NEW

SONYPRO

In no way is this an official Sony Playstation product



Who cheats wins! Up yours Michael Schumacher

Destruction Derby



MK3

Bone-crunching scraps, gratuitous violence and blood all over the gaff – it's bedlam, baby!

Toshinden

We review the most mind-blowing 3D beat'em-up and exclusively reveal the moves that make you a proper blood-soaked tough guy

Kileak The Blood

Blood, blood, we want more blood! Give us blood

ALSO: TEKKEN, WINNING ELEVEN, X-COM, RAIDEN PROJECT , WIPEOUT

148 pages!
Massive reviews
Huge previews
Gigantic guides

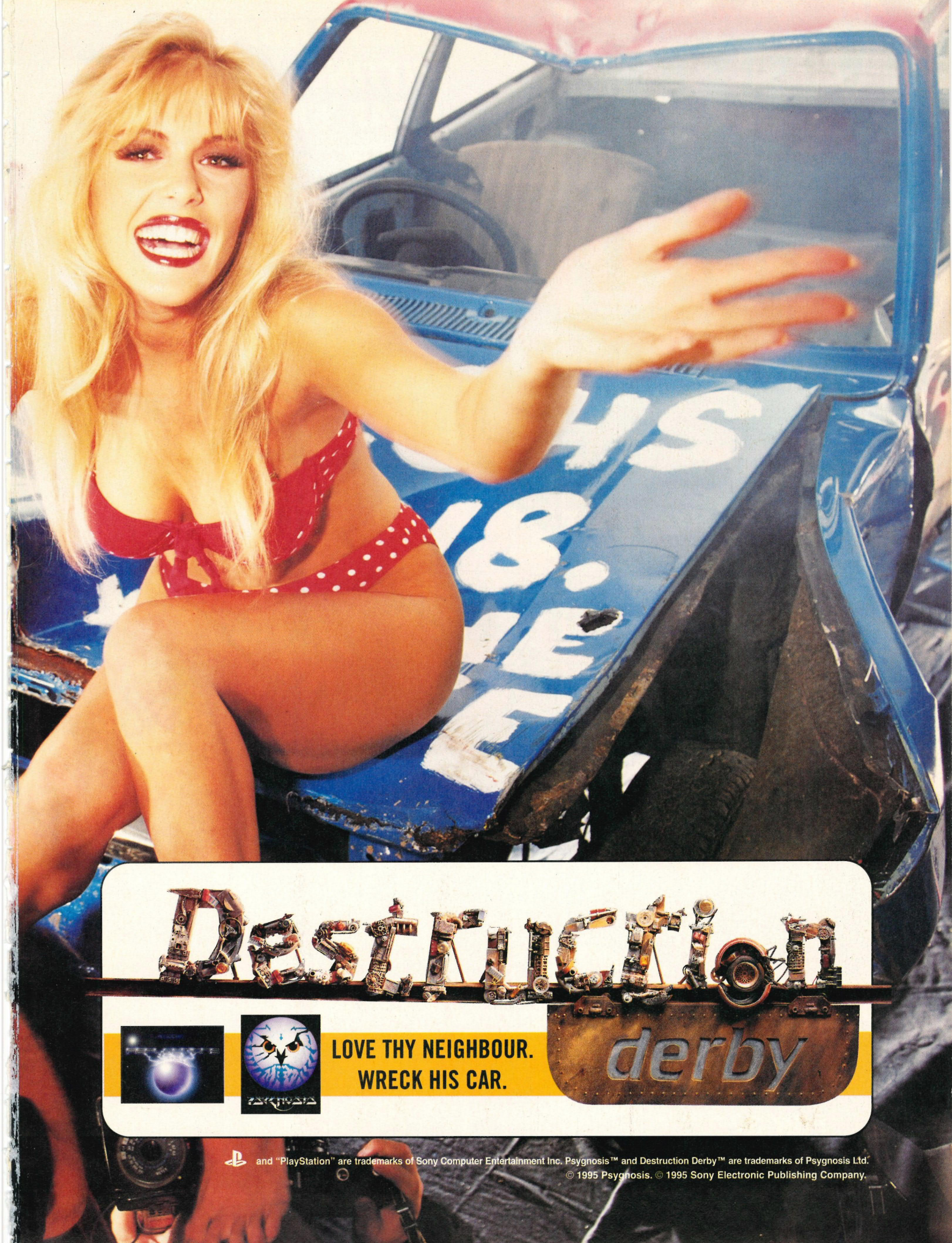
ISSN 1360-3353 03
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IDG MEDIA FROM THE PUBLISHERS OF GamePro

SonyPro Issue #1 Nov/Dec 1995 £2.95

SONYPRO ISSUE #1 NOVEMBER DECEMBER 1995 ARE YOU MENTAL? NOT ENDORSED BY SONY


PlayStation
PC CD ROM
"Classic ace game and one which all racing fans should seriously consider. And then buy"
Computer & Video Games. 94%
"It's one of those games that makes you want to play it as soon as you clap your eyes on it"
Gamesmaster-October 1995
"The two player linkup should give Destruction Derby a definite edge over its rivals when it appears, and put a big dent in the Saturn"
X-Gen magazine-July/August 1995



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MANGA

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LET THE TOURNAMENT COMMENCE!

This is not an official Sony product. It's the first issue of SonyPro – the subversive PlayStation magazine. Your mind's going to be blown by what's on the next 140-odd pages. If you can't handle it, put it down. If you reckon you can, welcome aboard...

Alex

WARNING!

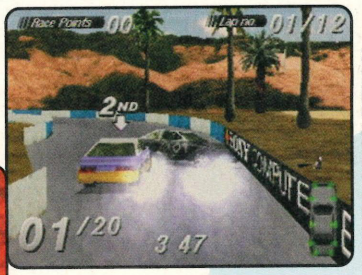


Reviews 10

Tekken is one of this month's crop of games that really caught our eye, stuck it in a mincer, then spat on it before hurling it back at us



TEKKEN p26



DESTRUCTION DERBY p12

Destruction Derby is SonyPro's first ever game of the month. Crash and burn over now for the low down on this and tons more new releases

Features 86

What's Up Sony's Sleeve?
Apart from a white rabbit, Debbie McGee's underpants and some cards, there's a bit of a cornucopia of games, ad campaigns and general stuff that cost millions



CYBER THUGGERY p92

Best 100 3D Games Of All Time
We take a look back at what used to pass for 3D games on old consoles. Quick, chuck us the 3D glasses

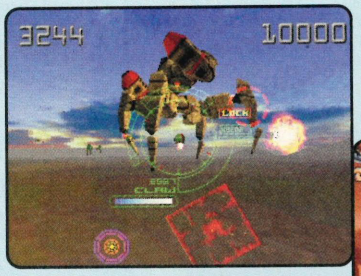


SONYPRO

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Previews 100

Krazy Ivan makes Ivan the Terrible look like Ivan Lendl. He's a one-man Russian Revolution apparently. Surely that was Lenin though? Or was it Stalin?



KRAZY IVAN p108

Primal Rage If this lot ever appeared on Take Hart, Morph would pack up his bags. Turn to page 118 to find out what we're on about



PRIMAL RAGE p118



Game Guides 67

Toh Shin Den is now called Battle Arena Toshinden. Funny that. So we got the Jap version first, wanna make something of it?



TOH SHIN DEN p78

Regulars 80

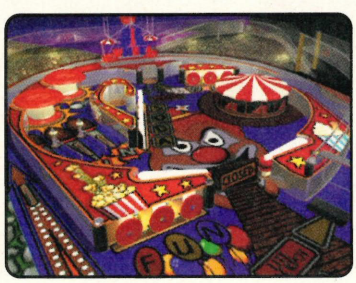
Competitions can win you the mintest prizes going

Forum throws up a controversial issue for you to comment on

The Tape Debate gets the SonyPro staff all argumentative

The Full SP shows you just how many games are on their way

News 140


TILT p140

Tilt is one of this month's lead news stories. Find out why Virgin is doing a pinball sim on the PlayStation, and see just how exciting the whole scene is

CONTENTS

There's always one isn't there? Aaaalllways one who wants to know about the technical stuff behind a gaming console. So, just for you, here it is. What's inside the Sony PlayStation, how advanced it is compared to the 16-bit consoles, and what people who make a living out of computer and console games reckon to it all

Technical Stuff

Central Processing Unit

R3000A 32-bit RISC chip @ 33mHz
Clearing capacity: 30 MIPS
Bus bandwidth: 132 Mb/sec.
Mega Drive - 7.6mHz; SNES - 3.6mHz.

3D Geometry Engine

(High speed matrix calculator)
Clearing capacity: 66 MIPS
1.5 million flat-shaped polygons/sec
500,000 texture-mapped and light-sourced polygons/sec.
Might as well throw the Mega Drive and SNES in the bin.

Motion Video Engine

Clearing capacity: 80 MIPS
Connected to CPU bus
Compatible with MJPEG for full screen, full motion video.
Neither the Mega Drive nor the SNES has this capability.

Sound Processor

ADPCM, 24 channel stereo
Sampling frequency: 44.1Hz

The Sony

Random facts

thrown together for no apparent reason

★When the PlayStation was launched in December '94, over 100,000 units were sold on the first day. In the first three months, sales topped 500,000 units, with around two million units of software being sold in the same period.

★The PlayStation has unique memory cards that let players save their status or progress in a game then remove the card for later use. This allows gamers to save their favourite team or character to use in competition at a friend's house.

★Sony provides a wide range of programming libraries, constantly updated and available on-line.

★The PlayStation development system fits snugly inside a PC.

★Namco has given Sony Computer Entertainment exclusive distribution rights to its European PlayStation software, and will provide Sony with conversions of future coin-op and PlayStation specific titles on an on-going basis. Between them, they've developed System 11, an arcade hardware system allowing exact conversions from arcade to PlayStation.

★At the recent E3 show in LA, a Sony banner saying the PlayStation would 'eat Nintendo's lunch' was hung adjacent to a Nintendo banner.

Digital effects
The Mega Drive has a Yamaha six channel stereo sound chip whereas the SNES actually uses a Sony 16 channel stereo sound chip.

Graphics
16.7 million colours
Resolution: 256x224-640x480
Sprite/BG drawing
Adjustable frame buffer
No line restriction
Unlimited CLUTS
250,000 sprites with individual scaling and rotation
Simultaneous backgrounds
Over 18 million pixels per second drawing rate.
The Mega Drive can only display 64 colours (from a palette of 512) and 80 sprites on screen at once. The SNES can handle 256 colours from a palette of 32,000 and 128 sprites.

Memory
Main Ram: 16-Mbits
VRAM: 8-Mbits
Sound Ram: 4-Mbits
CD-Rom buffer: 256K
Operating system Rom: 4-Mbits
Ram cards for data save.
Ram cards? The Mega Drive and SNES can't even supply cigarette cards.

Delivery system
Double-speed CD drive
Supports audio CD play
Custom polymer CD
Includes proprietary copy protection system.
As we all know, the Mega Drive and SNES are cartridge-based. Owners of these machines should be made aware that there's a lot more room for fun on a black CD.

One or two (okay, so it's seven) other Sony products

The transistor TV, compact transistor VTR, Trinitron colour TV, the Walkman, the Discman, the world's first CD player and first 8mm camcorder

PlayStation Stripped

Quotes from old, rich people

"Its overall performance is so fast that it will make pentium struggle and it's considerably more powerful than any of its games-dedicated rivals." - Archer Maclean (inventor of Jimmy White's Whirlwind Snooker)

"It's already clear that the PlayStation is a remarkable achievement... It's not technical specifications alone, however, that impress consumers and sell machines. It is games. The combination of a quality machine, strong software support and impressive marketing should herald the success of the PlayStation as the move is made to the next generation of games systems, giving the marketplace what it wants." - Rod Cousens, Acclaim

"At the moment, there's simply nothing to touch the PlayStation in terms of performance and design." - Peter Molyneux, Bullfrog

The PlayStation is better than...

Man Utd because it always wins
Liz Hurley because it'll never sag
Hugh Grant because it's faithful
John Major because it won't resign
Absolutely Fabulous because it can be funny
Send in your reasons why the PlayStation is better than other things to: The PlayStation is better than... SonyPro, Media House, Adlington, Macclesfield, SK10 4NP

Alex Lee prefers playing games to poking around inside consoles to find out what's inside them while talking in numbers, jargon and psychobabble

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Destruction Derby
A roughshod race game where it pays to be dirty every now and then

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Discworld
Terry Pratchett's novel comes alive in this PlayStation adventure

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Rayman
Non-linear platform fun. Find out what that means on page 20

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Ridge Racer
Crashin' and burnin' the opposition into high-speed submission



Revi

You are now at the beginning of the review section - the exciting bit.

Over the next 50 pages you'll find out which Sony PlayStation games are worth buying, which aren't, and what they're all like

If you have any suggestions on how to improve the review section, writ

REVIEWS

ews

26 Tekken
Classy 3D beat'em-up starring characters with bizarre haircuts

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Japanese footy at its absolute finest. Probably better than the real thing

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We know, we know, now known as Battle Arena Toshinden

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Guest reviewer Chicken loves it. Find out why on page 36

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Two classic arcade shoot'em-ups for the price of one

44 Kileak The Blood
Not a pixel in sight. Scarily realistic 3D search and destroy epic

48 Jumping Flash
First-person perspective platform game with dreamy landscapes

50 Mortal Kombat III
The bloodiest beat'em-up since that brawl down the boozer last night

54 Rapid Reload
Once known as Gunners Heaven – has the change of name improved the game?

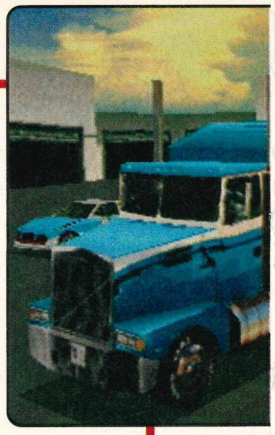
56 Cyber Sled
Hot from America! Special agent Smith brings you the low-down

58 WipeOut
Futuristic racing game with hovercrafts. Has it got what it takes to blow Ridge Racer away? Steve McNally thinks so

e in to SonyPro Reviews at the Freepost address at the back of the mag



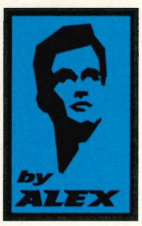
You'll need all your wits about you in the bowl if you're to avoid excess damage



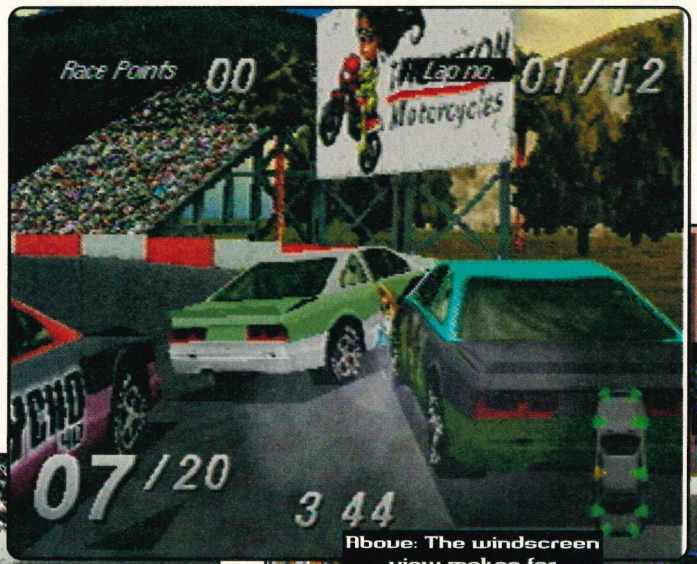
Destruction Derby is easily the most instant race game to appear on the PlayStation - and it's debatable any video game format has seen such a quick-to-get-into racer. Forget acceleration, top speeds and handling, all you need in the bowl is a desire to steam full pelt into the nearest vehicle.

The Destruction Derby, after which the game is named, takes place in a huge bowl where 20 cars slug it out, slamming into each other until the arena is filled with the thick black smoke of 19 crocked vehicles. A plan view of your car appears in the bottom right corner of the screen, indicating how much damage you've received. Triangular lights appear all around the outside. Green lights indicate minimal damage, red lights indicate serious damage, and when the triangles go black, you're in serious trouble. Of course the first few times you have a dabble in the arena, the last thing on your mind is how much damage your car is accumulating.

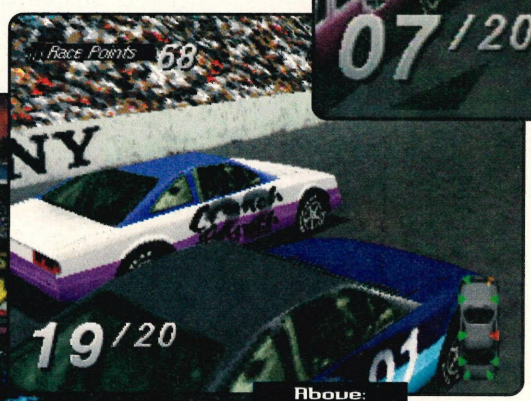
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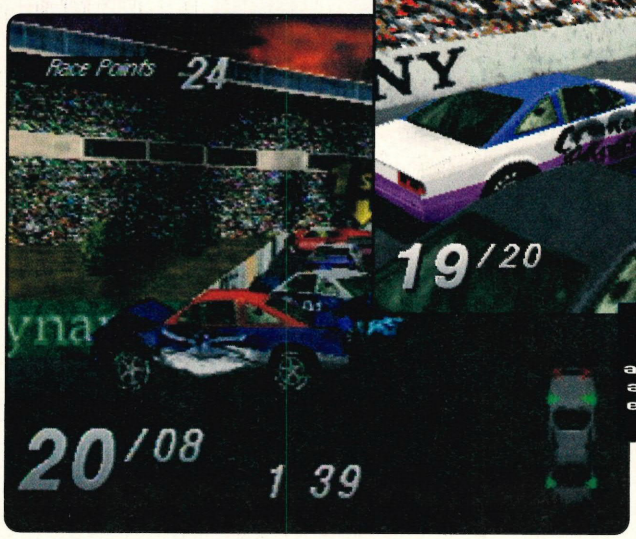


At last! A driving game where it pays to play dirty and crash loads of times. Buckle up and put your foot to the pedal for some high-speed car trouble

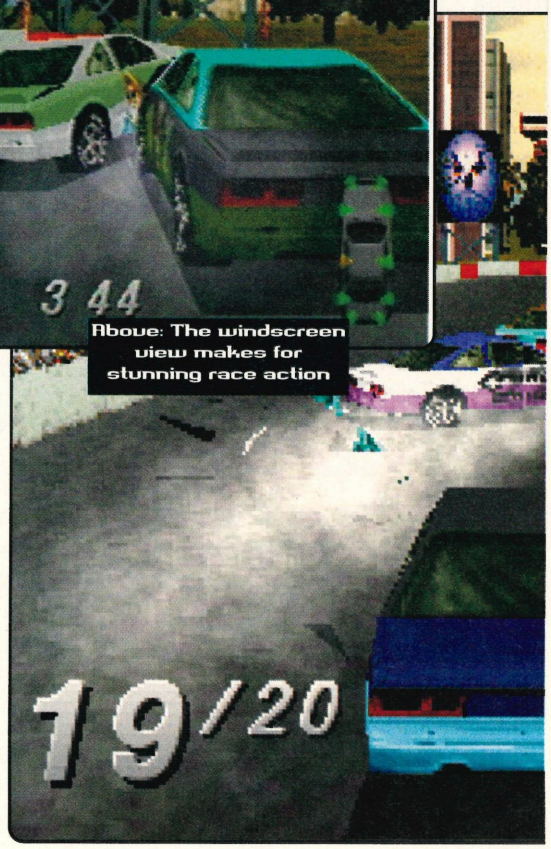


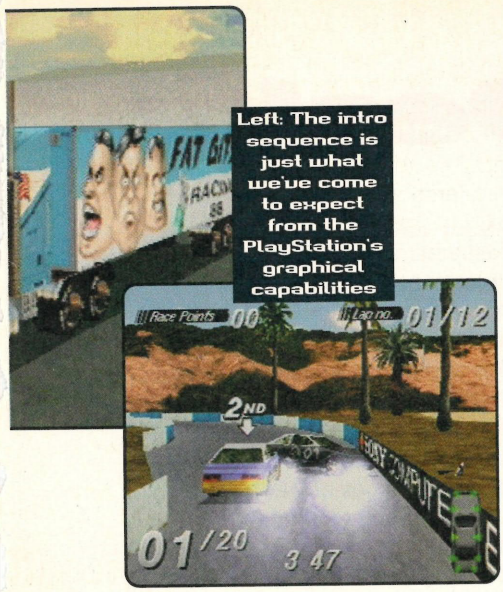
Above: The windscreen view makes for stunning race action



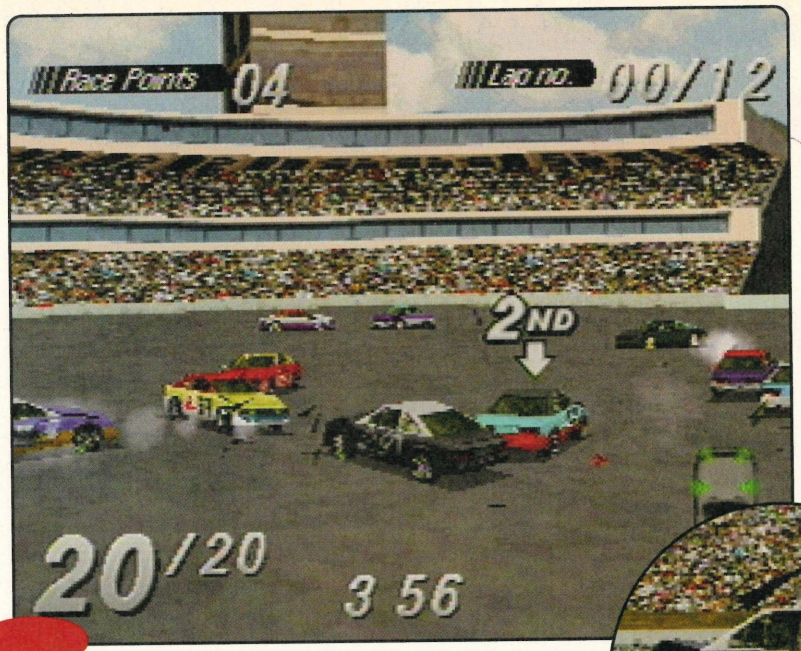


Above: Replays of the action are available at the end of each race or derby



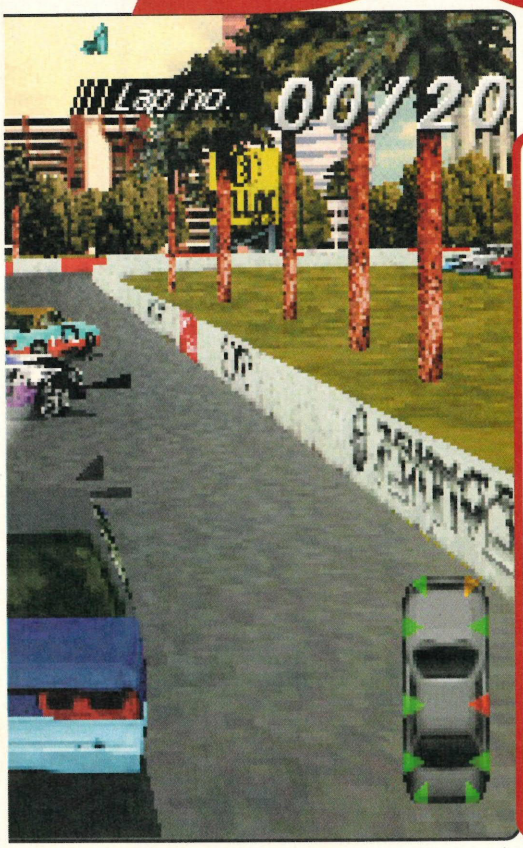


Left: The intro sequence is just what we've come to expect from the PlayStation's graphical capabilities





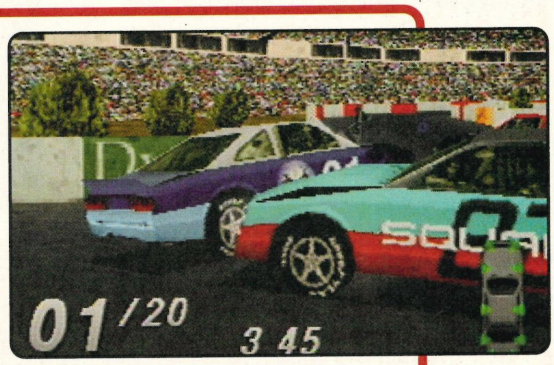
ction Derby



After the initial buzz of driving around in circles and battering everything that moves, it's time to drive with a little more finesse. Hand-brake turns, reversing and deliberate skids and swerves are all tactics that need mastering to last any length of time in the bowl.

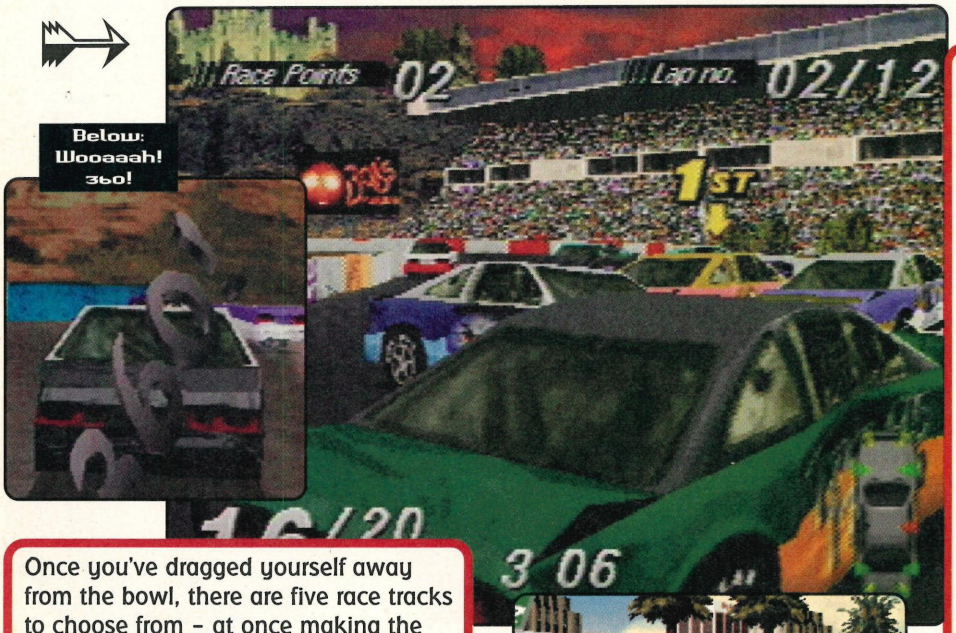
In Destruction Derby mode, points are accrued by nobbling the opposition, namely sending other cars into 360 degree spins, smashing them against the boundary wall, and basically rendering them suitable for the knacker's yard. It takes a while to master, but the best way to success is to clip the other cars at high speeds with different parts of your car, while staying out of harm's way as much as you can.

This is nigh on impossible in Total Destruction mode where the other 19 cars are programmed to follow you, crash into you and generally try to wipe you out at the earliest possible opportunity.



The other, altogether more sinister mode, is the Duel. Instead of 20 cars littering the arena, there are only two. If you fancy taking realism to the extreme, switch to windscreen perspective for a really frightening fight.

Destruction Derby



Below: Wooaaah! 360!

Destruction Derby (DD) has an abundance of extras to enhance the gameplay. Every race or derby you enter can be viewed and replayed from almost every angle. There are three levels of difficulty, five tracks and four varied styles of racing/smashing. One of the most notable qualities of DD, however, is the accuracy of car damage simulation. If, for example, your car takes a battering on one side more than the other, the steering suffers accordingly.

When the radiator goes, a load of steam flies out, and as you take more and more knocks, bit by bit your car's bodywork deteriorates to such an extent that it's virtually unrecognisable by the time the noxious clouds of ozone-shattering black smoke signal your end.

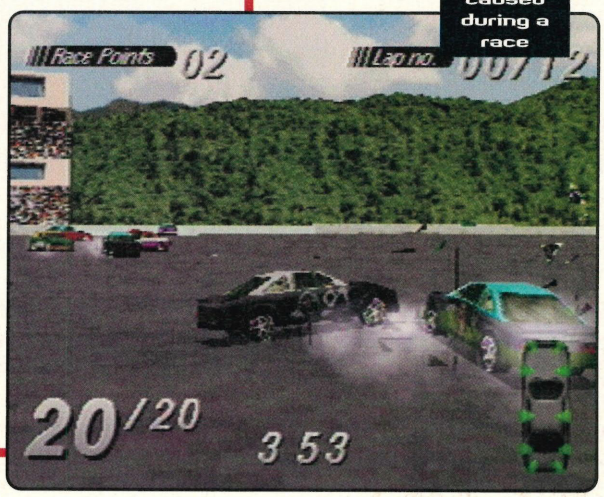
Destruction Derby will really come into its own in a few month's time when PlayStation owners take advantage of the serial link. At least two PlayStations and two copies of DD are necessary for this to happen, but there are still going to be a lot of people playing two-player Destruction Derby.

Once you've dragged yourself away from the bowl, there are five race tracks to choose from – at once making the game better than Ridge Racer. Get used to the car's handling by practising on the sedate Speedway track before winding up for a real challenge on the highly dangerous Cross Over course and the tricky, narrow City Heat circuit, where the action takes place at night.

The rookie car is pretty easy to control and you'll soon find yourself winning races, although a big lead isn't always a safe one – I speak from experience. Having the race of my life on Ocean Drive, cruising along in first place, I suddenly came across an absolute swarm of tail-enders. The losers all ganged up on me, completely surrounding my motor, and although I managed to break free, I'd sustained so much damage by then that my car blew up inches from the chequered flag. Yep, I was still in first place, but it counted for nowt! The annoying speech sample of what sounds like *Your car's ricked!* came hollering out, mocking my misfortune.



Above: The carnage caused during a race



SUMMARY

GAME Destruction Derby
GENRE Driving Smash'em-up
SOFTWARE HOUSE Psygnosis
PRICE £39.99

Destruction Derby is visually stunning, with only one glitch – when your car scrapes a wall, the wall temporarily disappears. The difficulty levels are sneaky – you'll do well on one level, then, as the intelligence of the computer cars increases, you'll find yourself struggling wildly on the next. It's got universal appeal, it's as in your face as any other next generation console game, and will surely be a genuine 'search out and play again' classic in years to come.

GRAPHICS 8
GAMEPLAY 9
LASTABILITY 10

OVERALL 9

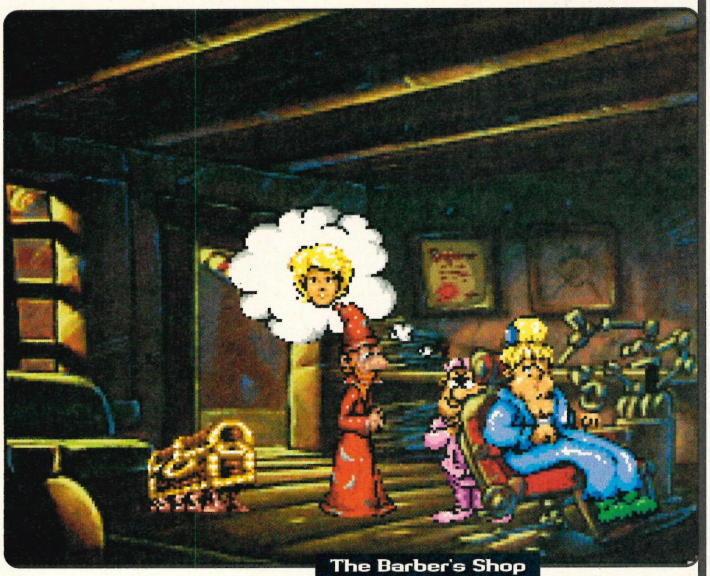

PlayStation
"...by completely re-thinking this classic and adding, quite literally, another dimension, Psygnosis have created a game that is as brilliantly original as the first Lemmings game. Buy it."
PC Attack 94 %
"Hugely entertaining game that's all but impossible to put down. Don't even think about missing this."
PC Gamer 94%
"3D Lemmings is the best head-scratcher money can buy. That's a fact."
Ultimate Future Games 90%
3D
Lemmings
BE AN INDIVIDUAL. JOIN THE MASSES
Clockwork Games
" " and "PlayStation" are trademarks of Sony Computer Entertainment Inc.
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Mr Pratchett can do no wrong in the eyes of many. His massively popular series of books based around the comic exploits of the colourful band of characters who inhabit the Discworld are almost guaranteed best-seller status these days the instant they hit the bookshelves.

Discworld from Psygnosis is the first game of note to be based around the books, and surprisingly for a console game, this isn't a platformer, but is instead a straight-out point and click adventure!

Yes that's right (take a deep breath), I know it's a culture shock to many of you, but if you opt to buy this it's only fair to point out that it's your brains that will be tested this time instead of your already finely honed reflexes.

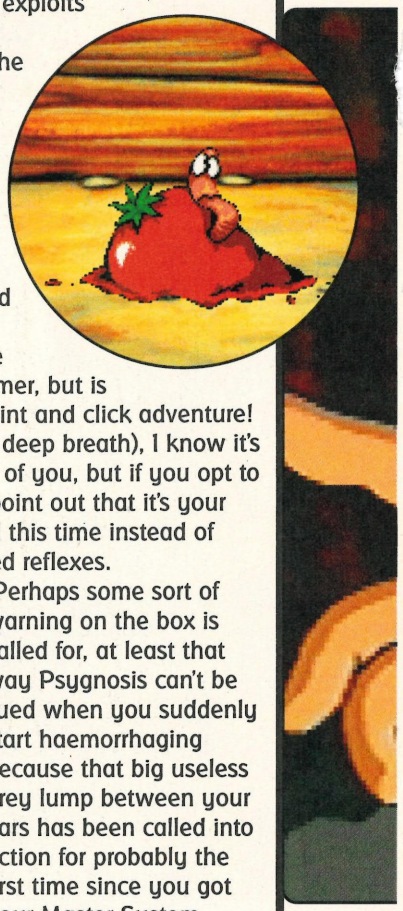
Perhaps some sort of warning on the box is called for, at least that way Psygnosis can't be sued when you suddenly start haemorrhaging because that big useless grey lump between your ears has been called into action for probably the first time since you got your Master System seven or eight years ago. Discworld is NOT a platformer! Get the message?



The Barber's Shop will provide you with the hair curler



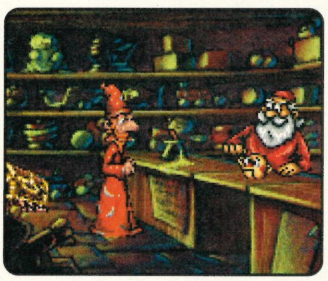


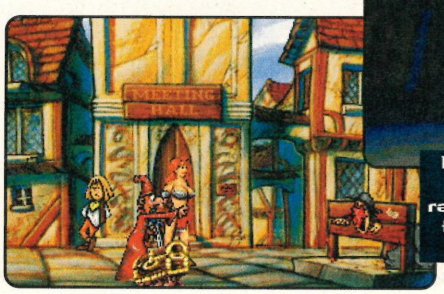


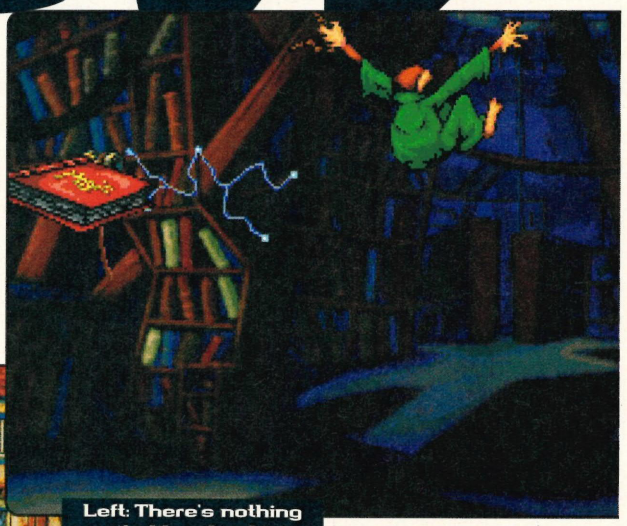
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by STEVE

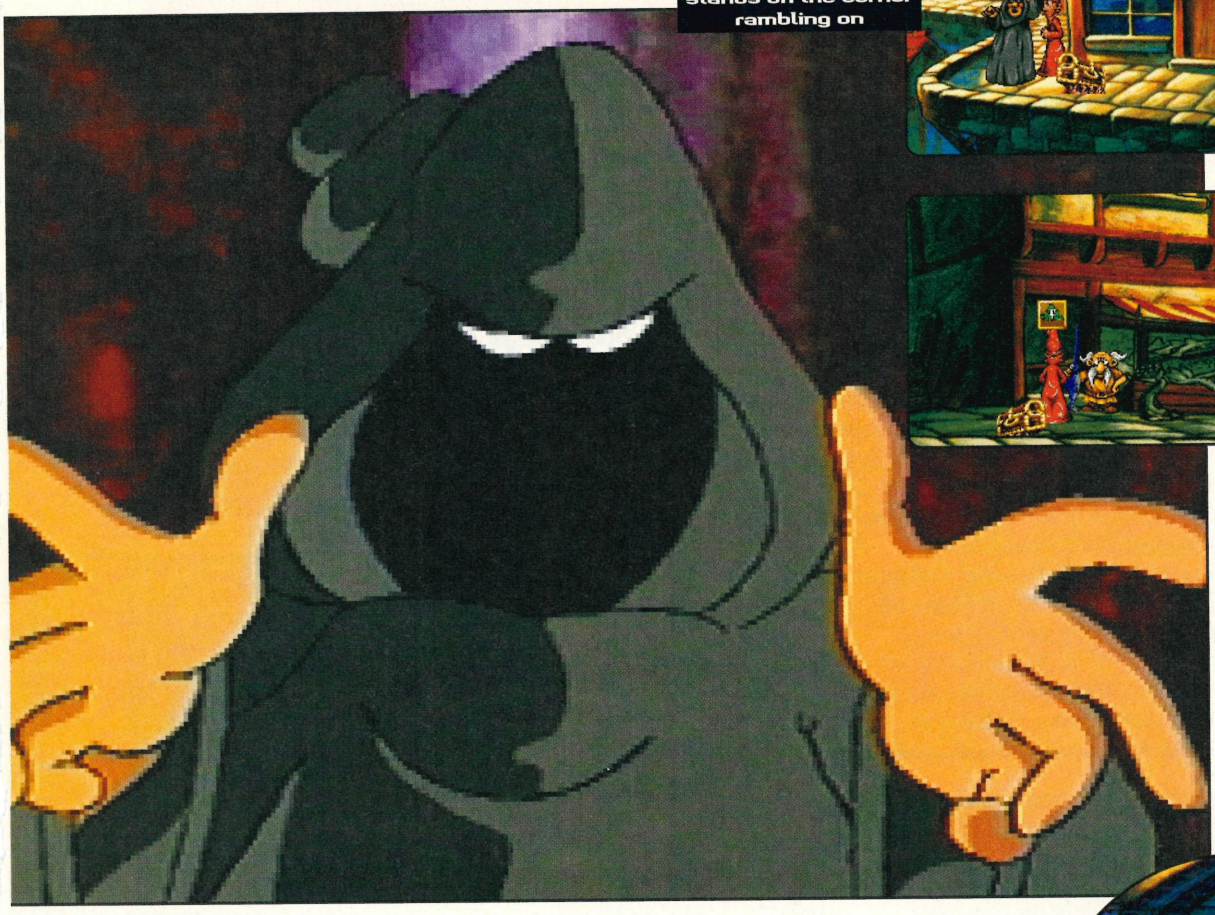
Terry Pratchett's a bit of a living legend as far as many people are concerned. So, when he teams up with Sony Psygnosis we can expect all-round success. Or can we...



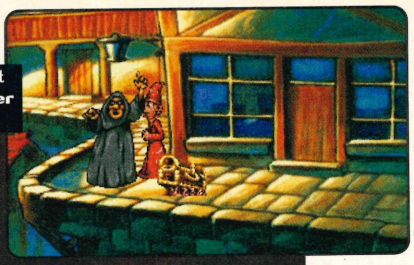




Left: There's nothing quite like chucking rancid tomatoes at the tax collector now is there?



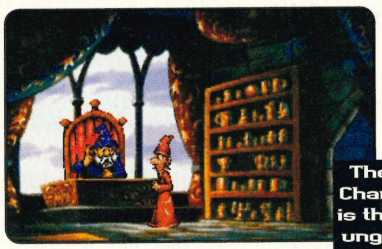
The Mad Monk just stands on the corner rambling on



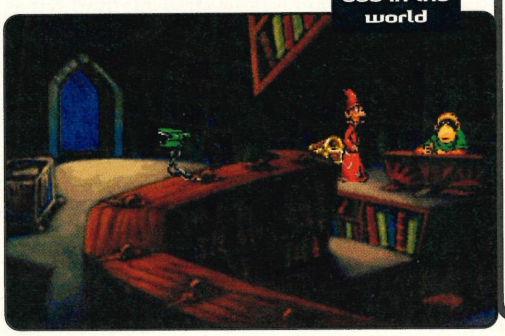
orld







The Arch Chancellor is the most ungrateful sod in the world



It's a bit difficult to fault Discworld in terms of looks and sound. The graphics, although a tad blocky, are large, colourful and very pleasant on the eye, and the tunes and sound effects/speech are superb. As you'd expect from a CD game it's full speech all the way, and you really are drawn into the fantasy world as you play. By the time you complete it (a long and difficult task, believe me), you'll feel as if you know Rincewind (the hapless wizard and hero of both the game and many of the books), the Arch Chancellor, Windle Poons, Throat Dibbler and the rest on a personal basis.

Having said that, I'm not convinced about the game's worth on the PlayStation. This sort of thing's fine on a PC, and indeed this is identical in every way to the version on that format, but it just doesn't quite fit right. It's like a shifty looking young lad standing on a street corner looking around furtively. You're sure it's up to something but you can't put your finger on what. Perhaps it's going to sneak up behind you, crack you over the head, and slip a new, less action-reliant brain in there when you least expect it.

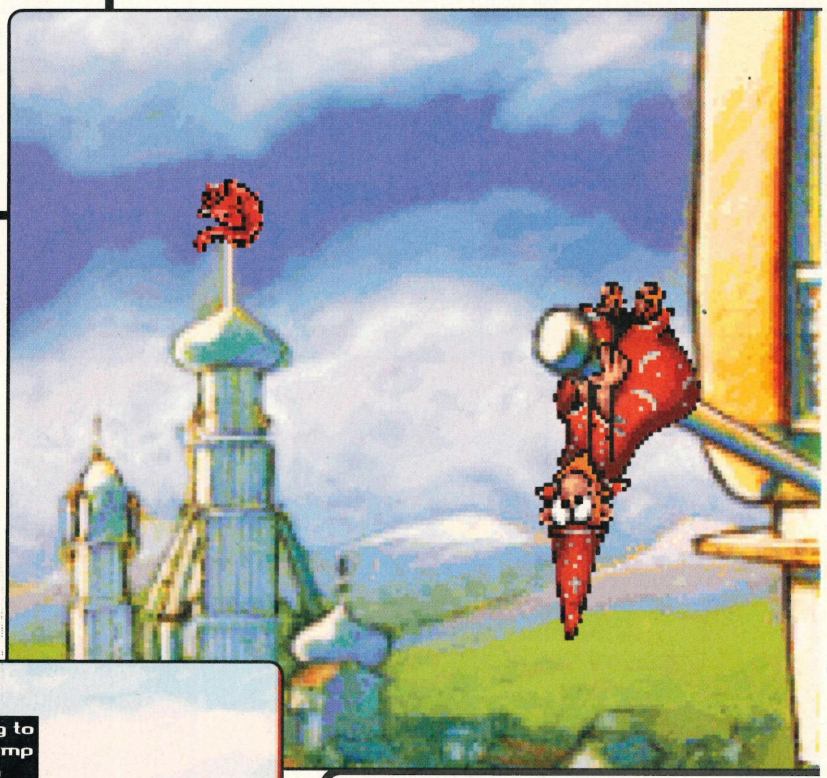
Discworld

For me, a good adventure is one where you can finish it, sit back and think, *Yeah, I worked that out for myself!* You can get a real sense of satisfaction from that. However, when you complete a puzzle in Discworld, that feeling is missing. A lot of the time you're either left thinking how lucky you were to have stumbled on the solution to that particular poser, or wondering just what it was you actually did that allowed you to progress.

Some of the problems are far too tricky for their own good, leading to high levels of frustration and long periods of time spent aimlessly wandering around hoping to stumble across something you may have missed previously. But perhaps the biggest flaw involves what would otherwise be the game's most triumphant feature – the speech. It may seem picky to point this out, and indeed I feel bad for doing so, but during some of the extremely lengthy conversations you feel like screaming out, *For God's sake, just shut up and let me get on with it!* At the end of the day this is a game and I want to spend time playing it, not listening to game characters telling pseudo-amusing anecdotes to each other. Thankyou.


The intro sets the scene nicely

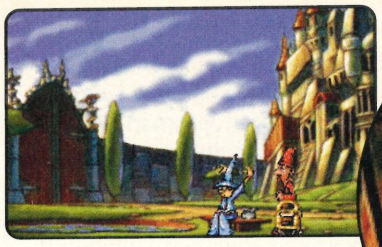




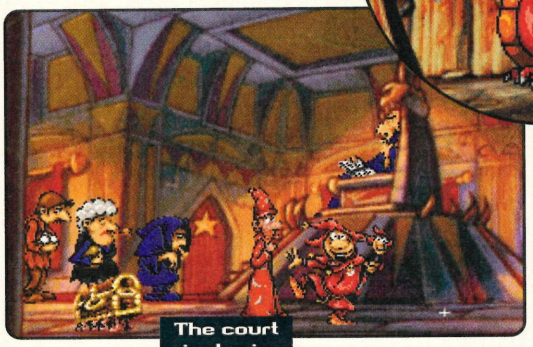


Talking to the tramp can prove useful

Undoubtedly the most impressive feature is the speech. The addition of professional actors and actresses has improved the full speech adventure beyond our wildest dreams. Eric Idle (of Monty Python fame, or for the youngsters, the bloke that sings the theme tune on One Foot in the Grave), provides the lead voice, while Tony Robinson (Baldrick from Blackadder), Jon Pertwee (Dr Who, and the definitive Wurzel Gummidge), and Kate Robbins (er... some voices on Spitting







The court jester is one of the more amusing characters

A dragon is ravaging Ankh Morpork, Discworld's leading city. What the town needs is a hero, and, as usual, that job falls to the most unheroic being you could possibly imagine, in this case the failed (and continually failing) wizard, Rincewind. Fans of the books will be more than familiar with the situation and will no doubt relish the opportunity to get into Rincewind's robe (not literally. Well some of the girls might, you never know, there's no accounting for taste!), and get to grips with the task at hand.

There are some very funny moments in the game, although as with all humour of this type, it's subjective. I reckon I was at an advantage because in my younger days I was a big fan and read each new Discworld novel religiously. I therefore have some understanding of how it all works but I can't help wondering if it would get on uninitiated players' nerves. I'm sure the publishers aren't worried about that though. If the game only sells half as well as the books, Psygnosis will be laughing all the way to the bank.





Death, one of the most popular characters in the books

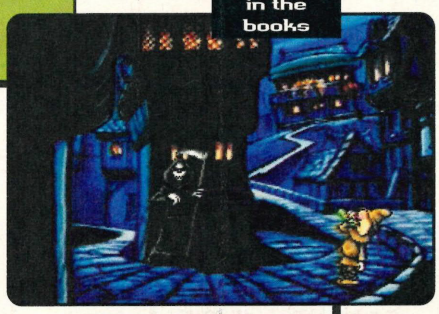


Image), stretch their vocal chords to the limit, giving life to the myriad characters.

This adds real depth to the game, because every one of them does a superb job and really puts feeling into the parts. But sadly, it doesn't do enough to make the game excellent, for me anyway. The control pad is a little too slow for this type of thing, and quickly becomes cumbersome, making for a damn annoying experience at times. And I still can't get away from that feeling that this type of game doesn't fit in anywhere. Respect to Psygnosis for trying to break the mould though, and even though they haven't quite managed it this time around, they should definitely have another stab at it!

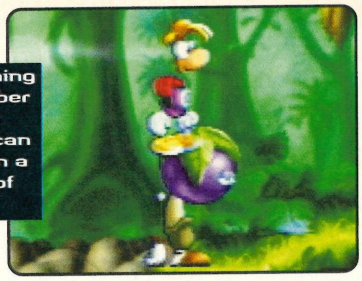
SUMMARY

GAME Discworld
GENRE Adventure
SOFTWARE HOUSE Psygnosis
PRICE £39.99

Technically superb in nearly every way, Discworld is definitely worth a look, even if it's just to provide a change from the jostling mass of platformers and racing games. Personally though I'm still waiting for a PlayStation adventure that will satisfy me, by providing a long but work-outable challenge. However, I hope Psygnosis don't give up on this genre too easily, because it's made a very promising start and should have another go. Maybe next time eh?

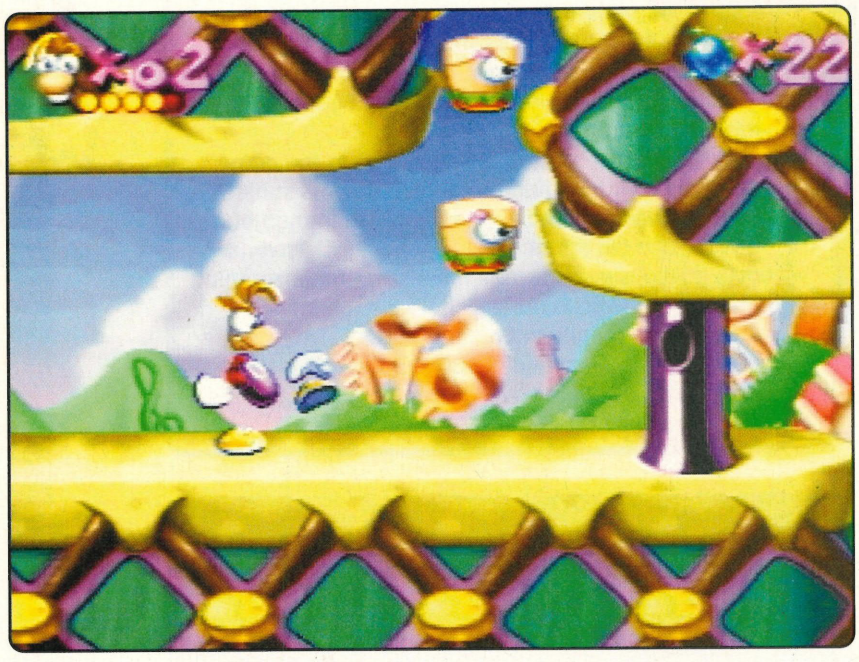
GRAPHICS 7
GAMEPLAY 6
LASTABILITY 8

OVERALL 7



A handy thing to remember is that enemies can be used in a variety of ways



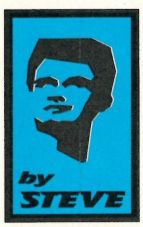


Every new console launched seems to have its very own platform game. Nintendo has Mario, Sega has Sonic, and Sony has chosen Rayman to sit proudly alongside its dream machine on the shelves. Cuter than that kid off the Safeway adverts, UBISoft's debut PlayStation effort should be enough to send Sega's marketing masters scurrying for cover, because for our money, this dumps on the likes of Clockwork Knight and Bug! from a vertigo-inducing height.

The colours, the characters, the graphics, the gameplay, the variety; I love everything about this game. If I were to croak it at this very moment in time and never see another platformer again, then I would die a very happy young man indeed! Make the most of it while it lasts though, we'll no doubt be knee deep in the little platform buggers by Christmas and we'll be spoilt for choice! For now though there is no option. If you've got a PlayStation and you want a platformer then this all that's available. It's a good job it's so damn good then isn't it?

The only reason not to buy Rayman is if you're desperate for say, Tekken or Ridge Racer, and can't afford it. But that's a real shame - you're gonna be the one missing out, no-one else! Can't you tap someone up for the cash?

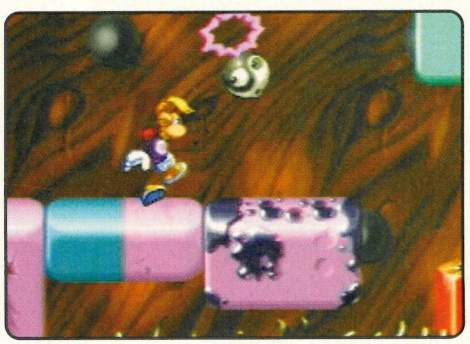
Rayman



With all the violence in the world today wouldn't it be nice if once, just once, there was a game where all the enemies settled their differences and made friends at the end? Well there is now!











Left: Even the Continue screen is polished. Rayman will walk dejectedly towards Game Over, but press Start and he'll cartwheel to Continue







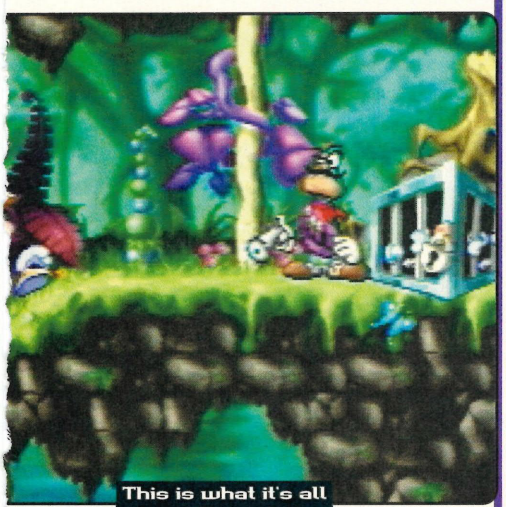
Below: The Good Fairy Betilla will pop up at various moments along the way and bestow our hero with new and wonderful powers



The restart points are marked by a photographer. Reach one safely and the moment will be recorded for posterity



an

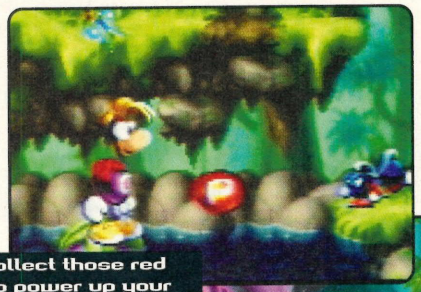


This is what it's all about. Free all the Electoons from their cages and you'll be finished

Rayman's a, er... well, he's just Rayman, let's leave it at that! I don't know what race he comes from but he's certainly a groovy kind of guy. He struts his way across the screen as cool as you'd like, despite the mayhem going on around him, and he can pull off some fine acrobatic feats with the greatest of ease. At the beginning of the game he's pretty useless, only able to walk and jump, but as you progress through the stages, Betilla the Fairy pops up occasionally to bestow him with new powers and abilities. Just when you think you've mastered the control, your plain-looking pal appears and gives you a new trick to contend with. There's no point being ungrateful though, every talent she presents you with will be essential to your progression through the game - not just in future levels, but in ones you've already done! Yes, that's right. Although playing Rayman through in sequence is difficult enough, the devious French blighters have made it necessary for you to go back and play earlier levels again once you've acquired new skills! Don't worry though, you won't only be covering old ground. Your new abilities (such as hanging from platforms, running and even flying), will give you access to previously unreachable areas of the level!



Rayman





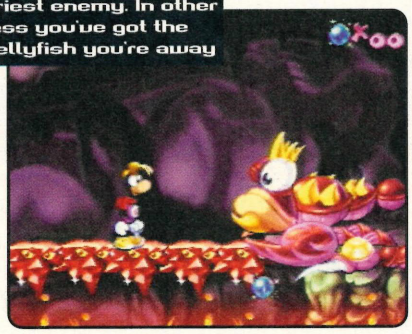
Right: Collect those red things to power up your health bar to a massive five! Below Right: Swinging across gaping chasms on a plum will become second nature in no time







That pop-eyed lobster thing is just about the scariest enemy. In other words, unless you've got the courage of a jellyfish you're away





It's the graphics that draw people in, and it's graphics that the PlayStation seems to do best. 65,000 colours on screen at any one time is impressive enough for anyone, and the jaw-dropping backgrounds (at times four different layers moving independently!) really do have to be seen to be believed. The animation's incredible, the characters are likable (even some of the baddies!), and the pace at which it all moves is simply amazing.

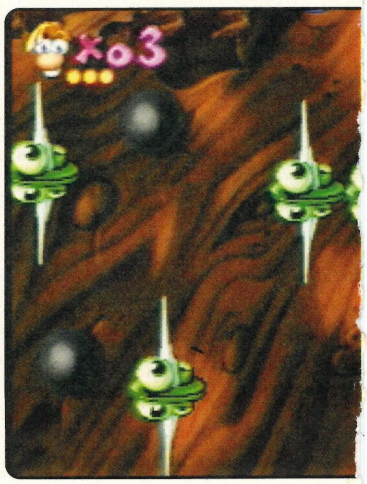
Like I say, it's the graphics that draw you in, but if the gameplay doesn't cut it then you soon lose interest. Rayman doesn't have this problem. In fact, I've witnessed hardened anti-platform gamers intend to 'just have a quick go because it looks nice' and still be sat there over an hour later! Such is the pulling power of the game. Be prepared. Once you start playing Rayman it's very difficult to put it down. But hey, when a game is this good why would you want to?

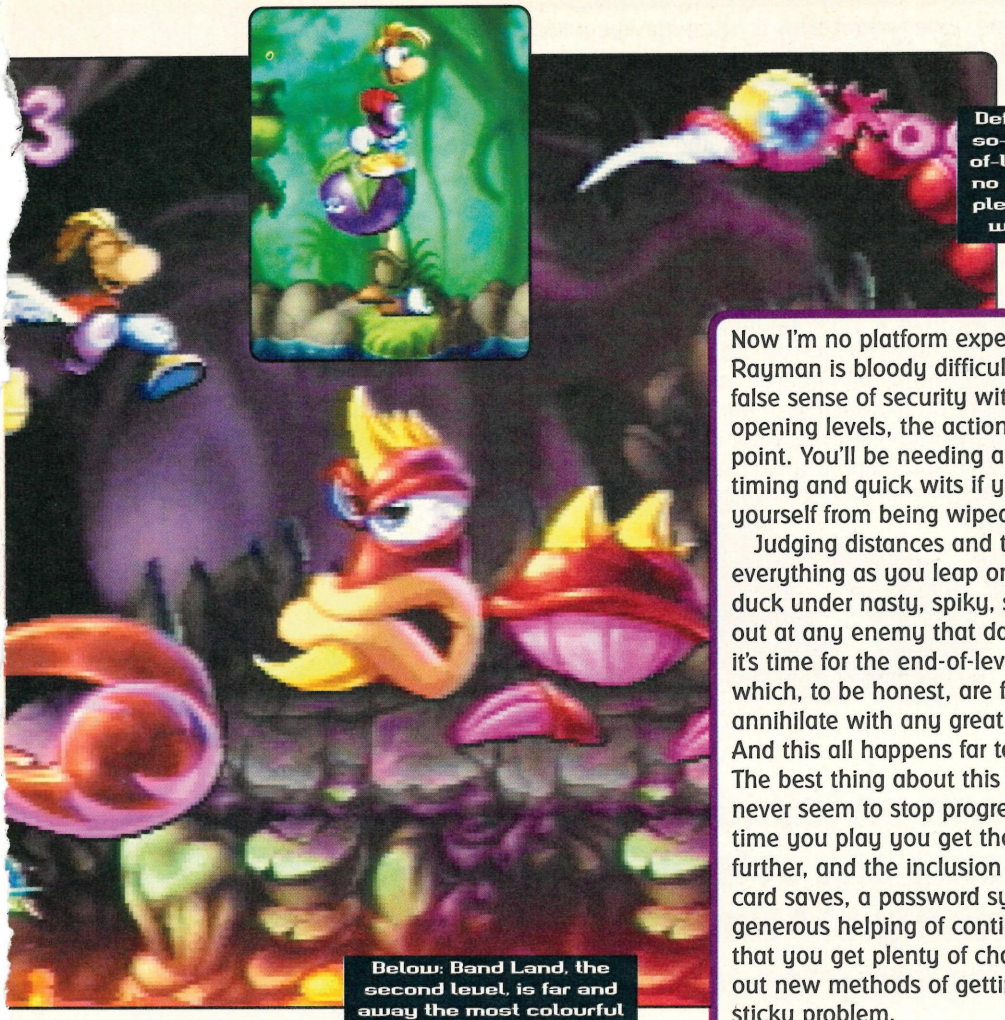
UBISoft has produced something that deserves a serious investment of your time. You bought your PlayStation because you wanted to play the best games around, and this is undoubtedly one of them, so you've really got no excuse have you!

It seems like the moral brigade are going to have plenty to whine about as far as the PlayStation is concerned. What with the ultra-violent beat'em-ups and Gremlin's forthcoming violence fest, Loaded, to look down upon, they're going to have plenty of ammunition for their 'video games corrupt young minds' campaign. I'll bet they never sit down with a copy of this though. If they did they'd definitely change their opinions.

How many games have you seen where after defeating an end-of-level guardian, the previously nasty foe bursts into tears only to be comforted and befriended by the game's hero? Not many I'll bet! Rayman gives off such a happy vibe that you cannot fail to come away from it with a smile on your face. In fact, having played the game just now, I'm so cheerful that I feel like buying each and every one of you a lovely present!

I reckon that a lot of people will be put off by the lack of nastiness. I can see that you're not going to look as hard inviting your mates round for a game of this as you would if you did the same with Toh Shin Den, but don't worry about that. Buy it, sneak it home and play it to death. Just don't tell anyone you've got it. That way you get to play the best platformer around and still keep your reputation intact. Problem solved!



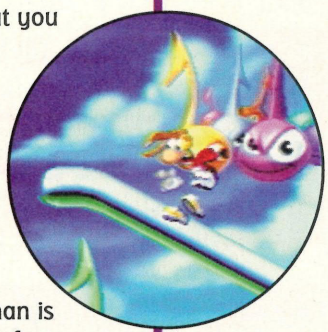


Defeating the oh-so-terrifying end-of-level bosses is no easy task, and plenty of practise will be needed

Now I'm no platform expert, but even I can tell that Rayman is bloody difficult! After lulling you into a false sense of security with the ludicrously easy opening levels, the action soon hots up to boiling point. You'll be needing a razor sharp sense of timing and quick wits if you're going to prevent yourself from being wiped out in record time.

Judging distances and timing your jumps is everything as you leap on to moving platforms, duck under nasty, spiky, swinging things, and lash out at any enemy that dares get in your way. Then it's time for the end-of-level guardians, some of which, to be honest, are far too cute for you to annihilate with any great degree of satisfaction. And this all happens far too early on for comfort! The best thing about this though is that you never seem to stop progressing. Every time you play you get that little bit further, and the inclusion of memory card saves, a password system and a generous helping of continues, means that you get plenty of chances to try out new methods of getting past a sticky problem.

Thankfully none of this makes the game too easy to complete, and Rayman is one fine effort that will keep you going for a very long time to come.



Below: Band Land, the second level, is far and away the most colourful of the lot, and is packed with some of the weirdest creatures I've ever seen





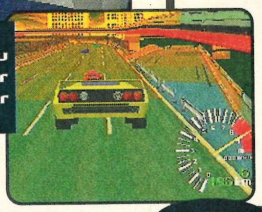


SUMMARY
GAME Rayman
GENRE Platform
SOFTWARE HOUSE UBISoft
PRICE £TBA

If you've got a PlayStation then you've simply got to get Rayman, it's as simple as that. I doubt if there'll be a superior platformer in the near future, and while you'll soon tire of the graphical splendour of say, Ridge Racer's one track, Rayman has the gameplay to complement its good looks perfectly. This will provide a long term challenge to even the most hardened gamesters, and although it's over-priced, it's still an absolutely essential buy!

GRAPHICS 8
GAMEPLAY 9
LASTABILITY 8
OVERALL 9

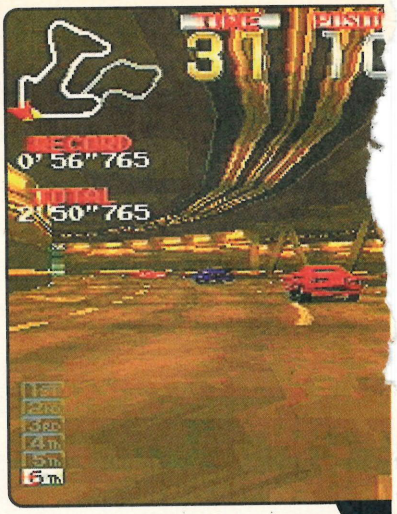




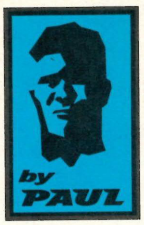
The better you do, the faster you go, and the faster you go the higher you jump!

Wow, what a start! This is just what I-ee wanned to see! Get used to that, because that's what you'll hear at the beginning of EVERY SINGLE RACE. The same commentator goes on to tell you that *The next corner's tough*, so *Watch yourself!*, and to *Look out, someone's right on your tail.* Should you complete a race in first position then he will also generously inform you that *Yerr the grreeatest!* in a pseudo Jim Carrey voice. So riddle me this: Why is there only one track?

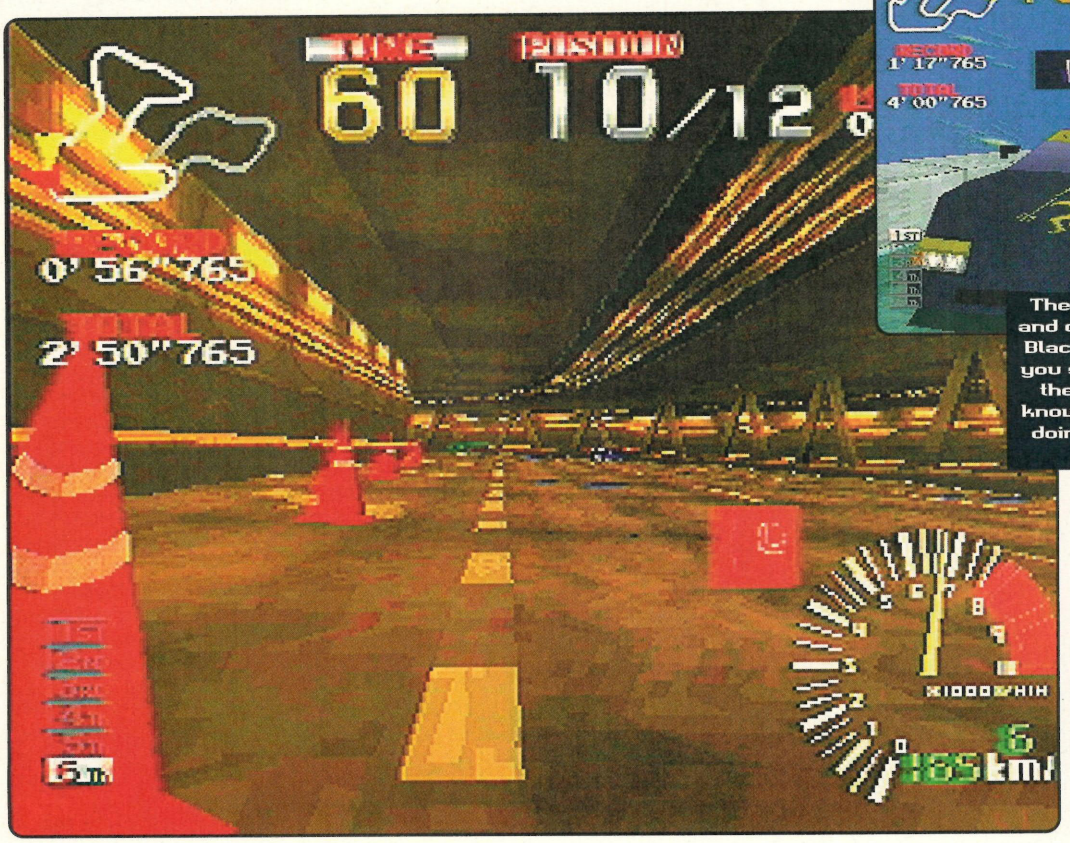
Okay, so effectively there are four: A two-lap race; a three-lap race on the same track; a three-lap race on the same track, only with an added bit near the end; and a three-lap race on the track with the added bit, this time with only one competitor car. But, whichever way you paint it, there's only one track.

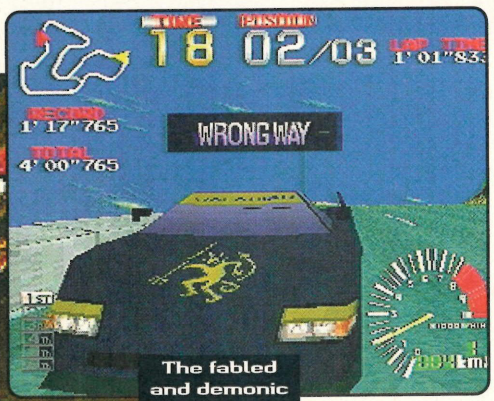


Ridge

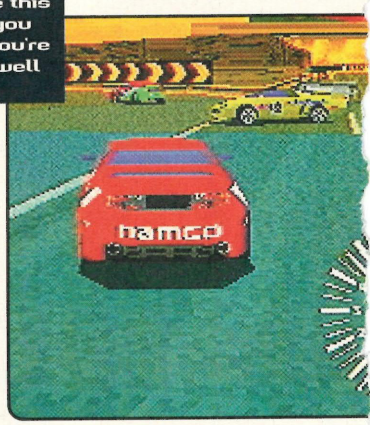


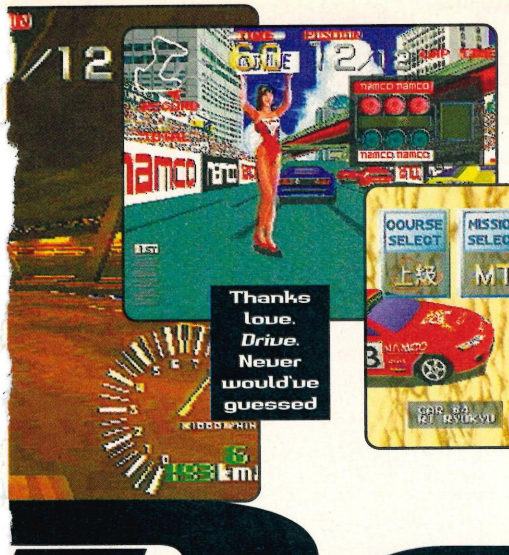
With a crackdown on joyriding and a war against drugs, there's only one safe way to get some speed these days. Friendly old Namco is the peddlar, but we're not talking bicycles here!





The fabled and demonic Black Car. If you see this then you know you're doing well





Thanks love. *Drive*. Never would've guessed

Ridge Racer is as close to a perfect conversion as you could hope to get. It even comes complete with choppers and the odd low-flying plane (but no views from these unfortunately). Despite the lack of tracks, the one you do have sits squarely on the right side of brilliant. The graphics in particular are top, and the only thing lacking from the arcade is a great big cockpit and the smell of sweat coming from the general direction of Mortal Kombat III. Different machines aside, it's amazing just how quickly Sega's once mighty Virtua Racing has begun to look outdated – but then that's the PlayStation for you.

Each of the four cars offers a different range of qualities. Ultra-rapid acceleration, a high top speed, superb handling and unbelievable corner-hugging are all here, but just not necessarily all in the same car. And with the track designed to require all of these, you'd be forgiven for thinking that a rough time is in store.

Racer

For all the disadvantages of being a computer controlled driver on a monitor screen (no champagne and ample-chested women when you win, for example), there is an upside in that you can lurch around the track without the danger of hurting either yourself or any other road users.

The gameplay is just about right. The bends are tight, but not unmanageable, and the cars, whilst reasonably tough to get past, especially on the later 'tracks', are never ridiculously unfair in their tactics. It helps that the control method, which seems pretty loose at first, is actually about as good as you could hope for, meaning that soon (too soon perhaps, considering there's just one track), only the limpest of losers will be without a win.

Completing an intro game of Galaxians gives you a bonus – the opportunity to drive better cars. The timing is far more strict though, so if you want to go all-out for the fabled black car, you'll have to make Damon Hill look like an idiot. Which, thinking about it, isn't that difficult.

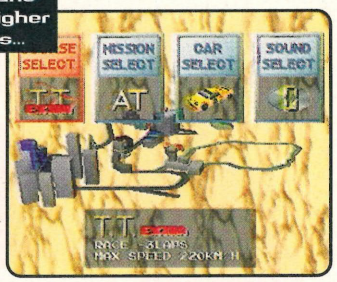
Tipette!

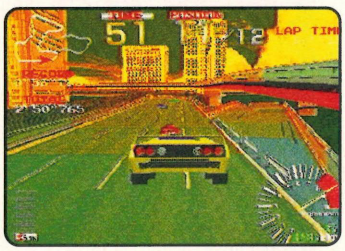
To get round the bitch of a bend after the seafront straight, lay off the accelerator briefly on the approach, then, at the apex of the bend, accelerate again, and with just a brief fishtail you'll be away without leathering the outcropping of rock.

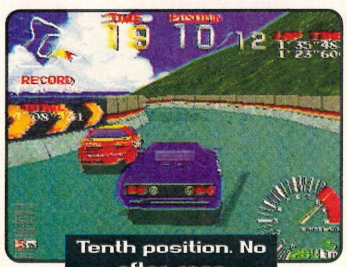




The backwards race, and even higher jumps...





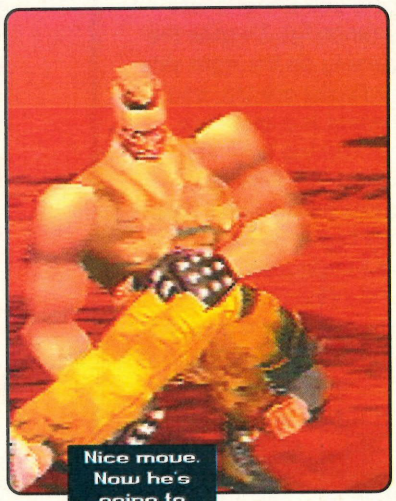


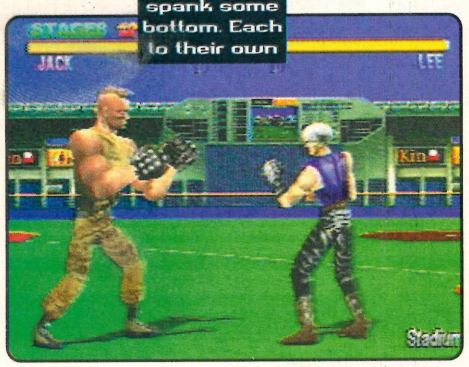
Tenth position. No after-race groupies on this occasion

SUMMARY
GAME Ridge Racer
GENRE Racing
SOFTWARE HOUSE Namco
PRICE Elmport

Easily the best looking racing game, with top replays, night time scenarios, a decent commentator and the option to listen to your own CDs whilst racing. Addictive, absorbing and superb fun to play, but there's no two-player option. It's too easy to finish in forward mode, and, most shocking of all, THERE'S ONLY ONE TRACK! It's still a great game though...

GRAPHICS 9
GAMEPLAY 9
LASTABILITY 6
OVERALL 8





Do you want to hear a story about a mysterious challenge? Do you want to hear about how, at some unspecified point in time, this particular challenge went out to every fighter in a mythical land, and how, after months of bloodshed and battling, only a handful of people remained to fight to the death for untold riches? Do you want to hear about that? Do you? Do you?

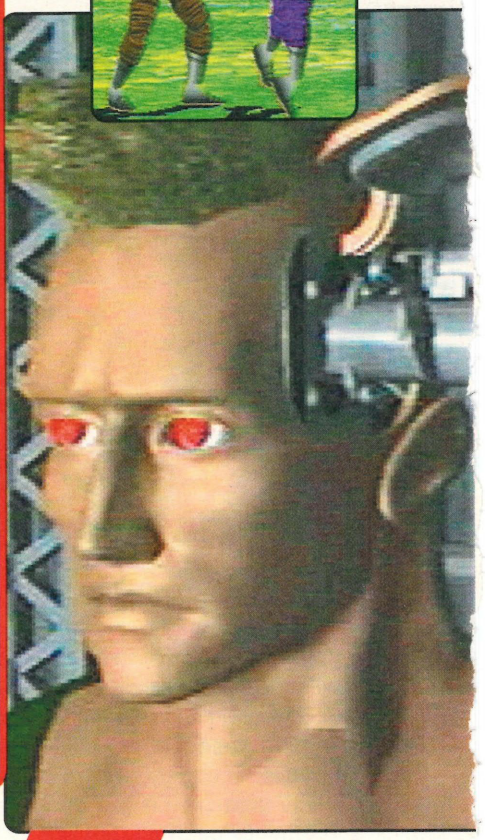
Well tough. It's neither interesting nor relevant, so if you're into that kind of thing then you're bland, and you need a slap.

It's a beat'em-up, not a historical novel, so lighten up! Besides, you should be the slapper, not the slappee (and by that I don't mean Tracy from Essex dancing round her handbag in her white stilettos and mini-skirt), especially in a game that gives you so many opportunities to do some serious fist damage.

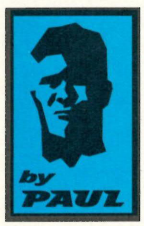
In real life you wouldn't rate your chances of leathering a leopard, or say, a bizarre metallic cross between the scarecrow in the Wizard of Oz and Robocop, but in Tekken you can. It pits seemingly normal people against freaks of nature, and all you need to win is a bit of joypad wizardry.

Of course you can always fight as one of these fierce, man-eating creatures as opposed to against them. It won't be any easier, but you can go for it nonetheless.





Tekke



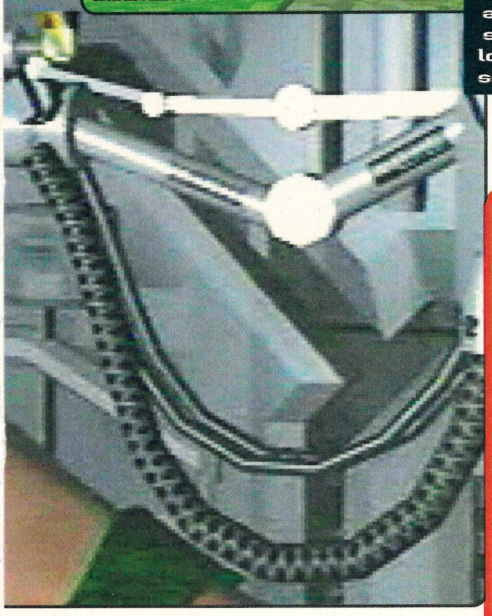
If you're massive, well muscled, agile or an expert in the martial arts, does that necessarily make you different? 'Course it does! It means you're a character in a computer game – namely Tekken





The extra characters test your skills to the limits. When you beat these you know you're the Tekken Daddy-o, and it's time to spend another load of cash on something else



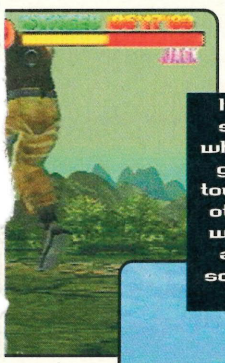




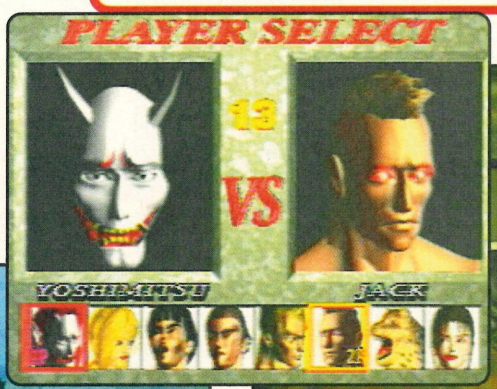
You've got eight fighters to choose from: A couple of birds, a few blokes, and the freaks – the leopard, by the way, is a guy in a helmet – and, unlike previous beat'em-ups on the now ancient 16-bit consoles, each character is defined not just by the clothes they wear, but by their mannerisms and how they move around the screen. Basically, each one is a good deal different to his or her adversary, even when the special moves are taken away, so part of the skill is in learning how to successfully counter your opponents' highly dangerous and varied moves.

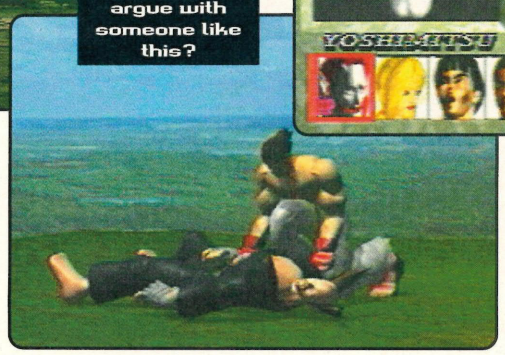
English rose Nina for example does a nice line in straight-leg kicks, so you'll want to be blocking those right from the start to avoid looking stupid. Thing is though, she's pretty tasty with the close in moves too, so on anything but the easiest of settings you'll be needing a decent set of moves yourself to avoid ending up on your back in 30 seconds flat. Mind you, she does have a nice arse in her 'away kit' scuba suit, so there are certainly worse positions to be in. Oh yes, computer game characters... they're the fittest.

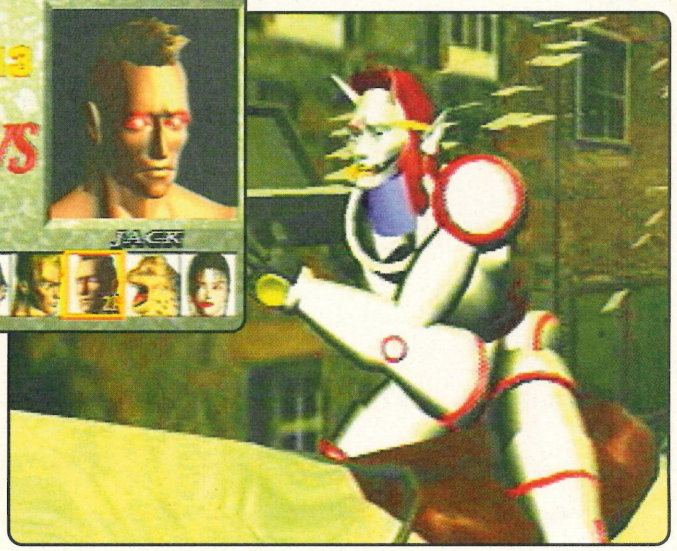
Jack's another tricky opponent. He's not the quickest bloke in the world by anyone's standards, so his lumbering body slams are perfectly dodgeable. But then there's the double fist-slam on top of the head to contend with. You get the picture... it's tricky.



It's always suspicious when you see grown men touching each other up, but who's gonna argue with someone like this?





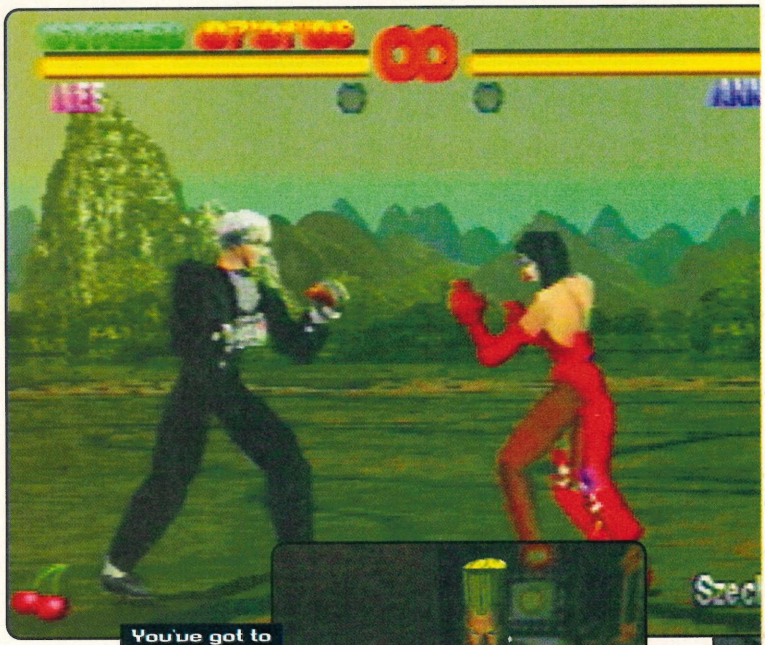


Tekken



Tekken looks very, very nice. Indeed. It's kind of a blend of Toh Shin Den and Virtua Fighter, borrowing from (or inspiring, depending on who you believe!) TSD in the graphics department, and in the way in which perspective shifts depending on the proximity of the combatants, but keeping closer to Sega's effort in terms of gameplay.

Forget the top four buttons on the joypad. They aren't used, they're not needed and you won't miss them. There are plenty of combinations to be worked with the four that remain. No one button alone instigates a move of any great threat (a punch in the eye is no problem whatsoever compared to the broken neck that some of your adversaries are intent on causing), and although some of the fancier moves require a fair bit of mastering, there are plenty of other reasonably simple ways to inflict some pretty harsh damage. In other words, the learning curve is just about right, and it's a satisfying experience coming to terms with the digitally taxing super moves.



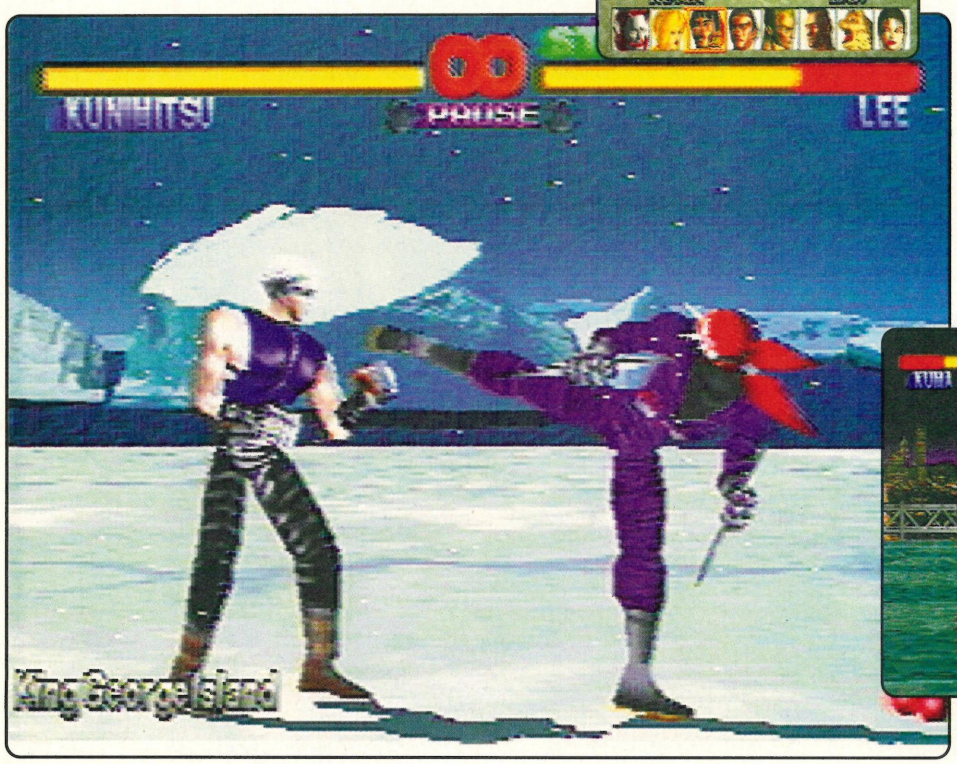


You've got to be hard with a haircut like this, cos let's face it, you're gonna get some serious stick



Before the game even begins there's a mini-bout of Space Invaders - Galaga, it looks like - if you're up for it. Destroy a certain number of ships and some of the eight hidden blokes are there for the taking.

The other way to come across them is to complete the game by winning a determined number of bouts in a set time on a chosen skill setting. When the seven main adversaries have been defeated, a further one steps into the fray. Should you scrape



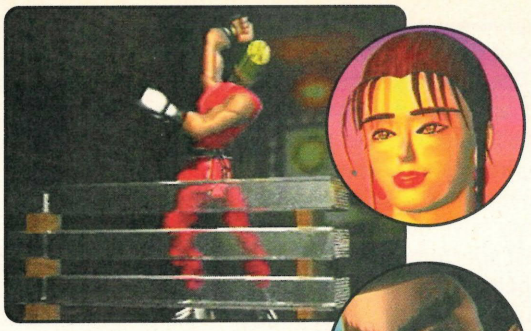


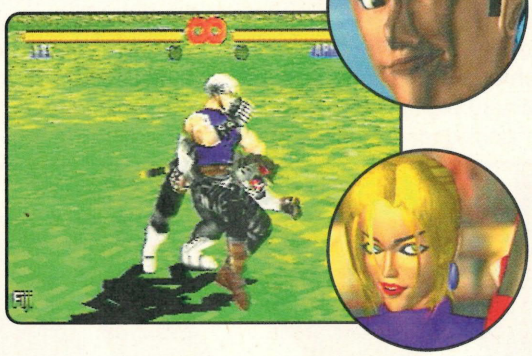
Choose the same character and you get a smart change of kit

Same-character fighting is included, as indeed it should be for those argument-sorting two-player moments, and it's nice to see that instead of subtle differences in clothing, the fighters have two completely distinct outfits in their own special cyber-wardrobes to add a touch more class.

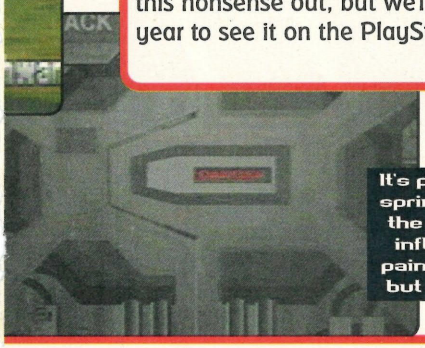
Parallax scrolling glides happily by in the background, and the sound effects are second to none. On the downside, Tekken is the latest in a very long line of beat'em-ups which fail to address the matter of standing over a felled opponent and dealing a few stout blows to the head whenever he stirs. This of course is the easiest route to real life victory (Try it! Go on, have a fight!), but in a video game it simply serves as an annoyance, especially when the computer player seems to have no trouble at all in not only escaping your guard but fetching you a good one around the ear as he rises from the ground.

Apparently, the arcade version of Tekken 2 sorts all this nonsense out, but we'll have to wait until next year to see it on the PlayStation.









It's possible to spring up from the deck and inflict some pain. Possible, but not likely



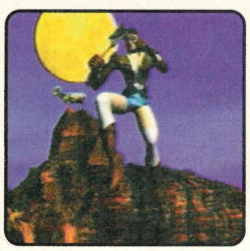
through this, then a final fighter in the formidable shape of the severe-haired Heihachi will be waiting, and you can bet he's not your average pansy.

A problem with many beat'em-ups is the 'cornering' situation: You back an opponent up (or vice versa) until he's got nowhere to go, and then use one move to kick him to kingdom come. Tekken's approach of no Ring Outs and a massive play area rules this out and makes for a much fairer fight all round.





Everyone loves a winner. Respect to the guy wearing the daft hat



SUMMARY
GAME Tekken
GENRE Beat'em-up
SOFTWARE HOUSE Namco
PRICE Import

The PlayStation seems to have become the platform for programmers to demonstrate their talents in the beat'em-up arena, and there surely can't be a machine better equipped to deal with the graphics and speed which are being produced. In the same way, there cannot be a game which successfully encompasses so much of what the Next Generation beat'em-up is all about. Tekken, should you be wondering, is somewhat majestic.

GRAPHICS 9
GAMEPLAY 9
LASTABILITY 8
OVERALL 9

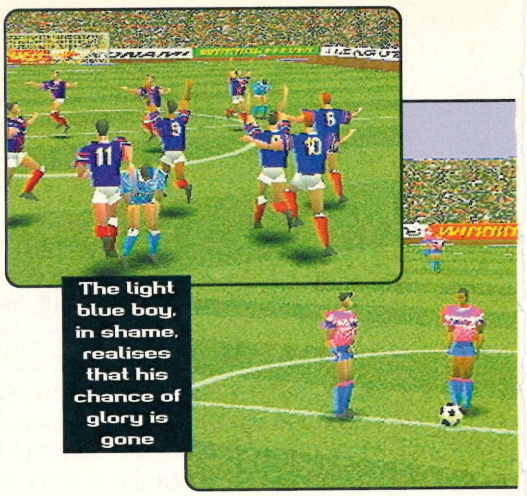
It's taken long enough, but at last the world has finally realised that baseball is nothing but rounders played by soft lads with body armour, and that it isn't in fact very interesting to watch after the first six hours or so of a game. Well the Japanese have at any rate, and their biggest spectator sport is in danger of being overtaken by the newly formed J League, the country's first ever - and wildly expanding - professional football league. And this is the J League's official game.

The graphics are excellent, and the players are very big lads - huge great polygons - considering they're Japanese. But then maybe they're supposed to represent Gary Lineker or something. Um, despite him retiring a good 12 months ago.

But whatever, it isn't size that matters after all, it's how you do it that counts. Computer gamewise, at least.

To top off the graphics a genuine running commentary describes each game as it unfolds.

Well, we presume it's a commentary, but just what exactly the Far East's answer to Tony Gubba is on about is difficult to say, because this guy belts it out at a rate of about 20 words a second - in Japanese!



The light blue boy, in shame, realises that his chance of glory is gone

Winnin

by PAUL

Ryan Giggs? Yesterday's hero. Come on over to the Land of the Rising Sun, where even if the chicks aren't having any, you'll always get a result



The different viewing angles show your skills in an optimum way



The movement of the players is amazingly fluid. They're chock full of detail in every manoeuvre, and on top of this, Winning Eleven feels very solid. If the ball is taken from you in a harsh challenge then you KNOW you've been tackled, and when it's time to unleash that girly-impressing rocket shot, you can almost feel the ball thud against your foot a split-second before the net bulges. And it genuinely does bulge if you slam one in.

To become good at W11 will take some practice. The teams vary in ability and a good way of learning all the necessary skills is to watch your computer opponent. Overhead kicks, diving headers and mazy, tackle-evading dribbles are all in there.

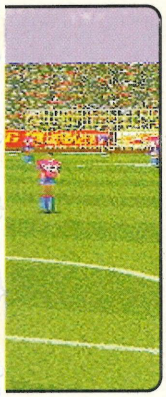
Controlling one player at a time is always the way to go in football games, and a slight annoyance with Winning Eleven is that because of the smallish visible playing area, it isn't always easy to see where your player is. Even when you do see a well-placed man you'll occasionally be peed off to find that you are momentarily controlling another guy.

Sudden death extra time is played in the event of a draw (you concede a goal, you lose). If no-one can find the net in this extended period then it's penalties, where, refreshingly, you have control over both the taker and the goalkeeper. But not at the same time you understand.

Comin' at ya!

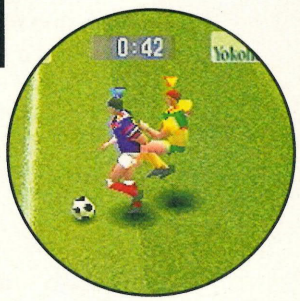
Winning Eleven will get an official release in this country soon under the name of Goal Storm, and will feature English teams and commentary.







Japanese isn't our strong point, but this might mean the teams are good...



ng Eleven

All 14 J League teams are represented, complete with the correct players and daft-looking cartoon mascots which would be laughed out of every ground in England. The matches take place in a number of ways: Exhibition (the best way for a quick two-player thrashabout after chucking out time down the pub), the J League itself, a couple of cup competitions, and an all-star challenge where the going is generally tough.

Konami has made good use of all four joypad buttons for the general controls of tackling, shooting, chipping, passing, dribbling, and that good old Japanese standby of booting the ball up the field and running like mad. It would perhaps have been a better idea had the tackle and shoot functions not been programmed into the same button, as this can be well annoying.

It fairly shoots along from any one of the three perspectives, but only very rarely is there a danger that you'll lose track of matters. It's also good to see an intelligent passing system which allows the ball to be off-loaded only when a team mate is in space.

Tackling plays an important part as well, more so than in most football games, and unless you're willing to get your shirt dirty and your shins bruised, chances are you'll end up a loser. Yellow and red cards do appear, but don't let that put you off!



Tension filled penalty shoot outs alleviate the need for an after match fight, which in our opinion can only be a bad thing. Go on, hit someone!



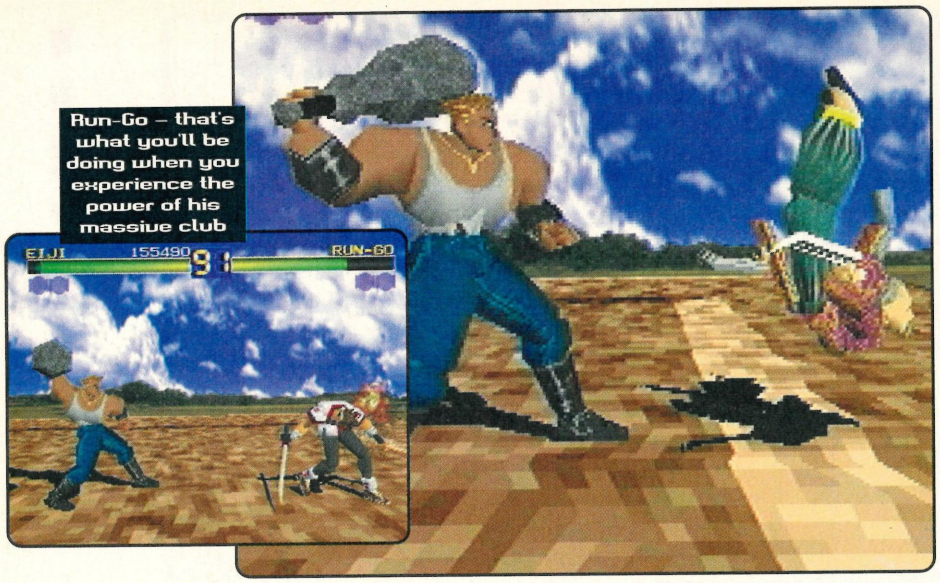
SUMMARY

GAME Winning Eleven
GENRE Sports Sim
SOFTWARE HOUSE Namco
PRICE Elmport

As the first PlayStation football game, Winning Eleven delivers the goods well enough. Chunky polygon sprites and a largely intelligent control method make for a decent evening's entertainment. Despite a few niggles, it plays very well and should go down a okay with your average Japanese-speaking terrace thug.

GRAPHICS 8
GAMEPLAY 7
LASTABILITY 7

OVERALL 7



Run-Go – that's what you'll be doing when you experience the power of his massive club

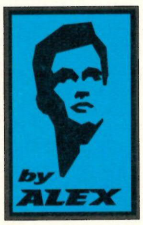
Every good beat'em-up needs a load of wild-looking characters who can pull off top rock-hard special moves regardless of age, sex or religion.

Toh Shin Den's got 'em all. There'll be plenty of scraps over which fighter is the best, but as far as I'm concerned, Duke's got to be the boy in the 'hood.

Duke's a young knight with slicked back green hair, a sort of warped cyberpunk who's time travelled for thousands of years just to find a decent ruck.

He's a right cheeky bast. Wearing a suit of armour to con his opponents into thinking he'll be well slow and full of all that

Toh Shi



Your Toh bone's connected to your Shin bone, your Den bone's connected to your... whatever. Post your baseball bat with the nails in (unsolicited) to the local Police Station, cos you won't be needing it so long as you're playing Toh Shin Den





An amazing game, but the characters' names leave a lot to be desired. Run-Go and Fo for goodness sake...







age-old mediaeval crap, (you know, like rolling around in piles of dung for pleasure and picking at the festering sores and scabs which cover your entire body), he's possibly the fastest of all the blokes in the game.

As expected, the girl characters are the quickest - but we know how to treat them, don't we lads?

If you had Duke's special move in real life, you'd be using it over and over again, so what's the point in just using it now and then in the game to play fair? None at all. Whack that special move button for all your worth. After all, your opponent will probably be doing the same.



nDen



Sexy Sofia whips Fo into a frenzy with an all-out whip attack. Pretty severe gear





From the sprint-start position holding his broadsword across his chest, Duke launches into a special move which would come in useful in any scrap. Spinning round in a flying forward roll, the combo hits the enemy about five times, finishing off with a top slash of the sword. It all happens in a superfly ice blue spark shower. Eat that, mo foes!



Just to look at, Toh Shin Den hammers anything seen on 16-bit - the fights are viewed from all over the place. To watch a scrap is almost as good as being in one, although you don't get to batter anyone. If you're scared about the view angle movement and staying the pace, forget it - you've obviously got no bottle.

Having no bottle isn't something that Run-Go Iron has ever lost any sleep over. The club-wielding skinhead, bedecked in Blackpool day trip vest and workman's jeans, comes at ya relentlessly, grunting, groaning and generally putting himself about. He's not adverse to battering women either - an ideal choice for people who don't mind a bit of unfair console pagga.



Toh Shin Den

Jump straight in and hit them before they hit you, just like in real life. And if you know any sneaky, snide moves, then for goodness sake use them. If you don't, your opponent will, and you'll be left on the floor looking a right geek loser. Boxing, wrestling and martial arts all come into play in Toh Shin Den – master them before someone masters you.

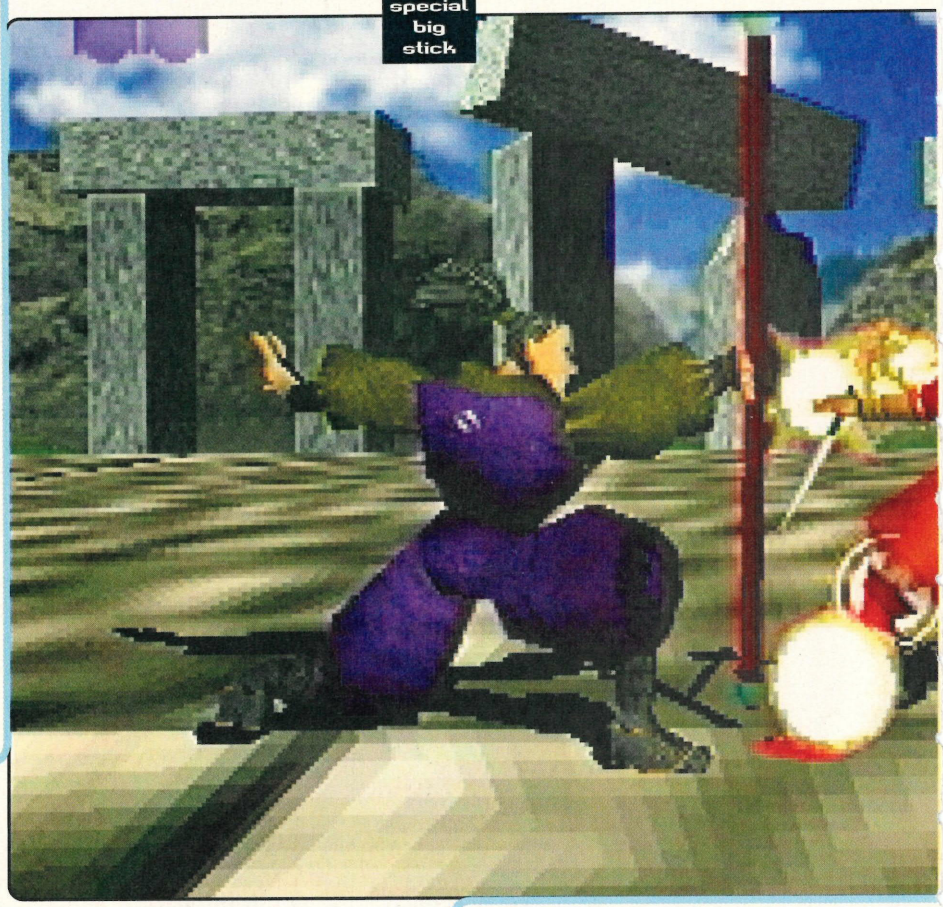
Each arena's big enough for you to get a feel of the long range moves before you steam in for the kill, but make sure you don't get 'ringed out'. As in Sumo wrestling, you can act the hardman as long as you like, but once you're out of the ring you've lost.

Don't be caught admiring the view, either. One arena in particular looks top. Set way above a futuristic Manhattan skyline, there's a big video screen in the background showing you and your opponent in full effect – from certain angles there seems to be an infinite number of scraps going on. Imagine the embarrassment if you lost up there. The ultimate shame.

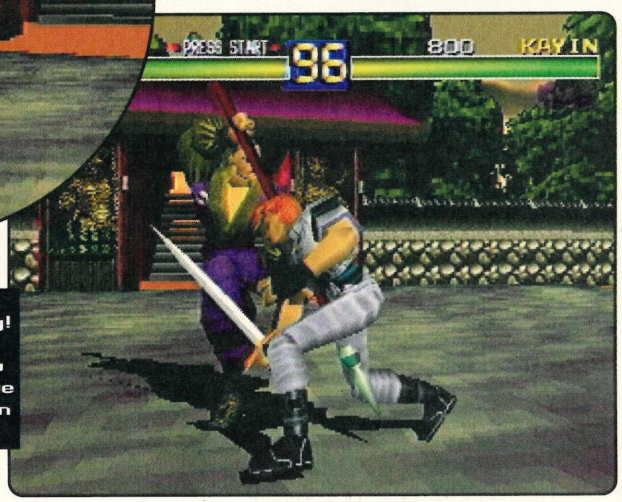




Below: Feel the power of my special big stick







Take that sword boy! That'll teach you not to wave it around in public

As well as sussing out the best combos, when to attack, when to defend and when to pose around, there are plenty of secret moves and death moves waiting to be discovered (see Game Guides section). The ultimate Toh Shin Den player has a full repertoire of secret moves and death moves for every character – but I've yet to meet him.

The depth of gameplay for a beat'em-up is astounding – it'll take months of gameplay to get anywhere near mastering the nuances of every character. Gamesters who have seen any of

Prepare for severe hand-ache after playing Toh Shin Den – you won't be able to put the joypad down for hours. You're gonna need to master all eight buttons, so you'll soon have sweaty palms and sore wrists. But look on the bright side, at least you'll have a legit excuse this time.

Eight buttons, eh? Surely the gameplay'll be a nightmare? Nothing like it actually. Unlike old-style beat'em-ups, special moves can be achieved by a single tap of either of the top right buttons – you don't have to be a superfly mutant octopus from space to enjoy playing Toh Shin Den.

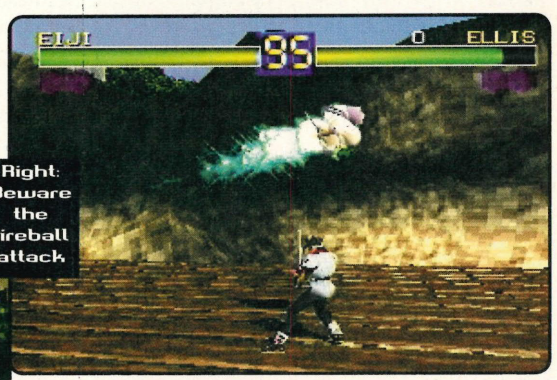
The PlayStation's hand controls are perfectly suited to the techniques employed in this stunning scrapper, and before the gameplay police start sticking their oar in where it's not wanted, it must be added that you'll have to use all your buttons to become the daddy of this game.

The special move buttons are top and great and sexy, but you'll need to suss a load of combo tactics once your opponent works out how to avoid your special move.



Left: Bernard Manning takes a fall





Right: Beware the fireball attack





the Street Fighter II series in the arcade (or on the outmoded 16-bit SNES) will appreciate just how far the beat'em-up genre has come, courtesy of the PlayStation.

The personality factor is just one of the many joys of Toh Shin Den. Like all the best video games, it's easy to get into, rock-hard to master, and there's loads of gameplay on offer in between. But before you press that start button, here's a warning. Beware the power of Fo – this guy is straight out of a crazy dream where your grandad has stolen Vega out of Street Fighter II's razor sharp claws and is getting more senile by the second.



SUMMARY

GAME Toh Shin Den
GENRE Beat'em-up
SOFTWARE HOUSE Sony
PRICE £39.99

There are so many amazing things about Toh Shin Den, it's hard to do it justice in a mag (even our top rag). Toh Shin Den is what beat'em-ups should have been like all along – punches and kicks flying in from all angles and the wildest special moves ever. No two fights will ever be the same and you'll be playing it until some oldster finally blows a fuse at the electricity bill – cos Toh Shin Den is pure electricity.

GRAPHICS 9
GAMEPLAY 8
LASTABILITY 9

OVERALL 9





Yes! Success as you fry an alien



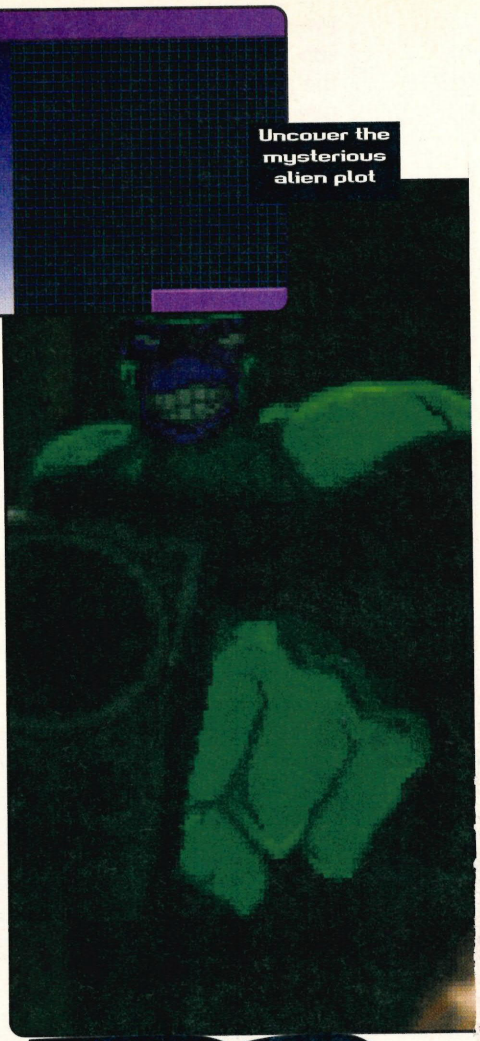


X-Com - Enemy Unknown from MicroProse is Space Invaders with a difference. In fact, you could probably describe it as the first strategy game for the next generation of consoles.

Already with a cult PC following (and a sequel on that particular machine!) X-Com (previously known as UFO: Enemy Unknown) pits you against numerous alien races that are trying to take over the world.

You are the big boss at X-Com, a special division set up to deal with the extra-terrestrial threat, and you must act on behalf of the major governmental powers of the world, whose populations are beginning to be spooked by increasing numbers of abductions, UFO sightings and cattle mutilations.

A good performance will mean increased funding - which you'll need in order to develop better alien-bashing technology - whereas a poor effort will only result in a fortnightly trip down the DSS.

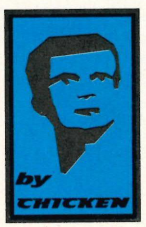


Uncover the mysterious alien plot

X-Com Enemy







Do you have dreams where you are being abducted by little grey men? Have you ever been whisked off in a UFO? Yes? Well now's your chance to get back at the little grey guys who are responsible!





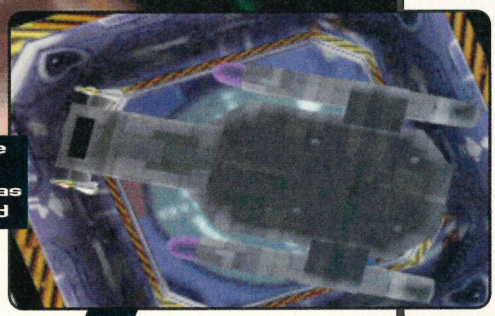


The 3D isometric bit is the main part of the game



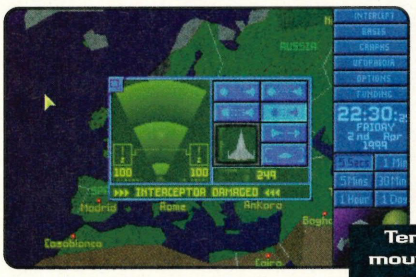
X-Com is played out in one of two different settings. The first one is called the Geoscape. This shows you a map of Earth which you can spin around and zoom in and out of to your heart's content. This is also the area where you'll track UFO activity. When you get a report of a UFO sighting, you can then dispatch some of your ultra-hard fighter craft to try and shoot it down. These start off as fairly standard warplanes, but as research is carried out, technological improvements can be made. Upon blasting an ET from the sky, you can despatch your troops to secure the area and see what you can salvage for research purposes. Be warned, all the aliens are rarely killed in a crash landing, so arm your boys to the teeth and prepare to go in blasting. This brings us to the second section; a turn-based 3D isometric tactical sequence where you move your guys around individually, then wait for the aliens to move. Somewhere in the middle of this you'll catch sight of them and shoot them. If they see you first you'll be raygun fodder, so your tactics need to be considered very carefully.





A very nice intro sequence has been added

Unknown





Tension mounts as an alien confrontation begins



X-Com



Your UFO-spotting exploits are funded by governments from around the world

Controlling the action was pretty easy in the PC version. The game was played via a series of menus, and you simply used your mouse to perform every function necessary. On a PlayStation there's the obvious problem that not everybody has a mouse. There is one available if you wish to make the purchase, but at the moment there isn't really much call to lay out the cash. Thankfully MicroProse has included the option to use your trusty old controller pad. This is a far from satisfactory solution, but what else could possibly be done? It actually becomes quite instinctive after a little while, but if you're used to the mouse version it all seems very strange to begin with.



You can even set the pad up so it behaves in two different ways. You won't actually know which one of these set-ups you prefer until you've tried them both though, and in the end it's down to personal preference.



A clever lighting technique is used to create a tense atmosphere



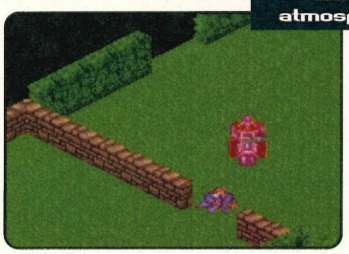
When you are about to embark on a tactical mission (ie you've managed to shoot one of the grey blighters down), you get the chance to decide what your troops will take with them, and how much artillery they will be packing. Do you really want to waste any survivors or do you fancy capturing a couple and letting your scientists interrogate them and frighten them for a change?

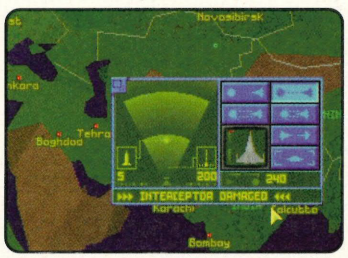
Your tactics will all have to be decided in advance, although there's nothing to stop you improvising once you have your boys in the field.

There is very little data available to begin with, so to a certain extent you just have to stick your head over a wall and see if you get shot at.

Initially you'll start off with plain old grey aliens, but as the game goes on, new lifeforms will begin to appear. All species can be interrogated, and if you do the job right, details of a big conspiracy begin to emerge.

While all this is going on, you can set your scientists to work on alien research projects, build new bases on Earth, improve existing ones, and generally prepare for the big invasion that's planned. Like I said before, this is Space Invaders for real!







SUMMARY

GAME X-Com Enemy Unknown
GENRE Strategy
SOFTWARE HOUSE MicroProse
PRICE £44.99

X-Com Enemy Unknown is probably the finest PC strategy game of all time, and it makes a terrific game whatever format it's on. MicroProse isn't really aiming this at the 14 year-old who wants to play instant quicksters like Mortal Kombat 3, but if you are after a little bit more of a challenge, this is for you. You'll need a memory card to save the game, and you'll only get two saves to a card, but this and the problem with the mouse are the only niggles.

GRAPHICS 8
GAMEPLAY 9
LASTABILITY 9

OVERALL 8½

Terry Pratchett's

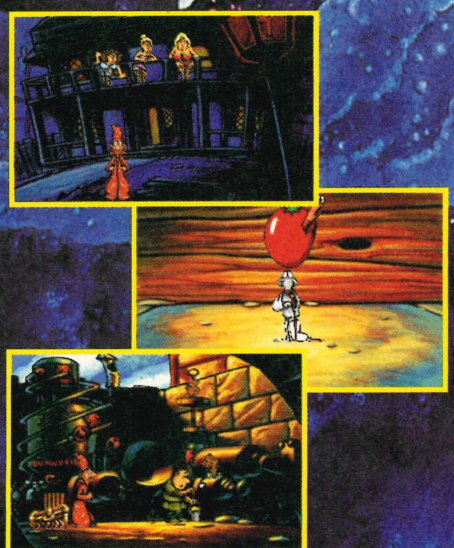
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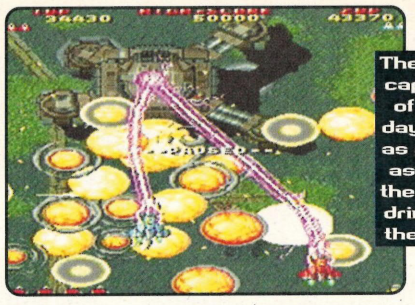
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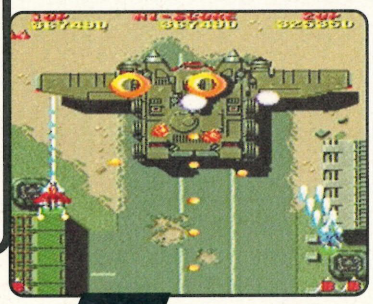
Each version of Raiden has four difficulty settings, the hardest being that of Marshal, which is basically arcade mode. Both Raidens have 10 levels to complete. The ultimate goal of finishing all 10 on Marshal level is rewarded with a bonus of 1,000,000 – traditionally, vertical shoot'em-up experts are judged on their scores, as a lot of skill is involved in amassing large bonuses.

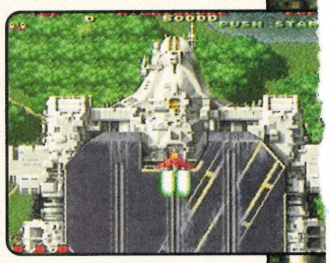
Upon completion, there's a five-second congratulatory message, then it's back to basics with the first wave! You've clocked it, but you've got it all to do again. After having played Raiden and Raiden II with Ocean's development manager, I can tell you that however brilliant you think you are at games, you won't be finishing either Raiden effort for a good while.

In fact, if you don't have a co-pilot to take some of the flak – both Raidens have simultaneous two-player options – there's a good chance red-eye will set in long before you're anywhere near level 10.



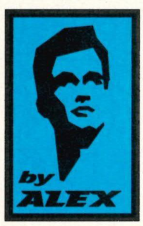
The first caption of the day. Not as good as tea, the best drink of the day







Raiden Project



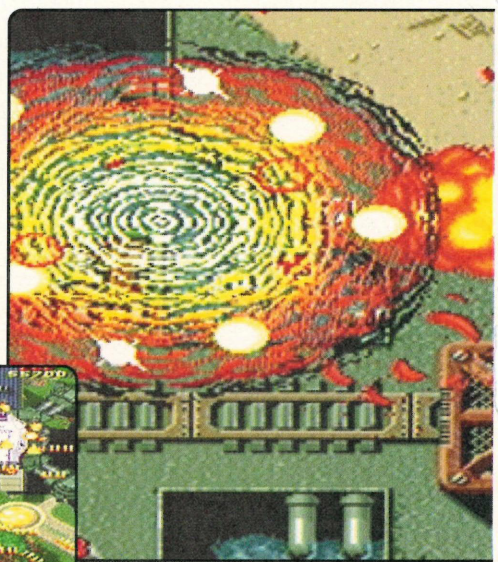
Great arcade games come and go, but marvellous arcade games are converted on to consoles. Meet the first arcade compilation to hit the PlayStation... Raiden and Raiden II!





It's an explosion fest as you power-up and encounter more enemies







An impressive looking but awkward to use lock-on shooter. It's not all that powerful either









The snake power-up at half power and full power





The current arcade trend has to be the versus beat'em-up. Games such as Mortal Kombat, Street Fighter II and Tekken will always attract the crowds, but they are often mastered and, inevitably, replaced by newer, faster, bloodier versions with more characters.

Some arcade games, however, just seem to quietly go about their business year in, year out, and somehow improve with age. Raiden and Raiden II are prime examples. Ocean, until recently better known for its often ropey film licences (Jurassic Park and The Flintstones to name but two), may well have struck gold here with Raiden Project.

Raiden I & II aren't new games by any means – the vertically scrolling shoot'em-up is the grandaddy of all genres – but to stick two incredibly playable arcade classics on to a single PlayStation disc has to be an inspired move.

Ocean's The Raiden Project offers the gamer two arcade corkers for the price of one, and a lot more besides in the form of an array of options and difficulty settings.

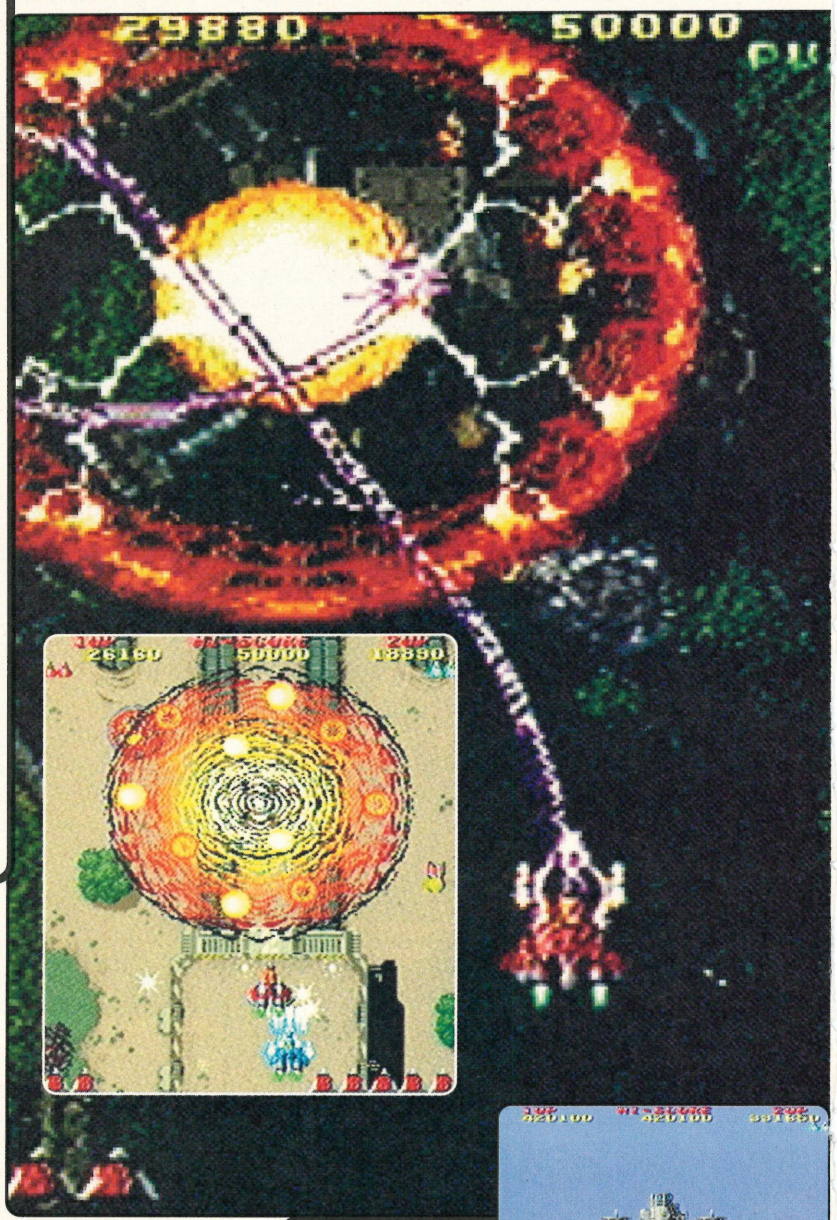
Raiden Project



In the mid-80's, when Raiden first appeared in arcades around Britain, the re-mix was very much in its infancy within the record industry. Now, however, every tune worth its beats per minute has at least one re-mix, and Raiden Project presents us with a re-working of both Raiden themes, bringing 80's Depeche Mode-ish jingles bang up to date with Prodigy style treatments.

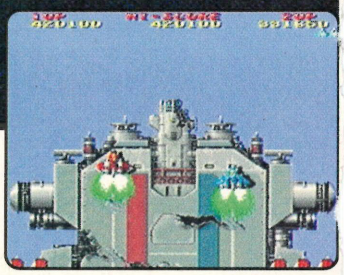
Music apart, both games are exactly as they appear in the arcades, right down to the black strip on either side simulating the rectangular screen of the arcade machine. Alternatively, you are given the option of playing full screen where the landscape is stretched horizontally. So, although you think there may be more room for manoeuvre, it's merely an optical illusion.

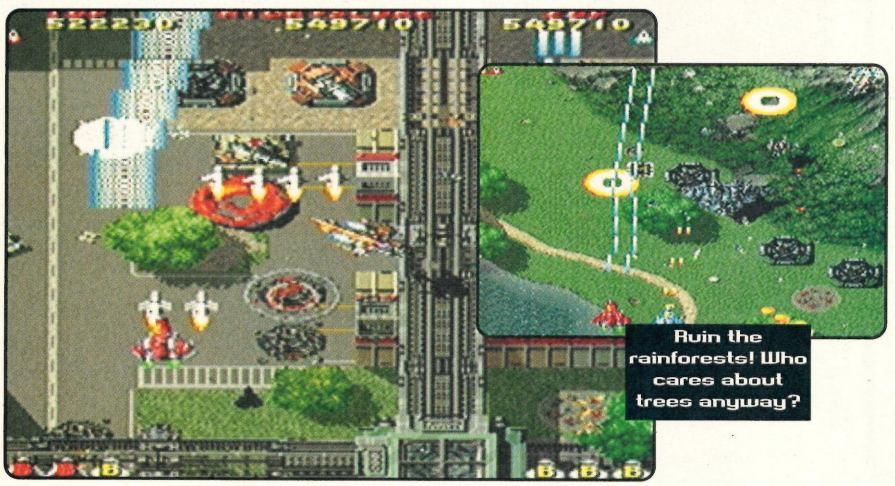
If you're a complete no-hoper, or like playing games with your head on a severe slant, there's the awkward sideways option too. Forget this one - Raiden was programmed as a vertically scrolling shoot'em-up and that's how it should stay.





It's a bonus fest when one of you dies





Ruin the rainforests! Who cares about trees anyway?

Apart from the power-up tweaks, the two games differ in that Raiden II features a lot more battle damage effects on the backgrounds, with craters being created everywhere. While this looks impressive, it often makes the gameplay harder as the screen gets too cluttered, particularly in the later stages. You do get to bomb a load of rainforests though, and while this may not be ecologically sound, it's great fun. Highlights include the hectic asteroid level (level six - Raiden), and



If only I'd held on to my medals

Like all good shoot'em-ups, Raiden and its sequel have tons of power-ups to chase and collect, ranging from squares that change colour to determine which weapon you build, to initials which donate their nature, such as H for homing missiles.

In the original, every power-up, up to and including the ultimate P, gives you an improved weapon. If, however, you have built up your Raiden II shooter with one colour and you pick up a different coloured power-up, you'll be knocked back to pea-shooter power. Discerning power-up collection is a must in Raiden II, thus giving it a more tactical slant than its fly-over-everything predecessor.

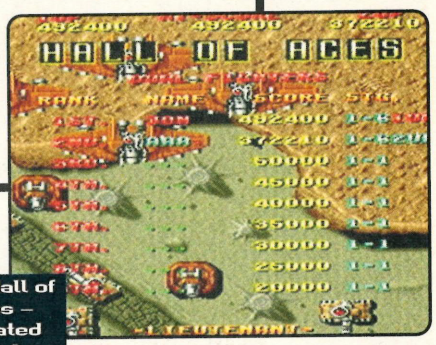
Bizarrely, both games feature fairies, and you don't have to punch anyone's teeth out to get them to appear. These give you 1,000 points when you speed over them, and when you cop it they give you back the power-ups you had before you were hit. Collect a stack of medals and the number of these you have at the end of the level is multiplied, first by the number of bonuses you've got, and then by 1,000.





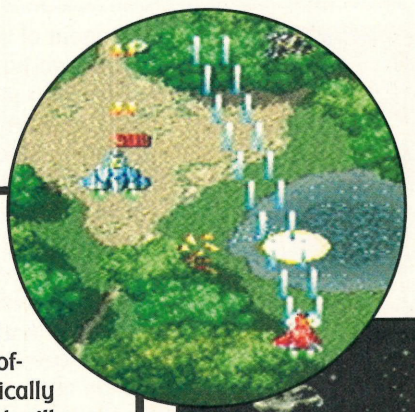


The Hall of Aces – situated somewhere between the Hall of Kings and the Hall of Queens





Icon see clearly now the life has gone. Icon see no obstacles





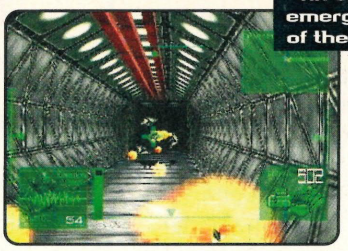
the effect the nasty little yellow power-ups have in Raiden II. Acting like a nuclear nail bomb, you're temporarily in a spherical force field while everything around you is reduced to rubble. The end-of-level mechanoid guardians are typically brutal and only the battle hardened will survive their onslaught.

You may be mightily impressed so far, but before you rush out and buy Raiden Project, a word of warning: The purple power-ups in Raiden II look great – huge swishing snakes of thick laser beams – but they lock on to targets and take ages to blow things up while pure mayhem reigns around you.

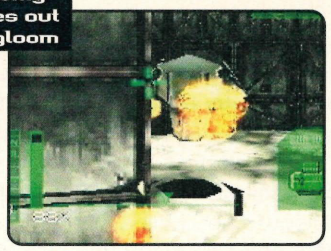
SUMMARY
GAME Raiden Project
GENRE Shoot'em-up
SOFTWARE HOUSE Ocean
PRICE £39.99

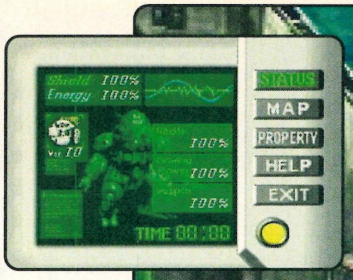
Raiden was doing the rounds in the arcades in the early 90's, so what on earth is it doing on a next generation console? Well, the answer is simple: Gameplay my son, gameplay. Stick Raiden on a PlayStation disc and you've got an arcade-perfect game at home. Stick Raiden II on the same disc and you've got two classic moments in shoot'em-up history that prove there really was life before the PlayStation.

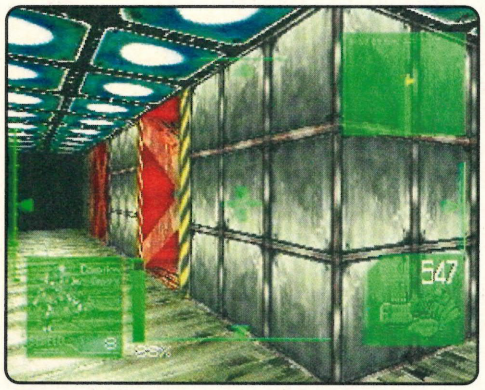
GRAPHICS 7
GAMEPLAY 8
LASTABILITY 8
OVERALL 8

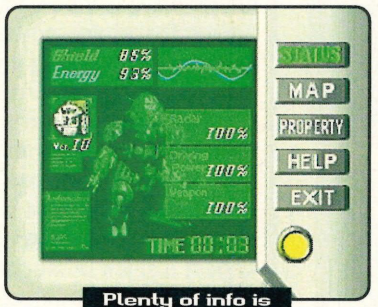


An enemy emerges out of the gloom



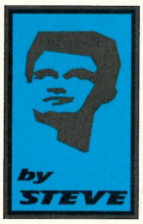




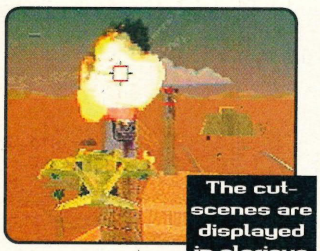


Plenty of info is available at the consoles

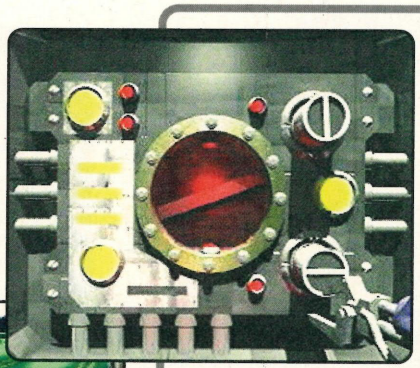
Kileak

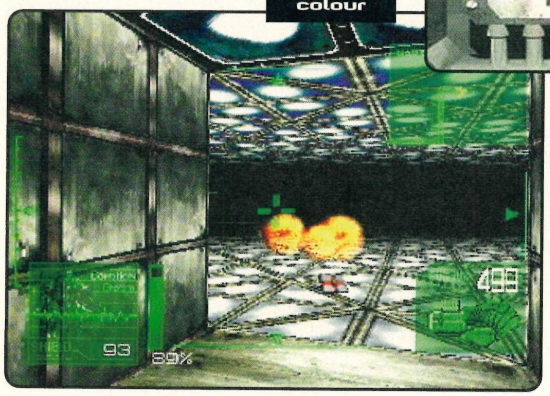


Oh dear. Whoever thought Kileak the Blood was a good name for a video game? Still, we're prepared to forgive Sony, because it seems that once again they've done the business with the gameplay



The cut-scenes are displayed in glorious colour

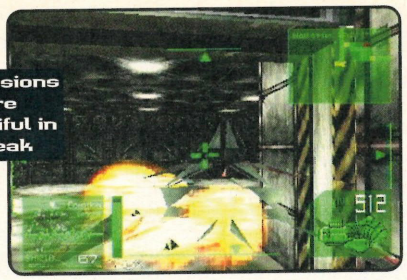




An agent of IKPF (your employers), Franco Fukazawa has gone missing during an undercover mission on the the rival Byflos Group's South Pole observation base. But, before he disappeared, he managed to send a last encrypted message containing terrifying news regarding the Base Commander's work into mutating human DNA. The situation is now critical and Fukazawa's last words were, 'Kim must be stopped'. You must fly out to the base, locate and rescue Fukazawa, ascertain the nature of the bio-engineering research, and seek out and apprehend Base Commander Dr Kim. Using lethal force if necessary.

I equated the game to Doom early on, but that was certainly a misleading impression. Kileak is by no means an action fest, relying on surprise to provide its thrills rather than throwing out a torrent of blood-thirsty monsters. It also supplies a nice blend of action and puzzle solving that should suit just about every category of gamesplayer. Whether you're an all-out blasting fan or a more thoughtful puzzle solver, you'll find that this game provides just about the perfect balance between the two extremes.



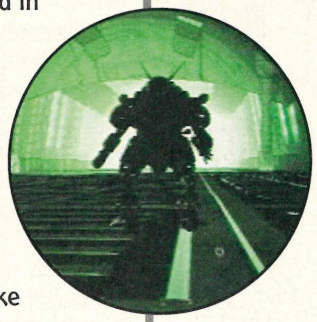


Explosions are plentiful in Kileak

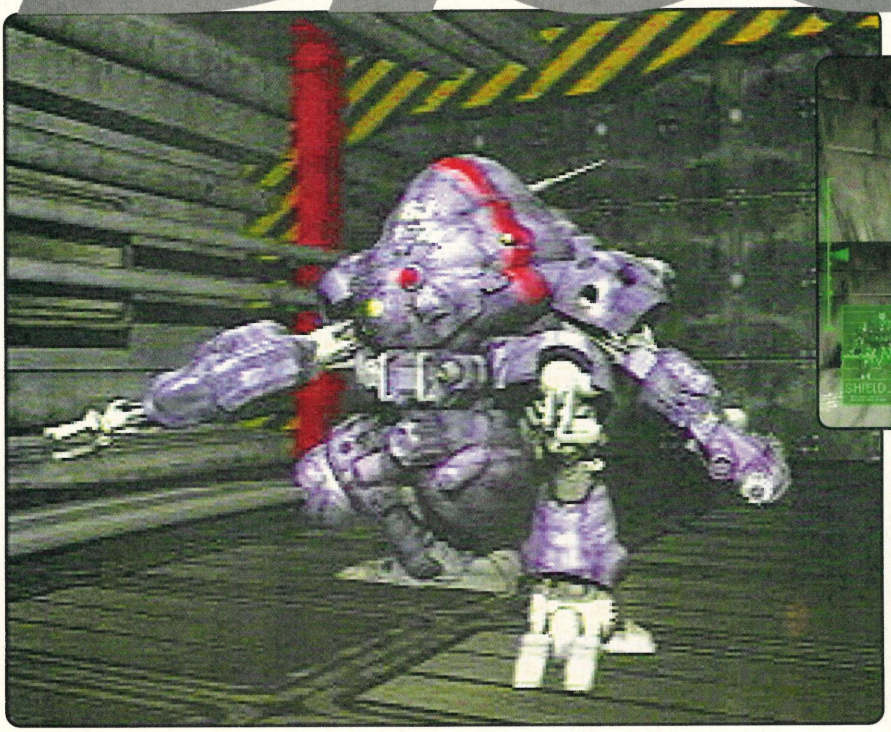


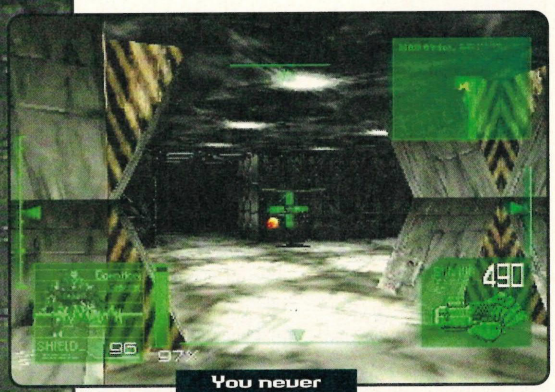
If there was an award for the most badly named game of the year, then Kileak the Blood would have to be among the front runners for that dubious honour. Why is it called that? I haven't got a clue! I can only assume that it will be made clear later in the game when someone or something called Kileak will make an appearance. But for now, you'll have to remain as much in the dark as I am. Of course the reason could be right there, staring me in the face, in which case I'll look a bit of an idiot, but no matter how hard I look, I still can't find it.

Don't let that put you off though, Sony's 3D first-person perspective arcade adventure is a fine game, soaked in tension filled gameplay that will keep you hard at it for ages. The best thing for me is the unusual setting. There are no distant planets in Kileak the Blood, this one is set on Earth, in a South Pole observation base to be more precise. Sounds a bit like The Thing doesn't it?



Kileak the Blood





You never know what's waiting for you



Kileak the Blood

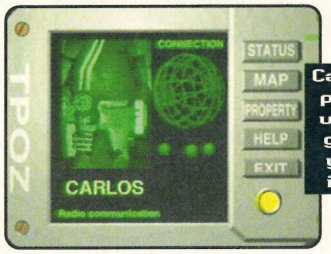
There have been many attempts at this type of thing before – that Daedelus Encounter game on the Saturn being the most notable – but Kileak the Blood stands head and shoulders above the crowd. Everything about it is so superior to everything that has gone before, that all those other feeble efforts are forgotten about in an instant.



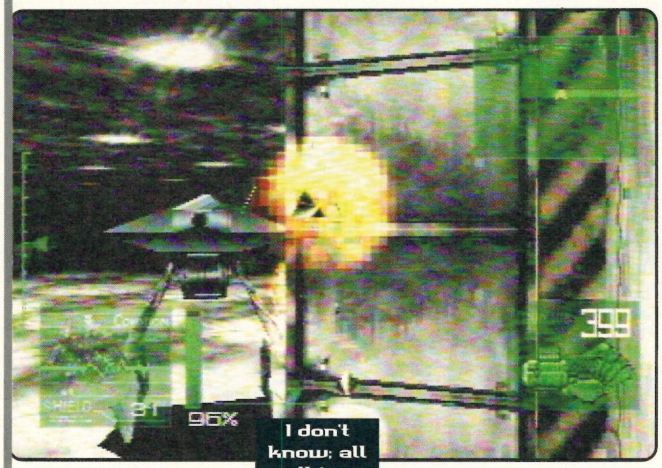
The quality of the graphics is simply amazing. Considering the game moves along at a fair old pace, the images are so clear that it's almost breathtaking. There's hardly a pixel in sight, even when you get up close to things.

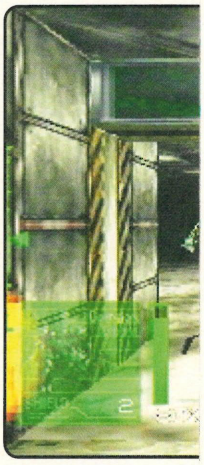
There is plenty of superb speech thrown in for good measure, and the sound effects do a great deal to add to the claustrophobic atmosphere generated by the graphics and game setting.

There are just so many good things I could say about Kileak the Blood, but in order to do it serious justice, I would need at least another 10 pages at my disposal. And even then the text would have to be printed really small and we'd have to covermount a magnifying glass or a microscope or something to keep you happy.



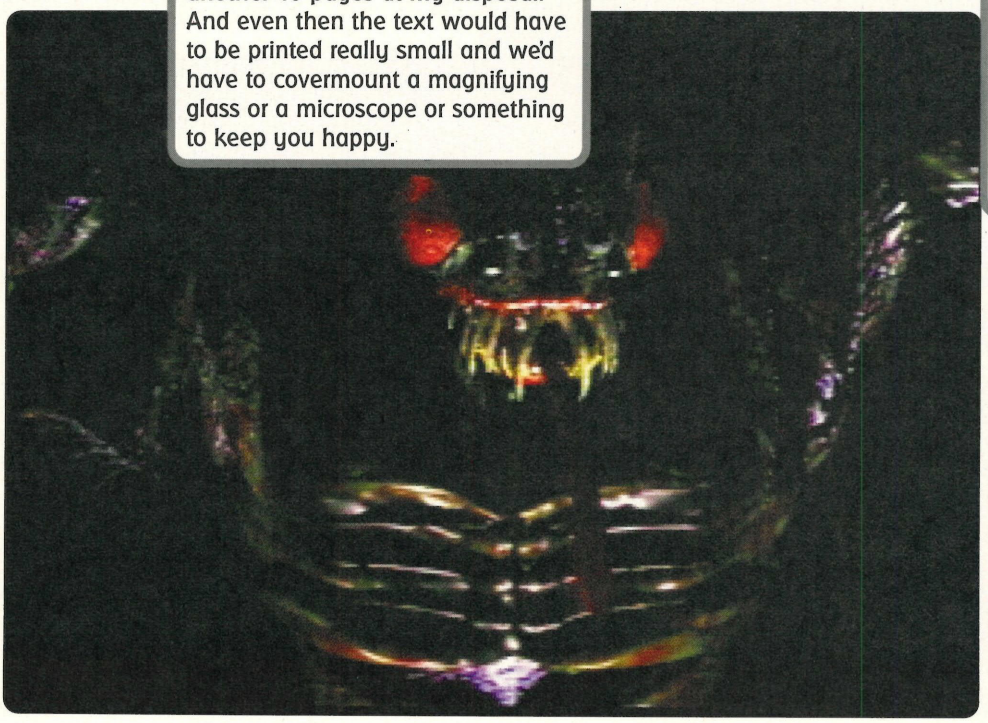






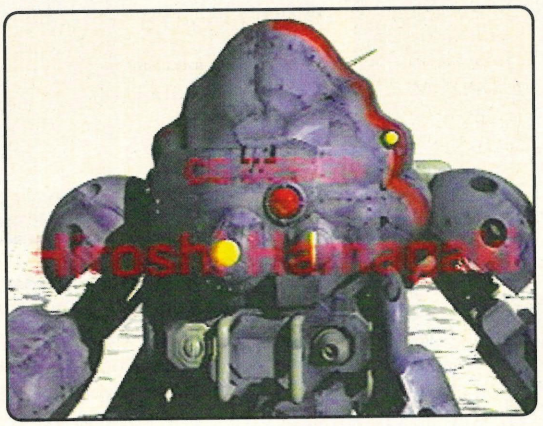


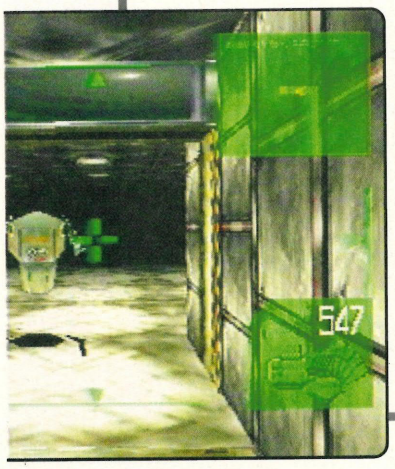
As well as everything else, KTB also features some impressive cut-scenes, which make good use of the power of the PlayStation through rendered images and Full Motion Video. These are just the icing on the cake for me because Sony has come up with a game that's right up my street. Having said that, I'm not sure it will go down all that well with the games-buying public. Kileak will be one of the games available at the machine's launch, and I have a sneaky

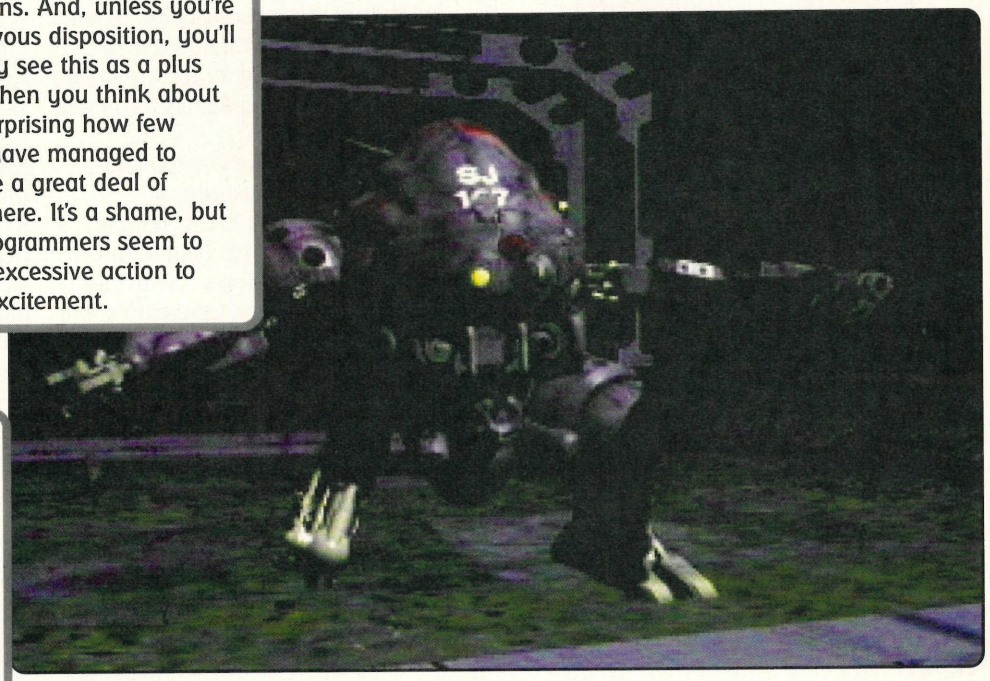




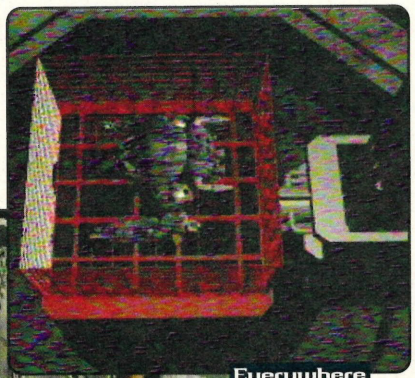
I love games with plenty of atmosphere, and this is one such effort. Kileak looks as if the developers had this aspect of the project at the forefront of their minds when they sat down to plan the game out, because it works so well that there's no way its inclusion can be put down to luck. From the hemmed-in nature of the location – an arctic research station – to the apprehensive way you have to progress – you never know when an enemy is going to come screaming at you out of the gloom – it's obvious that the programmers intended to create a game that would attempt to draw the player fully into the situation they were presented with. Very few games have actually surprised me enough to make me jump while playing, but Kileak did this on several occassions. And, unless you're of a nervous disposition, you'll definitely see this as a plus point. When you think about it, it's surprising how few games have managed to generate a great deal of atmosphere. It's a shame, but most programmers seem to rely on excessive action to create excitement.



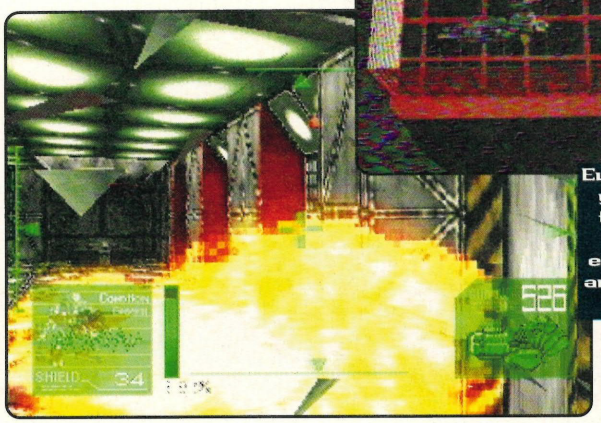




feeling that it will get lost amid the hype. It's appeal isn't as instant as some of the other games that will be available, but anyone who does check it out will be extremely lucky. Not only will you have spent your money on a game that will last a long time, but you'll also be playing something that many people will miss out on. You almost definitely won't see Kileak the Blood sitting at the top of any chart, but that's not due to any lack of effort on the designers' part.







Everywhere you look, there are big explosions and balls of flame

SUMMARY

GAME Kileak the Blood
GENRE Arcade Adventure
SOFTWARE HOUSE Sony
PRICE £44.99

Kileak the Blood, despite its ever-so-slightly-dodgy name, keeps up the high standard of early PlayStation releases. As one of the most atmospheric games around, this will provide you with a long-term challenge and plenty of excitement along the way. If games are this good now, what have we got to look forward to in a year's time when software houses have got a better idea of what the machine is capable of?

GRAPHICS 8
GAMEPLAY 8
LASTABILITY 7

OVERALL 8





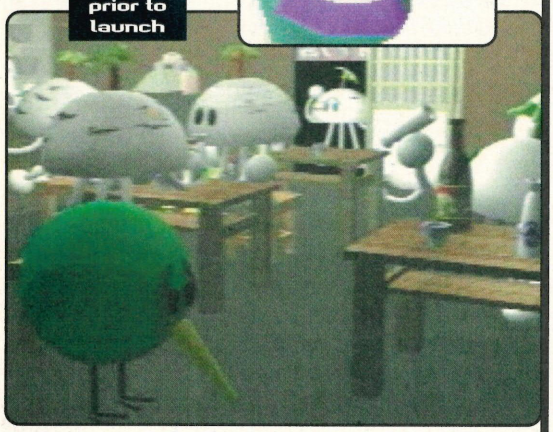




The graphical style takes some getting used to at first. It does grow on you though



The currently Japanese intro will be fully redone in English prior to launch

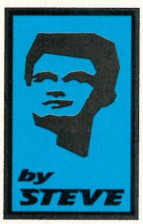


Sony has put a lot of faith in Jumping Flash, hoping that it'll be the one to convince people that the PlayStation is the machine to go for. Until I'd played it myself though I wasn't convinced. I'd seen other people having a go and thought it looked far too confusing and had dodgy graphics, but I was totally wrong!

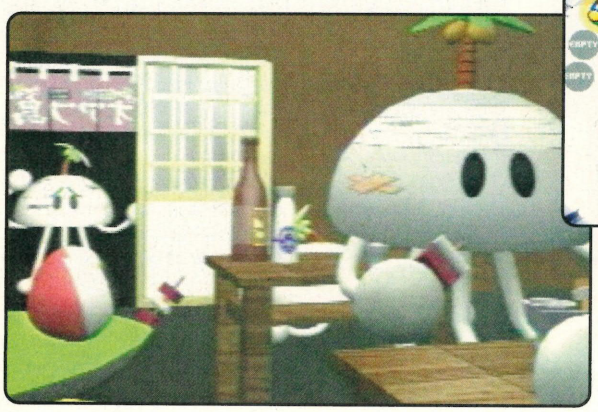
It's one of those deceptively simple ideas that come off spectacularly well. The story is pretty irrelevant (as usual), but it sets the scene nicely. I won't go into the whys and wherefores, but all you really need to know is that you will be controlling a Robbit (robotic rabbit) who must make his way through six worlds, each consisting of two levels and a boss stage, collecting jetpods that are scattered throughout. It doesn't sound that difficult, but the pods are widely dispersed. In fact, many of them are high up in the sky, on tiny platforms that are inaccessible to all but this game's hero. You see, being mechanical, the Robbit is able to leap to fantastic heights, and perhaps more impressively, it also has the ability to jump again while in mid air, enabling you to reach the pods with ease!



Jumpin

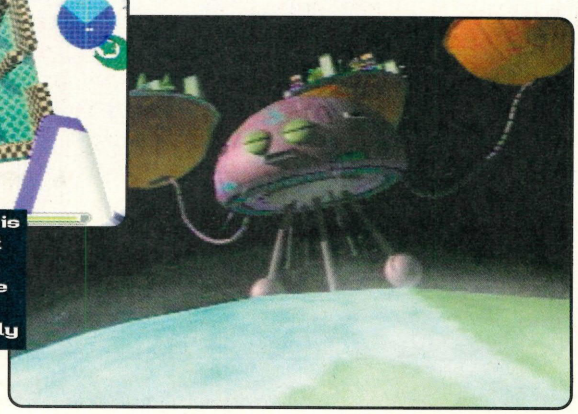


It won't do much for your credibility – after all, a rabbit is hardly a rock hard hero for a game – but Sony's 3D rabbit'em-up Jumping Flash is good enough to mean you don't care!





The game is all about jumping, hence the title presumably





The enemies are all quite bizarre

Just to make your job even harder, each level is crawling with enemies, all out to deplete your energy and attempting to knock you off the end of the world. At your disposal are numerous weapons and power-ups, and with clever use of these you can blast a path to your main objectives. Once you've collected all the jetpods you have to make your way to the level's exit, and you can bet that won't be in the easiest place to reach either!

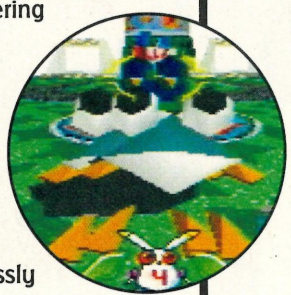
Jumping Flash doesn't look impressive at first glance. It's only when you're playing that you begin to appreciate the smoothness of the thing and the characterisation that has gone into developing the entire game world. If you're into polygons you won't have a problem, but if, like me, you prefer your games a little more natural looking, you'd better prepare yourself for the fact that it's going to take a while to get used to. It does grow on you though.



gFlash

It's not just the style of the graphics that it takes time to get used to. The control method is also somewhat unusual. Jumping Flash can jump three times without touching the ground. This means that when you reach the top of one jump you simply press the cross button again and you'll start to rise. You can also move around while you're in the air, enabling you to reach platforms that a moment ago looked totally out of range. For the first five or 10 minutes you'll do little more than hammer around the opening level wondering why on earth you've just wasted the best part of fifty quid on Jumping Flash, but if you stick with it you'll be well rewarded. Once things start to click into place you'll soon realise that what you've got is more of an investment than a waste of money. This is a game that you'll be playing for several months, not days. In fact, if you're not careful you could well become hopelessly addicted to it!





SUMMARY

GAME Jumping Flash

GENRE First-Person Platform

SOFTWARE HOUSE Sony

PRICE £39.99

Sony is right. Games like Jumping Flash are the ones that are going to tip the scales well and truly in the PlayStation's favour. It's not a big name, and it will undoubtedly be overshadowed by the more high profile releases, but when your lesser titles are this good, you're working from a very solid base indeed. And let's face it, if things continue in this vein, the PlayStation will go from strength to strength. Jumping Flash is a game you should seriously consider checking out.

GRAPHICS 7

GAMEPLAY 8

LASTABILITY 7

OVERALL 7½



Two short years ago, Mortal Kombat (MK) hit the 16-bit formats so hard that they bled. A year later, Mortal Kombat II (MKII) arrived, taking advantage of dirty footballer Vinnie Jones' fizzog to decorate billboards across the country. The sequel was bigger, better and bloodier than the original, and inspired Jones to invent his own finishing move – the nose chomp.

Several high-profile footballers got in on the act. Eric Cantona of Manchester United perfected the Kontroversy Kick, Duncan Ferguson, then with Glasgow Rangers, gained notoriety with his Kick Aye The Noo, and Liverpool's Neil Ruddock became feared for his infamous Razor's Edge.

Several pressure groups of soft old women, dodgy vicars and boring farts tried to stop copycat incidents occurring. Thankfully they failed. Now, just as aspiring Liu Kangs and Kanos are becoming bored of special moving their way around inner-city Britain, Sony has snatched the rights to MKIII on the PlayStation. SonyPro brings you the exclusive review of a game that's going to re-awaken the latent psychopath in everybody.

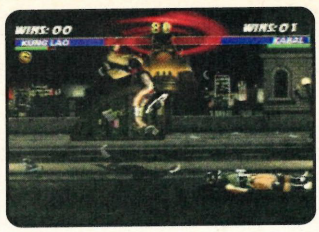
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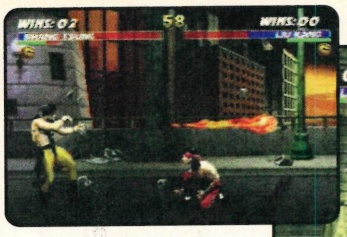


Kick them all, punch them all, Ellis, Kazuya and Paul, we'll never be mastered by beat'em-up b@$^@®)s, cos Kombat's the best of them all!





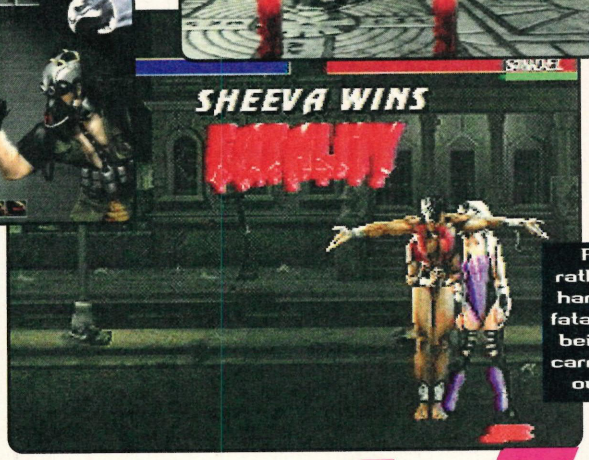




There's blood flying everywhere. It's totally ream!

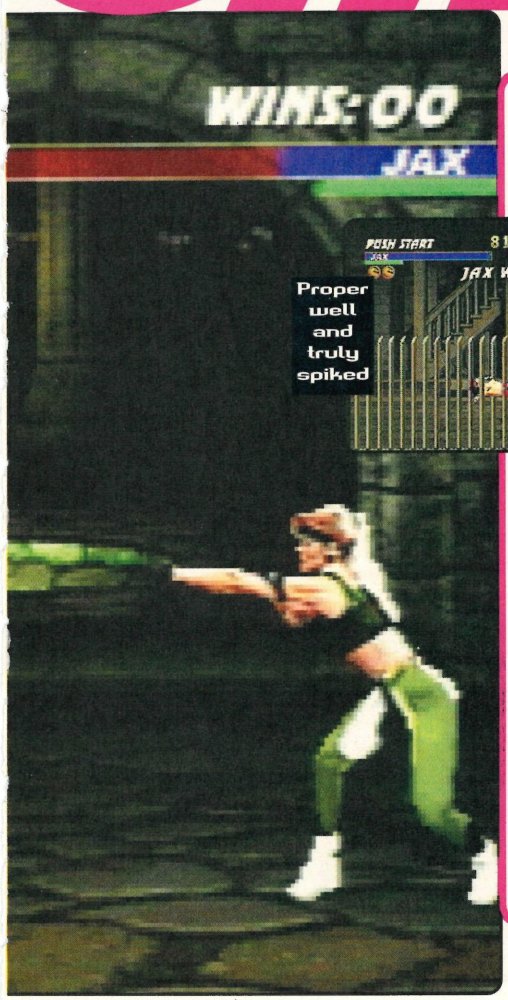






A rather harsh fatality being carried out

ombatIII



Proper well and truly spiked

Of course it's easy to pin the blame on the likes of MK for every violent crime going – be they on the footy pitch or not – but, let's face it, it's all a load of nonsense! No way has the likes of Mary Whitehouse ever played MK, nor has she ever seen it.

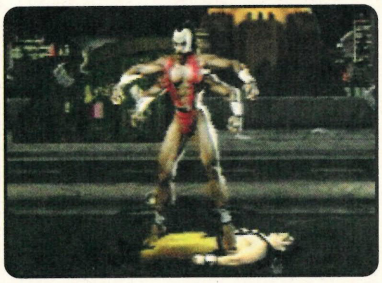
Imagine the scene:

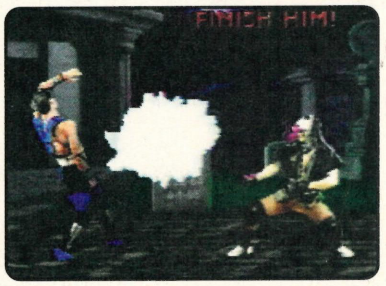
Coming round for a quick game of MK, Mary?

No ta, I can't get past the fat gadge in Tekken and until I do I'm stayin' in. Oh, and while I remember, score us some draw will ya? You can use that money I robbed from Securicor – it's under that syringe I left round yours the other day.

That's what MK's all about, particularly the latest addition to the family, MKIII. It's pure fantasy. If it's ever proven that MKIII is instrumental in the downfall of society then I'll snog Mary Whitehouse. Sorry to go on, but it's only a game.

But what a game! Digitised scrappers, tons of hard-to-pull-off special moves, fatalities, animalities, babalities, friendship moves, and the return of the gadgie who pops his head in and goes 'Whoopie'.





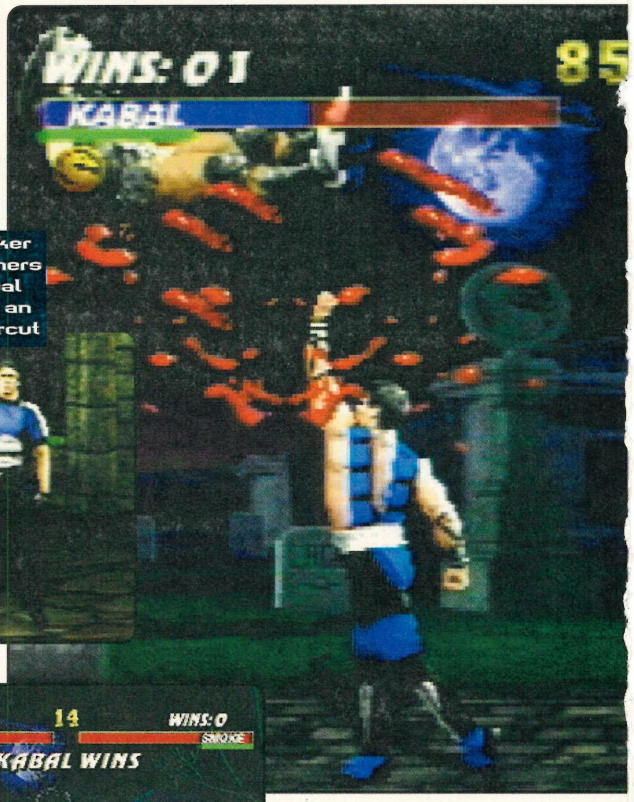


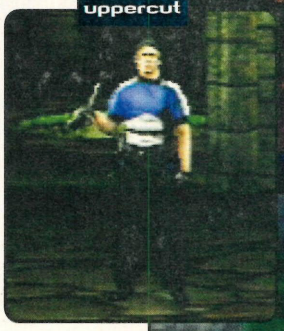
A close battle for Kung Lao

Mortal Kombat III



Stryker hammers Kabal with an uppercut



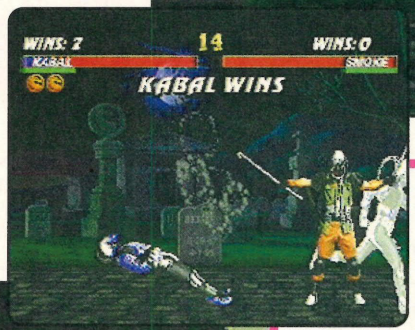


Only five fighters have survived from the original MK - Liu Kang, Sub Zero, Sonya, Kano and guardian Shang Tsung. Each, however, has undergone a slight image change. Basically, whatever they wore two years ago, has gone to the launderette and come back with bells on.

Added to the above cast of characters are Sindel, Jax, Stryker, Cyrax, Sektor, Nightwolf, Sheeva, Kung Lao and Kabal, and they're all pretty evil in their own nasty little way. Although MKIII wouldn't be MKIII without the blood and fatalities, it wouldn't be MKIII without a load of other, more weird features either.



When a scrap is almost over (you know, the bit when the teacher intervenes just before you all start putting the boot in to the loser), the words Finish Him appear in dripping blood above the hapless, dazed combatant. Now things really kick off. A fatality is the obvious comedy basic - you mete out a particularly harsh death blow, unique to the character you're controlling. A stage fatality, on the other hand, can only happen in a sunken area, eg the subway.

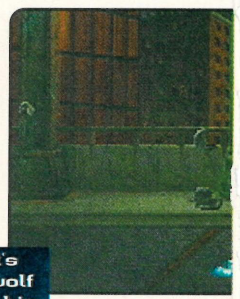


As far as finishing moves go, the ultimate insult has to be the babality. So you've lost, fair and square. No-one likes a loser, but so long as you can harass your friend for just one more bout, calling him bottler, chicken, lily livered swab, or whatever, you're guaranteed another bite at the jugular.

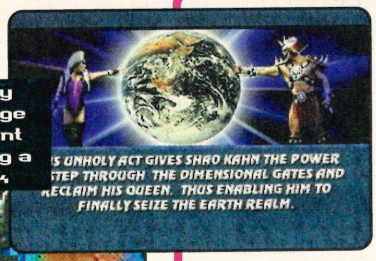
Losing, and then suffering a babality, is another kettle of punctured lungfish altogether. Just as you're reaching for the reset







What's Nightwolf got up his sleeve? Dunno...



Dodgy bondage incident starring a chick





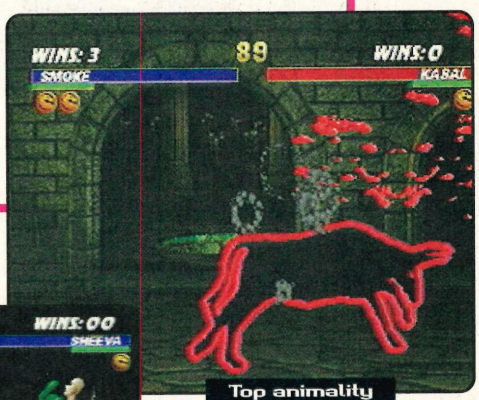


MKIII has more than one floor! If you punch, kick or throw someone hard enough, they'll fly onto another level for you to continue your onslaught. Hence the opportunity for a stage fatality. If you're feeling charitable after haemorrhaging your opponent half to death, then why not bestow upon them a mercy?

This gives the dazed one a second bite at the cherry, and you a further chance to humiliate him. The mercy is a move best left for pros, as it can often backfire and suddenly you're the one left lying in a pixellated pool of blood.

Following a mercy, if you're quick of finger, you can carry out an animality. This isn't like carrying out a Chinese meal – although some working men's club comedians would argue otherwise. Remember the 'good old' cat meat gag? Instead, you morph into a vicious animal and get all brutal.

If you've had an easy time of it, not having to block once during the bout, you may perform a friendship move, ie shaking your bruised and battered opponent kindly by the hand.



Top animality going on! Chicks love it

button you suddenly find your once powerful battler reduced to a gurgling baby. Now you know it's time to go home.

Add to this all the finishing moves, the different scrap scenarios you can program in before every bout, such as winner fights Motaro, dark fighting and kombos disabled, and you're talking (for its genre) close on unlimited gameplay.

There are new kombos, new characters, new settings and lots of new blood to be shed in Mortal Kombat III. So what are you waiting for? Go pull someone's head off! Not literally, Mary, you stupid fool. Get the beers in, love. After the watershed it's bloodshed time.









Stick some codes in on this screen and you're away

SUMMARY
GAME Mortal Kombat III
GENRE Beat'em-up
SOFTWARE HOUSE Sony
PRICE £39.99

Yes, it's better than the previous two, it's violent and there's a whole load of new characters. But it's not any less awkward to play. And what's more to the point, it's not in the same league as Tekken or Battle Arena Toshinden. It may not be fair to compare it to two entirely different beat'em-ups, but then life isn't fair, is it? MKIII is the best of a controversial series to date, but its fighters are precariously perched over the abyss separating 16-bit from the next generation.

GRAPHICS 8
GAMEPLAY 8
LASTABILITY 9
OVERALL 8½





Rapid R



Gunners Heaven has received a UK PlayStation release under the new title of Rapid Reload. Two superbly distinctive names, but have we got a superbly distinctive game?



Unsurprisingly, Rapid Reload is a shoot'em-up of vast proportions. Equally unsurprising, due to the fact that this is a Japanese game ready for release in the UK, are the Manga-esque characters it features. In the third industrial revolution on the Alhazade continent, a myth long since thought of as fiction re-emerges with the strong possibility of it actually turning out to be real. The Valkiry Stone must be kept from some sinister criminals at all costs, so two treasure hunters, Axel and Ruka, set out to find the truth behind the myth.

Basically, leaving all of this aside, Rapid Reload involves blasting a whole range of weird and wonderful enemies away. This may sound a little bland, but bear with it and the challenge will increase at a fantastic rate. Add this to the fact that there's no let-up in the action at any stage, and you've got one hell of a task ahead of you. Unfortunately there is a downside to all of this – the graphics are hardly breathtaking, and with only six levels to complete, RR's longevity is far from assured.







This particular end-of-level guardian is as tough as they come

To assist your chosen hero, there are numerous instruments of death you can choose from at any moment in time. These will have a different effect on the enemies during battle, but they will all result in their destruction. It just depends how much time you fancy taking over them.

The weapons are powered-up by collecting the plethora of icons which drop from the dead enemies. None of this is a particularly new phenomenon, but the speed and excellence of the scrolling will keep you on your toes at all times. If, however, things are looking a little bleak for your liking, then you may unleash a smart bomb to inflict maximum damage on all things nasty. Obviously these aren't awarded lightly, so they must be used wisely.



Where RR differs from most shoot'em-ups is that you begin a game with a full complement of weapons, so there's no rushing around trying to find new ones. How you use these is entirely up to you, but it will come as no surprise to learn that at the end of every stage there's an end-of-level guardian for you to pulverise. And they certainly take some beating.

eload



Either of the heroes in the game has only one chance to inflict their own particular brand of damage on the enemies. On the surface this is an excellent idea, but once your lives run dry you have the option to continue. In fact, there are nine continues if you wish to use these up. Unfortunately this may be a few too many, as on first play it's not impossible to find yourself ploughing through half of the entire game.

Of the six levels contained in RR, it has to be said that no two are the same. The backdrops vary considerably, as does the scrolling, depending on whether you're climbing, running, speeding on those damn rollerblade things, or using your jet pack to inflict maximum carnage. If you like your shoot'em-ups as traditional and user-friendly as say the old Robocop title, then this won't disappoint. There's more than enough action to keep even the greatest gun-toting maniac happy. If, however, you want state of the art graphics and unbelievable gameplay, you may want to give Rapid Reload a miss.





Below: Keep your eye on your character during the mayhem





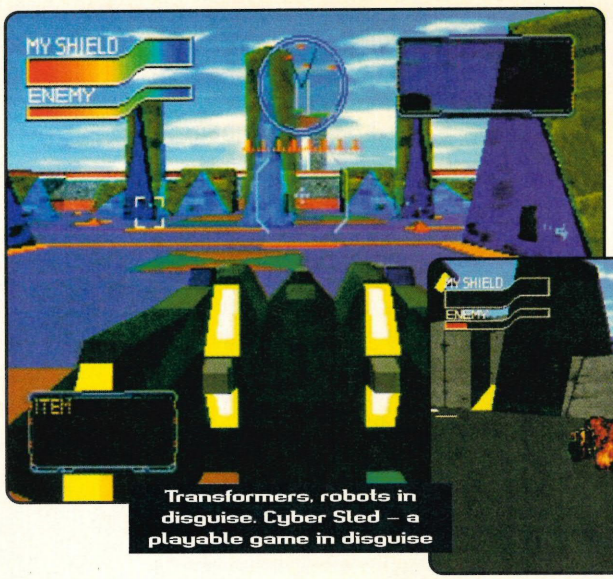


This is one of the two heroes. He's having a bad hair day!

SUMMARY
GAME Rapid Reload
GENRE Shoot'em-up
SOFTWARE HOUSE Sony
PRICE £39.99

Rapid Reload is one of those games that's a reviewer's nightmare. And the reason? There are some impressive aspects, such as the array of weapons, and most noticeably the gameplay, which is at times so simple a chimp could be progressing nicely in a couple of games. Unfortunately, however, if it's value for money you're after, and let's face it, aren't we all, then with a rather lowly six stages this could be completed within a day.

GRAPHICS 6
GAMEPLAY 8
LASTABILITY 6
OVERALL 7





Transformers, robots in disguise. Cyber Sled – a playable game in disguise





Cyber

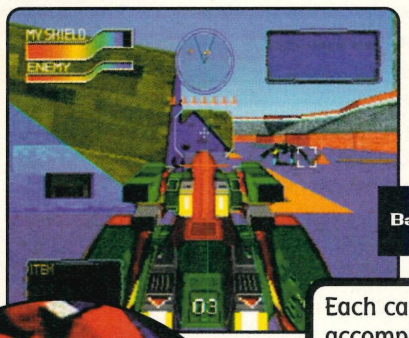


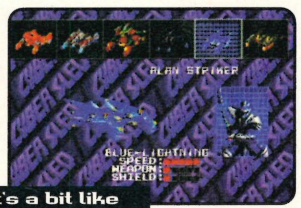
After appearing in many guises on every video game system ever to see the light of day, a Battlezone-style tank combat game has somewhat predictably made it to the PlayStation. And here it is...

Cyber Sled plunges battle-hardened tanks and their heroic drivers into a futuristic arena where blahdey-blah, only the best survive. Blahdey skill, judgment and nerve, blah kick some butt - you've heard the story a hundred times before.

It's a game of control and action where you have to pilot one of six different vehicles in the challenging arenas, taking on the persona of one of the heroes. Each tank is rated out of five for speed, weaponry and shields. The starting six present plenty of variation, as some, such as Alan Striker, are nimble but poorly shielded, and others, the mighty Hans Baird for example, are horribly slow, but pack more punch than a Tyson hook.

But Cyber Sled is not just limited to slugging it out with these futuristic misfits. Six other characters are introduced through the various stages - each tougher and in a more deadly machine - until the final confrontation with the champion, Damon Hargley. This guy drives one hell of a big tank.





It's a bit like Battlezone, you know



Each car arrives at the arena accompanied by its own rendered intro sequence. Purely cosmetic and uninspiring, it hardly gets the adrenaline pumping, but once in the competition, the action can jangle the nerves. Positive points include the fact that you can actually see the missiles homing in on your tank. This provides the chance for either a very nifty dodge manoeuvre, or an attempt to take the incoming out of the sky with a missile of your own.

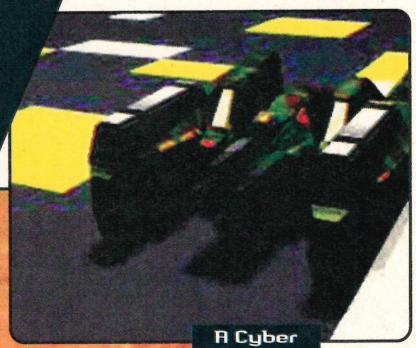


Bog-standard tank battle stuff

Convincing your vehicle that you are the boss is the first problem. Two different control methods provide a choice, but take some working out before colliding with stationary obstacles becomes a thing of the past. Once in motion, hitting a wall just causes feeble sparks to appear. The screen judders slightly, but doesn't create any impression of movement or impact. And the fact that there are only four different arenas means finding your way around is easy. Cat and mouse or straight 'in-yer-face' confrontation are the two options, and as the competition heats up, plenty of thought has to go in to the tactics, or it's curtains.

There are 12 rounds to battle through in total, but you only get one chance to win. Die and it's back to the beginning, working your way through some of the less well-equipped challengers. This really is infuriating, since after just a few hours, getting to the final challenge is relatively straightforward. But the final confrontation really is tough, and represents a serious stumbling block on the way to the Cyber Sled championship.

Sled



A Cyber Sled parked up. Exciting stuff. Hope it gets a ticket



Missiles are the most important weapon, but they are limited in supply, so manic blasting is not advised. Likewise, your cannon overheats with repeated firing, so careful use of ammo is again required. Extra missiles and shield boosters are scattered around the arena, providing a chance to re-equip for a last ditch effort.

The sound, music and speech are not especially inspiring, adding little to the atmosphere, and for an arena contest there are no crowds or cheering. Obviously Cyber Sledding does not become a major spectator sport in the future. Not surprising really, since when the tanks explode, they are visibly in one piece without a scratch, dent or flame mark. We want more fire and more exploding machinery!

That's the summary on the right. Hard-hitting it is too

SUMMARY
GAME Cyber Sled
GENRE 3D Combat
SOFTWARE HOUSE Namco
PRICE £Import

Absolutely bog-standard, middle-of-the-road, uninspiring, and totally average. There's some challenge against the computer opponents, though not a lot, and there's some longevity in the two-player option, but not much. There are also some neat touches, but not many. A points system for defeating each opponent adds a little interest for stats fans, but it's all so average. There will certainly be similar games that are bigger, better and more entertaining.

GRAPHICS 5
GAMEPLAY 5
LASTABILITY 5
OVERALL 5

Let's get the bland stuff out of the way first. WipeOut is a futuristic race game with hovercrafty type vehicles charging around (or more accurately, just above) death defying circuits packed with massive jumps, tight corners and eight competitors determined to win at all costs. Is it any good? No, it's bloody fantastic!

There was something about Ridge Racer that always left me a little cold. I just couldn't get into it for any length of time. WipeOut is an entirely different story. It looks far superior, sounds tons better, and the speed at times literally takes your breath away!



It's one of those games where you find yourself physically leaning your body around the tighter corners, as if that's going to make a difference to whether you smash into the wall or not! It can be quite embarrassing if somebody's watching you play, and when a game looks this good it's a dead cert that it's going to draw a crowd. You can't help it though, WipeOut draws you in so much that you can't possibly think of anything else (like your image for example) while you're playing it.

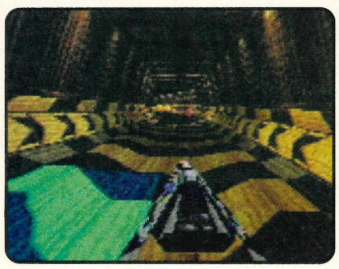


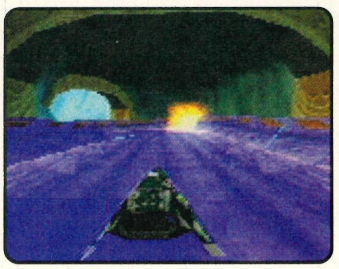
The graphics in WipeOut are second to none

Wipe

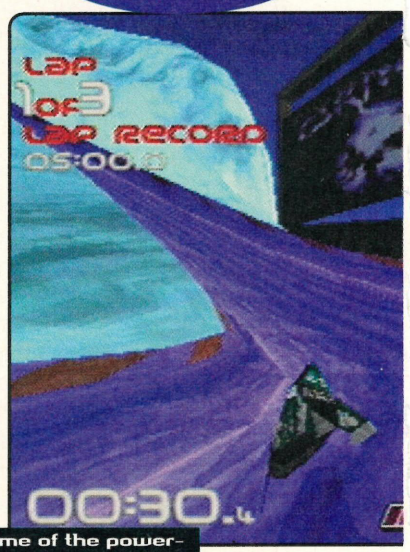
by STEVE

You think Ridge Racer's good? You think it's got top graphics and great tunes? You think it moves quicker than Paul Roundell's bowels when he's on holiday in Ibiza? You've seen nothing yet!







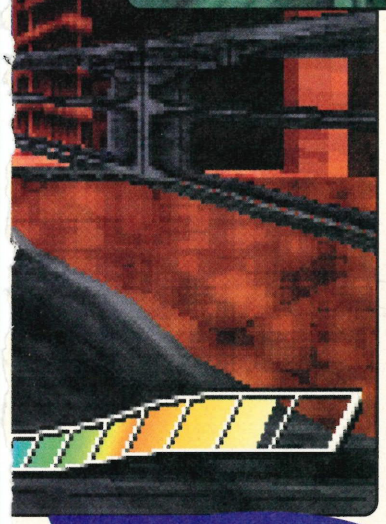


Some of the power-ups are pretty impressive



The tracks are more like rollercoasters than race tracks







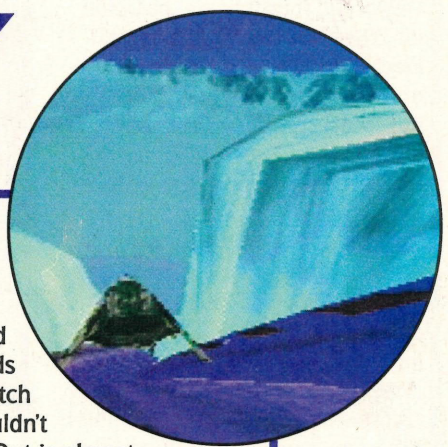
Tense racing battles ensue around every corner



Out







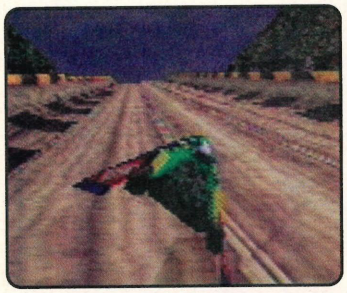
If you want a game to show what your PlayStation can do graphically, then this is it. It looks impressive enough on a still screenshot, but when you see it moving...

As you're playing the game it's difficult to take in the incredible levels of detail that form every square inch of the circuit, both in the background and on the track. It's only when you sit back and watch somebody else play WipeOut that you begin to take in some of the jaw-dropping graphics. It's frankly amazing that images of this quality can be moved around at such speeds and still be totally glitch free. Ridge Racer couldn't manage it, but WipeOut is almost perfect on that score.

Each track looks totally different to the last. From the icy wastes of Greenland to the polished metal of Japan, there is enough variety to push you on to qualify for the next race. You really do begin to feel desperate for a butcher's at the next course, and it's difficult to put the joypad down until you've actually managed to get there.

Even so, a game stands or falls on its gameplay, not its graphics, but WipeOut doesn't disappoint in any area.

WipeOut



It's a pretty standard idea for a race game – finish first in order to get to race on the next track – although there are some interesting additions in that weapons and shields can be picked up by flying over symbols strategically placed on the track. But just racing around, even in a time trial, still provides the most exhilarating gaming experience I've had in a long while.

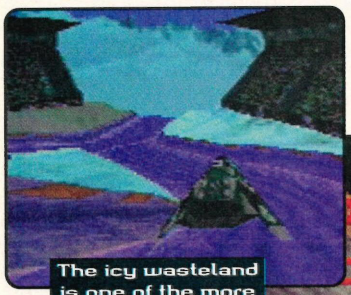
The best analogy I can think of is that at times it's like being in control of a rollercoaster that isn't connected to the rails.

If you've ever been in one of those simulators that run a film of the corkscrew at Alton Towers while hurling you around inside courtesy of a complex system of powerful hydraulics, you'll have some idea of what it's like to play WipeOut.

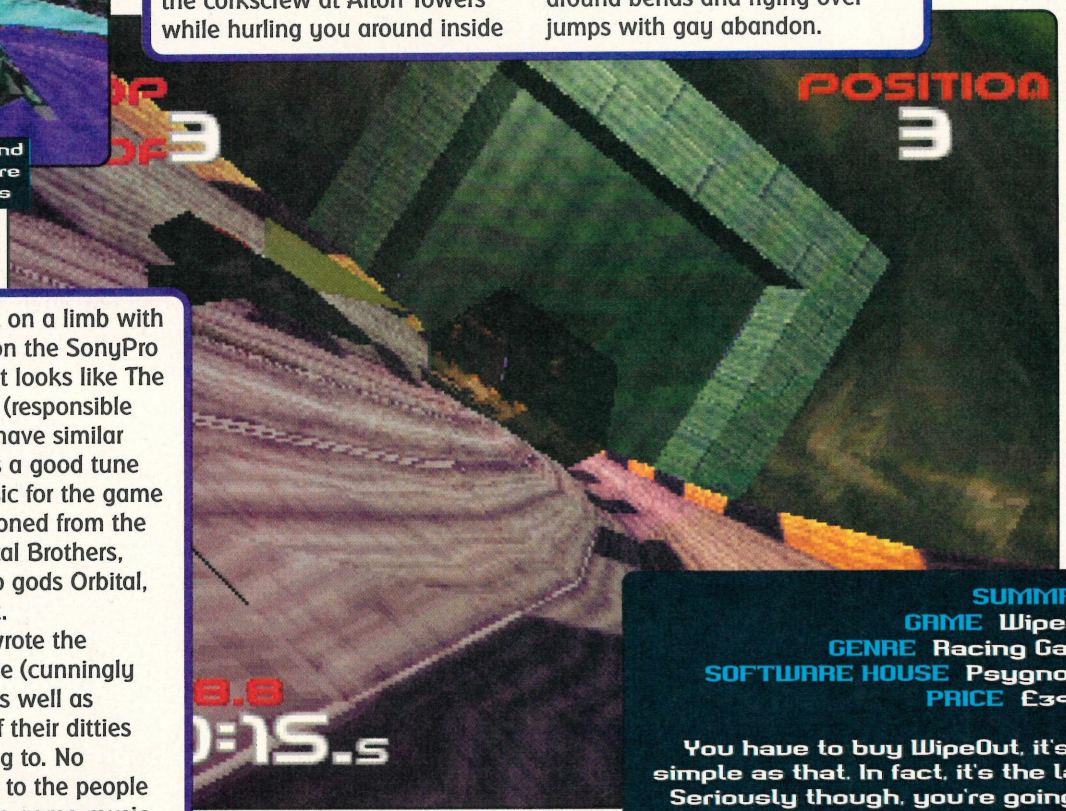
At first you'll be doing little more than cannoning around from one unforgiving wall to another, but as soon as you get the hang of the controls, and can negotiate your way safely around the track with any degree of success, you'll be sweeping around bends and flying over jumps with gay abandon.



Unlike Ridge Racer, the external view is surprisingly easy to control



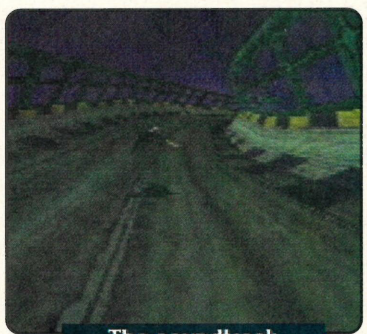
The icy wasteland is one of the more difficult courses



I'm pretty much out on a limb with my musical tastes on the SonyPro editorial team, but it looks like The Designers Republic (responsible for WipeOut) and I have similar ideas about what is a good tune and what isn't. Music for the game has been commissioned from the likes of The Chemical Brothers, Leftfield and techno gods Orbital, and it works a treat.

Orbital actually wrote the original game theme (cunningly entitled WipeOut) as well as donating another of their ditties for you to race along to. No disrespect intended to the people responsible for video game music in the past, but the drafting in of professional, talented musicians has increased the game's appeal (and street cred) tenfold.

This is a practice that definitely needs to be encouraged, because when you've played WipeOut, you'll discover that hurtling around one of the tracks to the accompaniment of The Chemical Brothers, is an experience that is as yet unmatched in any field of home entertainment!



The soundtrack helps create an impressive atmosphere

SUMMARY
GAME WipeOut
GENRE Racing Game
SOFTWARE HOUSE Psygnosis
PRICE £39.99

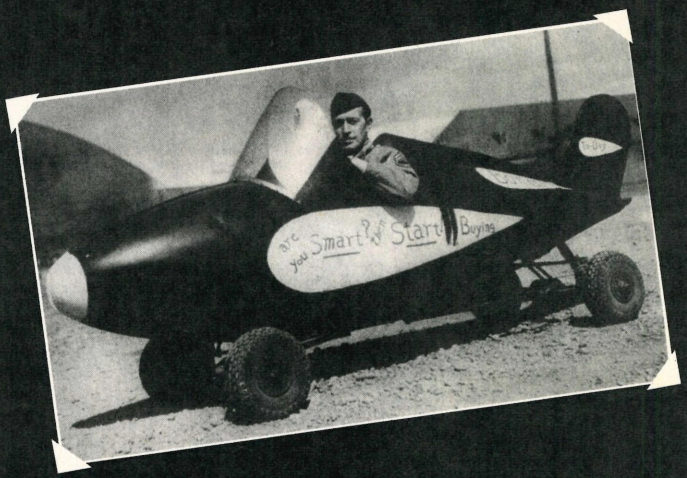
You have to buy WipeOut, it's as simple as that. In fact, it's the law! Seriously though, you're going to absolutely love this. If you're into Ridge Racer then this is going to blow your mind, because it's far better in every department. There are more tracks, it's faster, it looks better, and it sounds superb. If you can't afford to buy this AND Ridge Racer, make sure WipeOut is your first choice. Even better, buy both, make your own mind up and then write in and tell me how right I am!

GRAPHICS 9
GAMEPLAY 9
LASTABILITY 8
OVERALL 9



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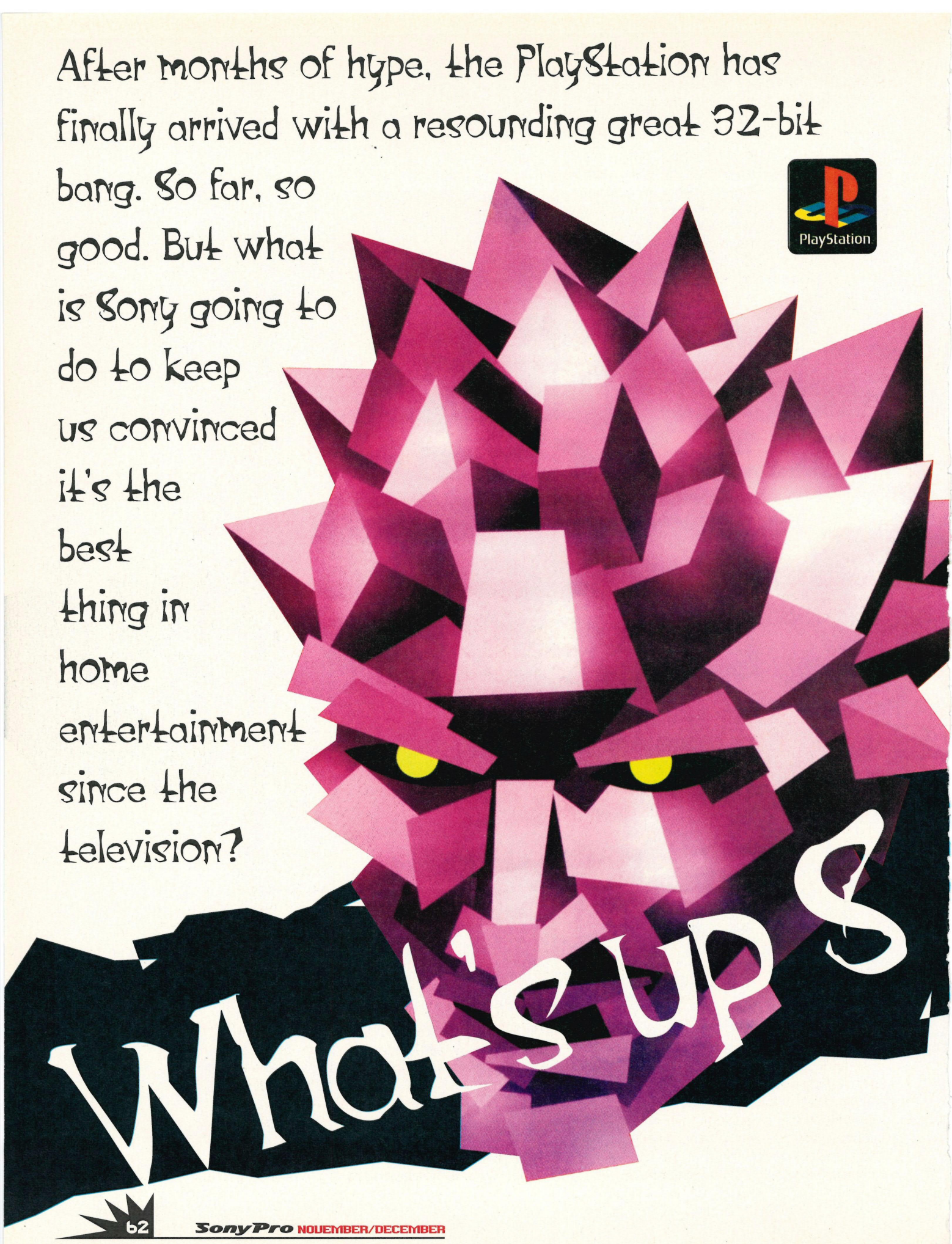
Available on

PlayStation

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After months of hype, the PlayStation has finally arrived with a resounding great 32-bit bang. So far, so good. But what is Sony going to do to keep us convinced it's the best thing in home entertainment since the television?



Ony's sleeve!

Sony is aiming to sell 175,000 PlayStations by the end of March '96, and by the end of this year it hopes to shift three games for every PlayStation sold. By next autumn it is looking to have sold over one million PlayStations Europe-wide.

Sony is committed to convincing shops and stores throughout Europe that it is a serious long-term competitor in the games market and is determined to make video games as mainstream a product as music and videos.

To pull off this massive undertaking, Sony is putting a whole load of cash behind the operation, with a huge market investment of £20 million leading up to Christmas '96.

As far as the punters are concerned, Sony wants to establish the PlayStation as *the* next generation console, and to differentiate its market stance from that of Sega and Nintendo.

Features, adverts or mentions of the PlayStation have already appeared in such diverse publications as Loaded – a magazine for men who haven't got the nerve to reach for the top shelf, The Face – a magazine for people who think they're trendy but need to read it to find out what trendy is, and Empire – a magazine that's meant to be about movies but is full of smug in-jokes.

In fact, since August 8, PlayStation adverts have appeared in over 40 such titles in the fashion, style and music sectors.

The colour supplements of Sunday newspapers, which have traditionally focused on the 16-bit formats, also recently featured the PlayStation in all its 32-bit hi-tech glory.



Even Direct Marketing – a boring high brow paper for people who spend all day thinking of slogans while playing golf – and that great British institution (so it's rumoured) Radio One have featured the PlayStation. Unlike Sega and Nintendo's extensive (and expensive) marketing campaigns for their respective 16-bit machines, Sony is aiming at style conscious punters who do actually leave their bedrooms once in a while and have long grown out of their anoraks. Marketing activity over the last few months has been aimed at what Sony terms as Gamers and Early Adopters (see Who Hell You? box). The public relations campaign has targeted the above groups by using the specialist games press (such as ourselves), and specialist video games shows (such as Gamesmaster). Sony has advertised heavily at rock festivals such as Glastonbury and

What's up Sony's sleeve?



The red car and the blue car had a race... And the red one won



T in the Park, so don't be too surprised when you see PlayStations on the go the next time there's a load of travellers in your area protesting against some road or other being built. Ravers are being catered for too, with a custom-made video to be screened in night clubs all around the country.

It's clear that Sony believes its next generation console will attract trendies and ex-16 bit fans rather than just another troop of pubescents with bad attitudes - which is what has generally happened ever since the first generation of gamers stopped putting their big, old ten pences in the Space Invaders machine and saved their money to buy Gary Numan and Human League records instead.

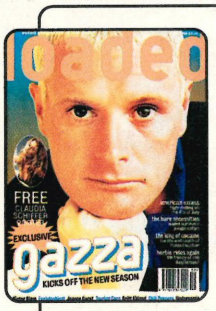
In those days the places to hang around were the corner shop, the chip shop or the arcade (providing there was at least one working arcade machine). Now, of course, Britain's proliferation of enormous shopping malls tend to house all three, so that's where kids gather.

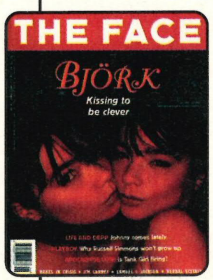
Sony has taken this into account and is putting on spectacular PlayStation shows all over Britain in the most popular shopping complexes. Admittedly it would be difficult to put on a big booming extravaganza in the confines of Johnny's Fish 'N' Chip Emporium, but anyway... During the showings, which are also taking place at Blackpool Beach and the Manchester Show, Sony is expecting around 150,000 people to test the PlayStation, and over a million to at least take a passing interest. Around 250,000 punters visited Sony's stand at the Live '95 electronics show at Earl's Court, London last month.

No matter how successful all this marketing activity is, the one thing that'll make or break the PlayStation is the TV advertising campaign.

By the time you read this, you may have seen a PlayStation advertisement on ITV or Sky (if you've got a satellite dish - I haven't... gutted). The adverts are to run from now right up to Christmas. Sony is also promising a ground-breaking cinema advert for those of us who enjoy being glued to big screens as well as small ones.

Brilliant marketing ploys are all well and







The Sony PlayStation has already appeared in such diverse publications as Loaded - a mag for men who haven't got the nerve to reach for the top shelf. The Face - a mag for people who think they're trendy but need to read it to find out what trendy is, and Empire - a mag that's meant to be about movies but is full of smug in-jokes



Toh Shin Den - arcade quality graphics and thumping gameplay

Sony Games Out Now

Jumpin' Flash
Rapid Reload
Ridge Racer
Kileak The Blood
Battle Arena
Toh Shin Den
Novastorm
3D Lemmings
WipeOut

Out Soon

Mortal Kombat 3
Discworld
Destruction Derby
Air Combat
Cybersled
ESPN Extreme Sports
Warhawk
Krazy Ivan
Starblade Alpha
Tekken
Myst
Assault Rigs



Air Combat – an unusually decent flying game

good, but in the final analysis, all video games consoles live and die by the quality, range and value for money of their software.

The list of releases (below and to the left), from Sony alone (on top of the hundreds of games from other software houses that are on the way), illustrates Sony's commitment to us, the punters. Only time will tell whether the PlayStation fizzles out and dies or goes on to become as much a part of the furniture as the telly.

PlayStation Hotline

A customer care line is now set up for PlayStation enquiries. Operators are trained to discuss anything from technical specifications to how to switch it on, where to buy it, how much it costs and what software is available.

Each operator will have a screen in front of them to provide them with data, and will have experience of using the PlayStation.

Sony customer care executive Daniel Keegan commented, **We believe that the care line will both strengthen brand loyalty and give us access to opinion and perspective on our product.** The line is open from 9am to 10pm seven days a week



Right: The US PlayStation ad figure. Below: The British one





Jumpin' Flash – infinitely better than Rolling Stones records

Who Hell You?

Hard Core Gamers – Still reading, living, breathing video games
Early Adopters – Trend setters within the broad youth market
Early Majority – Top end of the mass market
Mass Market – Traditionally slow to commit to a new concept

Alex Lee pronounces Sony the right way - like Joanie with an S. Some say it wrong - like Johnny with an S

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Game Guides

78

Toh Shin Den

The people at Sony have just decreed that what we have all come to know and love as Toh Shin Den, shall henceforth be known as Battle Arena Toshinden. So, check out our guide and don't write in telling us we can't spell

72

Discworld

Can't get the gold banana off the sleazy guy in the University Library? Struggling to find all the ingredients for the Arch Chancellor's Dragon Detector? Fret no longer, for our step-by-step guide to Psygnosis' adventure will see you right

68

Tekken

The special moves in this guide also work on the arcade machine, so it's perfect for those who want to practise for the game's official UK release as well as for the people who've got the Japanese version



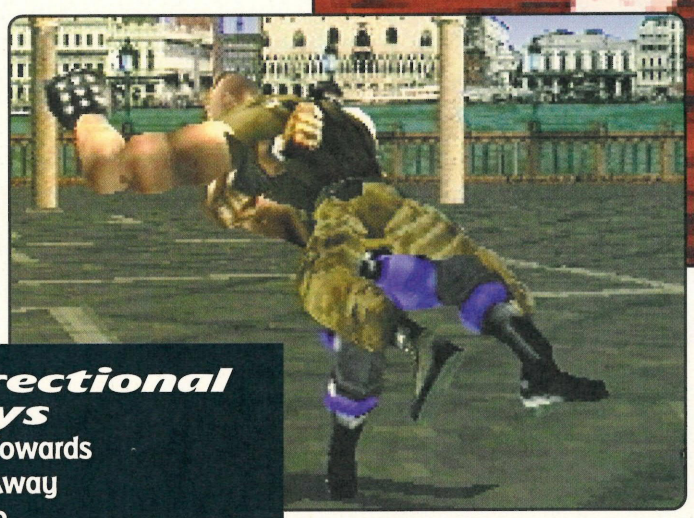
If there's a particular guide you'd like to see in SonyPro, then write to Game Guide Requests at the Freepost address at the back of the mag

Tekken

Beat everyone who's anyone (plus natural born losers) with any character you fancy thanks to our exclusive guide to gouging, grinding and generally being great at Sony's Tekken





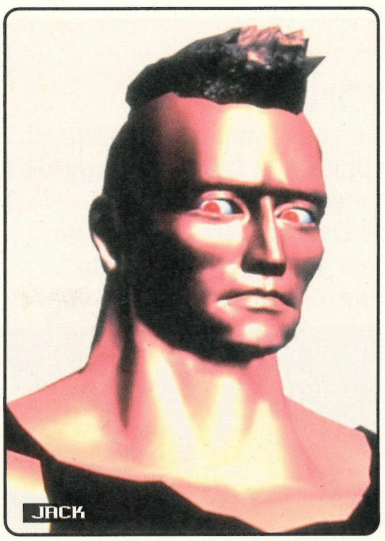


Directional Keys

- ➡ - Towards
- ⬅ - Away
- ⬆ - Up
- ⬇ - Down
- ↙ - Diagonal away down
- ↘ - Diagonal towards down
- ↖ - Diagonal away up
- ↗ - Diagonal towards up

Moves that work for everyone

Attack grounded opponent
Diving attack
Rising kick
Rising roll attack
Sliding kick
Throw



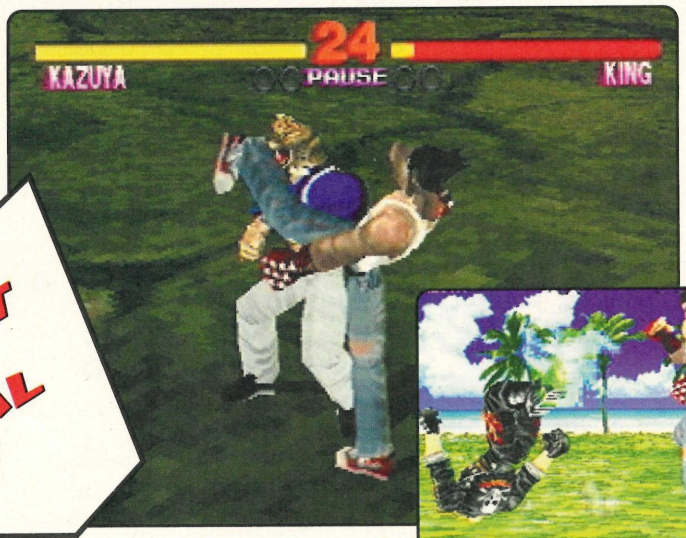


Jack

Megaton blast ⬅, ↙, ⬇, ↘, □
Cross cut saw ➡, ➡, □, ↙, □
Jack hammer □, □, □
Pancake press ↗, X & O
Backbreaker ⬅, ↙, ⬇ & △



MY FINGERS ARE OFFICIALLY DONE IN! CAN'T COPE WITH THEM SPECIAL MOVES NO MORE



Machine gun punches ↙, □ & △ (three times)
Windmill punches ↓, ↘, →, □ & △ (three times)

Kazuya

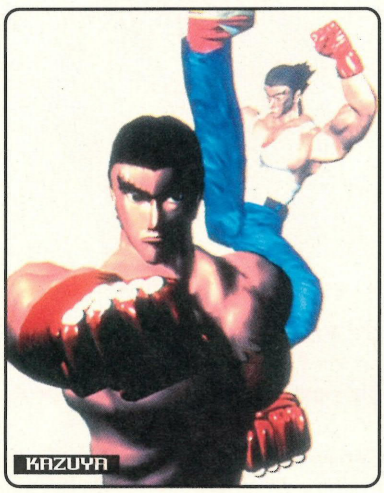
Flash punch combo □, □, △
Demon slayer □, △, △
Rising sun ↗ & O, O
Tsunami kick O, O (when rising)
Dragon punch →, ↓, ↘ & △
Spin punch → & △
Axe kick → & X (O when near)
Jump kick →, → & X & O
Backward spin kick ↖ & O
Forward spin kick ↗ & O
Upward spin kick ↑ & O
Double-kick hold □ & O
Hip throw △ & O
Headbutt →, → & □ & △

Overhead lift △ & O
Big splash □ & X
Five-hit low punches ↓, □ & △ (four times)
Punch/elbow combo △, □
Power bomb ↓, ↘, →, □
Sit down ↓, X & O
Sit down punches □ & △ (four times while sitting)
Overhead hammer ↘, □ & △

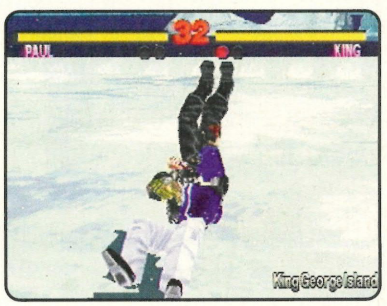
King

Exploder →, → & X & O
Capital punishment ↗ & △ & □
Deep sleep △ & O (when jumping)
Konvict kick →, → & O
Low jab →, → & △
Sliding kicks ↘ & X & O, X & O (three times – if each hits, opponent will be dazed)
Knee drop ↗ & X & O
Knee bash □ & X
Suplex △ & O

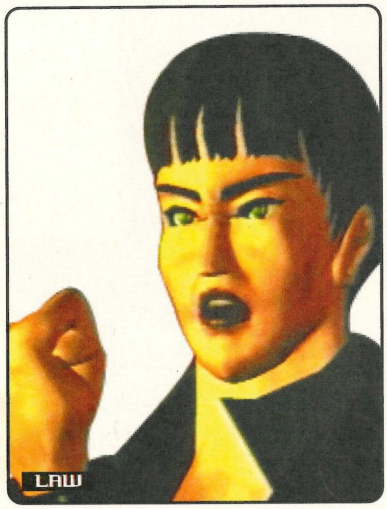








Tekken



Law

Rave war combo ➡ & △, △, △
Shaolin spin kick ○, ✕, ○
Catapult kick ⬇, ⬆ & ○
Rainbow kick ⬇, ⬆ & ○ & ✕
Jump kick ➡, ➡ & ✕
Flip ⬇, ⬆
Dash punch ⬅, ⬅, ↙ & □ & △
Death from above □ & ✕
Face punch △ & ○
Knee bash ➡, ➡ & ✕ & ○

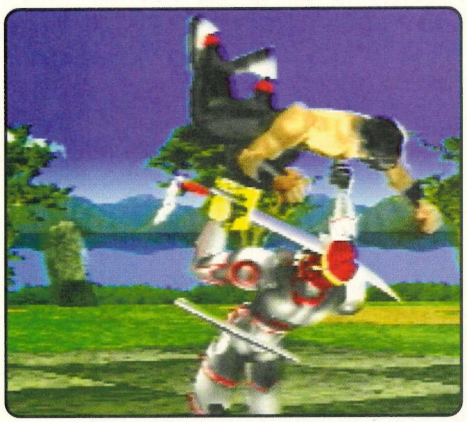
Michelle

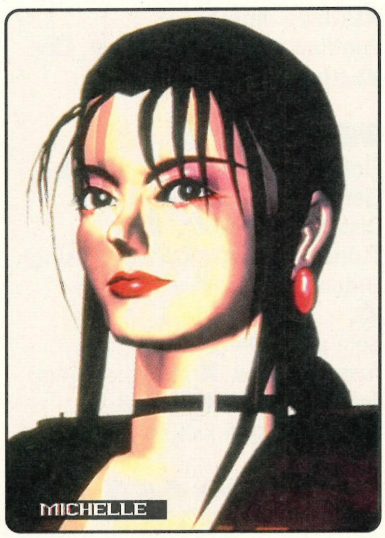
G Clef cannon □ (tap like mad)
Razor's edge ○, □ (while seated)
Skyscraper kick ○ (when rising)
Tequila sunrise △ (when rising)

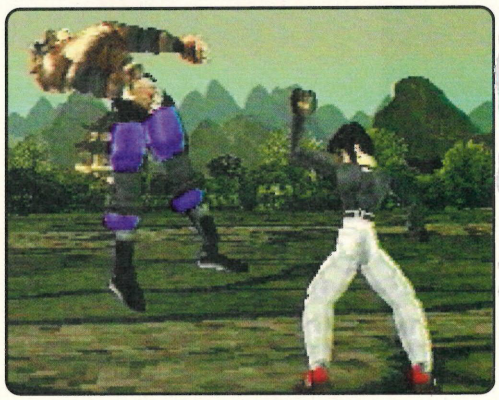


Double low kick ⬇ & ✕, ⬇ & ✕
Standing kick/double low kick ○, ⬇ & ✕, ⬇ & ✕
Low kick/high kick ⬇ & ○, ↗ & ○
Sweep ↘ & ○
Sweep/jump kick ↘ & ○, ✕
Big boot ⬇, ↙, ⬅ & ○
Uppercut ⬇, ⬅, ➡ & □
Jump kick ➡, ➡ & ✕ & ○
Suplex □ & ✕
Different suplex △ & ✕
Rear suplex □ & △
Nick behind △ (which must connect), □

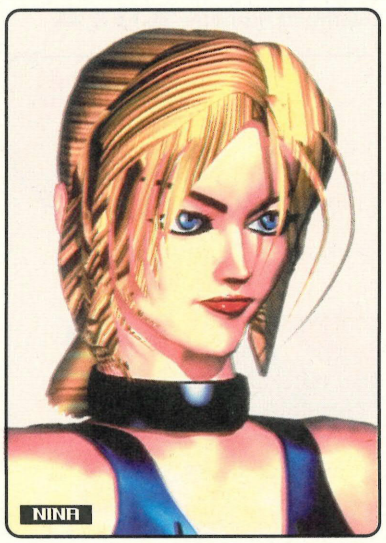
Power bomb ⬇, ➡, ➡ & □
Leg swing ⬇, ➡, ➡, ↗ & □
Leg grab ➡ & ✕ & ○

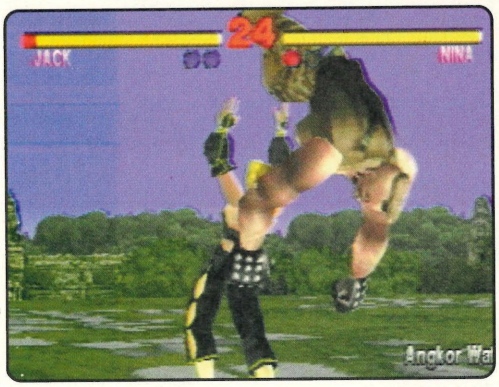






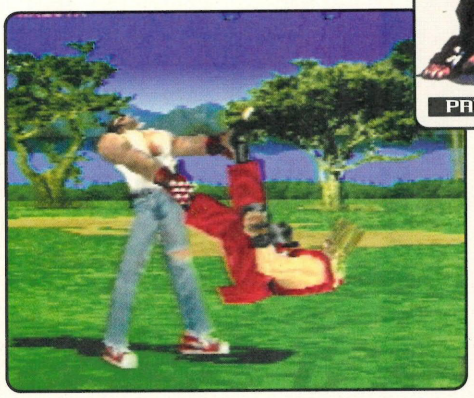












Yoshimitsu

Solar kick ➡, ➡ & O & X
Shark attack △ & □ (when air is shimmering)
Stone fist ⬅ & □ (tap loads of times)
Poison wind ⬈ & O & X
Backhand ➡ & △
Two-spin punches ⬅ & □, □
Two-spin sweeps ⬋ & X, X
Knee ➡, ➡ & O
Triple kick O, O, O
Spin kick/straight kick X, O
Flip kick/corkscrew ➡, ➡ & X & O, ➡, ➡ & □ & △
Sword stab ⬅, ⬅, ⬅ & □
Flying body slam □ & X
Sword bash △ & O

➡, X & O, X & O
Hammer punch ⬇ & □
Hammer punch/power punch ⬇ & □, ➡, ➡ & △
Ground punch #1 ⬇ & △
Ground punch #2 ⬋ & △
Sweep ⬇ & O
Sweep/elbow ⬇ & O, △
Power punch ⬋, ⬊, ➡ & △
Arm throw □ & X
Leg push throw △ & O
Rollback throw ⬅ & □ & X
Power punch throw ➡, ➡, □ & △

Nina

Bermuda triangle □, △, O
Flash kicks ⬊ & X, X, X, X
Knee jerk ➡, ➡ & O
Can opener ⬈ & O, X, O
Flash kick/slap ⬊ & X, X, X, X, □
Flash kick ⬊ & X, X, X, X, O
Punch/roundhouse □, O
Straight kick ⬊ & X, O
Two-handed attack ➡, ➡ & □ & △
Jump kick ➡, ➡ & X & O
Five-hit punches □ & △ (five times)
Crane punch ⬅, ⬅, ⬋ & □ & △
Arm throw □ & △
Shoulder toss △ & O
Flip throw ➡, □ & △
Chin punch ⬇, ⬊, ➡ & □ & △







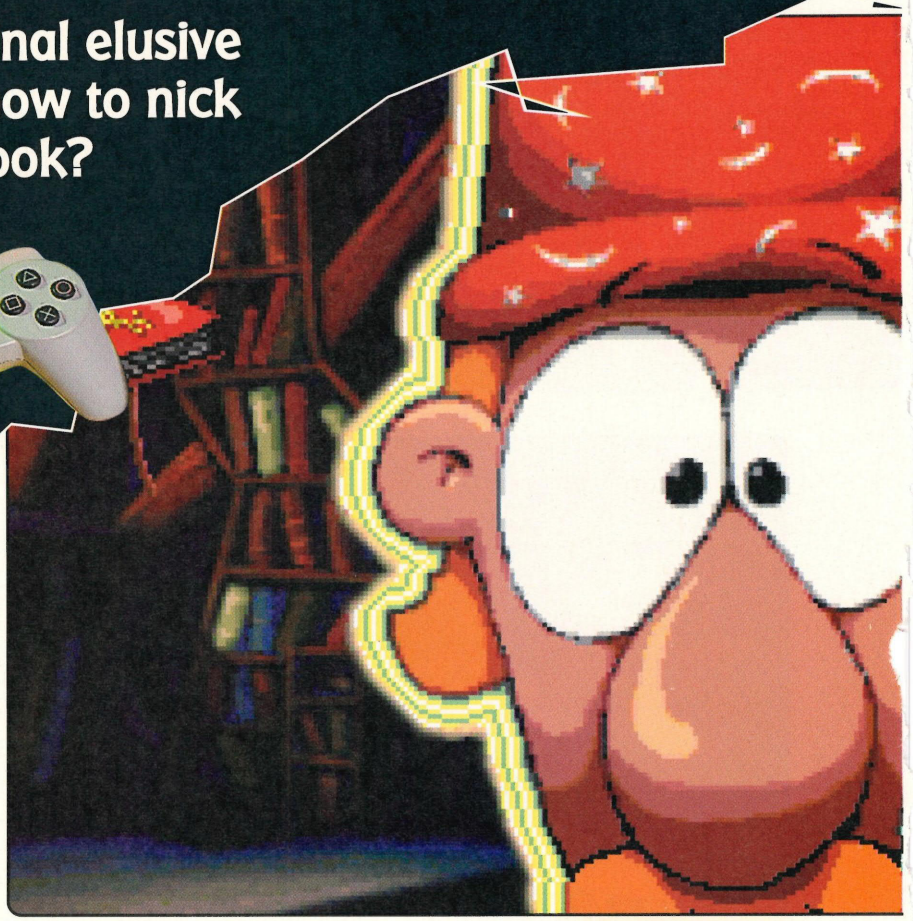
Paul

Bone breaker O, △ (when seated)
Shredder ⬈ & X, O
Jaw breaker ➡ & △ (when crouching)
Front scissors ➡, ➡ & O
Forward jump kick ➡, ➡ & X & O
Double-hit forward jump kick ➡,

Discworld Part 1

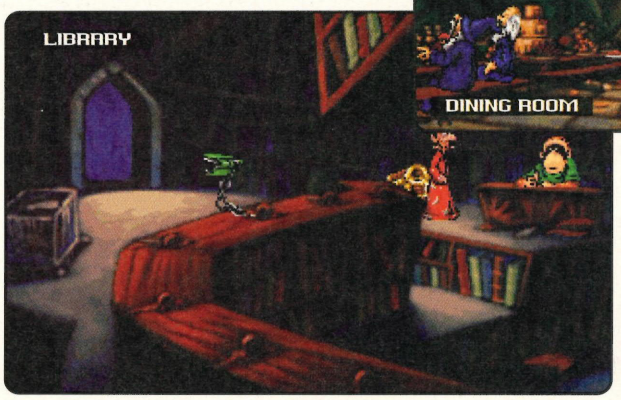
Struggling to cast that final elusive spell? Can't figure out how to nick the pancake from the cook? Well, read on, and the mysteries of Discworld will be uncovered before your very eyes





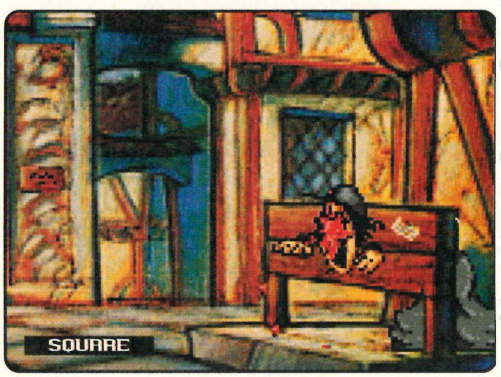
As soon as Rincewind awakes, open the wardrobe in the room and take the pouch. Now go to the Arch Chancellor's room and talk to him. When he's finished waffling on, visit the closet (near the main door), and search in the darkness until you find a broom. Go back to Rincewind's room and use the broom to prod the luggage and wake it up. Head on down to the library, open the luggage and give the banana to the librarian (that's the orang-utan sitting behind the desk believe it or not).

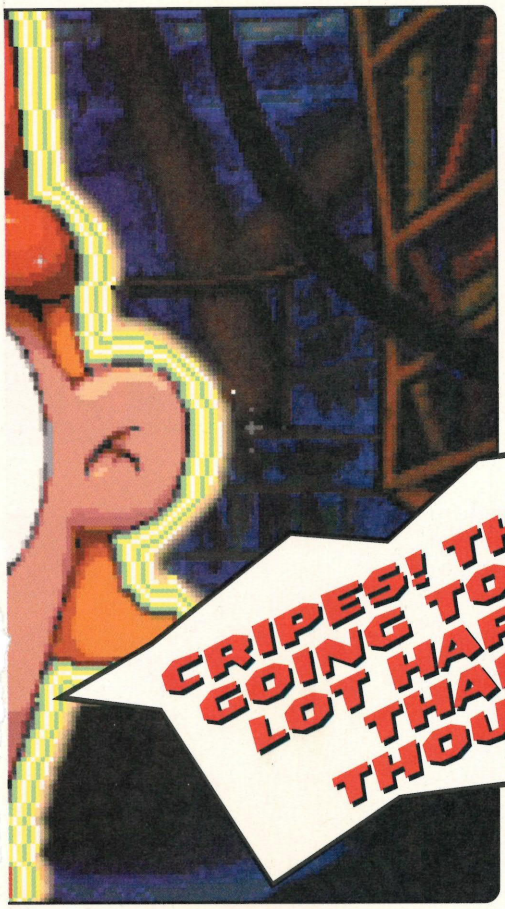




He'll give you the book on dragons that the Arch Chancellor asked you for, and obviously your next task is to return it to him. Ungrateful sod that he is he won't thank you, he'll just send you off on another quest, this time to find five objects: dragon's breath, a staff, an imp, a frying pan and a hair roller, all of which must be discovered to build the Dragon Detector necessary to rid the citizens of Ankh Morpork of the big, red, fire-breathing menace.

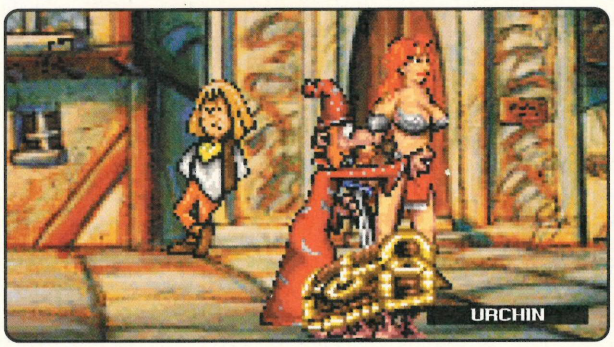
First up we'll deal with the staff because that's the easiest! All you need to do is go to the dining room and swap the broom for Windle Poons' staff (use the broom on the staff when he rests it on the ground). Sorted. For the other items though you need to get out of the University, not easy because the gates are magically locked! Leave the University building and talk to the apprentice wizard sat by the pond.





human eye and are found, more often than not, by luck). Pick up a tomato and throw it at the tax collector in the stocks. Pick up another tomato from the stall and search the floor for the worm that falls out. Talk to the street urchin to learn the art of pick-pocketing and then practise your new-found skill on the old timers to receive some bloomers! Go to the Psychiatrist (that's the door on the street you're on), sit down, get up, leave and then re-enter. The big bloke should have shifted seats and you'll be able to get the butterfly net behind him.

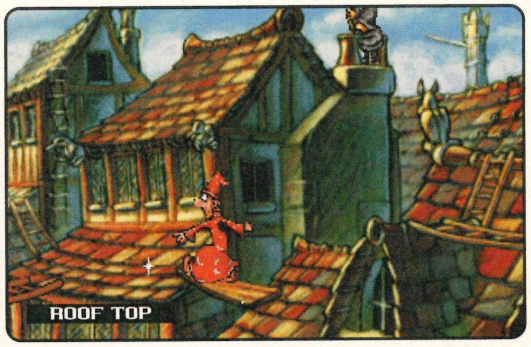
Leave and go back to the map. Find the street and click on it to go there. Enter the toy shop and take a toy and some string, then use the string on the worm. Go to the fishmonger and get the picture from his doorway, then go to the barber's and look at the hair roller (remember, it's on the Arch Chancellor's list), before talking to the woman twice. Now talk to the barber and when he's daydreaming use the pick-pocket (it should be in Rincewind's inventory), to get the hair roller from his pocket. (If you move the cursor down his body you should see that it changes from Barber to Pocket, and this is where you should use the pick-pocket. It sounds obvious but it had us stumped for ages!)



After the animated sequence, get the frog and open the previously locked University door by double clicking on it.

You'll now be presented with a splendid little map of Ankh Morpork, from which you can travel from one side of the city to the other in double-quick time.

First visit the town square (check out the map elsewhere on these pages if you can't find it, or indeed any of the other locations mentioned. Some of them are virtually unnoticeable to the

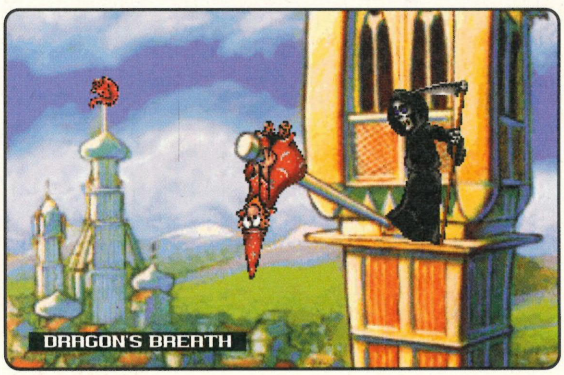


Make your way to the Livery Stable and get the corn from the sack on the floor. Now you should head for the palace and talk to the guards. You'll stir them up to have an argument, then a fight over whether one of their wives is fat or not, and this will allow you safe passage past them.

Head to the bathroom, ignoring the queue for now, and once inside, take the mirror (this will be used to get the dragon's breath for the Chancellor, but we'll come to that later). Now go to the alley, take the mirror from the luggage and put it into Rincewind's inventory. Stand on the glowing flagstone to catapult yourself on to the roof. Up on the roof look in the background for the tower and click on it to go there.

Use the mirror on the tip of the flagpole and then use the mirror again to adjust it. The dragon will take a closer look and breath on it (giving you dragon's breath! Clever eh?), causing it to fall, but don't worry, the luggage will race round and catch it before it smashes.

Okay, so we've got dragon's breath, a hair roller and a staff; that just leaves the frying pan and the imp. Seeing as we're in the

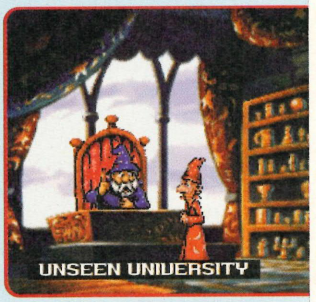


Discworld


SONY

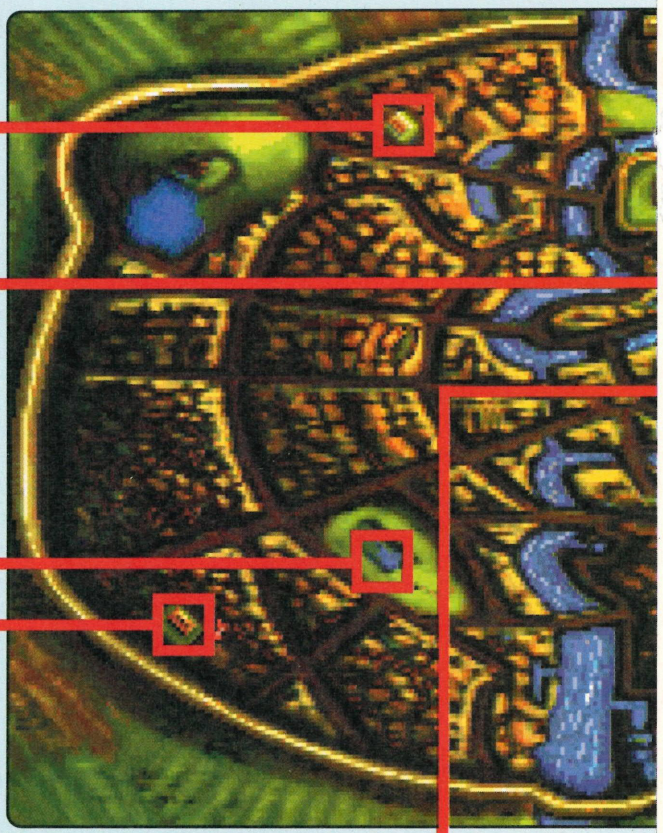

INN

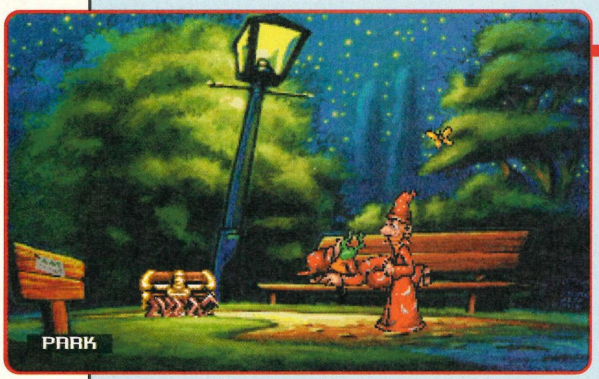


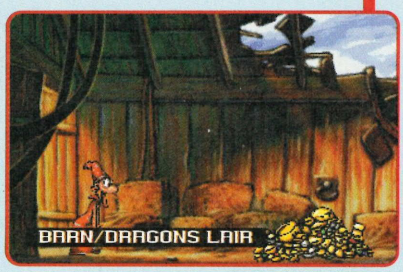

UNSEEN UNIVERSITY




PALACE




PARK


BARN/DRAGONS LAIR

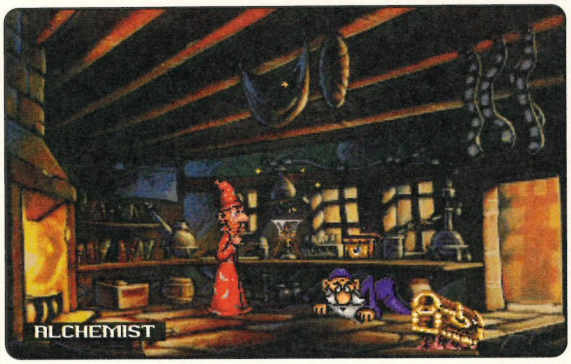

BROKEN DRUM




CITY GATES
STREET
ALLEY
LIVERY STABLE

Discworld

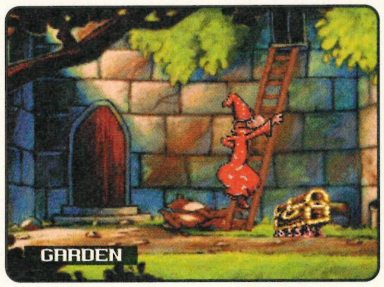




alley we may as well do the imp. Leave the tower and go to the roof again. Move left until you see a ladder bridging the gap between two roofs. Click on the ladder and it will drop into the luggage. To get down, use the window found on the side of the house in the middle of the screen.

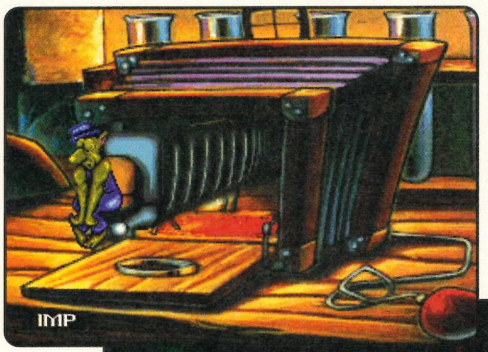
Walk further down the alley to the right, but make sure you don't linger on the glowing flagstone for too long. You should now see a door to the alchemist's which you should enter. Look at the box and push the cable release to reveal an imp. Put the corn in the flask in the shop and wait for all hell to break loose (pop corn everywhere). Click on the imp and try to grab him. He escapes and goes into the mouse hole in the alley. Use the worm on the string with the hole to lure him out, then grab the wriggly little beggar!

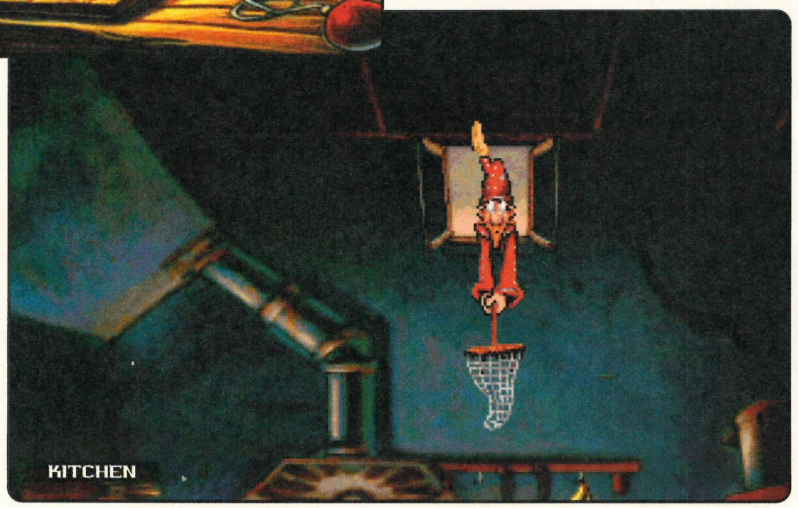
That just leaves the frying pan. Go to the Broken Drum and talk to the scared guy at the table by the bar, then chat to the barman. Take



the tankard and the matches and return to the Unseen University.

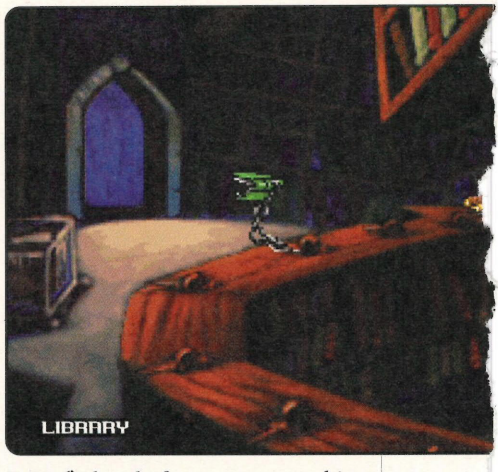
Go round the back to the right and take the fertiliser, put the butterfly net in Rincewind's inventory and use the ladder on the window. Then use the net to catch the pancake. This gets rid of the cook and allows you to nip into the kitchen without him interfering. First though, go to the closet and use the matches on the







strange shape on the wall. Then take the packet on the shelf on the right. Now go to the kitchen and take the banana and the frying pan (giving you all five

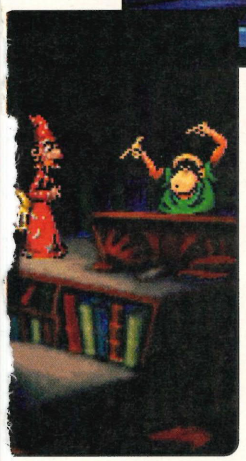


items!), but before you go rushing off to the Chancellor, go to the library. Walk to the right and look at the sleazy guy, but more importantly look at the banana that's tucked away behind his ear. Ask him about it and then go to the Arch Chancellor. Give him all the objects and in return he'll make the Dragon Detecting device which you should grab at the earliest opportunity. When you've got it head for the city.

When the map appears, move down and to the left until eventually you discover the dragon's lair (the detector will beep







more quickly the closer you get to the hideaway). After a lengthy cut-scene you'll have finished Act I!

Act II

Go back to the barn and take the screwdriver. Head for the library, seek out the sleazy guy and give him the treasure to get the gold banana. Go to the inn and take the sheet off the bed and the bubble bath from the bathroom. Back at the University, get the bin which lies behind the building then get the corn flour from the kitchen.

Now go to the library again and give the librarian the gold banana, in return for which he'll open up L-Space. Go through and wait until a thief appears and takes a book. Later on you'll have the opportunity to take this book, but don't bother now. If you take it you won't be able to pass through L-Space. Push the book to open the bookcase and leave, going back to the city map, which is now shrouded in darkness.



Follow the thief to the hideout. At the secret den, click on the left drain pipe to adjust it (you'll need to use it later to listen in on a conversation to get a password. You won't understand it now, but all will become clear if you just bear with it!). Go to the inn, head for the bedroom and use the sheet on Rincewind. Click on the jewellery and watch as he ends up with a hammer.

Now go to the park and use the frog on the drunk. Then use the net to catch the pretty butterfly. In the street, open the dunny door and read the graffiti on the wall.

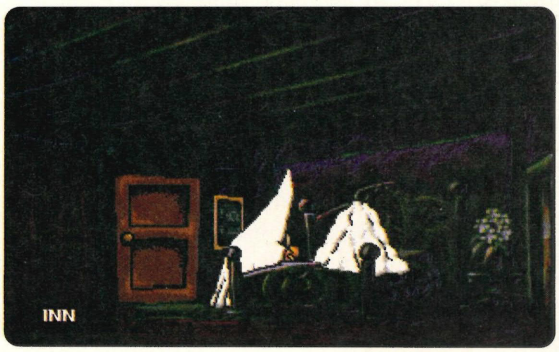
Go to the street corner and use the butterfly on the lamp, then get the pot that's sitting on the window ledge. Now go to the Broken Drum and look at the picture on the wall behind the little guy. Use his glass when he turns to start a fight, and outside use the ladder with the drum sign to get a drum stick.

Return to the library and go back to the drum via the miracle of L-Space. Talk to the scared guy again for some handy information about the hammer and then look at the drinks and the barman for a drink in order to get a glass.

Go back to the street and get the robe near the dunny, then get the hogsfather doll from the toy shop. Go back through L-Space, let the thief steal the book once again, then run to the hideout before he returns.

When he arrives, use the glass on the right hand drain pipe to listen for the password. Use the robe on Rincewind and then watch the secret summoning session. Go back to the inn and do the same as before with the sheet - this time though you'll get the gate pass allowing you to actually leave the boundaries of Ankh Morpork.

Unfortunately folks we'll have to leave it there for now. You've got two options: You can either struggle on alone, or you can wait for the very next issue when we'll be finishing what we've started here. The choice is yours!

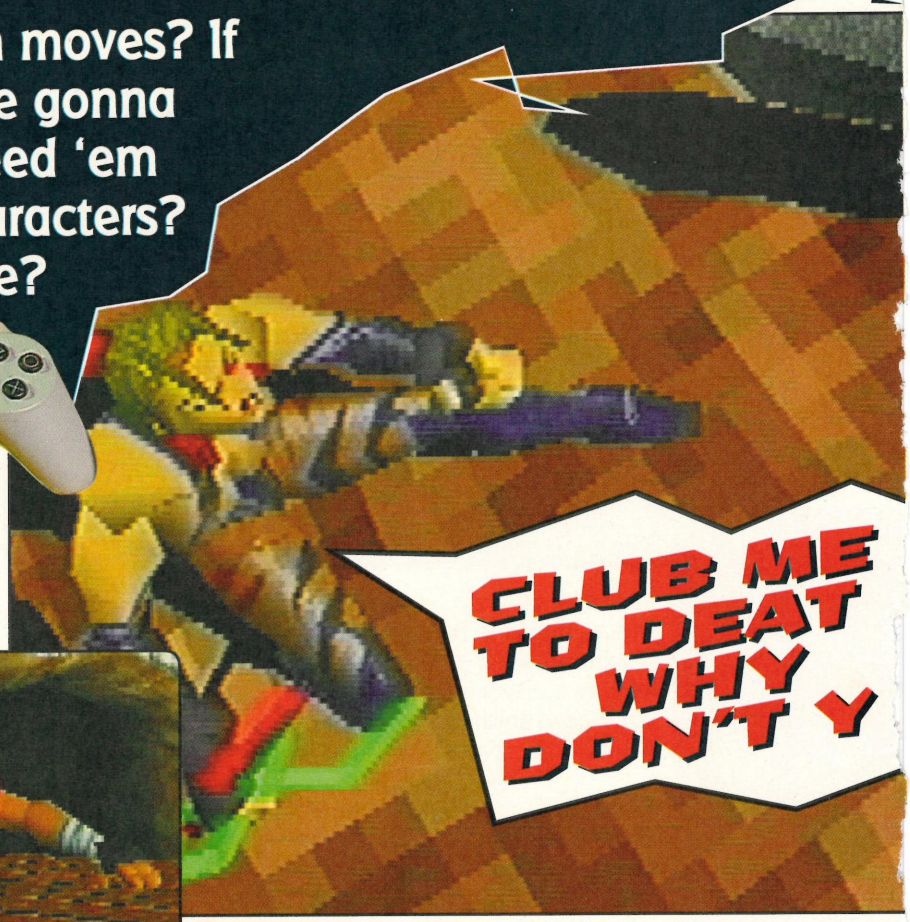




Toh Shin Den

Secret moves and death moves? If you're gonna win you're gonna need 'em, and if you need 'em you need this. Extra characters? No problem. Make sense? It will with our no-nonsense idiot-proof guide guide







Eiji Shinjo

Secret Move ↑, ↓, ↑, ↓, →, ←, →, ←, △, O

Death Move →, ↘, ↓, ↙, ←, ↙, ↓, ↘, →, △

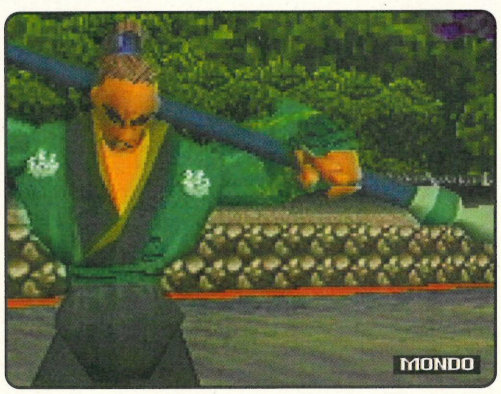
Mondo

Secret Move →, ↗, ↑, ↖, ←, →, ↙, ↓, O, △

Death move ↓, ↘, →, ↓, ↘, →, ←, △

Fo Fai

Secret Move X, □, △, V, ←, →, ←, →, O, △



Death Move →, ←, ↙, ↓, ↘, ←, △

Run Go Iron

Secret Move ↗, ↑, ↖, ←, ↙, →, ←, ↓, O, △

Death Move ←, ↙, ↓, ↘, →, ↘, ↓, ↙, ←, △

Kayin Amoh

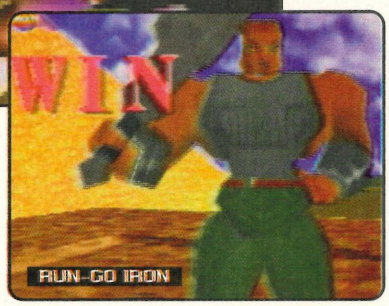
Secret Move (→, ↘, ↙, ↙, ←,

KEY

The arrows refer to corresponding joypad presses. For instance, ↘ means press diagonally down to the right. The shapes correspond to the four front joypad buttons. Simple? It surely is

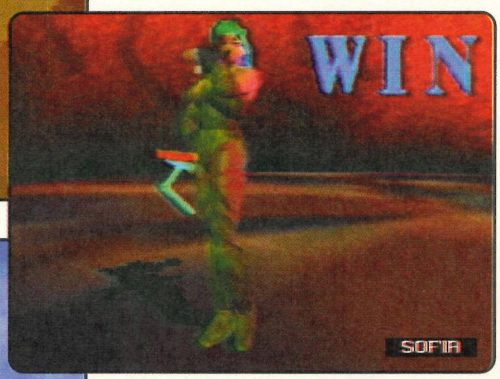






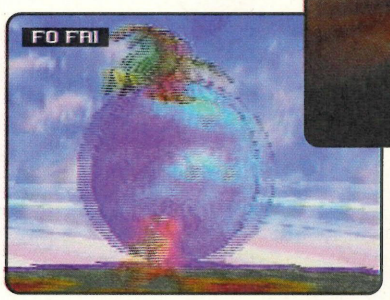
Ellis

Secret Move ↘, ↓, ↙, ↓, ↘, ←, →, ↓, △, O
Death Move →, ←, →, ←, △



Sho

Secret Move ↓, →, ↗, ↑, ↖, ←, ↓, △, X
Death Move ←, ↙, ↓, ↙, →, ↘, ↓, ↙, ←, △



→, ←, O, X)
Death Move (→, ↘, ↓, ↙, ↙, ↓, ↘, →)



Gaia

Secret Move ↘, ↓, ↙, ↓, ↘, ←, ↓, △, O
Death Move →, ↘, ↓, ↙, ←, ↙, ↓, ↘, →, △

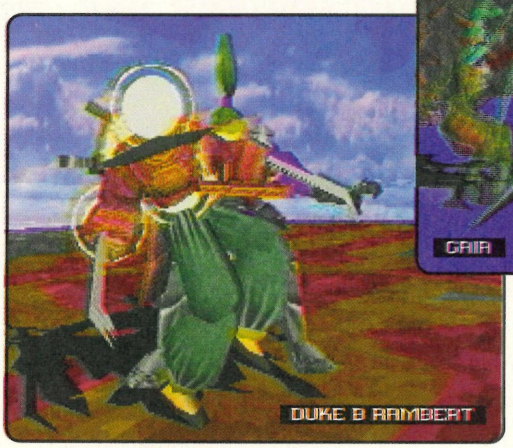
Sofia

Secret Move (↘, ↓, ↙, ↓, ↘, ←, →, ↓, O, △
Death Move →, ←, →, ←, △



Duke B Rambert

Secret Move ↘, ↓, ↙, ↓, ↘, ↓, ←, →, O, □
Death Move ↙, ↓, ↘, →, ←, △



Location:
The pond, IDG Media, Macclesfield

Debator:
Alex Lee

Debatees:
Paul Roundell
Neil Jackson
Andy Sharp (Amiga Action)
Jay Sharples (GamePro)
Biff (GamePro)
Jim Eagers (GamePro)

Alex Lee: What's your all-time favourite game, Neil?
Neil Jackson: Premier Manager on the Amiga.
AL: Why?
NJ: Because it's ream. (Ream is the office's current favourite superlative.)
AL: Any other reason?
NJ: It was pretty hard to start with, but really good to play, and once you got the hang of it you could progress through the leagues and eventually win.
AL: How much did you pay for it?

The Ultimate PlayStation Game

Every day the staff of SonyPro sit down and have a row. But only once a month do we actually record the whole thing on a dictaphone. Here's the result of our debate on the best games of all-time, and what we'd really like to see gracing the PlayStation

NJ: Twenty-five quid.
AL: Would you say that was good value?
NJ: Definitely. There was about 30 hours worth of gameplay, and that was playing it to the death. Premier Manager two and three weren't as good. They didn't improve on the original and were too hard.
AL: Do you think Premier Manager would work on the PlayStation?
NJ: No, because people would expect a lot more graphically. I'd like to see a football management game where all the players have different faces, physiques and skills, rather than just being a shirt with a number on the back. Everyone wants to be a manager and it would be good to get as close to the real thing as possible where you could shout instructions at your players from the touchline. (Exit Neil to find out more spurious facts about Burnley F. C.)

Paul Roundell: Any game that's impossible to finish has to be a good one. I was well into Galaxians when it was in the arcades.
AL: Surely there were only a limited number of screens, then you clocked it and started again?
PR: Yeah, but in those days it was all about high scores rather than number of levels completed. You could go on and see how many times you clocked it. As far as consoles go, I'd say that nothing has ever come close to matching Sonic on the Mega Drive. It was well fast, pretty big and you had to play it right through without any passwords to win.
AL: What about Sonic two and three?
PR: They weren't any better – just the same really. I'd say platform games are my favourite type of game, but I can't see how the PlayStation can improve them. Look at Rayman (see review section) – it's a great game, but it doesn't really look any better than Donkey Kong Country on the SNES. I thought I'd finished that, and I'd only done 49 per cent of it. There was loads more to explore.
AL: Would you go and buy a platform game if you knew the graphics were going to be rubbish?
PR: Definitely. The gameplay's far more important.
AL: Do you think a two-player option is necessary to make a good game a great one?
PR: No I don't. I think the best game is one you can play on your own and enjoy without having to rely on friends coming round. (Exit Paul to swish cricket bat around.)

AL: What's your all-time favourite game Andy?
Andy Sharp: Mario Kart on the SNES. It could be improved graphically, but that's not what the game's all about anyway. All it needs is a few more tracks really. Track editors are rubbish. Are you taping this? You bast.
AL: Would you like to see a two-PlayStation link up so four people could play simultaneously?
AS: Definitely. That would be dead good. (Exit Andy to home, devil music, then bed.)

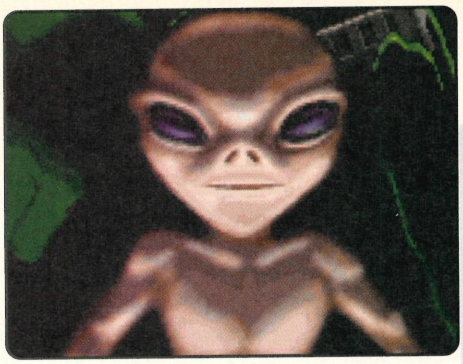
AL: Jim, what's your favourite game of all time?
Jim Eagers: (without hesitation) Street Fighter II on the SNES. The original. I still play it now. The two player option definitely helps it – you find that your mates all have their own favourite characters and they seem to take on their characteristics!
AL: What sort of game would be the ultimate on the PlayStation?
JE: It would have to be a beat'em-up. In 3D.
AL: Like Tekken or Tohshinden for example?
JE: I haven't played either of those much, but to me they look like a 2D beat'em-up with a few 3D effects thrown in.
AL: But you can roll to the side, side-step and go behind your opponent!
JE: Maybe I could do with giving them a closer look. I reckon sports simulations are the way forward for the PlayStation. Really accurate sports sims using 3D. (Exit Jim to coffee machine.)

AL: What about your favourite game, Jay?
Jay Sharples: It's got to be Frogger, or River Raid on the Atari. You had to weave from side to side above a river, picking up ammo dumps and shooting stuff. The river gets dead narrow at some points and it gets well hard.
AL: Anything more recent?
JS: Bomberman and Mario Kart.
AL: Is that because of the two-player element?
JS: It is – Bomberman's okay in one-player, but it's too easy.

AL: What about you, Biff?
Biff: Lemmings. It's just a top game that goes on for ages.
AL: What do you both reckon would work well on the PlayStation?
JS: 3D Frogger! (Jay and Biff exit, fearing ridicule.)

Tape Debate conclusion #1:
One man's Mario Kart is another man's Sonic, so to speak. No single game or genre dominated, and although the PlayStation certainly has the graphical capabilities, it's gameplay that we all want to see in the next generation.

ate ation



1 Win 10 X-Com mugs, 10 denim jackets, 10 T-shirts, 10 badges, a copy of X-Com the game, and a PlayStation!
How many X-Com prizes are on offer here?
See X-Com review on page 36



Over the next two pages there are prizes guaranteed to make you a better, happier and more popular person. Everything's exclusive to SonyPro, and worth loads of cash too. Entry is free. You don't even have to buy a stamp!

Everyone's a Winn



4 Ten Team 17 T-shirts and mugs
How many worms are there in the world?
See Worms preview on page 122

5 Win a top tour for two around Gremlin's development studios
How many people can win this prize?
See Loaded preview on page 110 and Actua Golf preview on page 112

Gremlin INTERACTIVE

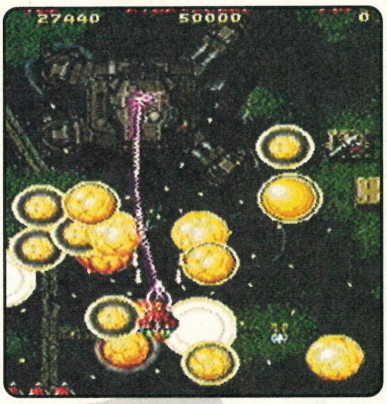


COMPETITION

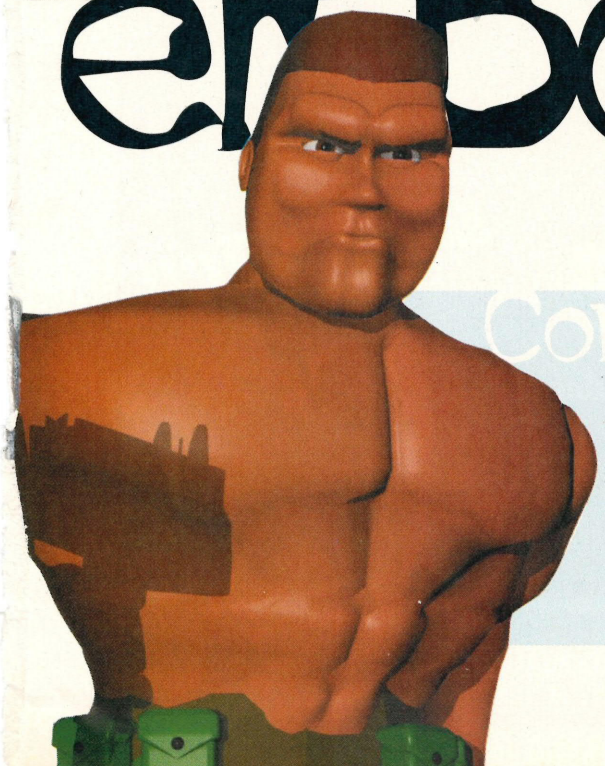
2 Exclusive Rayman T-shirts and limited edition Swatch watches
How many syllables are there in Rayman?
See Rayman review on page 20



3 Win a jiffy bag full of jelly beans and 10 Ocean T-shirts
How many players can play Raiden Project in single-player mode?
See Raiden Project review on page 40



er Baby!



6 Five Lone Soldier games and tons of dog tags
How many soldiers does it take to make a Lone Soldier?
See Lone Soldier preview on page 128

SP

Tick the relevant boxes on the answer form for the competitions you'd like to enter

a) Many
b) A couple
c) Just the one

Name
Address
Age
Telephone no

	Many	A couple	Just the one
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5	○	○	○
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REPORT BY RICHARD KNOTEK AT

ARENA COMPUTER & VIDEO GAMES

At last the British PlayStation is upon us, and *Arena Computer & Video Games* would like to celebrate the launch by giving their opinion in these delicate times of the new console industry. We believe that the PlayStation is on course to be the best selling platform of the year, we have been importing the PSX for the last six months, and we are happy to say that even our import sales are exceeding those of the Saturn.

The Saturn problem seems to lie with a very poor selection of badly translated games and a confusing advertising campaign, the disappointment of Virtual Fighter with its flickering backdrops and poor playability has opened the doorway to titles such as Tekken and Tohshinden. We feel that confidence is lacking in the Saturn field, and by placing Sony and Sega side by side, the quality of first release PSX titles, and the large price gap will win the minds of prospective Christmas shoppers.

This view seems to be consistent with our brother shop 'TORC' Software, even though Marcus Irwin's favourite game is Fight For Life on the Atari Jaguar. He seems to feel that the PSX



actually does have the edge (funny from a bloke whose second name is 3DO). Robin Mookherji also of TORC, agrees that PSX is definitely the way forward.

Robin apologises that he couldn't write a section on this page but unfortunately he was pushed down the stairs at the recent ECTS by a female sales rep, and is now resting at home.

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What's the point of features? We at **SonyPro** believe that even the **most ardent game fan** gets sick of reviews, previews and guides every now and then. Bearing that in mind, here's a feature section that's both a **visual treat** and an engrossing read. It's the bit where the **writers let themselves go** and the artists re-define the boundaries of the humble layout

Feat

If there's a particular feature you'd like to see in SonyPro, then write to



96

Taking The Acclaim

A potted history of US software house Acclaim. Also, what's in store from the company behind the original Mortal Kombat? PlayStation fever is already something of an epidemic in the States, and all the latest news is brought to you by our American correspondent Rob Smith – once a regular lad from Sheffield, now officially an international playboy

92

Cyber Thuggery

Fight! Fight! Fight! A common playground call, and always an attention-grabbing event. The one-on-one scrap has been with us since Adam first lamped Eve, and for the last decade or so fighting games on all formats have proved just as popular and controversial as real-life brawls. Steve McNally reports

ures

88

The Top 100 3D Games Of All Time

Many PlayStation releases feature realistic 3D environments, but how do they compare with the classic 3D games of yesteryear? Find out as Alex Lee dons his rose-tinted spectacles

Feature Requests at the Freepost address at the back of the mag

The 90 Runners-up!

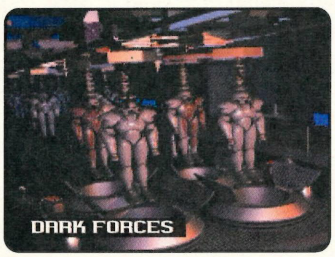
Alien Breed 3
Alien 8
Alien Syndrome
Alien vs Predator
Altered Space
Blast First
Cosmic Carnage
Dark Forces
Days Of Thunder
Doom II
Ecstatica
Elite
Equinox
F1 GP
Faceball 2000
Final Stretch
Four Wheel Drive
Galaga III
Head Over Heels
Hard Drivin'
Hunter
Hyperzone
I, Robot
Isolated Warrior
Jim Power
Jumpin' Flash (PlayStation)
King Of Rally
Konami GT
Lawnmower Man
Loaded (PlayStation)
Marvin's Maze
Mercenary
Microcosm
Money Money
Monster Max
Mortal Kombat
Mortal Kombat II
Myst (PlayStation)
Nova Storm (PlayStation)
OutRun
Pacmania
Pole Position
Pole Position II
Power Serve (PlayStation)
Premier Soccer (PlayStation)
Primal Rage
Punch Out
Race Drivin'
Rasputin
Razorwing (PlayStation)
Red Baron
Rescue
Rise Of The Robots
Rise Of The Triad
Roadblasters
Snake, Rattle & Roll
Solar Eclipse (PlayStation)
Solstice
Sovalou
Space Attack
Space Griffon VF-9 (PlayStation)
Space Harrier
Space Simulator
Spectre
Star Blade
Stardust
Star Strike
Steel Talons
Street Fighter II
Street Fighter II Turbo
Stun Runner
Subroc 3D
Super Mario Kart
Super Monaco GP
Tailgunner
Tailgunner II
Tempest
The Simpsons
3D Lemmings (PlayStation)
3D Soccer (PlayStation)
Thunder Blade
Tie Fighter
Top Speed
Tron
Twisted Metal (PlayStation)
Vortex
Vroom
Wing Commander
Wolfenstein
Xybots





Blast from The Top 100 3





Since the dawn of arcade machines and home computers, punters have craved 3D games and programmers have strived to deliver. SonyPro takes a look at the 3D classics that will inspire PlayStation developers for many years to come

the past

D Games of all time

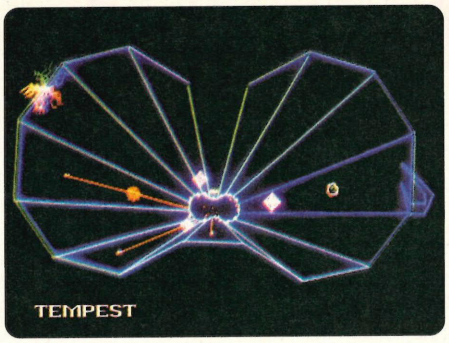
10 Battlezone

Let's face it, the 64-bit Atari Jaguar just hasn't done itself justice. Ostensibly the most powerful console on the market at the moment, there just isn't enough quality software to support it. Previously, the Atari Lynx hand-held never really made any inroads into the market dominated by the Game Boy.

In 1980, however, Atari were the kings of video game entertainment; at home (with the Atari VCS), and in the arcades, where the game of the year was emphatically Battlezone. Since copied, updated and somehow made worse by Gametek's Spectre, Battlezone was the first real alternative to Space Invaders in the arcades.

A screen at head height and two eight-way hand controllers which had a button on the top of each for rapid thumb fire were encased in Atari's vision of how the inside of a futuristic tank would look. You had to stick your head in a black plastic viewer and the effect, for its time, was stunning. The jagged, mountainous horizon always remained tantalisingly too far away, and enemy tanks sped around, looming ever larger as they made their relentless journey towards your view screen. Controlling your tank through a barren terrain populated only by enemy tanks and the odd pyramid to hide behind was a joy, with the highlight being provided by a flying saucer zooming in from the sky.

You had to wait, sweating, until it was almost right on you before you could be sure of hitting it - the days of autofire were not so much around the corner as all the way down the M1. If the saucer hit you, or you were hit by hostile fire too many times, a crack across your view screen signalled your demise.



ALTERED SPACE

9 3D Monster Maze

Old people fondly remember Clive Sinclair's home computer, the ZX81. It was black, had a membrane keyboard (to save money on proper keys), was roughly seven inches by six inches in size, had only 1K of memory (honest), and needed a 16K Ram pack peripheral to make it more powerful than the average abacus.

All games were on audio cassettes, with a lead going from the cassette player (the older the better as new ones didn't pick up the signals).

In 3D Monster Maze you had to run away from a monster (a T-Rex which looked more like a gorilla) and locate a swirly exit made up of asterixes and numbers. It could take anything from 10 seconds to half an hour to complete, as you were effectively dropped in a random location within the Hampton Court-style maze.

Clive Sinclair then invented the Sinclair ZX Spectrum - a bigger, better and more colourful ZX81 with proper keys. He moved into transport with the Sinclair C5 - a pitiful small car that looked like a cross between a pedallo, a monorail vehicle from James Bond movie The Man With The Golden Gun, and an upturned bathtub.

His piece de resistance, however, had to be the Sinclair Zike - a bicycle with a small motor on

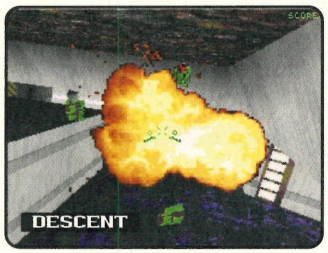
Blast from the past - The Top 100 3D G

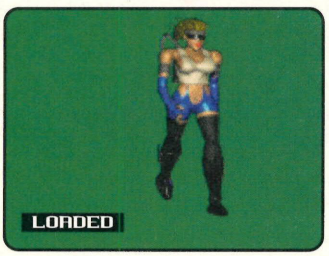


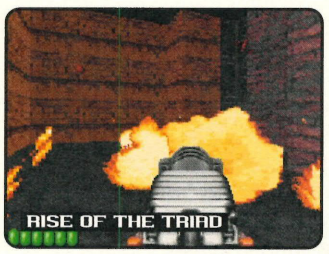
the back which was powered by a dynamo that saved energy the more furiously you pedalled. The idea was, the more you pedalled, the more power you stored in the engine, so when you got tired you could just coast up hills - except you were regularly overtaken by snails with arthritis of the underbelly.

8 Zaxxon

Sega has been around longer than you'd dare to think. No-one will admit it now, but Sega was responsible for 1982's classic 3D arcade game Zaxxon - a scrolling side-on isometric shoot'em-up with an unbelievably awkward control method.







Ridiculously accurate flying of your spaceship was required to safely negotiate tunnels and small gaps between electricity pylons (as if there'd be electricity pylons in space for goodness sake!), but none of that stopped it from becoming a benchmark. Who wants a game that's easy anyway?

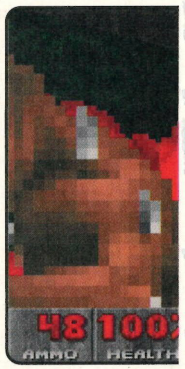
7 Star Wars

The deluxe arcade version involved sitting in a mock-up of an X-Wing fighter (the other one was a standing up affair). The controls were mounted on a steering column with two hand grips. There were fire buttons on the top for your thumbs as well as triggers on the front for your fingers. Hammering both resulted in the same thing - a volley of laser fire.

Voice samples such as 'Yahoo', 'You're all clear kid', and 'Use the force Luke', all made it well worth the 20p fee (most arcade games in the early 80's cost a princely 10p!). Some of the stages used artistic licence, such as the one where you had to fly through hundreds of Cleopatra's needles and shoot the tops off them for bonus points.

The whole 3D challenge was played out in glorious green and red wire frame graphics on a black background, so effectively everything was completely see-through, very much like Battlezone in fact.

6 Knight Lore



1984 - the year when everyone came to the conclusion that George Orwell was barking mad (and Eurythmics cashed in by making a record all about it), and the year when Ultimate (now known as Rare) brought out Knight Lore on the Spectrum.

Everyone went bonkers over it and it soon became the definitive Spectrum 3D isometric game. Players took control of a werewolf (who changed into a knight in shining armour during the daylight hours), and when they tired of that, which wasn't for a good while, Ultimate provided them with further isometric 3D classics such as Alien 8.

Several years later, the genre resurfaced, first on the NES with Solstice, then on the SNES with Equinox: Solstice 2. 1994 saw the release of Monster Max on the Game Boy. This was a triumph for the programmers and a hit with Game Boy fans, rekindling their faith in a hand-held which was suffering from a software drought.

5 Star Wing

After an exhaustive six month marketing campaign, Star Wing finally came out in the summer of 1993 and, to an extent, lived up to its hype. Using the Super FX chip, developed in Britain by Argonaut, the SNES could suddenly achieve mint graphical performances the likes of which were only previously seen on high grade PCs. Star Wing looked superb - the Super FX chip enabled the polygons to move around quickly and eliminated any slowdown. Flying a spaceship around different 3D galaxies had never been so much fun.



4 Doom

The best use of a 3D engine since Monster Maze on the ZX81, more quick shooting than a teenage boy's dream, and it's available on PC shareware for free! Inspired by the comparatively simplistic Nazi-bashing Wolfenstein, this search-and-destroy shoot'em-up is set in the near future. The location is an unappealing world populated by possessed nutters and demons - the sort of nimrods you'd see



Alex Lee loves 3D

ames of all time



at a BNP meeting. It's up to you to kill 'em – what a good idea.

You have to shoot everything that moves and everything that you shoot bleeds. And try not to vom when you come across the blood-spattered crucifixion victims. Improving upon and gorifying Wolfenstein (although you don't get to knife alsatians to death), it's faster and more furious than what goes on in the shower when you're in the army. Up to four humans can play simultaneously and go up and down stairs – something you could never do in Wolfenstein.

If you don't move quickly and shoot accurately, you're soon dead meat. As well as the blood 'n' guts appeal, it plays brilliantly – you really think your ass is on the line at times.

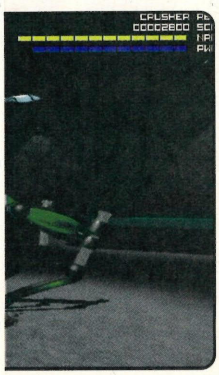
3 Descent

Set amongst systems of mines on various moons of the solar system, your mission is to progress to the moons of Jupiter and elsewhere. While exploring, you'll often find yourself going into an area you think you haven't been in before. You have, only this time you're upside down.

Robots work the mines controlled by a massive A.I. computer, but (inevitably) the robots go berserk, becoming destructo-basts armed with huge lasers which are meant for mining but are turned on you.

It's up to you to go in, find the Super computer, blow it up and get the hell out of the mine before the whole thing goes up in smoke. The first-person perspective 3D is so convincing at times that it's difficult to do it justice on paper.

2 Donkey Kong Country



Beards ago, 1981 in fact, Mario appeared in the arcades for the first time. Curiously, however, his name wasn't in the title of the game, nor was he its biggest character. The game was Donkey Kong and the biggest character was, of course, the big baboon who had the game named after him, stole the chick and stood beating his chest on top of the girders.

Although Mario has since stolen much of DK's thunder on the NES and more recently the SNES (and even at the movies), DK came back with the first ever 3D platform game and blew everything Mario had ever done into Kongdom come. Again, the hairy primate's name was in the title – Donkey Kong Country – and again it captured the imagination of game fans all over the gaff.

1 Toh Shin Den

Visually stunning, Toh Shin Den hammers anything seen on the 16-bit formats. The bouts are viewed from all sorts of camera angles, and to watch a battle is almost as awesome as being in one. Initial reservations about keeping up with the relentless pace and view angle movement are soon history as you become one of the fighters.

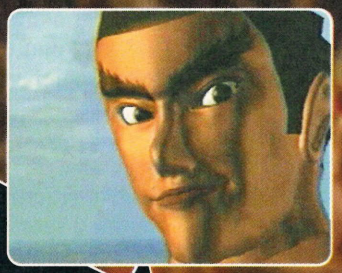


As in real-life boxing, wrestling, and martial arts, you can dance around your opponent until the cows come home – if you're quick and fit enough that is.

Toh Shin Den oozes the quality that the other all-time 3D video game greats periodically drip – it's easy to get into, rock-hard to master, and there are countless permutations in between. It's by miles the PlayStation's flagship 3D game, and it's the first true 3D beat'em-up.

Forget the other nine entries in the Top 10 – they're relics of a video game age long gone – Toh Shin Den on the PlayStation will lead you swaggering confidently into the next generation.



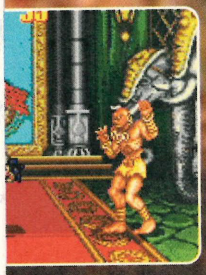






Beat'em-ups. Love 'em or hate 'em you just can't ignore 'em, and we haven't. Join us as we take a retrospective look at the history, development and high points of the long life of the most controversial genre around

Cyber Th

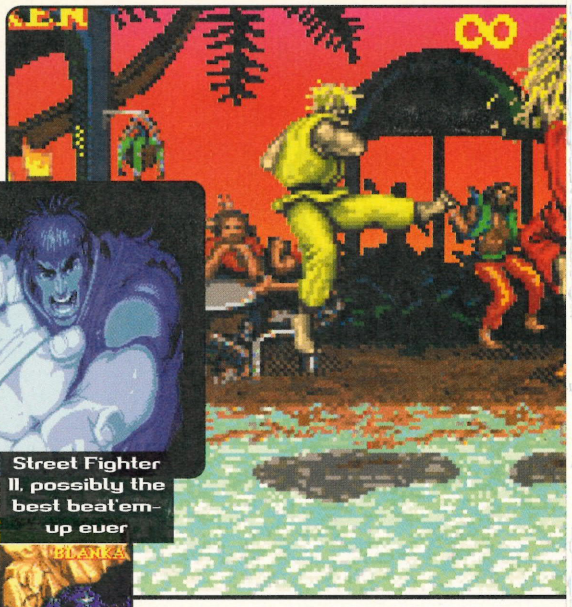


uggery

Cyber Thuggery

Everyone likes a good scrap. Not everyone enjoys participating, and there are even a few who don't like to watch, but in general it's fair to say that most people enjoy a good bout of fisticuffs in one way or another.

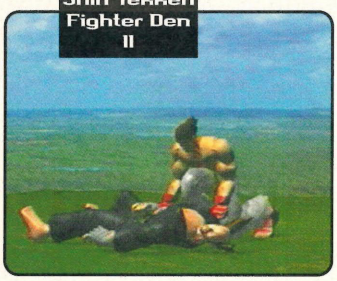
We've all been there. The school playground at break. Hundreds of innocent children happily going about their business, playing hopscotch no doubt, or some other equally wholesome pursuit, maybe British Bulldog, when, like wild fire, the news spreads. Everyone knows within micro seconds and suddenly every kid in the school is hurtling towards the same area, rampaging across the field, hammering through the corridors, all with the same purpose, and all, to a man and woman, chanting, 'fight, fight, fight!' You get there and nine times out of 10 it'll be all over, but there's always a chance that you'll get to see a punch thrown, or, if you get a little too carried away, you might end up picking sides and spitting on the back of the participant you'd like to see come off worse.



Street Fighter II, possibly the best beat'em-up ever

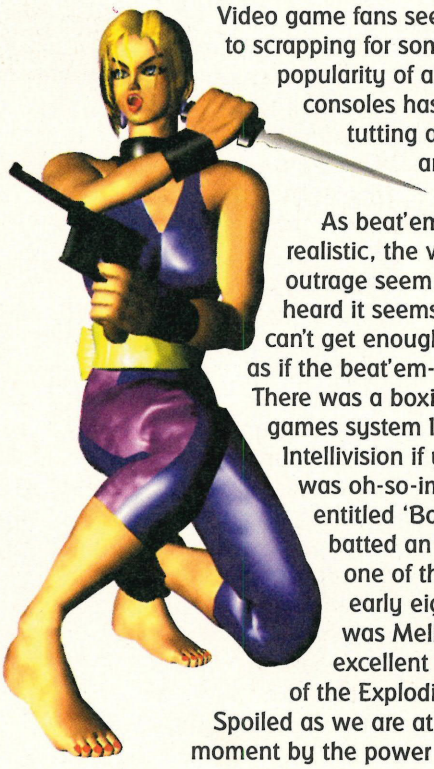


Virtua Toh Shin Tekken Fighter Den II



With beat'em-ups though you're guaranteed not to miss a second of the action (spitting at the screen is however not encouraged), and this must be at least part of the explanation for their success.

Video game fans seem to be particularly partial to scrapping for some reason, and the popularity of all things fight-like on the consoles has of late led to some serious tutting and raised eyebrows amongst the more moralistic members of society.



As beat'em-ups get more and more realistic, the voices of concern and outrage seem to grow louder and louder, heard it seems, by all but those who can't get enough of the things. But it's not as if the beat'em-up is a new phenomenon. There was a boxing game on the first games system I owned (Mattel's Intellivision if you're interested. The game was oh-so-imaginatively entitled 'Boxing'), but no-one even batted an eyelid at that. And one of the most successful early eight-bit games was Melbourne House's excellent fight-fest, Way of the Exploding Fist.

Spoiled as we are at the moment by the power of new machines, these early classics would be treated with derision by the youth of today, but in their time they were wonderful. When you look at a category as narrow and seemingly shallow as beat'em-ups, it's still amazing how far they've come in such a short time.

The move away from keyboard controls was a massive step forward. I can still remember playing a long session of 'Fist' on my Amstrad 464 keyboard and coming away with an enormous (and painful) blister on my thumb from hammering the space bar to execute the moves. A far cry from the super-slick eight-button control pad PlayStation owners are used to!

The sudden increase in popularity of joysticks helped to make things easier, but one button was still proving to be too restrictive to make a really good game. So the straight fight beat'em-up idea was pretty much shelved and, to a certain extent, forgotten about, in favour of a new style of fighting game – the horizontal scroller.



Renegade was the most popular as far as I can remember. You played a hero from the wrong side of the tracks whose girlfriend had been kidnapped by a rival biker gang (this was more or less the story in all games of this type, so it probably sounds familiar). It was a one-man crusade to single-handedly fight your way through numerous levels, taking on all-comers, before a final showdown with the leader of the other gang in a fight to the finish to win back your girl. Top stuff!





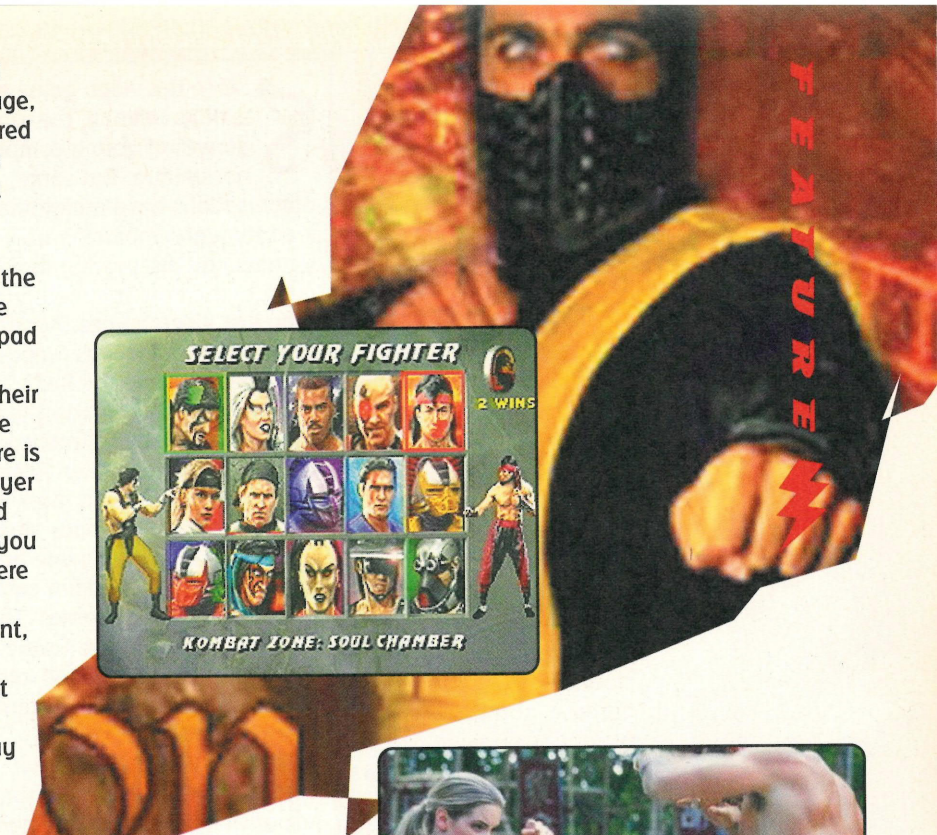
This form of beat'em-up remained popular right through the eight-bit age, until two monumental events occurred simultaneously. The 16-bit consoles appeared on the scene and brought with them a game which for many, myself included, has still not been bettered. I am of course referring to the SNES version of Street Fighter II. The Super Nintendo's six-button control pad and amazing graphic and sound capabilities brought eager gamers their best fighting experience yet, outside the arcades at least. Even now, there is nothing quite as tense as a two-player game between two evenly matched competitors. This is because when you win you know you've earned it. There are very few fluke victories!

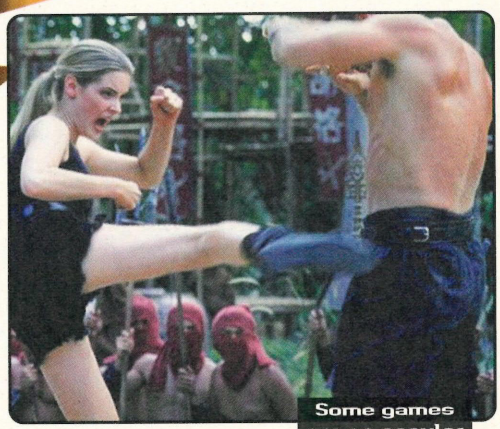
The only other notable 16-bit event, floating amid a sea of turgid efforts, was Mortal Kombat, possibly the most controversial computer game yet seen. There was nothing spectacular about MK's gameplay – it was basically a slightly less playable version of Street Fighter II – but it had three things going for it: A spectacular 'hype snowball' superbly manufactured by the game's publisher, Acclaim, and amazing digitised graphics (real actors actually performing the moves) which made it sufficiently different to SFII, but most importantly, it contained some of the sickest, most stomach-churning special moves you could imagine. I don't know why, but punching through someone's throat, grabbing their spinal cord and ripping their head off and backbone out seemed to appeal to far more people than it healthily should! The vociferous outcry was inevitable.



By this point programmers had reached the machines' limitations, so we were faced with a large number of inferior copies, rip-offs and sequels. Super Street Fighter II Turbo and Mortal Kombat II were just as successful as their predecessors, but basically provided more of the same to a bored public. We drooled over screenshots of games that would be released on the distant next generation consoles, knowing that salvation lay just around the corner.

Sega hit us with Virtua Fighter, a new breed of beat'em-up where realism was paramount, and we lapped it up. Gone were the outrageous special moves, the fireballs, the ice breath, and the sickening death moves, in favour of believable fighting powers where the key to victory lay in learning fighting tactics, not wrist-breaking button press combinations, and we thought it could never be bettered.





Some games are so popular they've even had movies based on them

Sony arrived on the scene with Toh Shin Den, a game with far superior graphics to Virtua Fighter, but personally I felt it lacked that little something extra in the gameplay department that made Sega's effort so special. Too many special moves made this feel like a step back rather than a step forward, although I know many who disagree.

Steve McNally would like to keep secret the fact that he once lost a fight to Duncan "chase me" Norvelle



Just when I thought Sony had blown it, they hit us with Tekken, a game almost identical to VF as far as gameplay was concerned (just lacking the ring outs), but harnessing the superior PlayStation graphics capabilities. As it should be, the last game brought out is the best ever. It's difficult to see where beat'em-ups can go from here. I can't wait to see what the Japanese companies have got in store for us, but while I have to I'm more than happy to while away the time with Tekken!☼



Taking the

Acclaim Entertainment equals Mortal Kombat and movie tie-ins. The policy may not be changing too much, but now this huge corporation is embracing 32-bit technology. Our US correspondent Rob Smith takes a looks at its PlayStation plans

Since the video game market is in its infancy, the rapid growth of young companies is not unique. But some organisations have maintained a lead through embracing new formats and discovering that there's more to the entertainment industry than just video games. Acclaim Entertainment Inc was founded in 1987 and became the first independent US company to publish NES games in North America. One year and five titles later, Acclaim reached the $1 million mark for sales and it hasn't looked back since!

Through the video game boom of the late eighties, Acclaim continued to produce popular games. The Simpsons, Back to the Future, Terminator 2 and WWF all found their way to the home systems, and revenue rocketed.

Then, in 1992, a year after opening its UK office, Acclaim was responsible for one of the biggest days in video game history – the launch of Mortal Kombat (MK). Backed by a $10 million advertising and marketing campaign, MK has since sold over five million units worldwide, and the sequels have done rather well too.

But Acclaim isn't just about home video games. It recently announced a venture into the coin-op arcade market with Batman Forever, created using Sega's advanced Titan hardware technology, and Acclaim's own Motion Capture technology.

Then there's the comics branch. In April 1994, Acclaim announced a deal to take control of Voyager Communications Inc, the publisher of Valiant Comics. So, as well as the coin-op conversions and the movie and TV tie-ins, we are now no doubt going to see a whole load of comic book characters hitting the game shelves. With Valiant's line-up of Turok: Dinosaur Hunter, Ninjak and many others, Acclaim is set to have a finger in most entertainment pies.

And of course there's the PlayStation titles. Many of the games which have been hits on other formats are getting the treatment – multi-million unit seller NBA Jam, for instance – but there will also be a stock of arcade conversions which aim to use the PlayStation's advanced system to create replicas of the arcade experience. Here's a run-down of some of the Acclaim titles which will be hitting PlayStation stores soon.

Street Fighter: The Movie

Another arcade conversion sees the remarkable acting prowess of Jean-Claude Van Damme and friends brought to the video console. The game itself will be familiar with SF veterans, but this time it's the characters who starred in the Hollywood movie who take centre stage.

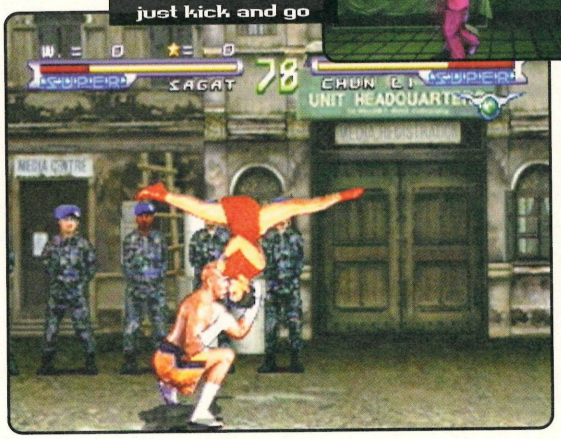
Intro and cut sequences straight from the film help to set the background as the film plot is fought out in your own home. But fear not, all the moves are there. It's just that they're carried out by a digitised actor playing the role. Some extra features have been added. A super combo gauge means that the better you hit the combos, the more your power to do the super moves increases.

Four different gameplay modes - Movie Battle, Street Battle, Versus Battle and Trial Battle - provide enough variation to keep veterans interested. And let's face it, where else are you going to get the opportunity to leather Jean-Claude and swoon at Kylie's kicks?



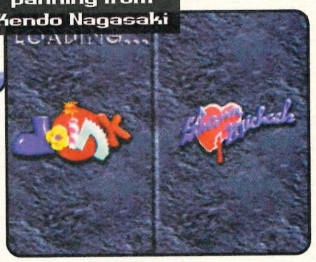
Take shampoo and conditioner into the shower? Not me. I just kick and go







Left: The mysterious Shadow takes a panning from Kendo Nagasaki



Acclaim

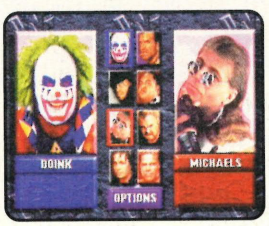
WWF Wrestlemania

Hmm, WWF wrestling. Is it just me or does it really suck? Well, if you agree with that blatant condemnation of a multi-million pound world-wide 'sporting' phenomenon, be prepared to be very surprised by the PlayStation game coming your way around November.

It's another arcade conversion, but it loses very little on the home system.

Unlike the live action entertainment, disguising itself as genuine wrestling, the game pulls no punches.

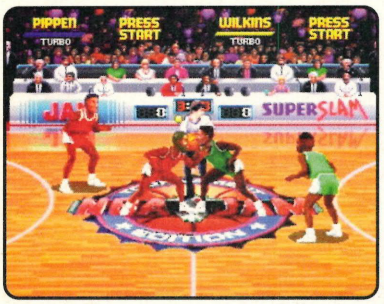
Wrestlemania is gonna include full motion video of those real life athletes who amaze thousands of fans with their feats of strength and bravery. Along with play-by-play commentary from Vince McMahon, Jerry "The King" Lawless and Howard Finkel, it'll be just like the real thing. But this time there are special 'mayhem' moves like Doink's Buzzer Shock and The Undertaker's Demon Throw.



Tag teams add to the mayhem, and with the chance to throw your opponent out of the ring, there's even the chance to slug it out right in front of the crazy, caterwauling crowd. You're certainly not gonna need to be a WWF fan to get plenty of high-charged stompin' out of this.

Taking the Acclaim

NBA Jam Tournament Edition

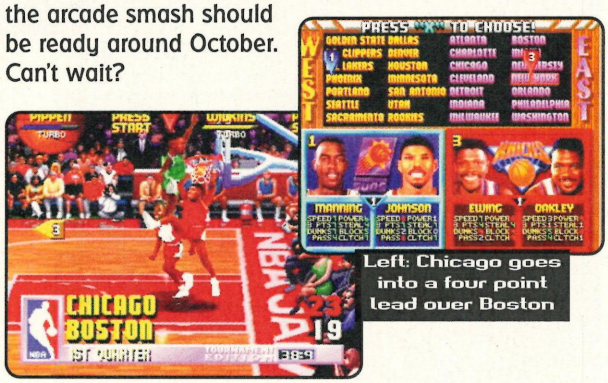


Yet more Boomshakalakin', fiery hoops and even fierier(!) boots - this time with added PlayStation abilities.

Unless your head has been stuck in the video game sand for the past couple of years, the concept of NBA Jam should be familiar. While the 16-bit versions of the arcades were hugely popular - selling millions of units worldwide - the next generation can add yet more. Full motion video clips of NBA matches have been incorporated - there's also a bunch of other arcade features which have made it. Player scaling - where the players nearer the 'camera' look bigger, creating a sense of perspective - has been incorporated from the arcade, as well as special hot spots. These flashing stars on the floor highlight a number up to nine. Land a basket from that spot and score that number of points. Three dunks and you're on fire, burning the hoops, but beware of battle fatigue and injuries - all these features play a part in PlayStation Jam.



The attributes, NBA stars and excitement of the arcade have been recreated, with a few additions. Amongst the special features are new secret characters, moves and modes itching to be found out. With a four-player option also available, the full thrill of the arcade smash should be ready around October. Can't wait?



Left: Chicago goes into a four point lead over Boston

Revolution X



A number one smash in the arcades, eh? Get a load of this. In a nutshell, rock phenomenon, MTV favourites and advert for liposuction, Aerosmith, have been kidnapped. So what's the game? Rescuing them, would you believe. And if that isn't a lead to many gags along the lines of 'why bother?', I don't know what is. But that's the crux. A slightly more important plot is in action, involving an organisation called New Order Nation (NON). NON wants to control the world's youth and prevent them from having a right rollickin' time. But how have NON chosen to show thisdissension? Yep, the kidnap of Aerosmith. Using the style brought to arcade players by Operation Wolf, Revolution X goes on a first-person perspective, pre-determined route through a jungle of NON operatives, with only a crosshair for company. Fortunately a machine gun/rocket launcher is homed in to said crosshair. A certain degree of control on the path to be taken is allowed, but for the most part the course is set. Power-ups in the form of CDs, Superguns and Energy Shakes add a little more beef to the limited firepower of the machine gun.

And it's all backed by a soundtrack of - and I quote - "chart-topping songs from Aerosmith". The whoops of delight are deafening. But the subject matter should not hide the fact that Revolution X is packed to the rafters with explosive gameplay. A whole bunch of secret games, people and events have also been pulled in, and it's due to hit the stores by Christmas.

Below: Yes love, thankyou. Run along now





And the rest...

This is just a preview of four games, but it won't end there. Acclaim is one of those companies with the muscle to go for big licences which pay off in sales figures.

Rob Smith's Acclaim to fame is that he's in San Francisco!

Name	Out
Alien Trilogy	December
Batman Forever	May '96
Frank Thomas 'Big Hurt' Baseball	May '96
NFL Quarterback Club '96	December
Mortal Kombat 2	December

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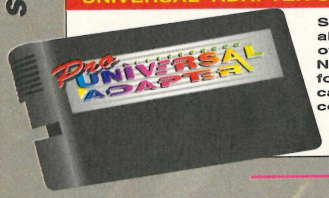
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Being a new format, many of the most impressive PlayStation games are still in production. The **SonyPro** Previews section will bring you your first look at what you'll be playing in a couple of months time. Don't get too excited though, if you were to buy every single game we've looked at it'd cost you almost £600! So, unless you're Donald Trump you're going to have to exercise a little restraint we're afraid

Prev

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Loaded
Better than the Primal Scream song of the same name and it isn't even finished yet!

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Defcon 5
Millennium provides SAS style thrills a-plenty, always remembering of course that he who dares, wins. He who uses cliches wins too - as luck would have it

108
Krazy Ivan
He's a one-man Russian Revolution, he drinks vodka straight from the bottle and he does cossack dancing in a two-tonne metal body suit

If there's a particular preview you'd like to see in SonyPro, then write to Pr

110
Deadliner
As the world teeters on the brink of disaster you step in to set in motion the most important damage limitation exercise of all time. Easier than magazine deadlines, I'll wager

112
Actua Golf
If there's only one thing Actua Golf provides, it's the opportunity to wear stupid trousers in the comfort of your own home. And tartan caps and rubbish spat-type shoes...

114
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Woah! Radical! Sony takes us on an MTV Sports-esque journey through the world of dangerous sporting pursuits! It's totally ahem... Bitchin' man

116
Doom
Rob Smith takes on mutant all-comers in the first person perspective gore fest that, for some, represents entertainment

118
Primal Rage
After being awakened by a giant meteorite, great hulking beasts battle it out to become the supreme being on Urth

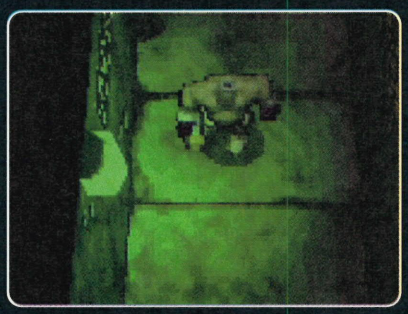
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Worms
Roundell's got 'em and next month you will too. Well you will if you go out and buy Team 17's debut PlayStation release!

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Agile Warrior
Virgin's fighter plane flies more like a 'copter at the moment, so that's where the *Agile* comes in

iews

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Lone Soldier
Modern day update of the classic arcade game Commando

eview Requests at the Freepost address at the back of the mag



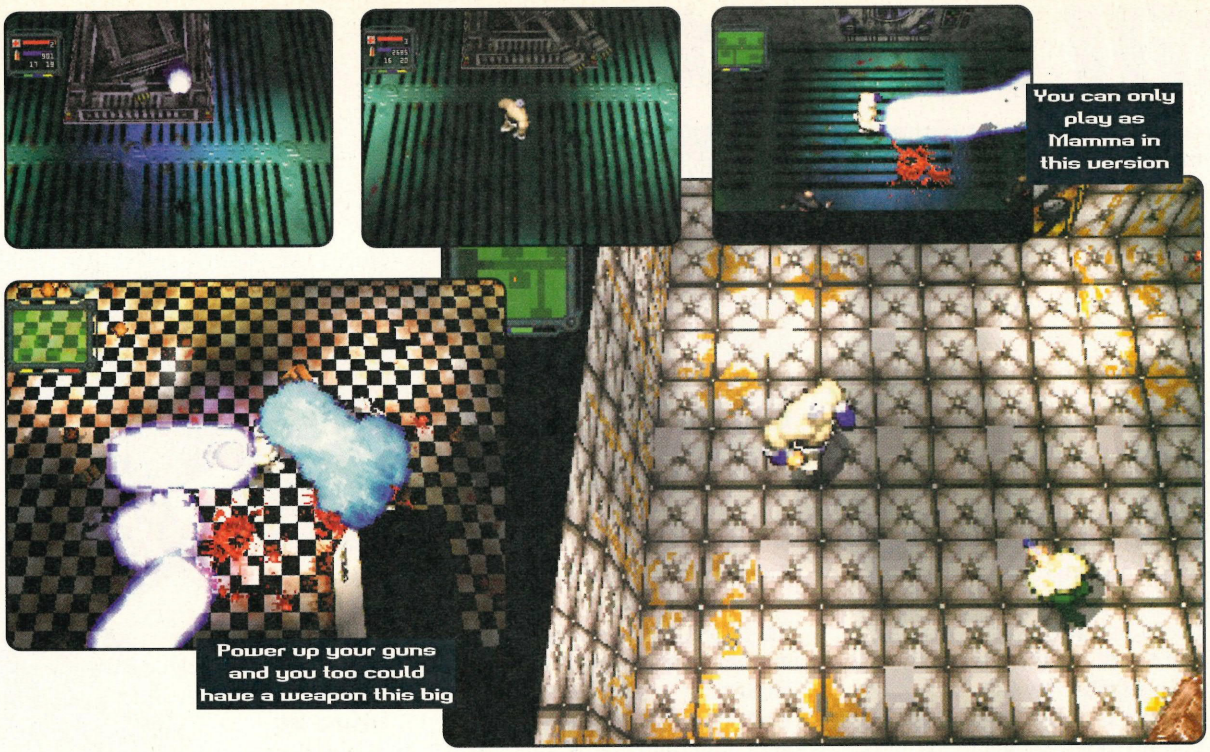


What do you get if you cross classic shoot'em-up The Chaos Engine with the legendary arcade game Gauntlet? You get Loaded, a favourite pastime of certain members of the SonyPro team!

Still Loa



Mamma explores the surrounding area in a particularly dense way



You can only play as Mamma in this version

Power up your guns and you too could have a weapon this big

ding

Chances are, if you've bought your PlayStation already, you'll have experienced what Loaded has to offer, because it's included on that demo CD thing that was chucked in the box with the machine. But for those who are about to take the plunge, it should be one of the first things you check out.

If you want to be convinced that you haven't wasted your three hundred quid, this is the game that will settle your mind quickest.

It's going to be a shoot'em-up. Of that there can be no doubt. In fact, it's safe to say that on the violence scale this one ranks alongside the fatalities in Mortal Kombat. Even if you've played the free demo there are certain aspects you won't know about, because the finished game has had an 18 certificate slapped on it.

Obviously Sony couldn't give a no-holds-barred version away with the PlayStation, simply because there can be no guarantees about the ages of people buying the machines. Gremlin was therefore told to tone it down. Considerably. Out went the gallons of blood (well, it was coloured black instead of red), and some of the more 'flowery' language had to be removed too. Understandable in that a lot of parents would be outraged if an uncensored version was given away free to their 'little Billy', but it's a shame because a lot of the game's attraction lies in its outrageous amounts of blood and 'adult' language.



For that you're going to have to buy the full game (it should be released some time in the last quarter of the year), and action fans won't be disappointed.

Hordes of enemies scream at you out of the gloom, and as you progress through the game's 15 or so graphically diverse levels, the number of enemies attacking you at any one time is cranked up to maximum. This leads to death, destruction and carnage on an as yet unseen scale!

The storyline is totally irrelevant. If you're bothered about complex plots and detailed character analysis, you shouldn't be bothering with this game. It's an all-out blast from start to finish. But that's not to say the characters haven't been developed properly. They have, at least on the graphical side. An incredible amount of work has gone into getting the right look,

Still Loading

courtesy of one of the best graphic artists in the business.

If you're into Judge Dredd (both the comics and the film) then chances are the name Greg Staples will mean a lot to you. He's done loads of work for the popular comics and even worked alongside Sylvester Stallone on the Hollywood blockbuster. He worked full time developing the game's characters, and made it his mission to ensure that they were just right. As a result, Bounca, Fwank, Mamma, Cap 'n' Hands, Butch and Vox seem real, even with the minimum amount of text based description, and this is a real credit to both Gremlin and Greg Staples himself.

There is a story behind the game though, however irrelevant. It's something to do with having to escape from a futuristic prison, but more than that, I can't really say. Not because it's a secret or anything, but simply because I don't know. And to be honest, I'm not all that bothered.

Loaded also boasts some impressive graphical effects which really show off the PlayStation's power to the full. For instance, there's the lighting in the rooms and corridors that make up the game's levels. The closer you get to a light the brighter everything becomes, and the further you can see. Not impressive in itself, when you think that in actual fact, that is how light works, but very few, if any video games have ever even attempted this technique, let alone used it to any great effect.



The lighting effects are little short of stunning

It's amazing the difference it makes in terms of realism (as long as you can consider anything realistic in a game where large mutants massacre zombies with unfeasibly large guns).

And then there's the scaling of the gameplay window. Difficult to describe unless you've seen it, but what this basically does is allow the player to zoom the game in and out showing as much or as little of the surrounding area as possible. Everyone will find their own preference for this, but when I was playing an unfinished version of Loaded I found the optimum position was to be quite far away from the action. This is because things did get a little confusing at times on the close-up view when explosions were going on all around.

Gremlin has wisely included a two-player option. This kind of thing always goes down well, because unless you're the world's most miserable, anti-social loser (or incredibly unpopular with no friends), there's nothing quite like a quick blast on your favourite game with a mate. Even more wisely the two-player option requires only one PlayStation, breaking the annoying new trend of needing two



The characters are the brainchild of legendary artist Greg Staples



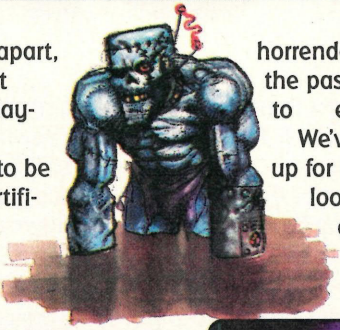
machines, screens and copies of the game to have any kind of multi-player fun. You can still link up two machines though, to be rewarded with a fantastic four-player extravaganza.

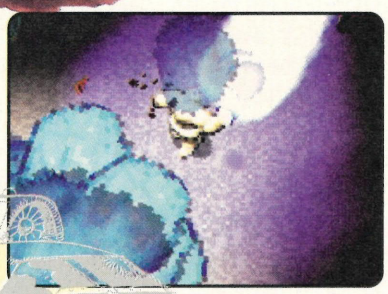
Two players on one machine is achieved through cunning use of that scaling effect I was rambling on about earlier. The game scrolls in and out depending on how far apart the two characters are – if they are close together you get a close-in view, but as they move further apart, the view moves out showing a wider playing area.

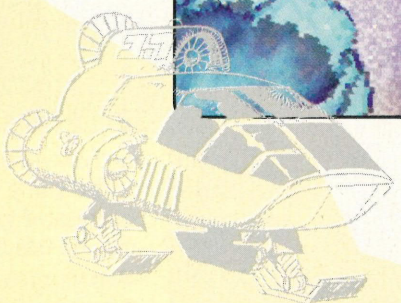
Loaded is going to be massive, the 18 certificate will see to that. The controversy will, to a certain degree, draw people in, merely because they want to have a look at what all the fuss is about. But to say that is the only reason does the game a real disservice.

If you had to show someone a game that typified everything that was good about the genre, you'd be hard pushed to find a better example than Loaded. And in an area that has been horrendously overcrowded in the past, that is a real credit to everyone involved.

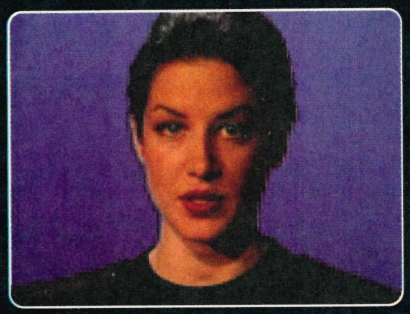
We've got a review lined up for the next issue, and it looks like the score is going to be very positive indeed.

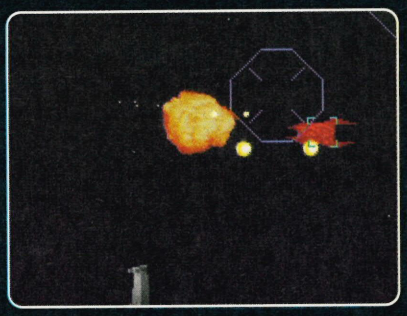






Steve McNally would like to say that, having played Loaded and got carried away with all the violence, he will have a fight with anyone who disagrees with anything he writes. Or looks at him funny



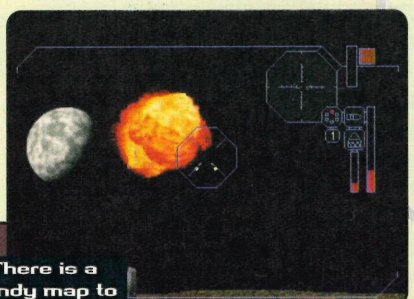


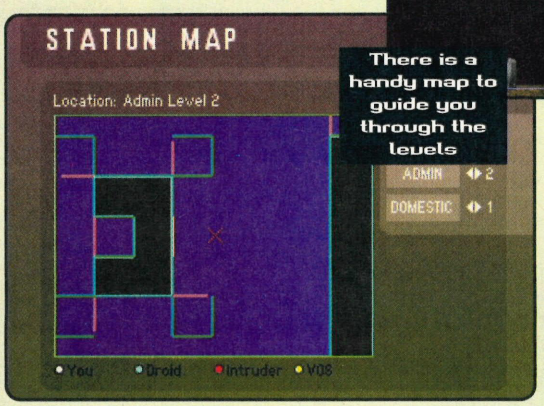
DefCon 5 can't seem to make up its mind whether to be a shoot'em-up, a strategy epic or the latest would-be Doom. But who cares anyway? If it succeeds in being all three then we'll all be over the moon

On one co

This is the big one for Sony developers Millennium. The programmers are so convinced of its worth that they reckon it will place them firmly at the head of the line of PlayStation developers. And from what they've shown us so far, it's difficult to disagree. I don't like to go on about intros, because, in all seriousness, how many of you watch them more than a couple of times, no matter how impressive? Not many I'll bet! That Start button just becomes too attractive.

I'm not saying DefCon 5's intro will be any different, but if you're looking for something stunning that'll help show off your machine to your mates, then the five minutes of animation at the start of this game is guaranteed to make their jaws drop.





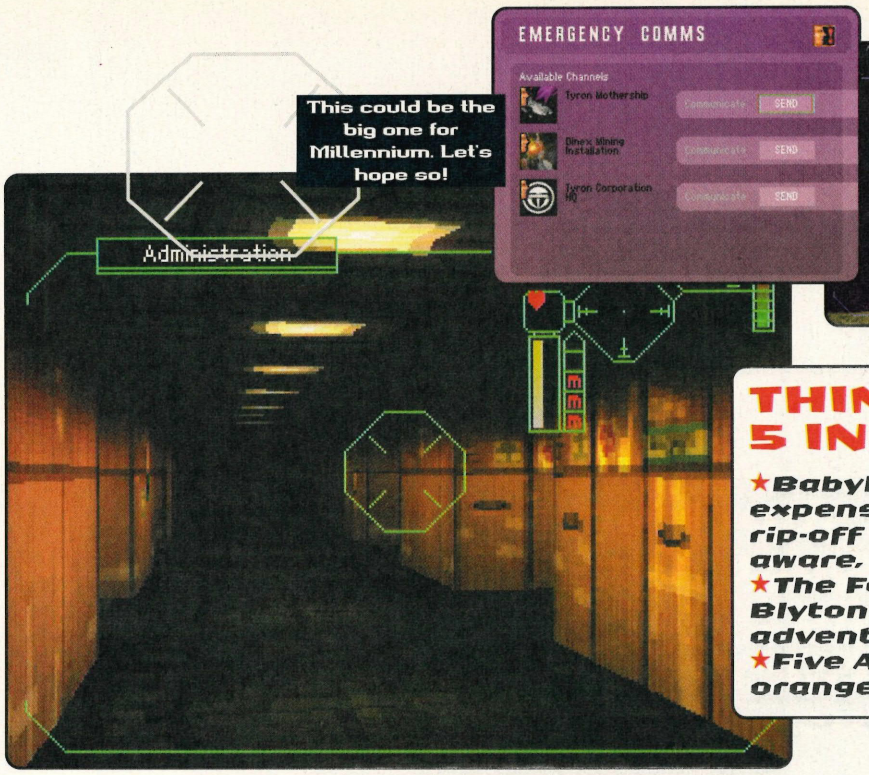
There is a handy map to guide you through the levels

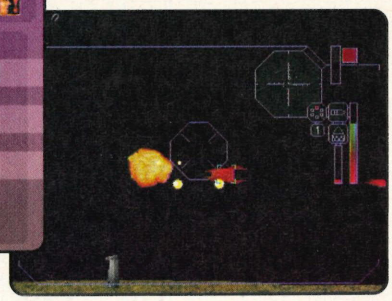
The game itself looks mightily impressive too. An absolute fortune has been spent on its development and it shows. Set in the year 2025, huge, intergalactic corporations are now dominating the political, industrial and military arenas. The Tyron Corporation is one of the biggest, controlling deep space mining stations, and even defending them with its own weapons division.

DefCon 5 is absolute peace. A state of world (or in the future's case, galaxy) relations that means unless an incident occurs, there is little or no chance of a conflict breaking out. For nearly 200 years there has been no threat of alien attack, and the population is secure in the knowledge that the peace and harmony of their lives is not about to be disrupted.

The weapons division of Tyron has been ordered to dismantle the complex manned defence systems and install automated defence software instead. Obviously the corporation is unhappy about this (as it will mean losing a lot of money), so a plan has been hatched to reverse the decision.

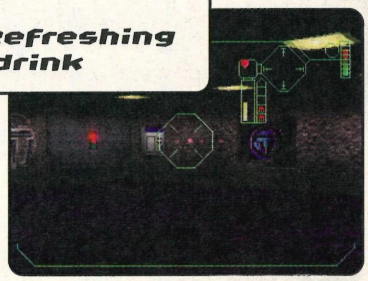
You play a hi-tech engineer (or cyberneer as they will apparently be called in the future), a late substitute for your colleague who met with an unfortunate



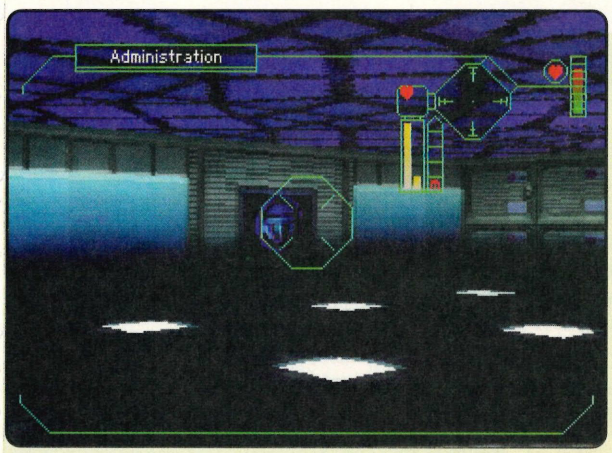


THINGS WITH 5 IN THE TITLE

★Babylon 5 - an overly expensive Star Trek rip-off that, as far as I'm aware, nobody watches
★The Famous 5 - Enid Blyton's band of happy adventurers
★Five Alive - Refreshing orange juice drink



ndition...



'accident'. It's your task to install the automated software as soon as all the personnel are off the base. You're more than qualified, so it's no problem. That is until the base comes under attack from alien craft.

The best way to describe DefCon 5 is to say that it's Doom-like, although I'd be the first to admit that even that would seem to be doing the game a disservice. This is much more than a shallow blast'em-up gore fest.

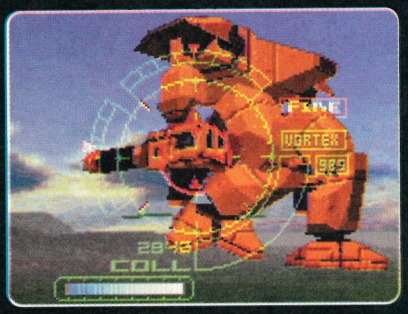
You must uncover the sinister plot behind the attack whilst re-activating the defence systems and protecting yourself from attack. Each wave brings a new threat, and only by repelling them will you discover clues that draw you towards the inevitable conclusion.

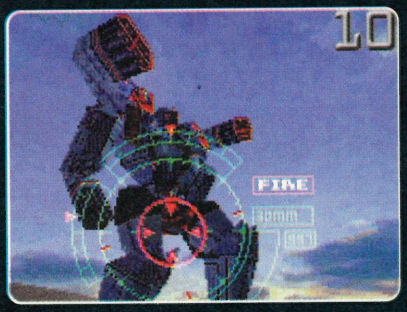
DefCon 5 features incredible cinematic rendered graphics, loads of Full Motion Video, and 15 original music tracks. It provides a unique blend of shoot'em-up and strategy (unique on the PlayStation at least), the levels of which can be varied to suit the individual player's needs. It also boasts stunning graphics, excellent sound effects and is looking as though it could well be one of the most atmospheric games available on the PlayStation in the near future. There is an undeniable feeling of isolation and loneliness when you're playing, and you really feel for the main character, stranded and under attack, alone on a space station, thousands of miles from home.

Of all the future PlayStation games I've seen, I'm probably looking forward to Defcon 5 the most. With any luck it'll be a game that you can really get your teeth into and I'm looking forward to spending some serious time with it. There's no release date as of yet, but don't be surprised to see this one on the shelves in the run-up to Christmas.

Steve McNally hates Doom and indeed, all things Doom-like, and is therefore thankful for the lack of clones of the damn thing on the PlayStation at the moment. However, he is aware that this state of affairs is unlikely to last

Also released on: PC CD-Rom

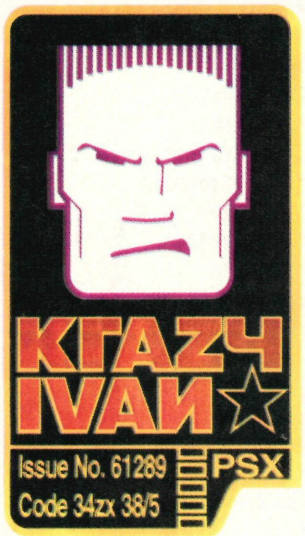




3D first-person shoot'em-up: Isn't that a blandster's attempt at making a flight sim sound interesting? Apparently not, as Krazy Ivan and the prolific Psygnosis are about to teach us

Russian arou like ma

Perhaps the most popular - I hate this word but here goes - genre (cringe) in computer gaming history is the shoot'em-up. This is probably due to its simplicity of gameplay, and (if programmed correctly), sheer addictiveness. The shoot'em-up covers a multitude of sins from the early overhead vertical affairs such as Xenon through to the atmospheric mazes of Doom and Descent (the latter of which is, incidentally, slated for a PlayStation release sometime soon). Out of every thousand shoot'em-ups released, it's fairly safe to say that a good 990 of them will be formulaic efforts with a few minor quirks of distinction here and there. Generally no-one minds, because, attention span fans, it's the mindless addiction that counts with games of this - here it comes again - genre. Occasionally an original idea comes along, none more so in recent years than Psygnosis' own Amiga/PC destruction-fest Walker. But by and large, the shoot'em-up is a safe and easy way of making a spot of cash. Not entirely unlike real life, come to think of it.



As far as the PlayStation is concerned though, this won't do. For the 300 bar you've shelled out on a shiny new knicker-wetting wonder console, you're damn well entitled to expect some shiny new knicker-wetting games.

We've already seen a handful of racing and fighting games deliver the goods, and UbiSoft seem to have the platform thang pretty well sorted, but can anyone claim to have a true 32-bit shoot'em-up? Psygnosis reckon so.



Krazy Ivan, as his mis-spelled nomenclature suggests, is crazy. He's also called Ivan, and as Russian as they come, but this is by the by. The important factor is that Ivan is ridiculously good at scrapping. And not just normal



Some of the explosions are downright spectacular

KINK FACT

The major export of the former Soviet Union was Lada cars. And frankly that's pathetic

nd d



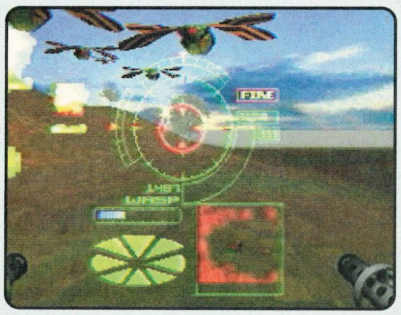
scrapping either, it's more your death-inviting alien defeating kind.

The situation is that 20 or so years into the future, hostile aliens have invaded Earth and have all but taken over, using forcefields to protect the continent-sized chunks of land they've made their own. A crack team of scientists momentarily penetrate the field, and lone warrior and all-round vodka drinker Ivan slips through for a fight.

The programmers have played up to the futuristic storyline by fitting out the hero in a 40-foot Mech Warrior Power Suit, complete with just about everything you'd expect to find on the bridge of the Starship Enterprise, with the possible exception of Troi's impressive frontage that is.

From inside the cockpit of sorts its a case of slamming holes in everything that moves. So what moves? The aliens do, looking and sounding suspiciously like robots in a way that will test the bass of all but the best TVs. Apparently these alien hulks contain human captives, who, in true captive fashion, are more than keen for a spot of rescuing.

The action takes place in several different locations across the globe, and although the landscapes are somewhat bare at the moment (impressive looking, but bare...), the idea is to have them suitably portray whichever corner of the world Ivan is in. Hardware is definitely the watchword in Krazy Ivan, and a number of different weapons and power-ups are available when you cause enough damage to the ET visitors. Radar and generator power also come into play and allow Ivan to manoeuvre himself around more quickly, and lock on to more distant targets.

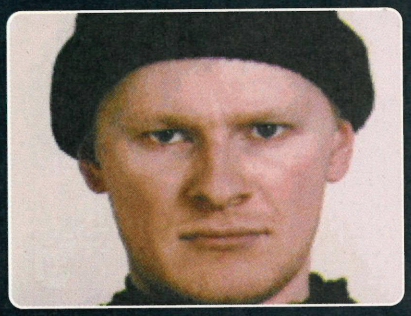


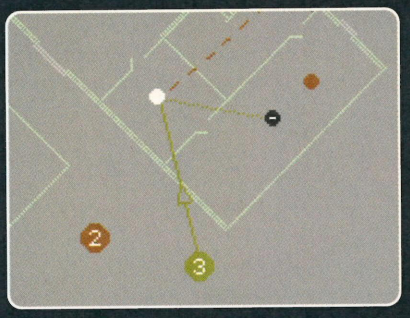
Most formidable are the Sentients, each more than capable of destroying you in a flash. Impressively moving around the play area, they're backed up by the slightly less tough clones, who appear in larger numbers than their superiors.

Krazy Ivan seems to offer more than enough to satisfy most blaster fans, and it promises to be a treat. It looks as though Ivan could well become the PlayStation shoot'em-up benchmark.

Paul Roundell is far from crazy, and insists that wearing stiletto heels and barking at sheep are qualities to be admired

Also released on: PC CD-Rom



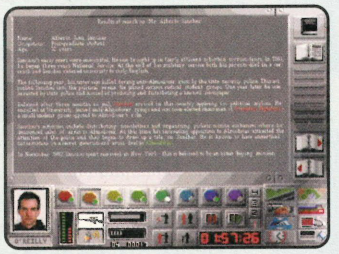


When Sony signed up leading developer Millennium, it was obvious that PlayStation sparks were going to fly. The seeds of that relationship are now beginning to bear fruit thanks to Deadline

Dead on a



The game is split between strategy and isometric action





rrival

If you're familiar with any of the turn-based strategy/action games that always prove so popular on the PC, then you'll have some idea of what to expect from Deadline. Briefly, in turn-based games, each character under your control is allocated a number of 'action points' which he can use to perform various tasks throughout his 'turn'. When all your characters have used up all their points, you end your turn and the opponents, be they aliens, or in this case, terrorists, get to have their go.

It's not an easy concept to grasp if you haven't actually experienced it, but to get a flavour of what Deadline's all about, it's quite important that you at least have a basic understanding of how it works, hence my somewhat bland opening to this particular preview.

On to the more exciting stuff then. Deadline pitches you into the action as the commander of an elite force of international siege-busters, trained to perfection in the art of hostage negotiations and tactical assault strategies.

Produced in association with genuine ex-Special Forces members, Deadline is allegedly as close as you can get to the real thing without signing up. And let's face it, if former SAS soldiers say it's realistic, I don't want to argue with them (but then again, maybe I'm getting caught up in the hype).

Between them, Millennium and the ex-servicemen have come up with 20 different situations for you to pit your skills against. A typical example would be a hostage situation where the terrorist demands have proved impossible to meet. You and your team are called in by the government to diffuse the situation - using deadly force if necessary - but most importantly to ensure that all the hostages are rescued.

Using on-site terminals you can retrieve information about your target, order up blueprints of the location, and position your troops accordingly. You can even bring up any available surveillance on the terrorist group, including TV reports, newspaper clippings and recorded phone conversations, all presented in full multimedia glory.

In one mission you know that the terrorists are threatening to explode a 200lb explosive device, and you have no reason to doubt their resolve. The only problem is that a bomb disposal expert will not arrive for over two hours and the deadline set by the terrorists is only an hour away. What will you do? Well, that's what Deadline is all about.

There is a wide variety of weaponry and equipment available to your team, such as thermographic cameras and night vision goggles. Indeed, all the resources made available to actual anti-terrorist groups are yours to use, but just as in real life, the priority is to ensure that the 'job' is swiftly and safely carried out.

As you would expect, a mission like this has to be well planned out, and much of Deadline's gameplay would appear to be rooted in that area. Every detail of your plan must be checked and double checked before giving the command to attack. Don't panic though. If you're less strategically minded, there is also the option to make decisions as the action happens, giving a more thrill-packed mission.

At this early stage both methods seem to work equally well, and this will definitely go in the game's favour. Serious players will delight in meticulously planning out every step of the way, while more spontaneous gamers can also take part in something that is more suited to them.

After two years of designing and programming, Millennium reckons it can have this out by Christmas and is hoping that it will prove more realistic than most other machine launch releases. If this is the case, Deadline should go down a storm!

RANK FACTS

★ **Lewis Collins, aka Bodie from the Professionals, starred in the popular SAS action romp Who Dares Wins...**

★ **Loveable rogue Derek 'Del Boy' Trotter made the SAS motto (the aforementioned "He Who Dares, Wins"), a household phrase**



SAS action courtesy of Millennium

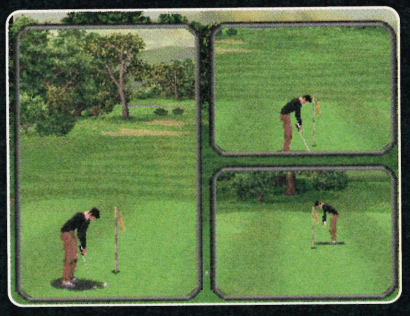




Steve McNally was most digruntled when, as a kid, the John Wayne film he was watching was rudely interrupted by a newsflash concerning the SAS storming of the Iranian Embassy

Also released on: PC CD-Rom



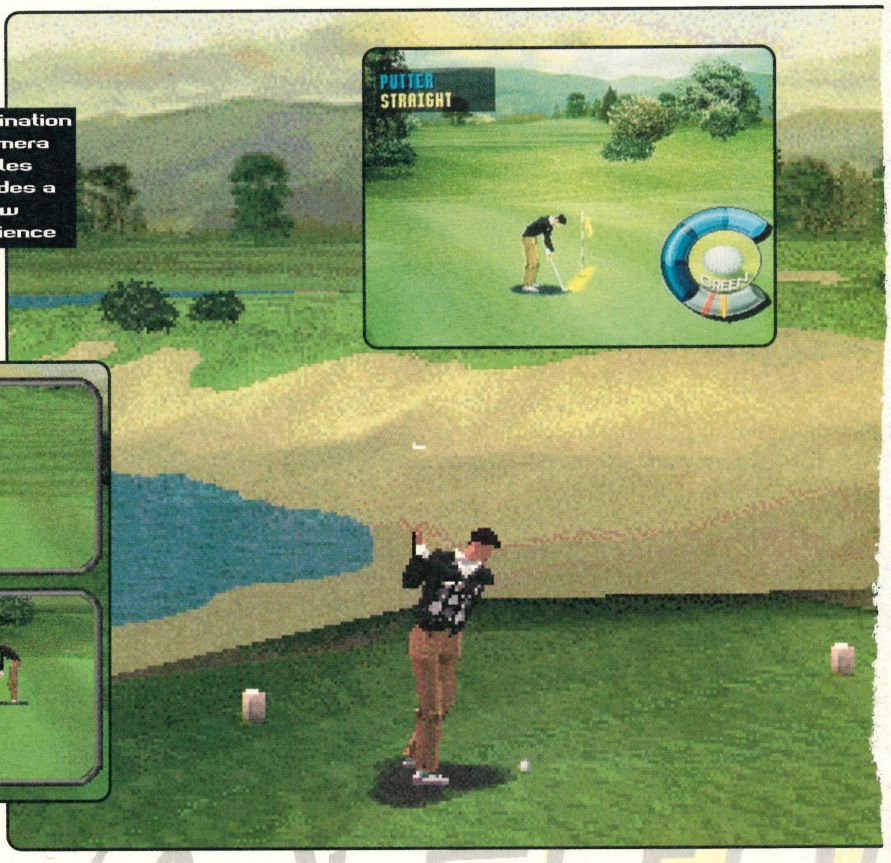


Gremlin must be kicking itself that Sega got to the Virtua name first. Actua just doesn't seem the same does it? Still, this is the first of many in this new series, so we're going to have to get used to it

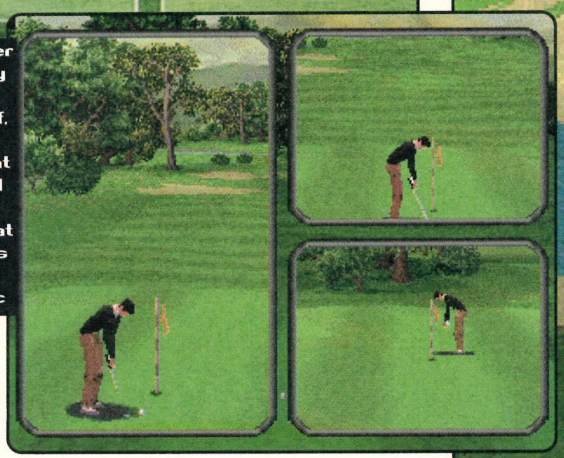
Watch the



A combination of camera angles provides a new experience



I've never actually played real golf, but I'm sure that if I had I would think that this was dead realistic



birdie

Actua Golf will hopefully be arriving sometime in October, just a few short weeks after the PlayStation's official launch, and Gremlin is hoping this will put its name firmly at the top of the list of independent developers for Sony's wonder machine.

Part of an extremely strong line-up from the Sheffield based developers, this first sports game (with Actua Soccer following closely behind), utilises the latest exceptionally expensive Motion Capture technology, to accurately recreate the action of a realistic golf swing.

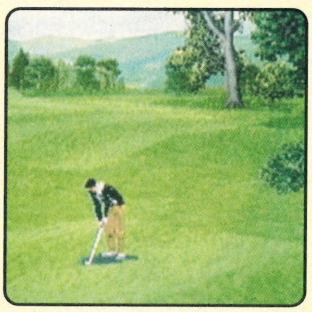
Real golfers were brought in to be taped doing their thing. Their motions were captured and perfectly re-animated to produce an effect that is very impressive indeed, and adds more realism to the game than you would have thought possible. Every type of golf swing has been recorded, along with, according to the programmers, some moves that have never before been seen in a golfing sim. Gremlin is tight-lipped about what this actually means, so we'll just have to guess. I don't know, maybe you land in the rough and a sub-game is opened up where you get the chance to take a swipe at a certain large-eared future king and hopefully fracture his skull in the process. Extra points are awarded if you can successfully convince the authorities it was a complete accident. Who knows?

Motion Capture isn't all that Actua Golf has got going for it though, not by a long stretch. It's claimed that this is the most accurate golf game ever, and going purely off first impressions, it's difficult to argue.

Borrowing all the best features from previous golf simulations and blending in a unique 3D environment, allowing total freedom of movement anywhere on the hole, Gremlin's boast has more than a little substance.

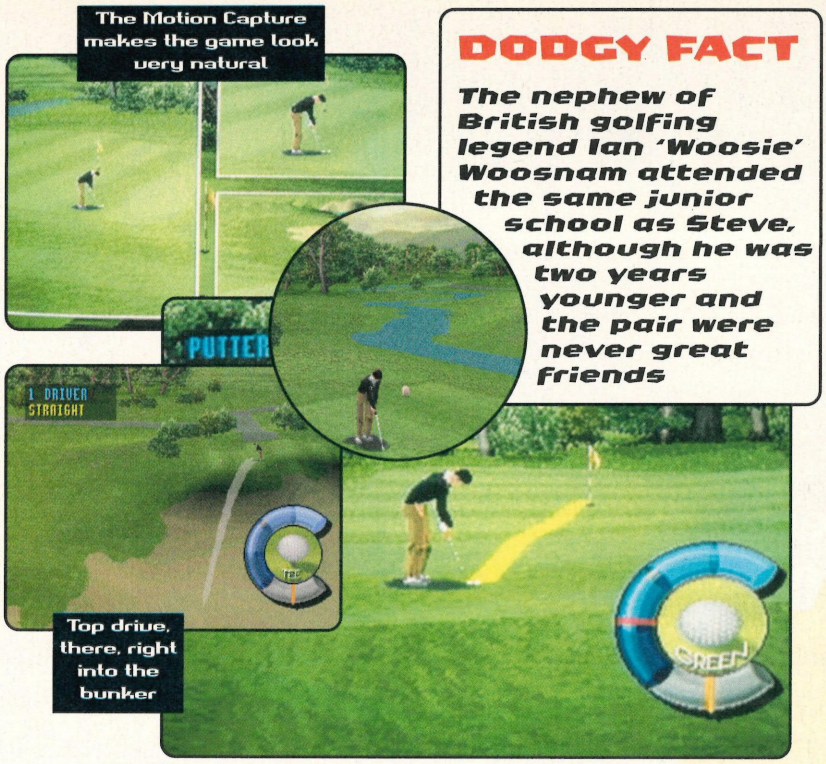
With golf games in the past you have had to line up your shot, choose your club and crack it one, but with Actua Golf's wide variety of camera angles, you can track your shot from absolutely any position, with up to three different windows open at any one time. And once you've seen it, you can replay it as many times as you want, from as many angles as you like. You also have total freedom to walk to any part of the hole. This will allow the blandsters amongst you to study a difficult bunker, or walk around the green checking for the subtlest variations in the lie of the land.

Actua Golf will allow you to play amateur and professional tours, meaning that you can iron out the flaws in your game with the benefit of a handicap, gradually cutting it back until you're ready to take on the pros at the top level. Just about every variation of golf conceived is included. Whether you prefer Skins to Matchplay, or Strokeplay to Foursomes, there is an option that will allow you to play the game of your choice. There is even an option to follow your golfer through an entire career, so there is a real incentive to carry on playing.



Once you've established yourself on the professional tour you can start to worry about building up your earnings and climbing up the world rankings.

The game has an impressive line-up of other features, and the likes of real commentary, a course planner, changeable conditions, and a multi-player option look certain to ensure that Gremlin is on to a winner with the first instalment in the Actua series.



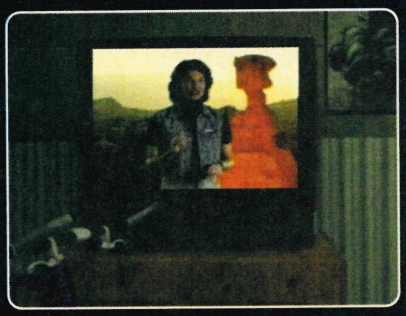
DODGY FACT

The nephew of British golfing legend Ian 'Woosie' Woosnam attended the same junior school as Steve, although he was two years younger and the pair were never great friends

Steve McNally would like to assure the readers that he is not the type of person who tucks his trouser legs into knee-length plain white or 'snazzy' diamond patterned socks, although he can't vouch for the rest of the team

Also released on: PC CD-Rom





Getcha skateboard runnin'/Skate out on the highway/Lookin' for adventure/And whatever comes my way/On the luge I'm gonna make it happen/Gotta fast mountain bike/Born to be extree-eeee-eeeme!

Power extr

Road Rash, particularly on the generally rather sad and Dupro brick-like 3DO console, added a touch of much needed violence to the (bad pun alert!) tyred racing genre. Equipped with big biker's boots and heavy chains, your rider could now rely on brute force as well as skill to progress through a race. ESPN Extreme Sports is the latest game to latch on to this.

If you do well, video clips of the 'lovely' Suzy Kolber appear, and she gives you some ego-boosting praise. Do badly though, and she'll make you feel as small and shrivelled as Tom Thumb after he's bathed in freezing cold pickling vinegar for a couple of decades.

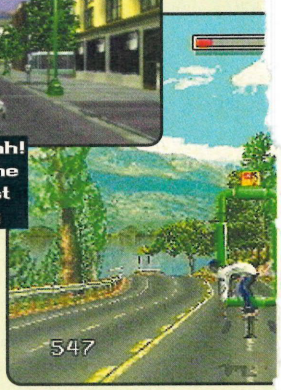
Fancy extras apart, ESPN Extreme Games promises to take the race genre a step further into the realms of rad by giving the player the choice of four vehicles and the chance to win bonuses by performing daring leaps at scary speeds.

Jumping through every gate on any given course will give you the chance to hammer along a special bonus stage with cash rewards for every gate safely negotiated.

Faced with the choice of a mountain bike, a skateboard, a pair of skates or a luge, the idea is to win by being as rad and mad as you dare. At the time of writing, the only vehicle that's been perfected is the skateboard. Steaming along through a choice of locations from street circuits to expanses of desert, you can kick, punch and jump your way to victory.







Above: Wooooaaah! Watch out for the tram. This must be 'Frisco Bay

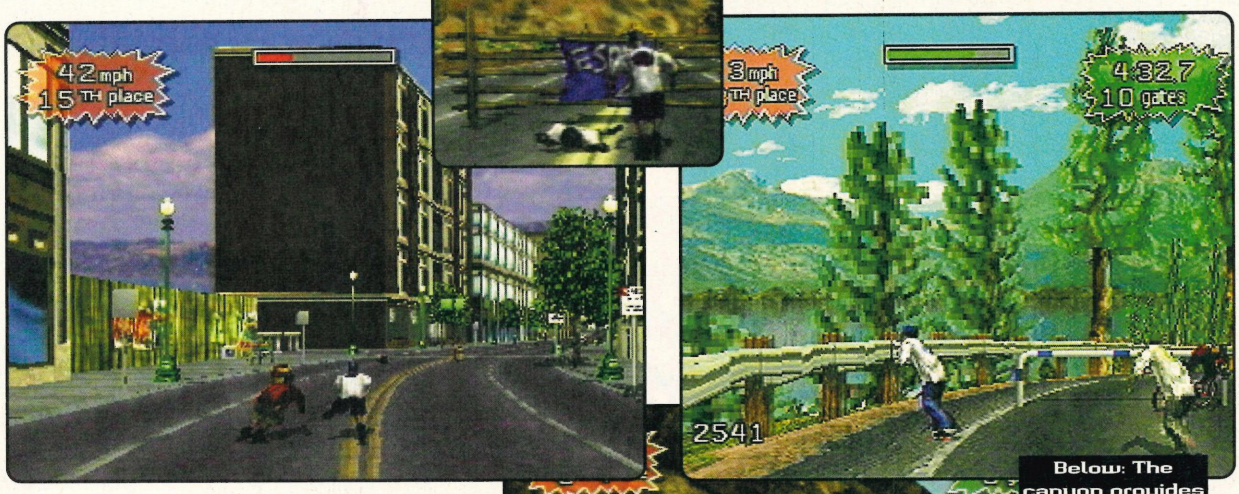
The first rule of pub fighting applies equally well to ESPN: Get into them before they get into you. If an opposing rider comes near you, kick him or punch him off his mount before he has time to do the same to you.

ESPN STANDS FOR...

- ★Extra Sensory Perception Nonsense
- ★Extremely Scary Paranormal Nightmare
- ★Easy Seasy Pemon Neezy
- ★Europe's Sony PlayStation Narcotic
- ★Erratic Step Pill Naafi



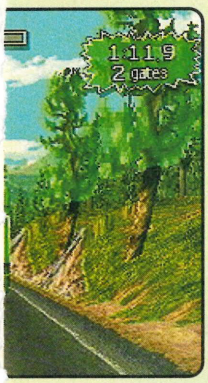
Jump through all the gates and it's bonus time



Below: The canyon provides a breathtaking skating arena

eme

Harsh economics comes into it as well as hard driving and hard fighting. If you don't gain a respectable finishing position you won't be able to afford any upgrades to your vehicles, and you'll be left in the losers' pit lane, whimpering like sourpusses Damon Hill and Nigel Mansell do every time they get their asses whupped.



As mentioned before, there is so far only one vehicle that has been completely finished, but Sony promises that the other three will all have unique handling and speed qualities. A modicum of tactical thought will therefore be required when playing, as certain modes of transport will be more suited to some scenarios than others.

While careering along on the mountain bike for example, you can't punch, and on the luge you can't kick. These two vehicles make up for that deficiency, however, by having better speed and handling than the skates and the 'board.

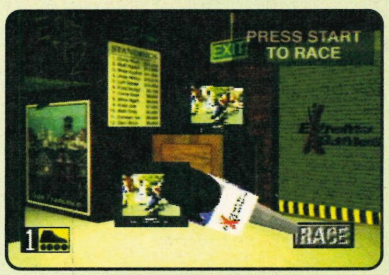
There's a full season of high-speed mayhem to look forward to in single-player mode, but the main attraction for me has to be the split-screen simultaneous two-player option.

Sony promises there'll be no cheating graphically, and no slowdown in one-on-one mode – the PlayStation's capable of it, that's for sure.

So, tune in to next month's thrilling issue of Sony Pro to find out whether ESPN Extreme Games will do for the PlayStation what Super Mario Kart did for the SNES and what Road Rage almost did for the 3DO.

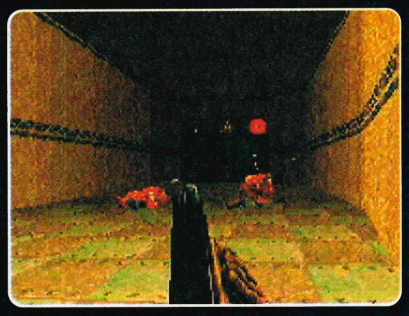
DOB FACT

The first wave of skateboarding being trendy in Britain was 1976 - it didn't last long because people's flares kept getting caught in the wheels



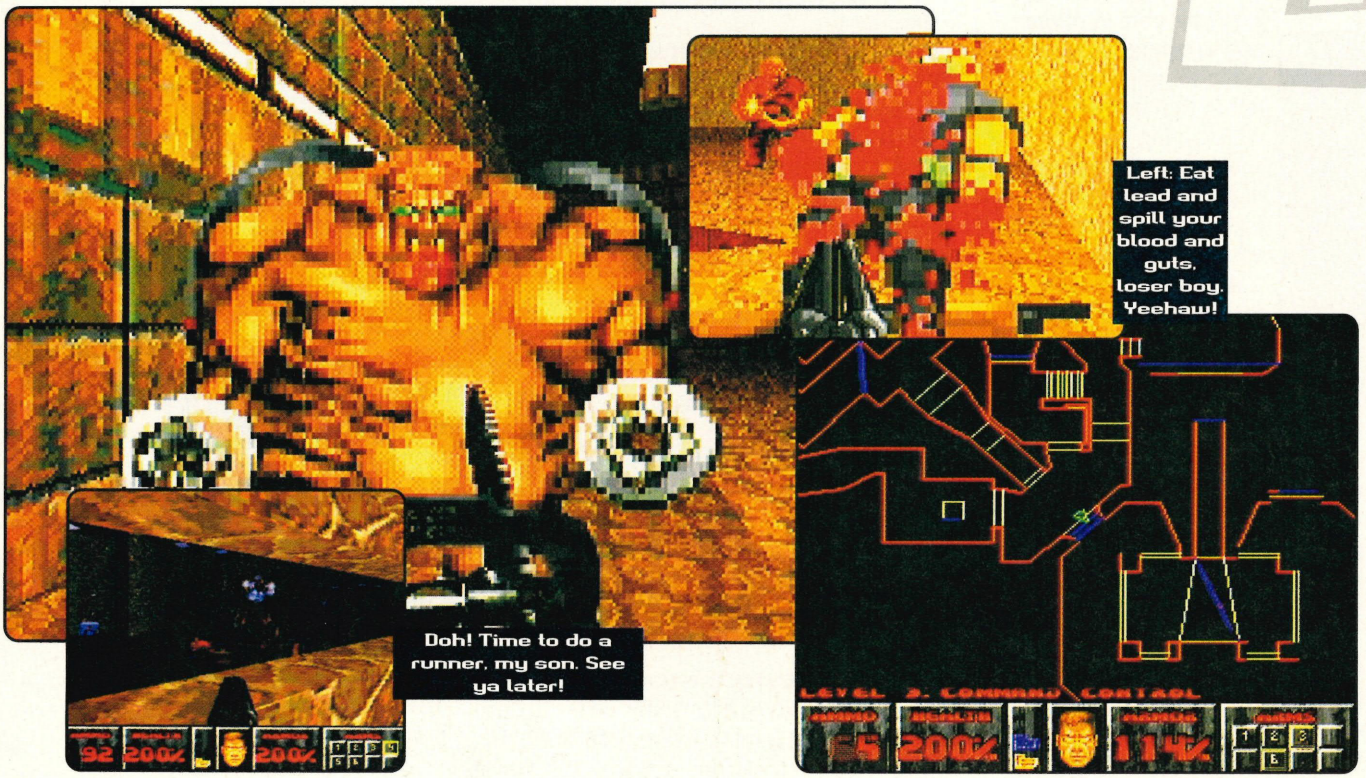
Alex Lee can't skateboard, can't rollerskate, can't ride a bike and has an anxiety attack at the mere thought of breezing along in a luge





The biggest ground-breaking phenomenon in the history of video games is hitting the PlayStation. Prepare for a frag fest in hell - Doom is getting ready to spill guts

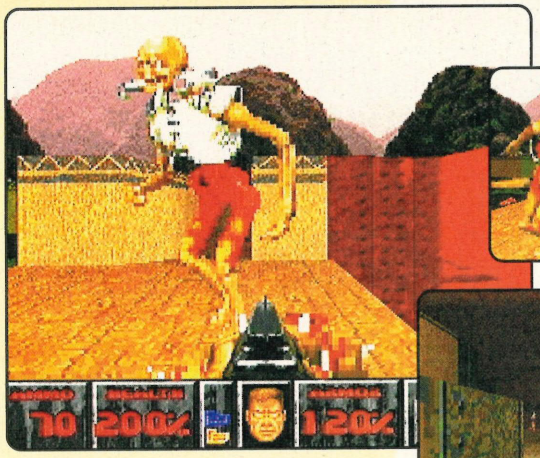
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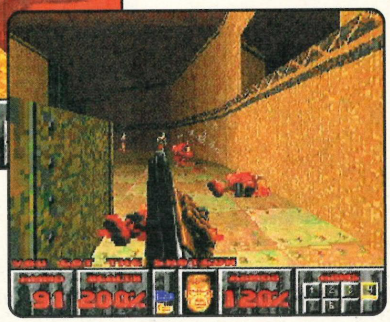


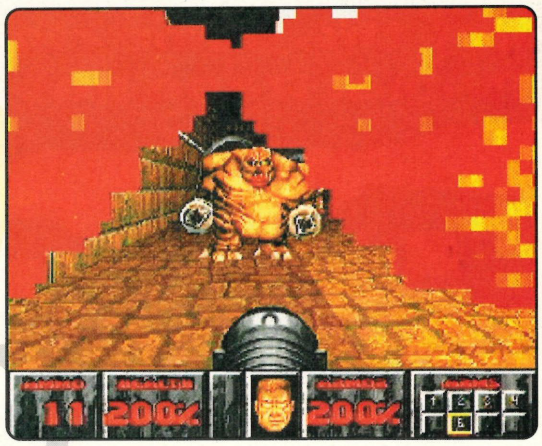
Rarely in the history of video games has a new release had an impact similar to the one made by Doom. Launched to an unsuspecting audience as shareware for the PC - the first nine levels were, in effect, free - id Software created a first-person perspective game which has become so popular that no self-respecting PC owner is without it permanently installed.

The developer, Williams Entertainment, is planning to bring the same kick-ass action, blood-spattering gore and sheer adrenaline rush to the PlayStation this winter - and then some.

Conversions to various console formats have ranged in success, from the straight copy with scaled down graphic effects, through efforts to make small enhancements, to poor replicas of the original. The PlayStation version is set to eclipse all these conversions in stunning style.







ell

The concept is simple: you are one lean, mean marine with attitude. And the rules are simple: blow away anything that moves. Absolutely anything. To coin a phrase - if it doesn't move, shoot it 'til it does. And get all the guns. Big guns. Blow yer face off guns. Then run around blowing faces off.

Doom is going to feature about 40 levels - more than the original version - each of which will be bigger than before, with extra secret rooms being added. Even Doom experts will be able to gain from taking the plunge back through the gates of hell.

All the weapons from Doom 1 are included, plus the added bonus of the double-barrelled shotgun from Doom 2. Likewise on the monster front, many of the hell spawn which emerged in Doom 2 have turned up for the fun - just to add a little more spice to the gameplay. And how does it all look? In a word, spectacular. Graphically, the scaling is excellent - the shapes of the rooms pan out as your marine stomps through. It's also incredibly smooth and very quick.

And then there's the gore. The blood that spatters as imps have their heads blown to smithereens really grabs the attention. Carving up demons with the chainsaw is really good fun too - which might worry the child psychologists, but who gives?! And the rocket launcher makes that great sickening sound as intestine decorates the walls, floors and ceiling. Of course the BFG9000 is the ultimate death-dealer. This Big, er, Gun - and the F doesn't stand for Friendly - decimates entire areas of monsters. Which is, as you can imagine, quite handy.

The tunes and sound effects in Doom compliment the heart-exploding action and adrenaline-pumping excitement of stalking Hell's brethren.

Using the PlayStation's abilities to the full, there's a pretty good chance that Doom is going to blow your head off, and then yank yer guts out just for fun.

It's out in the winter in the US, so it should be making its way over here some time early next year. I can't wait to get back to the action.



Johnny, don't point that gun at me. Okay then



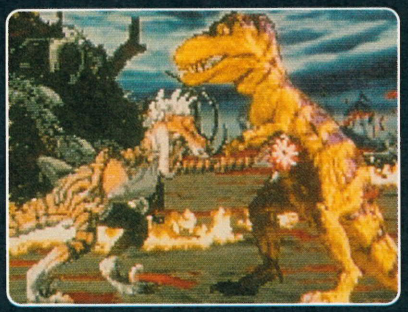
Rob Smith used to play cricket and eat cucumber sandwiches, now he prefers to play baseball and scoff hot dogs

BOB FACT

Doom is the only game that, deep down, every computer journo likes

Also released on: SNES, 32X and PC CD-Rom





The last time we saw hype like this was for Rise of the Robots. That was a massive let-down, so let's hope that Time Warner get the game right this time, because Primal Rage has bags of potential

Roar of a



Pleasant thoughts indeed on the left there

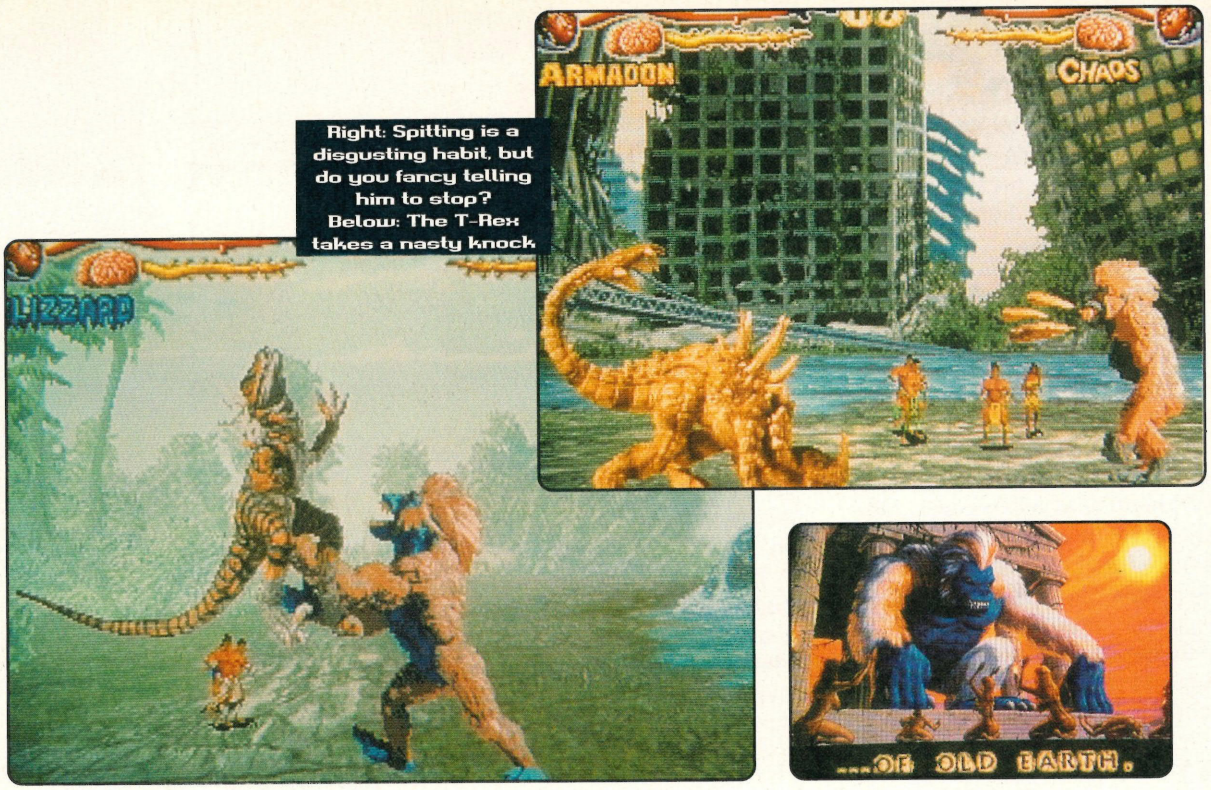




VERTIGO A giant blue, stripey 'Cobrasaur' with fangs and a sting in the tail. This deadly female can perform a Venom Spit, Scorpion Sting, Voodoo Spell, or summon you to Come Slither!



I don't know, you crazy kids. These days it seems you just can't seem to get enough of these violent games. I fear for tomorrow's society, I really do. It's not like in my day. When I was a nipper we had to make do with Frogger! But we were happy, and the screen wasn't awash with blood all the time. Anyway, at least with Primal Rage the characters beating each other to a pulp aren't even close to being human, giving the game more of a fantasy element. Come on kids! Let's see you mimic the vicious tail swipes that some of these dinos are



Right: Spitting is a disgusting habit, but do you fancy telling him to stop? Below: The T-Rex takes a nasty knock

pproval

capable of without the aid of some kind of elaborate strap-on set-up!

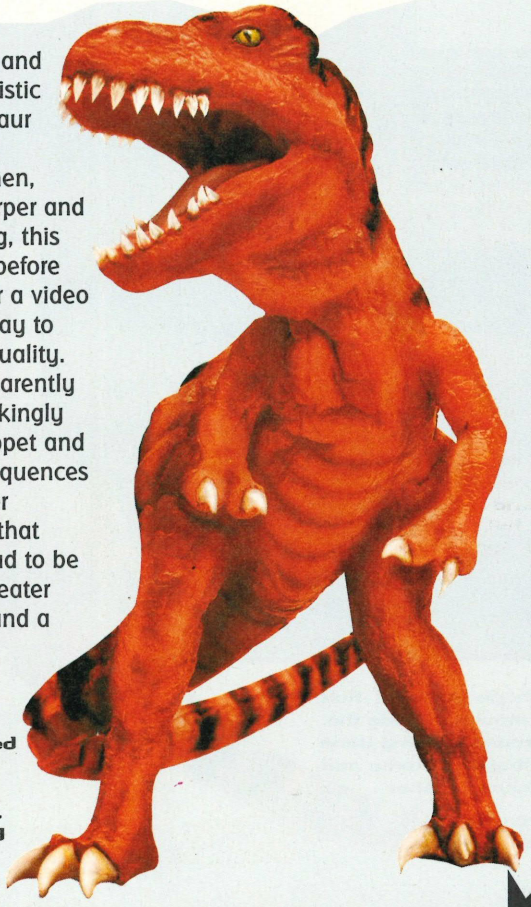
Set in the not-too-distant future, a huge great big meteor crashes into the Earth wiping out virtually all life as we know it. The massive aftershock somewhat unrealistically unleashes seven mighty dinosaur-like gods who have been imprisoned for millions of years in a state of suspended animation (look, it's a beat'em-up okay, it doesn't need an impressive storyline!), and now that they're awake, boy are they raging! (Hence the title).

Each god is worshipped by the few surviving humans on the planet (who must have been inside when the meteor struck, or perhaps wearing some sort of hat), and they are all out to prove themselves supreme. A bitter and bloody battle now ensues for total domination of the new and ridiculously named 'Urth'!

The game will feature realistic Stop Motion animation, although what that actually means and how you can tell how realistic the movements of a dinosaur are, baffles me.

The brain child of two men, game designer Dennis Harper and lead animator Jason Leong, this animation process, never before attempted on this scale for a video game, is by far the best way to give the game a life-like quality.

Stop Motion filming apparently involves capturing painstakingly small movements of a puppet and allows for very detailed sequences of frame to frame character movements. The puppets that were built for the game had to be fully poseable to give a greater sense of character depth and a greater range of character movement than games



DIABLO A small and fast red 'Allosaur' famed for its pyrotechnical powers. Look out for the Hot Foot, Blow Torch, Fireballs and Inferno Flash

Also released on: Atari Jaguar, Sega Saturn, Mega Drive, Game Gear, Game Boy, SNES, Amiga, Mac, 3DO, 32X and PC CD-Rom

Roar of approval

which use digitised human characters (ie Mortal Kombat). All the individual parts – arms, necks, legs and tails are moved and filmed separately, frame by frame, giving the impression that the characters are alive. Allegedly.

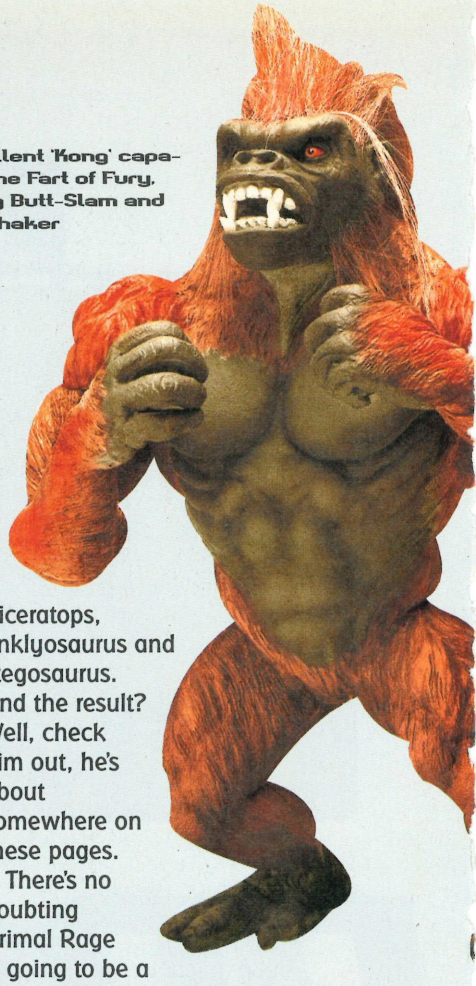
Most importantly, Time Warner wants the characters to be very different from those of human-centred fighting games, and it seems to have worked. For instance, while Vertigo is preparing for a fight, his (or should that be its?) head bobs and weaves, the tail moves in a snake like fashion, arms move, fists clench and the neck flexes. And all that before the fight even commences!

Before any of the characters reached the stage when they were ready to be animated, they were rigorously designed and re-designed by Leong to ensure that the look was exactly right. Since most traditional dinosaurs walked on four legs, he felt they would be perceived as too slow and not very interesting to fight with. So, rather than limit the game to real characters, they developed an array of fantasy beasts – the ones that you'll find in the finished game.

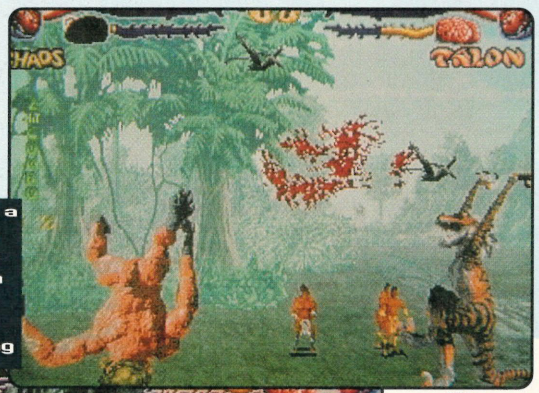
The invention process involved combining separate elements of real dinosaurs to create one whole creature capable of holding its own in a fight. As an example, Armadon combines elements of triceratops, anklyosaurus and stegosaurus. And the result? Well, check him out, he's about somewhere on these pages.

There's no doubting Primal Rage is going to be a whole lot different to your everyday beat'em-up, the dinosaurs will see to that. And there's also no doubt that it will be a huge financial success. Anything with a

Steve McNally freely admits that he's struggling to come to terms with how these new animation processes work. Indeed, he's only just learned that Morph from Take Hart isn't actually real



CHAOS A small, repellent 'Kong' capable of the awesome Fart of Fury, Power Puke, Flying Butt-Slam and Ground Shaker

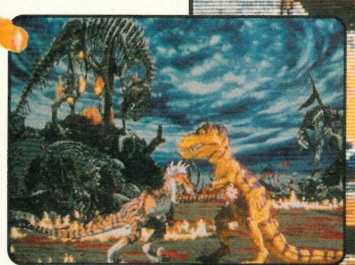


Chaos takes a break from the fight to indulge in a spot of freestyle breakdancing











SAURON A huge yellow 'T-Rex', Sauron's moves include the Primal Scream, Leaping Bone Bash, Earthquake Stomp and Cranium Crusher



Armadon makes good use of the attributes given to him by cracking Blizzard in the mouth with his tail



hype machine this rampant cannot fail on that score. I'm just not sure that I'm going to like it that much, that's all. Mortal Kombat 3 would have been the best game ever three months ago, but the likes of Toh Shin Den, Tekken and Virtua Fighter have shown the way forward for 32-bit beat'em-ups. I'm not so sure we're quite ready to go back to the 2D variety just yet, although I could be wrong.

The game's PlayStation release date is firmly pencilled in for November 14, and by all accounts that's unlikely to change.

So, we've only just over a month to wait to find out what the finished version will be like. In four months time we could be roaring and killing with the best of them. We'd better get ready to rage!

BLAND FACT

The production team for the arcade version of Primal Rage comprised some 30 individuals, and was organised more like a film crew than a typical game design team





If you've been along to the cinema recently, or indeed watched any popular 'youth culture' telly programme, such as The Big Breakfast or Drop the Dead Donkey, you'll be familiar with Time Warner's fine Primal Rage advert. You know it, it's the one with Simon Bates telling you that the following commercial has been changed to avoid causing offence.

The ad cuts to two characters from the game squaring up for a bit of a rumble, and just as the gruesome action begins and the blood starts to fly, the visuals are replaced with vomit-inducing scenes of cute little children playing with kittens and grannies at birthday parties.

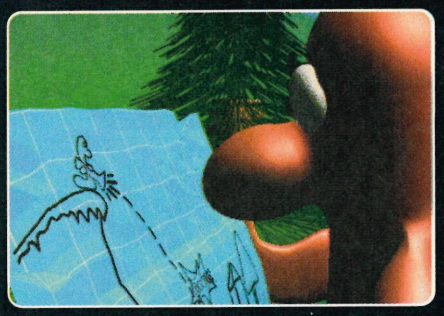
However, while the images are censored, the thumping soundtrack continues in the background, complete with sounds of spurting blood, ripping flesh and the blood curdling screams of the competitors.

Top stuff, and the fact is, when a video game is pushed this strongly and gets itself an advert on the TV, you know it's going to be big!



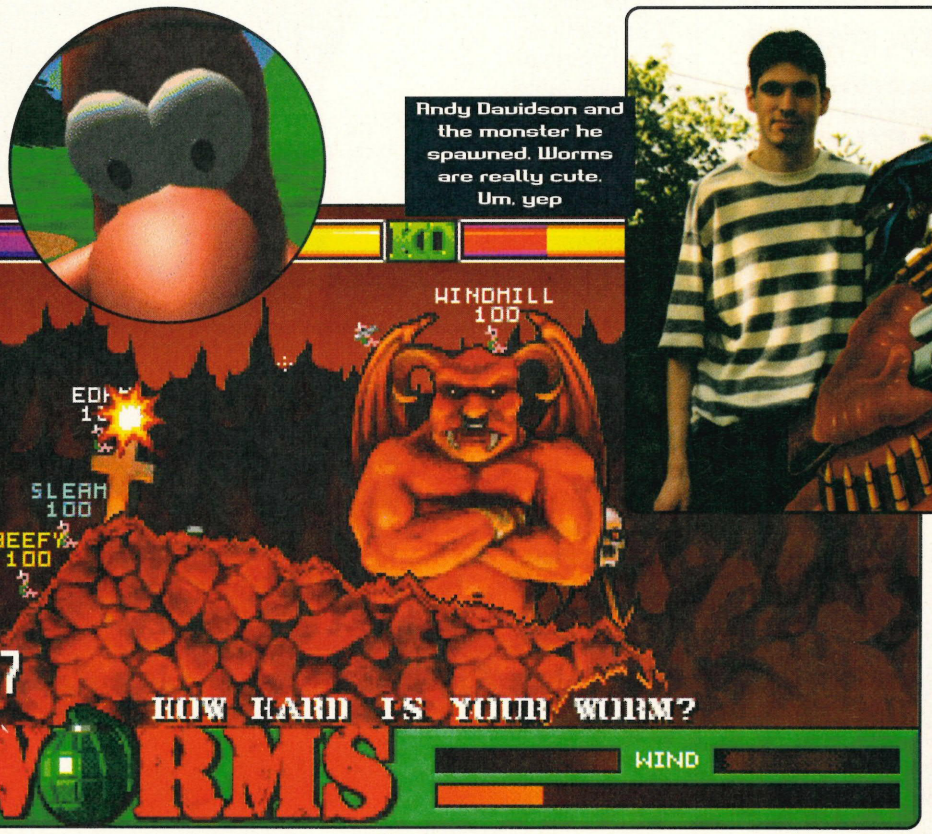
BLIZZARD A large hairy 'Kong' ape with a blue face, chest and arms. Special moves include the Ice Geyser, Cold Breath, Mega Punch and Punching Bag

WORMS

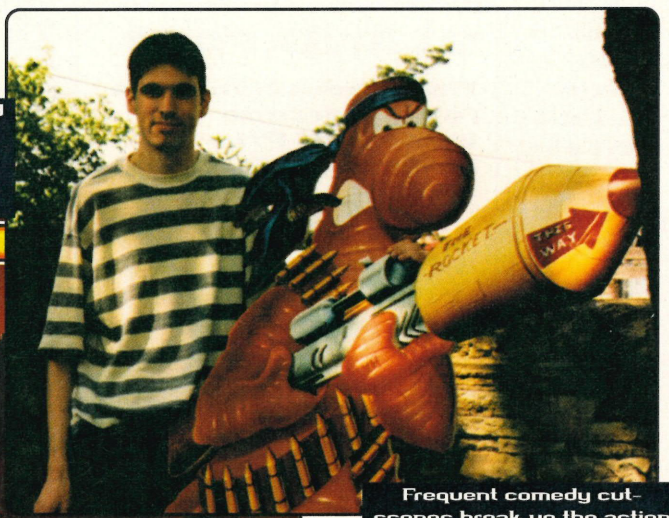


So Toh Shin Den and Ridge Racer are the PlayStation big cheeses are they? Awesome graphics is the way forward is it? Nah, not if this is anything to go by. It's time to dig the dirt on Worms

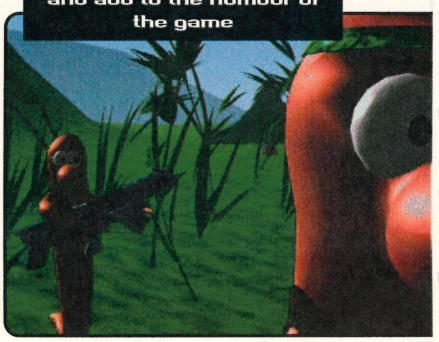
Low down



Andy Davidson and the monster he spawned. Worms are really cute. Um, yep



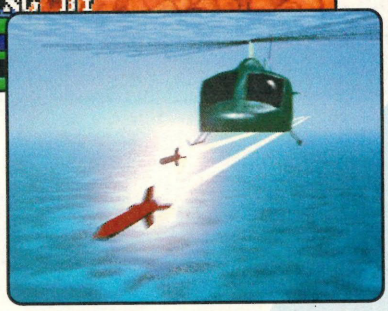
Frequent comedy cut-scenes break up the action and add to the humour of the game





The idea is simple: Kill everyone else in gruesome fashion and stay alive yourself. Nice message...



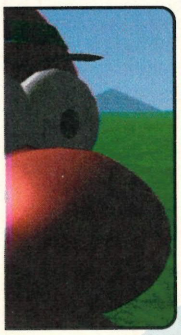


S.O.B.

Think PlayStation and you think cutting edge technology. You think brilliant sound and amazing graphics in the biggest and best video games around. Games which of course need to be produced in the first place. Dozens of programmers in plush office suites, sweating out deadlines in front of development machines the size of a wardrobe which could probably bring about a third World War. The machines that is, not the wardrobe. Or at least, that's usually the case...

Every software company would have you believe that its games are different, but Team 17's PlayStation debut really is. Or at least it is in the way it came about. Worms is the upshot of just one man's efforts and was programmed on an Amiga, the machine that time forgot. Its October release will mark the culmination of over two year's graft for Andy Davidson, and the watchword is very much 'playability'.

Worms is a difficult game to categorise, but it probably comes closest to being a shoot'em-up – albeit a strange one – and definitely appears to be best played by a few people. The idea is to blow your opponents' worms off a map using whatever means of force you have at your disposal – bazookas, Uzis and exploding sheep to name but three.



The action is set across numerous maps in various graphical landscapes. 'Numerous', should you be wondering, in this case means in excess of four BILLION. An obvious plus point, but with so many hyped-up graphical PlayStation treats about to hit the shops, what makes Andy think Worms can compete?

Take, say, Daytona or Toh Shin Den, he generously invited. *Once the initial amazement at the graphics has worn off, people start to look at the game. I mean, they've paid a lot of money for it after all. If the gameplay matches up then fine, but on too many occasions it doesn't, and what you see is what you get.*

A lot of games are made to be finished so that the gamesplayers will go out and buy another one. Worms is different. Obviously we've made it look as good as possible, but next to a Ridge Racer video wall it can't compete. It's only when you begin to scratch the surface that you see what Worms is all about.

POO Fact

Worms are hermaphrodites, and reproduce by "doing it" with themselves

Up until quite recently much of Andy's time was spent working in a computer shop in Bournemouth, which is where the idea for Worms was born.

Not only that, but the game has been running in this south coast emporium in a state of semi-completion for 18 months.

Andy Davidson: *It's already had a year and a half of playtesting, but I'll act on any suggestions to make it better.*

Paul Roundell reckons that Worms could be big, but generally doesn't like to speculate on the size of limp, wriggly things

Also released on: PC, PC CD-Rom, Amiga, CD32, Saturn, Mega Drive, SNES, Macintosh, Jaguar, Game Boy and possibly Virtual Boy





Take a make-believe plane, some make-believe wars, a proven American development team, and what do you get? A fluid arcade-strategy shoot'em-up for the next generation

The agilit



Left: A power-up looms right in front of you

First things first. You're not the Agile Warrior, you're the pilot. The Agile Warrior is the plane – a fictitious plane of Virgin's invention. So when Agile Warrior hits British shores at the end of this year, don't go on about how agile and warrior-like you are.

Taking inspiration from arcade classics such as Afterburner and console corkers Desert Strike and Jungle Strike, Agile Warrior combines strategy with good old arcade shoot'em-up fun. Mission based, nine treacherous assignments are there for you to fly through, taking out enemy encampments and strategic positions as you go. Don't just fly around admiring the clouds.

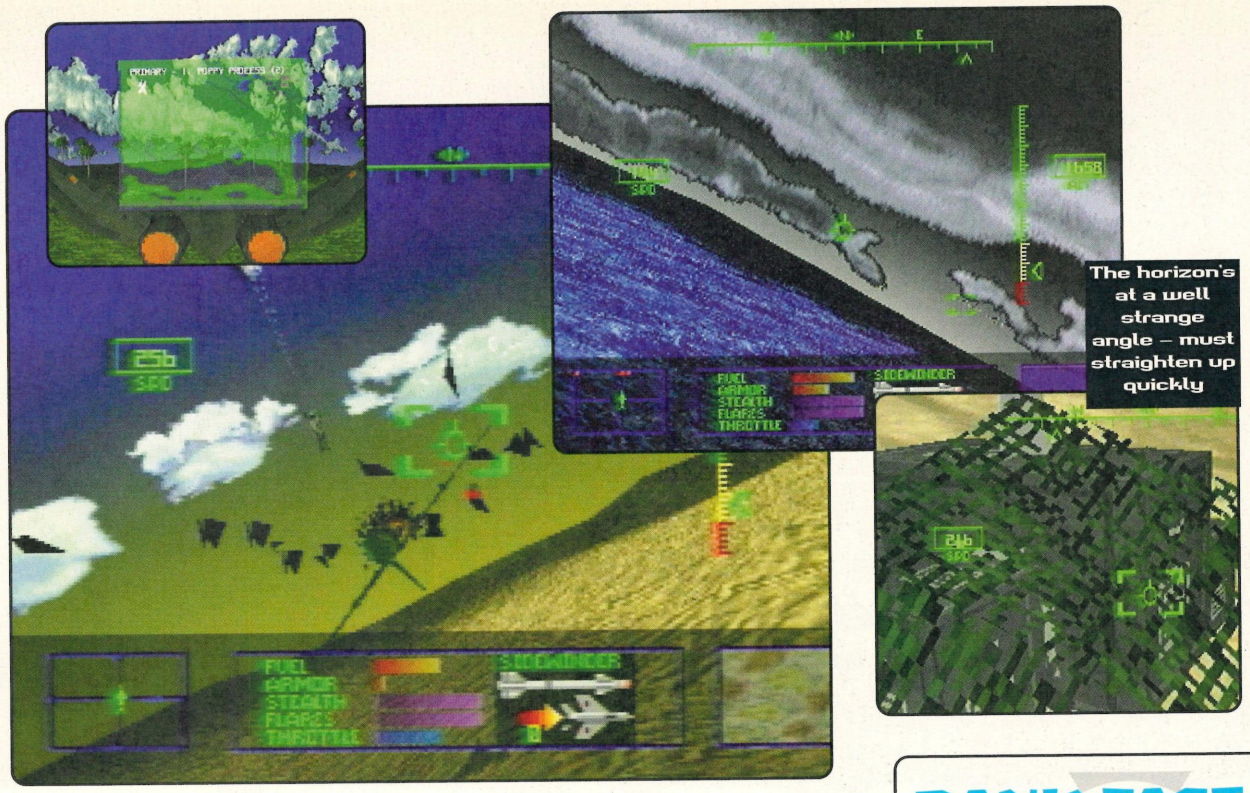
Viewed from the pilot's seat in the cockpit in true PlayStation 3D style, you're constantly told by your friendly and helpful co-pilot when there are any bandits (enemy planes) in the area. He also yells *Tally Ho* whenever you do something right.

You don't hear him scream when you're shot down though – he probably used his ejector seat and parachuted to safety...

Of the nine strategic missions, only seven can be accessed straight away. Each of these is made up of three stages, and only after completing all 21 will you be able to attempt the final tough two. At the time of writing, playtesting hasn't yet begun, so Virgin can't say how many hours of gameplay there's likely to be.

Set in the present day, you're fighting for the good Nato-type guys against the bad terrorist/commie gadgies. A full motion video sequence precedes every scenario, and, unlike many PlayStation games currently in development, you need to pay attention to the battle briefing, as you'll have no chance of success if you just go out and try to shoot everything in sight.

The handling of the Agile Warrior is at present a bit too easy. America's Virgin Inc of Irvine, California is working on making the turning and the speed control of the plane more realistic. Virgin



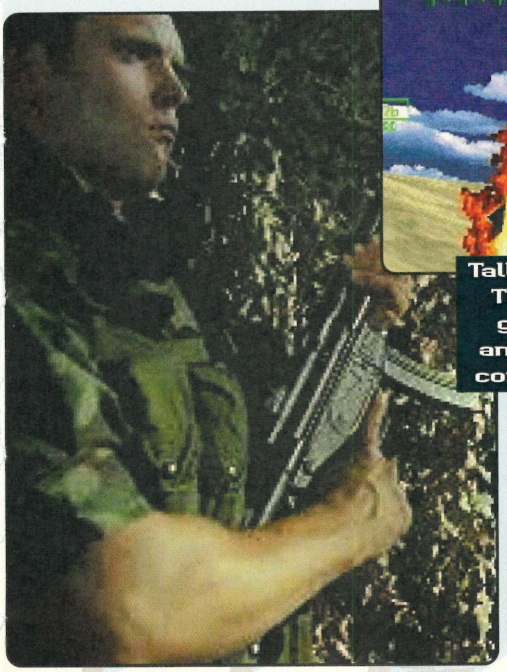
The horizon's at a well strange angle – must straighten up quickly

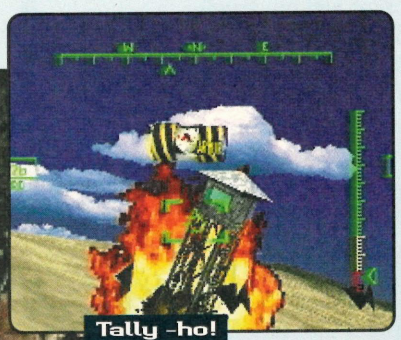
y test

RANK FACT

Agile Warrior should really be the title for a beat'em-up or an RPG. However, generally speaking, Americans aren't very clever

wants to emphasise the game's arcadey nature, but also include elements of realism without veering into the cluttered airspace of the flight simulation. An example of Agile Warrior's arcadiness is the power-up system. Rather than having to touch down to refuel or anything resembling simulation, the sky is often littered with bonuses of all kinds. Again, the number and nature of them hasn't quite been perfected. A word of advice if you get to play the final version – don't shoot at the power-ups, as you'll just blow 'em up!

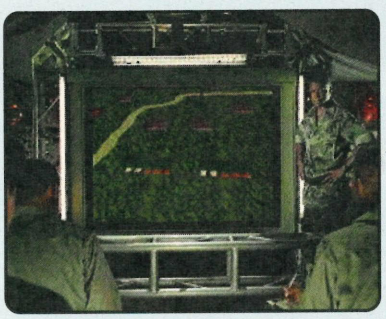




Tally -ho! There goes another commie!

A suicide option is also to be added, whereby you can deliberately wipe out your plane by ploughing it nose first into the ground. This option should come in useful when you find yourself in the embarrassing position of being able to take only one more hit.

To be released simultaneously in Britain and America, Agile Warrior should prove a good foil to Tilt, Virgin's pinball game currently in development. Both titles should be great on the PlayStation and will prove to be impressive additions to Virgin's multi-format portfolio.



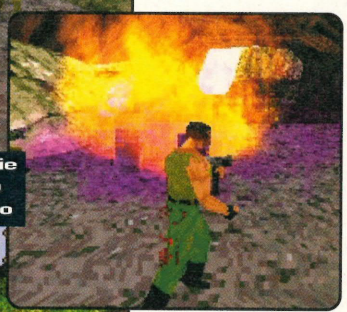
Alex Lee is the most agile warrior in the whole of his street... but he lives in a squat and his neighbours are all old vagrants



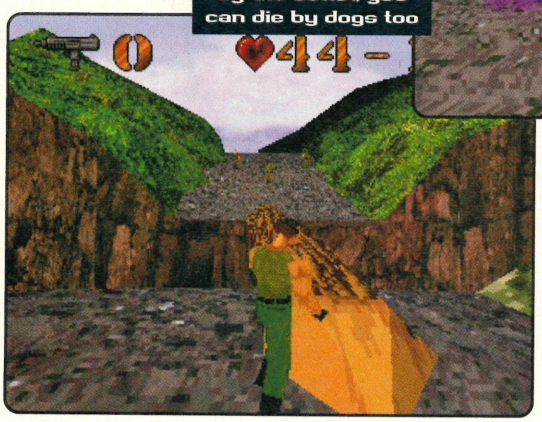
Introducing Lone Soldier - a fellah who you won't catch singing Unchained Melody for the nation's middle-aged ladies when his all-action 3D shoot'em-up blasts onto the PlayStation this Christmas

Scrapping



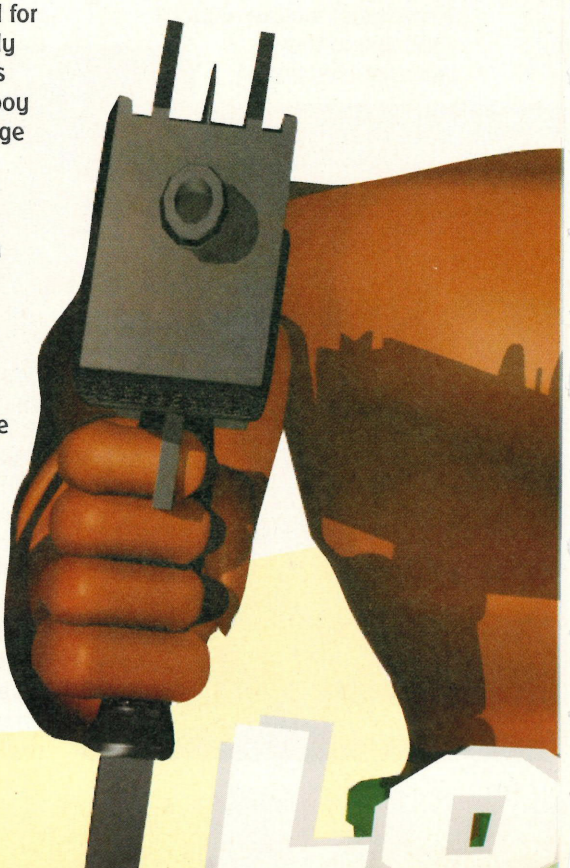


Not only can you die by the bullet, you can die by dogs too



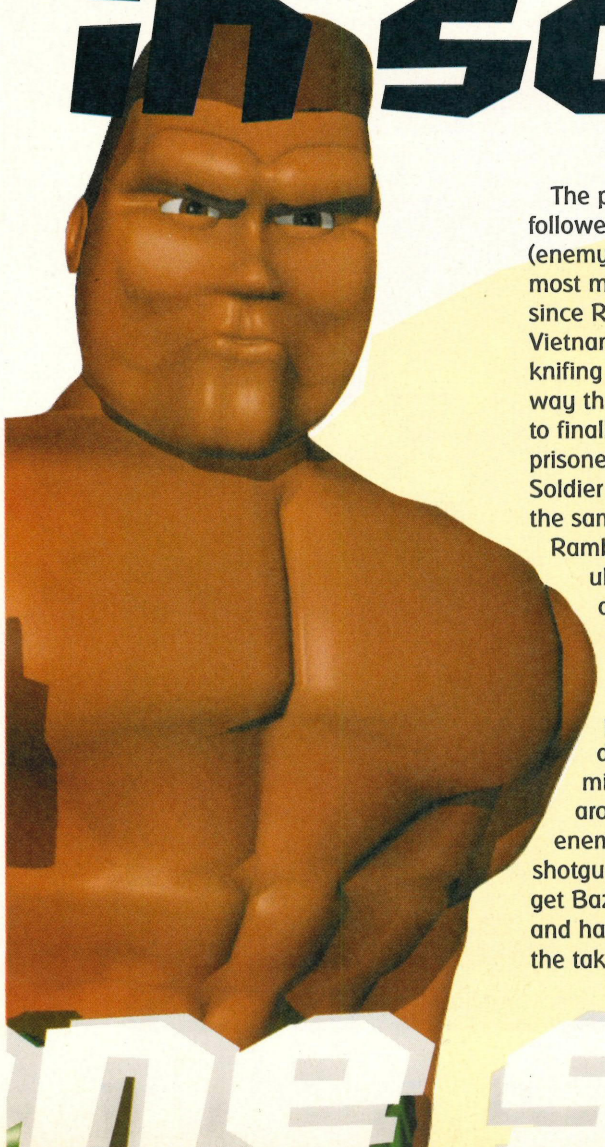
Arcade games often inspire third party developers to bring out conversions in the knowledge that what was good for the arcade punter will be equally suited to the home video games player. The likes of arcade old boy Raiden Project (reviewed on page 40) and the more recent Primal Rage (previewed on page 118) are scheduled to grace the PlayStation soon.

Tempest, the development team behind Lone Soldier, however, hasn't gone down the conversion road. Instead, the programmers have used Commando as their inspiration and updated it accordingly. Commando, incidentally, was a vertically scrolling shoot'em-up using a soldier instead of a plane or a spaceship.



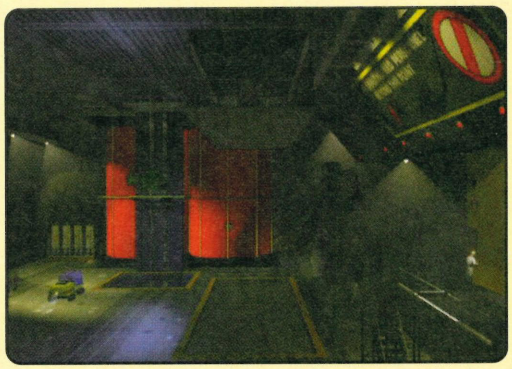


insolitude



The plot for Rambo followed the same (enemy) lines. Stallone's most memorable movie since Rocky had a single Vietnam vet shooting, knifing and bombing his way through the jungle to finally free American prisoners of war. Lone Soldier works in much the same manner as Rambo, except the ultimate goal is to seek out and destroy a heavily guarded military dictator.

Along your war-torn route, you'll have several powerful weapons at your disposal. The usual modern military hardware is strewn around to help you blow the enemy away. Machine guns, shotguns, bazookas (can you still get Bazooka Joe chewing gum?) and hand grenades are all there for the taking.



Tempest joins a long list of PlayStation development teams to make use of the console's excellent 3D capabilities.

Although Lone Soldier is primarily a 3D shoot'em-up, it's different from the likes of Krazy Ivan and Kileak The Blood in that you take a view from behind the main character. As well as observing the results of your shooting, you also get to see a large, fully animated character - Hank - dish out the destruction.

Arcade-like in style, in that there's not really any time to start thinking about strategy, the action in Lone Soldier is spread over four different scenarios, each of which has several sub-levels.

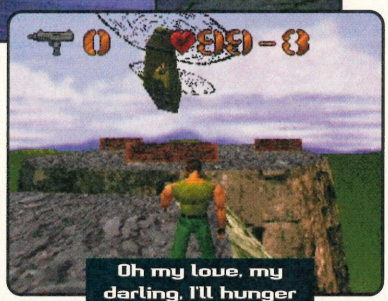
The jungle section is the typical Rambo-style environment featuring vines, quicksand and dangerous rope bridges. The canyon scenario follows the usual conventions of exploding rock faces and crumbling scree, while the Middle Eastern City bit sees you taking on vast armies of mad mullahs. And, just when you think you've saved the Earth from all possible baddies, there's an alien invasion to quell single-handed!

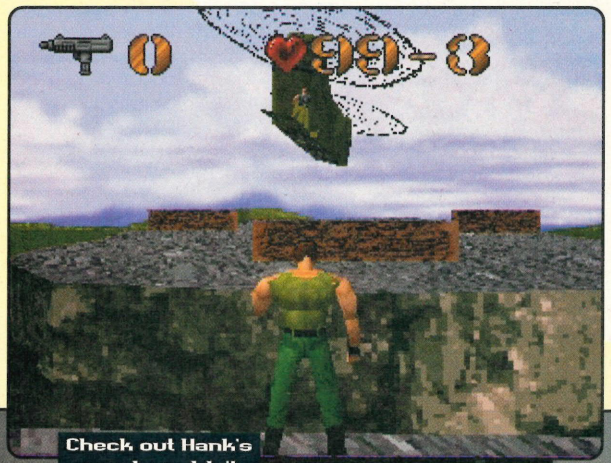
Each scenario culminates with the classic late eighties video game convention – a duel to the death with an end-of-level guardian.



Before the onset of a new level and after you've conquered a guardian, there are pre-rendered animation sequences – expected by next generation video gamers – which inform you of your progress.

Telstar, Lone Soldier's publisher, promises an amazing fully animated end sequence by the time the game is released. The screenshots accompanying this preview are in-development shots, but it still looks pretty impressive to me. If your appetite has been whetted by this preview, you'll be able to check how much Lone Soldier has come on in the special Christmas edition of SonyPro.


Oh my love, my darling, I'll hunger for your touch


Check out Hank's gun. I wouldn't mess anyway – gun or no gun


Alex Lee once sent a helicopter plummeting to its doom, Rambo-style, by throwing a stone at it. The 'copter, however, was out of a Kinder egg

Look, it's Terry Venables' Christmas tree formation

RILS FACT

Lone Soldier's plot is a bit like that of old Bally arcade game Total Carnage, in which you faced the despot Colonel Akhboob at the end


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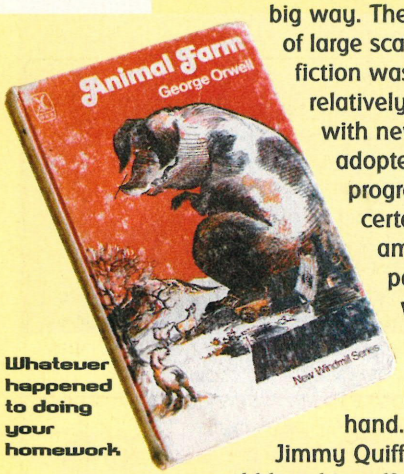
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These are the pages where you get to say your piece, but not before we've said ours. Spout off about anything you like - we do - and if you disagree with anything we say either here or elsewhere in the mag, then for pump's sake say so!

Cabbage Nat game

Thirty or forty years ago, kids were into space travel in a big way. The concept of large scale science fiction was still relatively new, and with newly adopted space programs in certain ambitious parts of the world, the two went virtually hand in hand. Young Jimmy Quiff from 1955 could lose himself in the stellar world of whatever comic he was reading and then learn of planned explorations for real on the TV. What lay beyond the stars was fascinating on a scale never previously known, and the kids' imaginations ran riot. School projects became an excuse to make model rockets, and essays invariably told of alien life on another planet. Space travel was hip. Kids all over the world wanted to be astronauts, and they learned while they dreamed.



Whatever happened to doing your homework

Some kids were more interested than others, and as is always the case, some kids were brighter than others. Astronaut positions were, um, limited to say the least, but those who didn't make it were able to put their imaginations to use in developing the technology of the era instead. In other words a determined few had turned their interest - their hobby - into a job, and on July 19 1969, some of these 50's sci-fi freaks, now married with families, sat back and enjoyed the fruits of their labour as a foil wrapped Neil Armstrong lurched on to a virgin lunar plane in an earth shattering first.

Fads come and go, and space travel is now the norm. Subsequently it is not so captivating to young and eager minds, but there's always something new and popular to get into. For the past decade it's been video games, and in the last four years or so especially they've been the number one pastime for the 90's version of young Jimmy Q.

But what purpose do they actually serve? A 50's teenager might have arrived home from school and spent the evening with his telescope, and okay, for



Crisps: Tastier now than ever before

Dear SonyPro,

It was good to see a magazine (I hope it becomes a magazine, I haven't seen it before), that for once tries to give the readers what they want. No waffle and loads of really good screenshots. It's just a pity that you talked a load of rubbish in the forum section about the price of computer games and how fair they are.

Forty of fifty quid for a CD is ridiculous. There have been investigations into the price of music CDs recently, and they're for sale at a maximum of around £15. Personally I pay the money for these games (when I can afford to) because I like computer games (I have a Mega Drive at the moment but intend to get a PlayStation soon).

The simple truth is that if I didn't pay the £40 I wouldn't have any games, but that doesn't make it fair. If, for example, games were on sale at around £20, then I would probably buy twice as many, have double value for money, and the computer companies would make the same amount.

Simon Fitzhugh, South Shields

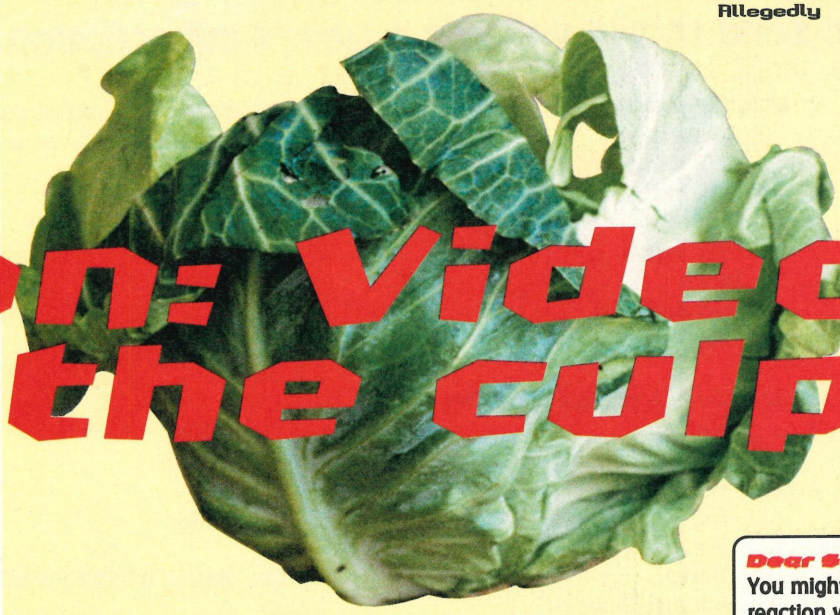
Paul says

They wouldn't make as much because the development of two games would cost more. But that's a different story.

Dear SonyPro

In response to your Forum pages in last month's GamePro supplement, I must say that as a parent I strongly disagree. You seem to think that the mere fact that companies keep in the black is testament to their fair pricing policy. As the father of two computer mad kids aged 10 and 13, I can assure you that the continued success of these companies is more directly related to their realisation that youngsters want and indeed demand the latest game, irrespective of cost, than to their generosity of spirit in the pricing department.

Walter Carradice, Clayton, Lancs



A teenager yesterday. Allegedly

ion: Video s the culprit

Paul Roundell wonders where it's all leading...

most of the evening his equipment would be fastidiously trained on a female neighbour's window in the hope of seeing something wobbly, but for some of the time in between he was learning, and the books he buried himself in, which were invariably tosh-filled sci-fi, at least raised a few questions.

Today the most likely reading fodder for someone of a similar age is How To Finish Earthworm Jim, or the Official Sonic Guide. Fifties' sci-fi is hardly the most strenuous brain-food, but compared to the present it comes pretty close. Finishing moves to Mortal Kombat may be difficult to perform, but once you're sorted then where do you go from there? Further interest in this particular pastime for the brighter or more adept amongst you means learning how to program games, and eventually sitting on the other side of the fence. But what good does that do? And how do we get back to learning something useful? Computer game whiz kids of today equals zombies of tomorrow.

Dear SonyPro,

I hope this gets printed in your first real magazine because I have one or two suggestions to make which I think would be good. Firstly I think it would be a good idea to ask for readers to send in their high scores and how far they got in games. You could include these in a hall of fame, and the top people would have their pictures in the magazine until they were knocked from the top. You also could include a poster section, showing pictures of the best games on the PlayStation. These would go down really well with a lot of people I know and I'm sure a lot of others, and would be a good way of getting the SonyPro name around. This would make yours the best magazine and one that I'd definitely buy every month.

Jamie Worral, Abersoch

Alex says

Good ideas Jamie – in theory. In practice, your high score table would be a bit of a 'mare, as traditionally readers will lie through their teeth about their feats, thus spoiling it for honest, idealistic fellows such as yourself. As for the posters, our mag is perfect bound (has a spine) rather than being saddle stitched (stapled). So, if you tried to pull out any pages, you'd just ruin the mag. Well thanks for your suggestions anyway, but no can do unfortunately.

Dear SonyPro,

You might have only been trying to stir up a reaction with your feature on the price of computer games, but the fact is I think you're right. I've had a computer of some sort since 1982, and in that time have spent sums of between £1.99 and £70 (for Virtua Racing) on new games. There are obvious exceptions – you'll always get a few bad games – but on the whole the time I have spent playing these games has meant that even the more highly priced ones have provided good value for money.

Computer games aren't something most people can afford to buy very often, but most of the time you don't need to because one game is enough to keep you interested for weeks.

Jon DeFreitas, Shanklin, Isle of Wight

Paul says

Nice one mate. It's always good to know that I'm not talking exclusively out of my posterior.

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SonyPro unveils the full list of PlayStation games that will grace Sony's fantastic next generation console over the next six months



Destruction Derby
Psygnosis
Game of the month! The ultimate driving smash'em-up. Choose between harsh racing and 'in the bowl' action

Actua Soccer - footy game using digitised Chris Woods and Andy Sinton - Gremlin
Adrenaline Factor - cyberpunk strategy/shoot'em-up
Aeon Flux - action game set in pressurised environment - Viacom
Aftershock - Strategic helicopter shoot'em-up - Elite
Agile Warrior - modern military combat simulation - Virgin
Air Combat 22 - good-looking shoot'em-up - Namco
Alien Alliance - a load of extra-terrestrials get together - Virgin
Alien Virus - adventure set in a spacestation
Alone in the Dark 3 - sharp shooting and sharp sleuthing - Infogrames
Alpine Racer - skiing simulation - Namco
Assault Rigs - tron with posh graphics - Psygnosis
Ballblazer - sports game on an artificial asteroid - Acclaim
Batman Forever - movie tie-in platformer - Acclaim
Bio Hazard - futuristic germ warfare - Capcom
Blades Of Rage - flight sim/shoot'em-up - Ocean
Blazing Dragons - fiery mythological creatures, but no knights - Crystal Dynamics
Casper - film licence of ghost comedy- Interplay
Castlevania - The Bloodletting - all-new dracula epic - Konami
Championship Pool II - updated Pool game - Mindscape
Cool Spot 3 (Spot Goes To Hollywood) - Red pill grows arms and legs - Virgin
Cosmic Race - fast but too hard to control - Neorex
Creature Shock - scary monsters and super creeps - (developed by) Interactive Studios
Cyberia - enhanced version search & destroy set in Russia - Interplay
Cybersled - battlezone for the nineties - Namco
D - successful Jap horror RPG - Acclaim
D&D Tower Of Doom - hot translation of fantasy role playing arcader - Capcom
DarkNet - students sucked into the Net are transformed into virtual cyber beings - ASC
Dark Seed II - grim graphic rpg/adventure - Cyberdreams
Darkstalkers - tolkien style versus beat'em-up - Capcom
Defcon 5 - staving off a massive attack on a spaceship - Millennium
Destruction Derby - driving smash'em-up that plays better than Daytona - Psygnosis
Descent - enhanced version of Doom-style game - Interplay
Dimm & Witt - butt-kicking action in a 3D cartoon world - PF Magic
Discworld - tolkien mickey-taker pratchett gets a PSX game - Psygnosis
Dragon's Lair II - linear tap-tap-press knightly adventure - Readysoft
Ectosphere - spooky goings-on based on Clive Barker novel - Virgin
ESPN Extreme Games - 'modern' sports racing with roller blades, skate-boards etc - Sony
Extreme Power - assault suits and transformer-style planes - Profile
FIFA Soccer 96 - updated popular footy game - EA
Firo & Klawd - hilarious rpg with a cat in it - (developed by) Interactive Studios
4x4 Gear 'n' Guts - off-road racing - ASC
Fox Hunt - interactive movie game - Capcom
Frank Thomas Big Hurt Baseball - baseball sim using real human bone movements - Acclaim
Freelancer 2120 - strategic cyberpunk action in realistic power-packed adventure - ASC
G-Police - 3D futuristic rozzer sim - Psygnosis
Gex - gecko lizard swiping tail to music in platform scnario - Crystal Dynamics
The Great Game -





Jumping Flash
Sony
A wonderful-looking first-person platformer. But hold on, didn't Starwing on the SNES look just like this? Buy the official version - it's bigger



spy adventures with real actors - Activision
Gunners Heaven - standard platform/shoot'em-up - Sony
Harbinger - action game using live action video - Mindscape
Hard War - aren't all wars fairly hard? - Gremlin
Heart Of Darkness - one-off adventure with christopher lee's voice - Virgin
Hockeydrome - harsh-pants futuristic hockey game - Activision
Hunters Of Ralk - rpg with you taking the role of a spirit warrior - Cyberdreams
I Have No Mouth But I Must Scream - ultra-violent rpg/adventure - Cyberdreams
Incredible Idiots In Space - see morons with weapons and lotsa ugly aliens - ASC
Incredible Toons - Just like an interactive warner brothers' cartoon - Virgin
Indycar Racing - less boring than nigel mansell - Virgin
Johnny Mnemonic - keanu reeves' movie in a game - Sony
Jumping Flash - bizarre 3D fly and shoot job, looks like starwing with knobs on - Sony
Kileak The Blood: The DNA Imperative - repetitive doom copy - Sony
King's Field 2 - realistic blood 'n' monsters - Sony
Knight's Chase - reincarnation, museums and magic gloves - Infogrames
Krazy Ivan - mechwarrior with knobs on - Psygnosis
Legacy Of Kain - Old guy leaves something behind him - Crystal Dynamics
Loaded - overhead view shoot'em-up using gouraud shading for effect - Gremlin
Lone Soldier - hyper violent action combat - Telstar
Marco Polo - re-live his epic, yet rather cold, adventure - Infogrames
Mazin Mahjong - what's the fascination with tiles? - Sunsoft
Metal Jacket - mechwarrior with buttons on - Sony
Minnesota Fats - poor pool game with added full motion video - Data East
MLBPA (working title) - baseball with animation modelled on top players - Konami
Monstrous City - large town full of ugly brutes - Virgin
Mortal Kombat III - bloody beat'em-up goes 32-bit - Sony
Motortoon Grand Prix - next generation micro machines racer - Sony
Ms Metaverse - look for the most desirable being in the universe - Virtual Vegas
Muppet Treasure Island - kiddie interactive entertainment - Activision
Myst - amazing 3D version of pc classic rpg/adventure/puzzle/strategy - Psygnosis
NASCAR Racing - incredibly popular PC game - Virgin
NBA (working title) - 3D polygon basketball sim - Konami
NBA Jam Tournament Edition - arcade-perfect basketball conversion - Acclaim
NFL (Working title) - american footy programmed by original madden programmer - Konami
NFL Quarterback Club '96 - life-like american footy sim - Acclaim
Novastorm - 3D shoot'em-up - Psygnosis
Off-World Interceptor - stomach-churning jumps over alien landscapes - Crystal Dynamics
Onside - footballing fun for all - Elite
Overkill - gory military isometric view action game - Konami
Panzer General - ssi war game - Time Warner
Parasite - scary notion of a copper from another planet possessing you - Psygnosis
Parodius Deluxe - standard h/scrolling shoot'em-up - Konami
PGA Tour Golf '96 - texture mapped classic golf sim - EA
Philosoma - many-faceted shoot'em-up - Sony



Kileak The Blood
Sony
The most stupidly named yet the most fluid 3D first-person perspective game on the PlayStation. Not a pixel in sight!

Popiotto Hebereke - cutesy tetris derivative - Sunsoft
Power Serve - 3D tennis with agassi & sampras caricatures - Ocean
Power Sports Soccer - footy with players who look like members of kraftwerk - Psygnosis
Powerful Pro Baseball '95 & '96 - based on j-league baseball - Konami
Powerful Family - archaic style scrolling beat'em-up - Sony
Premier Soccer - multi-perspective 3D footy - Konami

Tekken
Sony
Okay, so we reviewed the Namco version. If the Sony one's any better, we'll let you know. It's a beauty!



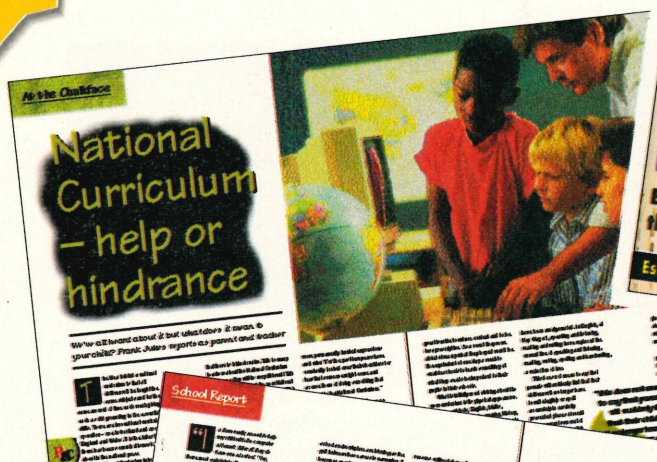
Primal Rage - monsters battering each other in 3D - Time Warner
Prisoner of Ice - beat the nazis (good idea) Infogrames
Project Morph - 3D flashback sequel - Electronic Arts
Project Overkill - intense military action fare - Konami
Psychic Detective - sherlock holmes goes all cerebral - Electronic Arts
Raiden Project - standard v/scrolling shoot'em-up - Ocean
The Raven Project - earth has been taken over, you must win it back - Mindscape
Rayman - testing platform game with ballz-style sprite - Ubi Soft
Ray Tracer - shoot'em-up? - Taito
Razorwing - strategic 3D blaster set in a hover tank - Sony
Return of the... - tough guy with nunchukas - ASC
Ridge Racer - racing conversion - Namco
Rise Of The Robots 2 - this time the robots can jump over each other - Mirage
Screaming Wheels - superfast racing simulation - JVC
Sentient - save a space station - Psygnosis
Shanghai: Great Moments - tile game with knobs on - Activision
Shanghai: Triple Threat - tile game with more knobs on - Activision
Shredfest - snowboarding featuring video clips of real snowboarders - Electronic Arts
Silverload - wild west adventure - Vic Tokai
Slayer - ssi first-person perspective adventure - Time Warner
Solar Eclipse - combat shooter in 3D texture-mapped universe - Crystal Dynamics
Space Griffon VF-9 - hi-tech doom copy - Panther
Spawn - stop the mad one before all the children disappear - Sony
Split Realities - obscure two-faced goings on - JVC
Starblade - original arcade star wars game gets proper graphics - Namco
S.T.O.R.M. - under-water action in the 22nd century - ASC
Street Fighter Animated - game of the cartoon of the game - Capcom
Street Fighter The Movie - the game of the movie of the game - Capcom
Suikoden - manga influenced rpg - Konami
Syndicate Wars - arcade action and strategy through 360 degrees - EA
Team 47 Goman - action shoot'em-up - 47 Tek
Tekken - another multi-view beat'em-up - Sony
3D Baseball '95 - play ball in realistic stadia - Crystal Dynamics
3D Golf (working title) - arcade conversion polygon golf - Konami
3D Lemmings - next generation suicidal rodent-saving extravaganza - Psygnosis
3D Soccer - polygon based footy game - Konami
Tilt - colourful pinball from all angles- Virgin
TNN outdoors Bass Tournament '96 - catch fish without getting smelly fingers - ASC
Toh Shin Den - multi-view versus beat'em-up - Takara
Toon Struck - warner bros cartoon licence - Virgin
Top Gun - this will take your breath away - MicroProse
Total Eclipse - Looks like climactic x-wing scene in star wars - Crystal Dynamics
Toki Meki Memorial Forever - rpg: a teenage boy looking for the girl of his dreams - Konami
Twinbee puzzle game - bizarre pop 'n' twinbee caper - Konami
Twisted Metal - 3D street racer with 12 different vehicles and loads of weapons - Sony
V-Max (working title) - fast futuristic racer with spaceships - Mindscape
Velocity - action game - PF Magic
Virus - first-person shooter- Sony
Warhammer - official licence of fantasy battle game - Mindscape
Warhawk: The Red Mercury Missions - fly an armoured spaceship through canyons - Sony
Waterworld - film licence - Interplay
Wing Commander 3: Heart Of The Tiger - multi-media platformer with Mark Hamill - EA
Wipeout - superfast floating spaceshuttle racer - Psygnosis
WWF Coin Op - wrestling nonsense - Acclaim
X-Com - ufo, except underwater - MicroProse
X-Men Children Of The Atom - different to baby ford children of the revolution - Capcom
Zeitgeist - gratuitously blast away hordes of spaceships - Taito
Zoop - addictive puzzle game - Viacom New Media
Zork: Nemesis - surreal horror story - Activision



Rayman
UbiSoft
Already established as the leading platform game on the PlayStation. They offered us beer for finishing it, but didn't give us memory cards. Stingy

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NEWS

Pinball wicked

On the 16bits, the Amiga and PCs, pinball games have always sold surprisingly well. Virgin has a pinball simulation coming up for the PlayStation and athough it isn't quite finished it already looks as if it'll finally lay the 16bit versions to rest.

Stretching the PlayStation's 3D capabilities to their full elasticity, and using specialist rendering software, to say *Tilt* looks as if you're actually playing the real thing seems somehow an understatement. There will be a 2D option thrown in for good measure for people who can't cope with the realism that a load of special reflection techniques have created.

When it's ready, hopefully by Christmas, the ball will move exactly as the laws of physics dictate. Check out the screenshots and imagine the fluid movement as the ball steams around the tables at a rate of knots that would certainly cause Roger Daltrey to blow a fuse or two. See the Christmas special SonyPro for further hot information.







"Sony has created an outstanding interactive

STOP PRESS

☆More footy on the way from Ocean... Hyper Formation Soccer features loads of international teams and promises some crazy angles of play. Don't expect it too soon though, as the goalies are currently about as reliable as Brucie Grobs and Slippery Hans in a room full of money and Malaysians...

☆Racing games seem to be the current Playstation fashion (along wiht 3D games and beat'em-ups), and Team 17 are jumping onto the bandwagon with Rollcage, a driver perspective polygon effort which they reckon will be every bit as impressive as Ridge Racer. It's still being tuned but should be hurtling from the pits early next year.

☆As if we needed reminding about the cold weather suddenly upon us, Interplay is set to launch Cyberia on the PlayStation this winter. An acclaimed release on the PC CD-Rom and developed on ridiculously expensive Silicon Graphics equipment, it's set in a frozen wasteland - a bit like Middlesbrough by all accounts.

☆Tennis fans are in for a treat this autumn, because as well as Gremlin's Virtua Tennis, Ocean are busy at work on the other end of the scale with the non-too serious Power Serve, an ultra fast jobby featuring top charicatures of some of the top stars. Hope their legal department knows what it's doing.

☆Psygnosis is now officially known as Sony Interactive Entertainment. To avoid confusion, we've stuck with the old name for this issue as the name change occurred during the hectic production cycle of the mag. So, from next issue onwards, Psygnosis shall be Sony Interactive Entertainment.

You wouldn't instantly think strategy/war games and the Playstation go hand in hand but Mindscape are setting out to prove that the two can work together. *Warhammer – Shadow of the Horned Rat* simulates the struggle for power between fantasy races such as Orcs, Skavens and Goblins in the conflict torn world of Warhammer and will simulate the battle for you from any angle with complete 360 degree freedom of movement across glorious 3D scrolling landscapes.



This news alone is enough to provide fans with a serious trouser wetting experience but when you lump into the melting pot real time arcade battles, over thirty characters with full audio speech and some mightily impressive animation sequences Warhammer, which remains faithful to the original Games Workshop Warhammer Fantasy Battle World this should be a Playstation event worth waiting for on it's release which should be, well, soon.





Getcha rotor runnin'

Elite's *AfterShock* is fully featured up – it's official. There's over 10 levels, with multiple missions on each. There are nine different helicopters to choose from with all landscapes and enemy objects fully texture-mapped – all of this goes on in front of beautiful clouds, courtesy of a 3D layering system.

As well as single player mode, there's a two player duel and a two player co-operative option. The action can be viewed from three different angles – two third person perspectives and, naturally, the classic first person perspective for which the best PlayStation software will ultimately be remembered. A camera control option, however, effectively gives players the chance to feel the need for speed from any angle. The MotiveTime development team are well into the project at the time of writing – new enemy graphics are being created, new computer intelligence is being implemented and new helicopters are still being designed. To complement the excitement generated by the realism of the 'copters and the landscapes, there's a CD soundtrack with up to 24 simultaneous sound effects. A refreshing, if tongue-in-cheek, feature that is surely unique to AfterShock, is the Environmental Damage Indicator! AfterShock should be ready by the end of '95 – SonyPro will bring you the first ozone-wrecking review.

hardware unit" – Robert Holmes: President, Acclaim

☆Casper may be the friendliest ghost in town, but he isn't the only ghost in town! Apparently he's got three uncles. Hell, why just draw one when four will do! Loosely following the plot of the spooky movie, Casper sees you exploring Whipstaff Manor as the gregarious ghost. Pubisher Interplay warns us: Look out for some hilarious sight gags! Reviewed next ish.

☆Originality is all well and good, but when you have a game in the mould of Zelda, the chances are it's gonna make a mint. Team 17 are hoping so, and Witchwood, set to arrive next Easter, is already looking many impressive. So many games like this have gone down a storm over the years that, done right, Witchwood could become an instant classic, especially since the Playstation needs a few games of depth to back up the likes of Ridge Racer and Tekken. With it's hundreds of locations spread over a massive play area, and full spoken dialogue, Witchwood could be big.

☆The Actua Sports series is something Gremlin Interactive hope to expand as the Playstation gets bigger and bigger, with Actua Soccer and Actua Golf (previewed on page 112) heading the line-up and slated for release any time. Near photo-realistic graphics, 44 international teams and commentary from Bary Davies are just three of the features which Gremlin are hoping will shift the game by the sackful. Top gameplay would be a bonus, and we'll comment on that when we see a finished version. Actua Tennis follows soon...

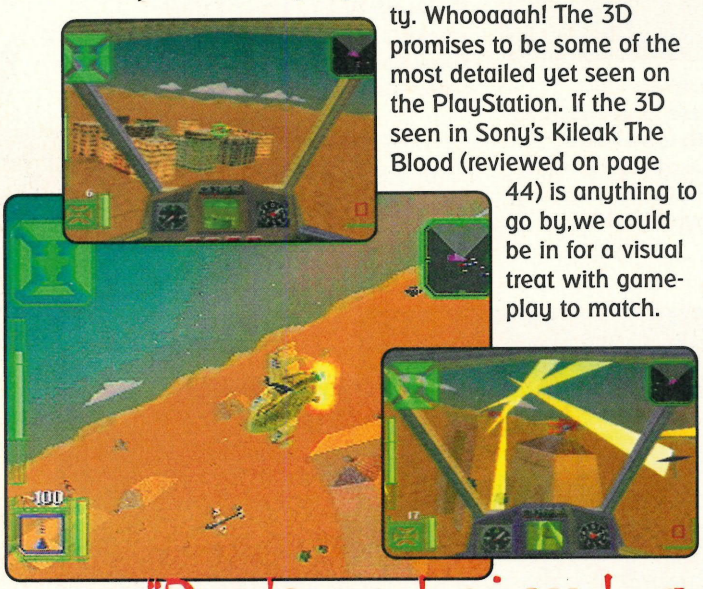
☆News just in! Drinking lots of beer and smoking fags makes you feel dead hard.

☆Psygnosis'/Sony Interactive

Battle/bird combo

Reviewed next issue, Sony's *Warhawk* gives you the chance to indulge in 3D airborne combat. Set in the future – as good a way as any of avoiding any simulation 'mares – lightning raids are the order of the day. The hype says it's 'superbly realistic'

There's air-to-air and air-to-ground action with landscapes and enemy targets that veer in and out of reality. Whoooaaah! The 3D promises to be some of the most detailed yet seen on the PlayStation. If the 3D seen in Sony's Kileak The Blood (reviewed on page 44) is anything to go by,we could be in for a visual treat with gameplay to match.



"Developper des jeux de qualite devient encore plus amusant sur une superbe console comme la Playstation" – Fergus McGovern, Probe

Electronic drug

Coming in November from Mindscape is a potential challenger to Ridge Racer's crown in the form of *Cyberspeed*, a high speed, hi-velocity racing game in a similar mould to Psygnosis' Wipeout.

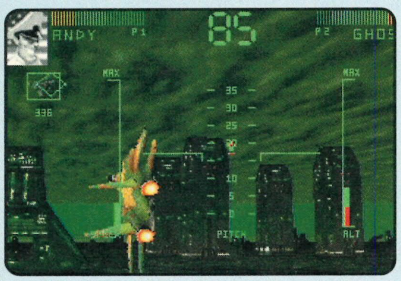
Cyberpeed is the motorsport of the future watched by millions. Each ship is attached to the course by a guidance beam which allows you to move in a circular motion avoiding obstacles and other ships in the race. You can use weapons to blast your opponents as you race to be first past the winning post and attempt to beat the previous best saved times.

It looks stunning and the gameplay sounds just about different enough to make it stand out from the the thronging mass of Playstation racers that will be around by that time.



Plane stupidity

Question: when is a flight sim not a flight sim? Answer: when it's strutured like a beat'em-up. Sounds weird, but that's about the strength of it with Deadly Skies from JVC. As one of the top pilots in the world, you have at your disposal a similarly impressive plane, and in order to be crowned Daddy Fighter, or something like, that you must first defeat several other skilled hopefuls in aerial combat over a numer of rounds.



Each pilot has moves which are exclusive to him and his plane – kind of special moves, if you will – and even when all the other hopefuls are defeated there are boses of sorts in the shape of the academy instructors. Sounds interesting, and looks absolutely superb, but will it work? Well, we'll know first...

Entertainment's Johnny Mnemonic has officially been placed on hold. We were 'lucky enough' to see it and although it looked excellent with loads of full motion video footage (albeit starring a cast which didn't appear in the actual movie – Keanu must have cost too much) it didn't play well at all. A wise move by SIE. Who cares about fancy visual effects when what we all need is the purest gameplay?

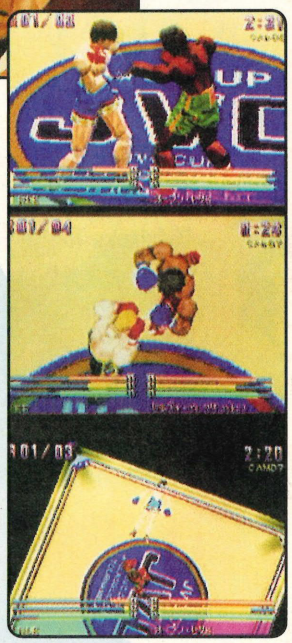
☆Will Copeland, owner and Managing Director of One Step Beyond, Norwich, has already had a customer who brought his Saturn in to part-exchange it for a PlayStation.

☆By now, you will have seen the PlayStation ads in mags and on the television. None of them, we'll wager, are half as, ahem, racey as this one. It starts off with a gentle game of *Sofia* (the whip-wielding chick in Toh Shin Den) *says*, but ends up as 'Now get on your knees and bark like a dog – Sofia's gonna hurt you'. Goodness – an official Sony ad with dodgy sado-masochist overtones. What will they think of next? Tut tut...



JVC for victory

"Ik geloof dat ze het kunnen laten gebeuren!" - Tim Chaney, Virgin



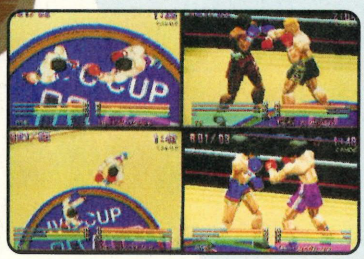
Beat'em-ups are ten-a-penny on just about every format known to man, but boxing games have never quite enjoyed the same success, and apart from the Mega Drive's Greatest Heavyweights, it's difficult to pick a good one. With the killer combination of JVC and the Playstation though, all that, we're led to believe, is about to change.

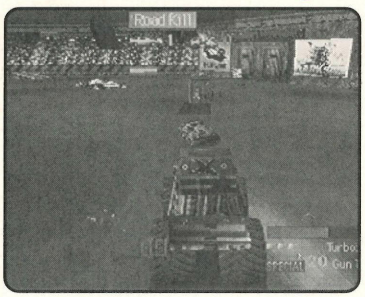
Victory Boxing uses chunky polygon sprites, and traditional Queensbury rules apply. JVC are warning that slugging power alone won't be enough to bring you success, and that in order to take away a belt and avoid any Bruno-esque brain damage you'll have to apply certain degree of finesse.

They haven't lost sight of what makes a game great though - namely playability - and the eight male contenders will be joined by three women. Flexible camera angles mean you can check out how you're doing from all over the ring, and when you do give someone a pasting, the video replay mode will take you through it all again.

Add to this the almost obligatory full match commentary and, for skinny basts a choice of which weight to fight at, and the chances are you've just read a preview of an up and coming classic. Let's hope so.







Fender bender

The busiest software company where the Playstation is concerned is, as you might expect, Sony, and shoot'em-up-cum-racing game *Twisted Metal* should go a storm with fans of carnage everywhere. With the possible exception of Sarajevo.

Featuring a dozen different types of vehicle, each with their own weapons, slithering and hammering around various hazardous tracks, the idea is to anihilate your opponent before he does the same to you.

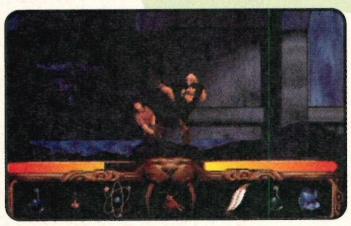
Twisted Metal looks every bit the part, and is certainly the kind of game the Playstation was designed to show off. It'll leap from a box bellowing "Boo!" some time towards Christmas.



Surreal fantasy



JVC's *Split Realities* blurb is all serious, like... The final battle has begun. With the forces of darkness becoming stronger than ever before the beleaguered powers of light take to the field in a last effort to stop the overthrow of the worlds of Arion and Tirif they should fail the balance will be shattered and evil shall have domain over all the worlds. In the sister worlds of Arion and Tirif the balance is nearly lost. The powers of the three witches and their underlings have crept and infiltrated the entire world of the technologically advanced Tirif. With the use of the portal mirrors their rule is spreading into medieval Arion and what happens in one world is paralleled in the other. As the cruel drone soldiers terrorize the inhabitants of Tirif their counterparts in Arion, the swordsmen, do the same. These foes are controlled by dangerous bosses such as Driller killer (who's been watching early eighties video nasties, then?) and Captain Scumrum, who take their orders from the witches... Don't worry, we'll review it in plain English next issue.



"The Sony Playstation provides us with a system that delivers w



Easy as falling off a cliff

Lemmings 3D takes the classic puzzle/strategy game into the next generation. One of Sony Interactive Entertainment's (SIE) finest series of games over the years, the 3D version follows in the awkward footsteps of the most well known computer and console suicidal mammals.

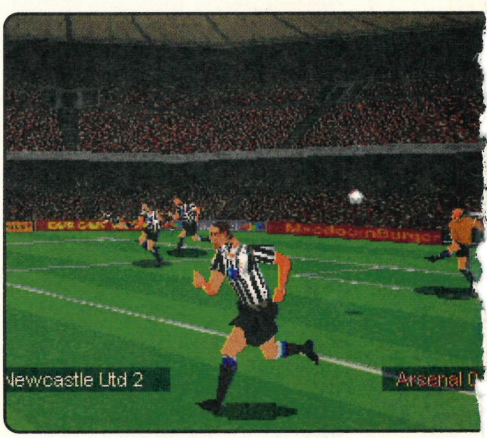
Although now SIE is now officially a rather large, successful company it wasn't until 1991 that it really hit the big time. The most innovative, inventive and infuriating game in the world ever came trundling out of the door, traversed a perilous ravine, bashed and dug its way through a strength sapping underground ice cavern...



Yes, Lemmings set the gaming world alight but not before the goons with the green barnets set themselves alight and committed mass suicide in hundreds of different ways millions of times over. If you haven't played or seen Lemmings

Offside, ref!

Many software houses are content to convert PC games directly onto the PlayStation without changing them much. Microprose's X-Com is a prime example (although animation has been added and it's a pretty good game anyway). Development team MovieTime, however, is using texture mapped and shaded polygons for its PlayStation ver-



Here's johnny!

What is it with all these Johnnies on the PlayStation? First there was Psygnosis' Johnny Mnemonic (on hold for the moment for some reason. They're probably trying to come up with some gameplay for it or something) and now US Gold come along with the equally bizarrely named *Johnny Bazookatone*, a 21st century 'rock' legend who has managed to 'unite the planet in love and peace through his 'cool 'n' groovy toons.' Apparently the game is an awesome rendered rock 'n roll arcade adventure done entirely on one of those Silicon Graphics machines. You have to pit your power chords against L. Diablo, the suave and sweet talking, handsome devil-king President of Underworld Incorporated. You'll need to strut your stuff through uncomfortable sounding levels such as Hell - The Prison, The Hotel Demonique (with a dirty old man in the attic apparently), The Ballroom with its devilish '70's Disco Dancers and the final battle in L. Diablo's fiery Penthouse.

We'd really like to tell you, or at least give you an indication of how the game will play, but in all honesty, we haven't got a clue! It's at an early stage at the moment but even so, US Gold are hoping to get it out before Christmas.

"hat consumers want in console gaming"
- Brian Fargo: President/CEO, Interplay

sion of *Onside*. The PC and 3DO versions are having to do with sprites.

Football games on consoles past have traditionally been fairly playable but lacking in realism. MotiveTime is doing its utmost to create a playable and realistic footy game.

To emulate big match atmosphere, there's a full commentary on every match and a massive choice of camera angles that, quite frankly, should put Sky TV coverage to shame.







As well as playing footy, there's a management option to get you fully absorbed in the training and transfer shenanigans that often proves to be the downfall of real-life managers.

The variety of options which will be on offer should ensure Onside has a broad appeal. Players can play one-on-one, against the computer, manage the side an watch the highlights or manage the team and just call up the final score. Fine tuning is going on as you read this, such as perfecting that all-important aftertouch (the ability to swerve the ball), improving the accuracy of deflections and rebounds and improving the throw-in method.

Onside could prove to be publisher Telstar's finest ninety minutes, but you'll have to wait patiently for its release- the signs are that it'll be the PlayStation footy game of 1996.

INTERNET

Think of the Internet as the biggest, most up-to-date magazine in the world. If you know where to look you can find information on the hottest news minutes after it happens, and the PlayStation is definitely hot news. News sites are springing up all the time, and SonyPro will strive to keep you abreast of all the latest and greatest happenings



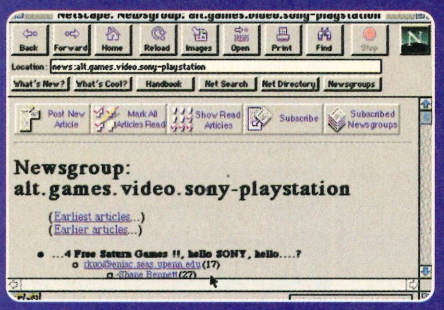
PlayStation On-line - The official Sony PlayStation Home Page
Http://www.sony.com

This is the big one for PlayStation fans. Sony has been beavering away on this page for a couple of months now, and the fruits



of its labour are now on display for all to see. The idea was to set up something different to all the unofficial sites, and that is certainly the case.

Obviously Sony has access to all the latest info and screenshots of forthcoming games, and there are loads of previously unseen shots for eager readers to drool over. Not just Sony games either; Electronic Arts and most



other major developers have provided piccies of their forthcoming games.

Alongside the Gallery there are some detailed technical specifications, an option to e-mail Sony with your views, and most exciting of all, an interactive adventure, in which the player has to earn juicy tit-bits of information about the PlayStation. You'll no doubt run up a massive telephone bill, but if you get to the end you'll know plenty of top stuff about Sony's machine.

PlayStation Usenet Newsgroups Rec.Games.Video.Sony & Alt.Games.Video.Sony~PlayStation

Usenet newsgroups are extremely popular, and these two PlayStation discussion groups are no exception. For the uninitiated, Usenet newsgroups are areas anyone can access. You can send messages to them, have discussions, swap tips and tactics etc. They make essential reading for all

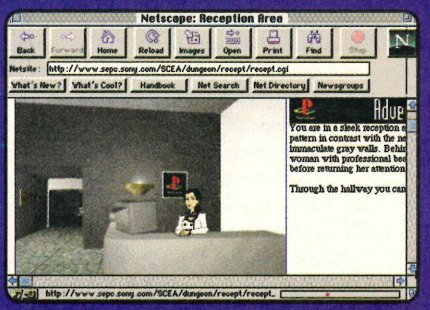


PlayStation owners/potential owners and are an invaluable source of up-to-the minute information on all things Sony.

At the moment there is a lot of discussion from people who intend to buy a PlayStation, and it has to be said they are mainly from America. But, with the UK release imminent, things should start to pick up nicely in the near future. Not as flashy as World Wide Web pages, but in our opinion, far more valuable, because they are constantly updated.

Unofficial PlayStation Home Page Http://bert.cs.byu/~nils/psx.html

A well organised and nicely presented page featuring import reviews of reasonable depth, up-to-date previews, and general rumour mongering. There's also the beginnings of what may become a useful mail order section. Pick your way through the self indulgent stats and 'my opinion of the industry', and you'll be one step ahead of the game.



Sony PlayStation Web Site Http://www.algonet.se/~jlager/psx.html

Not the most humorous page you'll ever read, but plenty of information in the FAQ (Frequently Asked Questions) section. Comprehensive listings of upcoming games, and a few screenshots to boot, plus various bits and pieces such as accessory lists for spending more of your hard earned cash on.

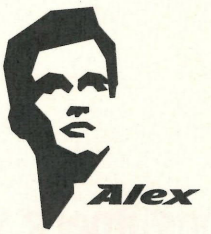
Concloek PlayStation Home Page Http://www.pit.edu/~aaronr/newps.html

More game reviews, more previews, more FAQ's, plus, for the serious-minded, incredibly bland tech specs on the machine itself.

That's it for this month. We'll keep you updated with the best new sites as and when they're set up. If you're feeling helpful and you discover a good Home Page or the like then let us know either by e-mail (sonypro.demon.co.uk) or by 'snail mail' at the Freepost address to the right of this piece.

E-mail us or write to us by all means – we love letters. We love love letters too for that matter. But whatever you do, don't 'phone, because we've got appaling telephone manners and weird accents that you wouldn't understand

That's it. Cheers for reading issue one of **SonyPro**. The next ish won't be out until just before Christmas, so forget the giving and receiving lark for now and start saving for issue two of **SonyPro**. At £2.95 it's the best Christmas present you could ever give yourself.



SONYPRO Team

SonyPro was brought to you by:

This Lot
Ed: Alex Lee
Art Ed: Fiona Howarth
Deputy Ed: Paul Roundell
Reviews Ed: Steve McNally
Production Ed: Neil Jackson
Mr Ed: Talking Horse

That Lot
Country Manager: Richard Hease
Managing Director: Ian Bloomfield
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Circulation Director: David Wren
Sales & Marketing Director: Steve Darragh
Advertising Production: Barbara Newall
Scanning: Mark Forbes, Paul Richardson
Production Manager: Sandra Childs
Production Assistant: Karen Wright
Systems: Dave Stewart, Nic Moran

SonyPro was written and designed at:
IDG Media
Freepost (SK3038)
Macclesfield
Cheshire
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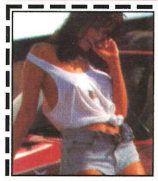


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Ridge Racer
So many cars and so little time! There must be some blood here somewhere

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