next comes a bolt from the crossbow that spreads the icy ninja all over the place



FREAK POWER

Fighting out of the Earth corner in the red trunks we have Raiden, the God Of Thunder and protector of the Earth Realm. He's joined by Fujin the God of Wind, Sub Zero of the Lin Kuei, the Shoalin Monk Lui Kang, Sonya Blade and Jax Briggs of USA's Special Forces, Johnny Cage the film star, former White Lotus member Kai and Black Dragon Member Jareck. Fighting out of the blue corner (boo hiss!) we have Shinnok, the fallen Elder God and Ruler of The Neverealm who's joined by his arch sorcerer Quan Chi and his generals Reiko and the Reptile. With them are the Edonian traitor Tanya, the mercenary Scorpion and Noob Saiboot, a member of the Brothers of Shadows



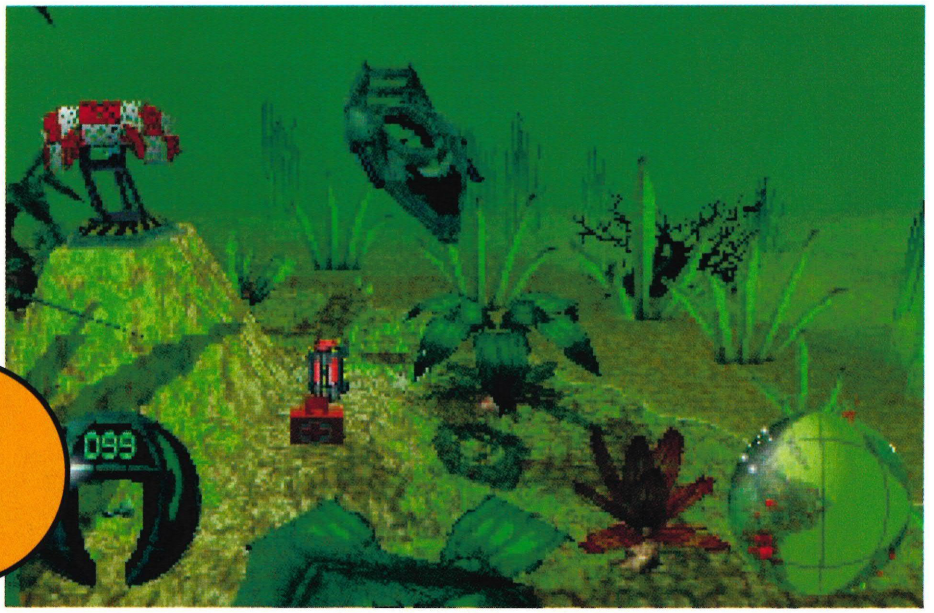
the objects that adorn each of the various battle locations for use in combat. The effects of a sharp rock or razor edged blade can be suitably damaging if launched in the right direction, and if you connect with an uppercut in the right place a nasty ground-floor collision with one of the scattered objects will inflict more damage for your current combo.

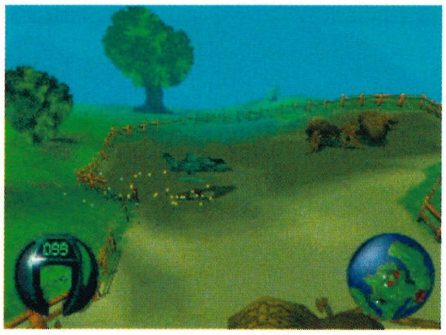
GT are pinning their hopes on *MK 4* to firmly establish the series back amongst the nation's favourites within the beat'em-up genre, and it's looking like the new image could be the tonic to do just that PRO

Reptile's sinister fatality sees him chewing his opponent's face, spraying blood in all directions as the camera pans around. After finishing his nibble, Reptile jumps off and the devoured opponent takes a few steps back before falling to the ground revealing the mess that's left

The creator of one of the most ground-breaking videogames of all time is back, and this time he's got a PlayStation to play with. Watch out world, here comes David Braben, king of the Elite

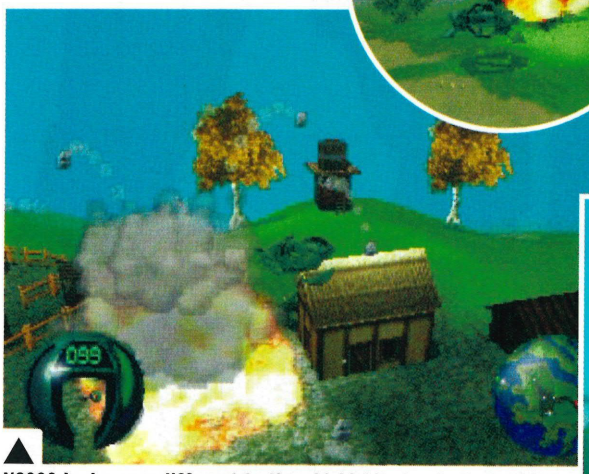
V2000











V2000 looks very different to the old 16 bit classic that sold a ton on the strength of the gameplay alone

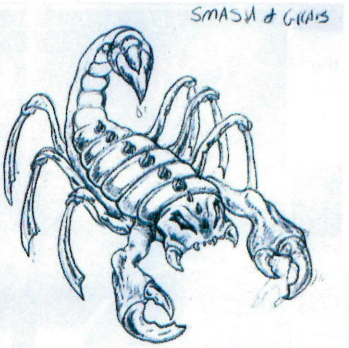
Very few people you meet could be referred to as pioneers in their field, especially in the videogame industry. After nearly 25 years you can probably count on the fingers of one hand the number of people that have made a genuine difference.

Getting the chance to interview one of those individuals is a bit of a rare treat. So off we set on the long trip deep into the Cambridgeshire countryside to the converted farmhouse lair of *Frontier Developments*, headed by none other than *David Braben*, who, back in the eighties, co-created one of the most ground-breaking computer games of all time, *Elite*.

Now it's very possible that some of you won't remember *Elite*, so I'll explain. *Elite* was a space-trading game that can be described as legendary. It sold something like a million units across the myriad of formats it appeared on, which is still a lot even by today's standards, but when you consider that machines were nowhere near as popular in those days as they are now, then you can appreciate the enormous popularity of the game.

Braben had been described as a games genius in the past and his next project after *Elite* was greeted with similar mass appeal. *Virus* did extremely well on the computer formats in the late eighties, but it has taken almost ten years for Braben to decide that the technology is now in place to do a sequel in the shape of *V2000*.

We asked *David* why wait until now and did he think there was still a place for his games? "Well I've always wanted to do a sequel, but you have to have enough ideas to make it work. *V2000* isn't really a sequel, it's more of an update, doing everything I always wanted to do but couldn't because of the technology at the



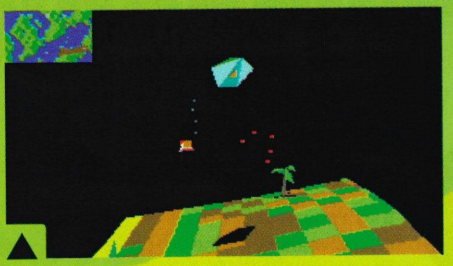




LET'S DO THE TIME WARP



The original Virus for the Atari ST picked up loads of attention because the programmer was one David Braben, half of the team responsible for the all time classic computer game, Elite.



Once people realised that Braben was involved they flocked to play Virus and they weren't disappointed with a game that supplied all the addictiveness and gameplay that they'd been hoping for.

time. Another problem was that it's very easy to get jaded with the games industry. I was at *E3* and it was depressing just how many clones of *Command & Conquer* there were. I saw adverts for four forthcoming games last week and they were all *C&C* clones."

THE FINAL FRONTIER

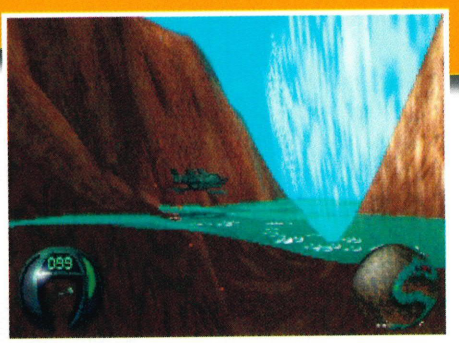
David has been working on *V2000* with his *Frontier Developments* team for almost two years and a lot of time has been spent tweaking the control method to get the PlayStation version just right. This was the result of a recent focus group where it was discovered PC players were able to pick the game up much more easily. This has now been rectified and we asked *David* if this was the biggest problem his team had faced during production.

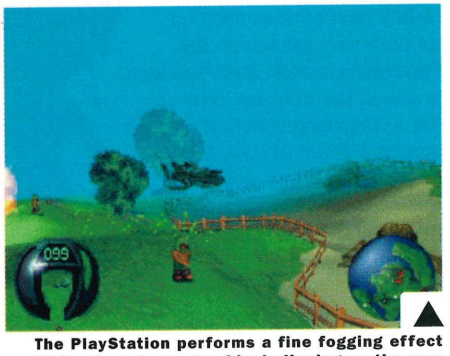
"The controller issue hasn't really been the biggest mountain we've had to climb. The largest problem was probably designing a system that had no interface. We wanted it to be a purely arcade experience without a pop-up menu or something like *C&C*. So we needed a solution that didn't involves menus and we think we've arrived at one at last.

"The other problem was a common one, but it was also difficult to solve. We needed to get a product that captures the imagination of the player so that people will come back and play it and we hope we've managed to achieve that."

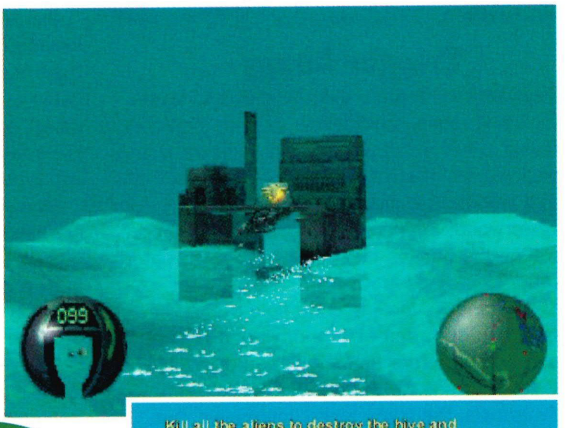
Finally, we wanted to know *David's* views on the PlayStation, the PlayStation 2 and the new forthcoming *Sega* machine and its threat to *Sony*? "I like the PlayStation, it's a nice machine that is easy to control. As for PlayStation 2, I'm not bothered about DVD video, it's just the latest buzz phrase. If the console is going to cost another £50 it's not going to be worth it. For me it needs greater processor performance power and a lot more memory. People are going to be expecting great looking games from the PlayStation 2 and we'll need masses of memory to do it. *V2000* uses just about everything available in the PlayStation today."

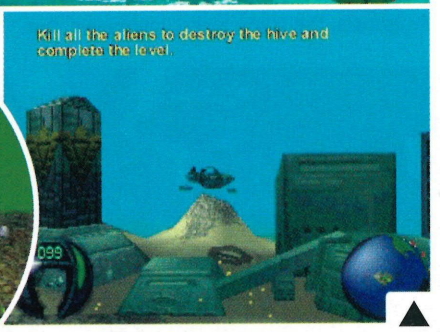
V2000 is due for release in September and we'll be previewing it in next month's issue so watch this space for more details PRO



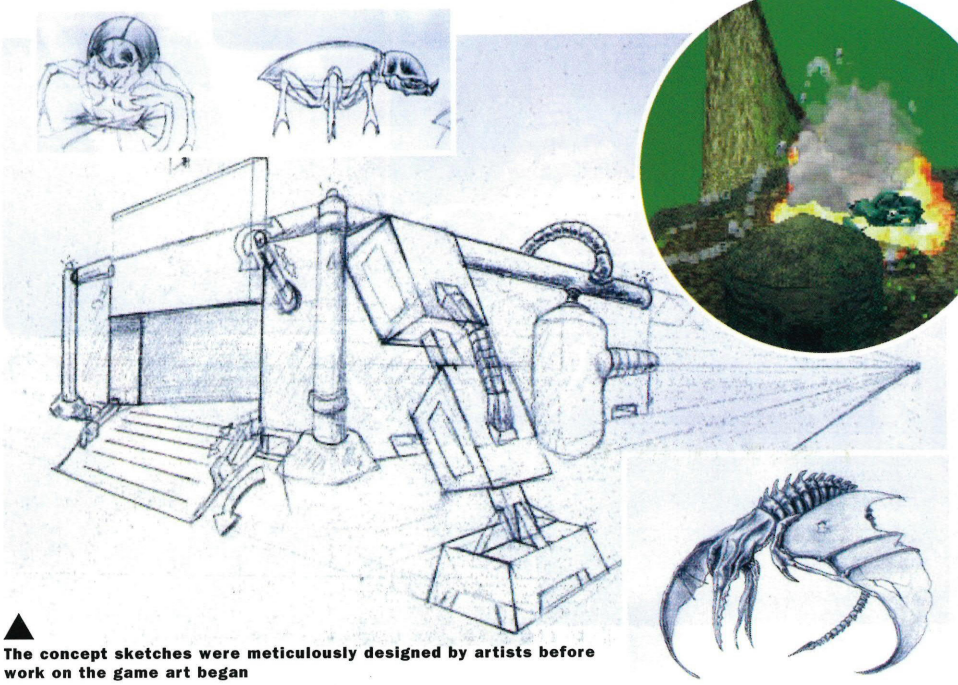


The PlayStation performs a fine fogging effect that cuts out any graphical clipping as the new areas of the planet are unveiled

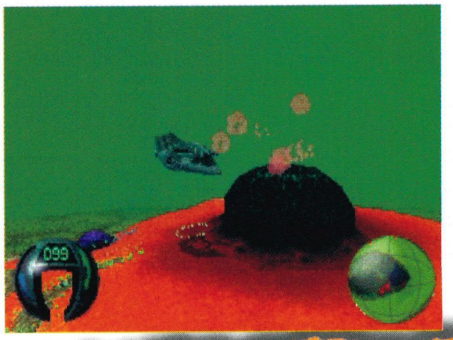




The scenery differs greatly from level to level, as do the enemies you'll have to battles against. V2000 rarely looks anything other than lovely

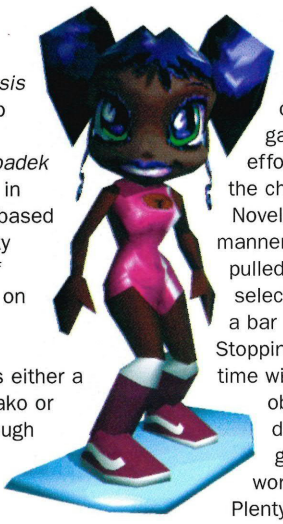


The concept sketches were meticulously designed by artists before work on the game art began



Psybadek

A 'trendy' game with a board? At least there's no snow in sight



What's it all about? *Psygnosis* have a host of titles lined up for their next assault on the PlayStation market and *Psybadek* is one of the trendiest ones in the forthcoming bunch. It's based around a group of cool, funky cartoon characters who surf around a series landscapes on their hoverdeks with some serious attitude.

You can choose to play as either a male or female character, Xako or Mia, and you must race through the levels rescuing your friends kidnapped by the evil Krakken.

Trigger happy

Psybadek will feature over 40 different levels including races, stunt levels, puzzles and bonus levels, all of which are themed and have some truly wicked obstacles. The levels are split into four worlds: ice, jungle, desert and the underworld. Scattered throughout these worlds will be the bosses that you'll have to defeat in order to progress.

Psybadek is looking quite fluid at the moment, but a fair degree of work has to be carried out before the completion date. Graphically, as we've come to expect from *Psygnosis,* the game looks impressive, but they've also spent a lot of time working on the gameplay with a special effort going into the way the character is controlled. Novel to the game is the manner in which stunts are pulled off using an in-game selection process that sees a bar travel across icons. Stopping the bar at the right time will pull the stunt off, but obviously the more difficult the stunt the harder they are to get right. It sounds crap, but seems to work really well.

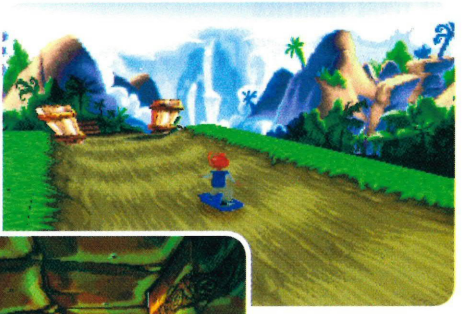
Plenty of bonuses and secrets will be included to make you go back to the game, and there'll even be a secret level if you play the game to perfection. There's rumours that bands such as Daft Punk will be signed up for the soundtrack, but nothing has been confirmed as yet.

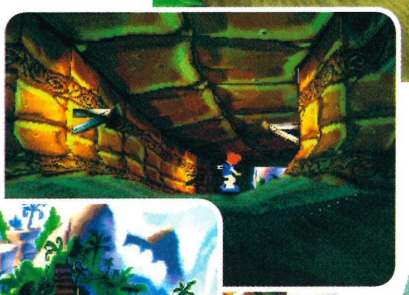
Psybadek is scheduled for a release in the early Autumn, but don't be too surprised if it goes back a couple of weeks, what with *Psygnosis'* hectic schedule over the coming months.

Who's responsible? Psygnosis
When's it due? September



Here's an example of a stunt in action as we take you through it step by step. Aren't we kind?





With groovy music, Psybadek could turn out to be one of the coolest games of '98





Small Soldiers

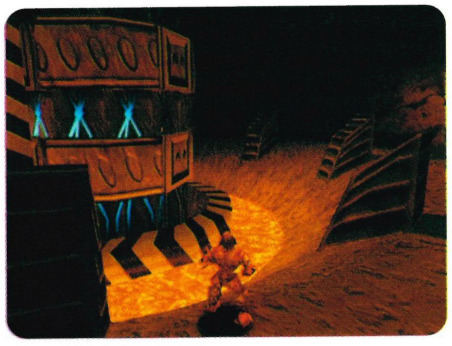
Up at 6am, run round a field, scramble over some logs. You're in the army now boy!







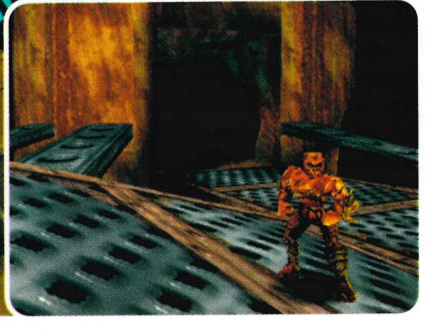
Movie tie-ins aren't known for their quality videogame conversions, but we're hoping Small Soldiers will turn out to be the exception to the rule. Only time will tell, but fingers crossed everybody!



What's it all about? Hotly tipped as one of the hit movies to come later this year is *Small Soldiers*. From the director of *Gremlins*, the producers of *Men in Black* and *The Lost World*, *Small Soldiers* sees a load of 'toy' action figures, that have been implanted with artificial intelligence chips by the military, get mixed up with regular toys and sold from a small shop in Ohio. Sounds brilliant doesn't it?

However, a ropy sounding plot has never stopped a film becoming a blockbuster before and it's certainly never stopped a console conversion from being made. This particular task has been taken on by *MGM* and *Electronic Arts* and we're expecting to see the game around early autumn time.





Pea shooters

Described as a 3D action game you actually control the leader of the *Gorgonites*, the *Small Soldiers* sworn enemy, and try to repel the waves of attacks of the little green basts.

Besides the single-player mode you'll be able to play in a two-player split-screen mode with one playing as the *Gorgonites* and the other controlling the *Small Soldiers*. Both sides have their plus points and players will have to direct attacks, co-ordinate offensives and generally out-think their opponent if they're to stand any chance of winning.

Small Soldiers certainly looks like an intriguing proposition, but it's far too early to decide how things are going to turn out. We're eager to get our hands on some more information though, so as soon as we do, you'll get it next. With the backing of both *MGM* and *EA*, it's possible that this will get a lot of money spent on it, but only time will tell if it's cash well spent. We're still waiting for that quality movie license!

Who's responsible? MGM/Electronic Arts

When's it due? September

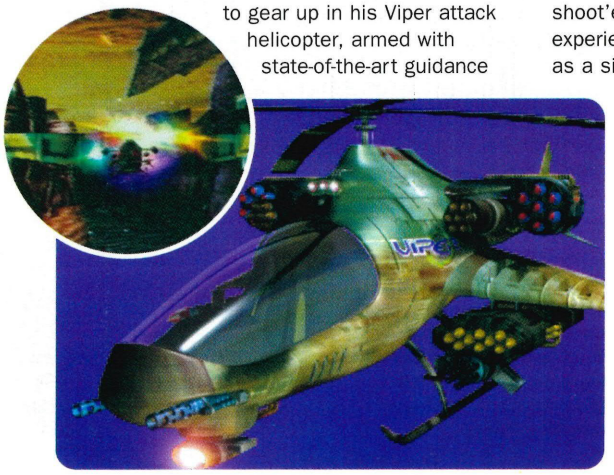
One of the most bizarre storylines in recent times gets the full videogame treatment from Electronic Arts and MGM



Viper

Take to the skies and deliver a sharp dose of venom with Ocean's new blasting romp

What's it all about then? Eddie Crane always knew the day would come when the Earth fell to the hands of alien invaders, but nobody took him seriously. Unswayed by their mocking, he left his career in the Special Forces and began preparing for their arrival. 10 years on, the has day arrived and it's time for Eddie to gear up in his Viper attack helicopter, armed with state-of-the-art guidance systems and an advanced array of attack and counter-attack weapons. Those space freaks can expect a hot reception when they come knocking on our door.



Strike force

Viper is a cross between an old fashioned 2D shoot'em-up and a visually stunning 3D experience, but you'd be wrong to think of it as a simple point and blast game. Your forward momentum is controlled by the computer, but *Viper* still has the feel of a free-flying experience thanks to the lengthy multi-route levels which are filled to the brim with alien menace, calling for both an aerial and ground assault as you are steadily ushered along at a manageable pace.

There are nine levels of Earth defence to shoot through, picking off the alien threat as you progress to release weapon upgrades and health power-ups, and you'll need to be on the lookout for the special green reward tokens which will serve to uncover hidden bonus stages.

It's looking tasty and will provide the PSX with an intense and impressive shoot'em-up, the kind of thing we all get a taste for now and then.

Who's responsible? Ocean

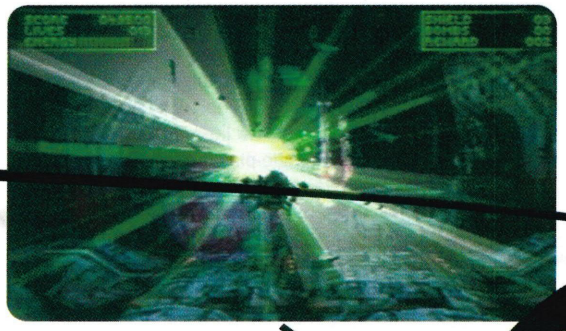
When's it due? June

The lighting effects, shadows and fog all combine to give Viper a dark and moody atmosphere





Power-ups include secondary weapons which fire in pulses in between your primary rounds and smart bombs which send out a ring of destructive power





Warzone 2100

One of the biggest games still to come this year? Eidos certainly think so



High quality artwork and wonderful in-game graphics will help the cause

What's it all about? *Eidos* have extremely high hopes for their next PlayStation release. Billing *Warzone 2100* as the next dimension in action strategy games, the game is set, surprisingly enough in a warzone on Earth in the 21st Century (although technically speaking, isn't the year 2100 going to be in the 22nd Century?).

The project is being designed by *Pumpkin Studios* with a team headed up by *Jim Bambra* (who, incidentally, used to work at *MicroProse* where he contributed on numerous projects including the classic *X-COM* series.).

The theory behind *Warzone 2100* is that you have to build and develop Command Droids that learn tactics and develop their own personalities. You have to send your droids into battles in key areas, explore new zones and abandoned areas, gathering resources to enable you to build more droids.

The game will see you battling it out across three large campaign maps, fighting it out on highly detailed revolving terrain. Perhaps the best bit (certainly if you're into multi-player frolicking) is that you'll be able to link up two machines with your trusty old link cable and bash away at each other.

What's up Buck?

The most exciting aspect of the game has to be the ability of the droids to learn from their experiences. But how far a droid's AI increases will largely be down to its capabilities.

You can rest assured that you're going to be hearing an awful lot more of this game over the summer as it draws towards its release date. For more information on *Warzone*, watch this space for further developments when we get back from Atlanta.

Who's responsible? Eidos
When's it due? September



Commanding your droids looks like it might be a pretty tough task. Better learn quick though

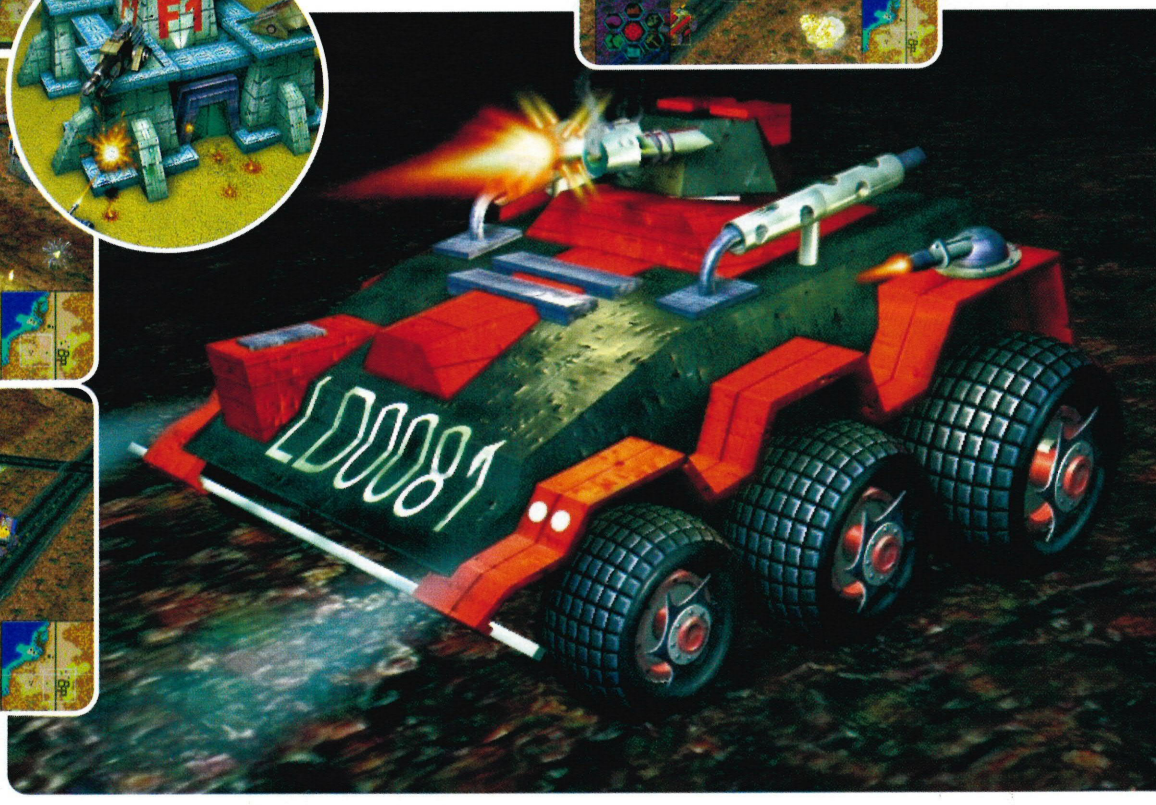






The landscape can be fully rotated so you can view the scene from any angle you like





ODT

So you fancy kicking Lara's butt? Well you may just die trying



ODT introduces an RPG element into the Tomb Raider genre. Whether this will end up being a good thing or not is open to debate

What's it all about? One of the jewels in *Psygnosis* 1998 crown could well turn out to be *ODT*, which even at this stage, with six months to go before release, is looking rather special. The storyline is a bit in-depth to go into in such a short space, but suffice to say that your spaceship crashes while on a mission to find a mystical green pearl that will for one reason or another save your city from destruction. Unfortunately for you, it crashes in a terrible area called The Forbidden Zone and you have to escape, Or Die Trying (hence the name).

Strong arm tactics

ODT's strong-point is that it looks lovely. The animation of the character is excellent and the 3D third person perspective shows this off fully. An element of RPG has been introduced with the characters gaining experience points which they can then put to use by increasing strength, magic power and so on, but this is only one factor as the game is predominantly an action adventure.

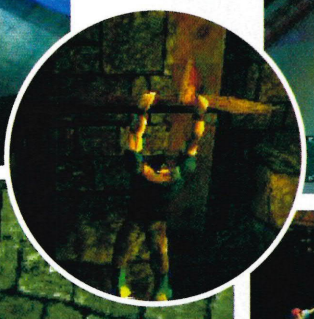
There are four characters to choose from each with their own advantages and disadvantages. For example, you may go for the Strong Man who has loads of hit-points but crap magical skills, or you may go for a magical character with the Magician. However, he dies quickly in a scarp, so it's all swings and roundabouts.

Some comparisons could be made to *Tomb Raider* and *Deathtrap Dungeon* obviously, but the game seems to play well even at this stage, so we'll forgive them that! There are eight huge levels to explore and each level will have its own dangers and monsters. We'll be taking a more in-depth look when we get some playable code for ourselves after *E3*, but at this moment in time, we're looking forward to Christmas

Who's responsible? Psygnosis
When's it due? Christmas

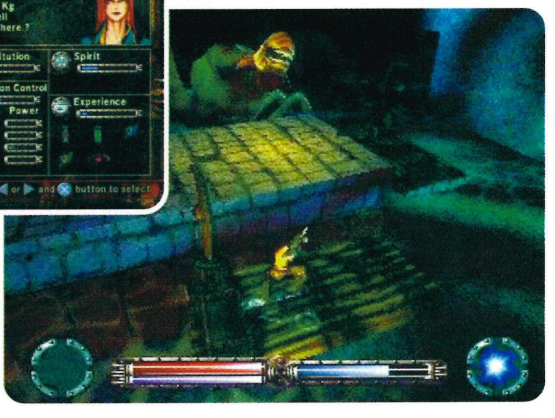


The camera system used is similar to that in Rascal, except this time it seems to work









Graphically ODT is very impressive. Wonderful light-sourcing and fluid animation are helping to make it a great looking game

Colony Wars: Vengeance

Manic blasting on a Intergalactic scale, But where's the bloke in the black helmet?

What's it all about? One of the most under-rated games last year was *Colony Wars* from *Psygnosis*. It picked up fairly good reviews, but everybody who played it actually enjoyed it far more than they let on. *Psygnosis* have recognised that there were flaws though and have set about correcting them in time for a sequel this November.

Use the lasers, Luke

Colony Wars: Vengeance takes over where the original left off. You are now a fighter on the side of the Navy, battling for survival against the League of Free Worlds. Just about everything possible has been updated, but what has come in for the most tweaking have been the rather ambiguous missions.

Many of the suggestions *Psygnosis* received after release, concerned the fact that it was often tricky to know exactly what it was you were supposed to be doing. Now far greater mission structures are in place with clear briefs and debriefs so you can see clearly what you're meant to achieve.

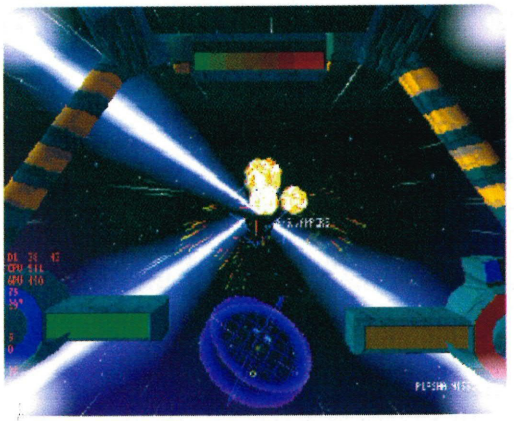
More fancy nuts and bolts have been added, better ships, better weapons and so on, but the same general element of 3D space combat that worked so well in the first game is back for a second helping.

A great deal of work has been carried out on the special effects within the game. Massive explosions have to be seen to be believed and there is so much extra going on in the background, for example, on the huge Navy frigates there are little blinking lights along the sides that just make them look so much more realistic than before.

Psygnosis are working on a number of projects at the moment, but are big enough not to overstretch themselves and this looks like it should be another huge hit for the Liverpool-based giants.

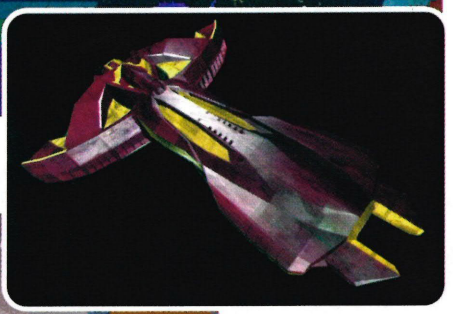
Who's responsible? Psygnosis

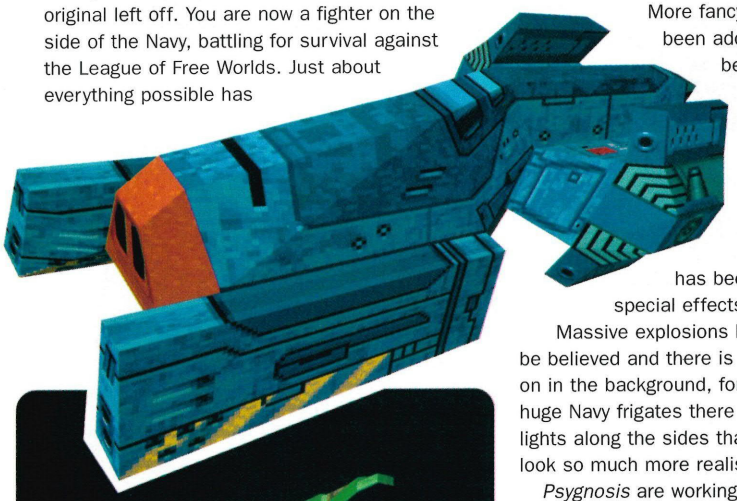
When's it due? November

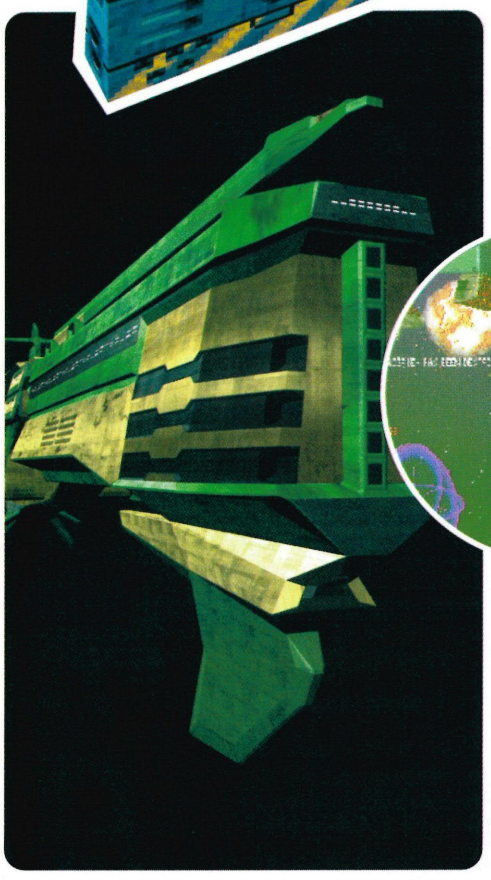


Improved graphics, better mission structures and basically an all-round overhaul should ensure good success by the time it is released

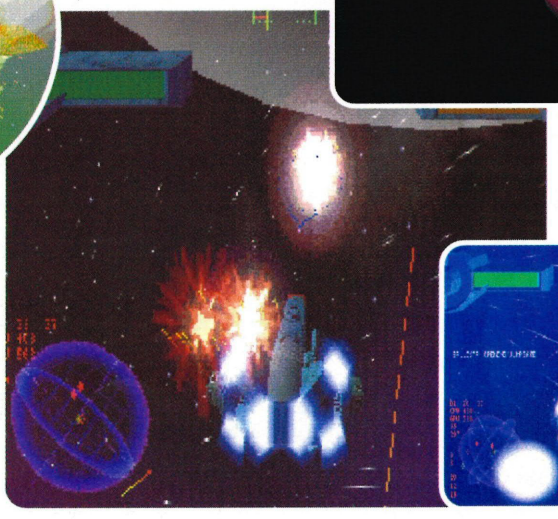






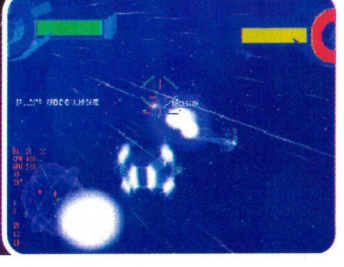






Massive amounts of work have been put into improving the explosions. No longer are they just a white flash, now we have effects that have to be seen to be believed. Amazing stuff really

Impressive renders come as part and parcel of just about every game from Psygnosis these days



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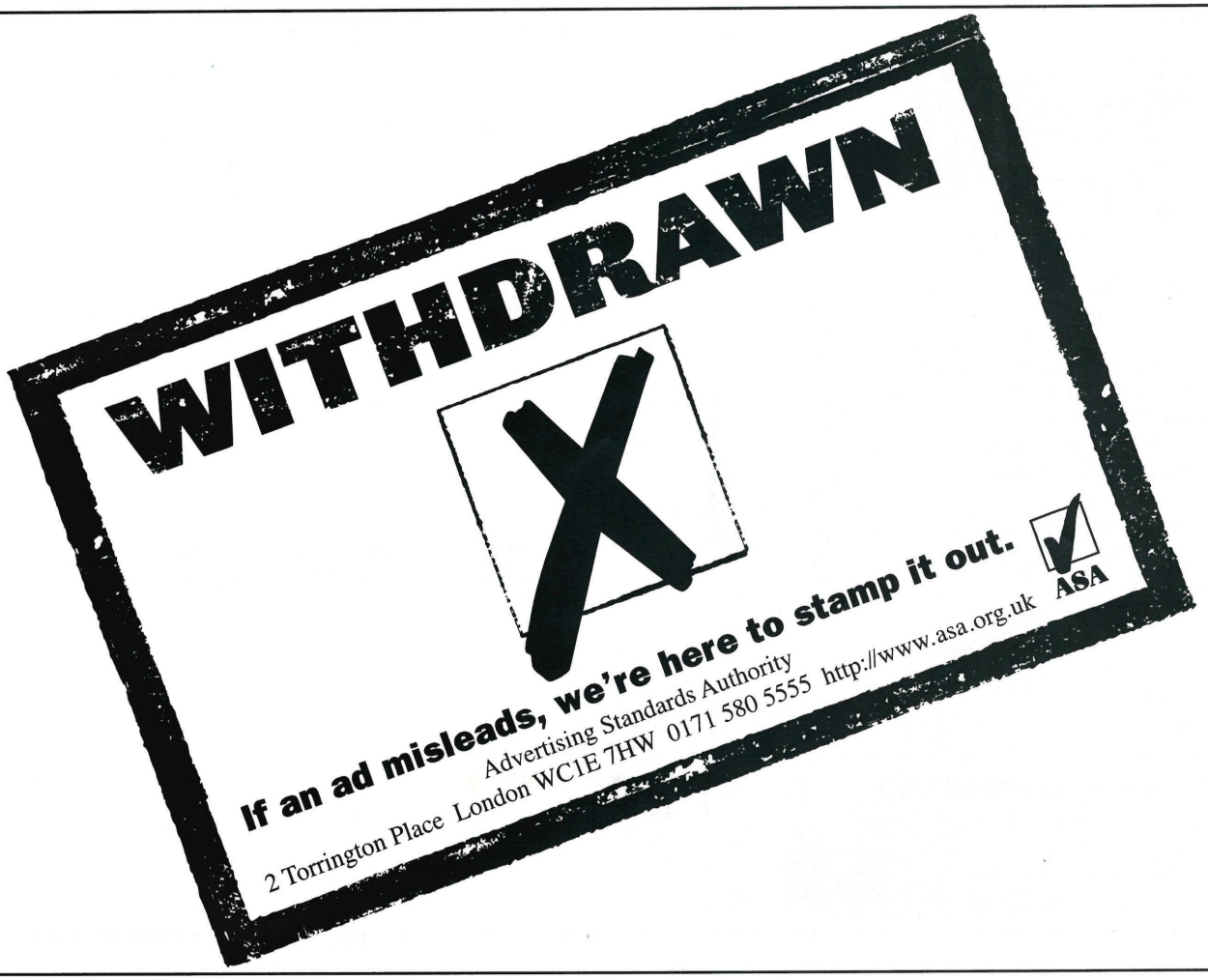


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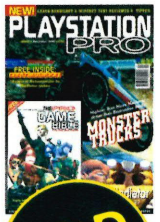
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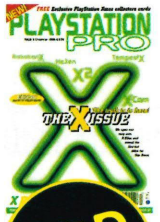
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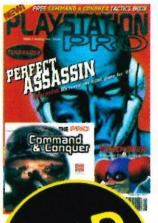
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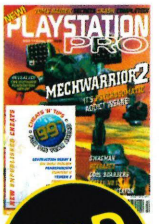
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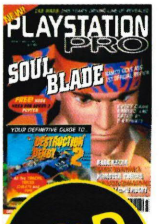
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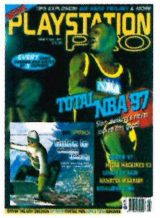
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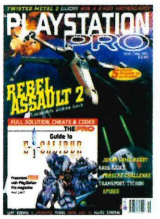
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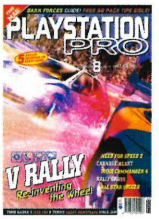
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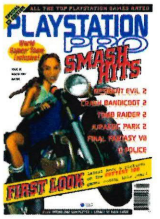
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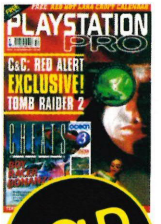
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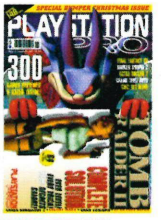
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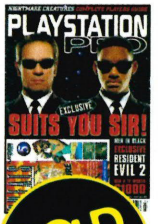
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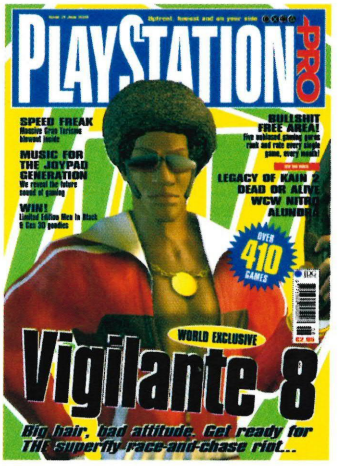
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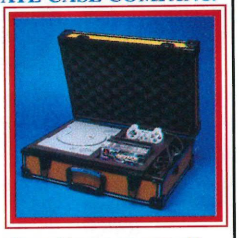
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PRO Q&A

Q&A Tomb Raider 2

Dear Miss Bea,



My Brother and I have found a cheat on Tomb Raider 2 that makes Lara do a bomb into the water. When you're fairly high above water, take a dive, but as soon as you're in the air, keep pressing ● and she will bomb (somersault) into the water. If you want to bomb while shooting, quickly press ▲ before ● and then hold ✖ to shoot. Are there any other cheats, please?

Chris and Jamie Edwards, Aberdare.

Q&A Thanks for your tip lads, it'll make the hazy summer nights just fly by. Oh and get some fresh air the pair of you, asking for nude codes for Lara is sad (and there aren't any). I suggest you both need to get out amongst us 'real' girls for a while. But if you want a further cheat: **LEVEL SKIP – Step ⬅, step ➡, step ⬅, step ⬇, step ⬆, spin three times, forwards twist flip.**

Q&A Rascal

Dear Miss Bea Havin'

I have been given Rascal by my friend to borrow, but I have found it quite hard. So please could you give me level cheats soon because I have to give the game back to my friend. Many thanks,

Sophie Jackson, Romsford





Well, Sophie, despite the game stinking like a month-old pair of Andy Sharp's Y-fronts, I have the very cheat right here:

LEVEL AND ROOM SELECT

Enter **HOUSE** as a password and begin game play. Press **R1** during game play to select a new level or **R2** to choose a room.

Q&A Three Lions

Dear Miss Bea,

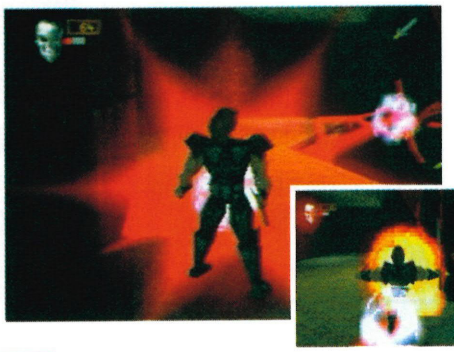
I know I'm a foolish boy, but I rushed out and bought Three Lions before reading PlayStation Pro's all too accurate review of the game. But now that I'm lumbered with it, I wondered if you could sort me out with a few cheats?

Mark Sinclair, Bath

Q&A Shame on you Mark. Buying a game before the lads here gave you the lowdown, well you deserve everything you get. But since I'm a soft breasted kind of girl, here are some cheats for the game courtesy of J. Brooks from Heston. Now he's a real man.

These codes are to be entered at the team menu select screen. Go to the CPU or Player 1 section and enter the following codes and push down to choose Europe, South America etc. You'll here a dong sound and if the codes have worked you can use them in friendly matches or tournament modes.

England 1966 – press: **L1, L1, L1, ➡**
Brazil 1970 – press: **R1, R1, R1, ➡**
Germany 1990 – press: **R2, R2, R2, ➡**
All-Time Team – press: **L2, L2, L2, ➡**
Europe All-Stars – press: **L2, ⬇, ⬇, ➡**
Z-Axis Super Team – press: **R1, ⬇, ⬇, ➡**
South American All-Stars – press: **R2, ⬇, ⬇, ➡**
North American All-Stars – press: **L1, ⬇, ⬇, ➡**
African All-Stars – press: **R2, ⬆, ⬆, ➡**
Aus/Asia All-Stars – press: **R1, ⬆, ⬆, ➡**
Orangi Team – Press: **L1, ⬆, ⬆, ➡**
Azzuri Team – press: **L2, ⬆, ⬆ ➡**





Q&A Deathtrap Dungeon

Dear Madam,

I've been searching without success for cheats for Deathtrap Dungeon. I've searched through other magazines, but I thought the best place to look was PlayStation Pro. I was emotionally upset when I could not find cheats in your last issue, could you please help a devoted fan.

Mike, Northampton

Q&A Is it just me, or is there something anatomically strange about Red Lotus's nipples? Anyway, what do you mean Mike by emotionally upset? What kind of girl's blouse are you? I'm sorry, but I prefer my men to be built of a little sterner stuff. But since you're such a wimp, here are the codes you whimpered for:

LEVEL SELECT

Press **L1, R1, ▲(2), ■, ●, R1, L1** at the main menu. All levels may now be selected on the "Load Game" screen.

INVINCIBILITY

Press ⬆, ⬇(2), ⬆, ⬅, ➡, ⬆ at the game setup screen.

Q&A Motorhead

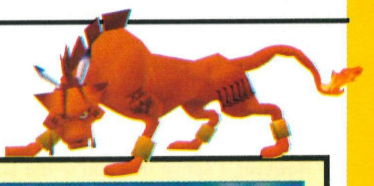
Dear Miss,

I just want a quickie from you. Are there any codes for Motorhead? And if so, will you let me have them?

Giles Flood-Murphy, Worthing

Q&A Giles you mucky pup, if you want a little motorised head action then you're in for a little more than a quickie from me. ▶

Turn to page 102



Final Fantasy VII

Final Fantasy VII is still causing all sorts of problems, so if you have any questions you want clearing up, send them in to me and I'll willingly oblige you.

Dear Madam,
I have a few things to ask about FFVII.
1. How do I kill the Ruby and Emerald Weapon?
2. Is there any top notch materia to totally destroy my enemies?
3. I have Cloud's Ultimate weapon, for Tifa the God's Hand and CID has the Spirit Lance. Are these the best weapons for each character?
4. I've got Cloud's Omnislash, Cid's Highwind and Tifa's Meteor Strike, are these the best limit breaks that I can get?
5. Is there a cheat to get 9999 health points?
Darren Monk, Taunton.

I don't normally have anything to do with monks, but here goes:
1. The Emerald Weapon. First you'll need the underwater Materia from the Kalm Town Trader. Get the guide book by going to the underwater reactor (Junon), morph a character called 'Ghost Ship'. Return to Kalm Town and trade for the underwater Materia (which allows you to breath underwater).

Equip Knights of the Round and Phoenix paired with Final Attack (this is won in the special battle in the battle arena on the Gold Saucer) on your strongest character. Also equip W-Summon. Put Mime on each of the other two characters. Attack with Knights of the Round, then let each character mime it. The Emerald Weapon will counter attack with its 9999 draining hp attack. This will most likely kill you, but since Phoenix is equipped with Final Attack, everyone will be brought back to full life energy. Repeat the Knights of the Round attack combo. Your victory will reward you with the Earth Harp.







The Ruby Weapon. Use the same strategy as you used to defeat Emerald Weapon, but because Ruby drags two characters into the sand randomly, put all the above materias onto just one character. Kill the two members without the materia before you enter the battle, and resurrect then during the fight. Once you win, you'll receive the Desert Rose.
2. Knight of the Round is my favourite as Arthur's ancient warriors hack and slash your enemies to pieces. Brilliant stuff.
3. Cloud's ultimate weapon is the **Ultima Weapon** (which you have), whilst Tifa's is the **Premium Heart**. To get this, get the Sector 5 key and return to Midgar during disc two or three. Go to the Wall Street market and enter the building labelled 'item'. Examine the computer and you'll get her weapon. This weapon does more damage the closer Tifa gets to her limit break. As for Cid, his ultimate weapon is the **Venus Gospel**. After the huge rocket materia quest, return to Rocket Town. Talk to the Old Man. Do this repeatedly and he'll produce the Venus Gospel. The amount of damage the weapon inflicts depends upon how close Cid's MP is to his maximum MP level.
4. Tifa's final limit break is the **Great Gospel.** To get her final limit break manual you must go to Nivelheim and play the 'Highwind' theme three times on the piano in Tifa's house, followed by **L1** and ▲. The first time she'll find one gil. The second, Elemental Materia. And on the third play, she'll reach for the music sheets and find a letter from her mentor, Zangan. She'll also find her Limit Break Manual.
5. No.



Dear Miss Bea Havin,
I have been playing FFVII for the past one and a half months. I have been looking for the keystone to get into the Temple of Ancients, but I can't seem to find it. **PS.** Are there any cheats for FFVII because all my mates said there were loads, but I can't seem to find any.
Gary, Dublin.

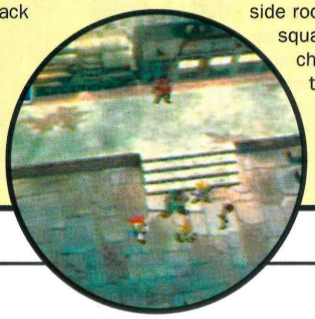
Your mates must be referring to the 'loads of items' cheat and the Chocobo speed-up cheat, because to my knowledge there are only a few cheats for FFVII, unless you've got a Datel Action Replay. To use the loads of items cheat you'll need the W-Item Materia. Now get into a fight with a naff opponent, but don't attack him. Instead open the window for W-Item and select the item you wish to duplicate. Select a character and give the item to that character.

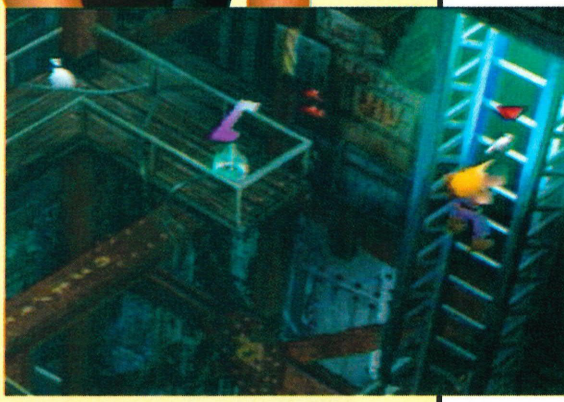


Now select another item but instead of giving it to a character, press cancel (the ✖ button) and you'll notice that the first item you selected doubles. Select the item again, then keep pressing cancel to increase your horde to a max of 99.

As for the keystone, Dio (the chap who owns the Gold Saucer), has it. Look for the side room in the battle square and accept his challenge. Fight in the battle square and he'll give you the keystone whether you win or lose.

As for the Chocobo cheat: in a Chocobo race you can hold down **L1** and **R1** to keep their stamina up.





▶ However, I sense that you're the short spurt type so I'll leave you with this little teaser:

Enter **COWRULES** as a code on the options screen. Three more cars and two more tracks will be available for use.

Q&A Abe's Oddysee

Dear Miss Bea Havin'

Great Mag, but can you get me past the Scrab Temple's ledge in Abe's Oddysee. I'm stuck where the stones are falling down, can you help?
David Callaghan, Stockport

Q&A Don't distress yourself David, if ever there's a woman to help you out of a sticky situation then I'm your girl. I think I know where you are in the game David, so here's a brief walkthru. If this doesn't help I've included some cheats to smooth your way.

"When the scrab is under you and has his back turned, run off the ledge to the nest screen and climb up the ledge on the far left. Jump off the ledge and into the well to land by a lever. Climb up where the debris is, then move left and pull the lever."
Here are some more Abe cheats for Kieran Papworth and Ollie Coulbeck: Highlight options in the main menu, hold down **R1** and press:

LEVEL SELECT – ↓, ➡, ⬅, ➡, ■, ●, ■, ▲, ●, ■, ➡, ⬅

WATCH ALL MOVIES – ⬆, ⬅, ➡, ■, ●, ▲, ■, ➡, ⬅, ⬆, ➡

Crash Bandicoot

For all those of you wanting cheats for this sound Platinum title, then I've delved deep and pulled out this slippery beauty:
STAGE SELECT – On the map press ⬆+ all the **L1 L2 R1 R2** and do it again, then press ⬅ and all the top buttons.

Diablo

This tricky little Gauntlet clone is proving to be a little tough. So here are a couple of handy cheats to get you through the game:

DUPLICATE CHEAT
Need cash and equipment fast? Well if you have two controllers this is the cheat for you! All you need to do is start a two-player game and load two characters or load one and start a new one. Now transfer all gold and any equipment to one character. Save that character and start a new game again. When you load the character all you need to do is sell stuff and build a gold pile. Save again then repeat the process as needed.

ATTRIBUTE TRICK
If you don't have enough of one attribute to use a weapon, helmet, or armour then put a ring or amulet that will give you enough of one attribute to use it. Apply the ring or amulet then put the item on then take the ring off and the item won't turn red and you can still use it. Note this only works if the item you want to use gives you points to the attribute you need to boost.

DUPLICATE BOOKS AND ELIXIR
You may duplicate books and elixir like as money: you must load a character with some books or elixir and another character. Now the character with the items (books and elixir) must drops them and the second player must grab them. Now the second player must use all items and save the character. Then quit the game and reload the same Character.

Now repeat the trick as many times as you want. **Important:** Player one must NEVER save the character!

Beast Wars: Transformers

This may be absolute dirt, but far to many of you still bought this crap. So here are a few handy codes to relieve the misery.

WEAPON POWER-UP
Pause game play, hold **L2**, and press ⬆, ↓, ⬅, ➡, ▲, ✖, ■, **Start.**

LEVEL SKIP
Pause game play, hold **L2**, and press ⬆, ↓, ⬅, ➡, ▲, ✖(2), ▲, ➡, ⬅, ↓, ⬆, **Start.**

HIDDEN CHARACTERS
Pause game play, and press **R1**, **L1**, **R2**, **L2**, Select at the options screen.

Broken Sword 1 & 2

It seems as though there are quite a few gamers out there stuck on the two Broken Sword titles. So here's my advice for the few lucky readers that fell onto my lap this month.

I'm stuck on Broken Sword 2. On Keith's landing you have to get the fly for Rio, but I just can't do it. Can you please help?
Charlotte Bamber, Weston Super Mare

Okay Charlotte, first you must read the ship's log. Pick up the lantern and place it on the ink well. Pick up the map and put it on the desk. They both fit perfectly. Get the quill from the desk. Look at the portrait of the captain Ketch on the wall.

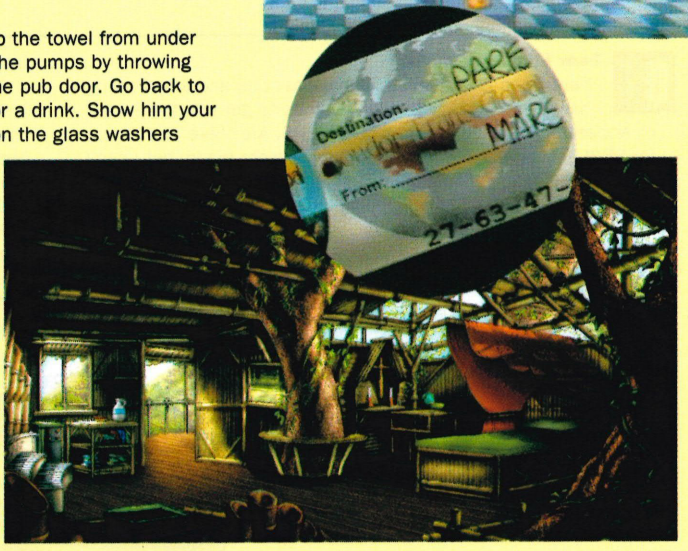
Open the chest. Someone was hiding in it. It's Emily. Talk to her. She has a cross like the one in the portrait. She needs something in exchange. Talk to Rio. He will give you a gift for Emily if you give him the tequila worm to catch his tiger fish. Go to the house and give the quill to the cat. Pick up the feather shreds and give them to Rio. From here on in you're on your own.

I'm stuck in the Irish pub in Broken Sword, I have just mended the glass washed, but I can't mend the pumps, nor can I get the Billy goat.
Mrs Simmonds, Kent

Right, you'll need to whip the towel from under Doyle's elbow. Turn off the pumps by throwing the exposed switch by the pub door. Go back to the bar and ask Leary for a drink. Show him your ID card. Use the snare on the glass washers plug. Go to the street and unbolt the trapdoor. Return to the cellar and collect the gem. Turn on the tap and wet the towel. As for the goat – Approach the goat (by clicking the ladder). As soon as the goat knocks you over, click on the plowshare on the far left. When the goat is trapped go to the ladder and enter the excavation. Now work it out for yourself!











Resident Evil 1, 2 & Director's Cut

Dear Madam,
I've been struggling on Res Evil: Director's Cut for ages and it's really cheesing me off. My mates keep bragging about completing it, so do you have any cheats to help me out?
Stuart Graham, Manchester

Dear Miss Bea Havin,
Are there any cheats for Res Evil: Director's Cut, and by that I mean major cheats, not little tips!
Jennifer Donnellan, Oldham



I'm always willing to give fellow Northerners a helping hand. So if you want to double every item in the Director's Cut, highlight advanced and hold ➡ on the D-pad until it turns green. Once you start playing this will double every item you collect. Also, if you're after increased firepower: At the main menu press, ⬆, ⬇, ⬆, ⬇, ➡, ⬅, ⬅, ➡ and ■. I hope that helps you out.

Dear Pro,
On Res Evil I keep dying, so I need help desperately. Can you please give me some cheats?
L, Martin, address unknown



Despite vicious rumours I am certainly not a pro! So in future, address your begging letters appropriately, or I'll have to spank you. So you're stuck on the original game, eh. Well you'll be needing this handy cheat code to help you through. Enter the following at the title screen when the blood is squirted. You must enter the code quickly and if successful, you will receive all the keys and all the guns. **L1**, **L2**, ⬅, ➡, ⬆, ⬇, ⬆, ⬇, ⬇, ⬆, **L1**, **L2**, **L1** + **L2**

Dear Miss Bea Havin,
I am writing to you about a cheat you put in PSPro 20, for Res Evil 2, for the cheat that gives you new clothes. I did what it said to shoot the STARS member in the last alley, but there was no key! Please could you tell me the reason for putting in cheats that don't work?
Julian Davies, Huddersfield

Hi Julian, you seem a bit miffed to me. But then you're probably not very good at games, so I can understand your bitterness. The printed instructions were exactly correct. Did you search the body of the dead STARS member? Did you pick anything up en route (thus disabling this option)?

The key to the outfit cupboard can be found exactly by following this method: start a new game and do not pick up any items. In the alley before the police station (you'll go down a flight of steps) is a STARS member who doesn't appear if you've picked up an object en route. Dispose of him and search him to find a key. The key opens a locker in the second save room, which gives your character a change of clothes. And if you still can't do it Julian, perhaps you should consider Crash Bandicoot instead?



Ghost In The Shell

ALL MISSION AND TRAINING FMV SEQUENCES
Quickly press **R2**, **R1**, ■(2), ⬆, ⬇, ■(2), **R2**(2).

HIDDEN KUSANAGI PICTURE
Finish all missions without continuing to view a bonus picture after the ending credits.

Theme Hospital

CLEAN HOSPITAL
Save the game and reload when the hospital becomes full. All of the garbage and patients will disappear, allowing a fresh start. Cool eh?

Shadow Master

ALL WEAPONS
In the first area of the first level of the game walk forward to an opening door containing two monsters. Kill the two monsters and, while standing in the room that the they were in, press and hold **R1** + **R2** + **L1** + **L2** + ●. A red light will flash in front of you if you performed the code right.

DATEL GAME PRODUCTS

Datel have sent in more cheat codes for their little plastic box of gaming chicanery. This month the game under the spotlight is Gran Turismo, so if you're having trouble with the licences, or are in desperate need for some extra cash, then try out these little beauties below.

LOTS OF MONEY	**D009B876 0000**
	8009B876 7FFF
ALL LICENCES	**D009E3C4 0000**
	8009E3C4 0202
	D009E3C6 0000
	8009E3C6 0202
	D009E3C8 0000
	8009E3C8 0202
	D009E3CA 0000
	8009E3CA 0202
	D009E3CC 0000
	8009E3CC 0202
	D009E3CE 0000
	8009E3CE 0202
	D009E3D0 0000
	8009E3D0 0202
	D009E3D2 0000
	8009E3D2 0202
	D009E3D4 0000
	8009E3D4 0202
	D009E3D6 0000
	8009E3D6 0202
	D009E3D8 0000
	8009E3D8 0202
	D009E3DA 0000
	8009E3DA 0202
HAVE ALL GOLD CUPS AND OPEN GT HI-FI MODE	
	D009F8DC 0000
	8009F8DC 0101
	D009F8DE 0000
	8009F8DE 0101

Klonoa: Door To Phantomile

It may be cute and cuddly, but if you want to discover a few hidden levels and gain access to the music test then you'll need our help.

BALUE'S TOWER BONUS LEVEL
Save all 72 Phantomilians.

MUSIC TEST
Complete the Balue's Tower bonus game. A music test option will appear on the level selection screen.

LEVEL SELECT
Complete the game, then return to the title screen. Select the "Continue" option, then select "Vision Cleared."



Send all your cheats, tips and pleading letters to: Miss Bea Havin, IDG Media, FREEPOST (SK3038), Macclesfield SK10 4YE

Deathtrap Dungeon

Feeling a bit imp-overished? Need a giant helping hand? Fear not hero. Tread carefully through the first part of our complete guide and you'll never be knackered again

Spire 1 (0 secrets)

Run forward through three double doors. Avoid the fireballs, climb up to the ledge using the blocks and pull the lever to unlock the exit door. Go to other end of the ledge and collect the pickups, make a jump across to other side and collect more pickups. Go back to the ground floor, open the door and proceed. You will drop down through the falling slabs into Spire A.

Spire 2 (2 secrets)

Enter the central area, kill the orcs and collect the silver key. Go through the door to the left as you entered the area and kill both imps to open the portcullis door.

Go down through the Portcullis door, pull the lever and enter the right-hand area, pull the lever to lower the lift in the previous room, go back and get on the small lift. Go up to the platform, walk around and pull the lever. Cross the central room and go through the opposite portcullis. Go up on the lift. In the large room with floating platforms in, kill the imps on the ground level, go up on the platform to the right and cross the room to the moving platforms – kill the imps. Head into the next room and pull the lever to drop some rockets. Once the orc has died a lift will rise, get on and go down. Go into the corridor, turn right and kill another orc avoiding the fireball trap which is sprung about halfway down the corridor. Continue into the alcove on the left and pull the lever.

Retrace your steps and pull the lever in the newly revealed alcove and then go back again. Turn right, then left and pull the 2nd large lever. The cage in the central room will rise allowing access to the work lever. Return and pull the lever. A spiral staircase is activated which in turn reveals a hidden portcullis which leads to a secret area, enter this door and collect flame lance, there is a hidden door ahead, open this to reveal lever, pulling the lever opens the portcullis door at the bottom of the lift shaft which leads to upper level.

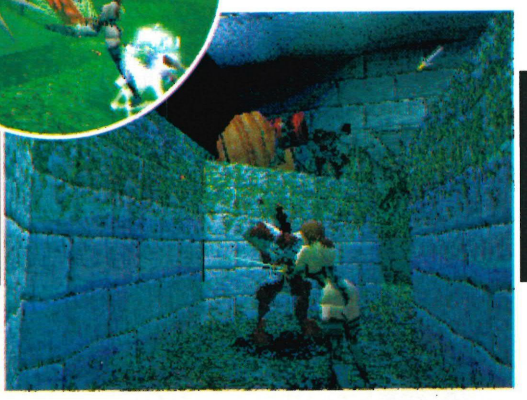
Behind this portcullis is another secret area containing a chest. Return to the central room and climb the staircase into large room with moving platforms in. Kill the two spiders with your flame lance and negotiate the platforms to reach the end of this level.

Spire 3 (2 secrets)

Enter the giant engine via a door on the opposite side, avoiding the knackerers – move up the lift quickly before the fire traps in the wall activate. Move through the upper portcullis and go across the platform. Follow the corridor, pick up the bombs and kill the small robot using them. Enter the Tower Room. Drop down to the floor, run to base of tower and pull both levers to drop the climbing blocks. You now need to use the blocks







Walkthrough PART 1

to reach the venom sword. As you return across the blocks, one will rise automatically to allow you to climb onto lift, if you drop off of this lift, you will see a hole revealed beneath it.

It contains a secret area and pickups, climb back up and return to the corridor. Continue along the corridor and go up on the lift to another secret area which contains a chest. Then you must descend again and continue. There is a see-saw with two imps operating flame traps which block your exit. The imps can be killed by pulling the two floor levers and activating more fire traps. You can now exit the level in safety.

Spire 4 (1 secret)

Go through the portcullis and avoid the pendulums. Go through the portcullis and into the crushing machine room. Kill all the snake girls by either forcing them under the crushers or using the Flamelance and proceed to the next room. You must find two levers to open the end of level door. Turn right, kill the warrior priestesses and collect the pickups from chests, go through the hidden door to your right and pull the first lever. Turn left in the large chamber and go up on the lift.

If you drop out of the window while the lift is still raised, you can drop into the lift shaft to discover a secret area and pickup. Climb out and pull the lever on a wall nearby to lower the lift again. Fight the warrior priestesses and pull the lever at the back of the room. The end of level door opens.

Vertigo (1 secret)

Once you're in the main area find the hidden door to the right. Run forward, activate the door and rush back (in order to avoid the flame trap). Then enter the open doorway. Once inside you must kill the Imps, open the solid portcullises and get the pickups. Then you must open the normal portcullis and use the stopcock lever – this turns the flametraps off. Run back into the main area and find the other hidden door. Use the levers to release the creatures, defeat them and collect the pickups.

There is a lower area on the right of this corridor as you enter. Hidden in here is a minotaur which you must kill. Drop down, search for a lever and use it. You can now get into the main part of Vertigo. Whilst there open the chest and before leaving this room pull the lever to your right which activates a teleport. Return to the main area again. Once there, you need to climb the blocks and follow either of the corridors avoiding falling slabs and the flame traps. Locate and open the wooden door, defeat the imps guarding it and go up to the next floor on the lift.

Follow the walkway along, ignore the bridge across the level and the archway to your right. Go through an archway around to the end and enter the corridor. Go through the solid portcullis in the left-hand wall, open a hidden door to your right, climb up and pull the lever – this makes the next section safe. Follow the imp through two secret doors, then kill him and pull the lever. Run back out to the walkway overlooking the main area. Next run back the way you came but this time go into the archway on your left. Take the lift up a level, follow the walkway along, find and pull a lever – this allows you to reach the blunderbuss. Go back the way you came, killing the imps on your way.

After going back down on the lift go across the bridge to the main area. Then head up on the lift you find. Once there, open the hidden door on the right to get the secret warhammer. Pick it up whilst avoiding the falling slab. Jump onto the ledge, move along and go into the alcove. Pull the lever. The ledge now moves so that you can reach the blunderbuss. Go back and jump down onto the platform below.

Open the hidden door in the right hand corner and pull the lever. This makes picking up the key safe. Open the chest and collect the pickups, then the gold key. Follow the walkway all the way around until you reach the end. Enter the corridor and at the end is the gold door you need the key for. Now you can exit this level.
If completed in time, you will be rewarded with spells and charms.



Potions, Charms Keys & Treasure

Health Potion



It's the age old health bonuses which can save the day. Collect as many as possible. Use them sparingly

Antidote



If you're hit with poison from any of the enemies then you're going to need this to make a full recovery

Strength



It's a bit like a get out of jail free card. Use it and the vermin you're fighting will fall thick and fast

Speed



If you're in need of making some progress very quickly indeed, this is the baby you're going to need

Charm Of Icy Cool



This will protect you from the fire breathing antics of dragons or the attacks of fire traps for a little time.

Warding



Crucial to any player who comes under heavy attack. This lowers the damage their blows will inflict

Anti-magic Charm



This is exactly what it says. If enemies use magic against you then this is the protection you'll require

Invisibility



Use these when you are up against beasts you know you won't defeat or feel are best avoided

Instant Effect Charm

Ankh of Vitality



Arguably the most important pick-up. It adds a hundred hit points to your total, giving you some serious energy

Keys



These are located throughout and are stored in the icon so you know which you are holding at any time

Treasure



Coins and crowns will increase points at the end of a level. They also allow you to buy saves at the save points

Weapons

Close Combat Weapons

Sword
Your basic fighting weapon while you look for something better

Warhammer
It's a slow weapon due to its weight but packs a mean punch

Red Sword
Effective on dragons and demons this is a powerful weapon indeed

Black Spiritsword
Can inflict great damage to opponents but also drains your energy levels

Silver Sword
Highly effective on the undead. Send them back to where they belong

Venom Sword
This sword is highly effective against spiders and snake girls

Magic Warhammer
The only weapon which can harm Rockmen you will encounter

Unarmed
Self explanatory really. If you're a masochist the this is the one for you

Ranged Weapons

Blunderbuss
Fires a volley of nails and lead shot at the enemy. A great weapon to have

Bomb
Tricky to use successfully. Don't get caught in the blast or you're in trouble

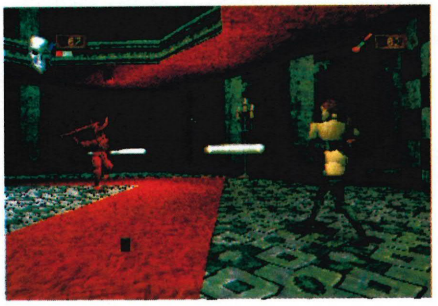
Grenadier's Companion
This launches sulfurous grenades at an unsuspecting enemy

Infernal Device
Very rare so use sparingly. This hurls powerful firework missiles

Firethrower
Another self explanatory weapon which bathes the enemy in flames

Flamelance
Firing pulses of magical energy, this is a very powerful weapon

Chalk
This will mark the ground for your future reference. Now you can't get lost





Vertigo 2 (1 secret)

Exit the lift that you entered the level on and turn immediately to the right. Kill the imp. Go forward and open the portcullis on the right. Waste the imps within. Enter the alcove you have opened and pull the lever.

Go through the portcullis opposite which has now opened and kill the imps behind it. Pull the lever beside the gold portcullis. Head back the way you came. The third portcullis is now open and reveals the gold key. Grab the key and go through the gold door, making sure you collect the pickups. Open the portcullis and defeat the minotaur in front of you. Next, continue through the solid portcullis, jump diagonally into the right hand side corridor, over the falling slabs.

Find and pull the lever. This reveals another lever across the falling slabs. Go across and pull that lever. Then continue into the level killing the imp and pulling the lever on the right. Run across the walkway dodging the rockets by using the moving platforms.Get over to the left hand corner window and pull the lever there. This will shut the rocket trap down.

Get back onto the walkway, pass through the archway and turn left. Follow the corridor. You should come across two alcoves. In the alcove to the right there is a stopcock. Use this to make the chest safe. Open the chests and collect all of the pickups. Go back the way you came and take the first left. Pull the lever at the end of the corridor and drop down through the falling slab.

Open the solid portcullis, kill the imps and return to where you landed. Stand on the ledge that has descended and press activate. Go up, jump across, go up again and jump across again so you can collect the pickups and the red key. Drop down and go through the portcullis at the end of the corridor. Enter the teleporter. Run back across the walkway and dodge the fireworks. Pull the lever again to close the rocket trap. Get back onto the walkway and turn right.

Kill the minotaur at the end of the corridor and then the imps. Jump up onto the end ledge and pull the lever. Next you must destroy the imps which appear. Make sure that you collect the pickups in the revealed areas. Head now back the way that you came and take the first right. Follow the corridor and lift until you reach another teleporter.

Step into the teleporter. Open the hidden door and make sure you rush back dodging the bolts. Now you can open the hidden doors on either side of the walkway making sure you destroy the robots and that you pull the levers inside. Next you should find the hidden door at the end of the left hand corridor as you first enter this floor and collect the pickups including the silver key. As you leave the room an alchemist will attack you. Waste him.

Head across the walkway and take the platform on the left and go through the portcullis and take the left hand path. Go into the red key room and collect the secret pickups. Leave again and go straight on. Turn to the right and open the hidden door. Kill the robot behind it and then activate the lever.

You must now retrace your steps and return to the walkway. Cross to the other side and enter the portcullis. Go into the corridor on the left and open the door at the end on the right. Activate the switch to open the door.

You must now defeat the robot and the alchemist. Enter the robot's room and pull the lever. Retrace your steps again to the middle of the walkway and turn right. Go through the solid portcullis and towards the silver door. Kill the final alchemist and exit the level.

Circus 1 (1 secret)

Pull the lever on the right slightly behind the starting position. Go through the door into the next room. Grab the venom sword and return to

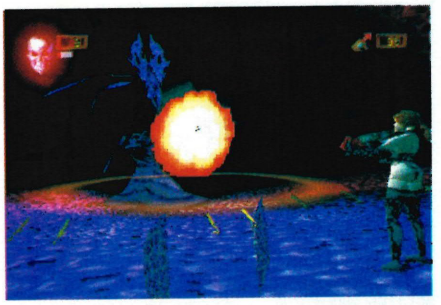












the last room where you must now kill the snakegirls. Go into the small room and collect the pickups. Leave again and go straight through the double doors. Walk to where the walkways intersect and drop off the walkway by the skeleton. Pull the lever and enter the teleporter. Retrace your steps through the double doors and turn left.

Kill the clowns and carry on. After you go through the portcullis turn left and then left again. Drop off the ledge, collect the secret pickups and enter the teleporter. Next go back to the crossroads and enter the door which has a snakegirl motif above it.

Follow the corridor, killing the clowns as you go and enter the snakegirl room. Kill the snakegirls and open the portcullis. Once you've defeated the next wave of snakegirls a secret door opens. Go through to find two levers. Pull them both. Head through the left door and follow the corridor around until you find and open the jack-in-a-box. Collect the key and return via the other passage.

Retrace your steps again back to the crossroads and go through either of the other two unexplored doors. Follow the corridors, killing the clowns as you go until you come across a perpendicular corridor which contains snakegirls. Defeat the snakegirls and exit.

Circus 2 (4 secrets)

Descend on the lift and follow the corridor. Go through both of the solid portcullises. At the junction turn to the right. Pull the lever to open the portcullis. Avoid the knackerer and pull the lever. This opens two portcullises. Enter the one on the left as you enter the room.

Open the jack-in-a-box opposite the portcullis. Follow the corridor around. Avoid the knackerer and get to the central alcove. Avoiding the bomb-in-a-box pull the lever and run around to one of the side portcullises. Leave the way you came. Get back to the junction and kill the clowns before following the corridor to the next door.

Go through the door and again kill the clowns. Go down the second corridor on the right then run back to avoid the knackerer. Pull the lever by the entrance to the corridor to shut the knackerer in a room opposite.

Go back down the corridor, find and activate a stopcock lever. This will switch a flame trap off. Turn right at the end of the corridor and go through the portcullis to the right. Get the secret pickups behind the two secret doors on the right. Follow the corridor around and kill the clowns. Follow the corridor again through two sets of solid portcullises and you will arrive at another junction. Go through the door on the right.

Kill all the enemies, continue ahead and find the witch. Defeat her. Pull the levers to reveal four hidden rooms; two are in the room where you found the witch, the other two are secret doors in the previous room. Retrace your steps to the junction, pass through the remaining door, kill the remaining clown and exit this level.

Circus 3 (1 secret)

Move to the crossroads and turn to the left. Get onto the lift and go up. Kill the clowns, continue to the top and jump down the pit so you can collect the pickups. Return to the crossroads.

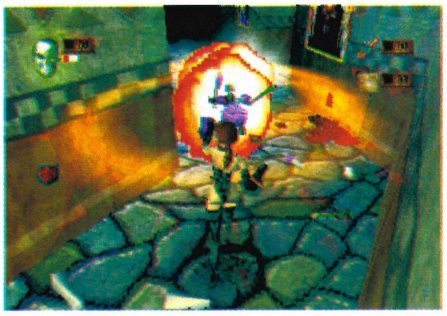
Go straight on into the snakegirl temple. On the left is a hidden door with the secret pickups behind. Go around the central area off to the left. Find and pull the lever on the back wall before killing the snakegirl. Return and go left to enter the room on the left. Collect the pickups in this room.

Go to the left, find and open the hidden door. Follow the corridor up and around. Make sure you pick up the red key, continue along the corridor and drop into the caged area in the centre of the snakegirl temple. Collect the venom sword and kill the snakegirls. You should now leave the temple.

At the crossroads take a right and head down on the lift. Go through the door. Open the chest to collect the pickups, open the portcullis and enter the first arena. Defeat the clowns and exit the arena.

Again collect the pickups from the chest and enter the second arena. Here you must defeat the snakegirls and then leave. Here again you must collect all the pickups before venturing into the third arena. It contains Zombies, avoid their









axes as you fight them. Once you have killed them all you can head into the fourth arena. To exit this level you must enter the fourth arena and defeat the final Pit Fiend.

Pit 1 (3 secrets)

Open the door and enter first room. Kill the warrior priestesses. Collect all of the pickups, health and strength.

Secret #1. There is a hidden door in the opposite wall to the portcullis. Walk over to it and press activate to open it. Collect all of the hidden pickups you can. Exit the room via the portcullis. Enter the corridor and head left or right. You will come to a large room. Waste the warrior priestess and watch out for the witch.

Secret #2. Once you have killed the witch you can press activate in front of the altar, a hidden lift descends. Now use the lift to get to the ankh of vitality.

Secret #3 Facing the ankh, walk forward. There is a hidden door in the wall on the right of the chamber which holds the ankh. It's made visible as the brickwork doesn't match the rest. Walk to the wall and press activate. You can collect a venom sword and a white save point will then appear.

Go back to the floor and exit via the portcullis. Make a note of the save point through window. Turn left, find the hidden door to your left. Collect the blunderbuss. Use the newly acquired blunderbuss to destroy the barrels. They hide a secret lever. This deactivates the trap under the save point beyond the hidden wooden door. Turn around and enter the next room containing the red urns. Defeat the warrior priestesses. Collect all of the pickups you can.

Continue into the next room. The exit is to your right. You cannot leave at the moment however. Use the lift in the floor to descend to the next section. Defeat all of the warriors and the four armed demon. Collect the flame lance and use the gold lever to activate the exit lift. Return to the exit lift and leave.

Pit 2 (3 secrets)

Find the portcullis which opens and take the lift down. Defeat the warrior priestess. Enter the first temple room. Defeat another warrior priestess. Find the lever which deactivates the flame trap in the corner of the room. Pull the lever in the corner of the room just past the red portcullis.

Enter the next temple room. Defeat all of the inhabitants. Ring the bell by pressing activate when you're next to it. You must ring two bells to summon the witch. Pull the lever and you can now access the other half of the dungeon. Return to your starting position and go through the other portcullis.

Secret #1. You are ambushed by a couple of warrior priestesses. They have come from a hidden door in the wall. In the opposite wall there is another hidden door. Press activate when you are standing next to it in order to open it. Inside is a lever which you must pull. Leave the hidden room and continue down the sloping corridor. At the end you should turn right. Another warrior priestess will probably attack. Along the next corridor on the left there is a ledge which is now exposed. Climb up and there should be a white save point.

Kill the warrior priestesses. Enter second half of temple. Defeat the inhabitants. Locate the three hidden doors, collect the pickups and get access to the next part of this massive dungeon.

Secret #2. Once you have killed all the warrior priestesses a hidden door (one of the three mentioned above) opens, revealing spells, health and a venom sword. Inside this room there is another hidden door at the opposite end to the health. Press activate to open it. Inside there is an ankh of vitality.,

You need to find the lever which opens the silver door. It is in the room next to silver portcullis (on left as you face silver door) Defeat the warrior priestess, find the silver sword behind a hidden door and open the silver portcullis. Follow the corridor, defeat skeleton guards and ring a second bell.

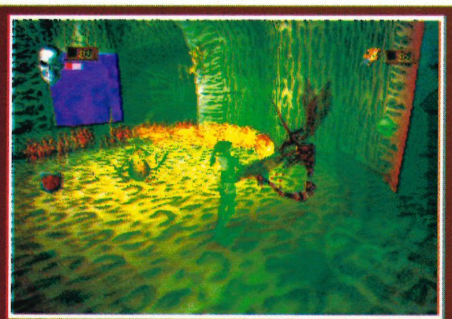
Return to the first temple, find and defeat the witch. With the red key you should open the red door and navigate the platforms.

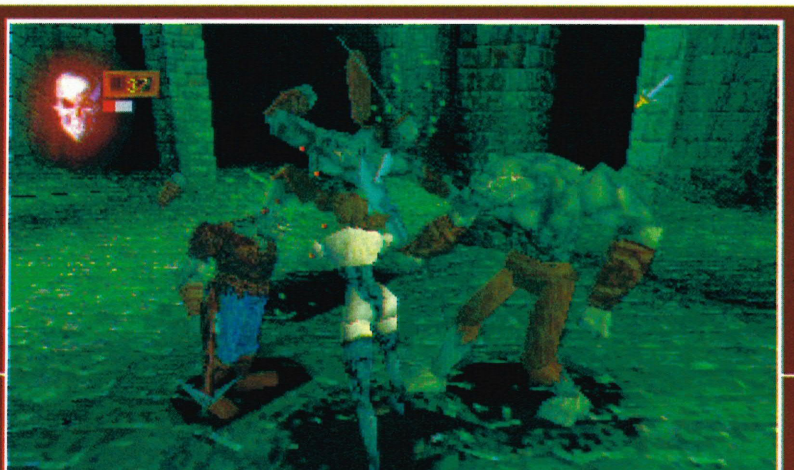
Secret #3. On the final platform, stay on it as it moves across the room, when it moves against a white brick wall, (above the portcullis thru which you entered the room) you will notice that the brick work does not match up. Press activate and a hidden room is revealed. Collect all of the pickups inside.
Open the hidden door to the left of the wood handle. Pass the red save point and open the hidden door in front of you. There is a third hidden door in front of you. Defeat the four armed demon inside, pull lever and walk across the bridge. Turn off the flame traps with the circular lever and open the doors with the gold lever. Pick up the gold key and leave.

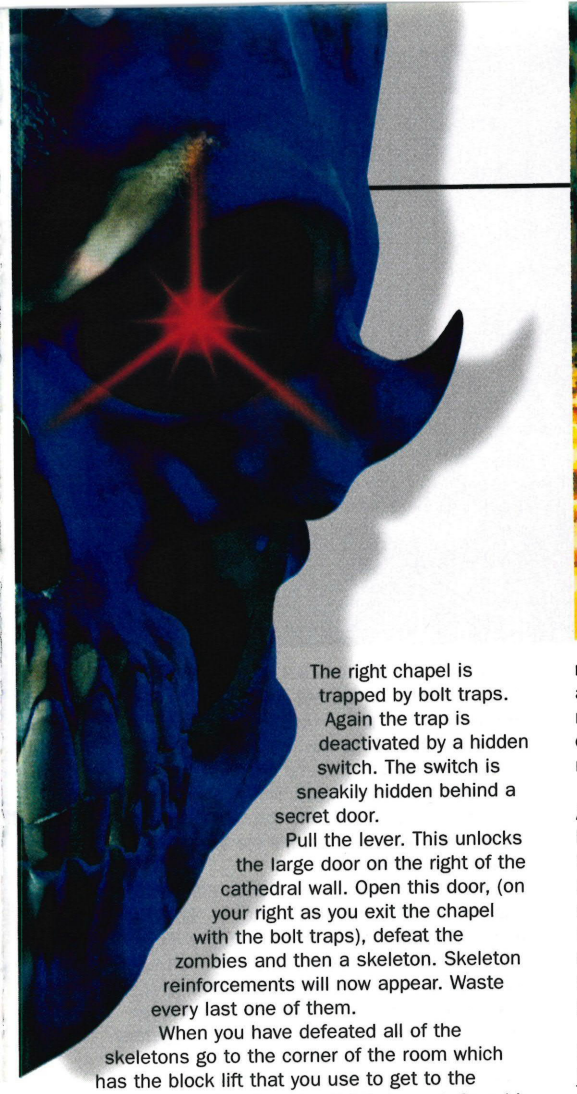
Pit 3 (2 secrets)

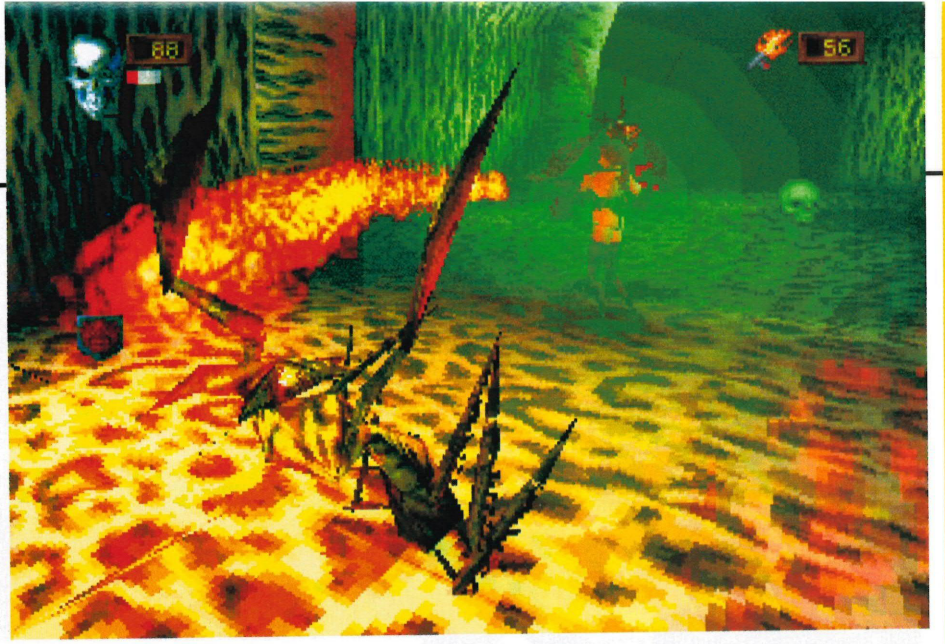
Enter the corridor, collect pickups and defeat the four armed demon. Enter the first part of the cathedral. Kill the warrior priestess guards. Collect the silver sword and all of the health pickups. As you enter this room there's a chapel on either side of you. Both are trapped.

The left chapel is trapped by a pendulum blade. The switch to make it safe is hidden behind a secret door in this room. The chest holds numerous pickups.









The right chapel is trapped by bolt traps. Again the trap is deactivated by a hidden switch. The switch is sneakily hidden behind a secret door.

Pull the lever. This unlocks the large door on the right of the cathedral wall. Open this door, (on your right as you exit the chapel with the bolt traps), defeat the zombies and then a skeleton. Skeleton reinforcements will now appear. Waste every last one of them.

When you have defeated all of the skeletons go to the corner of the room which has the block lift that you use to get to the blunderbuss. The floor is slightly bowed. Stand in the centre and press activate. A lift lowers down and you can now get to the precious pickups.

When the last skeleton is destroyed, a zombie will appear. When the zombie is killed he will drop a key. Use this to lower the lift in one of the corners of the room. Find this, climb on it and travel up to reach a lever. This gives you access to the next part of the level.

Enter the next part, defeat the witch and the zombie guards. Again there are two chapels. The one on the right as you enter this section is trapped with spear traps. It holds a lever. Pull it and then run back to the first area. When you get to the first area where you fought the warrior priestesses, stand with you back to the entrance. Diagonally to your left you will see a wall has moved to reveal a new area. Run inside and follow the corridor down. Collect the pickups. Then stand in the centre of the chamber and press activate. A lift will descend.

Secret #2 This area is trapped. When the lift reaches the bottom you will see a corridor ending in a dead-end. Face the corridor, to your left you are able to open a hidden alcove. As you run down the corridor a wall at the end opens and spears are fired at you. You can use the revealed alcove to avoid the spears. The chamber at the end of the corridor contains many valuable pickups.

The chapel on the left is the one you need. Avoid the trapped coins and find the skeletons. Pummel them and find two hidden doors. One holds a lever which activates the lift to reach the upper level. Travel up on the lift. Make a jump across to the other side. You can now see the red key. Face the red key and there is a hidden door to your left. Open the door and kill the witch otherwise she will attack you with spells as you grab the red key.

Behind the red key is a hidden door. Open the hidden door and collect all of the pickups. Now jump across the level and open the hidden door with the red skulls on either side and the silver sword in front of it.

You will now enter an area with two parallel corridors. Do not walk across the skeletons on the floor. This activates some bolt traps. Walk through the corridors and jump across to the other side.

Defeat the two four-armed demons. Jump back across. Find the lever to lower the lift. Step onto the lift and descend into the central area between two large walls. Kill the two witches that appear. Exit this huge level.

Pit 4 (2 secrets)

Turn around and enter the corridor to find the silver sword. Kill the skeletons. Leave this corridor and walk forward to the next step below. Here you must kill two zombies and pull two levers. These open the portcullises, releasing two skeletons and a ghost. When these are destroyed pull the grey lever. This will activate a teleport and switches the sliding block trap on the left of the player start position off.

Rush past the deactivated sliding block trap and down two steps. Enter the corridor to the left of the standing stone. You need to find a switch in this area whilst defeating skeletons. Pulling the switch will move a wall. The wall is on the right when you first enter this part of the dungeon. Kill the spiders which are now roaming about and go thru the hidden wall that opened. Collect the pickups and the gold key.

Run back to the area with the gold skulls on the floor. As you run onto it you will activate the floor slab (because of the gold key). This lifts the block on the other side of the dungeon. It also releases zombies. They arrive from the main shaft. Kill them all and a teleport will be activated back out in the main shaft area under a standing stone. This takes you back to the start area.

Secret #1 If you go back to the area where you had to pull two levers to open two portcullises (the first area that you dropped down to) you will find a second teleport. This takes you to a ledge above the area with the gold skulls on the floor. Collect the pickups and then return.

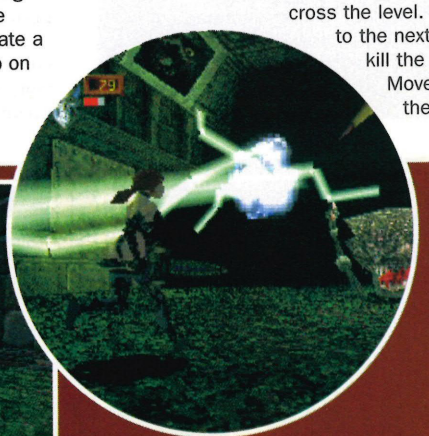
Move down three steps (past the area where you pulled the grey switch), avoid the zombie and open a hidden door. Follow the corridor and lift, waste the two skeletons. You should arrive at a pit. Jump onto the ledge on the left. Pull the lever to open a portcullis opposite.

Move along the corridor and come out by the main shaft. Open the portcullis and go to the right. Avoid the flame traps in the alcove and pull the lever. This will switch the flames off. Turn right and walk forward, do the same again. You should now do the same with remaining alcove. Pulling the lever calls a lift across the shaft.

Exit the flame trap area and use the lift to cross the level. Move down to the next step and kill the skeletons. Move through the wooden

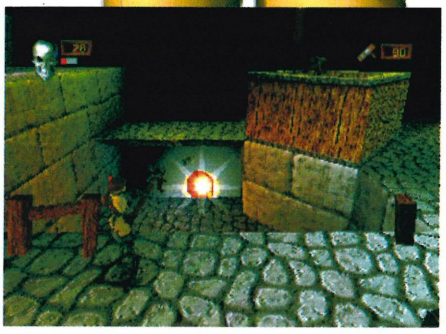














doors and find the silver key. To do this you should turn left and left again after the wooden doors. The silver key allows you access to the room full of coffins. Destroy the ghosts which attack you. After you've destroyed all of the ghosts a lever will be revealed. It's located just around the corner. Activating this allows you to exit this level.

You have to avoid a zombie ambush before you exit. Once this is complete, go past the red save and drop down onto the lift that you raised before exiting.

Secret #2. As you come out of the ghost room and get back to where you first fought the skeletons turn left. You will find a hidden door has opened It's close to a health potion that is/ was next to a drop. Inside is a lever, activate it. This will lower a lift and shows a hidden area being revealed. Take a long run up, run out onto the lift and jump onto a platform. Use caution however as this platform will soon collapse. Jump onto the ledge over to the pickup area. Collect the pickups and then exit the level.

Pit 5 (3 secrets)

Descend on the lift, step down to the next step and head through a wooden door. Go along the corridor. Note the hidden door that opens, move up to it gently, be ready to jump back and a load of bolts will be fired. The hidden door will close. Press activate and jump to the left to avoid the bolts. The door should remain open. Pull the lever within and move to the open portcullis.

Move down this corridor on the right hand side and get ready to jump to the left, then to the right to avoid the flights of spears. There is a lever at the end which opens the next portcullis for you to enter.

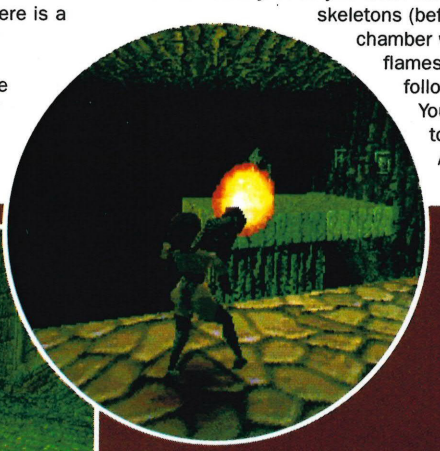
Go to this portcullis. Head down the corridor and jump over three flights of bolts coming from behind you. Continue to the end of the corridor and press activate, this will open a hidden door. Pull the lever and this will open a hidden door at the other end of the corridor. Go there and pull the lever. This opens the final portcullis.

Move forward to the end of this final corridor and open the hidden door. This reveals a lever, activate it to get access to the rest of the level. Move down another step, kill the skeletons and a hidden door will open.

Secret #1. Opposite the hidden door is another. Go to it and press activate. Grab the rocket launcher. Move into the alcove room, kill the spider and the skeletons. On the left hand side, in the middle alcove, is a hidden door. Open it and this opens a portcullis in the far right hand side of the room. Move through the portcullis into a large chamber.
There should be a skeleton on a floating platform. Kill it, jump onto the platform and pull the lever. Jump back, move down the step to an area with two levers and a lift. Pull both of the levers (far one first) and step onto the lift. You should move across to the room and step off onto the platform.

Secret #2 There is a hidden door in this chamber. It is located in the opposite wall as you enter the chamber. Press activate to open it. Follow the steps down into a small chamber containing numerous pickups and a lever. Pulling the lever moves you to a new location. Pull the lever here and exit room. Move along the ledge to an archway and enter. Kill the skeletons and avoid flame traps. Head over to the final archway and exit the level.

To learn the flame sequence you must find a hidden door just as you enter the area with the skeletons (before the chamber with the flames). Open it and follow the corridor. You should come to a lever. Activate it to

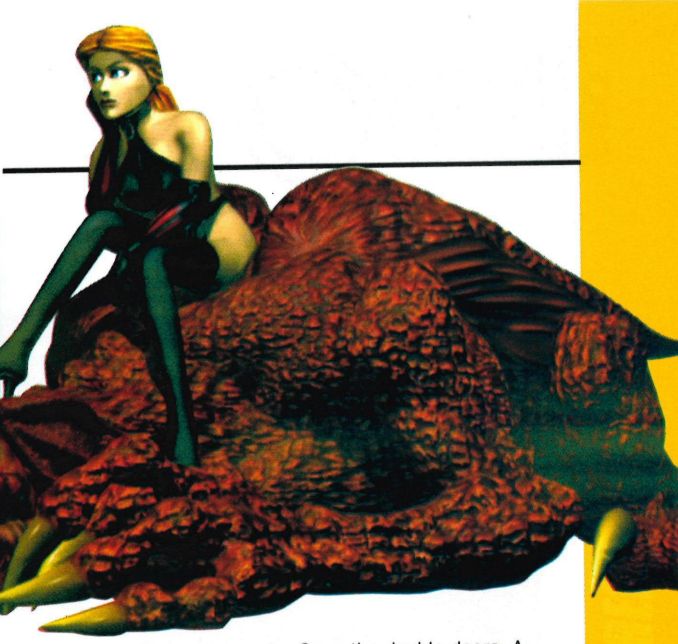












trigger the flames and see the safe spot in the flame sequence.

Secret #3. As you run along trying to avoid the flames, drop over the edge. At the bottom there's a teleport. Use it and re-enter the flame trap chamber. Drop over the edge. The teleport has moved. You can now get to a hidden door, press activate to open it. Collect the lovely pickups inside.

Pit 6 (2 secrets)

There are two ways to complete this level. You either follow the walkways you start on, finding pickups and locating two switches which allow you to continue down to the floor below or you can drop down to the floor below.

On the floor there is a maze patrolled by two Pit Fiends. They chase you one at a time. If you followed the upper route you have the pickups to destroy them with. If not there are two trap areas where you can lure the Pit Fiends to and then destroy them.

These areas are located on the ground level to the right of where you start. Once the Pit Fiends are no more you can safely find the red key and open the red door. The red key is in a chest in an alcove near the magic force doors which hold the second T-Rex.

Secret #1 Next to the trap area which has the lifts that lower a T-rex into the flames there is a hidden wall. Open it and inside are valuable pickups

Secret #2 As you run into the second part of the ground floor area, (not through a rough stone winding corridor, but through a stone corridor made of stone blocks with a walkway above you on the left) there is a hidden door on the right side, with a wooden surround. Inside are some valuable pickups.

Follow the slope, open the portcullis by defeating the four armed demon. She will try to ambush you from behind. Behind the portcullis is a lift. This takes you into Agrash's lair. Here you're aim is simple, destroy Agrash and the four armed demons which he will summon.

Belfry 1 (1 secret)

Go down on the lift and pull the forward lever before getting back onto the lift. It's of great importance that you don't activate levers marked by skulls. Exit this level via the drawbridge and head into the next tower. Kill the Priestesses and go down on the lift.

There is time to open two chests before the flame traps activate – watch the dials for a clue and continue to next tower. Kill all of the occupants and open the chest. Take the gold key and proceed left across the walkway to the next tower. Kill the knights and pass through the first room. You must now go to the right hand corner of the room and activate the teleport.

Enter the teleport to collect venom sword from a secret area. Go down on the lift to the ground floor. Exit the rooms to the exterior. Head over to the base of the second tower and enter the portcullis. Collect the silver key and return to the interior. Enter the four portcullis lift shaft and ascend on the lift to collect the red key. Return to the central tower. Kill the knights and continue to the end of level tower.

Belfry 2 (1 secret)

Before entering the keep turn right and follow the path. You should come to a large pit containing a Pit Fiend. There is a partially concealed button which when pressed will lower a small lift over the pit. Jump onto it quickly and it will take you up to a secret area. Take the lift back down and continue to the end of the path where a hidden door can be opened to reveal a strength potion. Run past the pit fiend and trap him by running over the falling slabs.

Enter the keep and use the strength potion to kill the occupants. Open the double doors. A hidden door opens instead revealing a red knight. Pull the lever in the side room to open the double door. In the courtyard you must kill the knights and collect the War Pig.

Turn right and open the hidden door to access the east tower. Destroy the knights and head up on the lift. Leave the room and go onto the battlements. Enter the keep's upper floor and cross the room. Enter west tower via a portcullis. Negotiate the jumping trap to push three levers, leaving the opposite lever until last.

A hidden door opens allowing you access to the end of level.

Belfry 3 (1 secret)

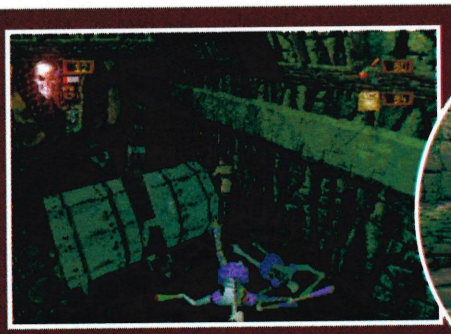
Jump between the rafters, turn right and then right again. Follow the path to collect the silver sword. Return and cross to the opposite side of the room. Turn right, kill the knights and ghosts using silver sword. Go down on the lift and kill the giant hand.

There are three buttons to press in order to open the end of level door. it's no great problem as they can be activated in any order. Octagonal Room: Go to the lift and open the hidden door. Kill the knights, cross the room and open the opposite door. Inside this next room you must kill the knights and pull the lever to open the diagonal walls and allow access to a button.

Rafted room: Kill the black and red knights. Enter the dark area and use your light spells to find the ledge. At the end of this dark corridor there is also a hidden door concealing a secret area. Climb up and proceed to a rafted area. Kill the demon and go to the end of the room. Turn right and press the button.

Knight's room: Go in portcullis and up on the lift. Kill the red knights in the alcove and pull the lever to open a portcullis. Kill the knight and pull the lever in a small room. A block will drop allowing you to climb up. Jump back across the







Spells

Firefly



This is the way to light those dark and gloomy areas you will stroll into. Your fear of the dark is over

Starspell



Hurts the undead and lights the area ahead, inflicting damage to all in the proximity

Fireball



A great weapon to keep enemies at bay. Fires a ball of lethal flame at lurking beasts ahead

Razorspell



It's a bit like throwing a collection of Stanley blades. Very dangerous to others but great fun

Jetspell



Launches an avalanche of rocks at the enemy. Keep away from them however as you may feel the force

Great Razorspell



Powerful and lethal in the extreme. Only one can be carried at a time so use it very wisely

Arc Of Power

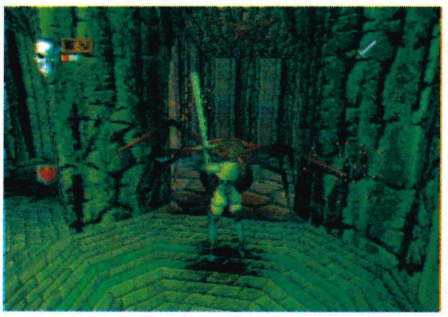


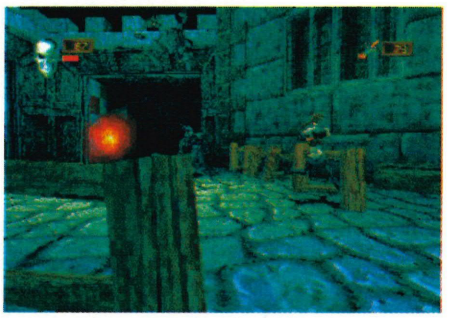
Calls upon the Storm god to strike three foes with a bolt of lightning. Very scarce but highly effective

War Pigs Of Doom



Summons suicidal pigs. Obviously. They bound off to their death towards some terrified enemies





gap and run the stop-cock to deactivate the flame traps. Jump back and along the path. A floor folds down allowing you to cross and press the final button to open the end of level door.

Sewer 1 (1 secret)

Turn right and climb into the alcove. Follow the path, drop down and collect a bomb. Throw you're newly acquired bomb into the room to kill all the orcs. Drop down and go through the portcullis. Go straight ahead into the maze area. Turn right and follow the path keeping a wall on your right hand side. Kill the orcs as you go. In this area, if you turn left and follow the path keeping a wall on your left hand side, you will find a falling slab which drops you into a secret area. A teleport in here will return you to the octagonal room.

You'll arrive at a door with banners by it. Go inside and cross the room into a double door. Head up on the lift. Put paid to the archer orc and collect the red key.

Retrace your steps through the maze to the octagonal room. Turn left and climb back to the starting area. Go straight ahead and turn left through the red key door. Cross the bridges killing the orc archers. Then go up on the lift and along the corridor.

Kill more orcs and continue to collect the gold key. Retrace your steps again to the start position and exit via the portcullis and right.

Sewer 2 (1 secret)

Descend on a large octagonal lift. Turn right head along the sewer. Next turn left and go straight ahead. Climb up into the alcove and collect the health potion. The hidden door will open. Enter and kill the archers. Pull both of the levers and collect the silver sword. Leave the room and turn immediately to the right, climbing into the alcove and going down the slope.

Enter the coffin room on the right and open the coffin to collect some pick ups. Kill the ghost with your silver sword, continue along the corridor and down the slope. Turn right and then right again. Kill the orcs and pull both levers to open the end of level portcullis. Drop down on the falling slabs into Sewer 3.

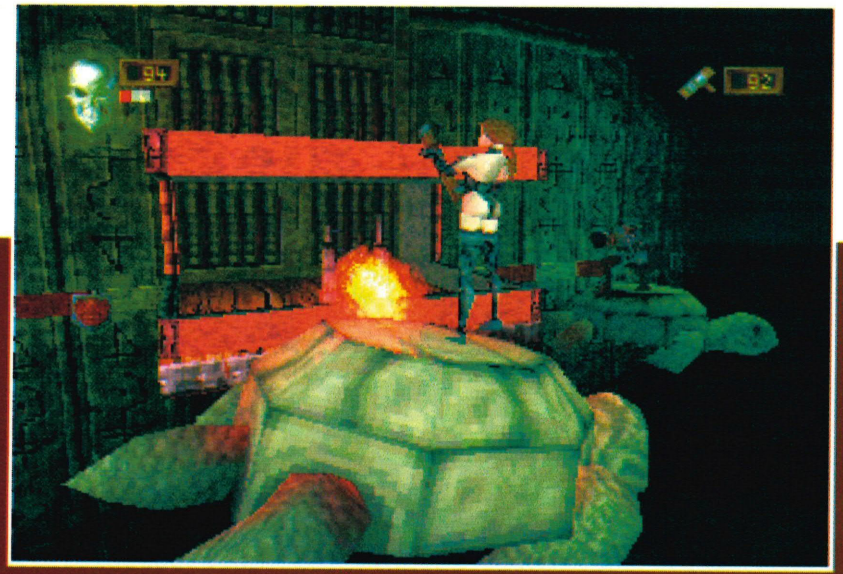
There is a secret area on this map which can be found like this: When you take the octagonal lift down at the start of the level, take the path that lies straight ahead and turn left as it joins with another corridor. You will have to jump over a large hole and climb up to a portcullis door. Behind this door is a secret area containing a blunderbuss. Waste the orcs and pull the gold lever to return to the lower level of the sewers. Simple as that.

Sewer 3 (1 secret)

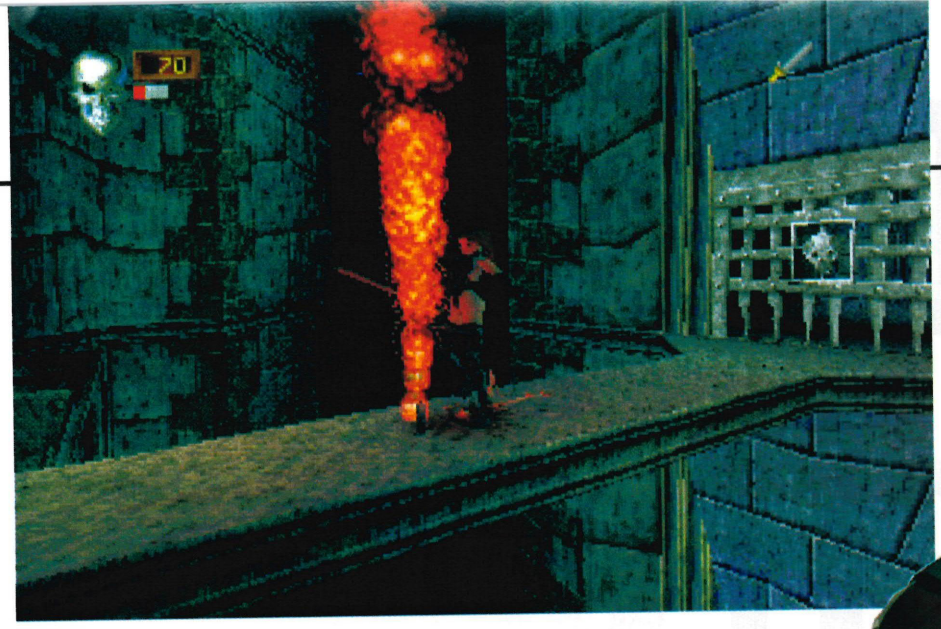
Drop down and kill all the insects which emerge from the pods. Collect the flame thrower and proceed making sure to kill the insects as you go. Head down the slope and turn to the right. Down the slopes kill all of the insects and open a hidden door opposite.

Collect the precious pickups from the chest. Enter the room killing all of the insects which emerge from hidden doors. Once they're cleared the exit door will open. Go down through the falling slabs. Kill the spider.

Turn right and activate the sliding block. Walk forward and open the hidden doors. Collect all of







the pickups from the chests and return to the Y-junction. Take the left fork, climb up into corridor and continue forward. Kill the spider and follow the path ahead. You will find a secret area before you come out above the insect queen. Kill it by destroying the stalactites. the exit is at the opposite side of this room.

Sewer 4 (1 secret)

Enter the medusa chamber, kill all medusa to allow access to treasure rooms and orc shaman end of level. Collect pickups from treasure rooms, the treasure room on the left contains a secret area concealed by a hidden door on the far wall. Leave via double doors, up lift, kill orcs and climb up killing archers, through hidden door and go to opposite side of the room.

Drop down into pit on the right, pull lever, climb back up and out through portcullis, kill all orcs including shaman to open EOL door.

Trench 1 (1secret)

Climb out of the first trench and run across the open ground into a second trench. Avoid the mines and kill the ratmen. Killing the two gunners will deactivate the cannons. Climb the wall into next trench.

There are two lifts in here, the left-hand one leads to a small room containing a chest. Grab the key. The chest on the right leads to an alternative route. Descend on the lift, open the opposite hidden door which reveals a secret area and collect the pickup.

Follow the path until you reach two portcullis doors. Take the one on the left but jump out to the right before the lift pushes you into some spikes. Take the next lift up. Drop some bombs or grenades from windows to kill the ratmen. Collect the key, kill all the ratmen in their foxholes and cross to the end of the level killing all the remaining ratmen.

Collect the key from beneath the walkway. All three keys must be collected before the end of level door can be opened.

Trench 2 (1secret)

At the beginning of the level run forward into a square bunker. Press the activate button and you will be teleported to the top of a pill box where a secret area is revealed and a pickup can be collected. Kill rats in pill-boxes and go up on the lift into the bunker. Follow the path, killing the ratmen along the way. There is a maze here.

You need to locate the command bunker. There are a number of solutions to the maze but the command bunker can be identified by a text message and the stone floor levers next to it.

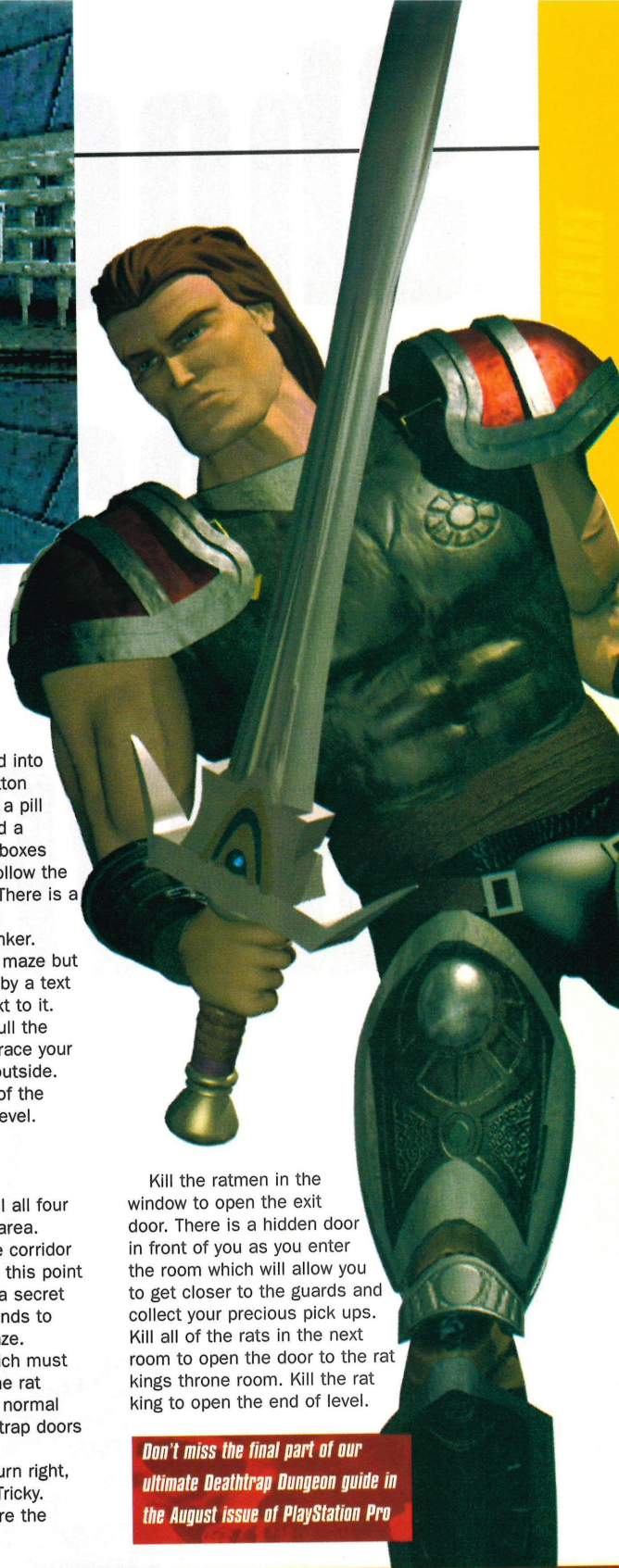
Get into the command bunker and pull the gold lever to drop the wall outside. Retrace your steps through the maze and get back outside. Cross to the control centre and kill all of the occupants. Go down in lift to the next level.

Trench 3 (1 secret)

Open the door and kill the rat ogre. Pull all four levers to allow you access to the next area. Collect the health potion and follow the corridor round to a giant rat room. Going left at this point leads to a fall which will drop you into a secret area. Leap from the lift before it descends to escape the rat and run through the maze.

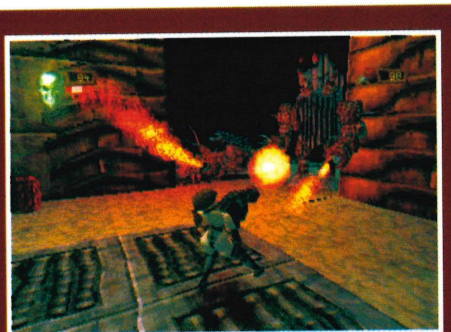
There are two giant rats, both of which must be killed to open the door leading to the rat king's rooms. They can be killed using normal weapons or by dropping them through trap doors at the end of the maze.

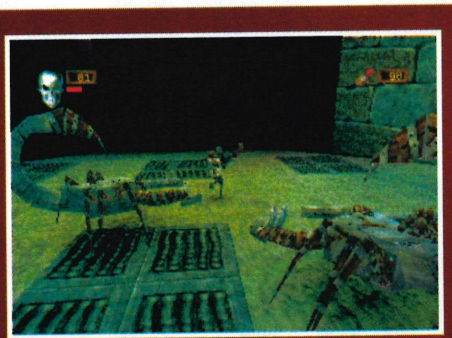
To get through the maze you must turn right, then right again. Then take first right. Tricky. When both of the giant rats are no more the portcullis opens to the guard room.



Kill the ratmen in the window to open the exit door. There is a hidden door in front of you as you enter the room which will allow you to get closer to the guards and collect your precious pick ups. Kill all of the rats in the next room to open the door to the rat kings throne room. Kill the rat king to open the end of level.

Don't miss the final part of our ultimate Deathtrap Dungeon guide in the August issue of PlayStation Pro







Shoot!

Hit the target Shearer style with our massive Quake guide

Cheat!

Maradona did it, now you can too with our brand new Tips Encyclopaedia

Save!

Even David Seaman would be proud! The best value mag in its field!

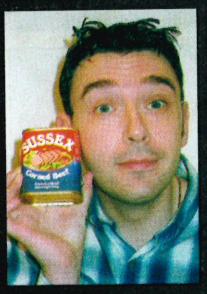


Dive!

Do a Klinnsman down to your local newsagent. On sale NOW!

RANT

Roundell's past comes back to haunt him this month as we learn how his childhood shaped the bitter and twisted individual he is today. You'll laugh at the cruelty of children, cry at the stupidity of grown-ups and want to kick the crap out of eight-bit freaks. This month he targets retro videogames and the sad gets who play them...



When I was 13 I needed a BMX and I reported the urgent requirement to my trusty parents. Not unreasonably, they translated my need as desire, but nonetheless promised that come Christmas, they'd see me right. But this was May and it wasn't soon enough, so determinedly I got myself a paper round and saved a bit of cash. It was a pittance, but for no good reason the Rawtenstall branch of Asda had decided that unbranded BMXs were the perfect consumer companion to its range of meats and cheeses, and stocked a range I could afford. So I bought one, and despite my mates patting their arses and hooting "That's Asda bike, ching-ching!" every time I rode on by, I loved my purple rad-mobile.

These days I still get around, but now I drive a car. Yes I loved my Asda bike, but now when it's raining I don't get wet, when it's windy I don't go backwards and if anyone pats their rear end as I'm passing by I can run the bastards down. I've moved on, as most people do when they grow up. Most, but not everyone...

There are grown-ups who still insist on riding a bike and who keep Greenwoods in business against all the odds with their penchant for wide collars, flares and paisley ties. They should be ridiculed to the point where they string themselves up, but there's a breed of people who are even worse: the "retro" gamers.

Retro gaming is the new and grandiose label for what might more accurately be described as playing shit games. In the days when 8-bit was a distant dream, controlling a Centipede through a field of pixellated mushrooms was a techno-treat.

To indulge in Keystone Capers with a badly drawn rozzer was enough to start a trouser fire and to "be" that "Manic Miner" was better than a starring role in Tron. But that was then, and as the world moves on we're constantly improving our recreation. We don't play footy in hobnailed boots because trainers were invented; we don't do the Tango because the Prodigy exists, and we don't empty our bowels in the street because we have toilets.

Yet still there are those who insist that Space Invaders shats on Doom and that Monaco GP knocks the likes of Total Drivin' into a cocked hat. With an enormous range of titles at their disposal, it's the filthy old "classics" which catch the eye and for which they shell out money that could have paid for Resident Evil 2 before lecturing on its merits in the pub.

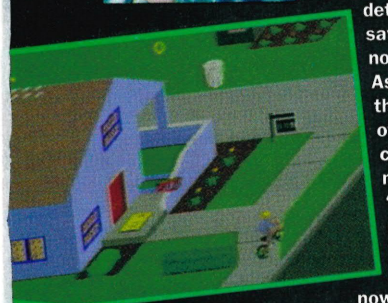
"Do not underestimate the power of PlayStation" we're told. Well pardon my impudence all over the place, but if you shunt this kind of weak-arsed bilge out on a machine that can do so much more, you're all but insisting we do precisely that.

Just how much power does it take to shift a stick-man on a one colour background to the accompaniment of a pathetic, infrequent beep? If the PlayStation's a nuclear powerplant, a retro game can do its stuff on the juice of a beetle's fart. That's a lot of wasted power on the PlayStation; it's a lot of wasted effort from programmers and it's wasted money by us who fund this self-indulgence with the purchase of the real games that could have been even better.

Why play a retro game, which can do its stuff on the juice of a beetle's fart, on the PlayStation?

But the biggest wasters are the retro gamers themselves. Put on your flares and bicycle clips, sit down on your velvet sofas and enjoy an episode of Doctor Who, but stay away from the PlayStation because you're sad, you're weird and you're giving it a bad name.

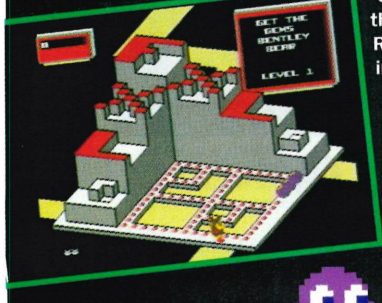
Paul Roundell is the Editor of InterPark, a trade publication for the theme park and family entertainment centre industry. He gets to go on rides for free. And you don't



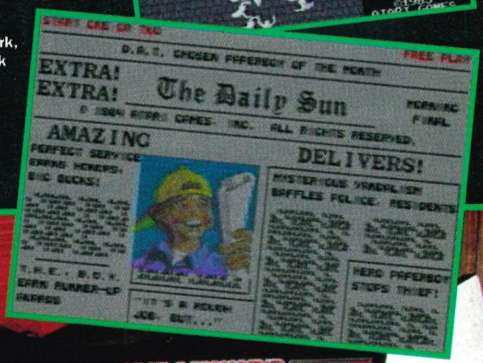














Orange shades, flares and hair from the dark ages of the eighties. This guy's obviously a sad retro gamer who'll never amount to anything

PRO DIRECTORY

Updated each month, this section of the mag gives you all the info you need on every PSX title currently available. All the Platinum titles are highlighted for you, plus our Pro scores adorn each game too

If you're wondering how us professionals come up with the Pro scores for each game listed, the box below should explain things in more detail

1	**ABSOLUTE SHITE. DO NOT BUY THIS GAME, NO MATTER WHAT**
2	**SHODDY, UNINSPIRED CRAP THAT SHOULD NEVER BE PLAYED**
3	**VERY POOR. NOT THE WORST THING EVER, BUT NOT FAR OFF**
4	**WELL BELOW PAR WITH SOME MAJOR LEAGUE FLAWS**
5	**AVERAGE. STRICTLY FOR THE HARDCORE FAN OF THE GENRE**
6	**NOT A COMPLETE DOG, BUT COULD HAVE BEEN A CONTENDER**
7	**CHECK IT OUT FIRST BEFORE PAYING HARD CASH FOR IT**
8	**A POTENTIAL CORKER THAT OOZES QUALITY IN SMALL DOSES**
9	**AN ESSENTIAL PURCHASE THAT'S RECOMMENDED BY ALL OF US**
10	**THE PERFECT GAME IN EVERY CONCEIVABLE WAY. A RARITY**

RENT IT! Entertaining for a while, but the lastability factor is highly doubtful. Fun for a night though

MUST BUY! Simply essential. This is quality gaming and must be bought immediately. If not sooner

TRY B4 U BUY A quality title that's a preferred taste. Not everyone's cup of tea, but well worth trying out

AVOID! Not worth a penny of anyone's money. This is naff, bland and one to avoid at all costs

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



RENT IT — 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



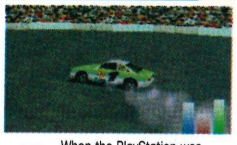
RENT IT — A fast paced racer which never performed as well as it should. Check out its improved sequel Explosive Racing

Cyber Speed 3



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

H Destruction Derby Platinum 7



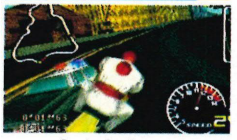
MUST BUY — When the PlayStation was launced this ruled the roost. Today it looks dated and shoddy, but it's worth £20

H Destruction Derby 2 Platinum 8



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

Explosive Racing 7



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

W Felony 11-79 7



RENT IT — Smash everything, drive through shopping malls and cause utter mayhem. Let down by a lack of tracks

Formula One 8



TRY B4 U BUY — Grand Prix racing as it should be, tons of action and speed a plenty. But it's now time to check out F1 '97

Formula One '97 8



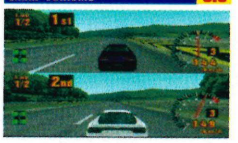
MUST BUY — If F1 is comparable to the Arrows team, then this year's release is a Williams. Truly awesome stuff once again

Formula Karts 8



TRY B4 U BUY — Silghtly above average racer which differs to any other racing game. The speed and handling are as they should be

W Gran Turismo 8.5



MUST BUY — Sony's powerhouse racing game is possibly as fine as games will get. Incredible realism and kick ass gameplay

Hardcore 4X4 8



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

Hi-Octane 5



AVOID! — This could have been so good, but at the end of the day it was let down with poor graphics and even worse gameplay

Impact Racing 8



TRY B4 U BUY — More thrills and spills in yet another fast paced racer. But even speed addicts will notice the flaws. Worth a look

Indy 500 7



RENT IT — A distinctly average racer which features a few nice touches but it's got a lot of top competition to live up to

Jet Rider 4



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

Jet Rider 2 5



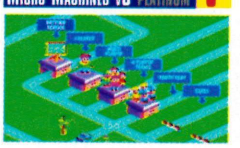
AVOID! — The original was shite and this sequel doesn't exactly break the mould. Due to dodgy controls and slack graphics

Kart Duel 4



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

W Micro Machines v3 Platinum 9



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

W Monster Trucks 7



TRY B4 U BUY — 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!

W Motorhead 8



TRY B4 U BUY — The fastest PlayStation racer of all time. Gremlin will be well pleased with their first game coming out of Sweden

Moto Racer 5



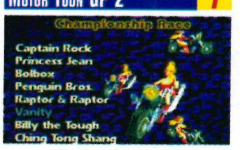
AVOID! — Full on motorcycle racing. Looks reasonable and plays well, but ends up being a little too samey to be essential

Motor Mash 7



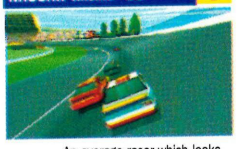
RENT IT — Playable and enjoyable Micro Machines clone. It doesn't quite have what it takes to topple the classic MM however

Motor Toon GP 2 7



TRY B4 U BUY — A colourful, quirky and fun Mario Kart style racer that got us all excited upon its arrival. By no means a serious game

NASCAR Racing '96 — 8



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

NASCAR '98 — 7



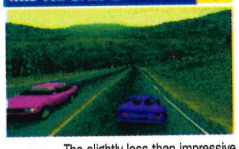
TRY B4 U BUY — It's another stunning case of so near yet so far for a NASCAR game. It looks top but has a few niggling faults

Need For Speed PLATINUM — 8



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

Need For Speed 2 — 7



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

Need For Speed 3 — 8



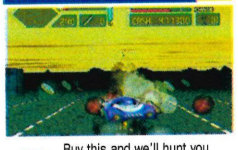
TRY B4 U BUY — The series keeps getting better, but this, and the others for that matter, are far from perfect. Check it out though

Newman-Haas Racing — 8



TRY B4 U BUY — Having more speed than F1 '97 yet less depth makes this a game for those who love the frantic pace of the sport

Off World Interceptor — 3



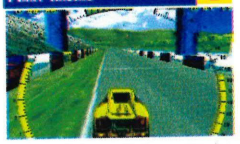
AVOID! — Buy this and we'll hunt you down and beat you to a bloody pulp. This is awful and must be avoided at all costs!

Peak Performance — 8



RENT IT — Another average racing game which looks decent enough but fails to impress in the grand scheme of things

Penny Racers — 2



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

Porsche Challenge PLATINUM — 8



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

Power Boat Racing — 7



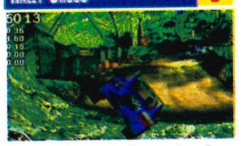
TRY B4 U BUY — A bit of something different although the racing elements are as you'd expect.. Worth a look, but a bit soggy

Rage Racer — 8



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

Rally Cross — 8



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

Rapid Racer — 7.5



RENT IT — A powerboat racer which differs from all the other racers because now you're on water. Good fun for a short time

Ray Tracers — 7



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

Ridge Racer PLATINUM — 7



MUST BUY — 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 Rev. PLATINUM — 7



MUST BUY — The sequel to Ridge Racer packs a mean punch, but failed to be a classic due to the limited course on offer

Road Rage — 3



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

Road Rash — 5



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

Speedster — 4



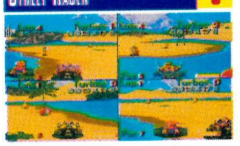
AVOID! — A racing game with a weird overhead view point. Original maybe, but it's still a required taste if driving's your game

Starwinder — 8



RENT IT — 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



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

Supersonic Racers — 8



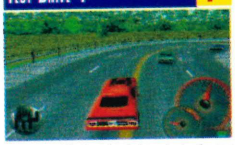
RENT IT — Wacky races style romp which owed plenty to MM V3. Watch out for the sequel, Circuit Breakers, that's coming soon

Test Drive Off Road — 4



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

Test Drive 4 — 7



TRY B4 U BUY — Hindered only by a lack of a two player option which is what these games are all about at the end of the day. Shame

TOCA Touring Car — 8



MUST BUY — A fantastic Touring Car racer which is up there with the V-Rallys and Total Drivin's of this world. An absolute corker

Tokyo Highway Battle — 8



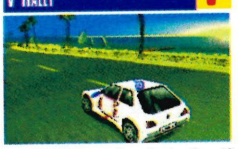
RENT IT — A Rage Racer style game where you must build your car to improve your overall racing performance. Enjoyable

Total Drivin — 8



MUST BUY — Possibly the ultimate racing game including everything from rally cars to sand buggies. Highly recommended

V Rally — 8



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

WipEout PLATINUM — 7



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

WipEout 2097 PLATINUM — 8

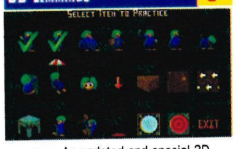


MUST BUY — Just as addictive as its predecessor but with enhanced gameplay and top tunes aplenty. Buy this game today!

PUZZLE

Quirky brain teasers or bizarre Japanese head-scratching affairs – the puzzling choice on the PSX may be limited, but there's something here for everyone

3D Lemmings — 8



TRY B4 U BUY — An updated and special 3D addition to the on going Lemmings family. Save the suicidal green haired fops

Blast Chamber — 7



RENT IT — Dancing On The Ceiling is taken quite literally in this frantic explosive puzzling sport from the future. Confused?

Bust A Move 2 PLATINUM — 7



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

Bust A Move 3 — 8.5



TRY B4 U BUY — Quality puzzle game that will keep the girlfriend occupied for many a night while you're down the pub getting hammered

Grid Run — 8



TRY B4 U BUY — Fast paced chases around a floating grid. Good fun in small doses, but the longevity simply isn' there I'm afraid

Hebereke Popoitto — 3



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

Kula World — 8



TRY B4 U BUY — Perplexing, frustrating, but enjoyable puzzle game which features a pill popping beach ball. Nuff said

Kurushi: Intelligent Cube — 7



TRY B4 U BUY — Bizarre puzzler in which you capture cubes as they roll towards you. Great fun but limited by a lack of variation

Lost Vikings 2 — 8



TRY B4 U BUY — A tricky puzzler where you control a posse of comedy norse men who are lost. It'll have you hooked in seconds too

Oddworld: Abe's Oddysee — 8



MUST BUY — The ultimate puzzle game. It's quirky, it's fun and more than a little perplexing. A truly original game

Super Puzzle Fighter Turbo — 8

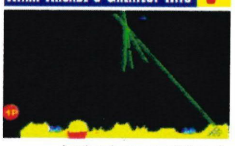


MUST BUY — A bizarre Street Fighter/ Tetris combintion which will zap your social life into extinction within minutes. A must buy!

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 — 5



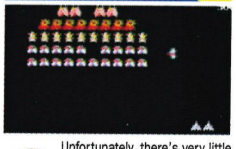
RENT IT — A rather dreary compilation of old 'classics' with an added backstage tour of the games' origins and creators

Namco Museum Vol 1 — 7



MUST BUY — 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



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

Namco Museum Vol 3 — 4



AVOID! — 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 — 5



RENT IT — 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 Hits — 5



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

RPG

Final Fantasy VII has put the life back into role-playing games. If you've finished that already and are hankering for more, then check out the games in this section

Diablo — 8



TRY B4 U BUY — EA convert their successful PC slash 'em-up cum RPG very successfully onto the console format. Check it out

Final Fantasy VII — 8



MUST BUY — The biggest game ever! A three disk bonanza which is already wreaking havoc on the feeble minded. Buy it now!

King's Field — 7



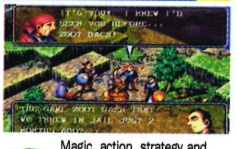
TRY B4 U BUY — Standard and graphically basic role playing romp from Sony HQ. Despite it's looks though, the gameplay is impressive

Suikoden — 8



TRY B4 U BUY — The first true RPG to appear on the PlayStation is unfortunately a little drab for everyone's taste. Try it

Vandal Hearts — 8



TRY B4 U BUY — Magic, action, strategy and fighting. It's a corker that's for sure and until FF VII turns up, waste your time with this baby

PLATFORMS

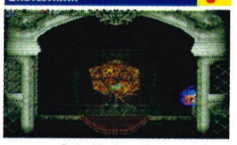
The ancient art of leaping from ledge to ledge in videogames can be perfected by using any of the following games contained in this section

Casper — 8



TRY B4 U BUY — The friendly ghost makes his video gaming debut in this dodgy platformer aimed at the younger games player

Castlevania — 8



RENT IT — Probably the only game to have never changed since its initial release back in the Dark Ages. Not taxing and not clever

Cheesy — 4



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

Crash Bandicoot Platinum — 8



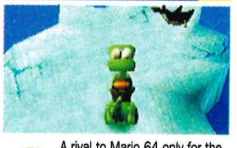
MUST BUY — A classic platformer soon to be revamped in a stunning sequel. Until then, enjoy this laugh a minute adventure

Crash Bandicoot 2 — 8



MUST BUY — A massive improvement on the original and offers more variation than its predecessor. Yet another winner for Sony

Croc — 8



TRY B4 U BUY — A rival to Mario 64 only for the PlayStation. It's cute, cuddly and is in a league of its own. A must buy for the youngsters out there

Earthworm Jim 2 — 5



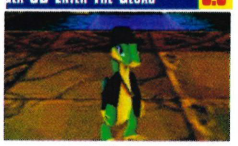
RENT IT — An unimpressive update of a SNES platform hero. But Jim's 2D PSX outing shows its age and should have been better

Gex — 7



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

Gex 3D Enter The Gecko — 8.5



TRY B4 U BUY — Another Mario attempt for the PlayuStation this time featuring the comic vocals of Brit playboy Leslie Philips. Good stuff

Hercules — 8



TRY B4 U BUY — Yet another Disney release which combines gameplay with their well known cartoon style. It's a little too simple though

Jersey Devil — 8



TRY B4 U BUY — A slightly twisted take on the Croc theme. Tricky to get to grips with initially. but rewarding if you perservere for a little while

Johnny Bazookatone — 3



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

Jumping Flash — 8



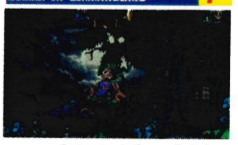
RENT IT — An average 3D platformer which was easily completed, yet loved by all. Well worth a look though and quite fun

Jumping Flash 2 — 7



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

Lomax In Lemmingland — 7



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

Lost World — 6



TRY B4 U BUY — Jurassic Park 2 hits the PSX and gives you five varying characters to play with, including a massive T Rex

Lucky Luke — 6



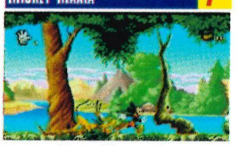
TRY B4 U BUY — It may be aimed at kids but that's no excuse for releasing a sub-standard platform game really is it?

Mega Man X3 — 4



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

Mickey Mania — 7



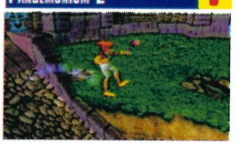
TRY B4 U BUY — The world's most famous mouse is uninspiring in this standard platformer, but offers good old school fun

Pandemonium Platinum — 8



TRY B4 U BUY — A 2D platformer made to look all 3D due to the PlayStation's graphic capabilities. Well worth a purchase

Pandemonium 2 — 8



RENT IT — Tests your eyes like no other game. Colour blind players may have trouble with the over the top colour schemes

Rayman Platinum — 7



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

Rascal — 5



AVOID! — Don't be fooled by the cute looks, this rascal needs a slap in a big way. Dull adventure game for little terrors



It may be a blatant World Cup cash-in, but can you resist it? Of course, if you're Scottish this may not prove a problem

Pad IT OUT

Those trend-setters at LMP are constantly knocking up new joypads for us to play with and this month not only will you be able to proudly wear Three Lions on your shirt, you'll now be able to display Three Lions on your joypad, with this Official England Joypad for the PlayStation, stunningly styled in white and blue.

Available in two options, one being bundled with an England Memory Card, the pad is a lovely white with blue and red buttons and a sticker of the England badge slap bang in the middle. If you go for the one with the memory card, you'll find that blue with a small England badge on it too.

It's obviously a wild cash-in, but if you need a new pad and are football crazy, or even football mad, then it's good value at £11.99 (or £19.99 for the pad/card combo).

Also new in the Gamester range is an analogue effort. It doesn't rumble, but it does provide nice control and it's not as heavy as Sony's official paddage. It certainly handles okay and the slightly different shape is quite comfortable.

Skull Monkeys 7.5



TRY B4 U BUY

Awesome graphics but lacking in lasting appeal. It's good to see someone thinking about what they're doing

Spider 5



RENT IT

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

Spot Goes To Hollywood 8



RENT IT

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

Trash It 4



AVOID!

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 2



AVOID!

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

Battle Arena Toshinden Platinum 8



MUST BUY

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



RENT IT

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



RENT IT

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

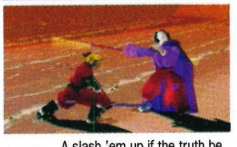
Bloody Roar 8



MUST BUY

A surprise hit around the office due to the morphing chrarcters who change from human to animal form throughout

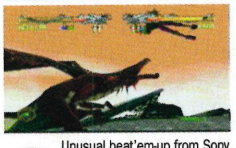
Bushido Blade 8.5



TRY B4 U BUY

A slash 'em up if the truth be known. The fights are short lived due to being cut short (quite literally) with one blow

Cardinal Syn 8



TRY B4 U BUY

Unusual beat'em-up from Sony with some weird characters that deserves your attention for a short while at least

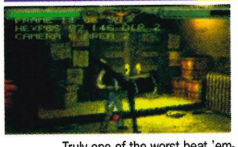
Criticom 8



RENT IT

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 1



AVOID!

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

Darkstalkers 7



RENT IT

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

Dynasty Warriors 7.5



RENT IT

Costume drama beat'em-up that has a little more plot than your average fighter. Not the best of its genre, nor the worst.

Fantastic Four 2



AVOID!

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

Fighting Force 8



TRY B4 U BUY

Better than most arcade beat 'em-ups. Varied pagga situations and more than a few shocks hold your interest

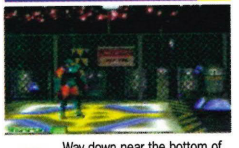
Iron & Blood 7



RENT IT

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

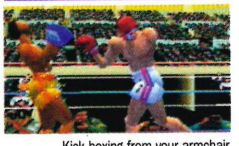
Iron Man 2



AVOID!

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

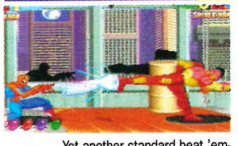
Killer Instinct Arena Fighters 8



RENT IT

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

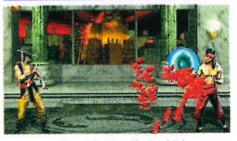
Marvel Super Heroes 8



RENT IT

Yet another standard beat 'em-up only this time having a link with superheroes such as Spiderman and Wolverine

Mortal Kombat 3 7



TRY B4 U BUY

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

Mortal Kombat Mythologies 1



AVOID!

This is a bland and poorly thought out fighting adventure. Certainly worth avoiding like crazy

Mortal Kombat Trilogy 8



RENT IT

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

Psychic Force 5



AVOID!

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

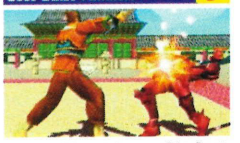
Rise 2: Resurrection 5



AVOID!

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

Soul Blade Platinum 8



MUST BUY

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

Star Gladiator 8



TRY B4 U BUY

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

Star Wars: Teras Kasi 8.5



MUST BUY

Technically Soul Blade with Stormtroopers, this offers some good solid gameplay with the favourite blokes in the universe

Street Fighter Alpha 2 — 7



RENT IT — the all time classic beat 'em-up makes a welcome second appearance on the PlayStation. It's still a classic

Street Fighter Collection — 8



TRY B4 U BUY — An ideal collection for any fan of series, but don't expect anything new here, this is purely a SF collection.

Street Fighter EX Plus Alpha — 8



TRY B4 U BUY — At last! The perfect fighting formula gets the 3D makeover it so richly deserves. Street Fighter fans will love it.

Street Fighter: The Movie — 1



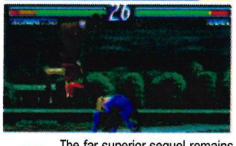
AVOID! — The game of the movie of the game. As dire as the movie itself and should be left alone no matter what the price

Tekken Platinum — 8



MUST BUY — 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 Platinum — 8.5



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

Tobal No.1 — 7



TRY B4 U BUY — 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 — 5



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

Yusha — 4



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

X Men: Children Of The Atom — 7



TRY B4 U BUY — Standard beat 'em-up fayre from the people who brought ius Streetfighter and Mavel Super Heroes

Zero Divide — 7



RENT IT — 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?

Ace Combat 2 — 8



TRY B4 U BUY — Addictive and uncomplicated Top Gun shoot 'em-up from arcade masters Namco. And don't worry, it's not a flight sim.

Agile Warrior — 7



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

Air Combat Platinum — 7



TRY B4 U BUY — So-so flight sim from the PlayStation's early days. Now available for £20 via Sony's popular Platinum Range

Black Dawn — 8



TRY B4 U BUY — A frantic helicopter flight simulator that's also the sequel to the brilliant Agile Warrior. This offers more, obviously

Firestorm: Thunderhawk 2 — 8



MUST BUY — Blow the opposition away with your savage chopper in this revamped version of an old classic. Worth a blast

Gunship — 7



TRY B4 U BUY — A more technical helicopter flight sim which although being less trigger happy, still does the business though

Raging Skies — 5



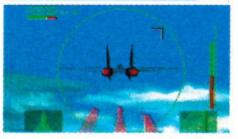
AVOID! — The skies aren't so much raging, more mildly littered with the odd enemy. In every way average, so try before you buy

Strikepoint — 8



RENT IT — 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 — 4



AVOID! — 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 — 8



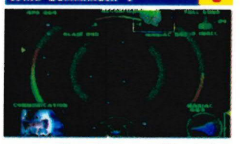
TRY B4 U BUY — An early helicopter simulator which looks basic but manages to enthrall with its 'must finish' airborne missions

Wing Commander 3 — 8



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

Wing Commander 4 — 8



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

Wing Over — 7



TRY B4 U BUY — Strange flight sim. Crammed with aerobatic action and more than a little variation in aircraft. Offers more than most

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



TRY B4 U BUY — Haunted house adventures which looks quite odd, but still manages to do the business on the old adventure front

Alundra — 7.5



TRY B4 U BUY — Falling into the same leather booties as Zelda on the SNES, Alundra is a painting by numbers RPG that will win no new fans

Ark Of Time — 4.5



TRY B4 U BUY — Ark of Shite would have been more appropriate. Not even worth using the CD for one of those classy clocks

Blazing Dragons — 4



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

MOST WANTED

You've read our Exposure section and skimmed through the Prospects zone and are no doubt quite clued up as to what will be coming your way over the next few months, but which ones should you really be looking out for?

Ah yes, the future. We all look forward to it with childish anticipation. We already know which titles will be making an appearance in the world of PlayStation gaming through the Summer and in the run up to Christmas, but unless you're a social outcast with a bank balance larger than the national debt you aren't going to buy them all. So which select titles should you really look out for? Well, these are the ones we can't wait to get our grubby mitts on...



MEN IN BLACK
Protect the world from the scum of the universe with agents J, K and L in Gremlin's excellent looking movie license

Broken Sword 8



MUST BUY

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

Broken Sword 2 8



TRY B4 U BUY

Equally as impressive as its predecessor containing more puzzles and more than a hint of some fine humour

Chronicles Of The Sword 2



AVOID!

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

City Of The Lost Children 7



TRY B4 U BUY

An epic adventure based on the average French arthouse movie of the same name. Well worth a look, if only for the graphics

Cyberia 7



TRY B4 U BUY

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

D 3



AVOID!

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

Deathtrap Dungeon 8.5



MUST BUY

Ian Livingstone's fantasy world is brought into PlayStation heaven by Eidos. Only the strongest need apply

Discworld 8



RENT IT

Terry Pratchetts finest moment transformed itself very well onto the PSX and this is simpy amazing. A must buy!

Discworld 2 7



TRY B4 U BUY

Ultra barmy sequel to the ultra barmy Discworld. It's undoubtedly one for fans of Terry Pratchett's wacky books

Excalibur 2255AD 7



TRY B4 U BUY

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

Herc's Adventures 5



AVOID!

A decidedly average game which is over all too soon. Fun for a little while but that's about it. Just misses the mark

Legacy Of Kain 8



TRY B4 U BUY

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

Little Big Adventure 7



TRY B4 U BUY

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

Myst 4



AVOID!

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

Nightmare Creatures 8



TRY B4 U BUY

This received some harsh treatment from other mags, but it's definitely one for the gore and action fans out there

Overblood 7



RENT IT

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

Perfect Weapon 7



RENT IT

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

Pitfall 3D: Beyond The Jungle 7.5



TRY B4 U BUY

A surprisingly good 3D rendition of one of the original console games. Activision are hitting a bit of form

Psychic Detective 3



AVOID!

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

Reboot: Countdown To Chaos 7



TRY B4 U BUY

Average shooter that promised a bit more. Worth a look if you are a mad, bad blasting maniac with nothing better to do

Resident Evil 8.5



MUST BUY

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

Resident Evil 2 8.5



MUST BUY

With two CDs full of action, this blood soaked stormer is an essentail purchase for everyone. This is simply superb

Resident Evil: Directors Cut 8



TRY B4 U BUY

A two disk spectacle which brings you three variations on the original game and a 20 minute demo of the sequel

Riven 5



TRY B4 U BUY

A rendered collection of snaps fail to liven up this bland but complex affair. Comes quite close to being a form of torture

Sentient 7



TRY B4 U BUY

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

Spawn: The Eternal 8.5



TRY B4 U BUY

Interesting idea but let down by ropy gameplay. Fans of the movie and comic may be keen to take a look though

Swagman 8



RENT IT

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

Time Commando 5



AVOID!

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

Tomb Raider Platinum 8



MUST BUY

The game which launched a thousand magazine covers. Still does well thanks to the recent sequel

Tomb Raider 2 8.5



MUST BUY

What more can be said about Lara Croft and her raiding of tombs? Nothing. This is what you expected and a whole lot more



TEKKEN 3

A rock solid piece of pagga software that should be on everyone's essentials list. They don't come any bigger than this



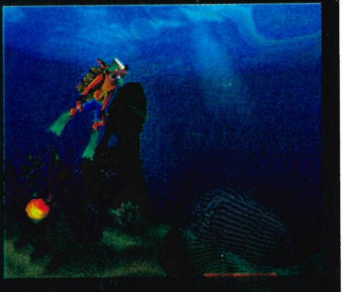
FINAL FANTASY VIII

Squaresoft's definitive adventure series is set to return and send every PlayStation owner into a gibbering wreck. We can't wait



COLIN MCRAE RALLY

Potentially the best rally game of the year. If kicking up dust in a screeching wheel spin is your idea of a laugh, watch out for this



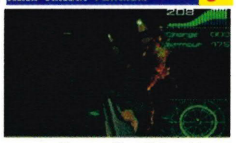
CRASH BANDICOOT 3

The first details have emerged concerning everyone's favourite marsupial, and from what we've seen, Crash 3 looks stunning

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 Platinum 8



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

Armoured Core 8.5



RENT IT — Mech warriors battle it out er... and do little else in this blasting romp. Simple stuff, but good fun for a short while

Area 51 1



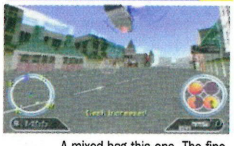
AVOID! — This game doesn't exist. Oh no. Unfortunately, we're joking and it does actually exist. And it's a pile of shit

Assault Rigs 5



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

Auto Destruct 7



RENT IT — A mixed bag this one. The fine line between a tough challenge and impossibility has been breached. Average at best

Battle Stations 1



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

Beast Wars 4



AVOID! — Transformers, more than meets the eye? Not in this game, what you see is what you get, which is very little indeed

Blam! Machinehead 5



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

Brahma Force 8



TRY B4 U BUY — The third Kileak release is surprisingly absorbing stuff. Much more enjoyable than the previous two put together

Colony Wars 8



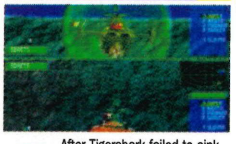
TRY B4 U BUY — A futuristic blaster which sees you following many different paths as you battle your way across the cosmos

Contra: Legacy Of War 5



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

Critical Depth 3



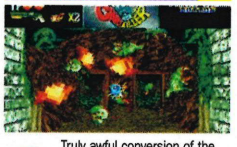
AVOID! — After Tigershark failed to sink the Bismarck, this shot just wide too. The idea is great. The game's crap

Crusader: No Remorse 7



TRY B4 U BUY — Take control of a robotic assassin in this isometric viewed PC conversion. Bullets and blood aplenty

Crypt Killer 2



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

Dark Forces 7



TRY B4 U BUY — Star Wars meets Doom in this classic blaster. If you want to kill Stormtroopers, then this is the game for you

Descent 7



TRY B4 U BUY — Shoot 'em- up in the Doom style only you're flying around in a spaceship head first down a massive mine shaft

Descent 2 8



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

Disruptor 7



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

Doom 8



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

Duke Nukem 3D 8



MUST BUY — Sure it's been released ages ago on other formats but if truth be told this is still pretty darn marvellous

Epidemic 8



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

Exhumed 7



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

Fade To Black Platinum 8



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

Final Doom 8



TRY B4 U BUY — The rather splendid sequel to the monster hit giving you more of the same, with added bonus bits of blood

Firo & Klawd 5



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

Forsaken 8



TRY B4 U BUY — Cool graphics and action aplenty in this blast from Acclaim. It's an acquired taste, but quite juicy and enjoyable

G-Police 8



TRY B4 U BUY — Class futuristic shoot 'em-up. Flying around mega cities and blasting the bad guys has never been so much fun

Galaxian 3 4



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

Ghost In The Shell 7



TRY B4 U BUY — Another comic inspired Sony game that never quite manages to make it to the big time. A nice try though

Hard Boiled 4



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

Hexen 2



AVOID! — Eagerly awaited drivel which at the end of the day that should have been brilliant. As it stands... just avoid it

Independence Day 2



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

In The Hunt 3



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

Judge Dredd 7



RENT IT — Stunning shoot 'em-up from Gremlin. The bullets will be flying and the adrenalin pumping almost immediately

Kileak The Blood 7



TRY B4 U BUY — 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 7



RENT IT — Slightly flawed 3D shooter giving you full control over huge Russian Mech robots. Worth a look if you fancy it

Lethal Enforcers 2



AVOID! — If filth could be transformed into a game then this is as downright stinky as you could go. A contender for worst game ever

Lifeforce: Tenka 8



TRY B4 U BUY — Gloomy surrounds, stunning graphics and wicked gameplay make this one a winner. But maybe long in the tooth now

Loaded Platinum 8



MUST BUY — An isometric viewed shooting gore fest which isn't all that bad. And at £20 a throw you're laughing! Buy it!

Lone Soldier 1



AVOID! 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



RENT IT The 3D levels can be tiring in this huge game that oozes Loaded influences. The game, not the magazine

Maximum Force 4



AVOID! Yet another light gun farce which attempts to cash in on the success of Time Crisis. Do not consider buying this disgrace

MDK 8



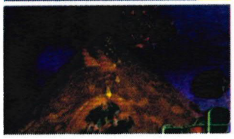
MUST BUY Snappy name, awesome game. Drops you in the centre of a violent world where only the strongest will survive the day

Mechwarrior 2 8



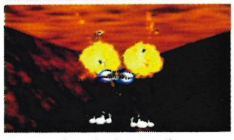
TRY B4 U BUY Robots blow each other away big time in this fine shoot 'em-up brilliantly converted from the PC for us PSX nuts

Nanotek Warrior 8



RENT IT A psychedelic shoot 'em- up in the same vein as the old arcade classic, Tempest. Except loads more fun and mayhem

Novastorm 2



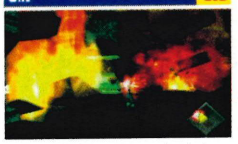
AVOID! An early release on the PlayStation that could have been so much more. As it stands, it's fairly dull as things go

Nuclear Strike 8



TRY B4 U BUY The eagerly awaited sequel to Soviet Strike which doesn't disappoint. More thrills and spills than previously

One 0.5



RENT IT Brainless violence that looks great but becomes monotonous after a while. It'll keep you occupied for the night though

Parodius Deluxe 8



RENT IT A conversion of the original classic Parodius game which will surprise no one but amuse many. Check it out

Philosoma 5



AVOID! A shoot 'em- up incorporating many different viewpoints but with very little excitement. Look elsewhere before buying

PO'ed 5



AVOID! Smack walking backsides and the like with frying pans and big sticks in this strange slant on the Doom clones

Raiden Project 8



MUST BUY One of the great shoot 'em- ups to ever appear anywhere ever. If arcade style blasters are your bag, buy this today

Rapid Reload 3



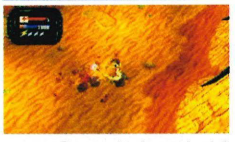
AVOID! Shoot 'em-up in the same vein as Mega Man, only better. Another early release that should have been better

Raystorm 8



RENT IT A fine but standard shoot 'em-up. Not sure it warrants the £40 price tag though. Try it, you might like it

Reloaded 7



RENT IT The sequel to the gory Loaded which was nowhere near as good as it promised to be. Still enjoyable though

Revolution X 1



AVOID! Oh my God! How bad is this? A crap arcade affair starring – wait for it – bloody Aerosmith! Avoid! Avoid!

Robotron X 8



RENT IT A revamped 3D version of the old arcade game gives you plenty of hours of frantic thumb blistering fun guaranteed!

Shellshock 7



TRY B4 U BUY 3D tank shoot 'em- up where combat strategy is required for you to progress with your team of tooled-up home boys

Shadow Master 8



TRY B4 U BUY Psygnosis continue their fantastic line up of stunning games-both visually and in terms of gameplay

Shockwave 3



AVOID! Kill the alien invaders before they take over the world in this shoot 'em- up that first appeared on the 3DO

Slamscape 3



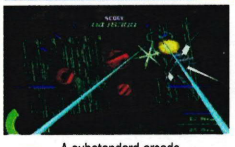
AVOID! Truly dreadful in every sense. Futuristic shooters are ten a penny, but this is the worst game ever invented. Avoid!

Soviet Strike Platinum 8



MUST BUY This is your chance to mow down Russians in this mega tough, but hellishly addictive helicopter romp

Starblade Alpha 4



AVOID! A substandard arcade conversion that should never have been released. Boring, boring, boring. Avoid!

Starfighter 3000 4



AVOID! Another dull 3D shoot 'em- up which gives the genre nothing new, nothing interesting and nothing in the way of originality

Steel Harbinger 3



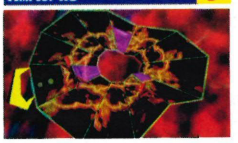
AVOID! Never lived up to its promise. Yet another dull futuristic blaster starring some psycho yank cyber babe with big hair

Steel Reign 5



RENT IT Disappointing tank blaster which can't hold its own against the dated but still top notch Shellshock. Shame really

Tempest X3 5



RENT IT Three games in one still doesn't give this the edge it needed. You get the original and two new 3D versions

Tigershark 3



AVOID! Truly awful nautical affair in which you hammer around blasting all and sundry. The only problem is it's terribly dull

Time Crisis 8



MUST BUY Undoubtedly the finest light-gun game around at the moment. There's more than a little frantic shooting to be done

Total Eclipse 3



AVOID! If the word naff was a game, then this would be it. It looks bad, plays even worse and will ultimately be forgotten by all

Tunnel B1 8



AVOID! Visually stunning Channel Tunnel simulator that moves hyper fast but is generally too complex to love

Twisted Metal 7



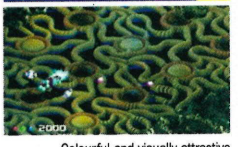
RENT IT The original PSX road rage game was a tad disappointing for many, but certain gamers love it to bits. Try it first

Twisted Metal 2 8



TRY B4 U BUY The much improved sequel to the carnage craving original that offers plenty of mayhem across the globe

Viewpoint 7



RENT IT Colourful and visually attractive shoot 'em- up. Tricky to play however, but has that old school arcade feel to it

Vigilante 8 8



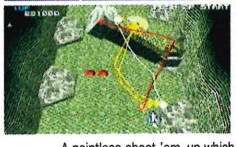
MUST BUY An excellent blend of speed, bullets and no holds barred action. This is what Road Rage is all about, and we love it

X2 7



RENT IT Ultra difficult shoot 'em- up with more mayhem and weapons than most and a storming techno soundtrack too

Xevious 3D/G+ 2



AVOID! A pointless shoot 'em- up which is absolute dross and carries the worst name in video gaming history. It's shite

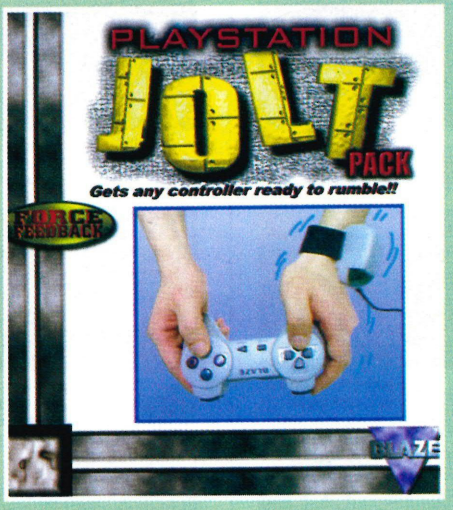
STRATEGY

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 8.5



RENT IT Sim City-esque train network builder which may be boring as hell for most, but PC owners will cream over it



Peripheral Round Up

Most of the peripherals that arrive in the office tend to be third-party joypads and to be honest once you've seen one they hold very few surprises. With the current buzz (no pun intended) around the new Sony Dual Shock, we were expecting an influx of rumblers arriving, but the first vibrator to arrive isn't a joypad. In fact, it looks like a refugee from an Ann Summers Love shop.

The PlayStation Jolt Pack from Blaze fits into your joypad port and then extends to a small box with a velcro strap that you affix to your wrist (or any other part of your anatomy) and with compatible games it'll rumble when appropriate. The shaking is stronger than the Dual Shock and it is actually quite a good piece of kit, if a bit weird. We tried it with Vigilante 8 and it worked a treat, but with Gran Turismo it was vibrating more than a businessman's wallet in a Thai brothel and it made us feel quite queasy. Price to be confirmed.

Also in from Blaze this month is the Xplorer, which is billed as the Ultimate Cheat Cartridge, a claim that seems quite sound to us. The Xplorer is compatible with Action Replay and GameShark codes so anything that's been published so far should work, plus you can even find your own. There are hundreds of cheats for the latest games already stored inside the cart to get you off and running too. Costing under £20 this is well worth getting if you're finding games a tad too difficult these days.

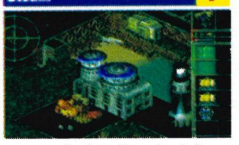


Allied General — 4



AVOID! A bit like a game of computer Risk at the end of the day. Sorted if you like that kind of thing, We didn't

Bedlam — 4



AVOID! Syndicate Wars of sorts for beginners. Oh, and for people who don't like games as good as Syndicate Wars too

Carnage Heart — 7.5



TRY B4 U BUY Bizarre robot fighting goings on for a change. Robot fans should love every second of a good title

Command & Conquer — 8



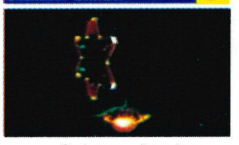
RENT IT The classic war strategy game. Still causing players major headaches and still worth every second of your time

C&C: Red Alert — 8



MUST BUY The second installment of C&C is a huge improvement with more action and strategy than ever before

Darklight Conflict — 5



AVOID! Strategy as well as a busy trigger finger will get you through this. Stir in some patience to boot and you'll be away

Dark Omen — 7.5



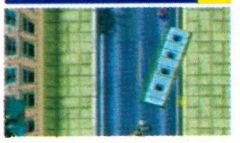
TRY B4 U BUY A high standard of wargaming is achived by EA with their goblin basher. An acquired taste mind, be warned

Defcon 5 — 4



AVOID! 3D affair which lacks any kind of lasting appeal for new or experienced gamers alike. Be very careful indeed

Grand Theft Auto — 8



MUST BUY Controversial game which endorses bad behaviour in cars. Hurrah for all concerned. Over 18s only though

Magic Carpet — 7.5



TRY B4 U BUY Mystical carpet flying. A very strange strategy/ action game. One of Bullfrog's fine early moments in gaming

Monopoly — 7



RENT IT It's everyone's favourite boardgame for passing the time away on long rainy days. Only it's on the PlayStation

Panzer General — 5



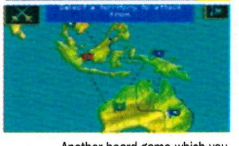
AVOID! More computer Risk which involves plenty of strategic planning as you might expect from this kind of thing

Return Fire — 8



RENT IT Strategy and action are the key points to this strange game. Try before you buy just in case you hate it

Risk — 7



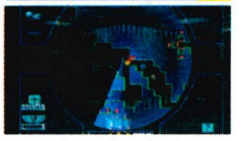
RENT IT Another board game which you either love or hate. It involves killing numerous armies. Fun if you like that sort thing

Sim City 2000 — 7



TRY B4 U BUY The ultimate in megalomania. Play is a little jerky however but if you can put up with that then you're laughing

Space Hulk — 7



RENT IT Strategy fest. Takes time to suss but is worth the effort as the rewards are great in the end. Stick with it for a bit

Syndicate Wars — 8



TRY B4 U BUY The latest strategy release everybody is craving for. Top graphics and wonderful gameplay. Just buy it

Theme Park — 7.5



TRY B4 U BUY Sim City-esque Alton Towers development kit. Watch out for people chucking up all over the show though

Theme Hospital — 8.5



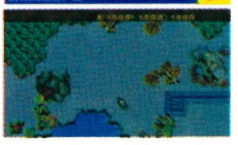
MUST BUY Those of you who loved Theme Park are gonna go crazy over this. So if you fancy it, go out and buy this today

Transport Tycoon — 7



RENT IT The best ever train'em-up to hit the Playstation. Build a successful infrastructure and win a fortune

Warcraft 2 — 8



TRY B4 U BUY A Command & Conquer style affair. A bloody fantastic strategy game that you'll simply adore after two mins!

Warhammer — 7



TRY B4 U BUY Strategy in abundance in this one. Go to war with your hammer and leather those goblin scum to oblivion

Worms Platinum — 8



MUST BUY The slimy blighters star in the best multi-player game available on any format in our opinion. Get your mates in

X-Com: Enemy Unknown — 7.5



TRY B4 U BUY 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 — 8



TRY B4 U BUY — 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 — 3



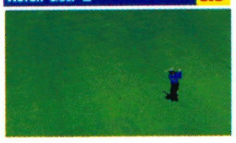
AVOID! — Terrible, just terrible. Please don't ask me to come up with any other words or I'll be forced to say the word "shite" to you

Actua Golf — 8



RENT IT — 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



TRY B4 U BUY — With the faults ironed out, the sequel is the best golf game available bar none. We challenge you to beat it!

Actua Ice Hockey — 8



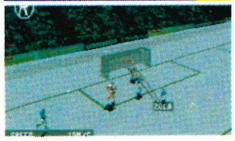
RENT IT — Another Actua release which keeps the standards at a usual high. Not the best, but well worth a butcher's

Actua Soccer Platinum — 8



MUST BUY — The first classic footy game for the PlayStation has dated a little since its arrival. Still worth a peek though

Actua Soccer 2 — 8



MUST BUY — If you love your football, then you'll love this. If you despise football, you'll love this. It's that bloody fantastic

Actua Soccer: Club Edition — 8



RENT IT — Not so much a sequel as the same game with league teams included. What more do you need Wolves fans?

Adidas Power Soccer — 5



AVOID! — 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



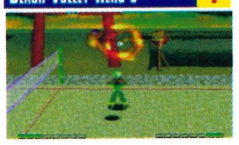
RENT IT — More of the same at the end of the day. Same boots, same game, same lack of Sporty Spice. Tsk!

All Star Soccer — 5



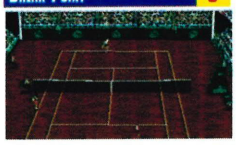
AVOID! — An average footy game which doesn't take itself too seriously. But it's hated by most people who play it

Beach Volley Hero's — 7



TRY B4 U BUY — As yet the only volley ball title for the PSX, and well worth checking out. Originality and playability in one neat package

Break Point — 5



AVOID! — Unimpressive tennis game. Sort of like watching a game on Wimbledon's Court 123 or something

Chill — 4



TRY B4 U BUY — Awful snowboarding cash-in from Eidos. Nice graphics but where did the gameplay get to Certainly not here

Cool Boarders — 7



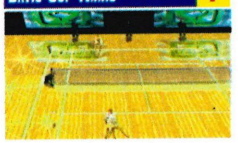
RENT IT — Ultra playable and ultra short snowboarding game. It's trendy to get rad but the game never really got there

Coolborders 2 — 8.5



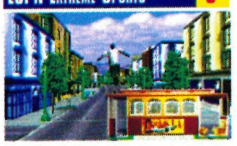
MUST BUY — Improvement on the original offering more tracks, stunts and masses of adrenalin fuelled gameplay on a plank

Davis Cup Tennis — 7



RENT IT — Average attempt at the ultimate tennis experience. One day the definitive tennis game will arrive here

ESPN Extreme Sports — 5



AVOID! — BMX racing amongst others in a truly poor sports game. Extreme Crap would be nearer the mark we think

Everybody's Golf — 8



TRY B4 U BUY — Wonderfully playable golf game that ditches photoOralism for playability in the Smash Court Tennis style

FIFA '96 Platinum — 8



AVOID! — A tiresome, sluggish football game with limited appeal. Even the name is out of date now. Good planning

FIFA '97 — 8



RENT IT — Looking dated in camparison with RTWC. Average at just about everything. Footy fans should check the bargain bins

FIFA RTWC '98 — 8



MUST BUY — Leaves all other FIFA releases in the shade. Contains all Premier league teams from around the world. Awesome

Goal Storm — 5



AVOID! — Renamed for its official release it's an acquired taste, especially if your taste is for below average footy games

ISS Deluxe — 8



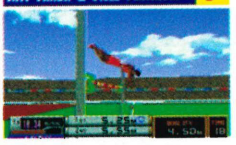
RENT IT — A pretty bland footy affair which could have been better. But wasn't. So avoid this footy game at all costs

ISS Pro Platinum — 7



RENT IT — Perhaps the most overated football game ever. Check out the N64 version for instance for how it should have been

Int. Track & Field Platinum — 8



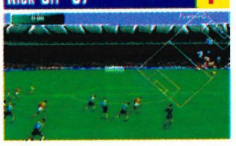
MUST BUY — This remains one of the most playable and addictive games available. Still an office favourite even now

Jonah Lomu Rugby — 8



TRY B4 U BUY — One of the most impressive sports games ever. Playable, great looking and downright accurate. Get it now

Kick Off '97 — 4



AVOID! — Tries a little too hard to be something special but ends up being as dull as they come. Should be better

Madden NFL '97 — 7



TRY B4 U BUY — Looking very dated, this has been bettered in just about every department by Madden '98. Get the sequel instead

Madden NFL '98 — 8



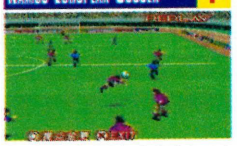
TRY B4 U BUY — As fantastic a game as there has been for this sport. Yet another update which goes from strength to strength

Nagano Winter Olympics — 7.5



RENT IT — As eagerly awaited as the Olympics themselves. At least the real Olympics really wasn't as dull as this waster

Namco European Soccer — 4



AVOID! — 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 — 8



MUST BUY — The ultimate in tennis games to date is right here. You like tennis? Then you'll probably like this. Probably

NBA Fastbreak '98 — 7



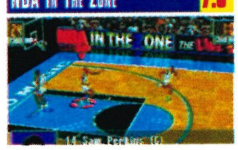
TRY B4 U BUY — Gt Interactive look for some hang time with this offering. Looks the part but complicated gameplay lets it down a little

NBA Hangtime — 7



RENT IT — Fine enough basketball game which is buried underneath a stack of better releases. Take a look below for the proof

NBA In The Zone — 7.5



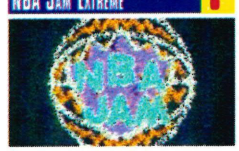
RENT IT — Good old basketball games, they're the best. Go to end, shoot, score repeat as necessary until completion

NBA In The Zone 2 — 8



RENT IT — Yet another basketball sequel which is practically identical to the original and every other game of Basketball

NBA Jam Extreme — 8



RENT IT — A rather playable if uninspiring basketball sim. At least tries to different and exciting. Almost makes it too

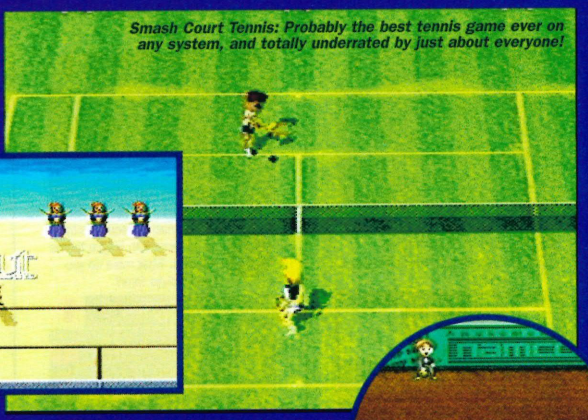
NBA Jam TE — 7



RENT IT — More of the same with slight improvements. See above for basically the same blurb. It's basketball after all isn't it

Forgotten Classics

This is the section of the mag where we dredge up one of our all-time favourite games for a bit of an airing



Smash Court Tennis: Probably the best tennis game ever on any system, and totally underrated by just about everyone!



Smash Court Tennis

If there's one game that can be held most responsible for wasting valuable PlayStation Pro production time then it's got to be this much under-rated Namco classic. At one stage, barely a couple of hours would pass without at least one grudge match between the writers, and while the Tekken's of the world get all the praise and attention Smash Court Tennis is easily forgotten.

If you remember Super Tennis from the SNES days, or even Namco's own Smash Court Tennis on the same console, then you'll be instantly at home with both the graphical and gameplay styles of what is possibly the most playable tennis game ever, and is still easily one of the most enjoyable multi player experiences around today.



It's possible to play just about any shot imagineable from the real game, all with varying amounts of spin and power. A tough CPU challenge will keep lone gamers in front of their PlayStation for months and the multi-player game – up to four players in a doubles match if you've got a multi tap – is one that we still play regularly even today. Smash Court Tennis has got everything you could ever want from a tennis game – humour, realism and a realistic challenge – and is a CD that should take pride of place in any PlayStation owning sports fan's collection. You can get it on the cheap these days too!



Now all we need is for Namco to get their fingers out, forget about all this beat'em-up and nostalgia nonsense and spend some quality time knocking out a sequel to Smash Court Tennis!

NBA Live '96 — 7.5



RENT IT — 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



TRY B4 U BUY — Slight improvement on its predecessor. Pretty wicked in an American sport type way. Where are the girls again?

NBA Pro '98 — 5



RENT IT — Basketball games are usually pretty good, but this is a bland affair all round that offers the genre nothing new at all

NFL Gameday — 7.5



RENT IT — American football game which actually rivals Madden. Doesn't beat it but rivals it which can't be bad eh?

NFL QB Club '96 — 7



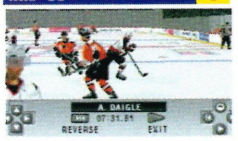
RENT IT — The American Football bandwagon continues to bring average games like this along with it. Good eh?

NHL '97 — 7.5



RENT IT — Another average ice hockey game. What is it about American sports that inspire such samey games all the time?

NHL '98 — 8



MUST BUY — Yet another stunning release from EA Sport's stable. A contender for the best ice hockey game for your PlayStation

NHL Faceoff — 8.5



TRY B4 U BUY — Fantastic ice hockey game that made a valliant effort to stand out from the crowd. Almost made it too

NHL Faceoff '97 — 8



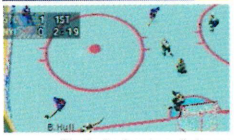
AVOID! — This sequel was a real disappointment when you consider the quality of the original. Steer clear

NHL Faceoff '98 — 7



RENT IT — The third Faceoff release is a worthy sequel but to be honest, the original still has the best gameplay and playability

NHL Powerplay Hockey — 7



RENT IT — 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 — 4



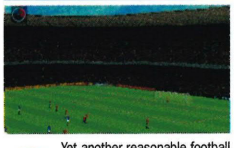
AVOID! — Take part in your very own Olympics in this rather splendid release. Not Sydney but you can't have everything

Olympic Soccer — 7



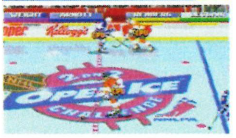
RENT IT — In short this has got just about the lot except for real player names. Top footy fest, but it's a little dated now

Onside Soccer — 7



RENT IT — Yet another reasonable football game that gives it a go but loses in the last minute to a dodgy ref decision!

Open Ice — 8



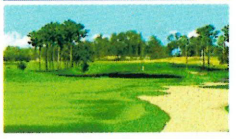
RENT IT — Yet another take on ice hockey which tries to gain all of the excitement of the sport and add some fun. It fails slightly

PGA Tour '96 — 7



RENT IT — 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 Platinum — 7



MUST BUY — The updated version still lacked the killer drive that we've come to expect from the likes of EA Sports games

PGA Tour Golf '98 — 8



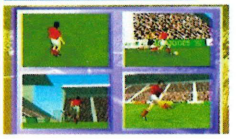
TRY B4 U BUY — Releasing an update as often as Paul has cheese and beetroot butties is pushing it a little, even if it is a treat

Phat Air — 8



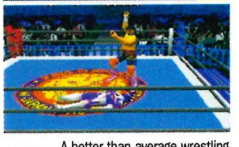
RENT IT — Cool Boarders 2 clone that has some nice touches but ultimately fails to impress the judges. Big Air with little else

Player Manager — 5



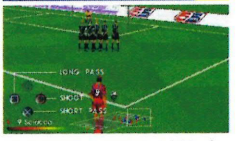
AVOID! — Unimpressive and flawed attempt at footie management. Buy Premier Manager '98 instead of this

Power Move Pro Wrestling — 7.5



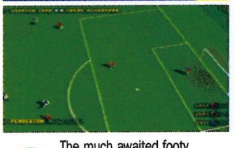
TRY B4 U BUY — A better than average wrestling fest which isn't saying that much really is it. Ah well. Can't have it all

Power Soccer 2 — 7



RENT IT — An improvement on Adidas from Psygnosis but with Actua Soccer 2 in the vicinity it won't fare too well unfortunately

Premier Manager '98 — 8.5



TRY B4 U BUY — The much awaited footy management sim doesn't disappoint. Destined to keep many fans happy

Sampras Ext. Tennis — 7



RENT IT — Second only to Smash Court Tennis with a big name licence to boot. Good stuff all round. You'll like it, trust us. Oh yes

Slam 'n' Jam '96 — 7



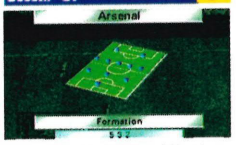
RENT IT — Another fine attempt to bring basketball onto the PlayStation. Not that different from the others though really

Snow Racer '98 — 8.5



TRY B4 U BUY — The fastest mountain racer on the PlayStation. Infogrames have surprised us all with the quality of this

Soccer '97 — 8



MUST BUY — Updated version of Olympic Soccer with league teams. A fine moment for football games on the machine. Go for it

Space Jam — 3



AVOID! — Movie license shenanegins which combine basketball and cartoons. Absolute crap in every sense! Avoid, avoid

Striker '96 — 5



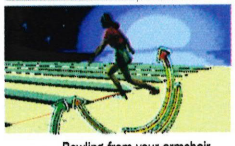
AVOID! — The first football game to impress. Dated by todays standards. A bit repetitive too. Let's be careful out there

Tennis Arena — 7.5



RENT IT — Is it any good, or is it not? This is the argument which has been raging for weeks now. Beauty is in the eye of the beholder indeed

Ten Pin Alley — 2



AVOID! — Bowling from your armchair doesn't sound like much fun. And it isn't. At all. In any way shape or form. Honestly

Three Lions — 7



TRY B4 U BUY — This plays a little differently to most, but is still instantly forgettable despite the official licence. Nothing to roar about

Total NBA '96 — 7.5



RENT IT — Perhaps basketball's finest moment until its sequel. This is now a little redundant thanks to the '97 update

Total NBA '97 — 8



TRY B4 U BUY — Taking the original one step further. An absolute slam dunker. If that's what you like of course! Each to their own

V Tennis — 3



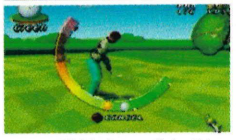
AVOID! — Be your own Agassi in this substandard tennis affair. I suppose it would be your own V Agassi as well. Hmm.

Victory Boxing — 7.5



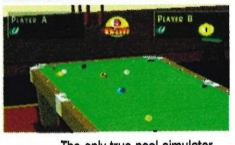
RENT IT — More than a beat 'em- up this actually requires you to build up your boxer to take on the big time pros

Virtual Golf — 4



AVOID! — 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 — 5



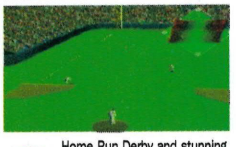
RENT IT — The only true pool simulator available. It's not much cop though but you can't have everything all the time

VMX Racing — 2.5



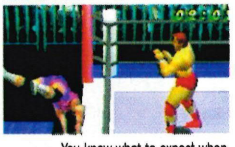
AVOID! — Dirt Bikes on dirt tracks makes for a dirt game. Do yourself a favour and stay well away from this composting pile

VR Baseball — 7.5



RENT IT — Home Run Derby and stunning graphics are the recommendation points to this bat and ball game

WCW vs the World — 7.5



RENT IT — 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 — 4



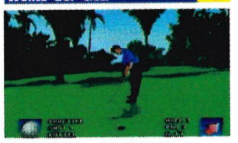
AVOID! — Or not as the case may be. If so, then Get out before I call the police you freak! Or is it the World Wildlife Fund IYH?

WWF Wrestlemania — 7



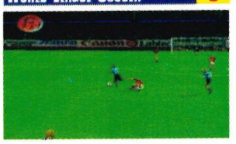
RENT IT — More of the same only slightly better than most in a fiddly button type way. Try before you buy is the deal here

World Cup Golf — 4



AVOID! — Totally dreadful golfing game. Went back from whence it came which stank a bit. Sort it out lads and don't do it again

World League Soccer — 8



MUST BUY — The house that brought us Lara Croft has applied its sultry touch to the soccer pitch to produce a fine footy game

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 — 1



AVOID! — Jacques Cousteau simulator. Build reefs and speak to fish. Great if you like the worst game of all time!

Ball Blazer Champions — 5



AVOID! — 3D futuristic sports contest which isn't much cop if we're being honest with each other. And we are

Chessmaster 3D — 3



AVOID! — A shabby affair which will never compete with the real thing for grand excitement and tension (is that too sarcastic?)

Courier Crisis — 3



AVOID! — The main crisis here is that there's no interest involved. Almost the worst game ever. And that's going some

Die Hard Trilogy Platinum — 8



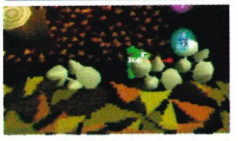
MUST BUY — Thrills and spills from start to finish in this varied movie caper. A great game well worth your axttention and cash

Extreme Pinball — 2



AVOID! — Flipping heck, this is dreadful pinball nonsense of the worst kind. Snap your disc up, or something

Frogger — 7.5



TRY B4 U BUY — The eighties hero has returned in a totally revamped release which surpassed all expectations. Cute and cuddly

Overboard — 4



AVOID! — A bold attempt at something a little different. It just doesn't quite reach the mark. Fun in short bursts or multi-player

Pitball — 8



RENT IT — Futuristic sports game which is actually rather good in a rather futuristic sports game type way. Honest! Believe us please

Parappa the Rapper — 8



MUST BUY — The most original game on the PlayStation to date. You've never seen anything like this before – beeatch!

Poy Poy — 8



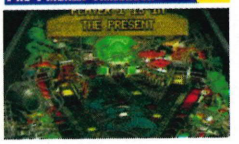
RENT IT — Bomberman influenced, this provides hilarious multi-player fun as you and your pals throw stones at each other

Pro Pinball: The Web — 8



RENT IT — A fantastic pinball sim that will have your flippers flipping until the cows come home. Whenever that is these days

Pro Pinball: Timeshock — 7.5



TRY B4 U BUY — As a pinball game, it does the job, as a addition to your collection perhaps you should check it out before paying cash

Rampage World Tour — 3



AVOID! — Another hot contender for worst conversion ever. Smash buildings and then smash some more. Pretty poor

Rebel Assault 2 — 8



AVOID! — 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 — 4



AVOID! — Drab futuristic sports game. Has no lasting appeal or even short term appeal for that matter. Avoid at all costs

Rosco McQueen — 7



RENT IT — Firefighting in the Towering Inferno whilst battling a range of robots in this enjoyable dousing fest from Sony

Tilt! — 8



TRY B4 U BUY — Surprisingly enjoyable pinball game which in itself is unusual. Good clean fun for all the family and their family too

True Pinball Platinum — 8



TRY B4 U BUY — Another in the long line of pinball games. Better than most, but that's not saying that much though really

PRO CHARTS

All the current movers and shakers in the PSX Top 40 are unveiled below, giving you a full rundown on the big games of the moment...

1	NEW	Gran Turismo
2	NEW	World Cup '98
3	NEW	Resident Evil 2
4	▼	Tomb Raider
5	▼	Tekken 2
6	▼	Crash Bandicoot
7	▼	Die Hard Trilogy
8	▼	Micro Machine V3
9	▲	Int. Superstar Soccer Pro
10	▼	Three Lions
11	▲	Pandemonium
12	▼	FIFA '98: Road To World Cup
13	▲	Porsche Challenge
14	▼	Grand Theft Auto
15	▼	V-Rally
16	▲	Croc: Legend Of The Gobbos
17	▲	G-Police
18	▲	wipEout2097
19	▲	Soviet Strike
20	▲	Worms
21	▼	Formula One '97
22	▼	Destruction Derby 2
23	▲	Rayman
24	▼	Mortal Kombat Trilogy
25	▼	Tomb Raider 2
26	▼	Ridge Racer Revolution
27	▼	Theme Hospital
28	▲	Time Crisis
29	▲	International Track & Field
30	▼	Gex 3D: Enter The Gecko
31	▲	Duke Nukem
32	▼	Deathtrap Dungeon
33	▼	TOCA: Touring Car Championship
34	▲	Jurassic Park: The Lost World
35	▲	Adidas Power Soccer International
36	▲	Alien Trilogy
37	▼	Cool Boarders 2
38	▲	Oddworld: Abe's Oddysee
39	▲	Nuclear Strike
40	▼	Final Fantasy VII

The official PlayStation Top 40 was brought to you by the informative fellas at...

ChartTrack

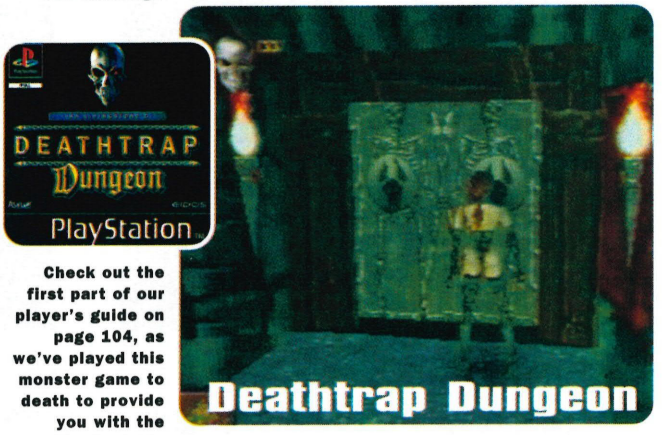
PRO Playmates

Find out what we're still playing after all this time with a brief listing of our three fave games from the past few months

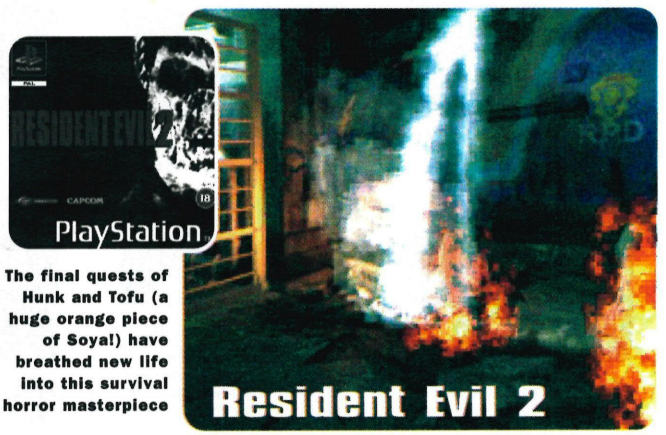
The PlayStation Pro office is swamped in software each and every month. Yet despite having an interactive banquet at our fingertips, we only continue fiddling about with a handful of games after all the hard work has been done. Below we've rounded up our three most-played office titles of the month just gone, giving you an insight into which newish releases offer something extraordinary, exciting and enjoyable, coupled with a sizeable longevity factor. Check 'em out



The greatest racing game ever still haunts our PlayStation as we've conquered the licence tests, but now must face the mighty Valley 300 challenge



Check out the first part of our player's guide on page 104, as we've played this monster game to death to provide you with the ultimate guide



The final quests of Hunk and Tofu (a huge orange piece of Soya!) have breathed new life into this survival horror masterpiece

Directory Enquiries

All your essential phone numbers, addresses and website details for everyone who's anyone in the wonderful world of the PlayStation can be found right here. Wondering about a release date or availability? Don't ring us, call these guys...

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Website: Not applicable

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Website: www.mindscapeuk.com

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Tel: 0171 734 7737
Website: www.namco.com



Fighting games are coming thick and fast as publishers try to beat the Tekken 3 September deadline. Mortal Kombat 4 looks set to provide a fulsome diet of tendon-tearin' action in the meantime, but don't plague GT Interactive just yet since it's still in the development stage

OCEAN SOFTWARE
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Tel: 01483 767656
Website:www.thq.com

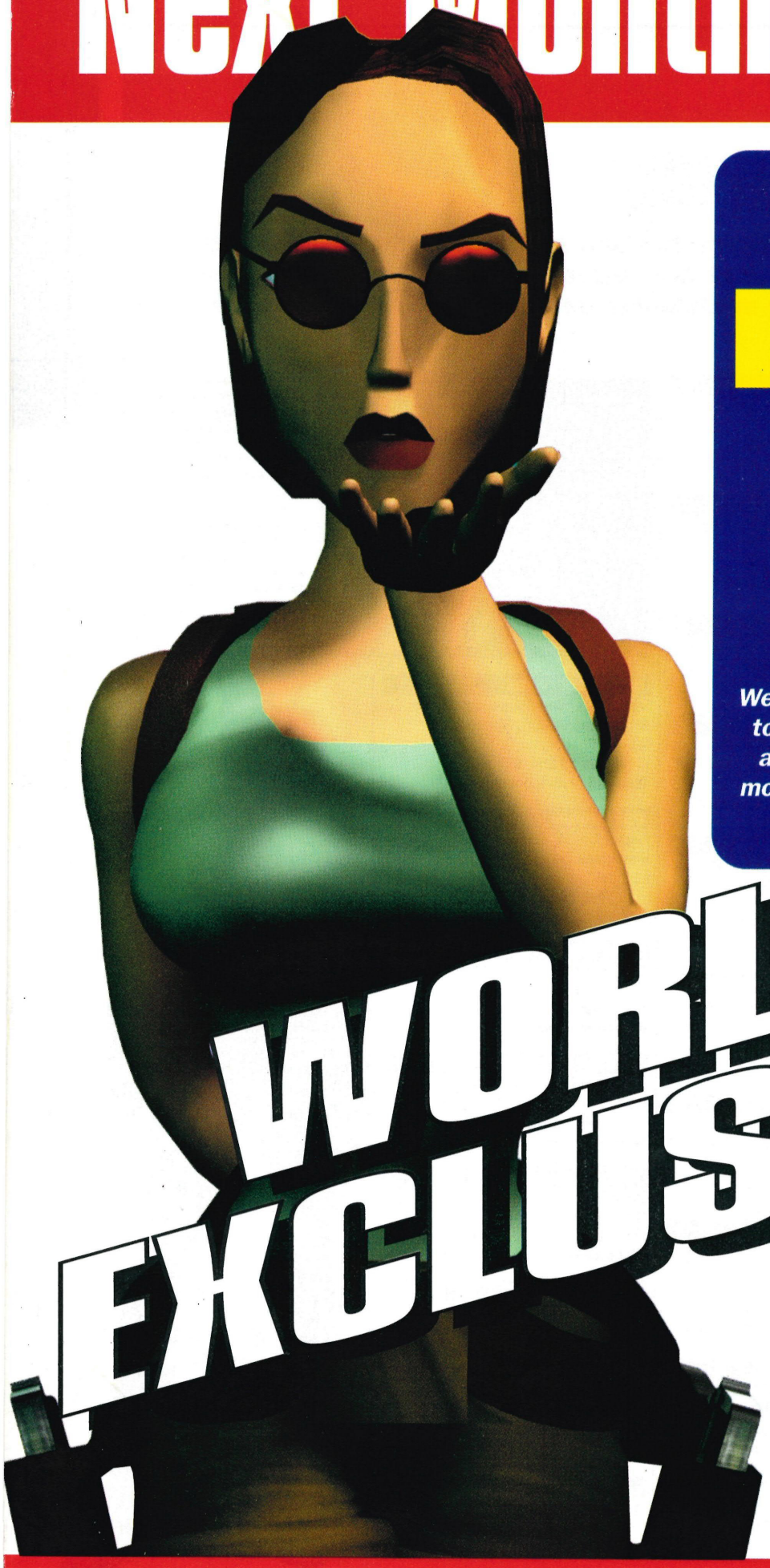
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MORTAL KOMBAT 4 – DUKE NUKEM: A TIME TO KILL
CRASH BANDICOOT 3 – TOMORROW NEVER DIES

And if we've got time, we might get around to reviewing
CRIME KILLER – BREATH OF FIRE 3
CIRCUIT BREAKERS – ROAD RASH 3D – XENOCRACY
TREASURES OF THE DEEP – FLUID
WRECKIN' CREW – BLAST RADIUS and many more

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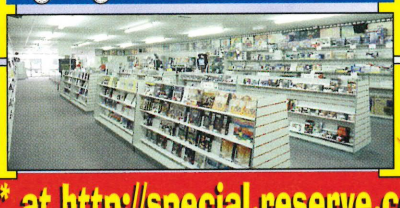
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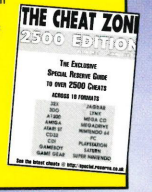
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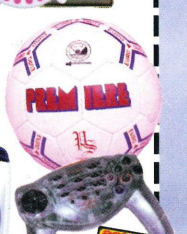
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You play Andy. Your teacher hates you.
You're petrified of the dark.
Worse still, your best mate and faithful dog
Whisky is snatched away by the
Forces of Darkness. Nightmare.



BEST CASTING

Tooled up with a plasma gun, you embark
on a brave rescue mission climbing, twisting,
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8 huge 3-D Studio rendered worlds infested
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Master of Darkness. You're not alone though.
You've the Amigos to guide you.

PLAY YOUR PART IN THE EPIC ADVENTURE GAME THAT ECLIPSES ALL OTHERS.



BEST ANIMATION



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An epic adventure six years in the making,
Heart of Darkness seamlessly blends over 30
minutes of breathtaking movie animation
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Immerse yourself into your role.
Enter the Heart of Darkness.



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