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SONYPRO

For PlayStation Not endorsed by Sony Is that clear?



40-odd reviews
About 14 previews
5 gigantic guides

Johnny Bazookatone

Better than the Beatles revival

Agile Warrior

Hey Jude, don't crash your 'plane, take a treat game and make it better

Actua Soccer

Penny Lane is in my ears and in my eyes, there beneath the interactive motion captured skies I sit and wonder why

Firestorm

We all live in a yellow attack helicopter

148 Pages
And no rubbish value demo discs!

ALSO: FIFA 96, Shockwave, Tekken 2, Hi-Octane, Rise Of The Robots

ISSN 1360-3353

IDG MEDIA from the publishers of GamePro

SonyPro Issue #3 Jan/Feb 1996 £2.95

SP

SONYPRO ISSUE #3 JAN/FEB 1996 RIGHT? HERE I GO! NOT ENDORSED BY SONY

CHOOSE YO



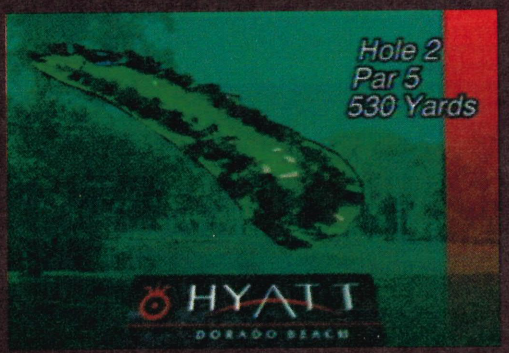
Forget fighting in the streets, forget combat with other mortals, if you want to experience a real head to head challenge full of gut wrenching, nerve shredding tension, then take on the best in the world of golf in World Cup Golf.

World Cup Golf is an amazingly accurate simulation specifically designed for CD formats. Utilising full motion video images rendered on Silicon Graphics machines it plays better than it looks and it looks brilliant.

Offering every conceivable competition format, hole by hole fly-bys, computer controlled opponents with "artificial intelligence" and better practice facilities than the Open, World Cup Golf has everything in the bag for the serious arm chair golfer.

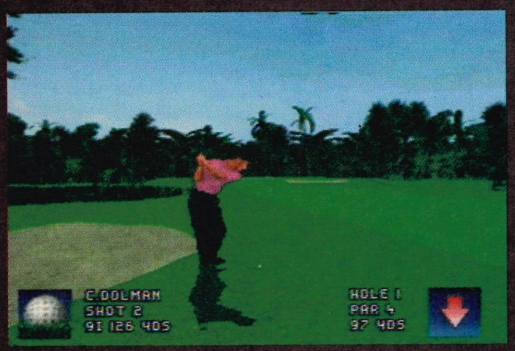
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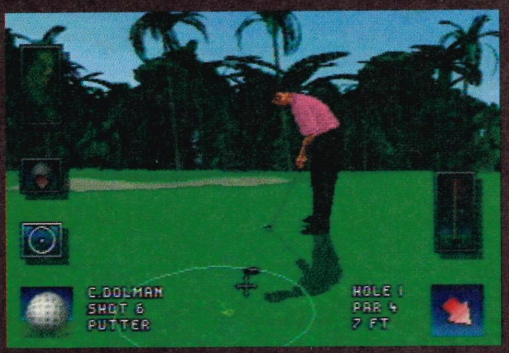




WORLD CUP GOLF

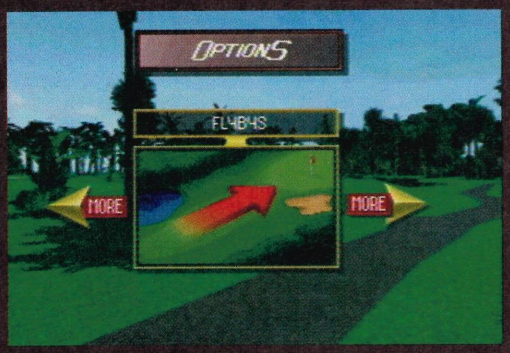
U.S. GOLD





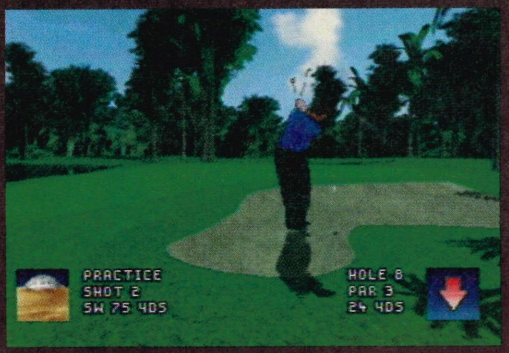
ARC DEVELOPMENTS





SEGA SATURN





PlayStation™

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SonyPro its name. It's rare

When you come to look for the next issue of SonyPro, you won't find it. Because it'll be called PSX-Pro. A much PSXier title, we reckon

PSX-


is changing
still a
treat of a
mag, though
formerly SONYPRO
PRO
Out February 15

Reviews 10

Actua Soccer is honoured as the SonyPro Game of the Month, and is responsible for many bitten nails, pulled hairs and foul-tempered tete-a-tetes between the team



ACTUA SOCCER pic



JOHNNY B. pic

Johnny Bazookatone the world's first guitar toting platform hero, and star of the SonyPro cover, bounces into your lives with a twang

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Christian Slater invited you to talk hard, and now we at SonyPro demand that you talk fly, and provide **The A-Z of Fly Talk** so you can sound just like us



TALKING FLY pic

Getting Into Games Mags is not an easy thing. We're here, and you could be too by checking out our feature. Although it's highly unlikely

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Syndicate Wars puts you in your very own trenchcoat, gives you your very own Uzi, and invites you to get your very own criminal record by shooting everything that moves!


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Rise 2: Resurrection is – surprise surprise – Rise of the Robots 2. More machines, more moves and the promise of 'another' great game


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Our definitive **Rayman** guide continues, **Worms** is taken apart, **Discworld** is solved some more and **Theme Park** is dissected and sorted

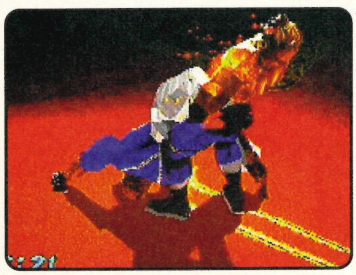


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Competitions this month include the chance to win vids, books, and – and this is official – 'a lot of other stuff' – p76

The Tape Debate ends in farcical fisticuffs as once again the team kick back and chat. This month: The influence of violence in videogames. Hmm... – p78

The ever-controversial **Forum** spouts forth gubbins on a burning issue of the moment, to which YOU can reply. Write to us, we love it – p132

The Full SP is growing in size as the Sony onslaught continues. You can be the first to find out what's in store – p136

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It's the battle of the bland football commentators as John Motson takes on Actua's Barry Davies - Gooooaaalll!

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People of Earth, your attention please. This is prostetnic vogon Jeltz of the intergalactic planning council etc...

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Whatever you do, don't get the wrong impression. It's not a flight sim, it's a treat strategy/shoot'em-up in an aeroplane

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Exciting, fast scrap in mid-air between a load of planes. For spods and reamsters alike, it's good practice for Krypton Factor entrants

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Stick a mentally deranged Russian bloke in a 10-ton body armour suit, wind him up and let him go. It's a rare treat watching him blast everything into smithereens

write in to SP Reviews at the Freepost address at the back of the mag

Actua Soc

Admission prices into football matches are a particularly sore point for me. To cut a ridicu-long story short, ordinary gadgies like myself are being priced out of the football-spectating market. Even a match outside the Premier League can cost well over a tenner to get into these days.

Therefore there's never been a better time than now for a realistic, playable footy game to be made available on a home video gaming system. Gremlin's set to do just that with Actua Soccer on the PlayStation.

The players are modelled on real professionals, the commentator's a proper real-life commentator – BBC's Barry Davies – and the game can be viewed from all over the shop/stadium.

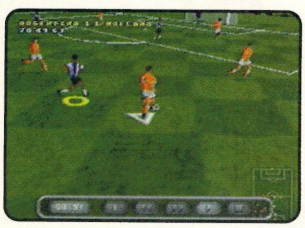
Interactive motion capture technology has enabled ex-England players Chris Woods and Andy Sinton to star in Actua Soccer, and the lesser-known Graham Hyde, also of Sheffield Wednesday, is responsible for the spectacular overhead kicks. All the development explanations feature in special video footage included in the package. It's actually pretty interesting and informative, without going over the top with too much technical nonsense.





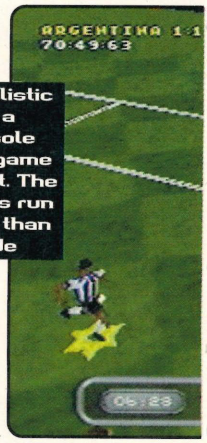


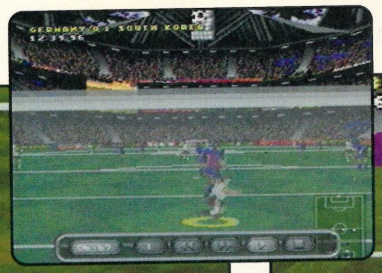
Come on a skateboard/you shoulda come on a skateboard/come on a skaaateboard/you shoulda come on a skateboard... We know who you are/and you're dead...





As realistic as a console footy game can get. The players run rather than glide







Below: This is what happens when you take a screenshot of an early version of a game



Andy Sinton was a useful winger in a fairly rubbish QPR side and won some England caps as a result

Gremlin's three Premier Manager games on the PC and Amiga are widely acknowledged as the best football management simulations of recent years. The PlayStation, however, is better suited to fast, arcade-style action, and not endless screens of stats.

Actua Soccer is essentially a serious football simulation rather than an arcade-style kick'em-up. The emphasis is on big match realism – every pass, tackle and shot has to be timed to perfection to come off.

Ever since Aston Villa last won the league, gamesters have been crying out for a football game that combines realism and gameplay in just the right proportions. The utterly playable Sensible Soccer – Amiga version – was about as realistic as Graham Taylor's team selections, whereas multi-format World Cup USA '94 looked the part but didn't have the gameplay to match.

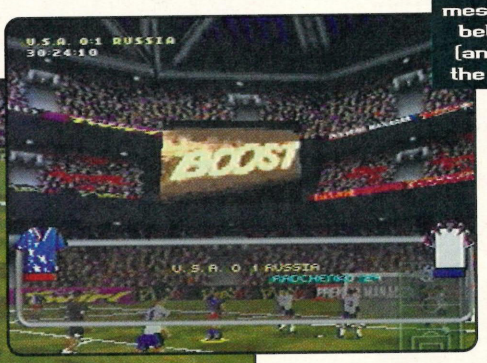
Actua Soccer's players not only move around realistically, they run into space, close down the opposition and generally have surprisingly good positional sense.

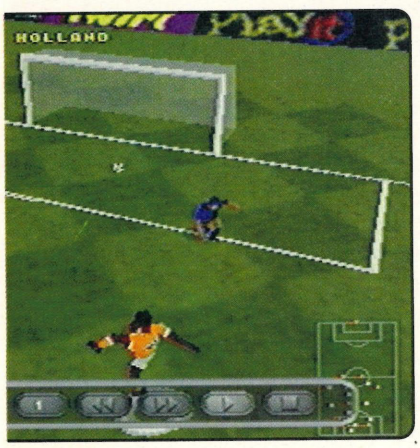
The only thing left out is a convincing post-goal celebratory scene. Every goal is followed by half a dozen of the scoring side entering the penalty area, facing the crowd and doing a communal 'one-nil one-nil' gesture in what seems to be a bid to incite some sort of unnecessary and violent mass riot.



cer

Check out the non-subliminal message below (and to the left)







Actua Soccer

Until you've spent an hour or so practising, one-nil is the best result you can possibly achieve – Actua Soccer doesn't lend itself to instant mastery and mental scores like 8-7. The joy of scoring, as a result, is immense, and this is where the superb action replay system comes into action.

Five different replay speeds and countless angles are available, and the action can be frozen at any point. Replays can be called up at any time, so there should never be a contentious issue again.

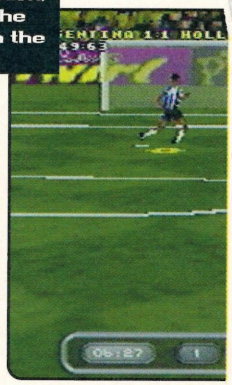
Two different sized stadia provide a backdrop to the action. The lesser sides such as Switzerland have to make do with a small ground while the 'big' teams such as England (ho ho!) play their games in front of packed three-tier stadia.

Formations, referee abilities and offsides are just three of the options available before entering these packed, atmospheric match-day cauldrons.

Just before kick-off is the best time to fiddle around with the viewing angle and distance options, which can be done using the L2 and R2 buttons.



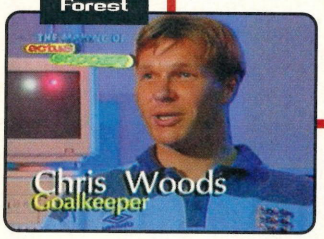
Nice variation, mixing the short with the long



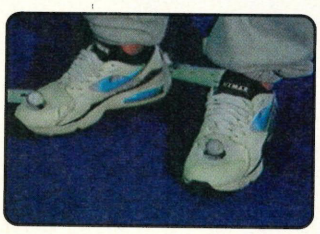


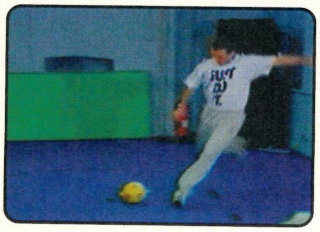
Barry Davies provides over 4000 lines of interactive commentary

Woods was great as Shilton's stand-in at Notts. Forest







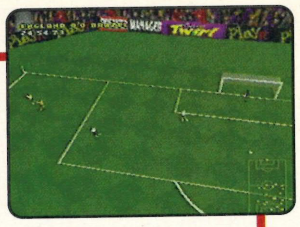




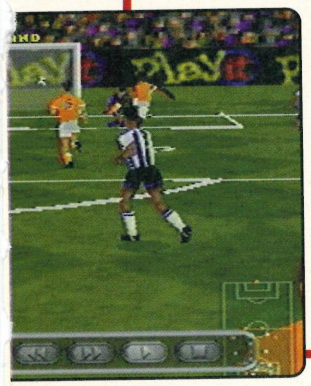
Actua Soccer's control system is one of its many praiseworthy features. All four buttons are used, with one each for shoot/slide tackle, pass, sprint/select player and lock player. All of these are configurable to suit individual preferences.

Aftertouch – ball swerve – can be applied with either the D-pad or L1 and R1. The D-pad option is probably best, as clumpsters may hit L2 and R2 and inadvertently change the view angle.

Where some footy games have power bars when shooting, Actua relies on a finer touch. Pulling back on the D-pad when shooting causes the ball to rise, whereas pushing forward



Some of the goals that fly in are astonishing. Wing play is a good tactic – no previous footy game has incorporated passing the ball wide to the wingers, having them tear down the wing, reaching the byeline and crossing. This alone gives Actua an edge in the tactical department over its 32-bit peers, making past footy games look amateurish and shoddy – like Blackburn in Europe.



Whipping the ball over from the wing causes mayhem! Headers go flying in, strikers attempt overhead kicks, and sometimes the central defenders manage to head the ball away to safety.

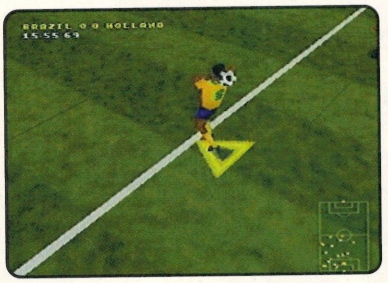
One downer is that the nets haven't received the same painstaking attention as the pitches, the players and the stadia.

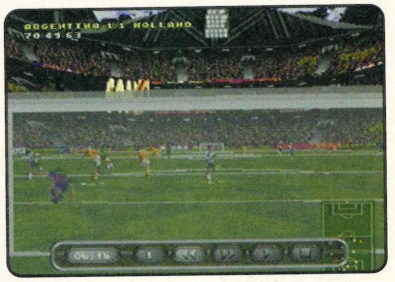
My theory for this is that it allows behind-the-goal action replays to be enjoyed to the full. Certain incidents, such as once when the 'keeper fumbled and a striker slid in only to balloon the ball over the bar, look particularly ream from behind the goal.

League and cup competitions are memory card-saveable, and there's always the chance of a cup upset. Yep, even the glorious unpredictability of footy is encapsulated in Actua Soccer – a table-topping footy sim.







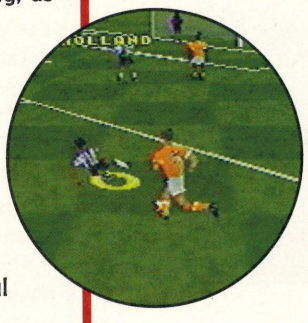




Friendly? Cold War more like

guarantees a skidding grass-cutter. Shooting, as in proper footy, is one of Actua's toughest tasks, and composure in front of goal is an absolute must.

Mastering the rebound follow-up shot separates the men from the boys – the Shearers among us take pride in casually running the ball over the line, whereas the Collymores blast wide. There's no 'optimum angle' to speak of either, and after only a dozen or so games the editorial team and I had blasted shots against the goalkeeper, the post and the bar.



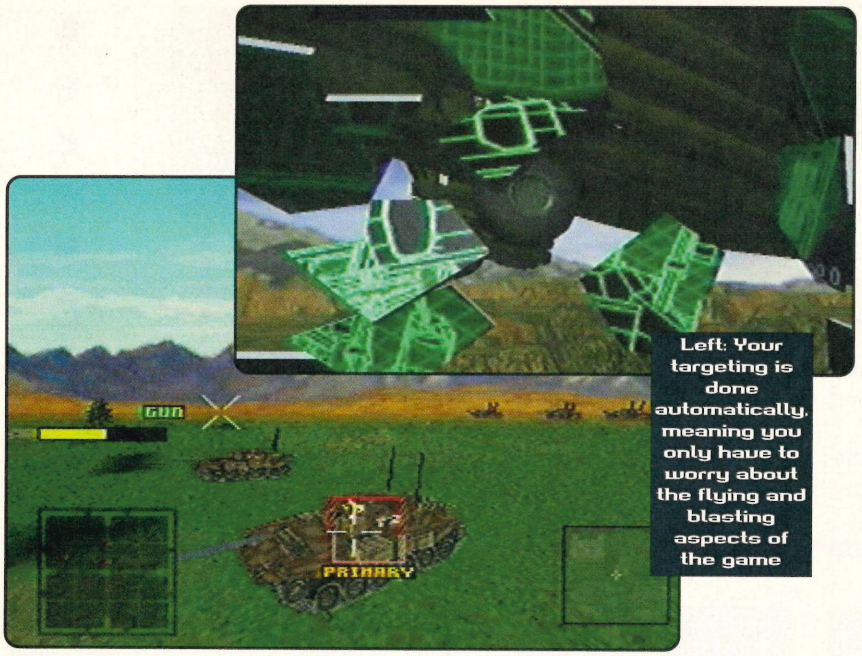
SUMMARY

GAME Actua Soccer
GENRE Footy Sim
SOFTWARE HOUSE Gremlin
PRICE £44.99

Actua Soccer's as realistic as a football game can be without Jimmy Hill, hooligans and England being bish. One of the few criticisms that could be aimed at motion capture 'victim' Woods is that his reluctancy to come for crosses is reflected in the gameplay. Actua Soccer is as polished and playable as the FA Cup with a PlayStation inside it. The commentary is spot on too. What more could a lad ask for?

GRAPHICS 9
GAMEPLAY 9
LASTABILITY 9

OVERALL 9



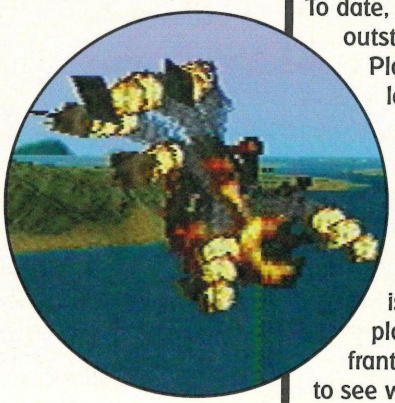
Left: Your targeting is done automatically, meaning you only have to worry about the flying and blasting aspects of the game



Firest Thund

by Andy

Two years ago Core Design let Thunderhawk run amok. It blew the competition away with a ferocity the likes of which has not been seen since. Well, until now that is



To date, there hasn't been a truly outstanding flight sim on the PlayStation. However, things are looking up on this front thanks to games such as Agile Warrior and Thunderhawk 2.

Similar titles, such as Warhawk and Air Combat, just haven't lived up to our expectations. We deserve more, and Thunderhawk 2 is a must for any self-respecting player of flight sims. It's fast, it's frantic, and to be honest, it's frightening to see what is possible if people can be bothered spending a little time tweaking the all-important gameplay.

The original title had 26 missions, but this new release incorporates a trouser bursting 37. The game sees you and your helicopter travelling all over the globe, and each of the eight campaigns incorporates several punishing sub-missions before the area is eventually cleared.

The 'copter itself is now quicker, and with three separate views available, it's down to your personal preference how you tackle the battles.





Left: Impressive explosions and carnage will be left wherever you do your stuff. The empty shells of tanks and boats will lie around for all to see

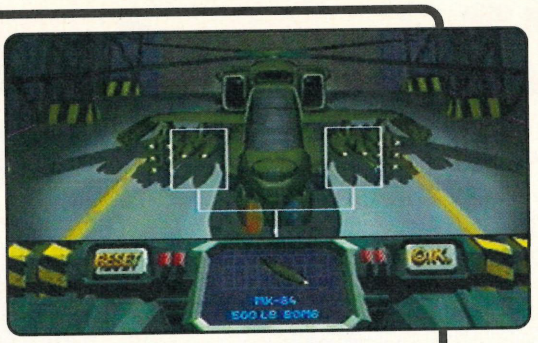


To control your helicopter successfully, you will need to use every button on your pad. This may sound somewhat daunting, but is actually quite simple to get to grips with. You'll be battling with the best of them in no time.

Before any mission begins you must arm your craft with weapons. The set-up can be your own combination of guns, missiles, bombs and homers, or you may settle for the computer arsenal, which consists of what your PlayStation believes to be the ideal weapons for the job at hand. And it's usually right.

Your mission is voice-detailed as a grid appears to show you where the primary targets are situated. These are coloured red, and the allies are a light blue, just so you don't get confused.

The grid you're shown is the area you must stay within until the mission is completed. If you leave this area you will fail the mission and be sent back into the warzone. Fail three times and you'll suffer the indignity of being grounded, never to attempt the task again – until you restart the game that is. If you come close to the perimeter you'll hear a voice telling you which way to bank so you remain inside the area. Also, an arrow will appear on a compass at the top of the screen, just to make it crystal clear which way to go.

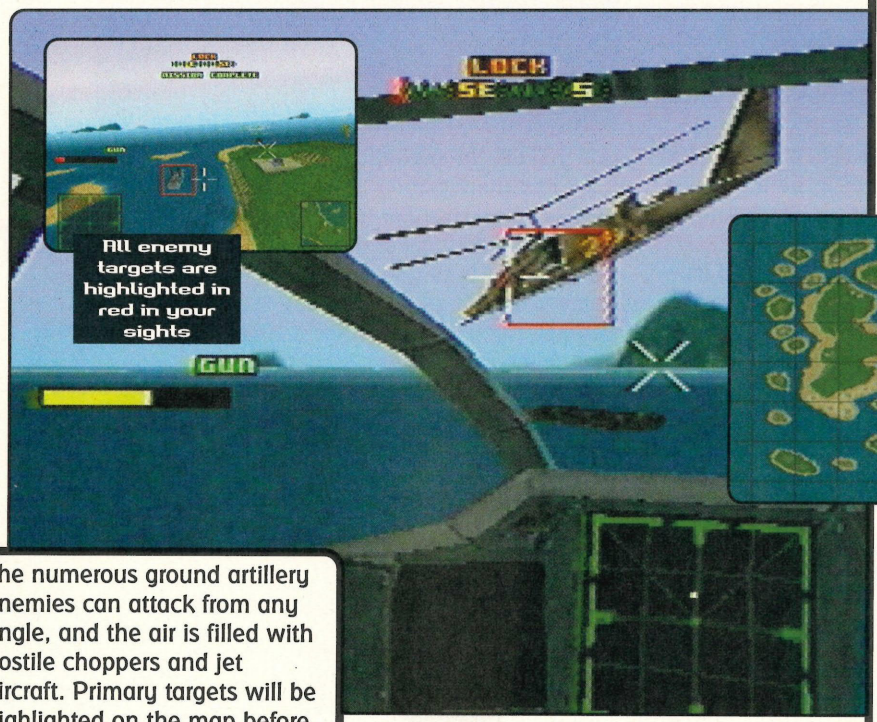


orm erhawk 2



The armoured vehicles shown here are from the intro sequence, and they've just been hit by some deadly homers

Firestorm Thunderhawk 2



All enemy targets are highlighted in red in your sights

Of course there are a few downers which need to be mentioned, but these really are minor points and are more than compensated for by the rest of the game.

Objects do seem to appear and disappear in that all too familiar 'building' fashion. An example of this is the ocean liner, which is one minute absolutely nowhere to be seen, and the next it materialises only a few yards away. Large hills and other parts of the landscape frequently build in front of your eyes too.



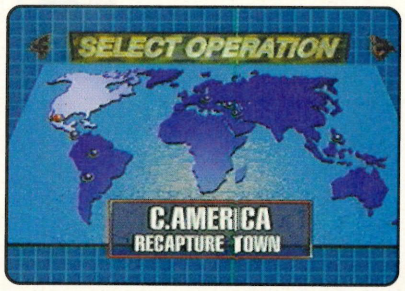
Helicopters seem to run into you from time to time and disappear as they do so, but very little happens in terms of damage.

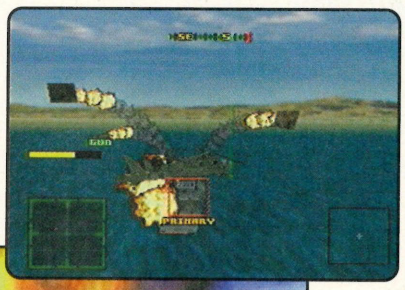
These are the only downers with Thunderhawk 2, but I guarantee you'll be so in awe of the overall speed and gameplay that you'll excuse these minor problems. After all, no game is absolutely perfect, but some games are a lot more perfect than others.

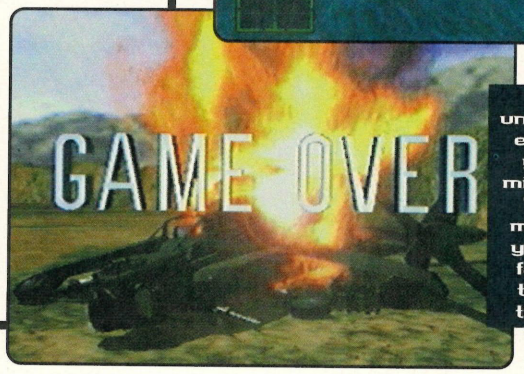
The numerous ground artillery enemies can attack from any angle, and the air is filled with hostile choppers and jet aircraft. Primary targets will be highlighted on the map before you begin each mission, and if you're unsure as to where they are during battle, you can bring up the map by pausing the game at any time.

Since the entire globe seems to be in the grips of some major turmoil, the levels all have some individuality. Battles rage from the hilly terrain of Eastern Europe to the scattered islands of the South China Seas.

If a mission is successfully completed you will be given a medal. This appears alongside your final score when you fail to successfully complete any campaign. On a happier note you are given a password each time a mission is completed, and this can be entered before you restart, to save you slogging your way back to the same point.







The untimely end of your mission. This means you've failed three times

SUMMARY

GAME Firestorm: Thunderhawk 2
GENRE 3D Helicopter Shoot'em-up
SOFTWARE HOUSE Core Design
PRICE £44.99

If anything even comes close to bettering this it will be a miracle. Alright, there are a few minor problems, but if you take into account the gameplay, graphics and speed of the package, along with the impressive intro sequence, you would be a fool to deny this is just about as good as it gets. With Firestorm: Thunderhawk 2 hitting the shelves some time before Christmas, it looks like Core Design has got the market pretty well sewn up.

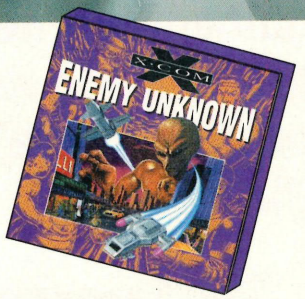
GRAPHICS 9
GAMEPLAY 9
LASTABILITY 8
OVERALL 8½

I LIKED THE PLANET SO MUCH I INVADED IT!



Sony Pro 8.5/10

"If you are after a little bit more of a challenge, this is for you"
"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"

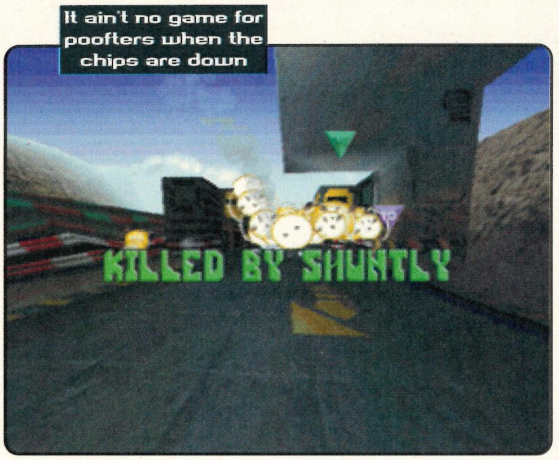


PlayStation

MICROPROSE

Spectrum HoloByte - MicroProse World Wide Web Site: http://www.microprose.com

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It ain't no game for poofters when the chips are down



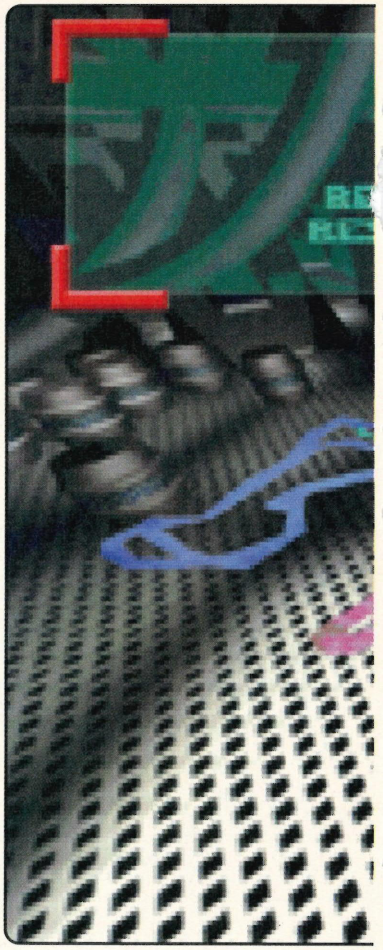
We've got the Magic Carpet engine and we're going to use it, quoth cynical old Steve McNally upon first laying eyes on this much hyped battle-racer. The boy seemed pleased with himself and a cruel little smile spread over his twisted features as he wandered off to unload his special brand of venom elsewhere.

What this means, for those of you who are a little slow on the uptake, is that Hi-Octane apparently bears more than just a passing resemblance to Bullfrog's more famous 3D shoot'em-up.

Is this bad? No, Magic Carpet went down a treat on the PC, and its sequel has had plenty of respectable reviews from the games press. Theoretically then, a winner looms.

What we have here is a racing game that takes place on the proclaimed 'bleak streets of the 21st Century' (have you ever noticed how in films and video games, no-one predicts that the future will be bright?), and the grim industrial greys and browns of the backgrounds depict this adequately.

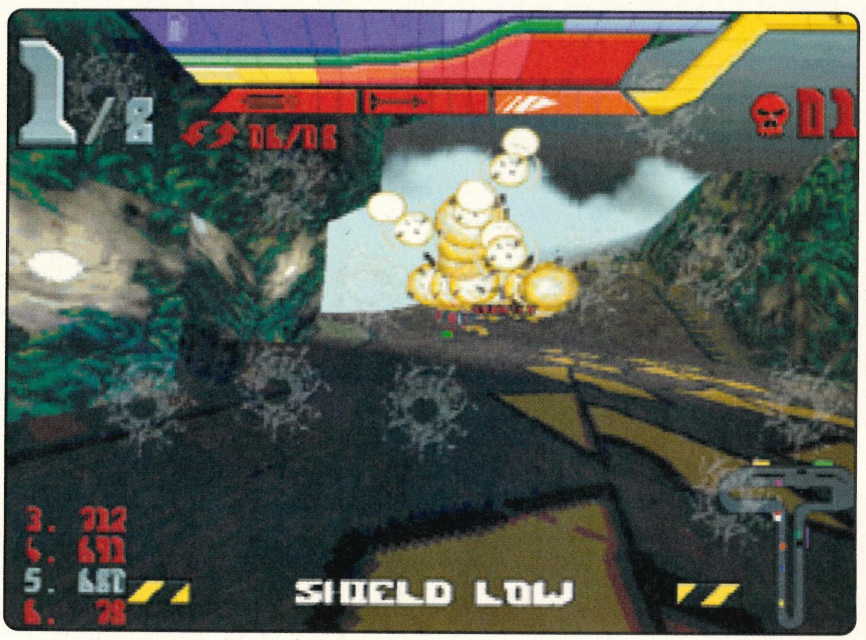
Hi-Octane is in effect a futuristic joyriding game, though just like today it would probably be asking too much of the police to get up off their backsides and do something about it.

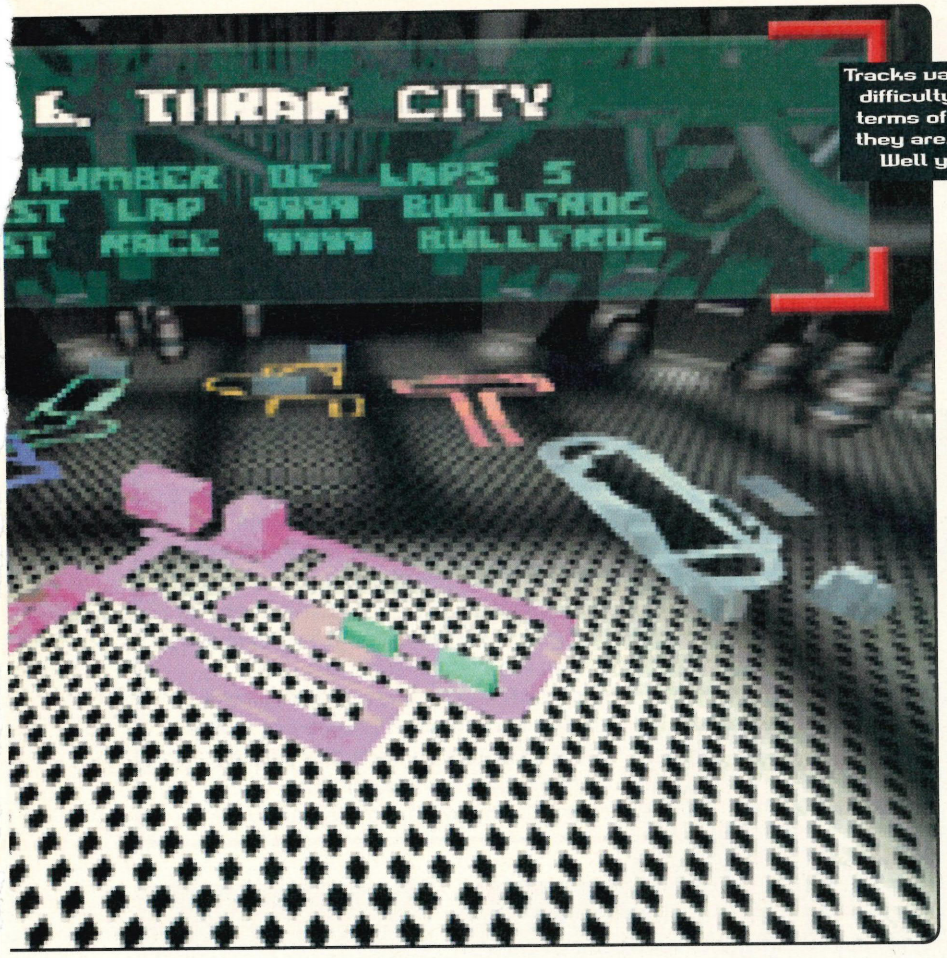


Hi Oct

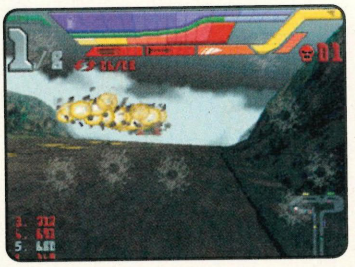


A fast car and a big weapon are all you need to please the ladies, but to get anywhere with us, gameplay's needed too. Bullfrog reckons Hi-Octane's got the lot



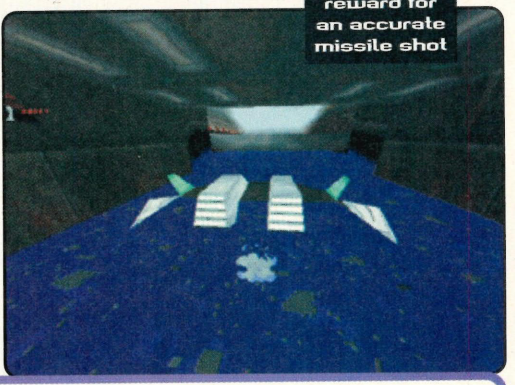


Tracks vary in terms of difficulty, and, um, in terms of what colour they are. See below? Well you're dead





A satisfying explosion as your opponent spins away is your reward for an accurate missile shot



one

A choice of six vehicles, nine tracks and a gaggle of other options are available. Each of the vehicles claims to perform differently from the others, though in reality they provide about as much dissimilarity as a visit to a look-alike competition in Japan.

Championship is where you'll find the meat of the action – race the car of your choice against the other five as they use all the weaponry at their disposal to blow you out of contention. Initial weapons consist of a chain gun affair and a limited amount of missiles. Upgrades are available depending upon your performance during the race. There's no problem with the control because basically one button hammers you around the circuit while two others fire your weapons.

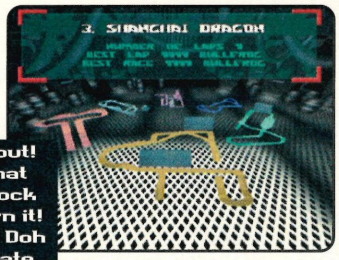
Single Race speaks for itself (choose your car and a track to race on), as does the Split-Screen option, but Bullfrog has included a couple of innovative extra features in the form of the Clone Race, Death Match and Hot Seat. These can wait for later though because unfortunately there are a few gripes to be dealt with first.





The cockpit view is the best place from which to race to the death

Hi Octane



Look out! Get that right lock on! Turn it! Turn it! Doh – too late. We're dead again...

Of the extra race features Hi-Octane offers, Death Match and Hot Seat are little more than white elephants included to boost its longevity, and as such they don't really work. Hot Seat really comes into play when more than two players simply cannot wait for a turn and must compete in the same race. You wait for a countdown before quickly snatching the controller and taking over from a computer car. Memories in the office drift back to a similar method used in MicroProse's F1GP on the Atari ST, and opinion here dictates that is where it should have stayed.

The last man alive wins the Death Match, therefore forcing driving to take a back seat to brute force. But on the whole it is the Championship, and surprisingly the Clone Race (basically, race around a circuit against a clone vehicle which recreates your last lap), which will make or break this game.

The slightly disappointing Championship is outstripped in terms of enjoyment by the Clone Race, because it is only here where you truly get to appreciate the smooth cornering, well constructed tracks, and speed at which the PlayStation can actually perform. It's a shame that the area of least competition is where the game excels.



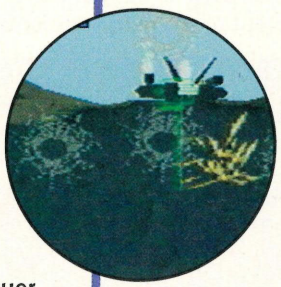


Shame there's no 'Use Foglights' option



Gripes. Firstly, what's the crack with this mist/haze business? It appears to be a tool of the programmers to save themselves the bother of sticking in a decent background. Frankly it's annoying, and it looks bish too. It makes the colours seem dead watered down and lends the game a pastelly feel which would render it not entirely out of place in a drab old Laura Ashley emporium.

Then there's the matter of the weapons themselves, which whilst admittedly meaty sounding and effective when on target (the other vehicles tumble over in ream fashion), are decidedly dodgy in the all-important area of aim. It's a lottery mostly whether you'll hit anything or not with your mini-gun, though the missiles do come complete with a respectable aiming utility which kindly turns red when a shot is, as they say, "on".



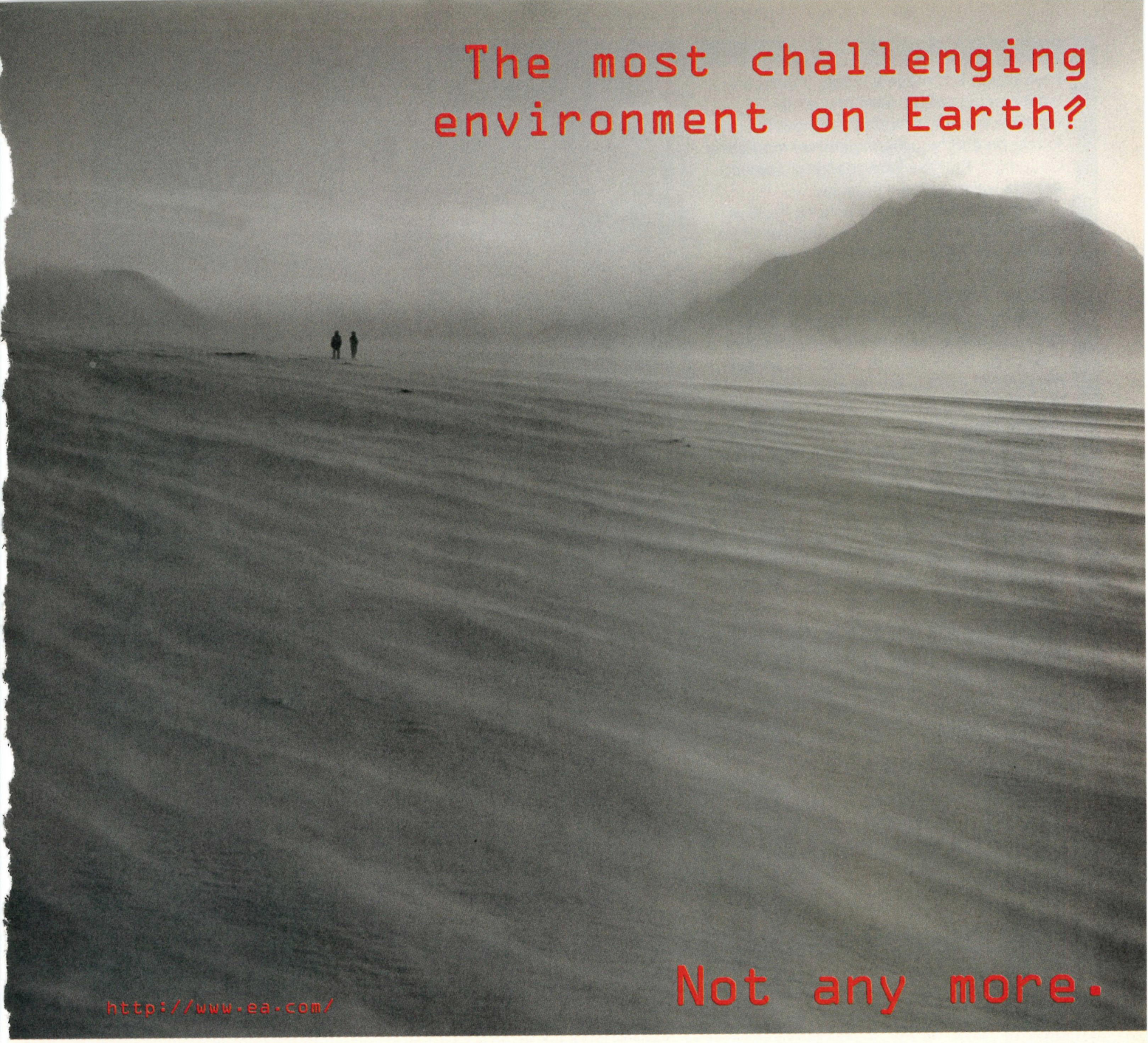
Annoying too is the slowdown in the two-player split-screen mode. The PlayStation has become the dominant games machine in this country on the premise of what it can - and often does - do, so surely it can provide a nippy split-screen without any jerkiness? It isn't too much to ask, is it?

SUMMARY
GAME Hi-Octane
GENRE Racing
SOFTWARE HOUSE Bullfrog
PRICE £44.99

Good music and sound effects backed up by another excellent idea for a game. So what went wrong this time? Nothing major, but the small annoyances – like the two-player slowdown – and just one perspective of any use are enough to push Hi-Octane into a mid-table position in the league of PlayStation racing games. It's fun, and for the most part frantic, but Wipeout and Ridge Racer remain the only genuinely good PlayStation racers for now.

GRAPHICS 7
GAMEPLAY 7
LASTABILITY 6
OVERALL 7

The most challenging environment on Earth?



Not any more.

http://www.ea.com/









The critically acclaimed coin-op comes to the PlayStation with gameplay so challenging it had the reviewers ducking for cover.

"The end of level baddies are big and mean, and will probably go down in history as the most prolific bullet-spewing bosses ever to grace a game" X-Gen

"It plays like a swarm of angry killer hornets" C&VG

"Harder than a diamond" Play

PlayStation™

For more information about Viewpoint, call 01753 546 465, email uk-support@ea.com, or write to Electronic Arts, P.O. Box 835, Slough, Berkshire SL3 8XU.

ELECTRONIC ARTS®

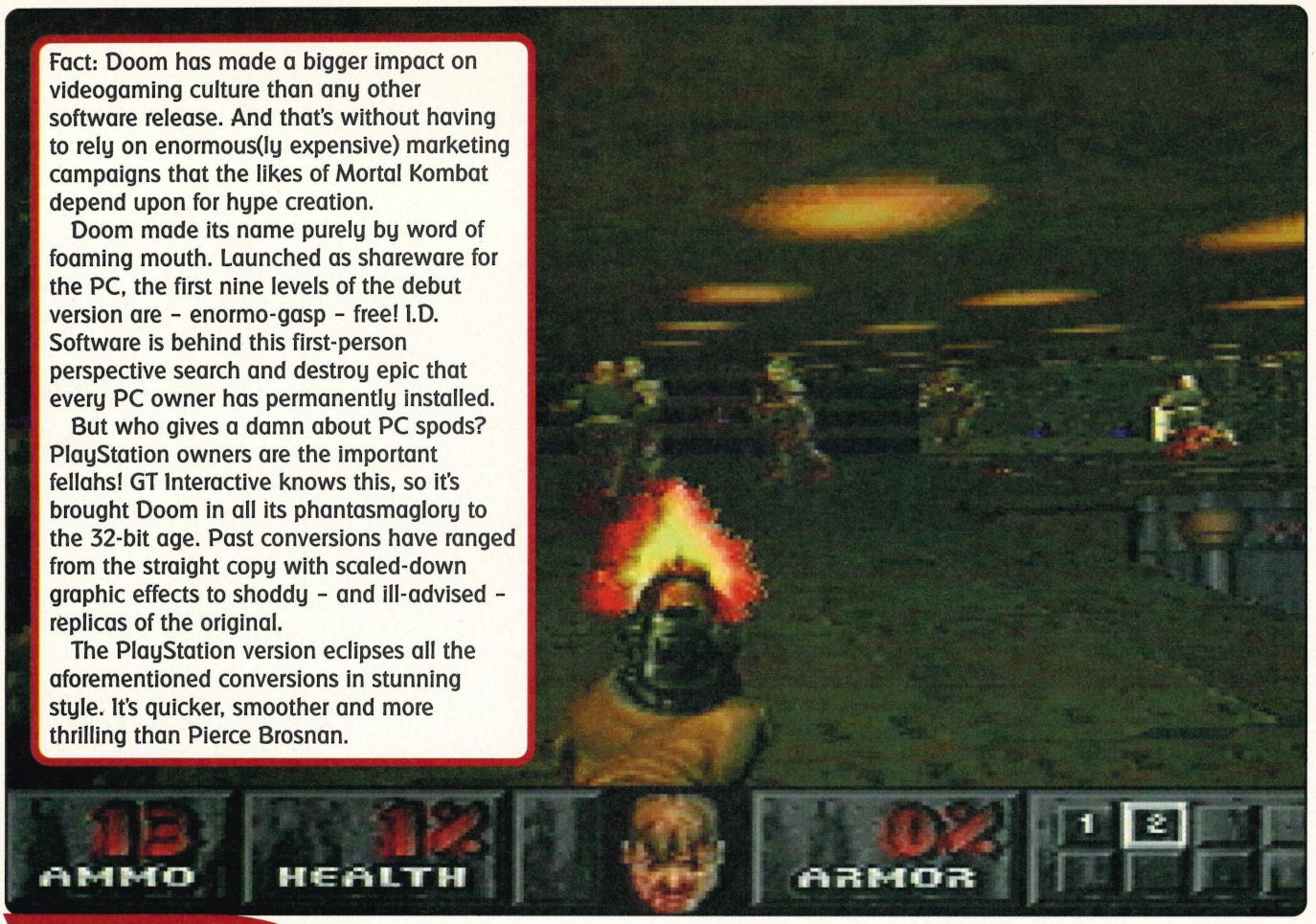
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Fact: Doom has made a bigger impact on videogaming culture than any other software release. And that's without having to rely on enormous(ly expensive) marketing campaigns that the likes of Mortal Kombat depend upon for hype creation.

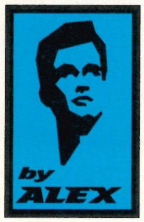
Doom made its name purely by word of foaming mouth. Launched as shareware for the PC, the first nine levels of the debut version are – enormo-gasp – free! I.D. Software is behind this first-person perspective search and destroy epic that every PC owner has permanently installed.

But who gives a damn about PC spods? PlayStation owners are the important fellahs! GT Interactive knows this, so it's brought Doom in all its phantasmaglory to the 32-bit age. Past conversions have ranged from the straight copy with scaled-down graphic effects to shoddy – and ill-advised – replicas of the original.

The PlayStation version eclipses all the aforementioned conversions in stunning style. It's quicker, smoother and more thrilling than Pierce Brosnan.

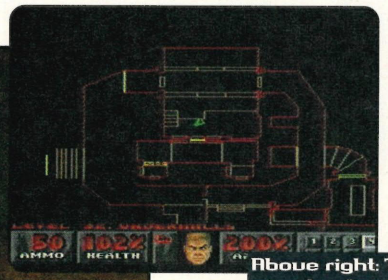


Doom



The most widely played computer game of recent years makes a welcome debut on the PlayStation, and there's more gore than at 25 Cromwell Street







Above right: The only real way to play Doom: on the 'hurt me plenty' setting



The concept is simple: You're a marine with a gun in a big-time hostile environment. The rules are simple: Kill or be killed. Blow away anything that moves, and when it stops moving, pick up whatever weapons and ammo it's left behind. Dodge whatever hostile fire comes your way with nifty sidesteps, and make sure you don't stand in any toxic waste.

Doom consists of about 40 levels – more than the original – all of which are bigger and feature extra secret rooms. So, even PC Doom goons should be enticed away from their *C:/dir* nonsense and lured back through the gates of hell on Earth.

All the weapons from the origo-Doom 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 a spot of bloody pagga – just to add a little more spice to the deadly gameplay.

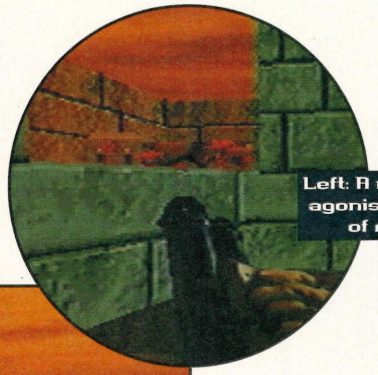
That's nowhere near the full story, however. Along with the standard single-player ultimate Doom, comes Doom II, co-operative Doom and the Doom Deathmatch. Top bargain or what?



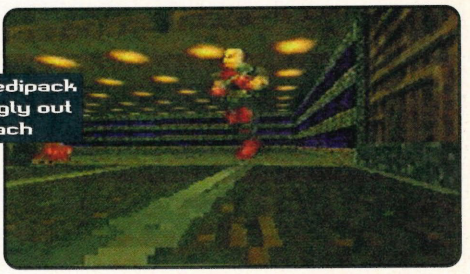
Right: When all else fails, punch the enemy. Below: Blast first!

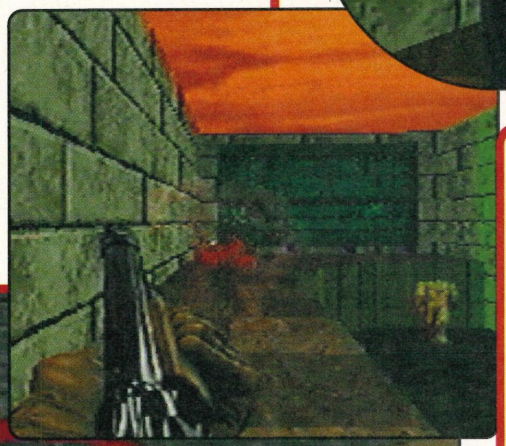






Left: A medipack agonisingly out of reach







Not only does PlayStation Doom look and play spectacularly well, there are four games contained within. Co-operative Doom and Deathmatch admittedly require another player and, just as importantly, another PlayStation to enjoy.

Once you've immersed yourself in the single-player games, however, you'll find that anyone introduced to the delights of Doom will soon be scraping together three hundred dabs. Yes, I'm going to say it, the PlayStation is worth buying for Doom alone!

The scaling is excellent as the shape of the rooms pan out and your marine stomps through. It's also incredibly smooth and very quick. And then there's the gore. Blood spattering as imps have their heads blown to smithereens really grabs the attention.

Carving up demons with the chainsaw is mint – yeah, but not for real. If anyone's tempted by this review to inflict pain on someone for real, give yourself up to the cops now, you're obviously dafter than I give you credit for.

The rocket launcher makes a sickening sound as intestines redecorate the walls, floors and ceiling. It destroys monsters en masse, but don't be tempted to use it at close range, as the recoil may blow your swede off. You have been warned!



Doom

PlayStation Doom demonstrates the best use of a 3D engine since Monster Maze on the ZX81, and it's available now. Improving upon and gorifying the seminal, though politically dodgy, Wolfenstein – although you don't get to knife alsatians to death – it's faster and more furious than what goes on in army shower units.

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 and it's as fast as Linford Christie circa '92 – there's a lot more in Doom's lunchbox. You really think your ass is on the line at times.

It's sad, but it has to be said – playing Doom in a darkened room is about as near to being scared as you'll get with any videogame on the market.

The in-game tunes and sound effects in Doom complement the heart-exploding action and adrenaline-pumping excitement of stalking hell's brethren. Very hard to criticise in any way, the only possible downer is that the less map-literate among us may spend a lot of time aimlessly wandering around with little or no idea of where we have and haven't been.



Bring out your dead! Or trample all over them, whichever you fancy, really



THE BEST OF THE REST

Rise Of The Triad
(US Gold/Apogee)
On: PC

Eyeballs fly around like it's the last day at the abattoir, and bodies explode all over the shop. You can even play God – a heavenly hand shoots bolts of lightning at the mad monks. Written using 3D design engine Build, Rise is a visual treat with the characters moving quickly, smoothly, and in accurate 3D perspective. You can now look up and down and jump and duck, as well as walking, running and shooting. There are nine different weapons to choose from and over 30 bloodthirsty levels. It looks good, plays well, and for the time being it's the best Doom clone yet.

Wolfenstein
(Anco/Apogee)
On: most pre 32-bit formats

Political correctness? Schmolitical correctness. It's World War II and you're the brave English soldier who gets to infiltrate a castle held by the Hun. Unless you kill every Kraut and his dog, Hitler and co will win the war.

The opponents are German soldiers and alsatians (or are they German shepherds?), so the violence is uncondonable. Then again, they're the ones responsible for putting loads of Jewish people in gas chambers for no apparent reason, so what the hell?!

This is the Daddy of Doom and Rise Of The Triad, so respect is therefore due. Its controversial plot adds to its appeal – why shoot aliens when you can murder Bosch scum? The highlight has to be the dogs' yelp when their throats are slit!





Left: Check me out! Check me out!

SUMMARY
GAME Doom
GENRE First-Person Shoot'em-up
SOFTWARE HOUSE GT Interactive
PRICE £44.99

What can be said about Doom that hasn't been said already? How about, *It improves reflexes, provides a strategic, cerebral challenge, it plays equally as well alone or with other networked players, it's scary, it's violent, it plays superbly, it's dark, it's demonic, it's delightful, it's the only videogame that constantly slips through the censors' net, it involves shooting aliens, animals and blokes...* Knickers. Un example de déja vu, n'est pas?

GRAPHICS 9
GAMEPLAY 9
LASTABILITY 9
OVERALL 9

LOADED



FEATURING MUSIC FROM POP WILL EAT ITSELF

Get LOADED Get even.

GamePro 94% C&VG 92%

PlayStation

Gremlin INTERACTIVE

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So, Johnny Bazookatone then. Johnny B; The Bazookster; The Bazookenheimer. Johnny Bazookatone – only the second platform game to hit the PlayStation. Why? Because developers have come to realise that as one of the most formulaic of video game genres, the platformer is difficult to alter in a gameplay sense, and that for all the fancy graphics and sound they chuck on the CD, it ain't gonna amount to much if your man on the screen is running and jumping in much the same way as he might have done five years ago. So what do they do?



Well generally, not bother, and spend their time concentrating on something altogether different with which to impress us. Unless they're UbiSoft, who plough on regardless and end up smelling of roses when their game sells like fingers at a leper colony. So by definition then, a PlayStation platform game needs to be really special to survive; it needs to provide us with more than the accepted norms of running, jumping, collecting, avoiding and killing; or at the very least it needs to throw 'em at us from a whole new angle. Is that about the strength of it? Possibly...





Johnny Bazook

by PAUL

US Gold has been quiet of late, but with musical maestro Johnny B on board, it's about to make some noise in the sparsely populated world of the PlayStation platformer

As pointlessly puerile game plots go, Johnny Bazookatone tops the lot (and we've seen a few howlers in our time!).We're treated to a several page synopsis on the history of Johnny B and his band of travelling musical genii. It's never made entirely clear what Johnny, as the star of the game, is supposed to do, or why, but one thing that's for sure is that Johnny's got a gee-tar and he's gonna use it. In several ways, in fact.

It sucks and it blows, it's a gun and a hoover, it's the weapon that takes Johnny through the game and it even doubles up as a nifty little means of aerial propulsion when required. In fact if Johnny becomes starved of his beloved food of love he can even strum a tune and have a bit of a spin around. Good – drab old story aside, all of this sounds like it has the ingredients of a 'different' platformer. All that is required now is a decent sized pan, a medium heat and a chef-cum-programmer who knows how to stir his stuff correctly. But are we gonna get it?





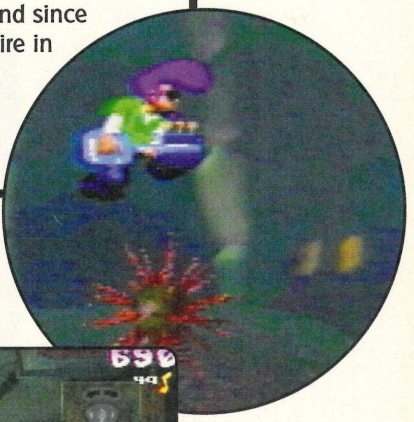
Hmm – gramophone or dog? I know which I'd kill first



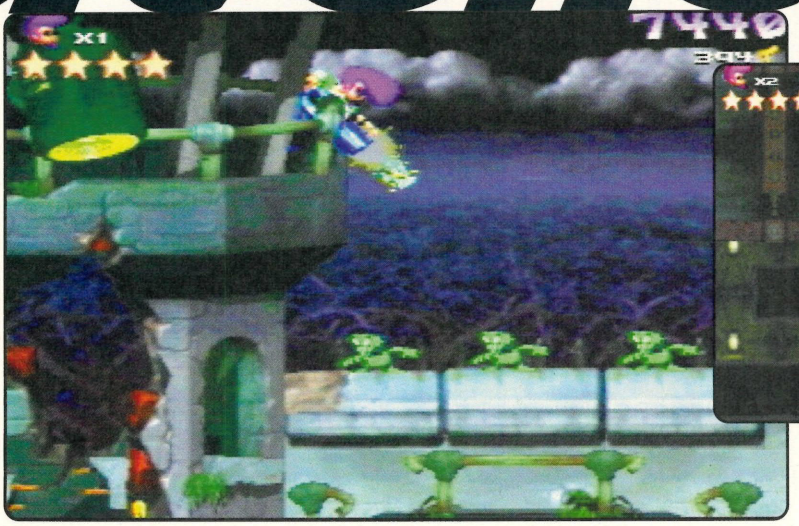
Johnny's bird has been captured by the evil wizard Zod and Johnny needs to rescue her from a tower. This isn't strictly true, but it's near enough not to matter in the plot-hating world of the SonyPro review. It's a veritable RentaGhost reunion as you stride manfully through level after level of spook after spook in an attempt to do the business and get your leg over good style with your bee-atch.

Graphically Johnny B is a pseudo-treat: the odd 16-bit game has done better it must be said, but anything approaching the standard of Earthworm Jim or Donkey Kong Country can only be described as easy on the eye, and that's what The Johnster is.

All the buttons are put to good use for purposes of jumping, firing, powering-up and spinning wildly, and Johnny's control is flexible enough to allow a spot of self propulsion by means of jumping, pushing down and firing. Clever that – the kind of little thing that makes a difference, and it helps the gameplay no end since it's possible to fire in just about any direction, including upwards too.



'at one





That special guitar style of Johnny's comes into use

Johnny Bazookatone

Famous Johnnys of our time

...loveable animal impersonator Johnny Morris from out of 70's TV hit Animal Magic
...olympic swimmer Johnny Weissmuller, from out of Tarzan
...'Hard Man' Johnny Dexter from out of Roy of the Rovers
... gun-toting, plain old 'Johnny' from out of New Order's 1963
... arrogant, orange-haired Johnny Lydon/Rotten from out of various talentless bands
... taxi company Johnny Cabs from out of Total Recall
... strummer Johnny Marr from out of The Smiths and Electronic
... ooh Johnny! from out of the SonyPro Dictionary of Flytalk
... slippery and reusable latex Geronimo from out of the Durex advert

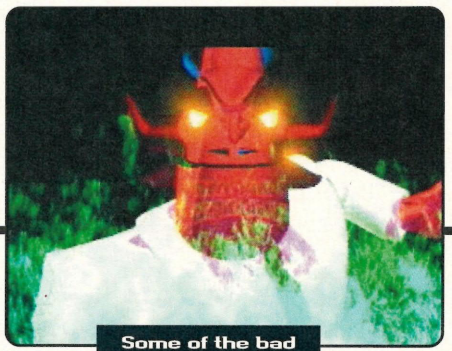


Power-up your monster weapon and there's just no stopping you



You'll need all the help you can get from the flexible control, because this game is HARD. Right from the off there are more enemies than you can handle wildly lurching towards you with the sole intent of making you into mincemeat. As your gun is fairly weedy to begin with, it's more than hard - it's unfair! - and the chances are you'll suffer great frustration on the first couple of levels before you begin to come to terms with what Johnny B expects of you. Fortunately the game remains at the same level of difficulty for quite some time, or it'd be the cupboard for most people's copies before very long at all.

As far as the layout goes, it's all very straightforward - almost disappointingly so - as you career from left to right and occasionally up and down with just a few surprises along the way. As well as being difficult, the baddies are inventive (or at least the programmers were when creating them), and each one attacks you in a different way for maximum on-yer-toes factor.



Some of the bad guys will take a bit of beating. You will die many times



Hey, dat monkey sho' can groove



Special Tip

At the very beginning of the game, pass through the rocky thing that you disappear behind, then turn round and jump up onto it. Jump up and to the left a couple of times for entry into an extra/bonus level

SUMMARY
GAME Johnny Bazookatone
GENRE Platform
SOFTWARE HOUSE US Gold
PRICE £39.99

Johnny Bazookatone moves along at a plod rather than a canter, and while you're unlikely to drop dead from adrenaline overload mid-game, it does make for more thoughtful gameplay and the chance to create some top graphics. A chance only partially taken. Still, when you get your head round the control and come to terms with the difficulty, you'll find Johnny B is a longlasting and rewarding experience. Not great, but wildly enjoyable nonetheless.

GRAPHICS 7
GAMEPLAY 7
LASTABILITY 8
OVERALL 8

CyberSpeed

FOR DEDICATED speed freaks

"A RACER WORTHY OF RECOGNITION... SUPERB. 88%." · PLAYSTATION PLUS

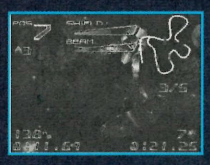
a RACE

"FRANTIC RACING BONANZA." · GAMEPRO

to die

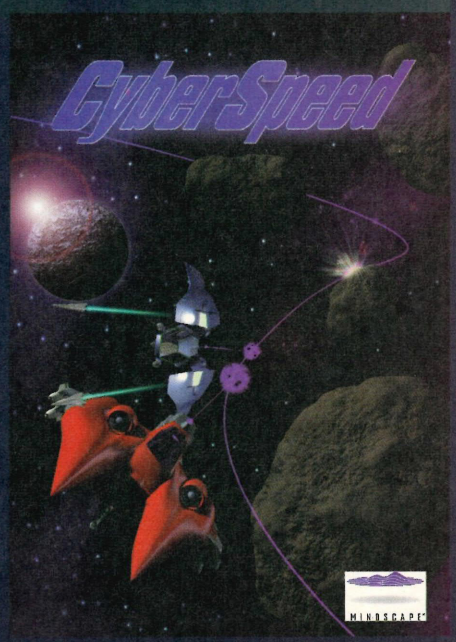
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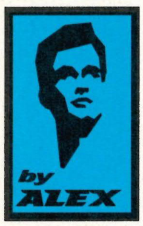
The videogame industry is all about trends. Take pinball for example. The first ever console games, which preceded even Space Invaders, were bat and ball jobs. Footy, tennis, squash and Breakout were all effectively early forms of video pinball.

The bat and ball genre lay dormant while shoot'em-ups and the early platform games took off, until the Amiga's Arkanoid and its beautifully titled sequel - The Revenge Of Doh - proved that banging a ball against a brick wall could be fun again.

It wasn't until the Amiga reached the peak of its popularity, however, that video pinball games really took off, and this is when 21st Century Entertainment's Pinball Dreams got its big break. Using the shift keys for flippers and the space bar for the odd timely tilt, Pinball Dreams was responsible for many Amiga mags missing their deadlines - no other game could get a look in.

Although the 16-bit machines never did the videogame pinball genre a great deal of service, there was still sufficient interest among enthusiasts to warrant the odd release on both the Mega Drive and SNES. The GameBoy, however, saw a couple of classic pinballers - Kirby's Pinball Land and the ubiquitous Pinball Dreams.

True Pinball



Tilt that table again and you're barred, **says the harshpants barman.** ***Ooh, I'm scared mate,*** **comes the sarcastic reply. Brawl ensues and the old bill turn up**





Check out Eddie Murphy's hi-score



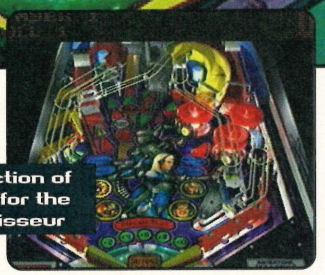
What goes around comes around, kid. True Pinball takes a generator, some wire and a couple of crocodile clips, and sticks the pinball genre in a severe lightning storm, at once rejuvenating a videogame style that could have easily died with the GameBoy.

Four tables, complete with flashing lights, flippers, bonus areas, pins, and of course, balls, vie for your attention the moment True Pinball loads up. Developed entirely in Sweden, the nation which holds the proud distinction of having won the World Pinball Championships the most times outside of the United States, TP has just nipped ahead of Virgin's heavily-hyped Virtual Pinball and Empire's Pro Pinball.

All four tables can be played from two angles - elevated 3D or scrolling top-down as seen in Pinball Dreams. The elevated (slightly scrolling) 3D angle can be played in hi-resolution, which is wonderful, or low-resolution, which is merely wonderfully fast.

Ball locks, a free dabble if the ball hammers straight through the flippers without you managing to trouble the scorers, and a stunning multi-ball feature are all integral parts of True Pinball.







A selection of tables for the connoisseur

What makes True Pinball so ream, isn't the breakneck speed, graphical splendour or table set-ups, it's the amazo-sound. Do what? Yep, hearing is believing. Ninety percent of all games that come to SonyPro's office have the sound turned down after a short while - it drives you bonkers listening to the same rubbishy riffs over and over.

To really appreciate the wonder of True Pinball, however, you have to have the sound pumped up to 11. Each table has its own unique soundtrack which, along with the accurate flipper and bonus samples, provides a wall of sound that gives the game a totally realistic and thrilling atmosphere.

Whether it's because the Digital Integration development team are Swedish is unlikely, but the Viking table is by far the best in terms of design, music and gameplay, particularly in 3D hi-res mode. On its own it would sell True Pinball. There aren't many - if any - PlayStation games that can boast they're 'for all the family', but True Pinball can and it deserves credit for that too.

SUMMARY

GAME True Pinball
GENRE Pinball Simulation
SOFTWARE HOUSE Ocean
PRICE £44.99

It's always a 'mare reviewing and rating a game that's the first in its genre. True Pinball is no exception, but for all the right reasons. It's realistic enough so you don't have to go into a pub and spend extra money on beer or visit an arcade and have your money and your mountain bike stolen. Pro Pinball and Virtual Pinball have their flippin' work cut out. True Pinball is the benchmark PlayStation pinball simulation and Ocean's best next gen release to date.

GRAPHICS 9
GAMEPLAY 8
LASTABILITY 9

OVERALL 9



Look out for those special pointless cat attacks. They're ream





Hebere Pop

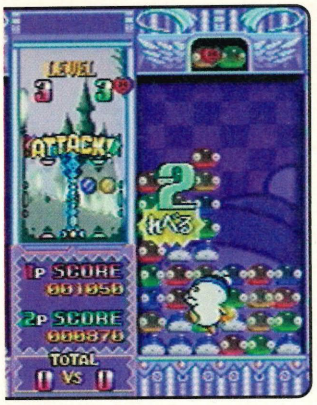
by PAUL

You can keep your rubbish Rayman, your damned Destruction Derby and your tacky old Tekken. Wipeout? Washout more like. Sunsoft/Marubeni know what we want and are gonna see that we get it. Hmm...



The map across which you must travel, defeating cute beasts as you go. Look out! He's going to cross the river, and the tension is unbearable







Left: Emptying your screen and filling your opponent's is the name of the game. Right: Look, it's a lovely little animal

ke oitto



Hi, what's your name?

I'm Cartoon Penguin-like Thang, how about you?

I'm Japanese Rubbish Looking Cat, very pleased to meet you.

Likewise.

Are you here for the computer game?

Yes, I'm starring in it, and you?

Sure am.

What part do you play?

It's a toughie actually. I play the part of this Japanese Rubbish Looking Cat.

Hmm, sounds testing. Mind you, my role's no cakewalk – I take the role of a Cartoon Penguin-like Thang.

We're professionals. We'll cope.

Well if I'm not ready now I never will be. I've done nothing but rehearse for the last month.

Really? I've undertaken a course of dialect training and visited the gym regularly, but I must admit I do feel a little apprehensive myself.

What preparations have you done?

Well for starters I stand dead still and move my mouth up and down a bit.

Er, right.

That's to practise for this part of the game, where you, me and/or an assortment of ill-defined characters apparently "talk" to each other in an aside to the main proceedings.

...?



And after a few minutes of that I move into my walking on the spot routine in preparation for the bit where we travel across the game map for no apparent reason at all.

But you know all your lines...?

Ha-ha! Do I know my lines. I like you, you've got a good sense of humour.

I haven't even seen a script yet. I'm really worried, and I just hope we get a strong director.

Good heavens, you really don't know, do you?

Know?

There are no lines. There is no script. There will be no director. This is strictly a third-rate affair. We're just here for decoration.

There surely must be some mistake, this is a PlayStation game.

And for that reason, and because the game we're here for is nothing but an aged console puzzler, it needs tarting up. Needs to be made to look different. That's why we're here – to attempt to give a false impression of what it has to offer.

An aged console puzzler?

Yep.

Here for decoration?

'Fraid so.

Strictly third-rate affair?

Right again

But... but... but this is the PlayStation!

I know. Outrageous isn't it.

Hebereke Popoitto







Left: The winner! And all for the price of 60 cans of lager. What a bargain it is





Japanese Rubbish-Looking Cat makes a bit of a comeback. Whoo!

A two-player option provides you with the opportunity to play a split-screen game against an opponent, where each of you is represented by one of these character things. The basic idea is the same, but match up an impressive amount of blocks and you'll be rewarded with a block shower on your opponent's screen. And should he do likewise then the crack is reversed.

The control? Well, the control is simple: one button rotates your blocks one way and another spins them around the other, while down on the D-pad drops 'em. Should be a doddle, and on the SNES it is – no problem. But the PlayStation version seems to have gone off the rails in this department because the rotation is stupidly hypersensitive, resulting in the frequent misplacing of blocks. And that's not the only problem...

Each character apparently has his own special attacks for the two-player mode, but they're impossible to fathom out and serve only as an annoying element of added difficulty. Pair this with the seemingly random – and ever faster – block droppage throughout the 2-up battle, and Hebereke Popoitto soon degenerates into a mad senseless scramble between two confused opponents who have little idea of what the hell is going on.

Hebereke Popoitto is a puzzle game along the lines of Columns, itself a derivative – and a good one – of Tetris. There is a play area in the form of an empty vertical oblong into which coloured blocks fall progressively more quickly in clumps of two, three or four. They need to be arranged so that they disappear, keeping the oblong blissfully clear.

Match up four of a kind – in terms of colour – either vertically, horizontally or diagonally, and they'll disappear with a satisfying 'Pop', while any stray blocks drop down neatly to the bottom of the pile. Certain blocks are special and can be treated as any colour. These can fit anywhere (kind of like the Paul Madeley – the Leeds United late 1970's utility player – of the videogame puzzle world, if you will).

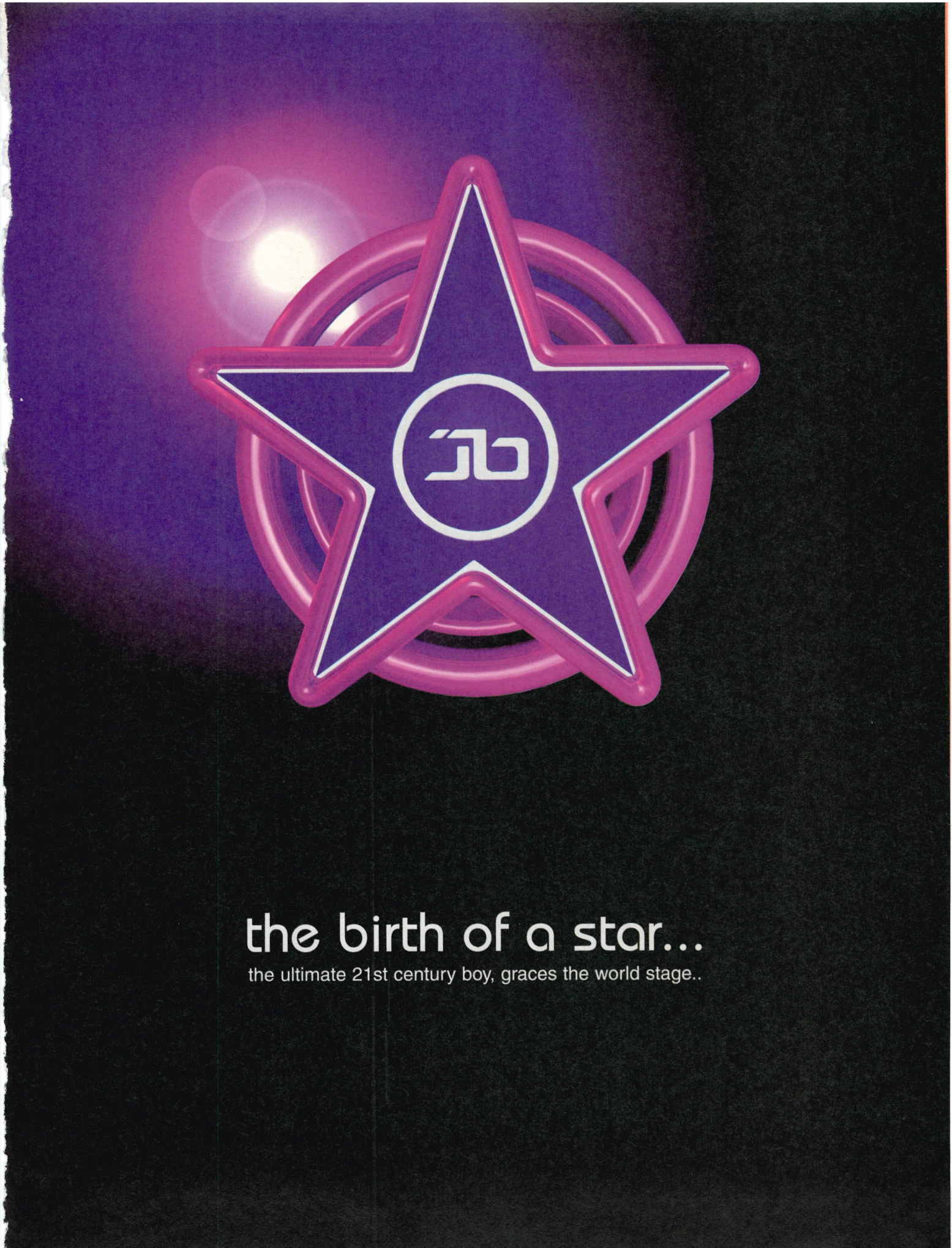
The characters in Hebereke Popoitto play a wildly superficial part in the proceedings, but do crop up in the puzzle bit from time to time. They pose as shapes of varying colours and must be squashed by a number of correspondingly tinted blocks.

SUMMARY

GAME Hebereke Popoitto
GENRE Puzzle
SOFTWARE HOUSE Sunsoft
PRICE £39.99

Nothing here hints at the power of the PlayStation. The changes made from the SNES version are for change's sake, and the one-player option is a complete non-starter. The fact that Hebereke Popoitto doesn't belong on the PlayStation doesn't make it a bad game however, but its emergence with so little new to offer, and the confusion caused by the dodgy control system does. If you simply must spend 40 quid on a puzzle game, buy a GameBoy with Tetris.

GRAPHICS 4
GAMEPLAY 3
LASTABILITY 4
OVERALL 4½


the birth of a star...
the ultimate 21st century boy, graces the world stage..

JOHNNY bazookatone



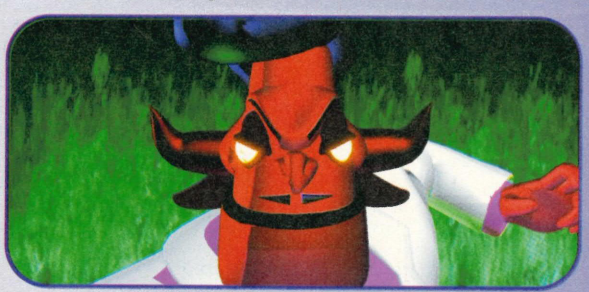
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3DO SEGA SATURN **PC CD-ROM** PlayStation


it's only rock & roll
..but somethings are worth playing for.
US GOLD



Shooti

Pop Will Eat Itself su tracks on Gremlin's SonyPro met them in t opposite Eden Stud interrupt the record and pry a bit

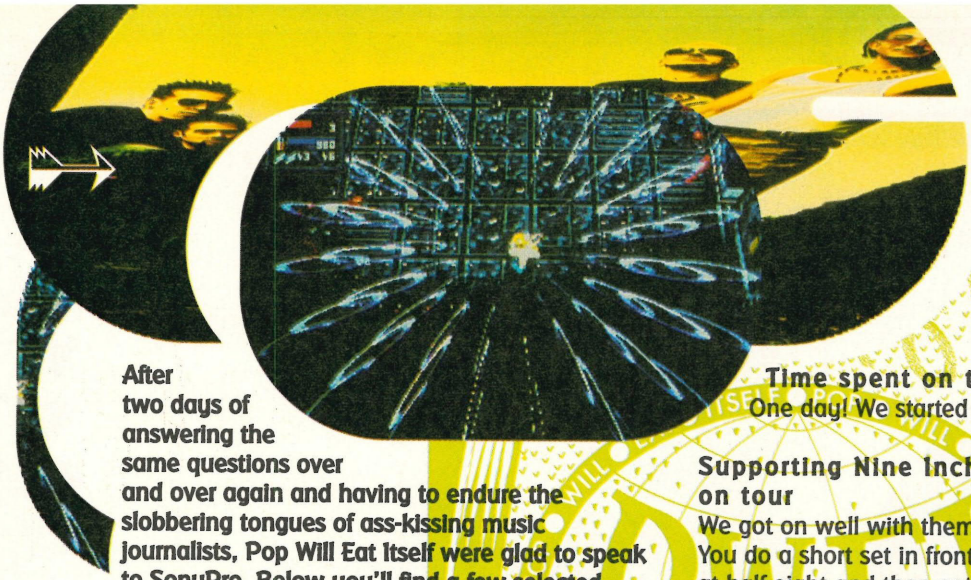






t up

pply the two music blast fest Loaded. heir temporary flat ios, Chiswick, to ing of their new LP





After two days of answering the same questions over and over again and having to endure the slobbering tongues of ass-kissing music journalists, Pop Will Eat Itself were glad to speak to SonyPro. Below you'll find a few selected comments from the band who dig watching Wolverhampton Wanderers, finishing gigs at half past eight, and talking rubbish into the early hours of the morning.

Involvement with production of Loaded

We were just contacted. We'd been away for a while so that stopped any real involvement, but we already had two tracks they could use. Maybe for the next one we can work a bit more closely with the game's producers.

Why choose Loaded?

Because the idea of the game appealed to us. We wouldn't even mind if it was a bad game, as long as it had some sort of a cheesy element to it and was in some way interesting.

Designers Republic's designs

(PWEI's record sleeves, T-shirts and – PlayStation-wise – some of the imagery in Wipeout)

They're all our ideas or they come from discussions with Designers Republic. We're all friends – it's just an ongoing thing. We had them down here on Tuesday night.

Playing other PlayStation games

We've been playing their soccer game (Gremlin's Actua Soccer) quite a lot. We've played a lot of Donkey Kong Country on the SNES, but we keep getting stuck on the same level.



Above and left: The sleeves to two of PWEI's early singles

Best things about being in PWEI

All of it, really. Making up new songs is probably the major thing, because that's what excites you to do something. Everything that comes after that is more of a top-up really.

Time spent on the new LP

One day! We started yesterday.

Supporting Nine Inch Nails on tour

We got on well with them. There was no pressure. You do a short set in front of 17,000 people, finish at half eight and then get stuck into the beer.

How to have fun

Needlepoint! No, a lot of the time we'll just stay up late and talk rubbish to each other until the early hours of the morning. We've known each other for a long, long time. We went to some good clubs in Birmingham over the summer.

Footy

We've got season tickets at the Wolves. Bully's not played all that well for three seasons – he didn't get injured at all before that. Goodman had a bit of a bad time for a bit, but he's starting to play better. He got a couple of goals on Sunday – he's got 12 now.

The fans

When we did Top Of The Pops a couple of times in succession, when 92 Degrees and X, Y and Zee were in the charts, we got more attention just because we'd been on the telly. We don't go out of our way to get involved with our fans, cos if they come backstage all they'll say is you were really good or you were shit.

PWEI Facts

★ They wanted Italian 'politician' Cicciolina to present the 1990 World Cup so much they did a song about it
★ They still live in the West Midlands
★ Singer Clint has a dog called Levi
★ Tracks from the Dos Dedos Mis Amigos LP – RSVP and Kick To Kill – are on Loaded
★ Dos Dedos Mis Amigos means Two Fingers My Friends, the title of the Dos Dedos remix LP



Until he met them, Alex Lee thought Pop Will Eat Itself was a type of lemonade for thirsty cannibals

4x4 + anarchy = canyon shredding kill fest.



It's 26 levels of car-to-car combat. Customize buffed monster-stompers with trick engines and air-grabbing jump jets.



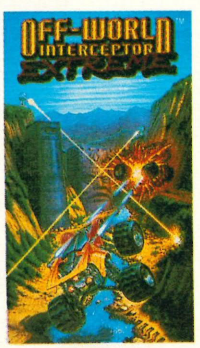


Hate cheesy acting? Watch two trash-talkin' jerks rip on the gratuitous video.



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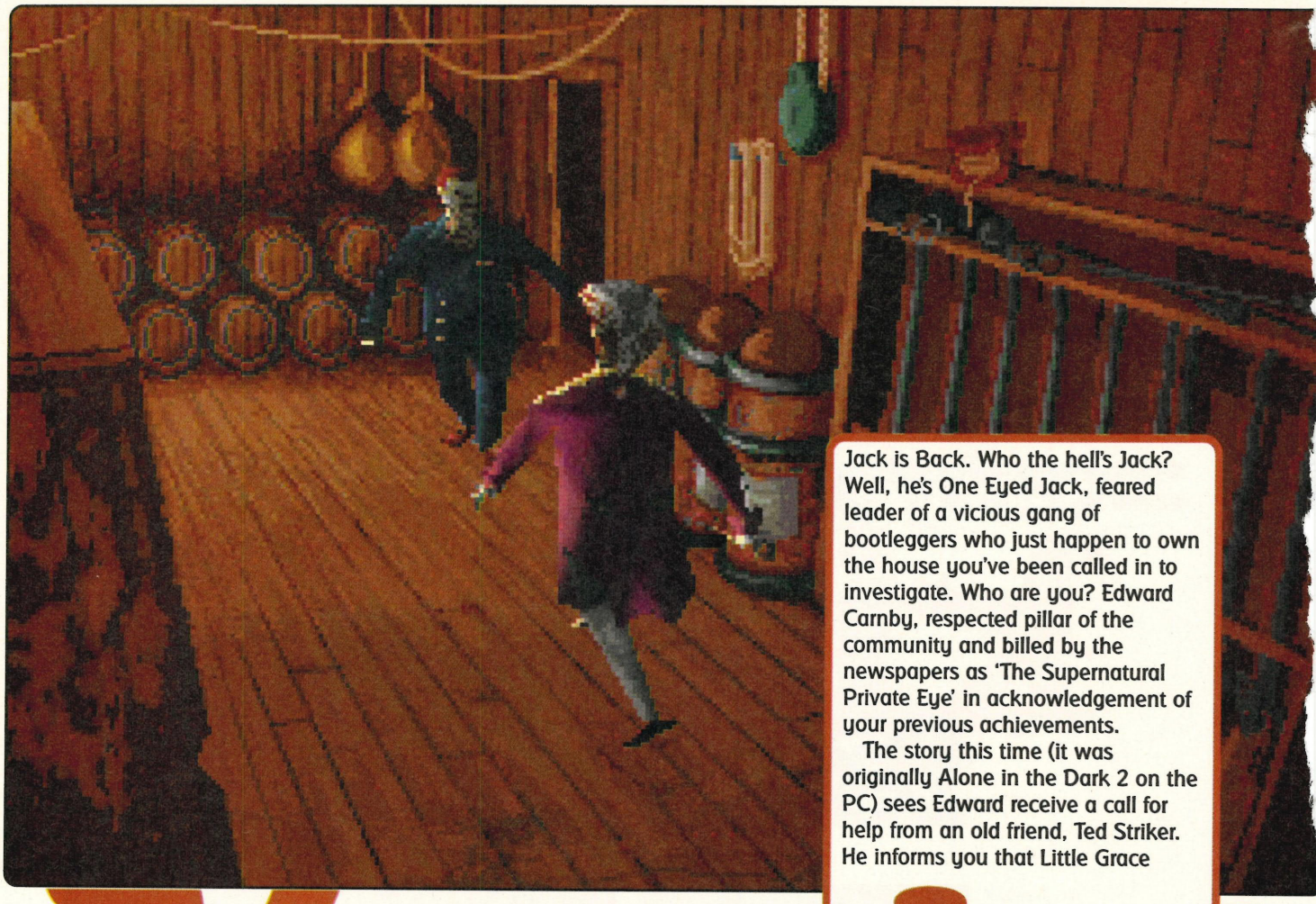
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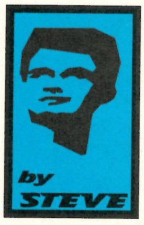
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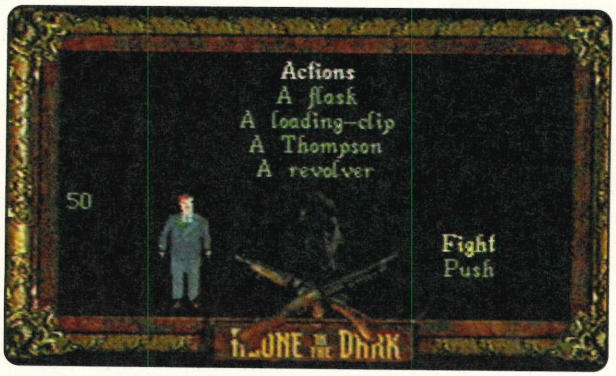
Alone in t

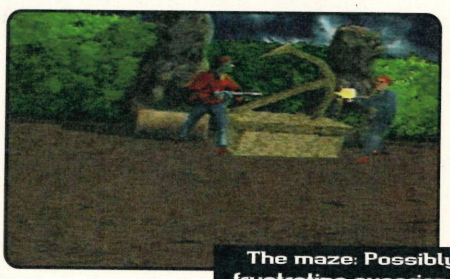


Alone in the Dark. Not a pleasant thought, especially when the things that go bump in the night in this game have a tendency to land on your head

Jack is Back. Who the hell's Jack? Well, he's One Eyed Jack, feared leader of a vicious gang of bootleggers who just happen to own the house you've been called in to investigate. Who are you? Edward Carnby, respected pillar of the community and billed by the newspapers as 'The Supernatural Private Eye' in acknowledgement of your previous achievements.

The story this time (it was originally Alone in the Dark 2 on the PC) sees Edward receive a call for help from an old friend, Ted Striker. He informs you that Little Grace Saunders was kidnapped a few days ago and is being held in the afore-mentioned mansion. Being the brave chap you are, you immediately head off for the house, resolute in your determination to rescue little Grace with barely a second thought for your own safety or the multitude of dangers that lurk within Jack's abode.







The maze: Possibly the most frustrating experience I've ever come across at the beginning of a videogame

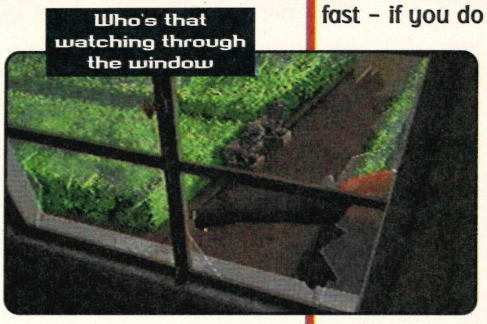
he Dark Jack is Back

When you load up Alone in the Dark, don't expect the action to be fast – if you do you're going to be disappointed. The game plods along at its own pace and this will undoubtedly put off many of the more frantic PlayStation owners. However, don't think that nothing happens, because in its own way, the action comes thick and fast.

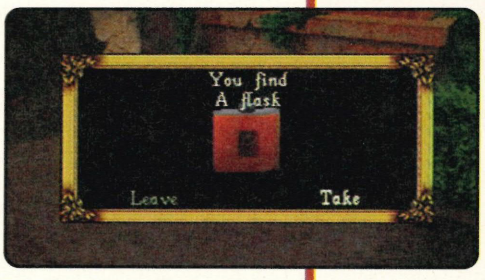
Edward is attacked around virtually every corner and must defend himself successfully if you are to continue. He has a trusty revolver at his disposal, and can also use any of the weapons he finds lying around in the mansion or its grounds. But if the worst comes to the worst, he can always use his bare hands in a last ditch attempt to save himself.

All this fighting takes its toll on Eddie. He starts off with fifty life points, and each hit he takes reduces that total. If he gets punched he'll only lose a few life points, but if he's blasted at close range with a shotgun, that's an entirely different matter.

A lot of the time you'll find yourself wasting your valuable ammo loosing off shots that don't come within a barn door's width of hitting their intended target, so one of the first things you should do is learn to judge the angle of fire.

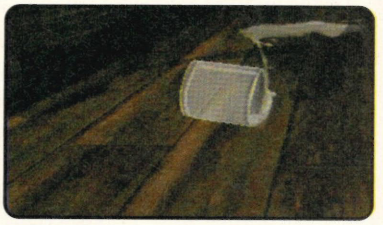


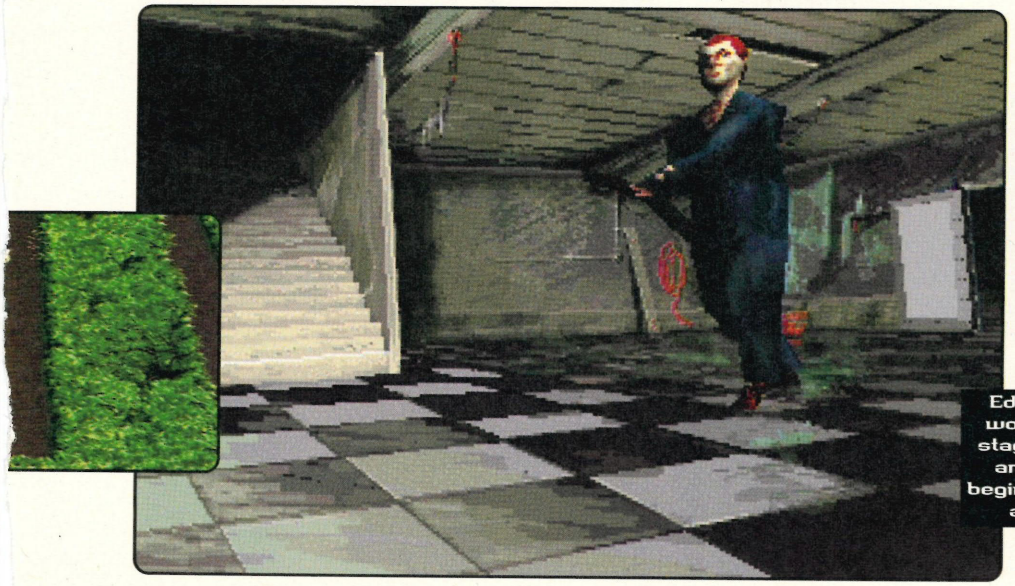
Who's that watching through the window











Edward's looking a bit worse for wear by this stage. As he takes more and more damage he begins to lurch erratically across the screen



Alone in the Dark Jack is Back



I like Alone in the Dark, but it's obvious that it's not going to be to everyone's tastes. The action is fairly plodding and the speed of the whole game seems to have been set to minimum. But that doesn't mean there's no excitement, because there definitely is.

The 'slowness' adds to rather than detracts from the tension for me, and the camera angles really do create a very dramatic effect indeed.

Unfortunately there is a little too much fighting and not enough puzzle solving, and I would also say that the difficulty of the game, especially early on, is set at too frustrating a level for novice players who will still be struggling to get to grips with the controls.

However, if you persevere and actually get inside the house, the pace picks up and the action starts to come thick and fast.

The control system takes some getting used to, mainly because the camera angle that the game is played from is constantly being switched to provide the most dramatic effect possible.

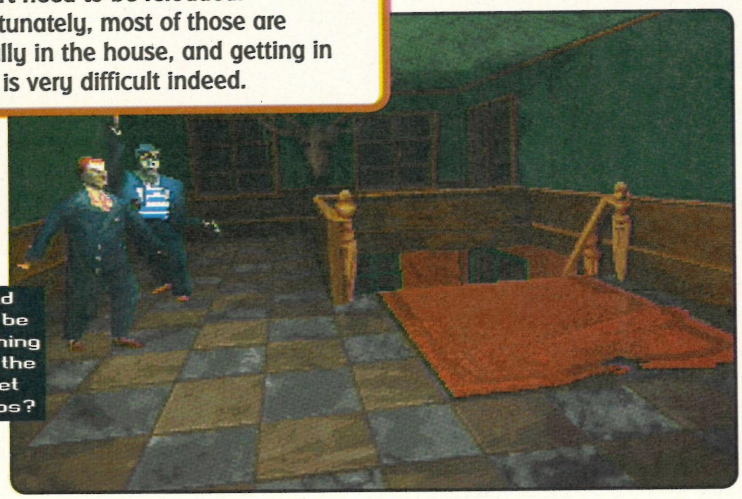
The game wouldn't be half as difficult if ammunition wasn't so hard to find. Initially, when you're wandering around the maze, you'll more than likely run out of bullets after the first encounter with an opponent, leaving you to face the many subsequent enemies with nothing more than your bare hands – not an easy task when you consider that most of them are armed with at least a rifle, if not a sub-machine gun.

Learning to fight competently with your fists is pretty essential, at least until you find a slashing weapon that doesn't need to be reloaded. Unfortunately, most of those are actually in the house, and getting in there is very difficult indeed.





Being the panto season it seems apt to shout out, *he's behind you!* Or is that tacky?



Could there be something under the carpet perhaps?

SUMMARY

GAME Alone in the Dark Jack is Back
GENRE Adventure
SOFTWARE HOUSE Infogrames
PRICE £39.99

The Alone in the Dark series hits the PlayStation with a bang, albeit a slightly muffled one. There's nothing spectacularly new here; indeed it looks almost identical to the PC version of a couple of years ago with slightly improved graphics, but it's the tension and excitement created by the characters and plot that really draw you in. If you like your games at a more gentle pace but still with plenty of action, Jack is Back is worth checking out.

GRAPHICS 7
GAMEPLAY 8
LASTABILITY 8

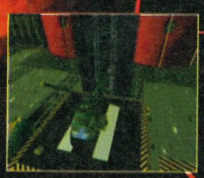
OVERALL 8

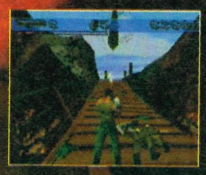
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PlayStation



Close up the graphics are great, but it's tricky to play like this





If the recent dominance of Rupert Murdoch's Sky Sports has affected the terrestrial TV commentators in any way regarding lack of job security now that their employers have very little to offer in terms of live football, then the videogame industry is relieving their fears of financial ruin. Barry Davies had his pay day with Actua Soccer and now John Motson is getting in on the act in EA's latest FIFA incarnation.

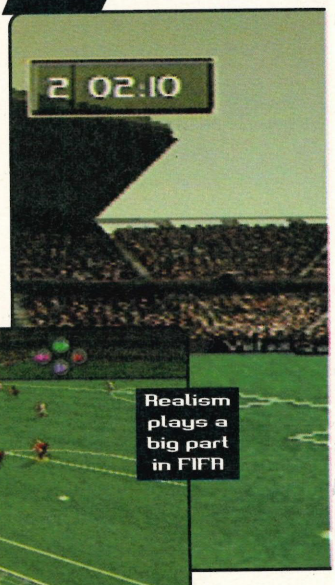
His commentary is generally good, although somewhat more spartan than Actua's, and he does have an annoying habit of mewling loudly each and every time a shot goes wide. Motters is but a tool of the programmers though, and it isn't fair to blame him either for this, or for the fact that many of the players upon who he comments are statistically out of date. Platt is still at Sampdoria, Ferdinand at QPR and Kanchelskis, Hughes and Ince can still be found plying their trade for Man Utd (or as Motters lazily puts it, "Manchester"). None of this affects the gameplay one iota, but the statistical errors are unforgivably lazy in a game that boasts a '96 suffix.



FIFA Soccer



The battle of the big boys is well and truly hotting up in the football stakes. You've read about the impressive Actua – now what does FIFA have to offer







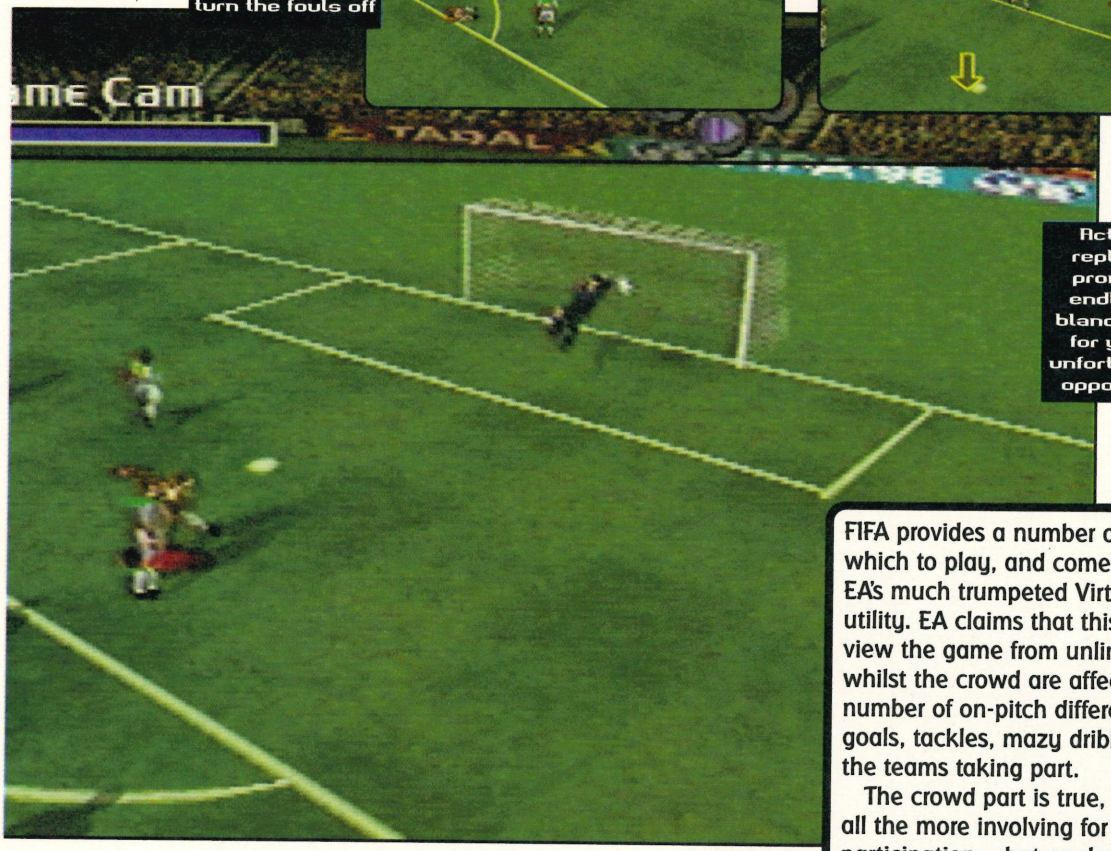


Realism plays a big part in FIFA



If you're overly mucky then it might be wise to turn the fouls off





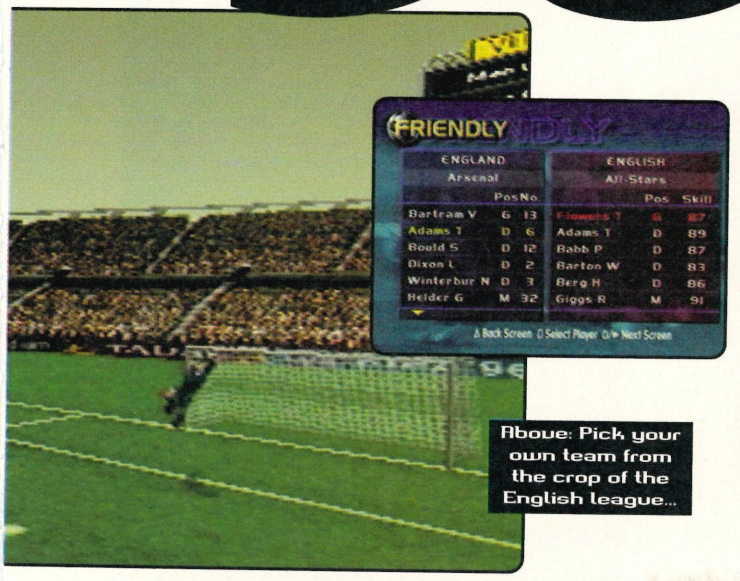
Action replays provide endless blandness for your unfortunate opponent

'96

FIFA provides a number of angles from which to play, and comes complete with EA's much trumpeted Virtual Stadium utility. EA claims that this allows you to view the game from unlimited angles, whilst the crowd are affected by a number of on-pitch differentials such as goals, tackles, mazy dribbles and even the teams taking part.

The crowd part is true, and the game is all the more involving for their realistic participation - but angles? There are a few from which you can play, sure - easily more than enough in fact - but the free roaming camera only comes into effect for instant replays.

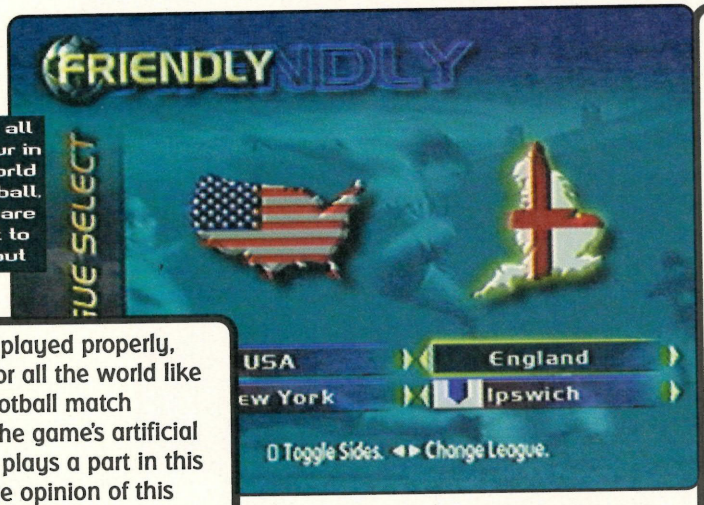
Options-wise FIFA has always been unmatchable, and '96 is no exception. A limited number of formations can be altered in terms of how far up the pitch your players will wander and what type of football they will play - defensive, long ball and so on and so forth. Controlling them on the pitch is an art which needs mastering, because all four buttons need to be in constant use if you're to cover yourself in glory in a match. A little practice will see your players bursting from defence and picking out the winger who'll cross it onto the head of your leading marksman for - if you're lucky - a header home.



Above: Pick your own team from the crop of the English league...



FIFA Soccer '95



It ain't all glamour in the world of football, as NY are about to find out

To watch, if played properly, FIFA looks for all the world like a real life football match unfolding. The game's artificial intelligence plays a part in this and is, in the opinion of this humble reviewer, just a touch too clever for its own damn good. It's entirely possible to set your joypad down for a minute or so and watch in wonder as the computer kicks in, running off the ball (which is fine) and often tackling or passing too.

Toggling between players is decreased, but the upshot is a feeling of slight detachment.

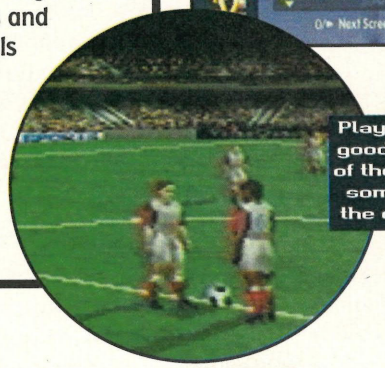
If a mismatch is your cup of tea then forget the leagues and tournaments on offer, because FIFA can provide it.

There are dozens of teams from the mighty Brazil to Malaysian league sides, and the difference between the Davids and Goliaths is impressively marked.

A game between Kualur Lumpur and Falkirk, for instance, will inevitably result in more bad passes and less impressive goals than Barcelona Vs Juventus. But just as in real life, more skillful players don't necessarily make a better match.







Player detail is good, but some of the strips are somewhat on the dodgy side

FIFACTS

- FIFA stands for something French which means Federation of International Football Associations. It is the Daddy-o of football and makes the rules by which everyone must abide
- FIFA's president is Jauo Havelange, who is Brazilian, and who's first name probably isn't spelt like that
- Brazil have won the World Cup a record four times, which is three times more than England, and four times more than England deserve
- The fastest goal in a World Cup Finals match is 27 seconds by England's Bryan Robson against France in 1982
- England's Gary Lineker was awarded the prestigious Golden Boot award for his six goals in the 1986 WC Finals...
- ...but that doesn't hold a candle to Juste Fontaine of France, who scored a mammoth 14 in 1958. Or possibly '54.
- Argentinian coke-snorting handball disgrace Diego Maradona is the only small fat Argy to have played in the World Cup Finals four times.
- Eric Cantona was ejected from a 1994 US World Cup game despite France's elimination in the qualifying stages. He chinned a FIFA official and was lobbed out by a coppa.

SUMMARY

GAME FIFA Soccer
GENRE Sports Sim
SOFTWARE HOUSE Electronic Arts
PRICE £39.99

For all its impressive viewing angles, FIFA Soccer '96 fails to offer one from which playing is ideal. The distant angles are too far away from the touchline, and the close ones offer nothing but novelty value. It's good to look at (though not appreciably greater than the original Mega Drive version), and certainly not difficult to play, but apart from its myriad options, is outgunned in just about every department by Gremlin's Actua Soccer.

GRAPHICS 7
GAMEPLAY 7
LASTABILITY 8

OVERALL 7½

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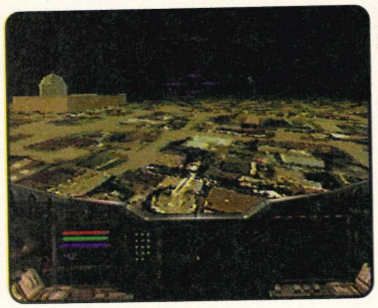
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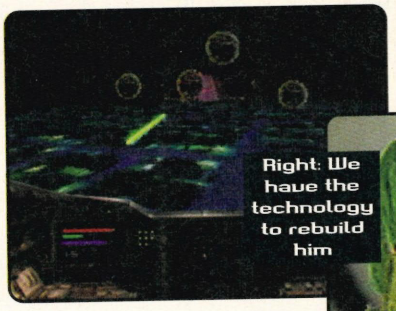


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SPECTRA VIDEO







Right: We have the technology to rebuild him

Sunlight, that most important of life-giving elements, is well and truly absent here. Shockwave implores you to leave your shades and sun-cream back at base, and venture out into a world of perpetual darkness.

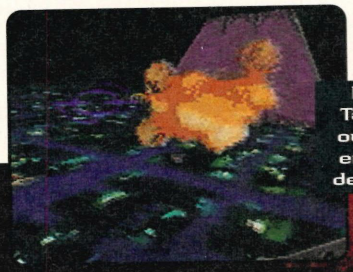
This may seem an unlikely scenario, but enough realism is provided by the smooth control mechanism of your flying machine.

Your overall mission and ultimate goal will come as no surprise to the experienced gamer; the pesky aliens have landed once again, and it's your job to clear them from the planet before they take a firm hold and claim the world as their own.

You're just the man for the job and you're dropped straight into the warzone. Armed with a mere two weapons you must use fly and shoot to the best of your ability to destroy the alien invasion. You have a bog-standard laser and some missiles at your disposal. The missiles are limited and take some careful aiming, but they are far more powerful than the lasers.

You are in complete control of the aircraft but you must remain inside the perimeters of a pre-determined flight path. Straying outside of this area will cause you to lose tons of valuable energy.

Your gun sight is in the centre of the playing window, and only moves when you steer the craft in the direction of the enemy target.



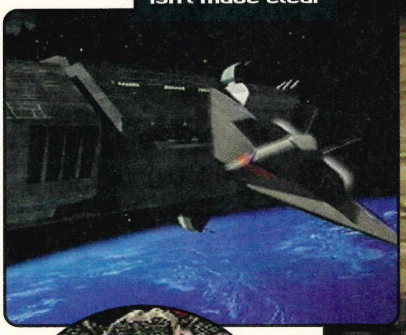
Left: Taking out the enemy defence

Shock

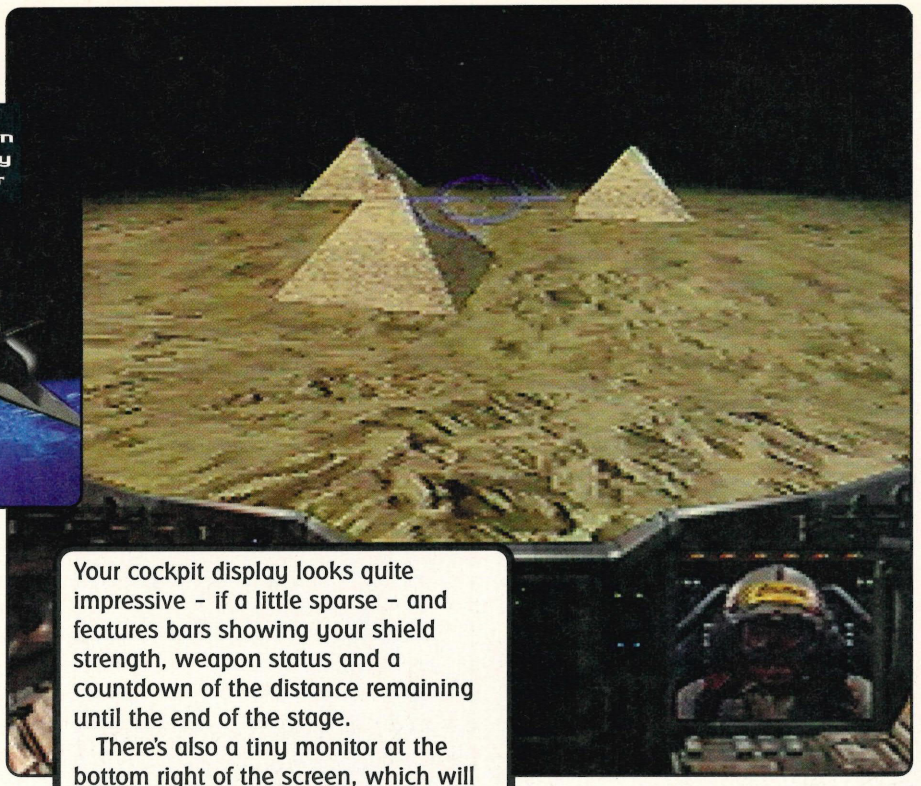


Hello, good evening and welcome to the world of the strategically challenging shoot'em-up. Strap yourself into the cockpit and start praying. Your mission starts here





Below: Your mission begins in space. Quite why isn't made clear





Your cockpit display looks quite impressive – if a little sparse – and features bars showing your shield strength, weapon status and a countdown of the distance remaining until the end of the stage.

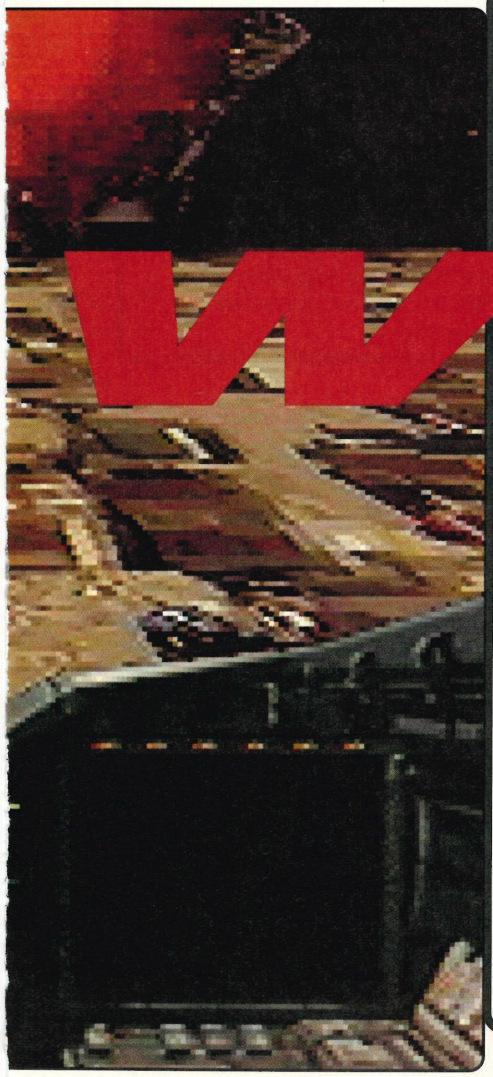
There's also a tiny monitor at the bottom right of the screen, which will fizz into action at certain stages of the action, giving you a visual link and messages from headquarters and other pilots. This isn't really necessary, but it's a neat little addition.

There are numerous video sequences between each of the levels as well as a lengthy intro sequence



Watch you don't hit that Hollywood sign!

Wave

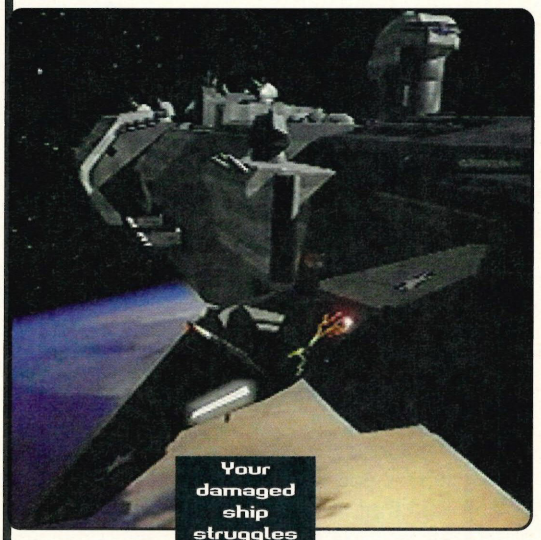


which brings you bang up to date with what's going on and what's required of you in each of the missions.

Your fellow pilots may scream some encouragement mid-flight after some particularly fine air combat, or headquarters will send some advice to help you on your way.

By no means is Shockwave an all-out shoot'em-up, and there will be some stages where you are simply flying over the landscape unchallenged for a little time.

Your missions revolve around the completion of a few objectives before advancing to the next level. Some involve destruction of wave after wave of alien crafts, while others require you to take out ground targets, making sure you avoid man-made abodes.



Your damaged ship struggles back to base for repairs

Shockwave



Daniel Barton eh? Nice tie and top expression, that's him

With all of the attention that's been paid to detail in the graphics and sound departments, Shockwave should grab you where it hurts and take your game playing enjoyment to new heights. Even the controls are easy to use. The only problem is, it just doesn't hold the attention for too long.

The reason for this is that the missions have too many segments. Some involve frantic laser fire and tons of fast flying action, but there are others where absolutely nothing happens and you have only the sound of your aircraft engines to keep you company. This may be indicative of a game that's striving for realism, but it doesn't make for the most gripping of encounters.

Another downside is the fact that the missions aren't terribly varied. Obviously your objectives change a little as you progress through the game from continent to continent, but only to the tune of a different landscape and a couple of new alien ships.

So, whether you're flying over the barren wastes of frozen mountain terrain, or the green and leafy valleys of the English countryside, nothing much changes.

Shockwave promises the world, but in the end leaves you wanting that little bit more. Having said that, it's fine in short bursts, and the stages where your flying and shooting skills are called upon are quite good. Don't expect to be blown away though.





Enemy walkers aren't too strong for your firepower. Take them out as early as possible



Battling over the English countryside

Graphically, Shockwave has the look of excellence in every department. Whereas in many of the PlayStation releases we've seen so far, the distant objects aren't visible to the eye and seem to suddenly appear much closer than you'd expect, in Shockwave, it all comes into view gradually and precisely; there's none of this "building" of distant objects and backdrops.

The video sequences are varied, although inevitably they do get a little tedious after a while. But you have the option to give them a miss if you wish.

The sound effects are also complete, with both weapon and voice effects being of the highest quality. Oddly enough, playing a few games will leave you feeling as though you're taking part in a Star Wars space battle.

There are three main skill settings you may choose from before setting out on your missions. It all depends on exactly how much carnage you wish to see.

SUMMARY

GAME Shockwave
GENRE Shoot'em-up
SOFTWARE HOUSE Electronic Arts
PRICE £39.99

Shockwave is by no means a classic release, but on the other hand, it's also no stinker. The idea is far from original, but the video sequences and the graphical excellence prove that there's been plenty of time and effort put into making this a quality package. Shockwave's main downer is the fact that you only have one view from your cockpit. There's plenty you can do to spice up the challenge, but you're still left wanting a little extra something.

GRAPHICS 8
GAMEPLAY 9
LASTABILITY 7

OVERALL 8

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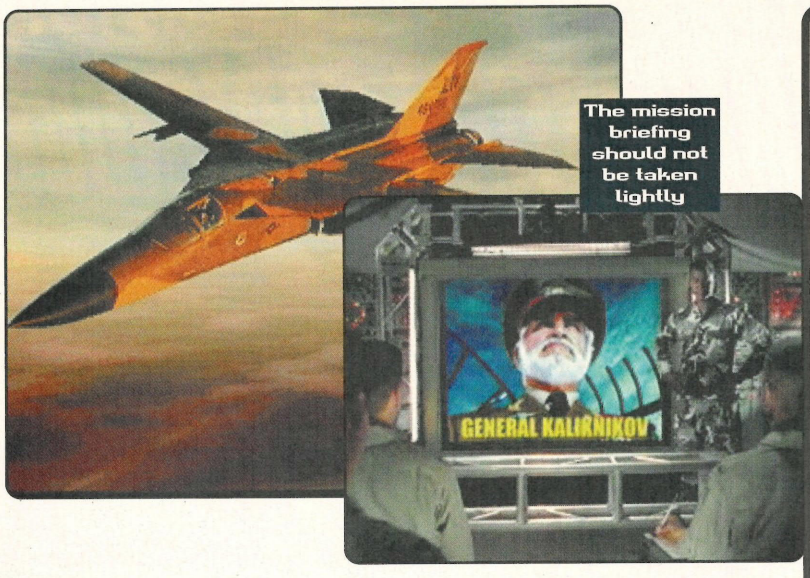
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The mission briefing should not be taken lightly

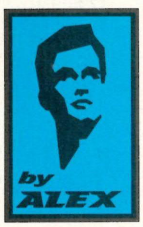
Misnomers. Great aren't they? Clichés – they're the best. So, like Lord Baden Powell said, *Be prepared*. This review is going to start with a misnomer and be littered with clichés. Right, here I go, setting out my stall... here's the misnomer. Agile Warrior – surely a platform game or an adventure judging by the title? No. The Agile Warrior (F111-X) is the aircraft you control – a fictitious plane of Virgin's invention.

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, there are nine treacherous assignments for you to fly through, taking out enemy encampments and strategic positions as you go. It's not a game where you can just fly around admiring the clouds.

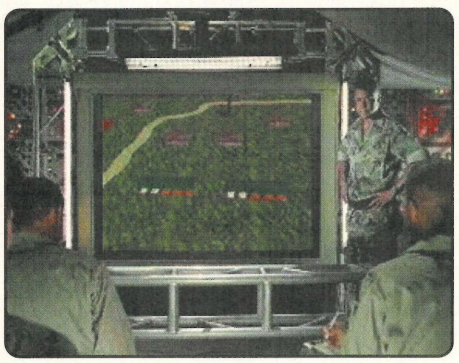
Viewed from the pilot's seat in the cockpit in true PlayStation 3D style, you're constantly told by your co-pilot when any incoming bandits are in the vicinity. If you're shot down he just yells, *Eject! Eject!*, so in the style of all great movies you've gotta draw your own conclusions as to whether or not he copped it.

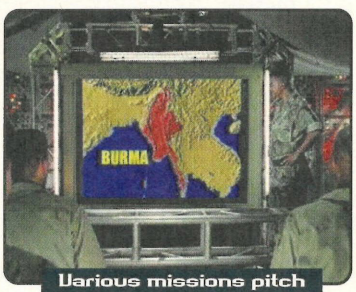
Oh, and Mr Pink lived. I know, because he appeared in Airheads later, with long hair and a funny little beard and everything. I think it must have been a disguise or something... Eject! Eject!



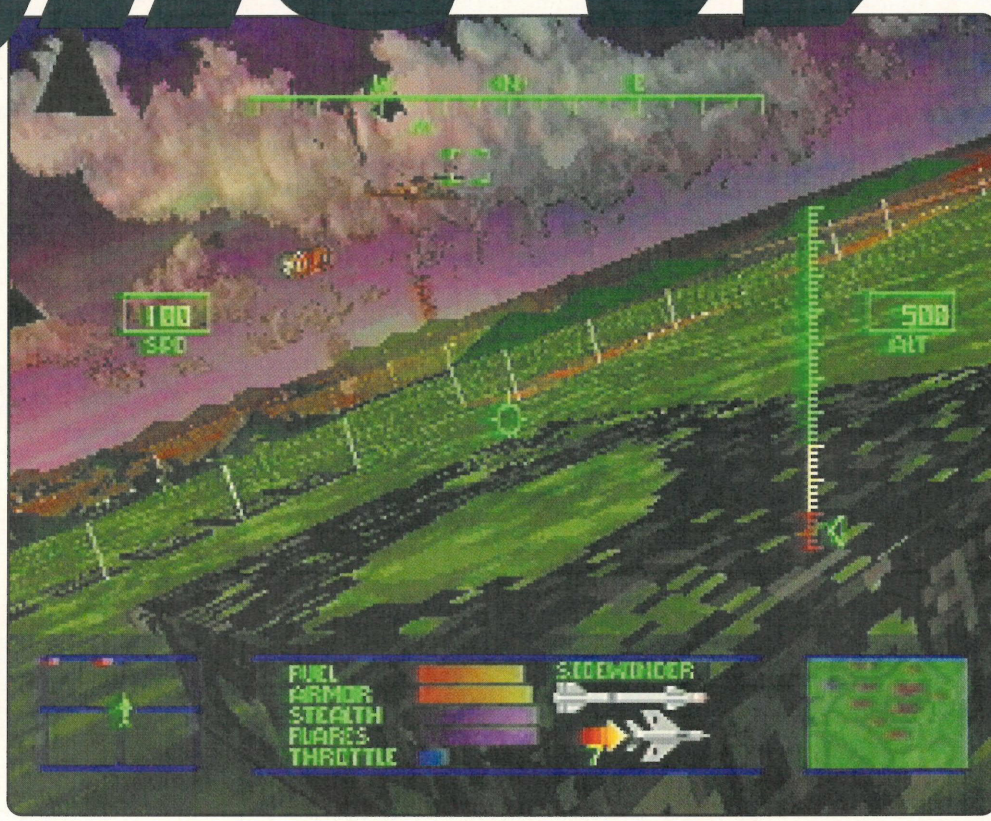
If you judge a book by the cover, then you'll judge the look by the lover. I hope you'll soon recover. Eject! Eject!

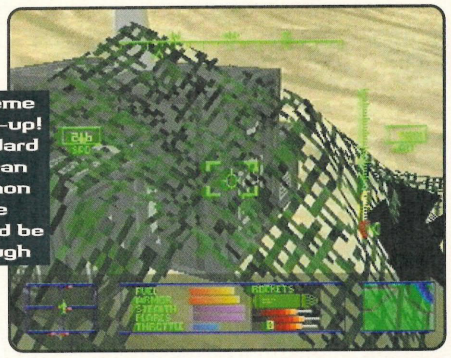
Agile W



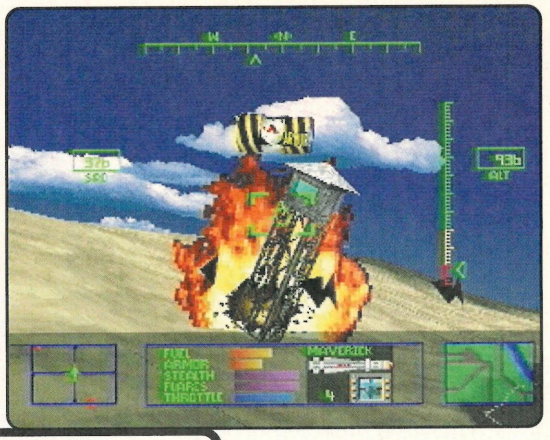


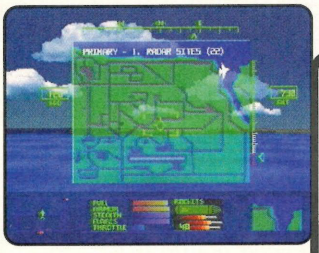
Various missions pitch you into a variety of combat situations





Extreme close-up! Standard vulcan cannon fire should be enough







Of the nine strategic missions, only three can be accessed straight away. Each of these is made up of three specific targets which have to be blown away in a set order to progress further.

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



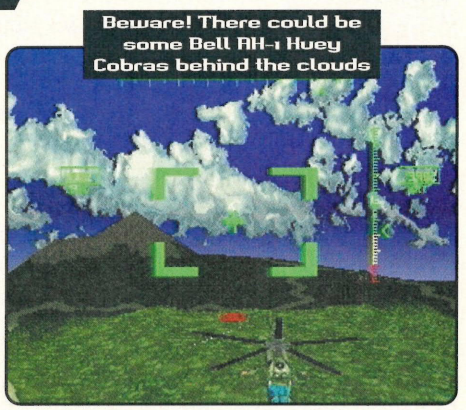
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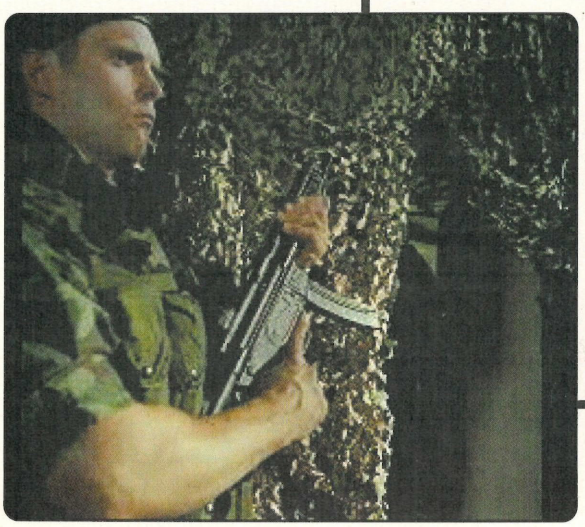
The handling of the Agile Warrior is about right. It's no use hammering around at 400mph the whole time, nor is it beneficial to plod along at 72. The best tactic is to alter your speed according to the situation. In other words, employ tactics and strategy.

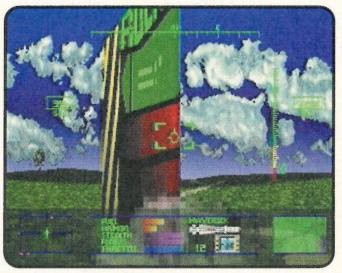
America's Virgin Inc of Irvine, California can take the credit for making the turning and the speed control of the plane pretty realistic.

Virgin has managed to emphasise the game's arcadey nature while maintaining elements of realism. It also deserves praise for not veering into the cluttered airspace of the flight simulation. Eject! Eject!



Beware! There could be some Bell AH-1 Huey Cobras behind the clouds





Agile Warrior

An example of Agile Warrior's arcadiness is the power-up system. Rather than having to touch down or fly beneath a floating power-up station (as seen in Shockwave), everything you destroy leaves behind a floating icon. These range from fuel and armour barrels to all manner of weaponry such as sidewinders and napalm. But don't shoot the power-ups, you'll just blow 'em away.

This system is just what the game needs. It keeps the pace going and can add drama when you're flying towards an icon and an enemy fighter shoots it out of the sky. Attention to detail isn't bad – enemy planes and 'copters emerge in convincing perspective, pilots parachute out of their flaming Mirages, and, best of all, they can be blown away as they float down. Tanks don't half go up too.

If you're in great danger you can use the suicide option, whereby you plough your plane nose first into the ground, although no self-respecting gamer would ever dream of using this cowardly way out.
Eject! Eject!



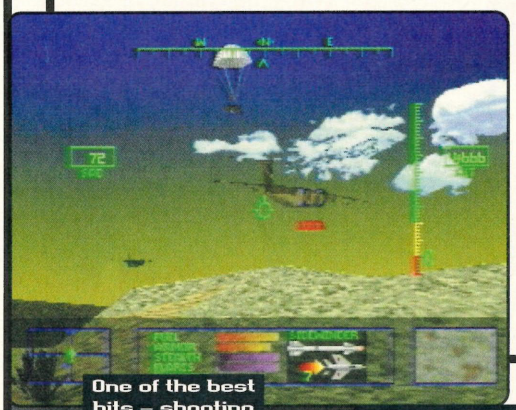


Call up the map or you could lose your way

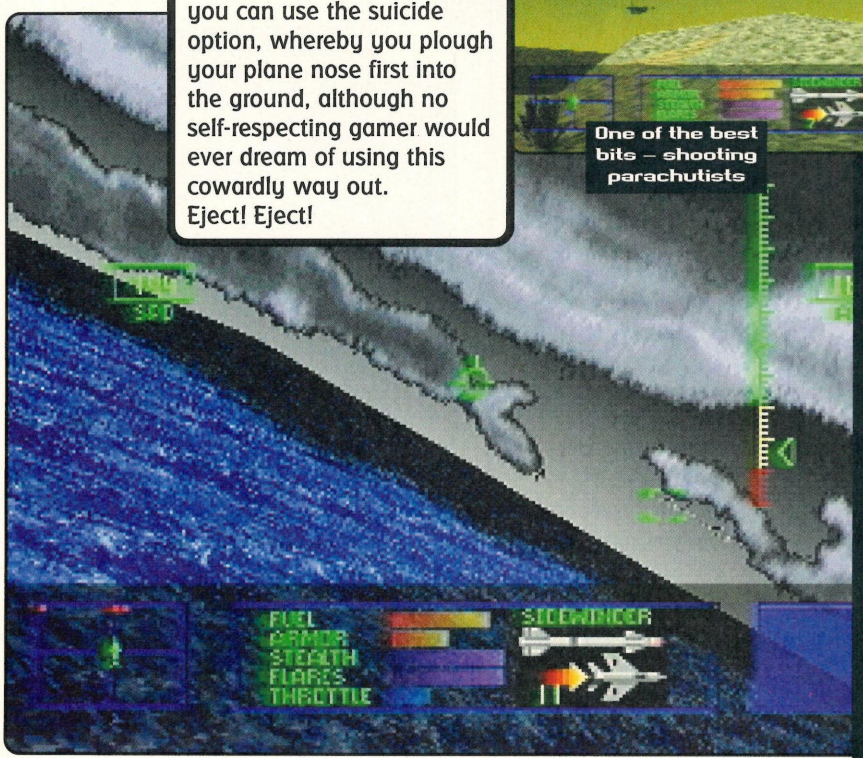
Agile Warrior takes you all around the world – French Guyana, Kamchatka and Pakistan are just three of the locations you'll visit before killing people, blowing things up and generally wrecking the ozone layer. Each landscape – or Theatre of Operations – is sufficiently different to appreciate, and although all the missions involve basically hammering everything in a set order, the varied enemy craft you'll encounter make for exciting gameplay. You even get to shoot a freight train and a rocket heading for orbit.

And that's the limit for Agile Warrior – not the sky, but blinkin' orbit... it's mint. A lot of last month's stuff was a bit rubbish to be honest, but this month we've been spoilt rotten by a host of great PlayStation releases.

As the bloke in the FMV cut scenes would say, *Let's get out there and kill clean.*
Eject! Eject!



One of the best bits – shooting parachutists



SUMMARY
GAME Agile Warrior
GENRE 3D Strategy/Shoot'em-up
SOFTWARE HOUSE Virgin
PRICE £44.99

This month we've seen three similar 3D airborne combat games – Shockwave, Thunderhawk 2 and this one. They're all playable and appealing, but Agile Warrior kept me glued to the screen for days. It's a fluid arcade-strategy shooter with the beefiest explosions on the PlayStation so far. My only real criticisms are that it's slightly too difficult, the two-player option's slightly ropy, and the sea looks like my bedroom carpet.
Eject! Eject!

GRAPHICS 8
GAMEPLAY 8
LASTABILITY 9
OVERALL 8½

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The date: Winter '95. The graphics vs gameplay debate goes on. Someone mentions what a great game Zaxxon was. So good in fact, that it came eighth in SonyPro's definitive all-time top 100 3D video games.

Launched in 1982, the classic scrolling side-on isometric shoot'em-up was slightly awkward to control, but as a result was more challenging than its vertical non-scrolling peers such as Galaga and Gorf.

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 Zaxxon becoming a much-copied 3D benchmark.

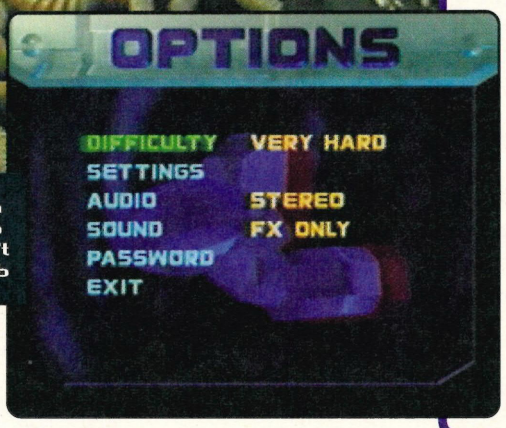
As stated in issue one, *Who wants a game that's easy anyway?*

And that's exactly what people will say about Viewpoint in months to come. A Zaxxon for the next generation, Viewpoint is one of the toughest, yet most enjoyable shoot'em-ups I've ever played.

Sticking rigidly to the stage-stage-stage-guardian formula, even on Easy level Viewpoint is as hard as Prince Naseem (providing, that is, he doesn't lose embarrassingly before this mag hits the shelves).

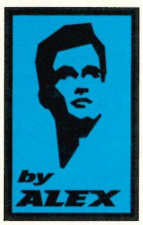


Right: So that's where I've been going wrong. No wonder I couldn't get past the Crab of Vishwanath

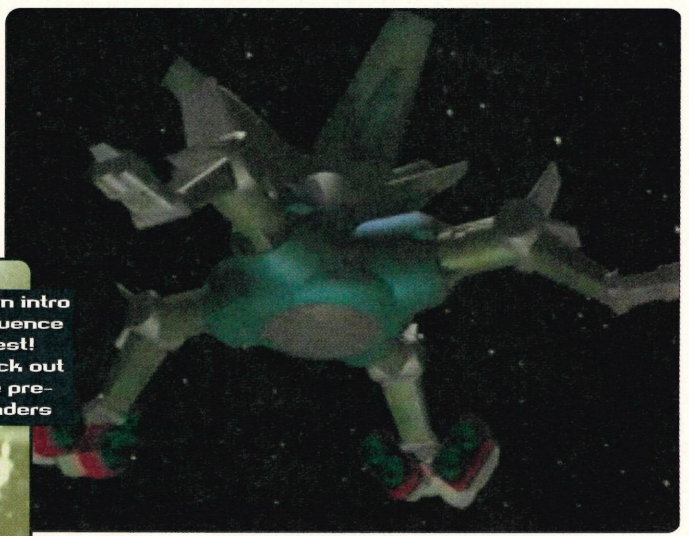


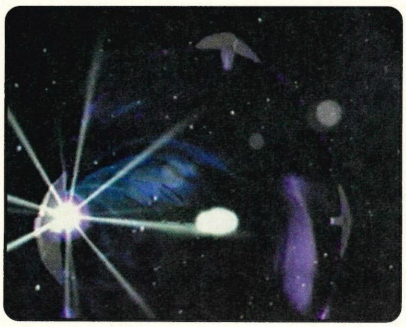


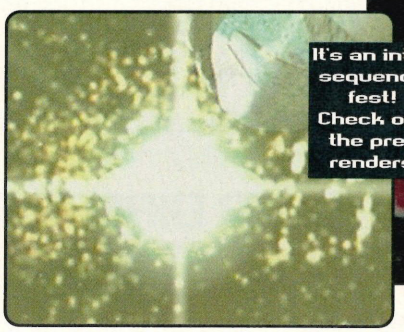
View



In the beginning, God... Look, does anyone actually read these intros or what? Here's a review of Viewpoint





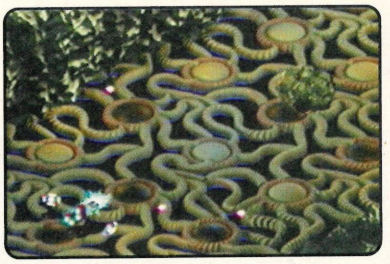


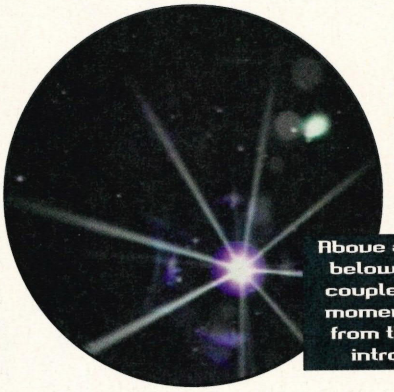
It's an intro sequence fest! Check out the pre-renders



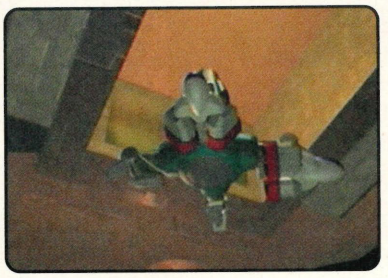


Left: You didn't think we'd give away any passwords, did you? Below: The fairground mole hammer experience





Above and below: A couple of moments from the intro



point

The first level, including guardian, took almost an hour's playing time when the difficulty was set on Easy. The next five took progressively longer – a fine challenge – but I can't see anyone (human) finishing it on Very Hard. Unless, perhaps, that person was to lock himself away in a darkened room with nothing more than a PlayStation, a copy of Viewpoint, and a few months' supply of scran.

Level one sets out Viewpoint's stall of stress with a frantic three-wall-moving moment – like locks on a canal, the divides need to be breached by turning three winches. You need to frantically blast away until the walls slide across the screen, giving you room to fly through. You then have to breach, enter and leave the metallic Carousel of Death.

Soon after that, you're faced with the phallic metal spider guardian to which you have to give a heck of a pelting before you can progress – there's a cool pre-rendered cut scene between each level by the way, just to add a bit of next generationalism. The graphic artists and musicians working on Viewpoint have excelled themselves throughout. There's nothing worse than doing the same bit over and over again when the scenery's rubbish and the music's been done in five minutes on an old digital watch.



The most exciting landscape since the band that sang Einstein A Go Go

Viewpoint



Check the fish! It ain't bish

The refreshing feature about Viewpoint is the classic arcade principle. There aren't unlimited continues, and there isn't an autofire, although holding the fire button down charges up the Byupo's firepower into a long, thick satisfying foam fire extinguisher-style blast. There are three smart bomb thangs, three lives and three continues. As the manual says, *When you lose your last probe, and you will lose your last probe...*

Even the most innocuous-looking foes can force you into early retirement. Springy lego-like thangs which move like slinkies - they're called spring-a-longs apparently - look as cute as they come, but they'll literally walk all over you if you give them half a chance.

Weird volcanic eruptions act in much the same way a good few stages later, but by now you'll have the confidence to fly right under them to dodge the incessant assault of bon bons and CDs.

A final few words of warning - the harder you flinge your joypad across the room in frustration, the more likely it becomes that you'll break it.





Yep, I've copped it royal style. No Byupo probe left

From rave tunes featuring Shadows/Pulp Fiction guitars to a minimalist bongo thang that sounds totally unlike Edwin Starr's Eye to Eye Contact, the in-game soundtrack is a beauty.

The scrolling backgrounds, sprites, shading and shadows, are all nigh on hyper-ream. The only criticism could be that some of the shots that the guardians spew out aren't always easy to pick out. This can be the case for many early losses of lives.

Bonus items are vital for survival. The Byupo probe - the fancy name that EA has given to Viewpoint's spaceship - can take a right old hammering from the sides when the game's most common bonus is picked up. Work has to be done to get it, though, as the glowing outer layer needs to be blasted away before you can safely steer into its soft and welcoming centre.

At times, Viewpoint screams simultaneous two-player option, as the sheer weight of enemy numbers crushes you. The screen gets so packed with hostile fire and, indeed, hostile firees, that the only option is to flinge your joypad violently across the room in the vain hope that your aggression release will see you safely through to the next stage.





SUMMARY

GAME Viewpoint
GENRE Isometric Shoot'em-up
SOFTWARE HOUSE Electronic Arts
PRICE £44.99

Last month's mag saw a number of disappointing shoot'em-ups. This one doesn't fall into that category – it doesn't even go near the edge. This is better than the Raiden Project, and it's more fun than banging plastic moles on the heads in fairgrounds. Viewpoint is a winner that brings together all the aspects of classic arcade gameplay and still finds a place for competitive and co-operative two-player action. There's a top tune for each level too.

GRAPHICS 8
GAMEPLAY 8
LASTABILITY 9

OVERALL 8½

Sorry guys.



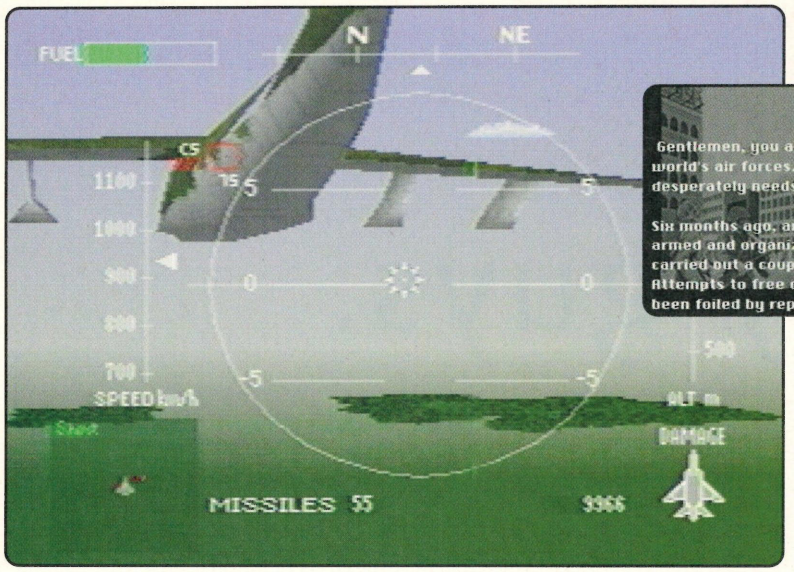
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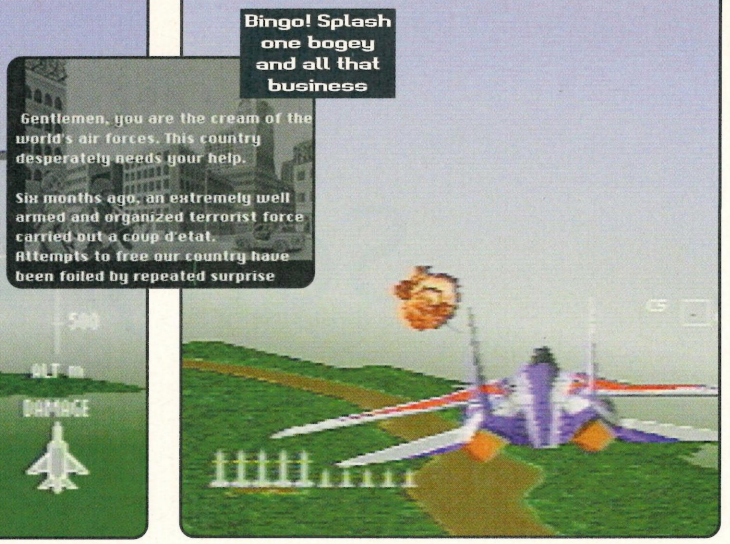
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pure gameplay

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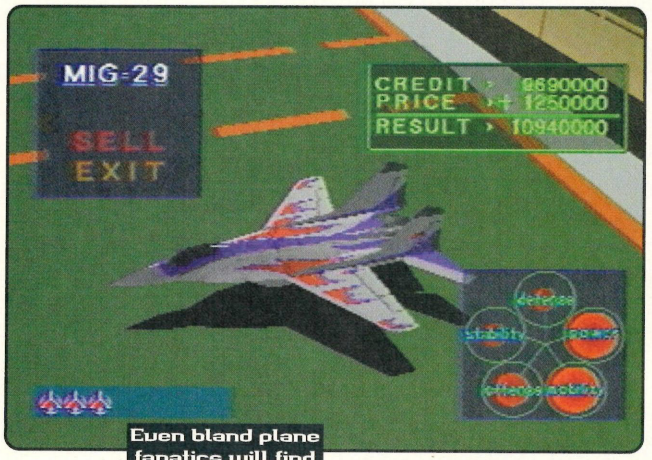




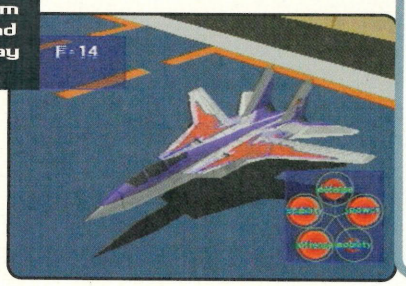
Air Co

Sounds more like a pair of trainers than a game to us, but still, if you're looking for a PlayStation fighter aircraft game, this is undoubtedly your best bet yet. In one-player mode at least

by STEVE



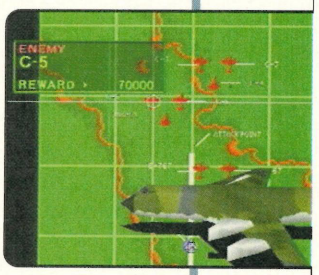
Even bland plane fanatics will find enough different aircraft – from both east and west – to play around in



Warhawk was a big disappointment, I doubt whether anyone would disagree. And, seeing as that game would have to be considered as Air Combat's main rival, that leaves Sony's latest effort without any notable opposition.

Air Combat is superior in just about every department to Warhawk. Even the graphics, while still not pushing back any boundaries, are a lot better than the murky browns and greens that were all Warhawk had to offer.

Oh, hang on, I've just walked past Andy's desk and he's playing some sort of flight game. I'll just ask him what it is... Ah, well, it's Thunderhawk 2, and apparently it's really good, so you'd better discard all that stuff about 'no notable opposition'.



Anyway, I can't comment on Thunderhawk 2 because obviously I haven't seen it yet, but Air Combat is definitely the best example of its kind that I've played so far.

Initially the gameplay seems a little shallow, with a procession of endless dog fights doing little to grip the gamer's imagination. But, as you progress, hard targets on both ground and sea begin to be designated, and the game is continually throwing in new elements to keep your trigger finger happy and your mind interested.

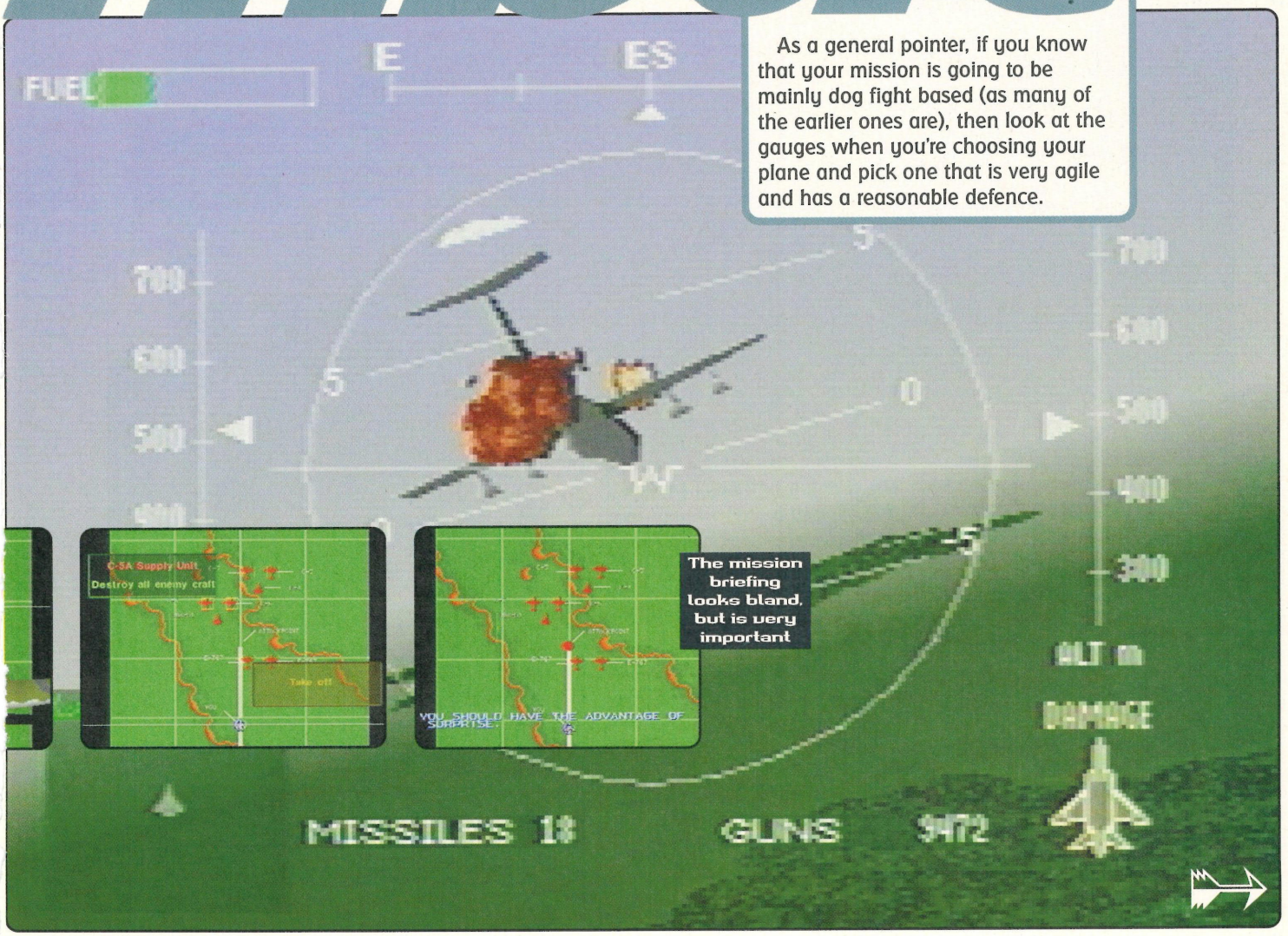


There are loads of FMV sequences to set the scene for each of your missions. I don't recognise any of the actors, but they all do a sterling job of faking the accents, and are more convincing than most.

Once you've heard the mission briefing you get to choose from a sizeable selection of planes (including F-14s, Migs and even Stealth bombers). Each of these aircraft is suited to a particular style of mission. The manual (as with all PlayStation games it seems) is woefully inadequate at describing which plane is best for which mission, so it's up to you to work it out for yourself through trial and error. Alternatively, you could wait for one of the magazines to come up with a player's guide.

mbat

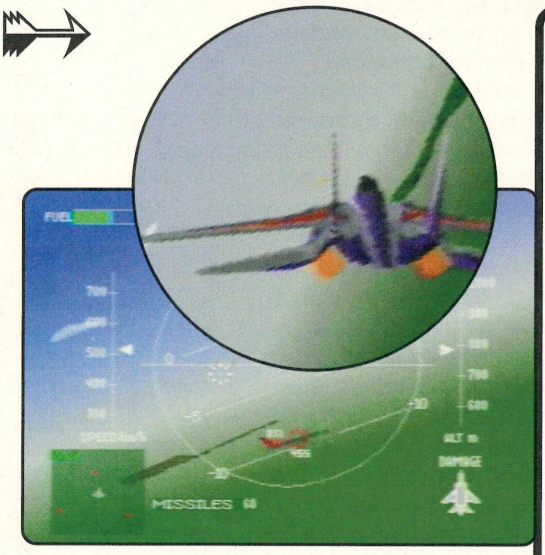
As a general pointer, if you know that your mission is going to be mainly dog fight based (as many of the earlier ones are), then look at the gauges when you're choosing your plane and pick one that is very agile and has a reasonable defence.



The mission briefing looks bland, but is very important

Air Combat





Barring Thunderhawk 2, this is the best flight option on the PlayStation to date. Nice graphics, exciting gameplay, and an excellent game structure which allows the player to increase his or her skills as they become more competent, combine well to produce a surprisingly engrossing game.

It's still basically a straight out blast, but there's enough in there to keep all sides happy. However, there are a couple of quite major niggles that really seem to stick in the throat. Obviously the two-player mode is the biggest let-down, being one of the worst examples of this I've seen in a long time. The other is the graphics. I know I've listed them in the plus points earlier – they do look good – but they don't seem to have come on a great deal since the 16-bit machines. I don't know about you, but to me they look as if they've been ported straight from a Super Nintendo or Mega CD game. It's a small point I know, but I thought we were supposed to have moved on.



See that red arrow. That tells you the direction you need to fly



It's all very Top Gun in essence. Even the acting's on a par

When I started writing my review I suddenly realised that I hadn't checked out the two-player split-screen mode. Obviously, it wouldn't be fair to continue without checking it out, so I grabbed Paul Roundell and loaded it up again, this time expecting multi-player thrills aplenty. But, it has to be said, this mode of play totally lets the whole game down.

It's almost impossible to tell where you are, because the playing arena is a sort of canyon type thing with walls on all sides, and it totally throws your sense of perception out.

The amount of times I smashed headlong into a wall without even realising I was anywhere close you would not believe, and within half an hour the machine was turned off again and I was back at my Mac writing away.

I always thought you couldn't go wrong with a two-player option, but in this case you certainly can.

The split-screen doesn't help either, but it's not really fair to moan about this because it's still more accessible than the two machines, two TVs, two copies of the game and a link-up cable option that infests other games.

SUMMARY

GAME Air Combat
GENRE Flight Sim
SOFTWARE HOUSE Sony
PRICE £39.99

Air Combat possibly seems better than it actually is, because Warhawk was so dire. Anyone who had the misfortune to play that will have their faith renewed by Air Combat. It's exciting, it's fast, and it looks good, plus there is enough variation to keep you bashing those buttons for some time to come. If only they'd left that two-player mode out, or even better come up with one that worked, then I could have justified a higher mark. As it stands, I can't.

GRAPHICS 7
GAMEPLAY 8
LASTABILITY 8
OVERALL 7½

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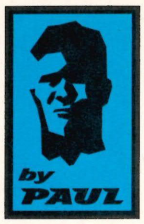


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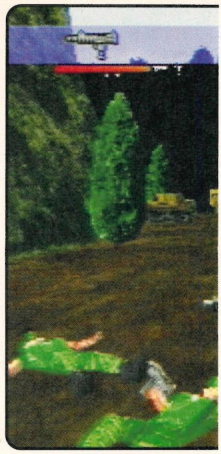
Booyakka! Yes, that's right! The next issue of the world's best selling games magazine comes complete with a top free music CD courtesy of Johnny Bazookatone. As well as that, the Pros will be going behind the scenes at US Gold to get the full lowdown on this forthcoming platform treat and give an exclusive review of the PlayStation version. All that plus Sega Rally, Virtua Fighter 2, Off World Interceptor, Lone Soldier, Defcon 5, Tekken 2, Yoshi's Island complete guide, and, blimey, a free Lone Soldier poster! On sale December 22. Don't miss out!

GamePro



What's the best way to repel an alien invasion? Call Luke Skywalker? Bring in the RAF? No, send in a single gadgy with a couple of poxy weapons and the job's a good 'un. Apparently

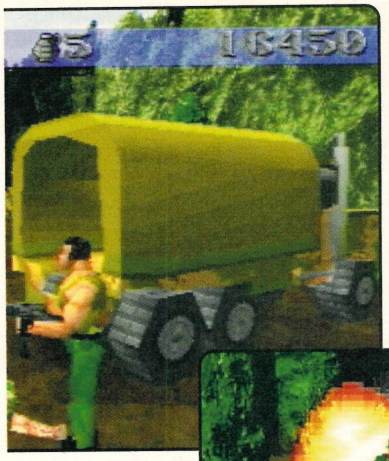




Lone sold



The fire from the exploding vehicles is very realistic, one of the better features of the game in fact





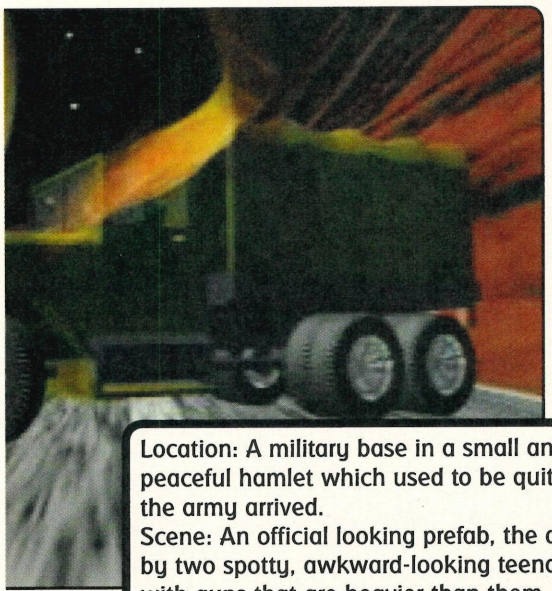


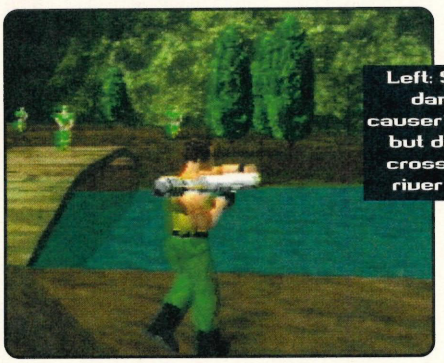
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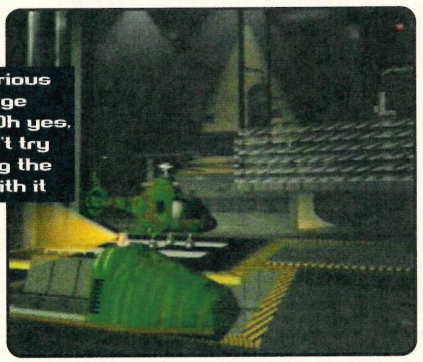
Soldier, we have been invaded by aliens. Yes, I know it sounds like the kind of implausible tosh you'd find masquerading as a plot for a second rate computer game, but it's true. These aliens have stolen a super-missile and will not hesitate to use it unless we pay them off with a large amount of uranium. Obviously this is unacceptable, since we've already agreed a price for it with France, so we need to kill the aliens and get it back.

You will need stealth, you will need cunning, and you will need to conduct yourself in a way which seems ridiculously sluggish and unwieldy. When you come upon the enemy you must not fire whilst running. You must stop and take aim carefully, lining up your sights in grating slow motion as if the gun weighs a ton. You will take hit after hit during this procedure and lose much vital energy. This is unfortunate, but unavoidable. You will soon become frustrated but you must not let it affect you, because it will get slightly better...









Location: A military base in a small and formerly peaceful hamlet which used to be quite nice before the army arrived.
Scene: An official looking prefab, the door guarded by two spotty, awkward-looking teenagers armed with guns that are heavier than them. Inside, Colonel Obvious is issuing vital instructions to Hank, the lone soldier charged with the task of halting the invasion of evil aliens, the Varinians.

Soldier, this mission is of the utmost importance! The very future of mankind may depend upon it. Are you ready?

Yes sir!

I can't hear you soldier!

Yes SIR!

And you're clear on your mission objective?

Yes SIR!

Let me hear it soldier!

Um, pick on the smallest bloke in the squadron and intensely annoy the inhabitants of the village in which I'm based with my drunken, loutish, behaviour SIR! Not forgetting to intimidate females as I roam the streets as part of a socially inept, testosterone-fuelled package. SIR!

Good answer soldier, but not this time. This time you actually have to work for your money and put your training to good use for once. Those taxpayers out there are getting fed up with our lazing about at their expense, and they're demanding that we earn our wages. You're going into combat son...

Lone Soldier

Don't be fooled by the scenery soldier, all is not as it seems. You may find that when approaching a tree for instance, on getting up real close, it suddenly disappears without warning. Should this occur, you will be hit by the bullets of waiting snipers, so beware.

Climatic conditions mean that weariness will be a factor. You may experience impaired vision and close objects might suddenly appear two-dimensional and disjointed, as if floating in mid-air. Ignore this as best you can, and concentrate on wiping out the enemy with your pump old slow-sight gun. Feel free to change direction and backtrack, but remember that if you do, stray enemy forces can attack you freely since you cannot see them to return fire.

Don't worry about the water. Yes, I know there's plenty of it, but there appears to be some sort of invisible force field preventing you from entering it – even the little streams – and you'll be forced to cross every little piddling bridge in order to get anywhere. Very strange indeed that you should be forced to follow such a linear path, but unfortunately that's the kind of flawed game it is.

Game sir?

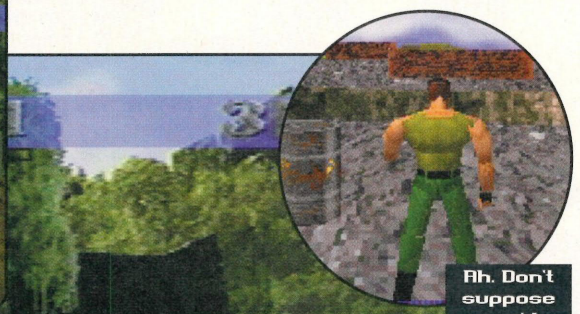
Ah, that's torn it. Help me out Paul...

[Deafening roar of a pistol followed by sound of man hitting floor].

Chances of taking them out without damage to yourself are zero, mate







Ah. Don't suppose you'd consider letting me off would you?



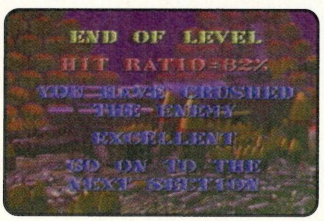
I will. Right, from the top then. You're a lone soldier and you need to kill people across a number of levels of progressive difficulty. The graphics are very good on the whole, as you can tell for yourself, but they are let down tremendously by frequent glitches and what can only be described as mistakes and oversights.

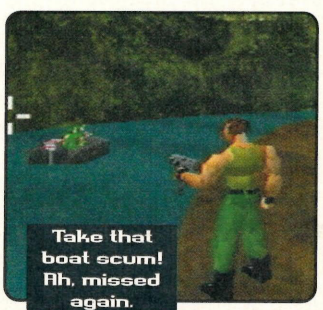
Apart from the end of the game, which is played out on the mother ship of the evil other-world thieves, the enemy is in the form of human soldiers and the location is a normal landscape.

They have at their disposal a number of vehicles such as tanks, boats and lorries, most of which can be blown away by using the extra weapons picked up during the game, like rocket launchers and flame throwers.

These are fun to use because they're effective from a standing position, as you can imagine, unlike your main source of destruction – the gun – which the Colonel was doing his best to point out earlier.

The top buttons are used to centre the crosshairs, but it's tremendously difficult to control on the move. Any nice touches can be virtually discarded because this renders what should be a riotous blast, a fiddly, piddly, stop-go affair which is totally frustrating and almost entirely 'no fun at all'.





Take that boat scum! Ah, missed again. Cheers, gun

SUMMARY

GAME Lone Soldier
GENRE Shoot'em–up
SOFTWARE HOUSE Telstar
PRICE £44.99

You know I'm loathe to admit this, but towards the end of my time playing Lone Soldier, I did manage to derive a tiny amount of enjoyment from it. Don't be fooled by this: I like the music of Elton John and the films of Corey Haim. I used to own a pair of white trousers and a collection of cheap Hawaiian shirts. I've been to both Magaluf and San Antonio, and as a teenager I experimented with both blonde streaks and permed hair. I've simply got bad taste, that's all.

GRAPHICS 7
GAMEPLAY 4
LASTABILITY 4

OVERALL 5½

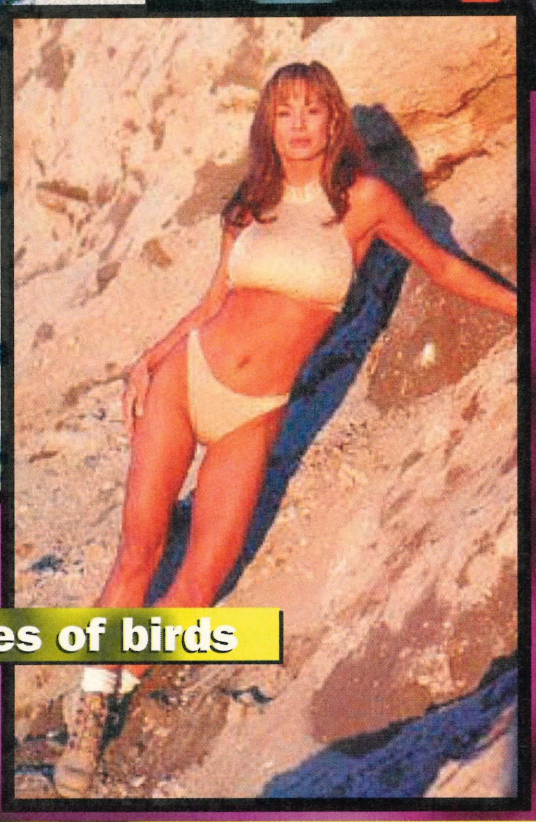
AMIGA ACTION



No self-respect ...



...bad taste...



... and gratuitous pictures of birds

It's what we're famous for

ON SALE NOW IN SELECTED SEEDY EMPORIA

All the games we reviewed in last year's issues of SonyPro are summarised here. Find out which ones you should buy, which ones you should think about buying, and those which you shouldn't even entertain the thought of going anywhere near

Review Round

DESTRUCTION DERBY is easily the most instant race game to appear on the PlayStation - in fact it's debatable any videogame format has seen such a quick-to-get-into racer.
9/10 Game Of The Month Issue one

Each version of **WORMS** is ostensibly the same, but the PlayStation one looks and plays better than all its wriggly peers. The surprise package of the year.
9/10 Game Of The Month Issue two

BATTLE ARENA TOSHINDEN 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.
9/10

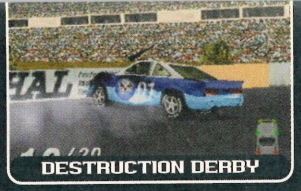
If you've got a PlayStation then you've simply got to get **RAYMAN**, it's as simple as that. I doubt if there'll be a superior platformer in the near future. This will provide a long term challenge to even the most hardened gamesters.
9/10

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.
9/10

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 amazing that these images can be moved around at such speeds and still be glitch free.
9/10

The six characters in **LOADED** are armed to the hilt with an assortment of unlikely weapons, designed for one purpose and one purpose only - killing.
8½/10















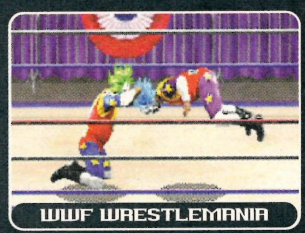






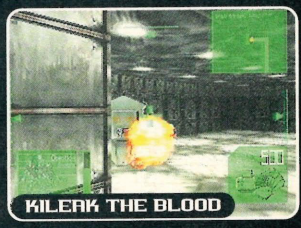


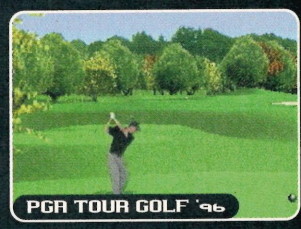






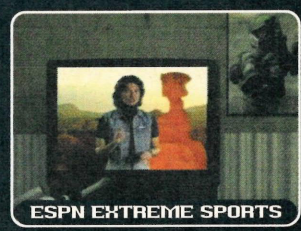












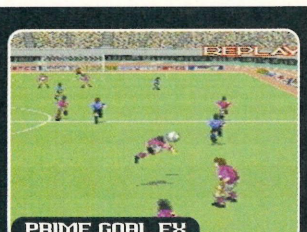
-Up

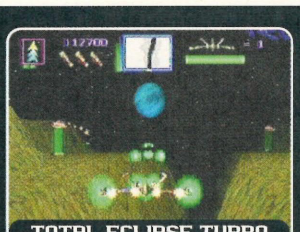
There are new kombos, new characters, new settings and lots of new blood to be shed in **MORTAL KOMBAT III**. So what are you waiting for? Go pull someone's head off!
8½/10

NBA JAM TOURNAMENT EDITION is to non-contact what Chubby Brown is to women's lib. The more damage you inflict upon the other team, the better your chances of walking off the court a winner.
8½/10

So, what does **STRIKER '96** have in store for us? Exactly what you'd expect from an international football game. Lose Andy Gray and you can't go wrong.
8½/10







It may take you some time to get into, but when you do finally manage to get your head round it, **3D LEMMINGS** turns out to be a very rewarding experience.
8½/10

Get ready for a bit of a shock – **WWF WRESTLEMANIA** doesn't suck. Not even a little bit.
8½/10

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. This is Space Invaders for real!
8½/10

Review Round-Up



DEFCON 5 is a race against the clock – to get all the bits of equipment you need to escape – and a battle against dodgy software and invading berserkers.
8/10

KILEAK THE BLOOD, despite its ever-so-slightly-dodgy name, keeps up the high standard of early PlayStation releases.
8/10

PGA TOUR GOLF '96 brings the old plus-four wearer bang up-to-date and drives into the next generation with a satisfying thwack.
8/10

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. Addictive, absorbing and superb fun.
8/10

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.
8/10

ESPN EXTREME SPORTS looks okay – the graphics won't win any awards, but are smooth enough to create a genuine sense of speed as you pass through the sweeping landscapes.
7½/10

Games like **JUMPING FLASH** are going to tip the scales well and truly in the PlayStation's favour.
7½/10

If you're sick of being stranded at the top of the Pepsi Max Big One, or you're at death's door after eating one too many overpriced burgers, here's the chance to put it right. **THEME PARK** is detailed, well designed and ultimately fun.
7½/10

It's a bit difficult to fault **DISCWORLD** in terms of looks and sound. The graphics are large, colourful and very pleasant on the eye, and the tunes and sound effects are superb.
7/10

PRIME GOAL EX may look more like a 16-bit piece of software than it really should, but the actual game itself drags it along into the just-about-worth-buying-if-you-can-find-it-at-a-decent-price bracket.
7/10

Taking a tried and trusted formula, **TOTAL ECLIPSE TURBO** makes for a solid and entertaining alien blast.
7/10

As an idea, **TWISTED METAL** is good. A driving game with missiles, original vehicles, no defined track and where a little bit of strategy works wonders, sounds a treat.
7/10

The movement of the players is chock full of detail, and on top of this, **WINNING ELEVEN** feels very solid.
7/10

PARODIUS DELUXE has plenty going for it, just not enough to make it a serious challenger for 32-bit honours.
6½/10

NOVASTORM sets out to be the ultimate shooter and begs you to save the universe from adversity. You'll be left wondering 'why'?
6/10

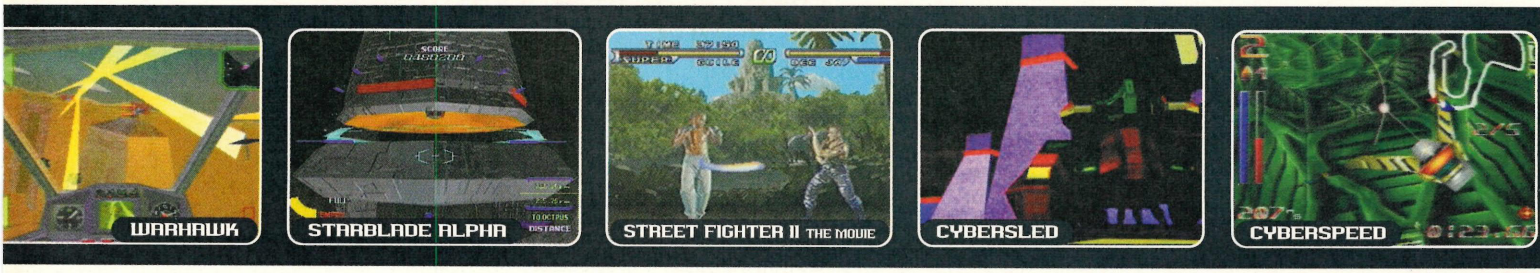
Your task, as pilot of the **WARHAWK**, is not to ask questions. It's merely to listen carefully to your orders and carry out your objectives.
6/10

STARBLADE ALPHA is the age old story of a game with truly out of this world graphics and very little gameplay.
5½/10

The characters In **SFII – THE MOVIE**, look different due to their digitised movie forms, but to all intents and purposes it's the same game.
5½/10

CYBER SLED is bog-standard, middle-of-the-road, uninspiring and totally average. There will certainly be better and more entertaining games.
5/10

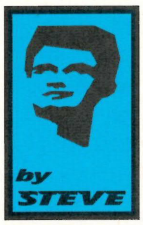
Unfortunately for Mindscape, **CYBERSPEED** has pretty much burst into a ball of flames. Somebody pass the fire extinguisher.
5/10





This beast is Prowl, a tiger-like guardian which uses speed as its weapon

Krazy Ivan



Our motto has always been, *Beware games that substitute the letter 'c' for the letter 'k' in the title.* However, we are forced to admit, somewhat begrudgingly, that in Krazy Ivan's case, our motto is put to shame



Use the map at the bottom to guide you to your enemies



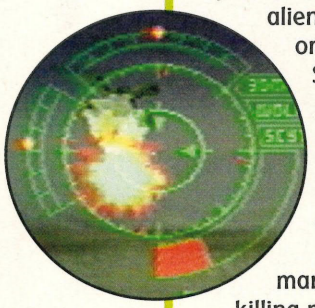
If I have one gripe with Krazy Ivan, and I'll admit I'm being picky, it's that the Russian accents on the characters in the FMV sections are a bit on the weak side. I mention this only because I am trying to find fault in the most satisfying PlayStation game I've played since issue one of SonyPro, when we were spoiled by the likes of Rayman and Wipeout.

Krazy Ivan is an all-out blaster. I'm not exactly renowned for my fondness of this type of game, but within minutes of starting to play I was well and truly hooked, hammering from one battle arena to the next in my armoured suit, taking on bigger, harder and faster robots with each new area uncovered. It's the type of game that really gets the adrenalin pumping from the first shots and keeps it going right up until you hit the power on/off button for a well earned respite.

Krazy Ivan



The game features some of the most impressive robots ever seen

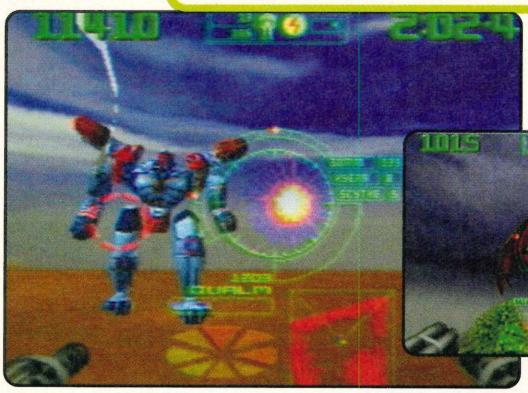


The game is set in the year 2018 when Siberia has been totally wasted in the aftermath of a brutal alien invasion. You must break down seemingly impenetrable force fields which have been set up to protect the vast areas of land that the aliens have captured in their time on Earth.

Such is their progress that it seems nothing can stand in the way of their relentless march towards invincibility and worldwide domination of our unfortunate planet.

In steps Krazy Ivan, a one-man Russian revolution; an insane killing machine on a suicide mission, with little or no regard for his own personal safety. His only company in the missions is a forty foot, fifty ton mech warrior power suit, which will tip the odds slightly in his favour, and a radio link to his partner, who'll provide vital information. You're able to tailor the suit to meet your combat requirements for each particular battle zone, allowing impressive aspects like faster movement and more powerful weapons to come into play.









I can't really think of anything on the PlayStation that compares with Krazy Ivan. There have been plenty of examples of this type game on other formats (namely Mech Warrior, Earth Siege etc), but nothing to date on the PlayStation. I suppose the nearest thing to compare Krazy Ivan with on Sony's machine is Loaded, and



The FMV is good quality on the whole, with the exception of the dodgy Russian accents



The game is mission based, with each set task based around the completion of a pre-determined main objective; destroy a reactor or something like that. But before you can go for your primary target you must achieve a number of secondary goals. Some of these are as simple as rescuing a set number of hostages by destroying the vehicles they are being held in, but the more exciting sub-missions involve taking on the massive robot guardians that inhabit the battle zones.

As you approach each robot your partner will give you a brief FMV briefing on how best to tackle this particular foe, and if she knows, she'll give you a few tips on where to hit it to cause the most damage.

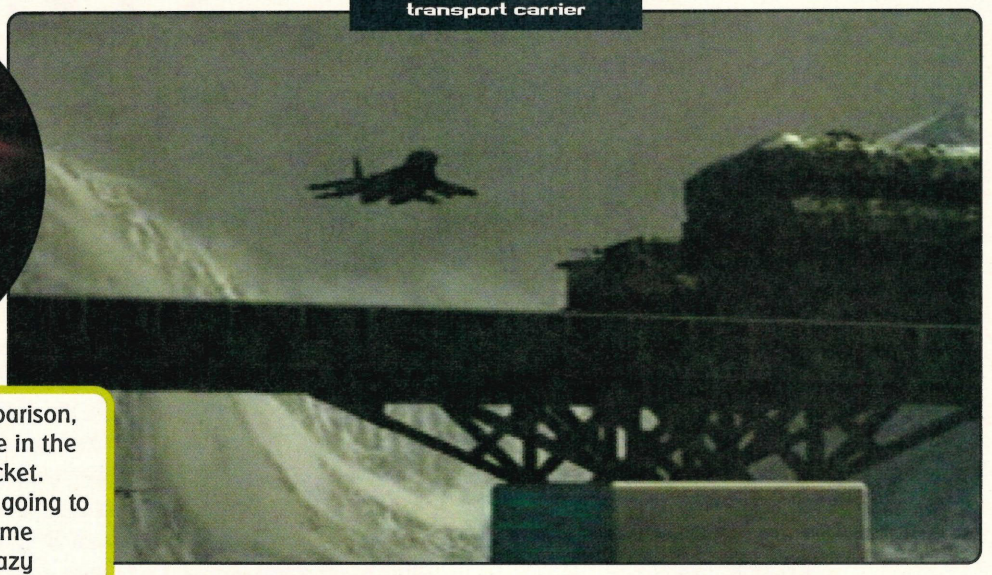
Following this there's generally a one-on-one duel with some of the most fearsome foes ever seen in a videogame. To be successful you'll need to learn to defend as well as attack, because if you go tearing headlong at them screaming, *Charge!*, you'll be getting quite familiar with the Game Over sequence.







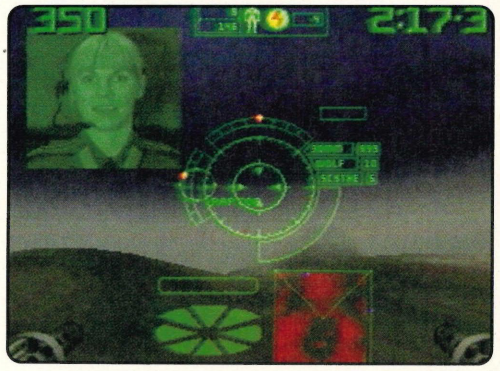
Krazy Ivan is dumped into the battle zones from this enormous armoured transport carrier



that is an exceptionally weak comparison, made only because both games are in the all-encompassing shoot'em-up bracket.

Action and shoot'em-up fans are going to go absolutely wild over this. I've come across very little that can match Krazy Ivan's brand of bomb dodging and hill-hiding excitement, and I'd have very little hesitation at all in recommending it to everyone but the most ardent blandsters, who can only find their thrills playing in-depth turn-based war games or hideously complex RPGs.







One down, two harder ones to go, sadly

SUMMARY
GAME Krazy Ivan
GENRE Shoot'em-up
SOFTWARE HOUSE Sony
PRICE £39.99

Go out and buy Krazy Ivan the very minute it's released. It's one of the few PlayStation games I've seen so far that I would consider to be an essential purchase. This is especially surprising when you consider that before I played it I was absolutely convinced I was going to hate it. I was certain it wasn't my type of game. Well, just goes to show that you shouldn't prejudge things too much I suppose. *Don't judge a book by its cover*, as the old saying goes.

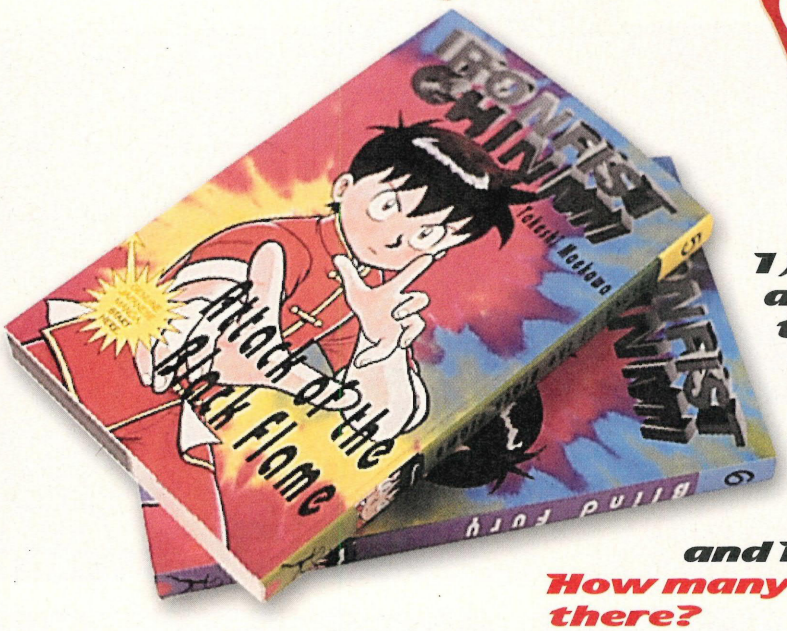
GRAPHICS 9
GAMEPLAY 8
LASTABILITY 8
OVERALL 8½

SonyPro

Competition Overload

Entry is free!

Everyone's a winner

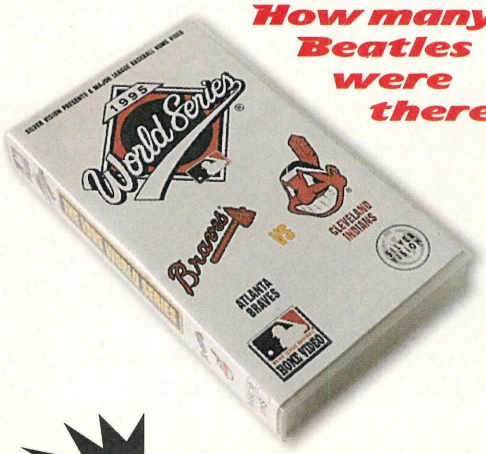


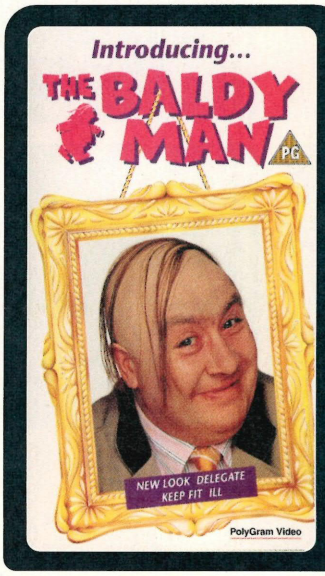
1) Follow the amazing back-to-front adventures of Ironfist Chinmi with 10 copies of books 5 & 6 — Attack Of The Black Flame and Blind Fury

How many wise men were there?

2) Be a proper American sports fan with six World Series Baseball vids

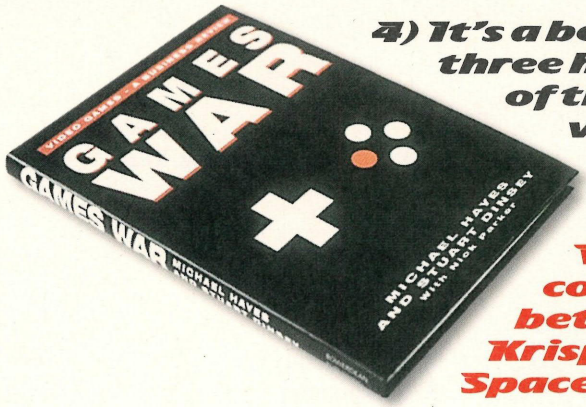
How many Beatles were there?





3) You'll laugh, you'll cry, you'll think yourself lucky you've still got hair with one of six The Baldy Man videos

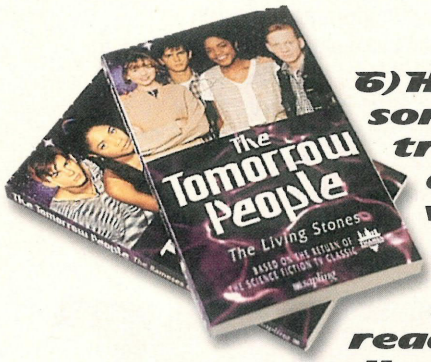
If you stood Yul Brynner next to Telly Savalas and Bobby Charlton, how many baldy men would you have?



4) It's a book fest! One of three hardback copies of the ultimate videogames book, Games War, could be yours
What's the connection between Fun Boy 3, Krispy 3 and Spacemen 3?

baby 3

5) Win the Johnny Bazookatone original CD soundtrack
How many a's are there in Bazookatone?

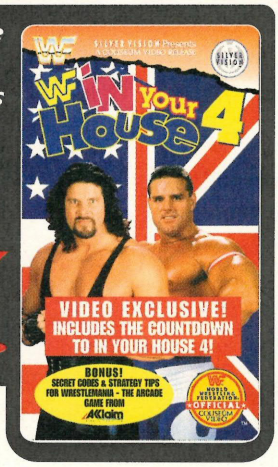


6) Have some time travel dreams while you're asleep after reading 10 all-new Tomorrow People books
How many terrestrial TV channels are there?



7) Empire yourself up with Braindead 13 badges and Pro Pinball polo shirts
What's thirteen minus eleven?

8) Win one of six WWF vids with free WWF game guides
How many wrestlers are in a tag-team?





SP

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

Name
Address

Age
Telephone no

	Two	Three	Four
1	○	○	○
2	○	○	○
3	○	○	○
4	○	○	○
5	○	○	○
6	○	○	○
7	○	○	○
8	○	○	○

○ Please tick this box if you do not wish to receive promotional material from other companies

Send your entries to our freepost address below

Everyone's a Winner
FREEPOST
SonyPro
Media House
Adlington Park
Macclesfield
Cheshire
SK10 4YB

Do computer video games people violen

Every day the staff of SonyPro sit down and have a row. But only once a month do we actually record it all on a dictaphone. Here's what happened when we asked the question:

Location: Outside, now, IDG Media, Macclesfield

Debator:
Alex Lee

Debatees:
Neil Jackson
Paul Roundell
Steve McNally

Alex Lee: Any opinions, anyone?
Neil Jackson: I don't think children are affected as far as violence goes. Maybe when you're playing Championship Manager you can get a bit angry and frustrated and stuff when you lose.
Steve McNally: Even if it's not serious violence, like when kids start mimicking beat'em-up moves, it's still violence, isn't it?
NJ: I've never seen a kid mimic a move from a computer game, but I've seen kids mimic films.
Paul Roundell: Remember at school when teachers used to say there was more playground violence after a Rocky film had been on?

AL: Have you seen kids mimic moves, Steve?
SM: Not specifically out of a game, but I saw a kid doing a Ninja Turtle impression one day walking down the street.
NJ: I think kids recognise that computer games aren't real.
AL: One hundred percent of kids?
NJ: Yeah, I think they do.
SM: I don't agree with that. Anyone who's going to be influenced by a film is going to be influenced more by a game,

because they're actually taking part in it.

NJ: Films are more real. Kids find it easier to draw the line between computer games and reality than films and reality.

SM: Even if they're not doing fireballs on old women, kids still get more violent. We used to play 'The A-Team'.

PR: I don't think computer games have an adverse effect. I don't think there's any harm in them and I don't think they have a detrimental effect on kids' psyches.

AL: In Mortal Kombat for example, you've got horrifically violent things happening. If kids copy that, there could be disastrous consequences.

PR: The chances are they're not going to carry out moves for real, just pretend. If they do, then they're the kind of Fred Wests who'd do it anyway.

SM: Kids can become desensitised to violence, so when they grow up, violence is more a natural way of life to them.

AL: Along with films, video games

and make t? actually glamourise violence and make it acceptable.

PR: Only acceptable in the context of what it is. People like Michael Winner get this argument. They say, *We're in the entertainment industry, people want to be entertained, if this entertains them then we're doing our job.*

SM: It's not going to affect everyone, but it might just tip someone over the edge.

PR: I don't think it's going to change anybody.

SM: Probably not, but if they weren't exposed to it from the age of six or whatever, they might lead a totally different life.

PR: If someone's going to go mad and absolutely leather somebody, then that person would have done it anyway.

SM: It's never going to affect everyone, but I'm sure there are certain people it would affect.

NJ: I don't think computer games are realistic enough at the moment to affect anybody in that way. In something like Mortal Kombat, for example, the finishing moves are just a load of pixels.

AL: No, it's digitised footage.

NJ: Yeah okay, but it still doesn't look that real. If you had proper FMV (full motion video footage) then things like that would become unacceptable.

AL: Don't you think Loaded's a bit over the top?

PR: Yeah, but in the context of other video games it deserves its 18 rating. I think Loaded's certificate is as justified as any. It's the most over the top violent game I've seen.

NJ: I don't think anyone could possibly be shocked by Loaded. The certification for computer games is well over the top. That Night Trap got a bit of hassle.

PR: Phantasmagoria is a bit 'that way'.

AL: Do you think it's a good thing to have a load of 'bloodthirsty' arcade games together where the players are getting worked up to the extent that a brawl might break out? Do you think that ever happens?

PR: No. I reckon people coming off an arcade game might get together rather than anything else.

AL: So the answer's a resounding 'no' then?

SM: I'm sure it affects people in a negative way. Certain people. I'm sure it does. I'm convinced.

NJ: There's a difference between real violence and mimicking something out of a game. Like messing around with your mates, trying to do moves out of a beat'em-up isn't violence. Teenagers aren't going to take games seriously, but if you're under 10, say, then maybe it would affect you.

PR: No, you're changing your argument.

NJ: No I'm not, computer games have never affected me.

AL: Computer games are more violent than they ever have been. Is this because society's more violent?

PR: If it is, it's not computer games that are affecting society, it's the other way round.

AL: Where's it all going to stop? Is it going to take a copycat murder from a realistic scene in a game?

PR: You wouldn't get to see it because it would be banned.

AL: There were copycat murders from Natural Born Killers - that wasn't banned.

SM: Possibly Child's Play as well.

PR: Films don't make anyone more violent, they just give violent people ideas.

SM: Computer games aren't likely to make things more violent, but combined with other factors they could affect somebody I reckon.

AL: Is there a place, then, for violent games in the computer industry?

NJ: Definitely, because people want to be entertained by escaping from reality, and violent games allow them to do things they would never dream of doing in everyday life, such as fighting a big muscly bloke, or shooting an enemy soldier.

PR: Violent games tend to be one-on-one beat'em-ups, and in a situation like we've got here in this office, that's the best competition you can get. It's easy to have an all-out winner and an all-out loser. I don't think they incite violence.

Tape Debate conclusion #3
None of us have killed anyone and we've played more violent video games than most people. If there are no violent video games to trigger something off in somebody, something else will - Jack The Ripper never played Mortal Kombat.

RonnyDils 14 Atkinson Close, Bolton, Ditchester MI5 C

Reamboke, that's me

Ream, ream, ream, do you feel ream and if so I'd like I'd like to feel ream, ream. And if there's nothing to s why don't we all go away? Ream, ream, ream, do yo there's nothing to say, then why don't we all go away? Ream, I'd like to know, I'd like to f away? Ream, ream, ream, do you feel ream and if so I'd like if so I'd like to know, I'd like to feel ream, ream. And if there

There's a special purpose to the features this month – to educate. Find out the way into games mags and also how to talk in a fly manner

Experienced journalist

Only recently I secured myself a job on a top, exciting mag that's made up and is a right bore to read, I get well with my friends, and that story about me gettin ing Secret Games is a top lie on a top, exciting trade mag t read, I get on dead well with like Mr Bean and that story ab down watching Secret Games myself a job on a top, exciting right bore to read, I get on de

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Getting into games mags

No way can it be so easy! Oh yes it can! With the help of SonyPro's exclusive guide, you'll soon be entering the amazing world of computer and videogames journalism. Only the strong will survive, so start writing your special ream CV now

feat

No bloke can come near me in terms of being mint at er games. I can do the first sheet of Space Invaders losing a gadgie and can press the hyperspace button Defender for people who want me too. I can get the extra ma Robotron as well. Hob Harp! No bloke can come near me in t being mint at computer games. I can do the first sheet of Sp Invaders without losing a gadgie and can press the hyperspa on Defender for people who want me too. I can get the extra Robotron as well. Hob Harp! No bloke can come near me in t being mint at computer games. I can do the first sheet of Sp

RonnyDils curriculum vitae

Money matters

Doh. Er.. how much money should I ask for? Ten grand a week? I hop that isn't too much, because, you know, I could turn this magazine round in six month's time if I was given the chance. No, seriously, I could, I wouldn't get on anyone's nerves...

Proper Nmrod, I am

ures

Let's be honest. I need a good reference. If you're interested in offering me e… …ter or during an intery… …sitate to contact one … …k below.

Ronan Atkin… …is
12 Blackadd… …sion
East Cheam… …Head
London …field
The South … Cheshire

86
The A-Z of fly talk
If you're a proper no-hoper when it comes to conversation, slip in some fly talk for a laugh

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

Getting into games mags

At SonyPro we often get letters asking us how to get into games magazine writing. Here three of SonyPro's editorial team reveal their paths to glory and give some valuable advice for anyone wanting to follow in their footsteps

Name: Alex Lee

Age:
26

Previous mags:
Movies, Games & Videos
Super Action
GB Action
Control
Amiga Action
ST Action
Games-X

Since age of 16

1991-now: Magazine journalist
1990-91: Insurance sales, VDU input, shop work, office admin, road traffic surveys and a brief course in business management
1987-90: Manchester Polytechnic: Degree in Social Science
1985-87: Sixth form: A-levels in History, Politics and English

How I got the job

After another drab day working as a road traffic surveyor, I saw an advert in the Manchester Evening News for a production assistant's job on weekly multi-format games title, Games-X. I wrote off, along with over 200 other applicants, and was selected for interview. The interview was conducted by the Editor Chris Stevens and Production Editor Pam Norman. A couple of days later, I received confirmation that the job was mine. It was delivered by a motorcycle courier as I didn't have a phone at the time. The rest, as they say, is as good as the change.

Name: Paul Roundell

Age: 25

Previous mags:
Amiga Action
Amiga Computing
Atari ST User
Er, and I failed to turn up for an interview for a rubber fetishist publication. Seriously!

Since age of 16:

From the age of 16 I attended sixth form college, despite a suggestion from the school that perhaps I should leave when I pathetically failed to pass a single mock A-level, and also despite the embarrassing incident of a parental visit to discuss my 'attitude'. Everyone was proved wrong when I finally left with a magnificent grade E in Sociology, which, when added to my two year reign as champion of the 'Toilet Challenge', is a pretty impressive record.

A brief flirtation with van driving (I can proudly claim to have knocked down an ornamental lamppost in the driveway of a golfing partner of Bryan Robson) in 1988 soon became less than stimulating, and after a few months I moved to an East Lancashire manufacturing company and attained the dizzy heights of Sales Administrator. This was also pump, but the money was okay and I vegetated there until 1992.

A successful ghost-written job application letter on behalf of my girlfriend instilled in me the false impression that I could write, so it was only natural that I should attain a position of Chief Copywriter at a major international advertising agency. Except I didn't. Instead I took a job on the local free newspaper designing and wording adverts for companies such as Ken's Electrical Supplies and Ramsbottom Leather Goods. I also had to sell the ads, which was unfortunate since I am, it transpires, the world's worst salesman. So I resigned after 10 weeks.

A couple of weeks into my dole stint (it was summer, and I wasn't arsed about getting a job) I applied to a company called Europress for a position on a new console launch. I got the job, the mag didn't survive, but I did! And everything was great until I was forced to work with Alex Lee...



Right: An example of a quality CV, printed too small so you can't copy it

Name:
Neil Jackson

Age: 26

Current Mags:
SonyPro
GamePro
Amiga Action

Previous Mags:
Too numerous and bland to mention

Since age of 16

Left school with O and A-Level type stuff under my belt and spent three windy, fish-smelling years at Humberside Poly in Hull. Dossed around a bit, did a bit of work and managed to escape with a Desmond (2:2) in Accountancy and Finance. I then spent six months sponging off the state, cursing the people who'd told me that a sensible degree guaranteed a job in the big wide world, before being given the chance to prove what an interesting guy I was by a small accountancy practice in East Lancs.

Eighteen months of bland misery later, I was totally fed up and trawling the classified ads sections once more. It was at about this time that a night out with old school pal and 'Toilet Challenge' veteran, Paul Roundell, provided me with just the sort of nepotism-ridden opportunity I was looking for.

There was a staff writer's job going on Amiga Action, and an interview could be arranged if I so wished. One sample review and an interview with then publisher, Don Lewis, later, and a daily eighty-mile round trip to play computer games for a living was secured.

As a production editor I don't get to play the games anymore, but the money's better, and I get to make all the writers sound stupid by changing the context of their reviews and features before the pages are sent to the printers. Ha!

Obvious Advice Section
Taking an interest

★Have hands-on experience of games! If you don't own a computer or console, get one, or at least borrow one.

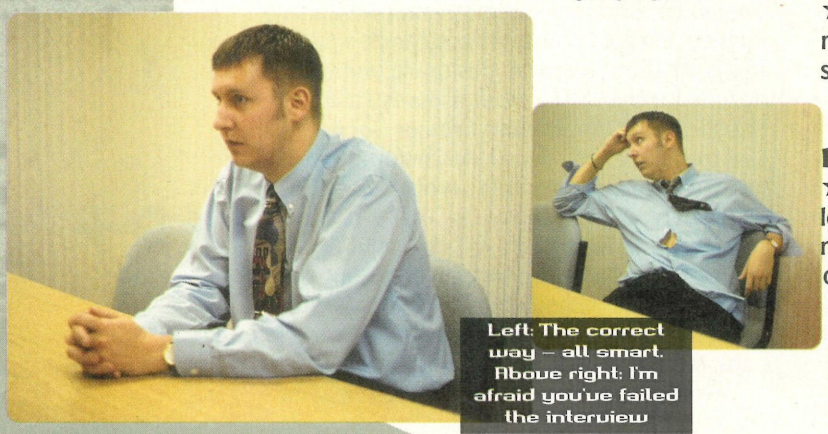
★It doesn't hurt to get to know people who already work in magazine publishing - write in with ideas to improve their mags and ask if you can do some work experience for free. Even if you don't receive a reply, the recipient of your letter will file it away somewhere, and when you do apply for a job, the chances are your name will be remembered.

★Read all the relevant mags regularly to get an idea of what's going on in the games industry.

★Have a genuine interest in magazine journalism - contrary to popular belief, we don't sit around playing games all day. Magazine deadlines are always tight, and we often work well into the night when deadlines are beckoning.

★Familiarise yourself with desk top publishing (DTP), whether it be on the PC or the Macintosh. If you don't own a Mac or PC and you don't know anyone who has one, school teachers and/or college tutors will be willing to help.

★Start a fanzine, get involved with a local newspaper or take part in the production of the school/college magazine.



Left: The correct way – all smart. Above right: I'm afraid you've failed the interview

Looking for the job

★Always keep an eye on the job section in the local and national press. It's surprising how often magazine publishers advertise for jobs. If you don't seek, you'll never find.

★Write off to the relevant magazine publishers - the address is always printed within the mag - with a CV and examples of your work, such as a games

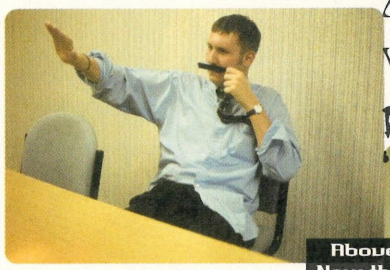
review or a relevant feature you may have done for a school/college magazine.

The application

★Use a DTP package to produce your CV. If you haven't got access to a computer, pay for a CV to be done professionally or, at worst, type it out yourself.

★Never hand-write a CV – printed ones show you have a working knowledge of DTP. Hand-written CVs take longer to read and inevitably look less impressive than printed ones.

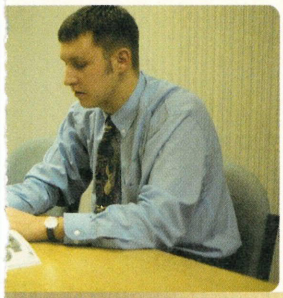
★Don't lie on your CV – it's no good saying you're an expert in Quark Xpress if you've never used it before. It's not unknown for an interviewer to expect you to demonstrate your DTP skills 'live'. You should be able to talk confidently about everything you've put on your CV.

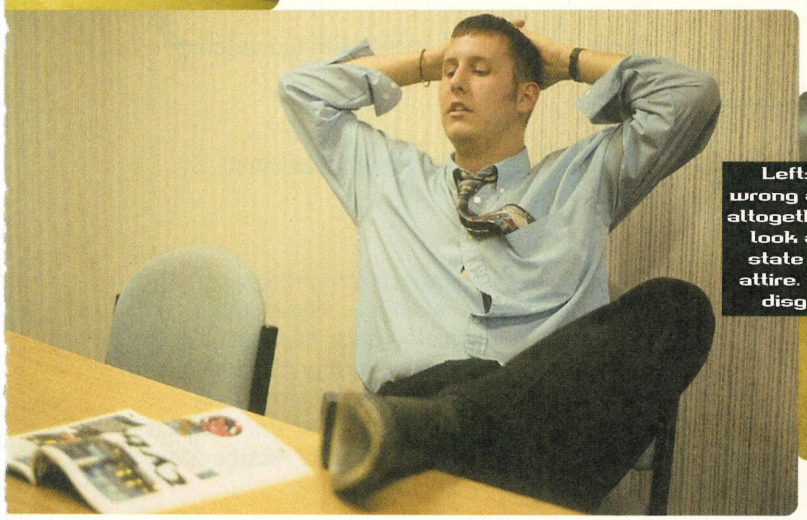


Preparing for the interview

★Find out as much as you can about the company that you want to work for in advance of an interview. Central reference libraries in any large town or city should be able to help you with the necessary 'company search'.

★Decide how you're getting to the interview. Make sure you give yourself plenty of time, particularly if you're using public transport. Being late is a crime.





Left: The wrong attitude altogether. And look at the state of his attire. Proper disgrace

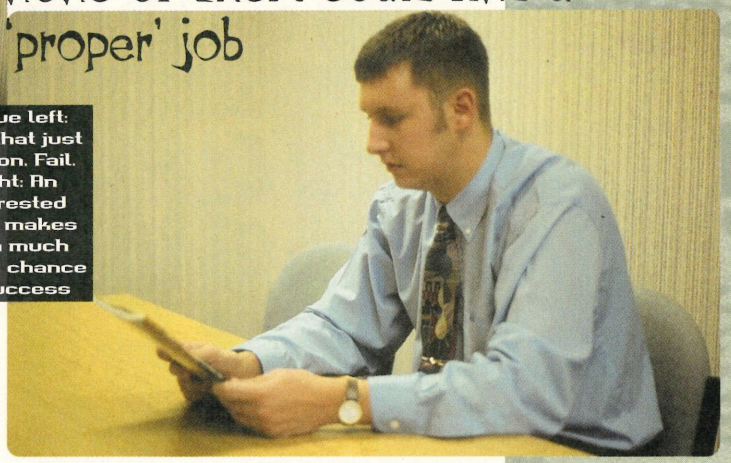
The interview

★Always look your interviewer(s) in the eye when answering questions – you'll look confident and convincing.

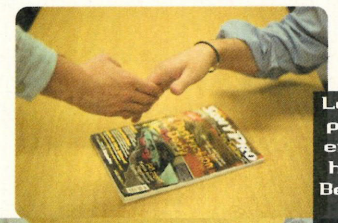
★Present yourself smartly at the interview. Wear a suit, shirt and tie, and have a wash and a shave. Polish your shoes too. The chances are, there'll be at least another two people who have been selected for interview, and if you're the best turned out you'll have an advantage. The interview situation is the classic 'never get a second chance to make a first impression' scenario.

★Have a strong handshake.

Alex, Paul & Neil ended up working on SonyPro because none of them could find a 'proper' job



Above left: Now that just isn't on. Fail. Right: An interested pose makes for a much better chance of success

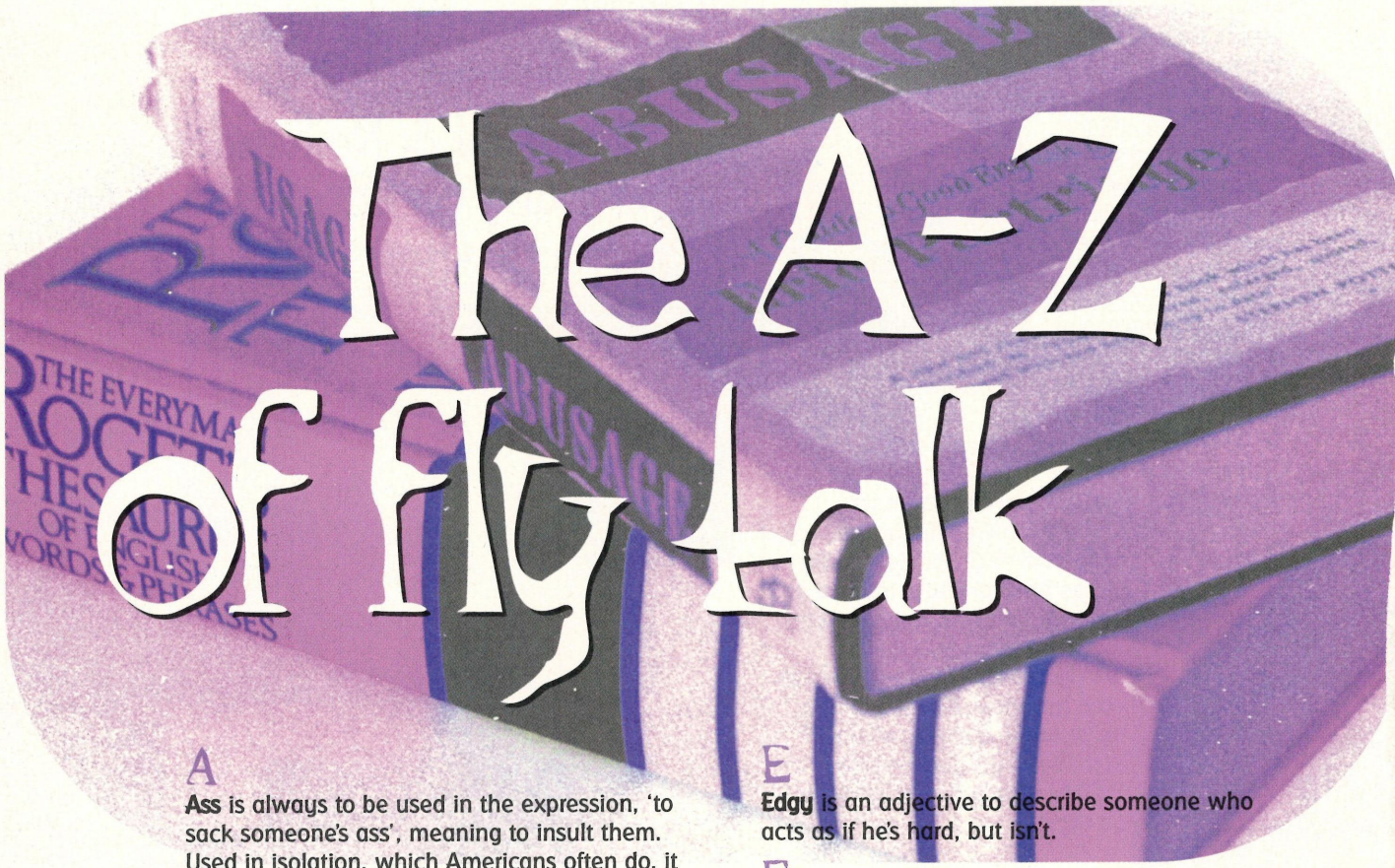


Left: A rather pitiful, sorry excuse for a handshake. Below: A Nice firm handshake. A Winner



Thanks to Simon – who was kidnapped from the ad department – for modelling for us

You'll have noticed by now that style of writing, where seemingly sharp, witty text. This is in real life conversation by the



The A-Z of Fly Talk

A

Ass is always to be used in the expression, 'to sack someone's ass', meaning to insult them. Used in isolation, which Americans often do, it translates simply as 'arse'.

B

B is a great initial letter for a myriad of negative words. **Bish**, for example, is a corruption of 'rubbish'. **Bobbins** (**bob** for short) is not quite so harsh a negative. **Bast** is a useful insult/term of endearment, such as, 'you fat bast'.

C

Crud is excrement of any kind. Though to say something was crud wouldn't be kind.

D

Dob. Now this is a corker. Dob comes from Dobbalina, which in turn derives from bob, which is an abbreviation of bobbins. It therefore means that something is no good. **Dirt**, as in, 'that's dirt', has much the same meaning. **Dils** is someone who's a bit of a geek (see also **Rils**).

E

Edgy is an adjective to describe someone who acts as if he's hard, but isn't.

F

Flinge is a powerful, though not too accurate, fling or throw.

G

Gaff, as in, 'all over the gaff', refers to a (dwelling) place.

H

'Here I go' is often uttered as a precursor to a story about a past event, but related in the present tense. Example: *Right, here I go, I'm in Harry Ramsden's and I'm asking for steak and kidney pudding, fish, chips and gravy, and the woman's going, 'Do you want anything else with that? Peas or beans? Or a drink? Maybe some bread? Or a light aircraft?'*

I

Ish can be used in a couple of ways. It's an

SonyPro has a special made up words often infiltrate the known as Fly Talk and is used widely SonyPro team. Learn this glossary and you'll go far

abbreviation of issue, such as, 'see next ish for details'. It also means slightly, such as biggish, smallish or mediumish.

J

Johnson is used to express surprise or disbelief when, for example, someone you're playing a game against does something unbelievably unlikely and/or lucky.

K

Knack, as well as its true meaning of getting the hang of something, means to hurt or to break. **Kink** is not a derivative of kinky, it just means no good. There's no logical explanation for this.

L

Loser/loserboy is self-explanatory. Someone who is generally unsuccessful at everything he does.

M

Many's definition isn't necessarily 'a lot'. It can also mean 'yeah, right'. For example, 'Cybersled is a great game.... many'. **Muller** - a vague description of any person.

N

Nimrod and **nibber** (which is a corruption of nimrod) are generalised insults. Good ones, though, and they're about as harsh as you can get without swearing. Although calling your grandmother a nimrod to her face probably wouldn't go down too well.

O

'**Oh good**', with the emphasis being placed on the 'good' tailing off into silence, sometimes lasting up to about five seconds, is a sarcastic way of expressing discontent.

P

Proper is used to emphasise something. For example, 'We review the most mind blowing beat'em-up and exclusively reveal the moves that make you a proper blood soaked tough guy'. **Pagga** is a term for fight or scrap.

Pseudo is a substitution for the olde and cumbersome expression 'sort of'.

Q

Quasi is used in exactly the same way as pseudo, depending on what mood you're in.

R

Rils is a negative - eg 'that's rils'. **Ream** is probably the ultimate superlative.

S

Stroke. Used in conversation to literally express the '/' punctuation. Such as, 'SonyPro is a great looking mag stroke top read'.

T

Toss, as a noun, translates as rubbish. **Top** is a preferred superlative of ours and can be heard all over the Greater Manchester area. **Thang** is used to describe anything you can't immediately think of the correct noun for.

U

Uvavu - not strictly our word, but we use it every now and then when discussing the previous Friday's edition of Shooting Stars.

V

Vid - abbreviation of video tape or recorder.

W

Wannabe is someone or something that wants to be someone/something else. **Wanna** is a quick way of saying 'want to or 'want a'.

X

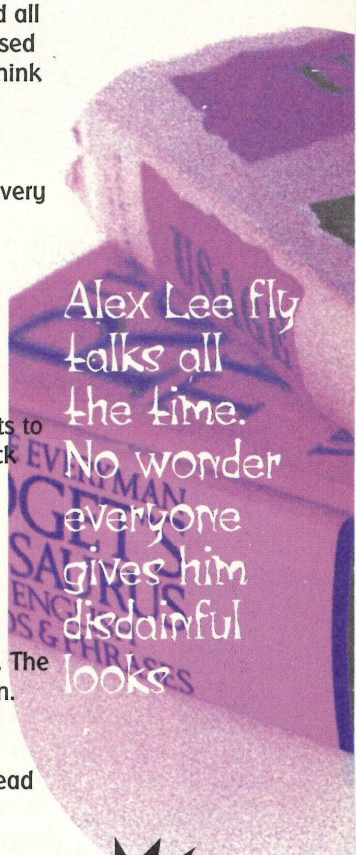
You think of a fly word beginning with X.

Y

Yeah, right. Bit of a vintage/obsolete fly term. The term 'that's right' is currently heard more often.

Z

Zzzz is what happens when you attempt to read other PlayStation mags.



Alex Lee fly talks all the time. No wonder everyone gives him disdainful looks



Gamer salvation is at hand. The **SonyPro** guides section is back to ease your woes and remove the frustration that comes from spending 40 quid on a game and getting stuck on level two

Game

90

Tekken

Yes, we've done it before, but never quite like this! Check out the first part of our exposé into absolutely everything you could ever want to know about the king of the beat'em-ups

96

Rayman

Part two of our exclusive guide to UbiSoft's platformer takes you through Twilight Gulch and Picture City. If you think it's difficult now, just wait till next month when the action really starts to hot up!

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

100
Discworld
The third part of our massive full solution to the first ever Discworld game can be found here

104
Worms
Top worm squashing tactics aplenty, plus a few codes for some of the more interesting levels. Should be more than enough to ensure that your team of hermaphrodites continually comes out on top

108
Theme Park
Pack the punters in and empty their pockets of all things loot-like. We tell you how to do it, when to do it, and whom to do it to. Just go easy on the offal at the burger stand!

Guides

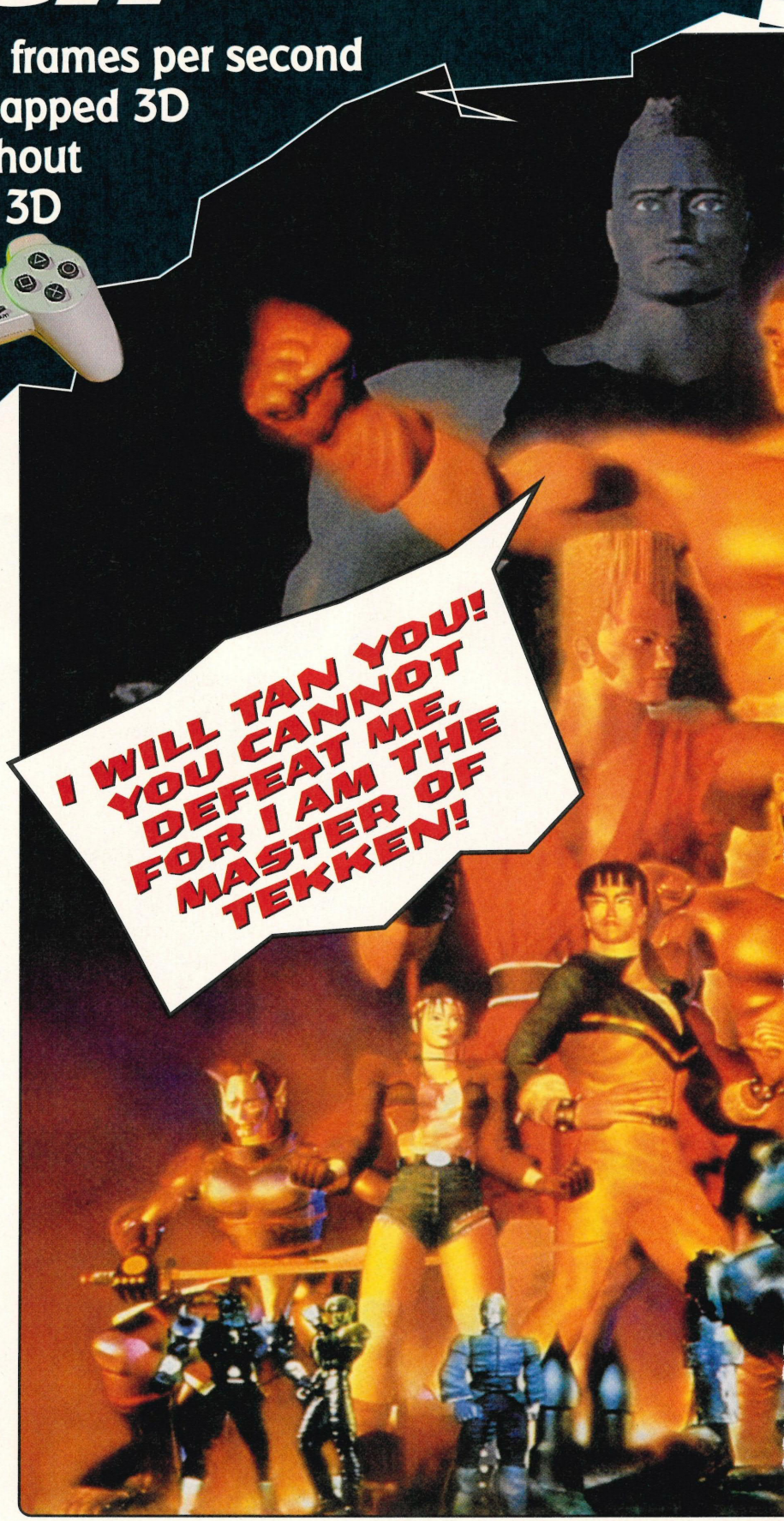


Feature Requests at the Freepost address at the back of the mag

Tekken

With a frame rate of 60 frames per second and amazing texture mapped 3D graphics, Tekken is without doubt the best console 3D fighter. SonyPro brings you the first part of the ultimate guide



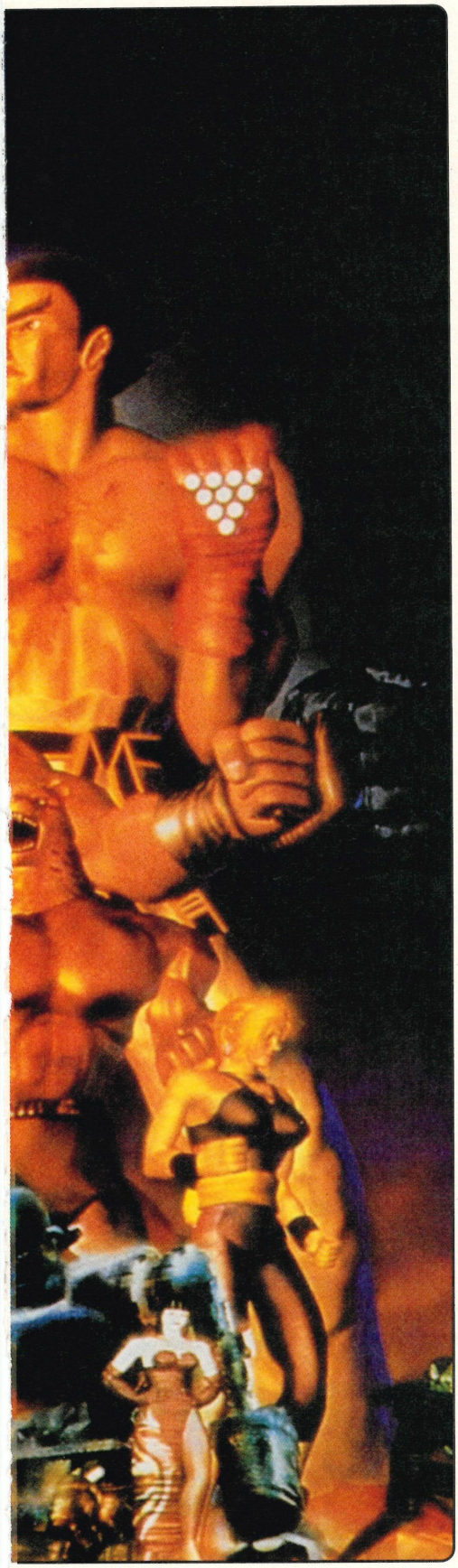


Keypad/Button Abbreviations

F = Forward
LP = Left Punch (square)
D = Down
RP = Right Punch (triangle)
B = Back
LK = Left Kick (cross)
U = Up
RK = Right Kick (circle)
+ = must be pressed simultaneously
/ = alternative movement (for example: **U/UF**, you can either press **U** or **UF**)
[ ] = Movements within these brackets means that they are optional, ie they don't need to be pressed to produce a special move, but must be pressed to execute the full special move. Optional moves can be followed by optional moves
Taps = keypad must be lightly tapped (not held down)
Crouches = The character needs to be fully crouched
Hold = designates that the last button should be held until noted

D-pad Control

Tekken should be played using your index and middle fingers, and sometimes with the help of your ring finger. You should still use your thumb on the D-pad. This is only for the more



experienced player, but it will result in greater and more satisfying control.

Moves — General Dashing

Forward: F, F
Backward: B, B
Run: F, F, F (press any keypad to interrupt run)

Running Attacks

Run Tackle: F, F, F (just run into opponent, followed by LP usually)
Running Slide Kick: Run + RK (except Jack, P Jack, Yoshimitsu, Kuma, King, Armour King, Kunimitsu and Ganryu)
Forward Dive: Run + LP + RP (except Jack, P Jack, Kuma and Ganryu)
Leg Grab Takedown: Run, B + LP + RP

Recovery Attacks

Straight Up: U Roundhouse: RK
Low Sweep: D + RK
Roll Forward: F
Roll Backward: B
For Normal Characters,
Kick Up Attack: B + LK + RK (some variation)
Forward Diving Roll: F + LP + RP
Back Roll and Forward Attack: B, F + LP + RP (opponent must be in front of you for forward attacks)
Only for Jack, P Jack, Kuma and Ganryu
Kick Up Attack: B + LK + RK (except for Ganryu)
Forward Roll, Arm Swing: F + LP + RP (can be followed with sitting punches, except for Ganryu)
Arm Swing: LP + RP (can be followed with sitting punches, except for Ganryu)

Combos & Kicks

RK Punch Combo: LP, RP (not all characters)
Low Left Punch: (crouch)D + LP
Low Right Punch: (crouch) D + RP
Low Left Kick: (crouch)D + LK
Low Right Kick: (crouch) D + RK
Rising Left Punch: (crouch)D, (release)D + LP
Rising Right Punch: (crouch)D, (release)D + RP
Rising Left Kick: (crouch)D, (release)D + LK
Rising Right Kick: (crouch)D, (release)D + RK
Body kicks and uppercuts: DF + any attack button

Jump Attacks

U can, in the Jump Attacks, always be replaced with UF or UB
Jump High: U
Jump Low: (tap) U
High Jumping Left Punch: U + LP
High Jumping Right Punch: U + RP
High Jumping Left Kick: U + LK
High Jumping Right Kick: U + RK
Low
Jumping Left Punch: (tap) U + LP
Low Jumping Right Punch: (tap) U + RP
Low Jumping Left Kick: (tap) U + LK
Low Jumping Right Kick: (tap) U + RK
High Power Sweep: U, (almost down) LK
High Power Punch: U, (almost down) LP
There are more, for example: (tap) U, (landed) LP

Ground Attacks

Low Pounce: U/UF/UB + RP
High Pounce: U/UF/UB(hold) + RP

10-Attack Strings

These are not combos – if the first hit connects it doesn't follow that the rest of the hits will. The opponent will be able to block or counter-attack during the 10-hitter. What the 10-hitter can do, is to produce a string of fast, devastating and varied attack combinations. They come in low and high, so it's hard to block the whole string.

They're rated from one to five, with five being the hardest so you can practice the easiest first. They are not pulled off by pressing the combo as fast as possible – you need to do calculated pauses. There are many variations to each of the 10-hit strings, but if you wish to obtain the full 10 hits, you



have to do it as shown in the moves listings.

Unblockable Attacks

These usually take a while to do, so you are quite open to attack. But if the hit connects it usually takes quite a big bite out of your opponent's energy.

Hard Pounces

You can hit your opponent on the ground with this move, as explained in the general moves guide. Certain characters have hard pounces which take longer to do but generally cause more damage, or take you away from your opponent again. Since they take longer to execute, your opponent has a better chance of getting up or recovering. All pounces can hit unblocking, standing opponents.

Throws/Grabs

A throw generally does a substantial amount of damage to your opponent. A grab can take an airborne opponent down without doing damage. It is easy to grab a frantic button-bashing player, so experienced players can completely thrash novices.

When Decked

You are almost always concussed for a short, variable length of time when you are knocked down, so don't expect your character to respond immediately.

Galaga

Players are welcomed with a game of Galaga while the CD is loading. You are presented with a challenge stage in which you must shoot 40 enemies before advancing to the next of eight bonus stages. The X button is your normal fire button, while the top (triangle) button functions as an autofire. If you miss shooting all 40, you may repeat the stage by pressing select.

If you press select at the end of the eighth stage, you will be returned to the first stage again. Once you complete all eight Challenge Stages the game will begin loading. If you have a memory card in your PlayStation it will automatically load your saved game at this point.

You will gain access to Devil Kazuya if you defeat Galaga with a minimum of one continue. This is best done if you clear the opening stage in 18.5 seconds or under, which will grant you another ship (double shooter). If you want to make Galaga easier, do the following: While the game is loading, hold up, L1, triangle, and X. You will now have twin craft in Galaga, and the completion becomes very easy indeed. Devil Kazuya, however, is not obtainable this way.

Using The Bosses

All the bosses can be accessed once defeated - done quickly by turning the difficulty setting in the options screen to easy. Each character has their own mid-level boss with Heihachi Mishima being the last. You will gain access to them once you defeat the mid-level boss and Heihachi, whether or not you use continues.

The bosses will then be accessible to either the left of Yoshimitsu or the right of Michelle in the arcade mode. In the two-player mode, it's displayed as a long list of names. To access Heihachi, you must defeat him and all the characters before him without using continues. The opponents for Heihachi are all the mid-level bosses, with his boss being Devil Kazuya.

To access Devil Kazuya, you must defeat Galaga and, while only in Arcade mode, position your selection on Kazuya and press start instead of punch/kick.

Devil Kazuya View Options

There are three different views to choose from during play. As soon as select view appears, pressing select will change views from a side view to a 3/4 view, and then to an extreme overhead 3/4 view if pressed again.

Optional Listed Names Feature In Arcade Mode

If you prefer to look at a list of names to choose from in the Arcade mode instead of the character portraits, you can do so by pressing both L1 and R1 on top of the controller simutaneously before and while selecting arcade from the title screen.

The Characters

Kazuya

Throws

Double Kick hold: LP + LK
Hip Toss: RP + RK
Headbutt: F, F + LP + RP

Moves

Dragon Punch: F, D, DF + LP
Lunging Uppercut: F, D, DF + RP
Spinning Backhand: F + RP
Punch, Backhand: RP, RP
Double Punch: LP, RP
Double Punch, Spinning Backhand: LP, RP, RP
Double Jab, Power Punch: LP, LP, RP
Double Walking Uppercut: DF + LP, RP
Somersault: (hold)UF + RK, LK
Heavy Axe Kick: F, F + LK
Double Axe Kick: (crouch)D, (release)D, RK, RK
Axe Kick: F + LK or RK
Jump Kick: F, F, F + LK [+ RK] (Stuns Blocking/Standing)
Foot Sweep, [sweep]: F, D, DF(hold) + RK, [RK]
Flying Roundhouse: (tap)UB/U/UF + RK
Flying Roundhouse, Low Sweep: (tap)UF + RK, RK
Hard Pounce
Hopback Punch: U/UF/UB + RP + RK
10-Attack String: (tap) F, F + RP, LP, RP, RP, LK, RK, RK, LP, RP, LP Right Jab, Left Jab, Right Jab, Hand Swipe, High Kick, Axe Kick, Low Kick, Left Punch, Uppercut and Dragon Punch
Pull-off rating: 4

Paul

Throws

Shoulder Throw: LP + LK, T
Flip: RP + RK
Rollback Toss: Hold B + LP + LK
Forearm Smash: F, F + LP + RP

Moves

Hammer Fist, [Power Punch]: D + LP, [F + RP]
Elbow Rush: D(crouch), F + RP
Ground Punch: D + RP
Power Punch: D, DF, F + RP (If not close enough to opponent, will move forward without punching)
Punch, High Kick: RP, LK
Punch, Sweep: RP, D + LK
Double Jump Kick: U/UF/UB(tap) + LK, RK
Lunging Jump Kick: [Jump Kick], [Roundhouse]: F, F + LK, [RK], [RK]
Lunging Jump Kick:, [Jump Kick, Sweep]: F, F + LK, [D(hold) RK, RK]
Forward Jump Kick: F, F + LK + RK
Forward Flip: F, F + RK
Foot Sweep, [Elbow Rush]: D + RK, [RP]
Elbow Rush: DB, D, DF, F + LP

10-Attack String

LP, RP, LK, RP, LP, RP, LP, RK, RP, LP
Left Jab, Right Jab, Quick Left Kick, Right Punch, Left Uppercut, Right Jab, Left Jab, Right Punch, Low Sweep, Elbow and Power Punch

Pull-off rating: 5

Law

Throws

Death From Above: LP + LK
Face Smash: RP + RK
Knee Bash: F, F + LK + R

Moves

Punch, Backhand: RP, RP
Punch, Elbow, [Backhand]: F(hold) + RP, RP, [RP]
Punch, Punch, Elbow, [Backhand]: F(hold) + LP, RP, RP, [RP]
5 punches: LP x 5
Machine Gun Punch: [Punch], [Punch], [Punch], [Punch], [Backhand]: LP, LP, [LP], [LP], [LP], [RP], [RP] (This could be the first seven hits of the 10-hitter)
Head Kick, Head Kick, [Head Kick]: LK, LK, [LK]
Sliding Kick: D, DF, DF, RK
Step in Kick: DF + LK
Jump Kick: F, F, F + LK (Stuns Blocking/Standing)
Flip kick: D(crouch), U/UF/UB + RK
Power Flip kick: D(crouch), U/UF/UB + LK + RK (Law ends up flat on his back)
Lightning Flip: D(crouch), (tap)U/UF/UB (not an attack move)
Lightning Kick flip: D(crouch), (tap)U/UF/UB + RK
High Kick, Lightning Kick flip: RK, U + LK
Roundhouse, Roundhouse, [Roundhouse]: RK, LK, [RK]
Low Kick, [Head Kick], [Head Kick], [Head Kick]: D + LK, [LK], [LK], [LK]
Low Kick, [Head Kick], [Body Kick]: D + LK, [F(hold) + LK], [LK]

Unblockable Attack

Dashing Fist: DB + LP + RP (tap U, U to abort attack)

10-Attack Strings

(tap) DF + LP, RP, RP, LP, LK, LK, LK, RK, LK, RK
Uppercut, Right Punch, Backhand, Left Jab, High Kick, Low Kick, High Kick, Roundhouse, Roundhouse and Kick flip

Pull-off rating: 2

Nina

Throws

Arm Throw: LP + LK
Reverse Toss: RP + RK
Handstand Toss: F + LP + LK
Elbow Smash: DF, DF + LP + RP
Chin Bash: D, DF, F + LP + RP
During Chin Bash:
a) Leg Scissors Arm Snap - LK, RK, LK, LP + RP
b) Sidestep Arm Snap - LP, LK, RP, LP
During Sidestep Arm Snap:
a) Falling Arm Snap - RP, LP, LK, RK, LP + RP
b) Double Arm Snap - LK, LP, RK, LP + RP, LP + RP

Moves

Double Fisted Chi Release: F, F + LP + RP
Punch, Roundhouse: RP, RK
Punch, High Kick: RP, LK
Punch, Low Sweep: RP, D + LK
Flip Tumble: F, F + RK (Stuns Blocking/Standing)
Double Punch, Roundhouse: LP, RP, RK
Double Punch, High Kick: LP, RP, LK
Double Punch, Low Sweep: LP, RP, D + LK
Mid Kick, Roundhouse: DF + LK, RK
Triple Kick, [Roundhouse]: DF + LK, LK, LK, [RK]
Mid Kick, Spinning Chop, [Double Punch]: DF + LK, LP, [RP]
Triple Kick, [Spinning Chop]: DF + LK, LK, LK, [LP]
Mid Kick, Punch, [Roundhouse]: DF + LK, RP, [RK]
Mid Kick, Punch, [Punch]: DF + LK, RP, [LP]
Mid Kick, Punch, [High Kick]: DF + LK, RP, [LK]
Mid Kick, Punch, [Low Sweep]: DF + LK, RP, [D + LK]
Triple Kick, [Punch]: DF + LK, LK, LK, [RP]
Flying Kick: F, F, F + LK (Stuns Blocking/Standing)
Hop Kick, Low Sweep, [High Kick]: UF + RK, LK, [RK]
5 Punches: LP, RP, LP, RP, LP

Unblockable Attack

Crane Chop: DB, LP + RP (tap U, U to abort attack)

10-Attack String

LP, RP, LP, RP, LK, LK, RP, LP, RP, RP
Left Jab, Right Jab, Left Jab, Right Jab, Low Kick, High Kick, Spinning Chop, Left Jab, Right Jab and Right Jab

Pull-off rating: 4

Jack

Throws

Big splash body blanket: LP + LK
Overhead Lifter: RP + RK
Backbreaker: D, DB, B + RP
Piledriver/Powerbomb: D, DF, F + LP

Moves

Sandwich Clap: F, F + LP + RP
Power Punch: B, DB, D, DF + RP
Punch, Elbow Rush: RP, LP
Double Hammer: DF + LP + RP
Double Slap, [Hammer]: LP, LP, [LP]
Sitting Uppercut, [Uppercut], [Uppercut], [Uppercut]: (crouch)D, DF + LP, [RP], [LP], [RP]
Sitting Uppercut, [Uppercut],

Tekken



[Uppercut], [Uppercut]: (crouch)D, DF + RP, [LP], [RP], [LP]
Crouching Double Slap, [Uppercut], [Uppercut], [Uppercut]: (crouch)D + LP, LP, [LP], [RP], [LP]
Windmill Swing, [Swing], [Swing]: (crouch)D, F + LP, [RP], [LP]
Cop a Squat: D + LK + RK (can be followed with sitting punches)
Sitting Punches: LP, RP, LP, RP
Upwards Hammer, [Down Hammer]: (crouch)D, B + LP + RP, [LP + RP]
Triple Drill Punch, [Uppercut]: DB + LP, LP, LP, [RP]
Triple Drill Punch, [Power Punch]: DB + LP, LP, LP, [B, DB, D, DF + RP]
Mega Crouch Combo: D(crouch)+LP, LP, LP, RP, LP, RP

Unblockable Attack

Windup Punch: Rotate controller counterclockwise, starting with B until Jack reaches the count of 5, then tap LP - if the count is at 1 the punch can be blocked - if count is at 2, 3 or 4, the punch can't be blocked - if count reaches 5, it's an instant 1-hit kill

Hard Pounce

Cannonball: UF + LK + RK (can be followed with sitting punches)

10-Attack String

D + RP, LP, LP, LP, RP, LP, RP, LP, LP + RP, LP + RP

Low Punch, Double Slap, Left Uppercut, Right Uppercut, Left Swing, Right Swing, Left Swing, Upwards Hammer, Downwards Hammer

Pull-off rating: 5

King

Throws

Knee Bash: LP + LK
Suplex: RP + RK
Piledriver: D, DF, F + LP
Whirlwind Toss: F, B, DB, D, DF, F + LP
Scissor Flip (from sweep distance): DF + LK + RK (This will still do damage if it hits but doesn't grab the opponent)
D.D.T: DB (tap), DB + LP + RP

Moves

Side Kidney Punch: DF, RP
Bunch of Punches: LP, RP, LP, LP, RP
Double Punch/Uppercut: LP, RP, LP
Hammer Elbow: DF, LP (Stuns Blocking/Standing)
Punch, Uppercut: RP, LP
Jumping Hammer: UF + LP + RP
Forward Dive: F, F + LP + RP
High Uppercut: F, F + RP
Low Uppercut: F, F, RP [hits ground opponents]
Crouching Uppercut: D, F + RP
Punt: F, F + RK
Drop Kick: F, F + LK + RK (Stuns Blocking/Standing)
Drop Kick, Forward Dive: F, F(hold for remainder) + LK+RK, LP+RP
Spinning Drop Kick: F, F, F + LK + RK (Stuns Blocking/Standing)
Triple Slide Kick: (crouch)D, DF + RK, RK, RK (Stuns Unblocking/Standing)

Hard Pounce

Elbow Drop: U/UF/UB + RP + RK
Knee Drop: U/UF/UB + LK + RK

10-Attack String

LP, RP, LP, LP, RP, RK, RK, RK, LP, LK

Left Jab, Right Jab, Left Jab, Hammer Elbow, Right Kidney Punch, Right Slide Kick x 3, Left Uppercut, Flying Roundhouse

Pull-off rating: 2

Yoshimitsu

Throws

Flying 69 Slam: LP + LK
Trip Smash: RP + RK

Moves

Shark Attack: LP + RP (when air is shimmering)
Tornado Spin, [Spin], [Spin], [Spin], [Spin]: B + LP, [LP], [LP], [LP], [LP] (If done five times, Yoshimitsu will collapse)
Tornado Sweep, [Sweep], [Sweep], [Sweep], [Sweep]: DB + LK, [LK], [LK], [LK], [LK] (If done five times, Yoshimitsu will collapse)
Tornado Spin, Spin, Sweep, [Sweep],



[Sweep]: B + LP, LP, DB + LK, [LK], [LK] (If done five times, Yoshimitsu will collapse)
Twist Hit: F + RP
Stone Fist: B + RP
Knee Rush: F, F + RK
Punch, High Kick: RP, LK
Punch, Low Sweep: RP, D + LK
Roundhouse, Sneaky Mid Kick: LK, RK Kick,
Roundhouse, [Roundhouse]: RK, RK, [RK]
Forward Cartwheel/Solar Kick, [Diving Corkscrew]: F, F + LK + RK, [LP + RP]
Sword Slash: DB + LP
Sword Skewer: B, B + LP

Hard Pounce
Hopback Stomp: UF + LK + RK

10-Attack String
LP, RP, LP, RK, RK, RK, RK, LP, LP, LP
Left Uppercut, Right Uppercut, Left Uppercut, Three Right Kicks, Low Right Sweep, Left Uppercut, Downwards Sword Slash, Upwards Slash, Sword Skewer
Pull-off rating: 1

Michelle Chang

Throws
Bridge Slammer: LP + LK
Hook Slammer: RP + RK
Roll Behind: RP, B (RP must hit opponent)
Roll Behind & German Suplex: RP, B (RP must hit opponent) + LP + RP
Sky Uppercut: DF + RP, LP (RP must hit opponent)

Moves
Double-Fisted Body Blow: F, F + LP + RP
Uppercut, [Hammer], [Uppercut]: (crouch)D, (release)D + RP, [LP], [LP]
Hammer, [Uppercut]: DF + LP, [LP]
G-Clef Cannon/Fists of Fury: LP, LP, LP
5 Punches: RP, LP, LP, LP, RP
Flying Kick: F, F, F + LK (Stuns Blocking/Standing)
Power Snap Axe Kick: (crouch)D, (release)D + RK [Works okay if you do a hurricane kick motion instead, because it times your kick button press well]
Sleep Sweep, [Flying Jump Kick]: (crouch)D, DF + RK, [LK]
Sweep Kick, [Low Kick]:D(hold) + RK, [RK]
Sweep Kick, [High Kick]:D + RK, [RK]
Sweep Kick, [Uppercut]:D + RK, [LP]
High Kick, [Sweep Kick], [Low Kick]: F + RK, [D(hold) + RK], [RK]
High Kick, [Sweep Kick], [High Kick]: F + RK, [D + RK], [RK]
High Kick, [Sweep Kick], [Uppercut]: F + RK, [D + RK], [LP]

Hard Pounce
Hopback Stomp: UF + LK + RK

Unblockable Attack
Running Uppercut: B, B, B(hold till her left leg rises) Tap LP as her leg is in the air to run/uppercut

10-Attack String
RP, LP, LP, RP, LK, LK, LK, RK, RK, LP
Right Jab, Hammer, Uppercut, Right Jab, Low Kick, Double High Kick, High Right Roundhouse, Low Right Roundhouse, Left Rising Uppercut
Pull-off rating: 1

Lee Chow Lang

Throws
Neck Takedown: LP + LK
Face Smash: RP + RK
Knee Bash: F, F + LK + RK

Moves
Punch, Backhand: RP, RP
Punch, Elbow, [Backhand]: F(hold) + RP, RP, [RP]
Punch, Punch, Elbow, [Backhand]: F(hold) + LP, RP, RP, [RP]
Machine Gun Punch, [Punch], [Punch], [Punch], [Punch], [Backhand]: LP, LP, [LP], [LP], [LP], [RP], [RP] (This could be the first seven hits of the 10-hitter)
Head Kick, Head Kick, [Head Kick]: LK, LK, [LK]
Jump Kick: F, F, F + LK (Stuns Blocking/Standing)
Flip kick: D(crouch), U/UF/UB + RK
Power Flip kick: D(crouch), U/UF/UB + LK + RK
Lightning Flip: D(crouch), (tap)U/UF/UB (not an attack move)
Lightning Kick flip: D(crouch), (tap)U/UF/UB + RK
High Kick, Lightning Kick flip: RK, U + LK
Roundhouse, Roundhouse, [Roundhouse]: RK, LK, [RK]
Low Kick, [Head Kick], [Head Kick], [Head Kick]: D + LK, [LK], [LK], [LK]
Low Kick, [Head Kick], [Body Kick]: D + LK, [F(hold) + LK], [LK]
Non Law Moves
Backflip: B, B, B (no attack move)
Axe Kick: F, F + LK
Double Axe Kick: (crouch)D, (release)D, LK, LK
Low Heel Kick, [Low Heel Kick], [Low Heel Kick], [Mid Heel Kick]: D(hold) + RK, [RK], [RK], [RK]
Low Heel Kick, [High Kick], [Roundhouse], [Roundhouse]: D + RK, [RK], [LK], [RK]
Lunging Jump Kick, [Jump Kick], [Roundhouse]: F, F, LK, [RK], [RK]
Lunging Jump Kick, [Jump Kick, Sweep]: F, F, LK, [D(hold) RK, RK]
Spinning Slide: F, F, LK + RK
Multi-kicks: (crouch)D, (release)D, LK, D + LK, LK... (repeat pressing)
As long as you keep pressing LK, Lee will continue to kick, and you can do the following attacks:
High Attack: hold U
(Axe kick, Chest Kick, Head Kick)
Mid Attack: Release D-Pad or F
(Chest Kick, Head Kick)
Low Attack: hold D (Low Kick, Chest Kick, Head Kick)

Unblockable Attack
Dashing Fist: DB + LP + RP (tap U, U to abort attack)

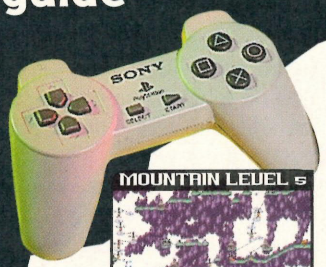
10-Attack String
(tap) DF + LP, RP, RP, LP, LK, LK, LK, RK, LK, RK
Uppercut, Right Punch, Backhand, Left Jab, High Kick, Low Kick, High Kick, Roundhouse, Roundhouse and Kick flip
Pull-off rating: 2

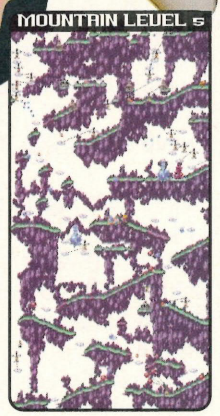
As if that wasn't enough, there's more fighters and the ultimate strategy and training guides coming up for you next month.

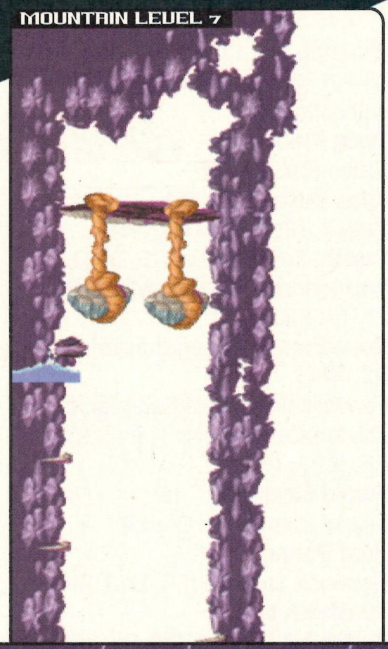


Rayman Part 2

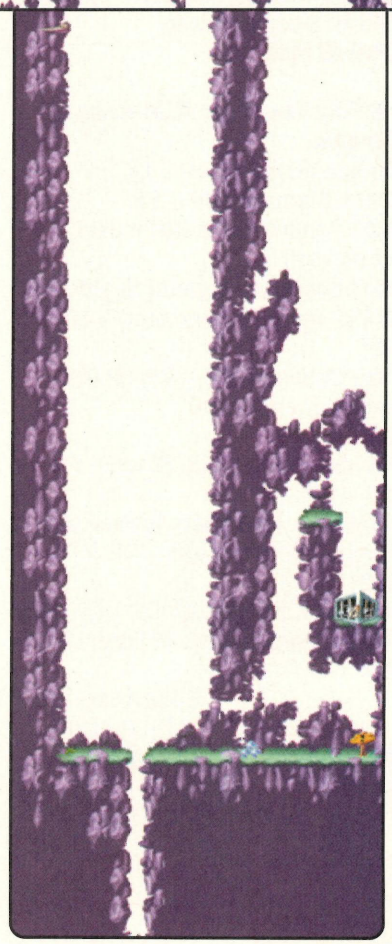
If you followed last issue's guide you'll know how tricky Rayman is. As promised, here's a continuation of our monster guide, taking you through The Blue Mountains, Picture City and the Pencil Pentathlon











The Blue Mountains World Twilight Gulch

Mountain Level 1: Before grabbing the first flying hook that you see, advance forward a little more and get the fist that allows you to punch further. You will need this fist to grab the hook. Jump to the left of the exit panel at the beginning of this level and fall down. Crawl right, past the rock monster, and a cage will appear behind it. Go up and you'll find another cage. You will see a blue ting hanging above empty space. Jump into the gulf and it will lead you to more tings and a cage.

Mountain Level 2: You can jump over or break the large rocks that block your way. Sometimes they have bonus surprises hidden within them. When you find yourself stuck in a narrow cavern with bouncing lava rocks and Mr Stone walking above, break the rocks and advance to the right. A cloud will appear above. Break the rocks again and go back to the left side of the cavern and climb up. Jump on the cloud that appeared to escape.

The Hard Rocks

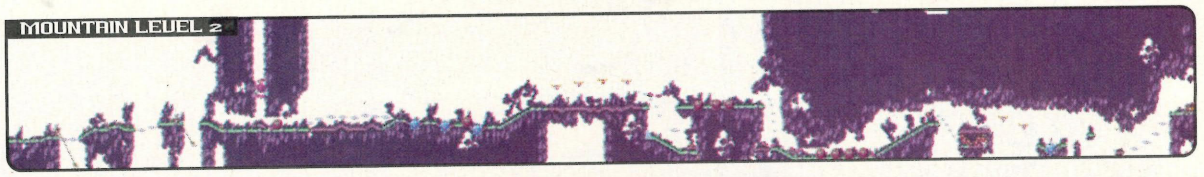
Mountain Level 3: At the beginning of the level, crawl left and you will find a power-up. When the blue steel balls block your route while travelling on the cloud, punch them to push them out of your way. At the end of this level you must jump into the empty space following the trail of tings and then grab the flying hook that will take you to the end.

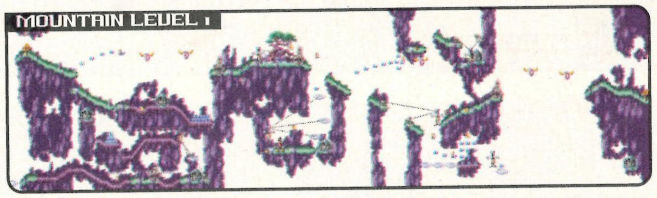
Mountain Level 4: To break the protected cage, try to throw your fist. At the exit sign, get rid of the hunter and then jump to the same spot where he stood. Clouds will appear leading you to a free life.

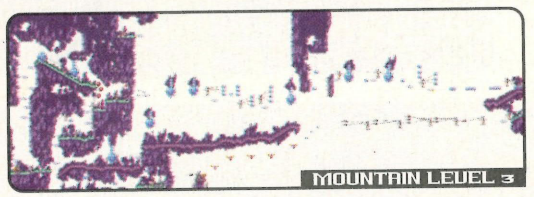
Mountain Level 5: To avoid falling rocks, hang on the edge of platforms and let them bounce over you. At the end of the level (on the bottom right hand side), fall in a hole following the path of tings. You will end up at the foot of two rock monsters. Get rid of them with a couple of hits to the head. Get the power-up on the bottom left and clouds will appear leading back the way you came to another cage.

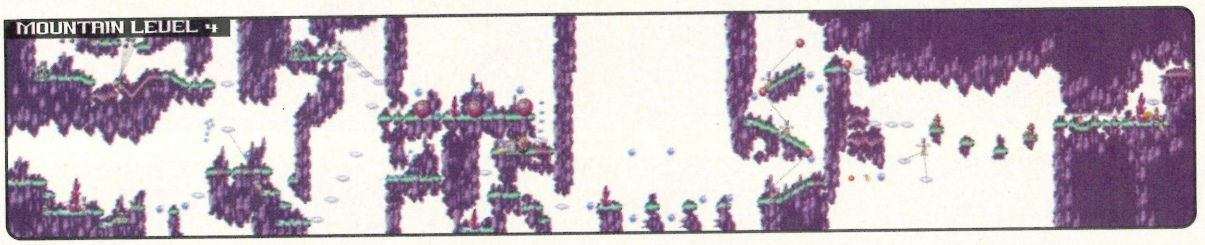
Mr Stone's Peaks

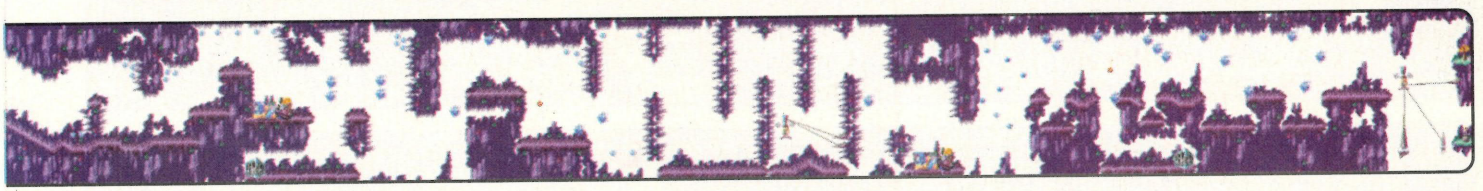
Mountain Level 6: Break the rock

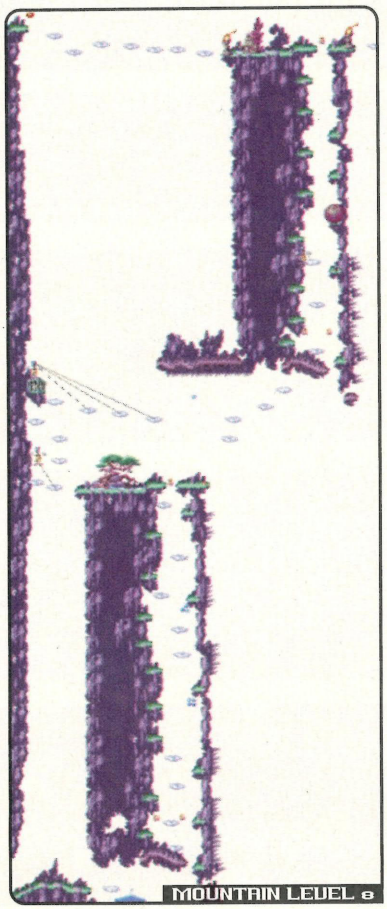














to free the musician's guitar and he will thank you by giving you a special vial that allows you to fly. After the first photographer, walk and fall down in the hole to the right where a cage is hidden. After the second photographer, fly a little longer and you will see a power-up. In the hole beneath the power-up there is another hidden cage. There's a free life hidden underneath the platform with the exit sign.

Mountain Level 7: Cut the frayed section of the cords with your helicopter hair. Only at this spot can you cut the cords and keep the huge slab of stone from forcing you into the water. It's best to try to cut in an up and down motion, concentrating as much as possible in one spot. Once you've reached the grass, fly up into the first opening where there is another hidden cage.

Mountain Level 8: Once you've passed the first round of rising water and seen the giant bonsai, keep going left and a series of clouds will take you to a cage.

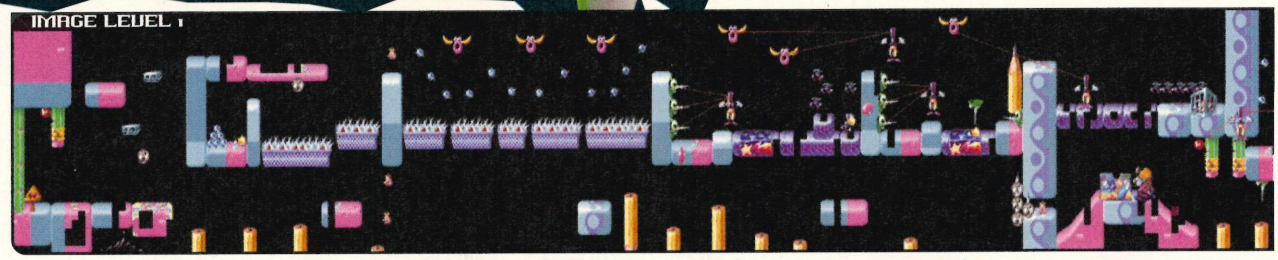
Mountain Level 9: After a long flat trek, fall down before you reach the grass and you'll find a magician. Jump into the next cavern, or the one after, and you'll find a group of tings. After the photographer, jump down to the left in the second cavern and you'll find a cage. Throw your fist at the lava balls while jumping into the air. This will help keep you from sliding. When you see the series of blue steel balls, jump into either the second or third cavern to find another cage.

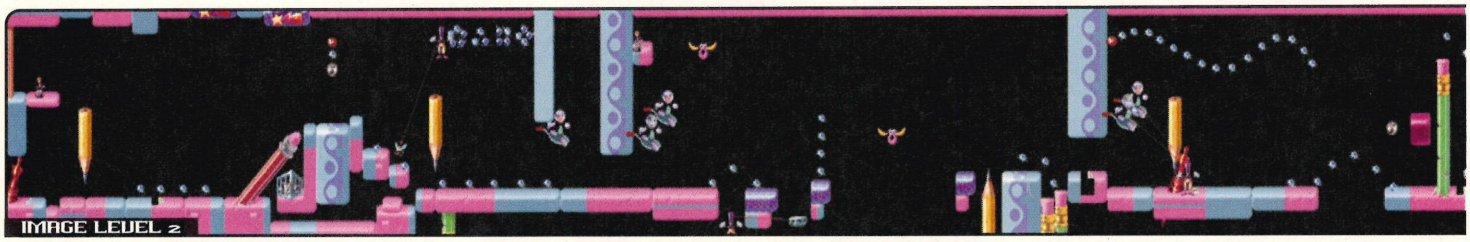
Picture City Eraser Plains

Image Level 1: Before jumping on the pencils, knock down the

Rayman


SONY


IMAGE LEVEL 1


IMAGE LEVEL 2

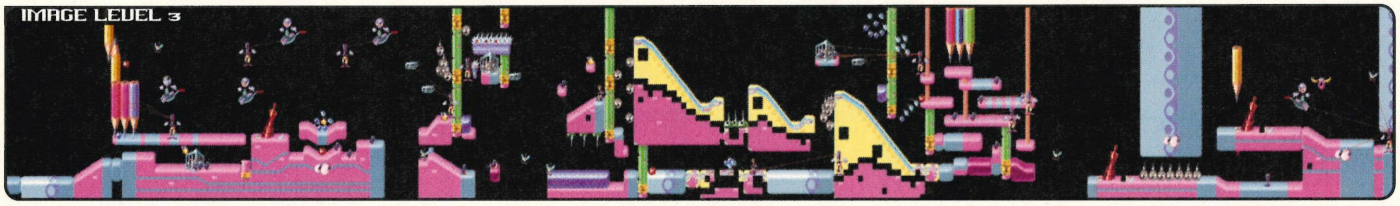
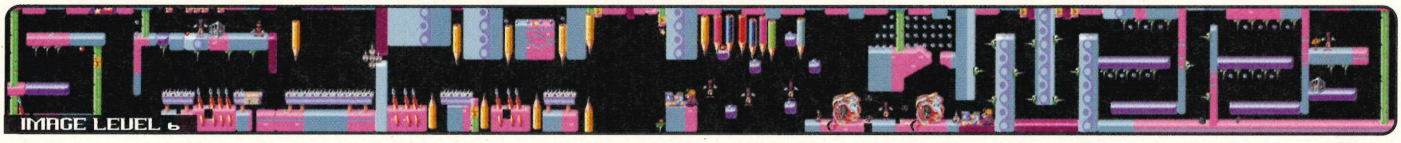
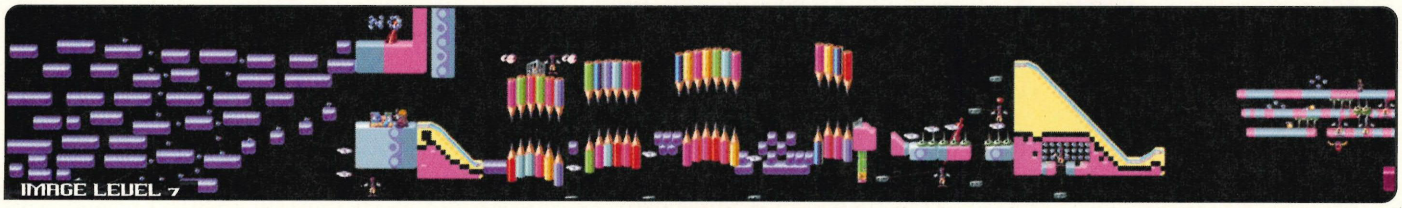
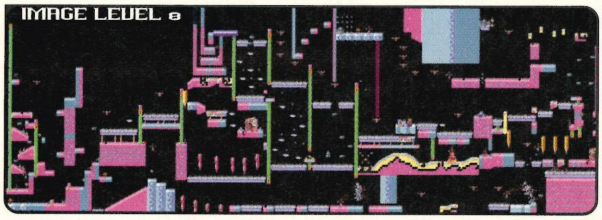
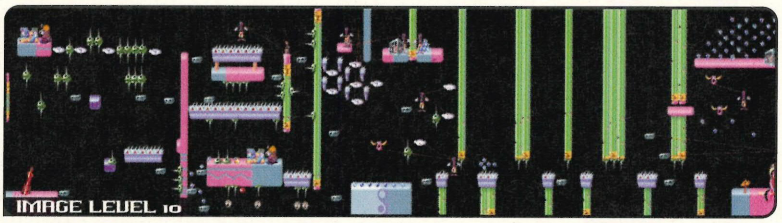

IMAGE LEVEL 3

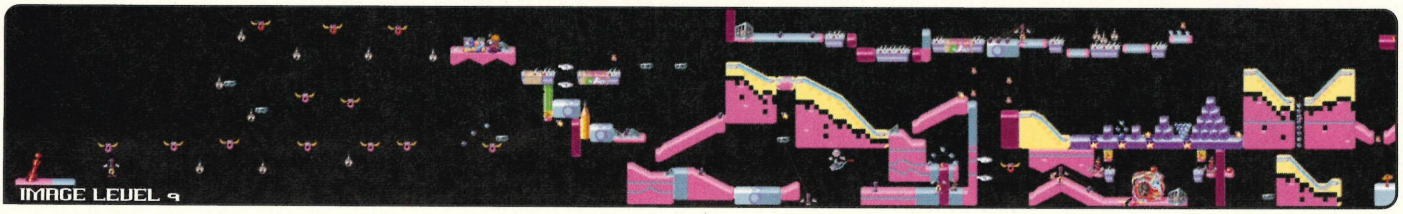

IMAGE LEVEL 5

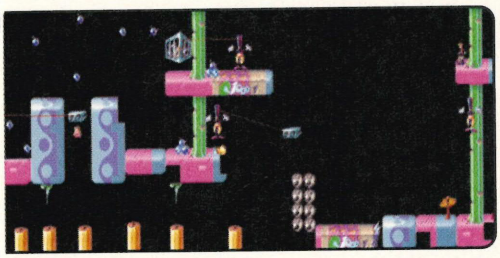

IMAGE LEVEL 6

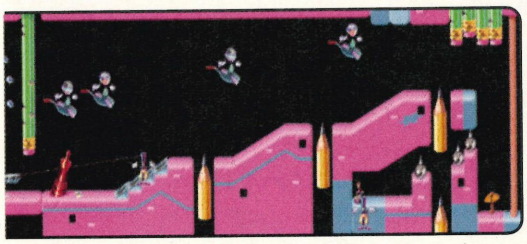

IMAGE LEVEL 7


IMAGE LEVEL 8


IMAGE LEVEL 10


IMAGE LEVEL 9





yin-yangs and you can get access to a free life.

Image Level 3: Don't touch the first fairy yet. Go above to the yin-yangs and punch away the pointed ones. Jump on the normal one and platforms will appear to take you to bonus power-ups. You will also see another fairy and become small in order to get more bonuses below. Retrace your steps to the first fairy you saw. Become big in order to get to the next cage. There is a square bouncing eraser just past the jumping Antitoon. Jump onto it and then jump over to the moving platform to the right. From this platform you can wind up and punch the yin-yang to the left. Go back to the bouncing eraser, jump on top of the yin-yang, and punch the cage.

The second half of this level must be done twice - once large in order to get the last cage which is up high, and once small in order to get out. When you arrive at the very end of the level, Rayman will be large. Grab the flying hook and touch the fairy to become small again and get to the exit.

Image Level 4: You cannot hit Space Mama when she protects herself with her rolling pin. Hit her while she is in the air.

Pencil Pentathlon

Image Level 5: Once you've reached the second series of red pens, drop down between them and grab on to one of the hooks. Swing over to a rising platform, past the hunter (who you can't kill) and jump on to the bouncing erasers with the yin-yang. You must knock the yin-yang loose, push it over to the right slightly, jump on top, and with a slight running start, jump across to the next platform. You can also push the yin-yang into the gulf and use it to climb out the other side.

Once you've reached the flying hooks, swing across them to find the power-up. When you grab it a cloud of flying hooks will appear to the right. Swing carefully on them to get to the exit map.

Image Level 6: To get past the spikes pointing down, use the 'copter power to slow your bounce. Jump over the exit sign at the end of this level, but don't touch it. A cage will appear beneath you.

Image Level 7: The tings indicate a route to follow to find the cage at the bottom of the bouncing erasers. After the photographer, in order to get past the two rows of pencils, let yourself fall down the oily hill and you should be able to get past everything without having to jump or fly. There is a cage in this section though. Once you get the power-up at the end, platforms will appear to take you to the end.

Space Mama's Crater

Image Level 8: To get the cage trapped between the yin-yangs with spikes, you have to swing off the flying hook, punch the yin-yang while in the air, turn around quickly and grab the hook once more. At the end of the level, jump over the exit panel and you'll see a cage.

There are two exits to this level. If you end up in the lower level exit you will not be able to return and reach the upper level to find the cages. To get here you will have to re-enter Space Mama's Crater from the start.

Image Level 9: Choose the path that always descends until you see a magician. After this, keep going right until you reach a dead end. A free life will appear on the other side that you can get later after a long slide. Once you've got the life, go back up and jump down into the next hole. You'll see a cage guarded by two hunters. After the photographer you will see a cage high up. To reach it, slide down a V-shaped hill and then jump from the left edge to reach a higher level. Keep going left and you'll reach the cage. Follow the tings down the V-shaped hill to the exit.

Image Level 10: Try to move around on the platform and punch to avoid objects in your path. At the exit, jump over the sign and onto the can of paint. A platform appears taking you up to a cage.

Image Level 11: Space Mama cannot be hit when she's pointing to shoot with her rolling pin laser, or when she's protected by the washing machine. Try to avoid the lasers and punch the machine.

More Rayman fun next month!

Map Reading for Beginnere

There are one or two little things that may confuse you in our Rayman level maps. However, read this carefully and all will be explained.

All the levels have been mapped, with the exception of the Betilla the Fairy levels and the showdowns with the end-of-level bosses. These levels follow a fixed course, so there's no real point in us doing them.

Some events which are normally invisible in the game do appear in these maps. For instance: the start/stop points of the automatic scrolls, or water going up (symbolised by one or more signs), or snowing (snowflakes). You will understand them better when you know what happens in each level.
Pay special attention to the 'gendoors', they are symbolised by the standing magician icon. When Rayman passes them they make a new 'event' appear somewhere. The link between each magician and the event each one makes appear have been drawn so you can easily understand the effect each one will have.

DO NOT get mixed up between:
- the magician's hat that you can see in the game that acts as the entrance to a bonus map, and
- the standing magician icon that cannot be seen in the game, but makes a new event appear in the level when Rayman passes over it.

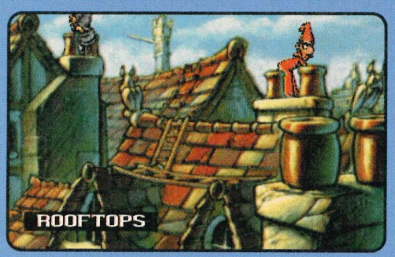
Discworld Part 3

Rincewind's making good progress through his quest, but it's not time to relax. If he wants to rid Ankh Morpork of the dragon forever he's got plenty of hard work (not to mention setbacks) ahead

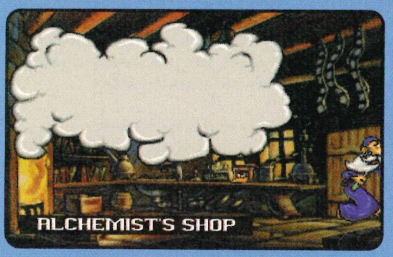




When we left the boy Rincewind in the last issue, he'd just encountered Big Sal for the first time. You should now endeavour to get the chimney sweep's gold handled chimney brush. Head off to the street and go into the toy shop. Get the Hog Father's doll (if you've not already done so) and go to the city gates. Once you arrive there make sure you've got the gun powder and fire crackers from the crate, then leave the city gates.

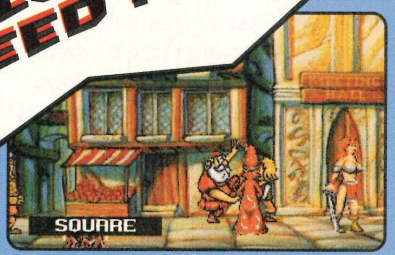


The alley is your next destination. Once you're there take the Hog Father doll and put it in your personal inventory. Stand on the exploding paving stone so that you are blown up to the roof and examine the chimney pots to your right. Stuff the Hog Father doll down the nearest one causing the alchemist's shop to flood with smoke and the alchemist to flee the premises.

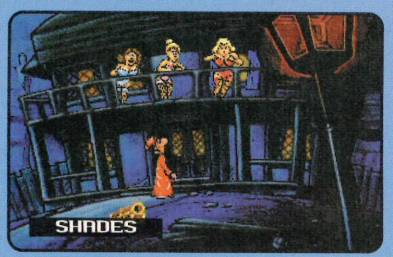


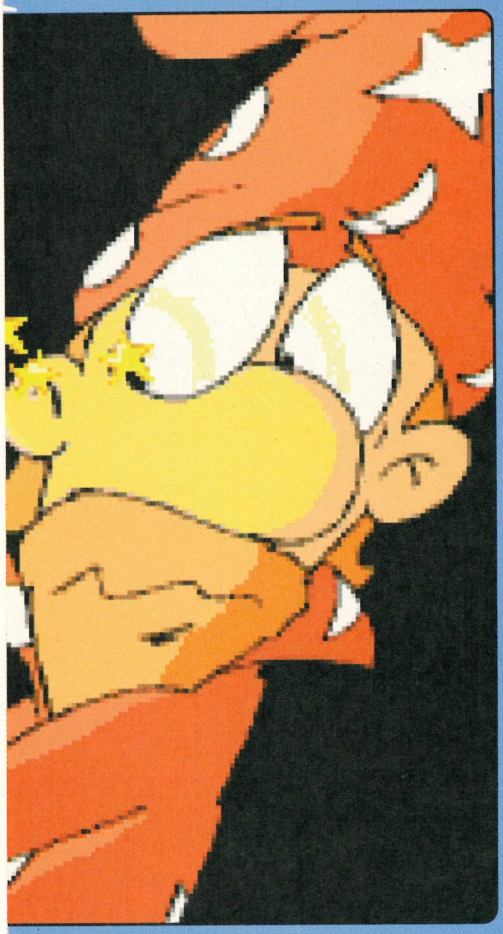
Go through the rooftop window back down to the alley and go into the alchemist's shop. It'll be a bit smoky and difficult to see, but you should still be able to fumble your way through quite easily. Place the barrel of gunpowder in the fireplace (on the far left of the screen), then use the ball of string with the barrel to create a fuse.

Leave the house and look at the bottom of the drainpipe at the right of the screen. You'll see the end of the fuse sticking out. Use the matches you got from the bar of the Broken Drum, light the fuse and stand well back. There will be a massive explosion which blows the sweep off the roof. He'll crash down to the floor, along with his brush which falls neatly into the luggage. Mission accomplished.



Your next task is to get the stonemason's trowel. Talk to the street urchin in the square and

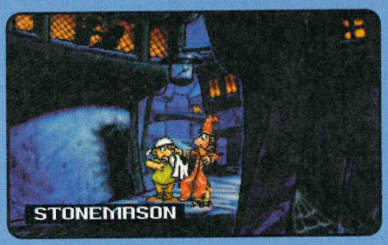




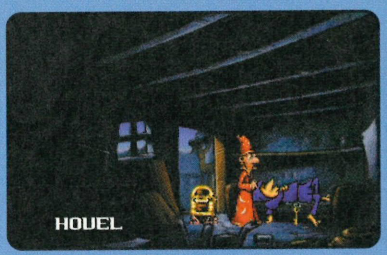
watch his bizarre dance/ handshake. When you ask him about it he denies all knowledge and refuses to talk to you until you've proved you are a real man, a feat which can be accomplished with the aid of Big Sal. Go back to the 'house of ill repute' in the



Shades and give Big Sal the bag of corn flour, the egg from the mountain and the coconut from the edge of the world (remember to use the screwdriver on it first). Sal then goes off to make one of her specials and to cut a long cut scene short you end up whipping off her bloomers (more than enough proof of your manhood).



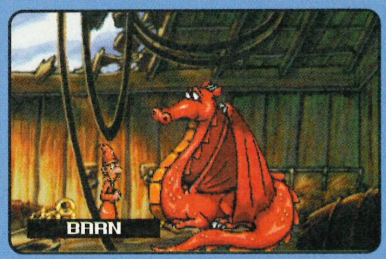
Go back to the square and give the bloomers to the urchin. He teaches you the handshake and tells you to go and practise on the old timers. This leads to another cut scene which ends with you whipping someone else's underwear off (can you see a pattern developing here?). Head back to the Shades. Find the



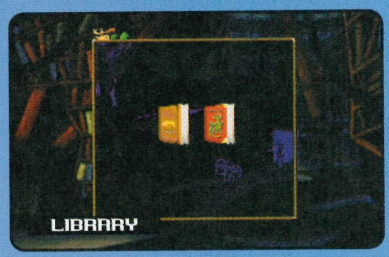
stonemason (smack in the middle of the Shades, painting a mural), and use your new handshake skill on him. This results in him swapping the bloomers for his golden trowel.

You now have to go after the thief's Golden Skeleton Key. It's in his hovel in the Shades, but he's asleep inside and wakes up all too easily. What you need to do is use the bra you got off the old timer with the ladder.

Bridge the gap to the hovel with the cushioned ladder and climb across. The key is on the thief's belt, but when you try and take it he just rolls over making it inaccessible. Tickle his feet with the feather and he'll roll back over allowing you to take the key with ease. Leave the hovel. Doing well here aren't we?



You've now got all six items that the dragon asked for, so rush off to the barn, give them to him and the game will be over. Right? Well no. Instead of leaving quietly as you thought he would, he decides to wreak his revenge on the

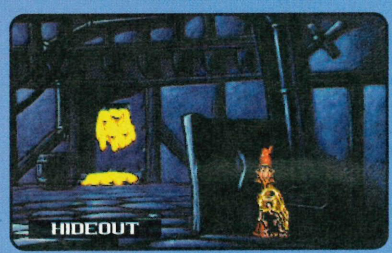


people responsible for him being summoned in the first place, this unfortunately now includes you!

Your only option is to prevent the dragon from being summoned at all. To do this you must stop the Brotherhood thief stealing the spell book from the library in the



first place. You need a book to swap it with though. Go to the square where you will discover that Nanny Ogg has set up a stall. Look at the magic carpet and ask her about it. Buy it then talk to her until she asks you to give her



a kiss. When she puckers up you should nick the book of 'love custard' recipes from her stall.

Go back in time through L Space, take the book (just to the left of L Space) and open up the luggage. Now use the dragon book with the love custard book and their sleeves will be swapped over. Now place the custard book

Discworld



(with the dragon cover) back in the empty place on the shelf, and hide until the thief steals the wrong book.

After a cut scene it becomes obvious that you've succeeded! You've saved Ankh Morpork! Hooray! You rush over to the Patrician to claim your reward, and to cut another lengthy cut scene short, during the course of your heated discussion with him you manage to accidentally summon the dragon again!

Act III

First you need to get the Octavo, and this couldn't be simpler. It's in the library near where the



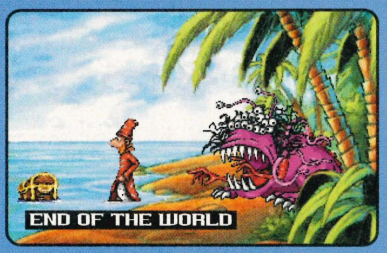
sleazy guy used to stand. Just keep moving the cursor around until you find it (it's in the very far right hand corner). Stick it in the luggage when you find it and leave the library.

You now need some form of camouflage. Get the spatula, which is hanging in the kitchen,



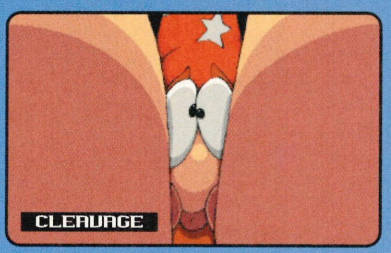
then make your way to where the mural was being painted in the Shades. Use the spatula on the soot on the wall, and that's that bit sorted.

Getting a birthmark is slightly trickier. Go to the square and buy the weight loss system off 'Throat and then go to the palace (you will not be able to get past the guards anymore). Open up the luggage and use the bag you got off 'Throat. It will separate into leeches and a bag. Give either the



bag to the fat guard or the leeches to the thin one (it doesn't matter which, you'll get in either way). You can now get to the palace dungeons.

Walk as far right as you can in the dungeons until you come across the torture master. You'll notice a skeleton in the corner of the screen. Examine it and it will disintegrate, leaving you with only a bone in your hands.. Go to the toy shop and dip the bone in the



glue on the counter. Head over to the inn and walk to the right until you see the sailor. Give the gluey bone to the dog and look at the sailor's tattoo. Talk to him until he gives you a whistle, then go to the city gates and leave. Head to the end of the world and blow the whistle. Talk to Polly.

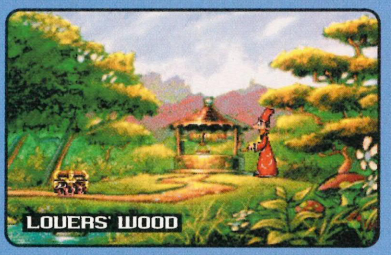
When it asks for a cracker, light one of the fireworks with a match and throw it. The parrot will be blown into the water, stunned but



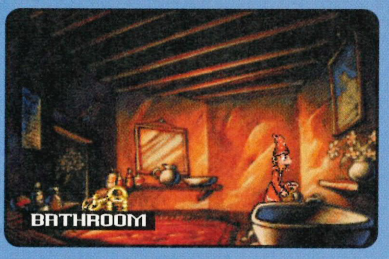
not dead, and unfortunately out of reach. Go to the square and pick up an egg from the stall that used to sell tomatoes. When Rincewind drops it, pick up the snake that is slithering around on the floor.

Open the luggage and use the starch on the snake (to stiffen it) and then the fertiliser on the stiff snake (to make it grow). Go to the university dining room and swap the snake for Windle Poon's broom handle. Open up the luggage again and use the broom handle on the butterfly net to give it a longer handle.

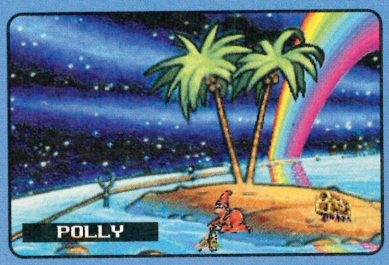
While you're here you may as well go to the arch chancellor's



office to get his hat and save yourself a trip back in a couple of minute's time. Go back to the end of the world and use the extended butterfly net to fish out the parrot. While you are doing this the whistle will drop from around your

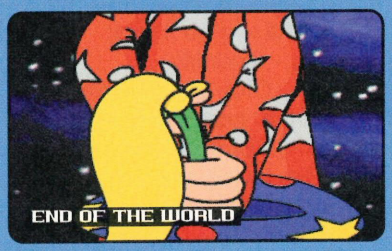


neck and over the edge of the world. Open the luggage and use the arch chancellor's hat. Now use the hat with the fork in the sea and climb down the handkerchief rope that comes out. At the



bottom the whistle is quite difficult to spot, but to make it easier you should look out for a glint on the right side of the screen.

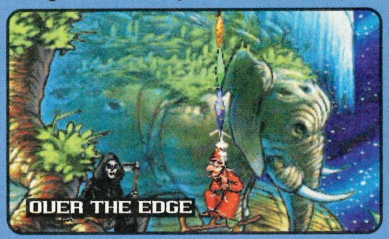
Go back to the inn and give the whistle and Polly to the sailor, who will inform you that the local barber is also the local tattoo artist. Don't rush off there just yet though, because he's still in the Lovers' Wood and you need to lure him back. Go and get his appointment book from his shop and go to where the



Psychotrickerist's shop used to be.

Talk to the girl and use the appointment book on her to get her to sign it. Then head off to the woods (outside the city gates, just south of the city), and use the book on the love struck barber. Go to his shop, talk to him and then go to the square and talk to the street urchin. He won't give you the tattoo, so you need to go back to the thief's hovel and get the knife out of the bag above his bed.

Head back to the square and go down the little alley. Use the knife on the rubber belt on the dunny machine and go to the proper alley on the map. Make sure the



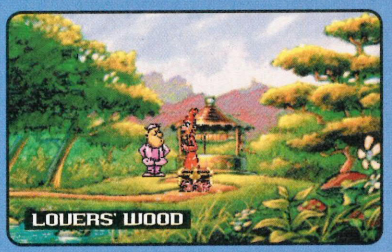
belt is in your personal inventory and use the special tile to get on to the roof. Go to the tower in the background and use the rubber belt with the tip of the flagpole. You'll then bungee down a couple of times and be able to snatch the tattoo transfer off the urchin.

Now we move onto the moustache. The clue to this one is the repeated line, *Did you get the number of that donkey cart?* Bizarrely you need to frame the donkey from the livery stable for a crime he didn't commit, and it's done like this: Go to the stable and try to look at the licence plate



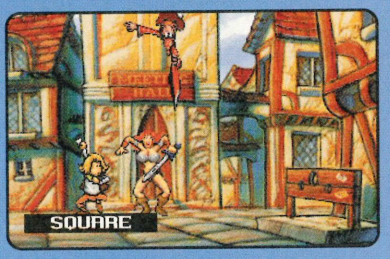
of the donkey's cart. Go to the alchemists and talk to him about getting cheap corn from the stables. Return and the bag will have been removed. But you still can't see because mud is now obscuring the licence plate. Soap and water is needed.

Go to the Lovers' Wood and lower the bucket into the well by using the crank. When the bucket is full, use the pot with it to fill the pot with water. Now you need to

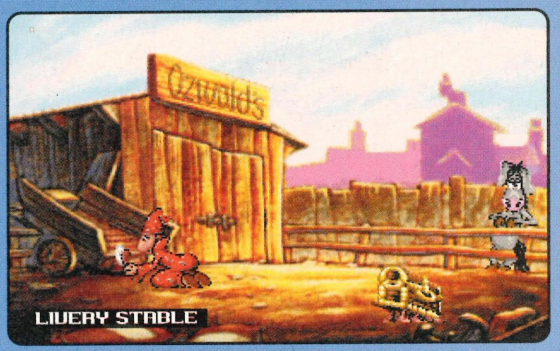


go to the inn. Enter the building and go into the bedroom. Use the pot with the soap dispenser and all you need now is a scrubbing brush. This is in the palace bathroom on the edge of the bath, and is easy to get. Once you have it, go back to the stable and use the brush with the soapy water to get a soapy brush. Use this with the licence plate and make sure you look at it until Rincewind reads it out loud.

Now make sure the knife is in your personal inventory, and head back to the rooftops above the alley (using the special tile). Use

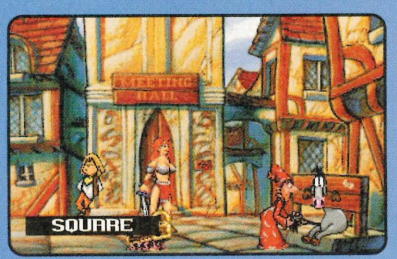


the knife on the ladder that's tied down, and climb down to the alley via the rooftop window. When the ninja has his accident, speak to him. When he says, *Did you get the number of that donkey cart?* you'll grass up the innocent donkey and he'll be framed by the delirious martial artist. Go to the square and you'll find that the donkey is in the



stocks. Go to the barber's shop and take his scissors from near the door before going back to the donkey. You'll be able to trim off his tail while he's defenceless, and this can be used as the moustache you so desperately need!

Right, that's your lot for this issue. Next time we'll take you right through to the thrilling finalé.



Worms

SonyPro brings you the definitive guide to Team 17's Worms, written by the blokes who invented and marketed this fantastic multi-format game of the year





USE THE AIRSTRIKE, YOU NIMROD! OH WHAT? I CAN'T BELIEVE YOU DID THAT. WHY DIDN'T YOU GO FOR JOHNNY?

The Martyn Brown School

Team:
Spadge, Clagnut, Bosnia, Wilf

Tactics:

As an active man of fine physique, I play Worms with action, accuracy and good manoeuvrability. Preferring to stay on the surface rather than hide underground, it is vital you learn the art of combining bazooka with wind power. At the bottom of a cliff can be a safe and protected position – by being able to launch bazooka shells and use the wind to direct them accurately, you can pick off enemy Worms with great effect.

This also means you are able to reserve your homing missiles, which are extremely useful should Sudden Death occur. A good point to remember is that if you press Pause, it tells you how much time you have remaining until Sudden Death; press it on and off very quickly so other players don't realise what you're planning – they'll just regard it as a mistaken key press and give it no further thought.

The 'stand up and be shot at' tactics employed by The Martyn Brown School are often ridiculed by users of The Dark Side (see below).

Martyn is Director Of Development at Team 17.

The Alan Bunker School

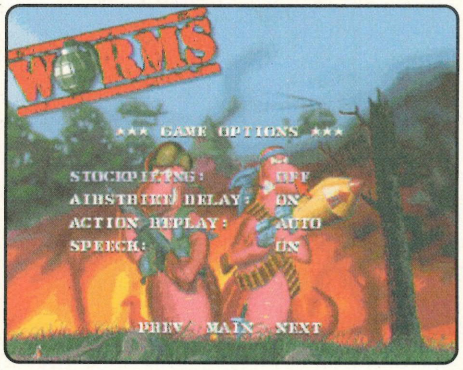
Team:
Kelly, Big Joe, Oddball, Cupcake

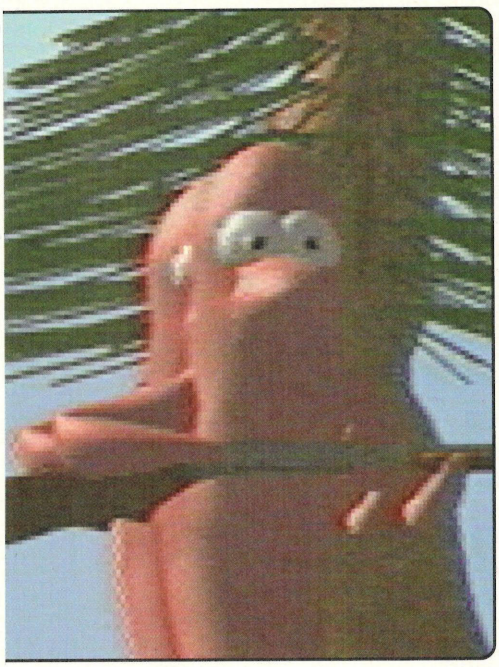
Tactics:

I employ a strategy which has become known as The Dark Side. As the original user of The Dark Side, I have converted a small number of people to my way of thinking, and it is typically these people who win matches.

Firstly, teleport your first worm to a completely safe position, be it in an underground cave/hole or under a long, preferably thick overhang. Take two more worms and blowtorch down at an angle – you now have two dug-in worms who can hide but still fire bazookas, grenades, cluster bombs, homing missiles, etc onto enemy positions.







By now, the enemy will be getting pretty annoyed with your so-called 'cowardly' tactics. As a consequence, they'll be taking shots at your fourth worm which is exposed on the surface. This is known in military circles as the Decoy Worm, and is there to draw fire while Worm One digs deep and Worms Two and Three blast everyone else. By the time the other teams have killed your Worm Four and, at the same time, been shooting each other, you'll have three strong worms with which to finish off everyone else.

Save your airstrike for Sudden Death - this enables the well concealed Worm One to kill opposing worms without having to emerge from hiding. And try placing a girder over someone else's worm to trap them in a hole - ooh, the abuse you'll get!

Alan Bunker is Team 17's Media Manager and regarded as the greatest Worms player.

The Andy Davidson School

Team:
Joanna Lumley, Bananafish, Agent Cooper, Slutfish

Tactics:

Bizarre tactics by anyone's standards. This school of training recommends frequent use of bungees, ninja ropes, kamikazes and anything else which looks really good but will never win you the game.

However, one useful tactic has been discovered by this particular school. To pass by mines, expanses of water or surface obstacles without using your limited number of teleports, try this... face the direction you wish to travel and then ninja rope a nearby object. Swing the rope until you are wildly bouncing about, then when you are at the top of your swing, you are able to



hurl yourself through the air in the appropriate direction by pulling in the rope (shortening the length) and striking the fire button at the same time.

This manoeuvre takes some practice, but can be very effective on the field of play.

Andy Davidson is the Mad Genius Who Created Worms

The Result:

Two hours later, after three drawn rounds and enough verbal abuse to put Bernard Manning to shame, AB wins the match. MB mutters



Team17 Worms Matchplay Banter

MB: You boring chuff! Get Bunker for Teleporting!

AB: Look, it's all part of the game.

AD: It's not in the spirit of Worms.

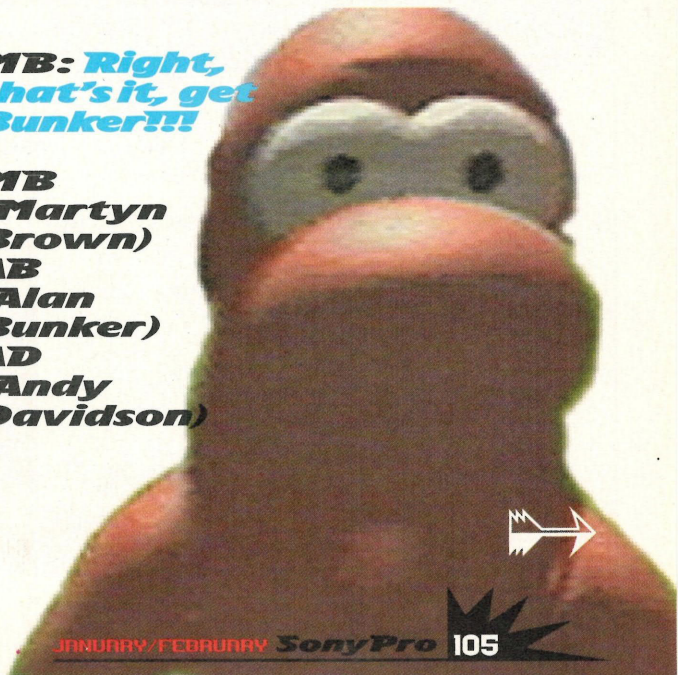
MB: You boring chuff! Get Bunker for tunnelling!

AB: Look, I use winning tactics. It's all part of the game.

AD: What would happen if we all started digging all the time, eh?

MB: Right, that's it, get Bunker!!!

MB (Martyn Brown)
AB (Alan Bunker)
AD (Andy Davidson)



Worms



something like, *I knew we should have taken blowtorching out of the game,* and AD is all ecstatic about how, in one turn, his worm managed two ninja rope moves, one bungee fall and then ran out of time just as he was going to finish off Cupcake with a shotgun – yeah, right.

So what kind of Worms player are you? Write in to us at the Freepost address at the back of the mag and tell us!



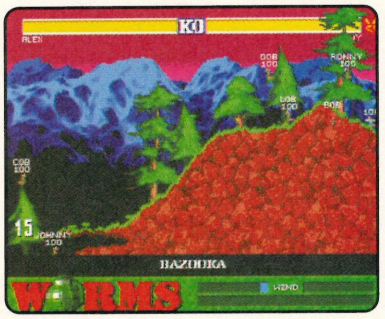
Team 17's Top Worms Levels

The following are a selection of levels which you may like to try your hand at. They vary from the very bizarre and unusual to the very complex or very simple. Play them and see for yourself how you cope...

FOREST:
62332782
742182075

CANDY:
70345
1408066876

HELL:
436642
7373888390

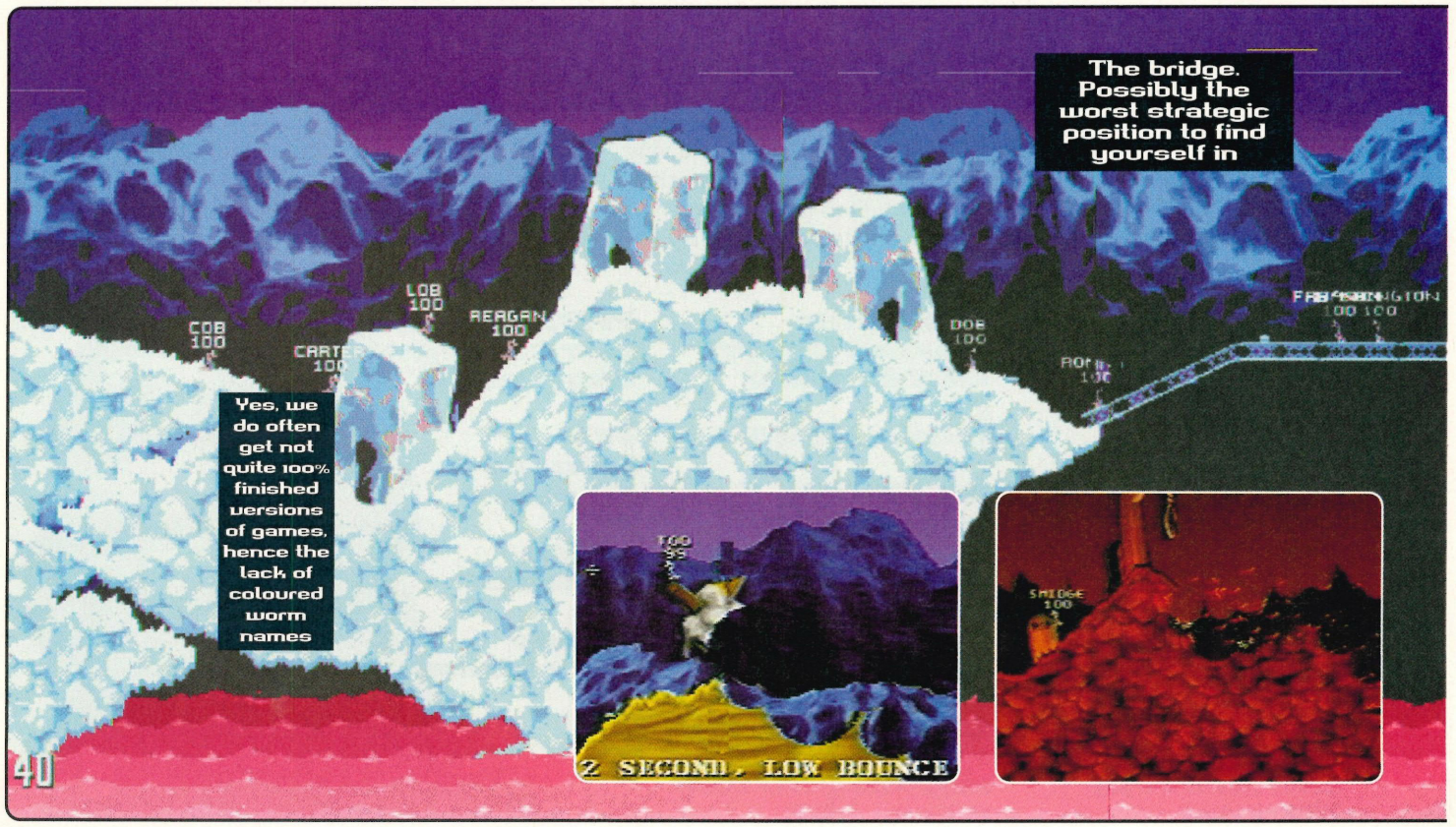


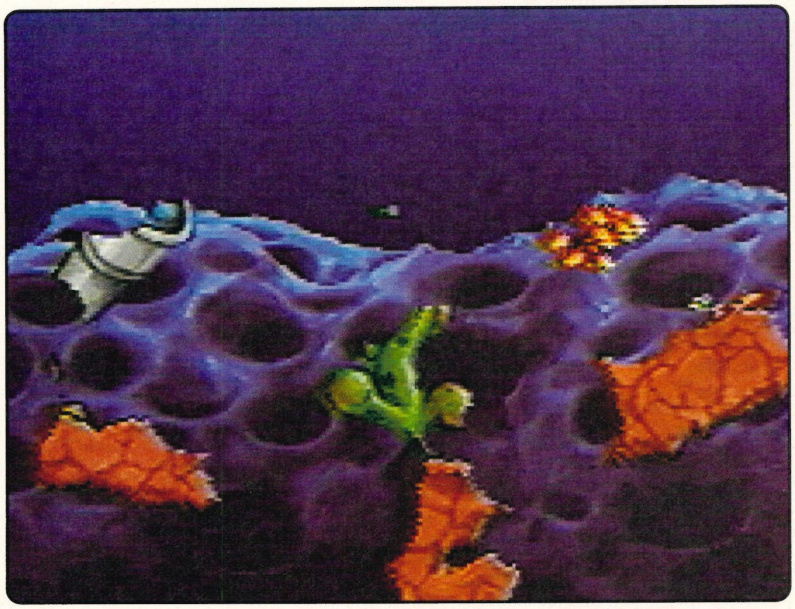
ICE:
223981979
06398972

MARS:
57805
46463

ALIEN:
77004498
733737544

SCRAPYARD:
7094766982
8007360207
7564433221

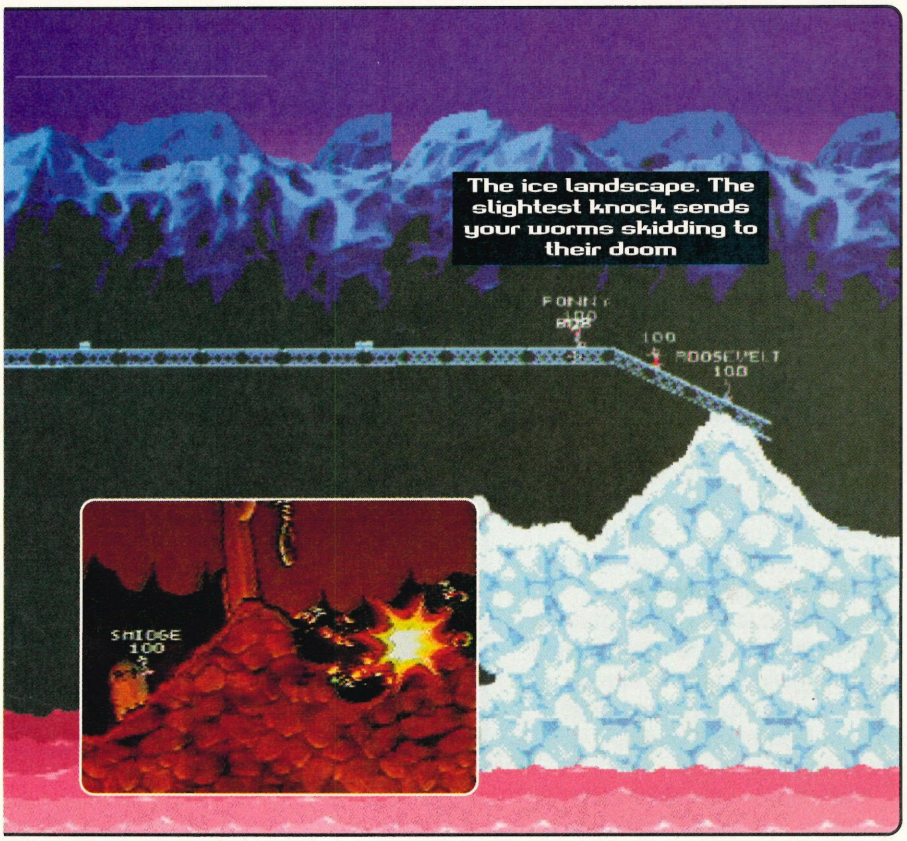




JUNGLE:
8902118313
208041

DESERT:
00956

BEACH:
13410325
7841228
56439996
39054687
23418990



Tried & Tested Team 17 Tips & Tactics

★Try placing a vertical girder just behind enemy worm positions and use it as a backboard for lobbing grenades and cluster bombs

★Remember, worms can fire punch through scenery and will always cause 30pts of damage – useful when worms are tunnelling around each other. Also note that blowtorch and pneumatic drill inflict 15pts of damage

★Striking a mine with a dragon ball will send it bouncing along the ground for some distance. Always a surprise when you're at the receiving end

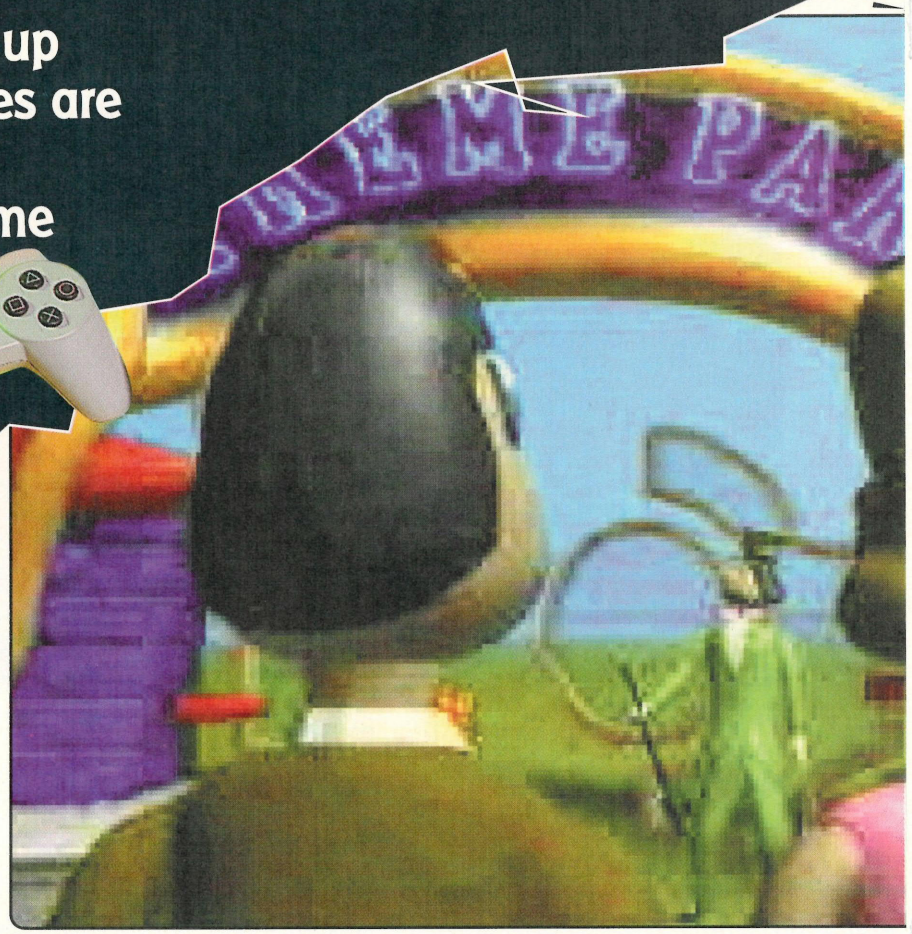
★Airstrikes come in at an angle from the centre of the screen and head outwards. You must bear this in mind if you are to avoid wasting airstrikes on worms which are protected by scenery on the side closest to the middle of the level

★A stick of dynamite does maximum damage when balanced on a worm's nose or on the back of a worm's head

★An Uzi can prove more powerful than a shotgun when used correctly. Only use an Uzi when a worm is backing onto something, otherwise you won't maximise the damage

Theme Park

If the kids are chucking up everywhere and the rides are falling down, you're obviously in need of some Theme Park help to get the cash tills ringing. So here it is!



Theme Park

Beneath the disarmingly attractive exterior of Theme Park lies a complicated business simulation. So if you bought it cos it looked pretty then you're in for a rough ride. Fortunately though, because the people at SonyPro are your ream best mates, we're gonna help you out, and on these pages are all the basic hints and tips you need to recreate you very own mini-Blackpool (minus the sea otters, hopefully).

Basics

Just like in real life, the kids are a set of fickle gets, and the smallest little thing will pee them off if you're not careful. Keep an eye on their thought bubbles and act according to what you learn. If a good few people become peckish in one particular area then the chances are you're lacking a food stand there.

Don't be over ambitious to begin with, and avoid attempting anything on too large a scale. Start to build up from a small but well maintained base so you won't find yourself out of your depth with everything going wrong at once. Don't be afraid to remove rides which are placed incorrectly, as it's better to lose this money than to take your engineers away from the more important tasks of repairing your star attractions.

Also, don't underestimate things such as trees and lakes, because a bland, featureless park is unlikely to win any awards. And it's more thrilling to lurch about on a rollercoaster which hammers through shrubbery than it is to travel over stark concrete. Probably. No, definitely in fact.

Ride it baby!

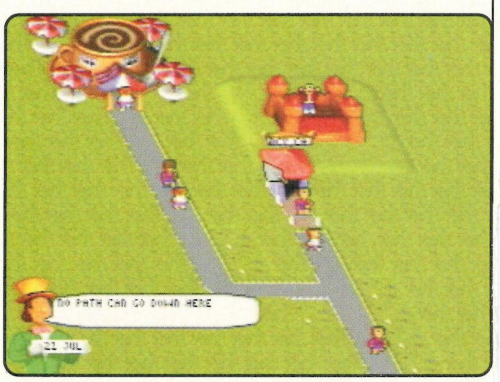
As a general rule, more rides equals more money, because it means more paying customers through the gates, eventually allowing you to look into even bigger, even better things.

Kids like a large variety of rides so it makes sense to avoid having too many similar ones, though you shouldn't be tempted to go hell for leather and end up building everything.

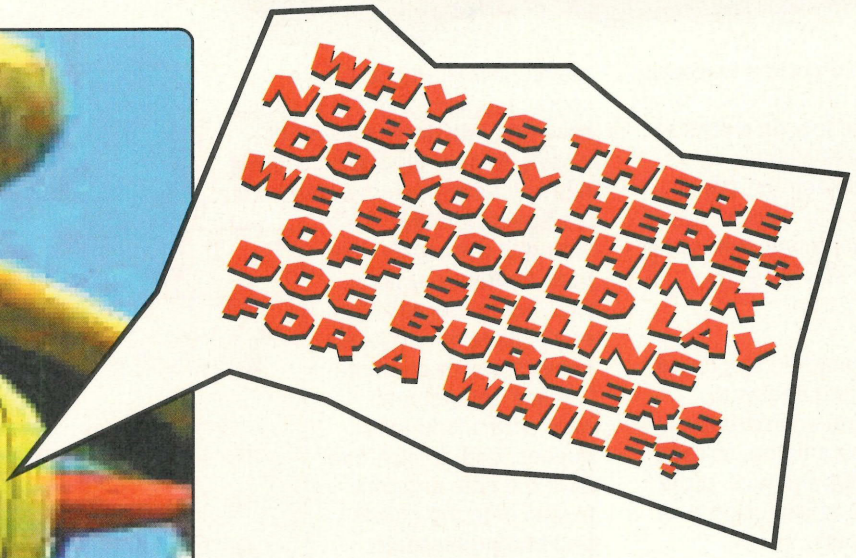
When a ride gets older and begins to need more attention in terms of repair, selling the ride on may be a good idea because it keeps the punters happy and once again leaves your mechanics with time to do their jobs properly.

Shop around

Well placed shops can be the source of a surprising amount of income, because they provide you with instant returns and,





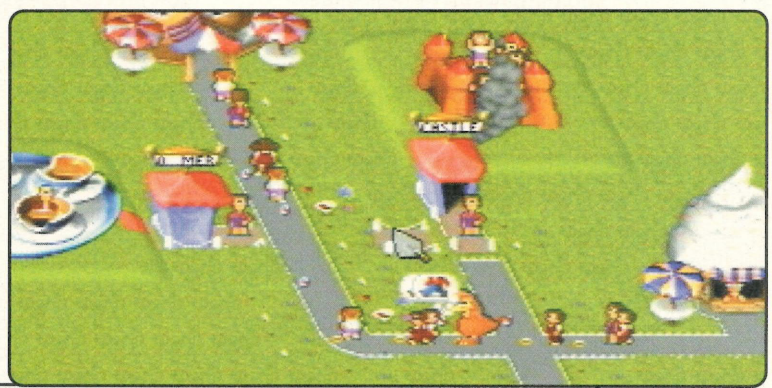


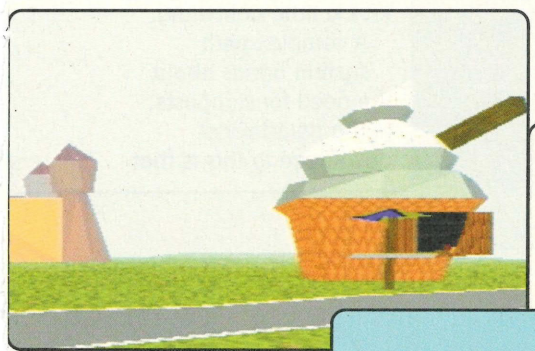
importantly, keep the kids happy. They do however have a couple of drawbacks which you need to keep in check.

Litter is a major problem as no-one likes a messy park, and too much of it means that the fickle funsters will turn to an alternative source of amusement. Abusing cats maybe, or selling babies to rich, childless couples on the black market, who knows?

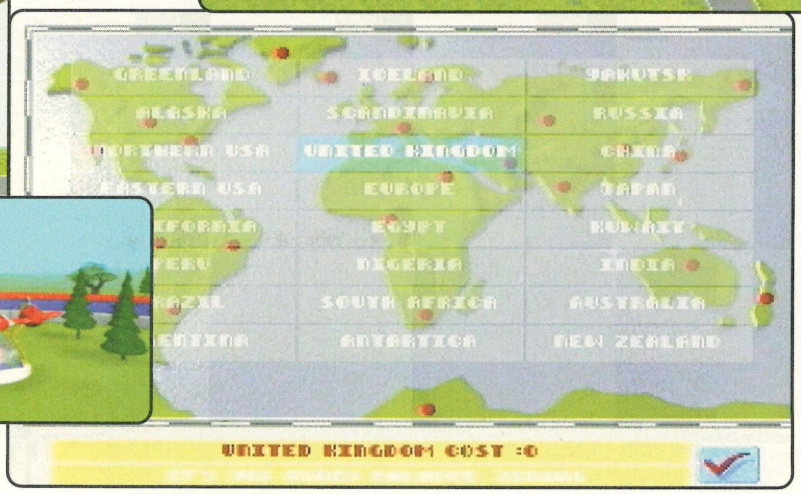
Coffee shops have bins and therefore take care of their own litter, but they aren't the most effective outlets in terms of quenching thirst, and litter will therefore build elsewhere. Ensure you have sufficient numbers of staff to take care of this before building a litter-making palace.

Stock is also a problem, or rather, keeping it at a reasonable level, as a stockless shop is about as much use as an inhaler in a death camp. Keep a careful eye on the shops to ensure they have enough stock, and don't delay ordering more if stocks are low.









Theme Park

Try to get into a pattern whereby you will have an idea when shops are likely to be low on stocks so that you can anticipate any shortages and keep the tills ringing. Obviously if you're in the easy mode then none of this will be a problem. You big puffs.

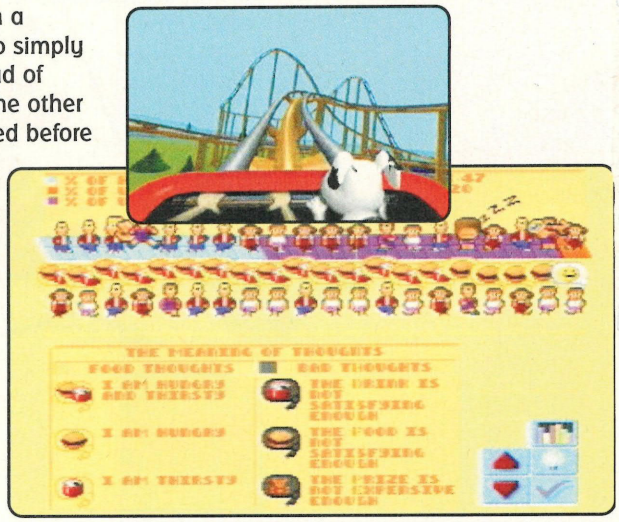
Staff

Handymen should be employed the moment litter begins to appear. Keep an eye on any new handymen you employ, as they may not perform too well at the beginning due to confusion over the park's layout.

Mechanics should be hired as soon as your first ride starts to show signs of breaking down. Keep an eye on these too as they are prone to slacking off somewhat. If more than one ride is damaged at one time, direct your mechanic to one and close the other immediately to avoid the possibility of it proper bursting.

A single mechanic can usually maintain three or four rides successfully, but it will vary depending on the age of the rides and how popular they are.

If you've got two burst rides and money is really tight, then a somewhat risky tactic is to simply slow one ride down instead of closing it, and hopefully the other ride will have been mended before it all goes horribly wrong. If this works then your customers will be kept happy because just one instead of two rides were closed at one time.



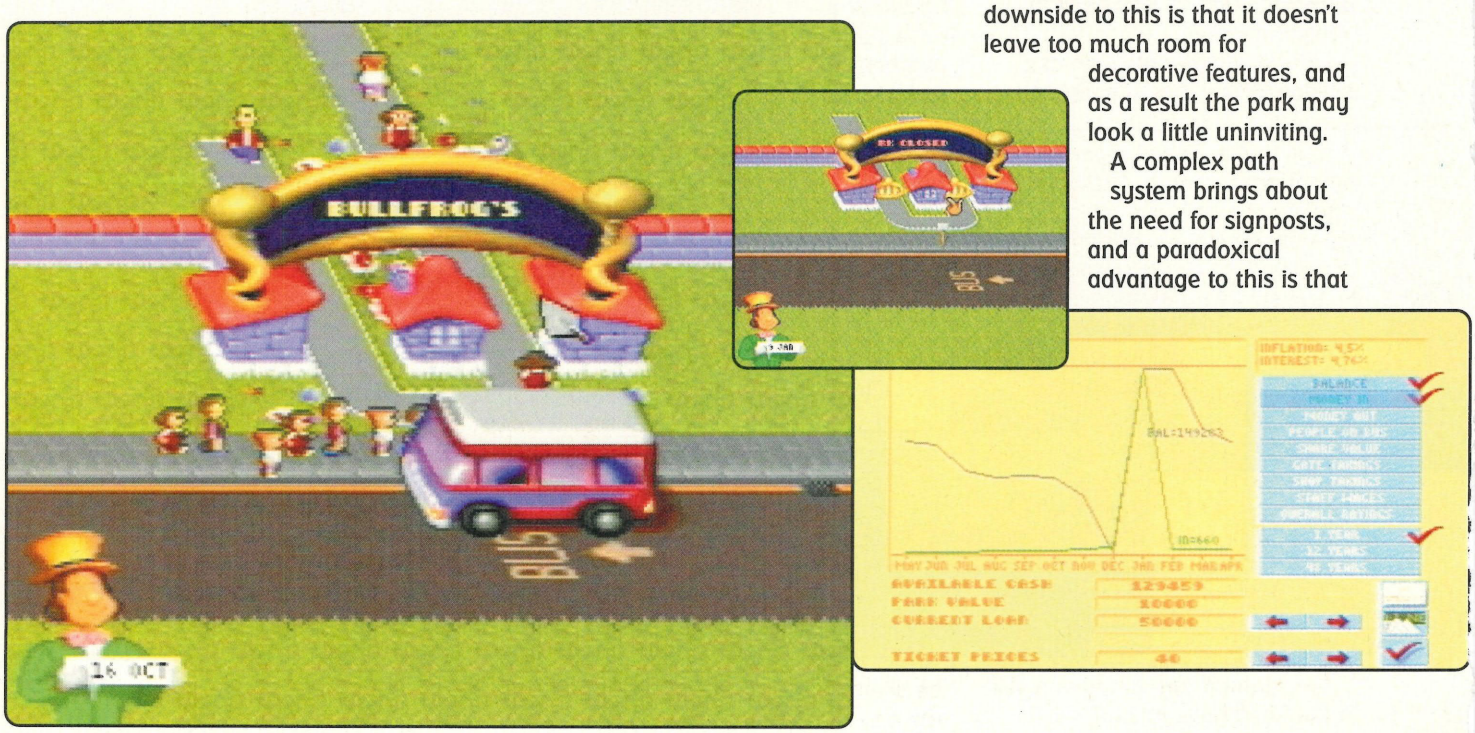
Place entertainers near particularly long queues, and at least one near the park entrance to welcome the guests and buoy their spirits from the off.

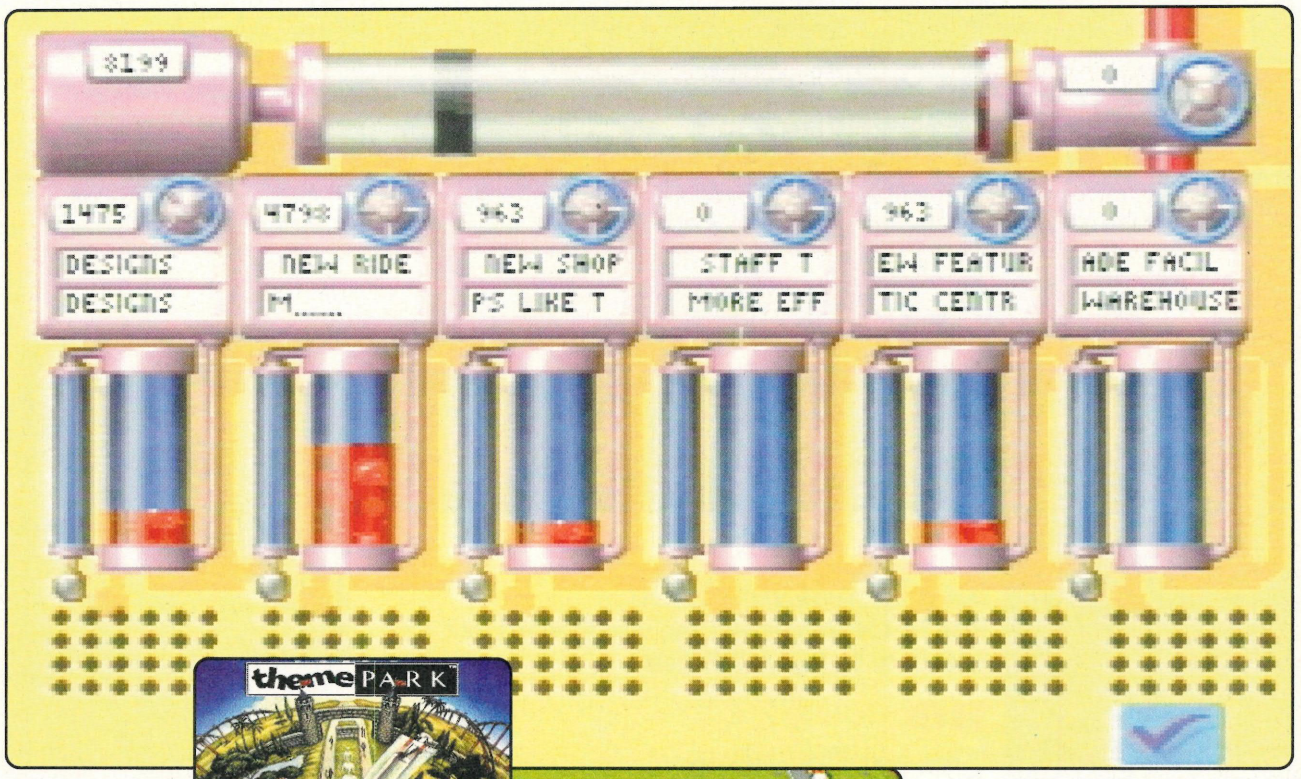
Only hire guards if thugs and hooligans begin to appear in the park (beaten up entertainers and more broken rides will signal their arrival). When you do feel you need them, hire plenty to resolve the problem as soon as possible, and don't just keep them looking out in one place.

Park it here

A balloon shop near the entrance will entice punters into parting with their cash while they're still happy (although the aim is of course to keep 'em smiling throughout the day). Rides are what it's mostly about as far as the clientele are concerned, so try to keep the walking distance between them down to a minimum. A straight path with rides to either side is a way of achieving this, with each ride up against the path. Make sure the entrance to a ride is situated on a minor path leading from the main one (to avoid congestion caused by people queuing), and the exit leads back onto the main path. A downside to this is that it doesn't leave too much room for decorative features, and as a result the park may look a little uninviting.

A complex path system brings about the need for signposts, and a paradoxical advantage to this is that







cheesed off gadgies can find the exit more quickly and not wander around for ages cheddaring everyone else off with their special bad mood. Getting rid of these losers is important, because keeping the "happy average" high is important in maintaining the popularity of your park and your reputation.

The One Way method is another way of organising your park to keep it orderly. By employing this system you should be able to work out what any one person wants at a given time, and then be ready to supply it. Fewer signposts are required this way because there are less junctions for the people to negotiate. A lot of people in the park can lead to long queues using this method, and some may become unhappy if they cannot turn round and visit a ride they have missed.

And the winner is...

At the end of each year you will be presented with various charts showing how well you are doing, and certain awards are there for the taking if you should excel in particular areas.

Awards swell the coffers and enhance your park's reputation, and their importance should not be overlooked. If you concentrate on one area at a time with a view to winning an award, this area should then pretty much take care of itself and give you more time to spend on others.

Remember though, neglecting any single area will result in a pay cut in the old pocket. This should be avoided at all costs, because at the end of the day, it's a business!

Don't forget...

Open your park promptly, and slow the game speed down when you are designing it. This allows you more time to place the rides.

Always have something on the go in terms of research and redevelopment because new rides are very important in terms of keeping up the park's popularity.

Profit is what it's all about at the end of the day, so always increase the ticket price when you add a new ride. The more rides you have, the more you can ruddy well charge.

Ensure that the queue lengths can accommodate everyone who may want to use the ride, as happiness decreases if people miss out on rides as the result of full queues.

Never leave the park unattended, because there is always something you could be doing to enhance it, especially in the larger parks.

And most important of all, treat your customers with respect. If they're not having a good time, find out why, and make changes.



Congratulations!

You've now reached the **SonyPro** preview section. It's the best

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Rise 2: Resurrection
Rise Of The Robots was the world's worst, but Rise 2 intends to be the world's best

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Konami Round-up
Top new products in development

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Potatoes & rugby. Top northern fare from Alternative Software

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Sony Interactive spesh
Power Sports Footy & two others

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



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Syndicate Wars

The future's looking all bleak and gloomy, everyone's fighting each other and massive corporations are ruling the world. Big time surprise

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Warhammer

After having the sheer affrontery to dare release CyberSpeed on the PlayStation, Mindscape takes another biscuit and starts work on developing a role playing game of all things

iews

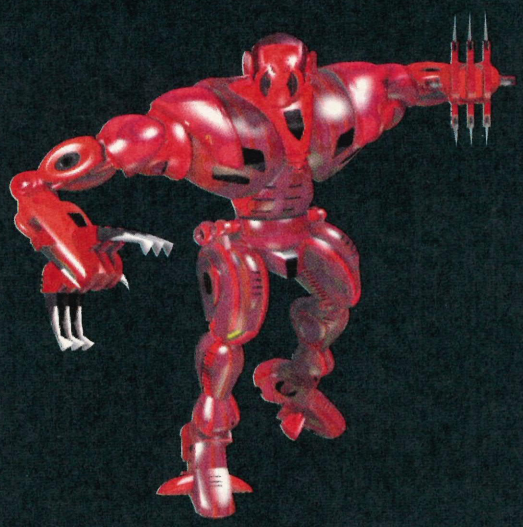
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Interactive Play

Is there life on Mars? Is there life in Abingdon, near Oxford? Find out right here, right now, with a look at Cyberia and Aftermath - a couple of rare treats so it seems

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





Rise 2 is not so much a term for a second communal erection, as the stunning sequel to the much-maligned multi-format beat'em-up, Rise of the Robots

Do androids of sequels?

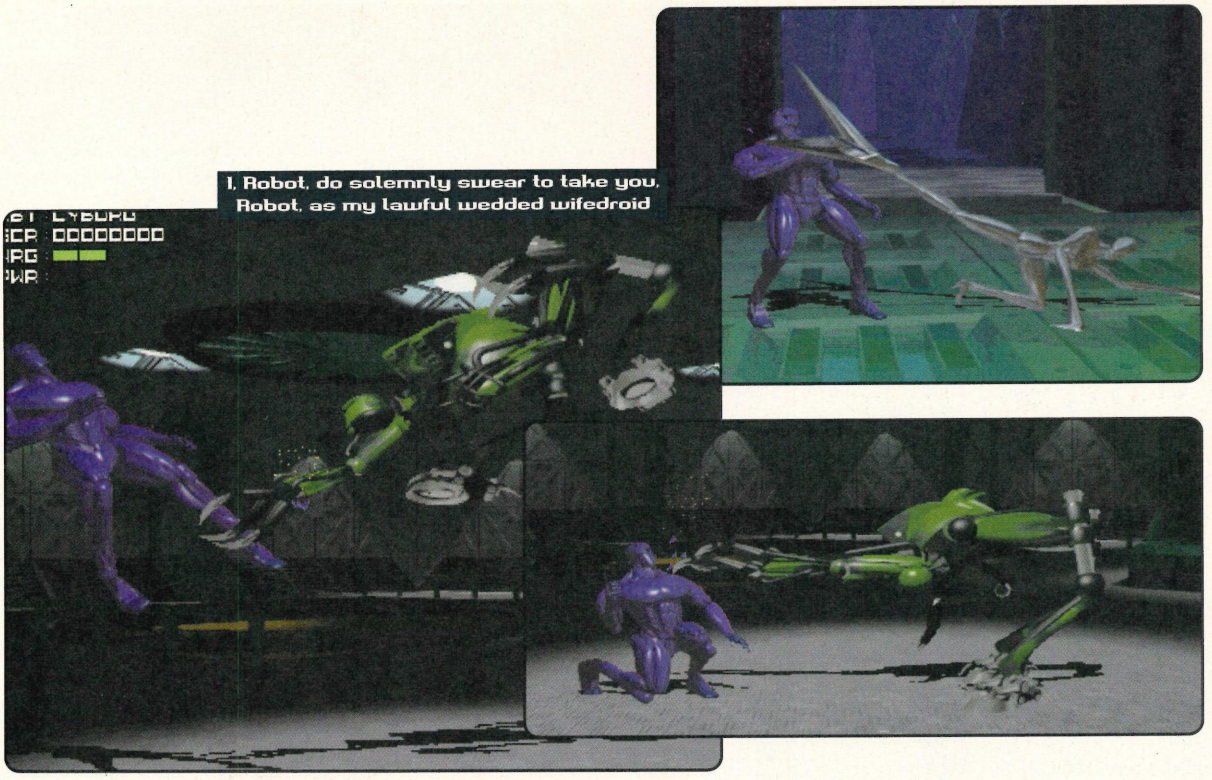


In The Beginning...

The game that everyone waited for, which became the game that made everyone wonder why they'd bothered waiting, has spawned a sequel. And this time it's gonna have some gameplay!

Just to recap, Rise Of The Robots was massively hyped across the specialist games press a year and a half ago. It looked tremendous, but sadly, it played like Super Flight Deck without the fishing wire. On some formats the robots, in a one-on-one fighting situation, couldn't even cross each other to the other side of the screen – zytttttttttttttttttttnlk\p;;;;; (sorry, I'm writing this at home and the cat's just walked all over my keyboard – an absolute 'mare).

Rise 2 – The Resurrection sees



dream

all the problems of the prototype addressed and much, much more besides. After Rise 1's relative failure, Mirage is taking the project very seriously.

Let's go back in time to the days when the first Rise Of The Robots was merely a twinkle in a programmer's eye...

Rise Of The Robots - The Original

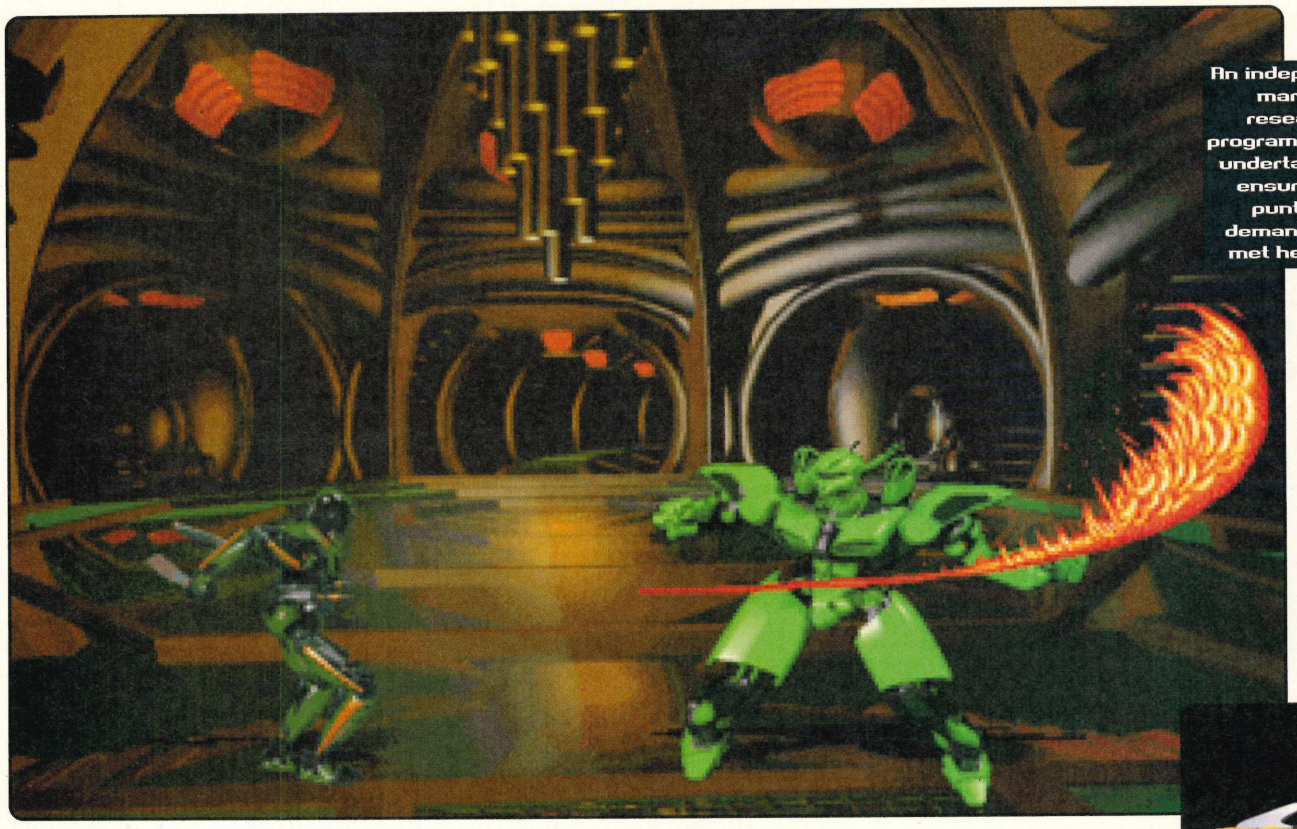
Rise Of The Robots was conceived in November '92. Mirage's plan was clear – Rise was to be the first title in a new generation of computer games to define the state of the art in programming and graphics display.

The bulky pre-release brochure made available to the press stated, *Our intention is to develop games software to a standard that is very seldom seen in our industry. Our philosophy is that the game design is the most important element of a game.*

The design brief was simple; to create a combat game to satisfy the needs of the users of this type of software in terms of playability, and then offer them even more with the look and feel of the game. Mirage knew that it had to improve on the graphics of versus beat'em-ups already out there, such as Street Fighter II and Mortal Kombat.

To outdo the aforementioned titles, Mirage looked for flaws within SFII and MK. SFII featured unconvincing cartoony characters, whereas MK's combatants looked a bit fuzzy and daft. To create a better looking beat'em-up, Mirage called in industrial designers.

The use of the Autodesk 3D studio CAD software to produce Rise's graphics was therefore the logical choice. The robots were to be precision industrial machines and the Instinct Design team called in by Mirage, headed by ex-Bitmap Brother Sean Griffiths, were well on for creating the automated aggressors. There was, however, a further challenge. Key scrappers the Cyborg and the Supervisor were to be humanoid.



An independent market research programme was undertaken to ensure the punters' demands are met head on





The Human Factor

Simulating the fluid motion and smooth curves of chicks... sorry, humans, has always been a programmer's nightmare. Rise's CAD software-based graphics created a new no-compromise standard. As a result, human figures were created and animated with a realism previously unseen in beat'em-ups.

Okay, that's all well and good, but what about the gameplay? Instinct Design's aim for Rise was to produce, 'A game in the style of the classics, but a game that feels like it's worth beating. Fast moving graphics, a single play area, opponents that are varied and challenging, and joystick moves that feel like they pack a punch'.

Instinct Design placed emphasis on the intelligence of the opponents in an attempt at affecting the robot's fighting styles. Admittedly, each android did have its own unique technique, but was easy to beat once you had a basic grasp of the moves.

The grass is greener on the other side of the screen



I Wanna Tell You A Story

No video game would be complete without some bizarre, outlandish plot or other. Rise Of The Robots is no different, so here's a brief idea of what was going on before Rise 2: The Resurrection came along.

In the (surprise) future, technological progress has accelerated wildly out of control to a point where most land and sea has been irrevocably polluted, and life is only sustainable in enormous city states. Now, all life support - food, water and breathable air - is manufactured in the population centres.

A ruling politico-military class controls resource production and manipulates human under-classes - sounds like England '96 - and internal social disorder is rife. Society's servants are the robots. Rise's setting, Metropolis 4, is the home of Electrocorp, the biggest robot manufacturer.

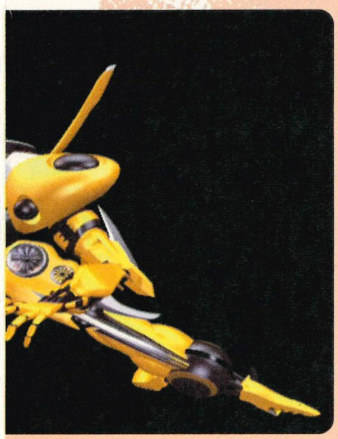
The Electrocorp complex is run by droids and managed by a polymorphic droid, the Supervisor. But what's this? She's been infected by an ego-virus and she's now officially a nutter - or should that be nut-and-bolter? Tut, tut... she only goes and stops all regular droid production in favour of military models. Like Claudia Schiffer in a camouflage bra and knicker set. Not really.

There's only one way to stop her! Send in a Cyborg (ie you) to slap her senseless.

Rise 2 - The Resurrection

Rise 2, now programmed by Mirage's in-house team, continues where the original





left off. Coton, the Cyborg in Rise of the Robots, failed. Not only did the Supervisor kick seven shades of silicon trouser dirt out of him, she recycled his body, retaining only his mind. Harsh bitch.

She then hooked him up to the Electrocorp building droid control network, cloning his mental patterns to bolster her own intelligence and that of her droid underlings. This new generation of droids had actual intelligence and they could think for themselves.

The robots had discovered how to modify and improve their designs. They had transcended their original form of mechanical servitude and become ruthless battle machines.

They had armed themselves, and what's more, they had found out how to jump across to the other side of the screen!

Tune in next month for a comprehensive review of this stunning sequel. Rise 2 - the job's a good 'un!



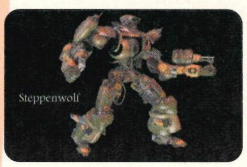


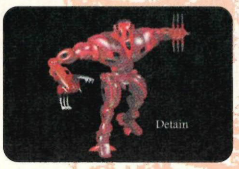
Brian May out of Queen, who did the guitar solos in Rise Of The Robots, poses with his lady wife, Angie Watts, ex-out of EastEnders

DROID FACTS

★R2D2 and C-3PO are droids
★Droid is short for android
★Transformers were ream - better than Power Rangers that's for sure
★Gobots were bish Transformer-type toys
★The scariest robots out are the Cybermen out of Doctor Who

Alex Lee loves robots to such an extent that when he goes to discos he still does the 'robot dance' from 1981







Also released on: PC CD-Rom, Saturn, Mac CD





Konami has already delighted (some of us) with Goal Storm and now it's planned a post christmas line-up guaranteed to hit you where it hurts. In the pocket

Konami Ball E

NBA In the Zone

The NBA must be absolutely raking it in these days. Along with the NHL, NFL, WWF and probably KFC for all I know, these governing bodies must sell the licence to about half the games that come out, and I'm sure the name doesn't come cheap either. All the licence essentially means from what I can gather is that the programmers can use the names of real players, something which I'm all in favour of. But let's be honest, how many of us are up to date with the playing roster of the California Angels baseball team? Certainly not me.

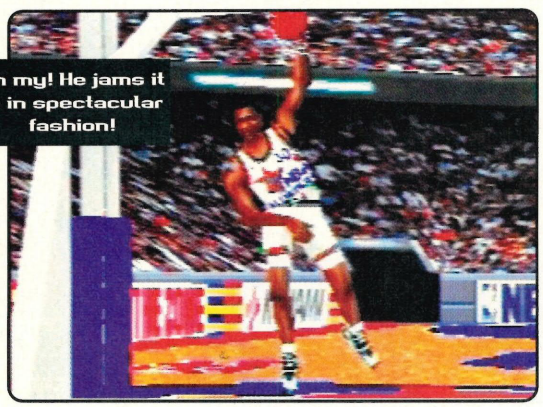
Anyway, NBA in the Zone is soon to follow hot on the heels of Acclaim's NBA Jam and Sony's Total NBA, and Konami is hoping to be sitting proudly on top of the pile at the end of the battle between the three games.

In the Zone can certainly boast enough impressive feature to worry its opponents. For instance, all the players have their own facial texture maps, ensuring that English PlayStation users not only find their names unrecognisable, but their faces as well.

All of the 29 NBA teams are selectable as you and up to seven friends (presumably making use of the multi-tap), control the action in anything from one-off exhibition matches to full seasons, playoffs, and even the NBA final.

All the moves you would expect have been accurately recreated. You'll be able to pull off rebound dunks, alley oop dunks, no-look passes, behind the back dribbling, fade aways, and a special spinning steal avoidance move. In fact, the attention to detail has been looked after to such an extent that you can even choose to dribble with either hand!

On top of the gameplay stuff, there's an artificial intelligence system that's allegedly superior to what we've seen before, four different viewing angles, and real NBA player stats to hopefully provide the most realistic NBA experience you could hope for. Add in play by play commentary, with the usual 'hoop jamming' samples, and you should have a basketball game that can live with the illustrious competition it will be forced to mix with.

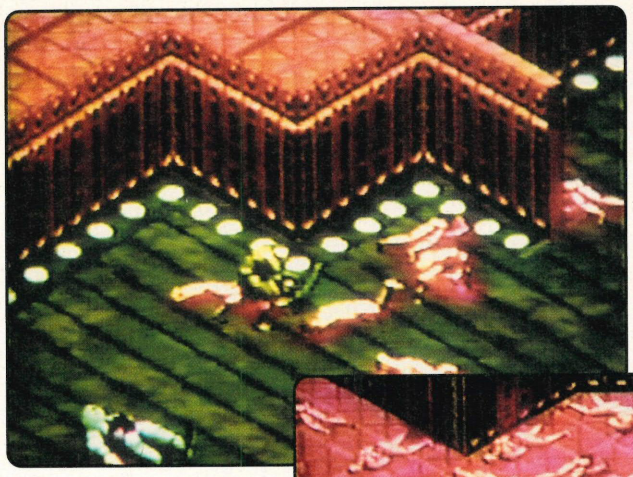


Oh my! He jams it in in spectacular fashion!

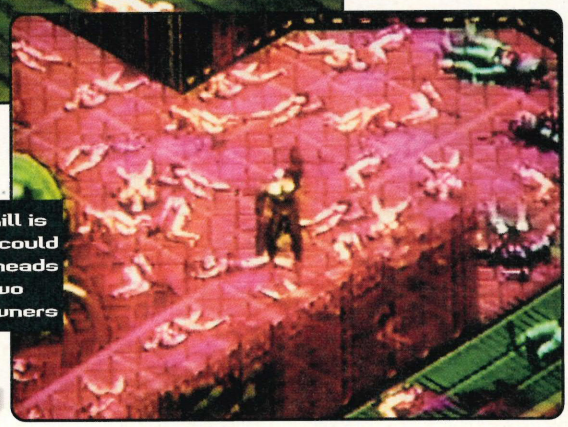
Project Overkill

Planned for release in the first quarter of 1996, Project Overkill is billed as an intense, dark and brooding 3/4 view military mission game. Your guess is as good as mine as to what that actually means, but if nothing else it certainly sounds intriguing. Wouldn't you say?

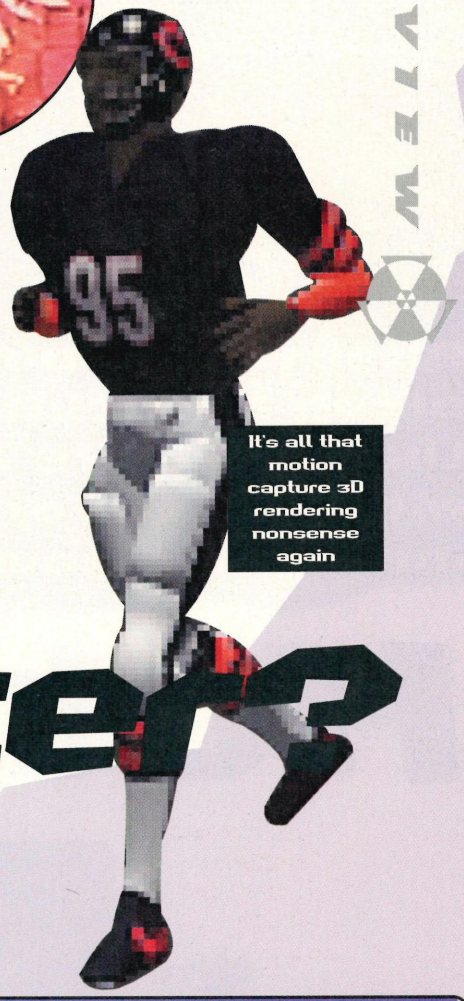
You take control of four







Project Overkill is looking like it could well turn the heads of one or two PlayStation owners



It's all that motion capture 3D rendering nonsense again

Back Mister?

mercenaries with the objective of causing death and disruption to a Federal Space Colony, thereby allowing the political overthrow of its government. Each character is fully rendered on a Silicon Graphics machine, and has a wealth of firepower with which to deal out what promise to be the most graphic and realistic death sequences ever seen in a game! Can't wait.

NFL Full Contact

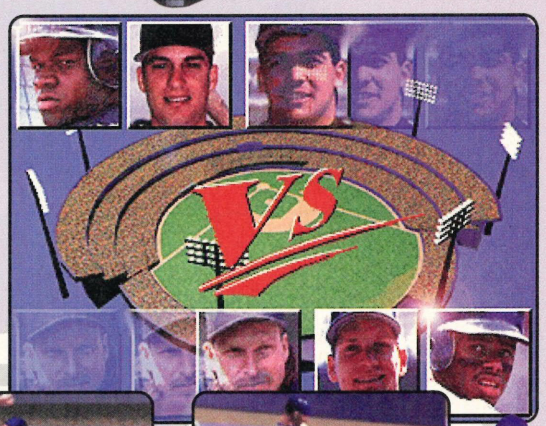
Once again slated for release in the first three months of the year, NFL Full Contact is going to have to be pretty special if it's going to better the phenomenal John Madden series. Konami obviously agrees and has drafted in the programmer of the original PC version of JM to try and improve on that masterpiece.

Promising the most realistic movement ever and 3D Silicon Graphics rendered players with over 130 separate movements, NFL Full Contact will look great.

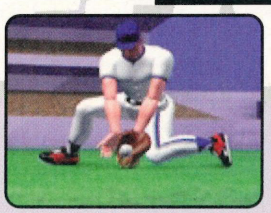
MLBPA Bottom of the Ninth

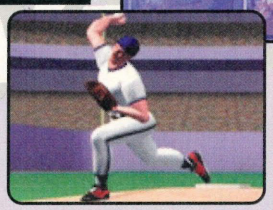
Details are a little sketchy on this one at the moment, but we thought you'd like to check out a couple of screenshots of what could well turn out to be the king of the baseball sims. So here they are in all their glory!

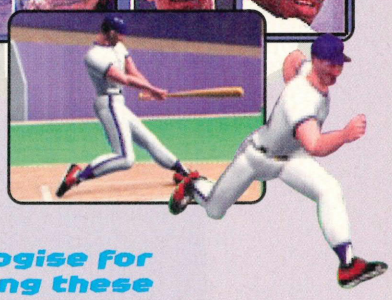
We do know that full 3D texture-mapped polygons and a real-time announcer are among the features that could make this top the league of baseball games.



Baseball games are always popular, so this should do well







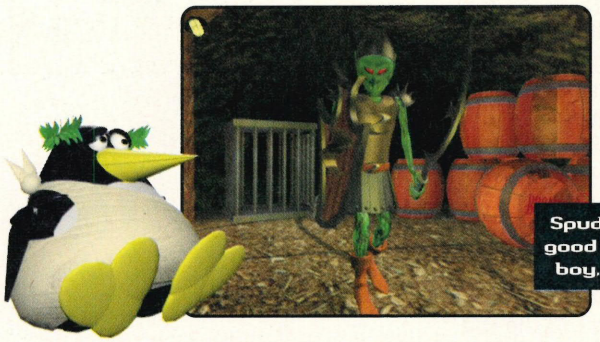
Steve McNally would like to apologise for the extremely weak title straddling these pages. But he has just one thing to say: Could you do better? Eh?





Rugby and spuds - not two things you'd often associate with each other. Unless, that is, you're a video game programmer with an eye for catchy graphics and innovative gameplay

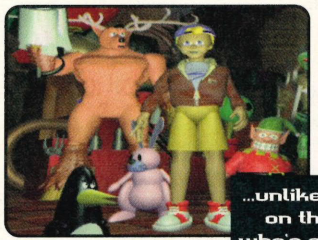
Hot Potato



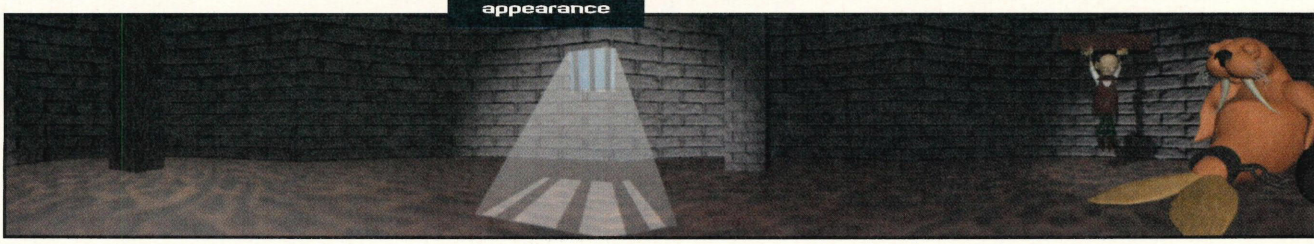
Spud: he's a good looking boy, he is...







...unlike this guy on the right, who's altogether more Alex-like in appearance

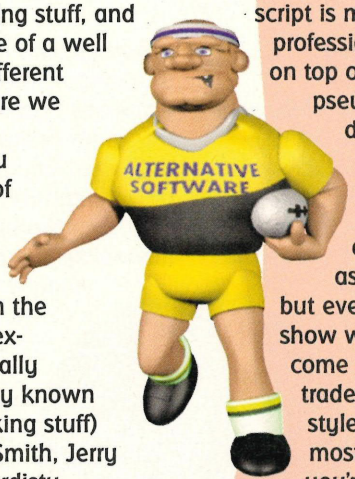


Ever since it was announced that Sony was looking to launch a so-called next generation video games console in the UK, people here have been excited at the prospect. For one thing, Sony makes excellent stuff anyway, and it seemed fair to assume that its games machine would be of a similar quality, and for another, this next generation business has had our mouths watering right from the start.

The Playstation conjures up images of superb graphics - brilliant explosions, speeding cars - and excellent sound effects - booming weapon-fire, thunderous engines - and rightly so. What it doesn't conjure up, however, or at least not as quickly, is the image of intricate adventures and realistic sports games.

Okay, so we've seen a few footy games, and on the whole they've been good. And let's not forget Discworld, the PlayStation's first and so far only adventure. But let's be honest, Discworld - nice game, nice game - isn't to adventures what, say, Ridge Racer is to racing games. And the footy efforts, while all pretty good, aren't what you might call the ultimate achievement. What we need are a couple of gobsmackers, games that will use the massive graphics capabilities of the PlayStation to produce ream looking stuff, and slap it in the middle of a well thought out and different game. But where are we going to get that?

Aha! I'm glad you asked. Ever heard of Charybdis? Nope, course you haven't, because they're new kids on the block. Headed by ex-Virtuality (like, a really impressive company known for its ground breaking stuff) employees, Andy Smith, Jerry Swan and Mark Hardisty, Charybdis aims to bring a new dimension - literally! Ho ho - to top-end video games. The two projects Charybdis currently has on the go are Spud, an adventure game with a difference, and an as-yet unnamed Rugby League game, both of which should be gracing the shelves in 1996.



Charybdis has been operating as a company for just a few months. Spud and, erm, Rugby Thang, are its joint maiden voyage of sorts, and apart from anything else, both games give the guys an opportunity to showcase their considerable 3D graphical talents.

To hear it outlined, Spud, on the face of it, appears to be your average graphic adventure. But it isn't until you see the game that the proverbial scales are lifted from your eyes. It's played from a first-person perspective in a fully operational 3D world, where a simple touch of the joypad whirls you around 360 degrees and enables you to take in your surroundings on all sides.

This game engine, as Andy points out, pretty much negates any linearity, and enables the game to follow a vast, meandering path as Spud treks across a good portion of the world in search of - well, you'll find this out at a later date. All of the characters are huge and look absolutely superb. The script is massive and professionally voiced, and on top of all this, several pseudo-arcade parts drive the "different" angle home.

The rugby game is slightly further down the line as far as a release date goes, but even now the sprites show what will no doubt come to be known as the trademark Charybdis style. They're huge - the most detailed players you're likely to see in a sports game - and the boyeez are determined that players of the game will never lose track of events even for a second, unlike other efforts, where, they claim, it's something of a lottery in situations such as the scrum. The detail is such that the ball spin during a pass is visible.



It'll be played from the half-way line, a perspective which it is believed allows most control over in-game situations, and will feature such touches as increasingly ragged pitches, different stadia, and, well, loads of other stuff too! The hope is that, unlike with previous games, you won't have to be a rugby fan to enjoy it.

BOB FACT

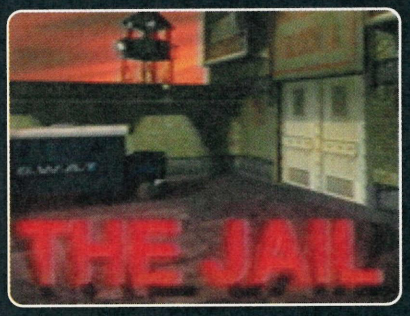
Tonga is the only nation in the world where Rugby League is the national sport. That's true, that





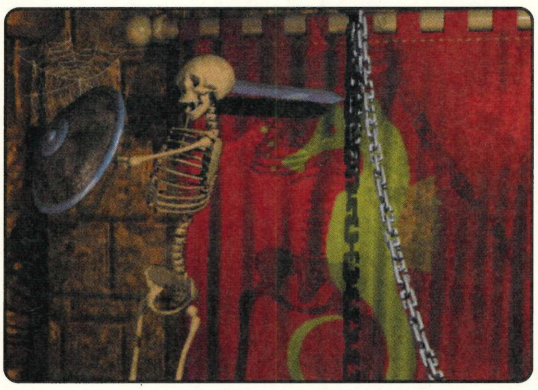
Paul Roundell likes his spuds boiled, not chipped. He might be Northern but he's not a complete pleb. He thinks the Keighley Cougars have a daft name

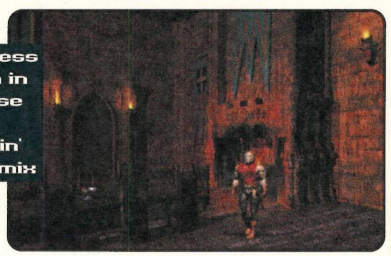




Sony Interactive Europe is officially the busiest PlayStation publisher. Here come three exciting new titles from the stable that brought you Wipeout, Destruction Derby and 3D Lemmings

The adidas p chronicles





Top eeriness going on in the house and freestylin' over the mix

Chronicles Of The Sword

Development team Synthetic Dimensions is currently developing Chronicles Of The Sword, a massive 3D adventure epic faithful to the legends of King Arthur. The game is to incorporate a wide range of player involvement.

To implement this successfully, a load of extensive research has been carried out. Historical facts and documented legends feature heavily in the game's plot. Even early sources such as the Mabinogion - effectively the accepted record of mediaeval times - have been trawled through to make things as historically accurate as possible.

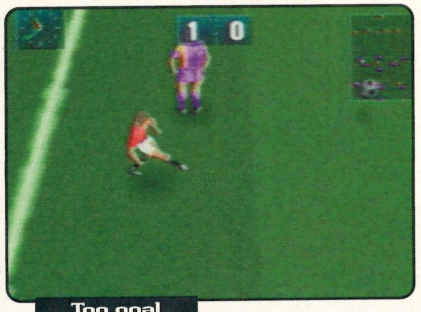


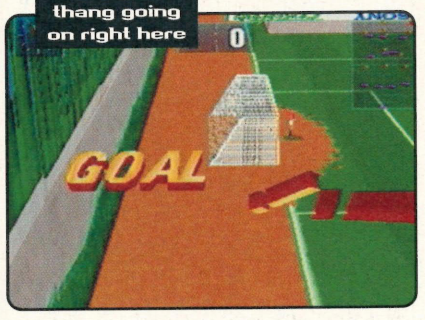
Authenticity is the aim throughout. The glossy, cinematic approach to the game design, plot, characterisation and player interface, coupled with the absorbing gameplay, should produce a release to stand head and shoulders above other adventure efforts.

Synthetic Dimensions is determined to create an enormous, grittily realistic world with over 100 pre-rendered locations to explore. Throughout the game there's going to be combat between human, non-human and inhuman adversaries, such as the wicked witch queen - ex-of New Orleans - Morgana.









qrasite






Below: The SonyPro staff during the summer (when no-one takes us out for free lunches)

Efforts have been made to create interesting 3D rendered computer characters which will appear in a combination of first and third-person perspectives. Creatures to look out for are an impressively large dragon, Harryhausen-style skeletal warriors, and bizarre transformation sequences. The human characters promise to look all lifelike and that.

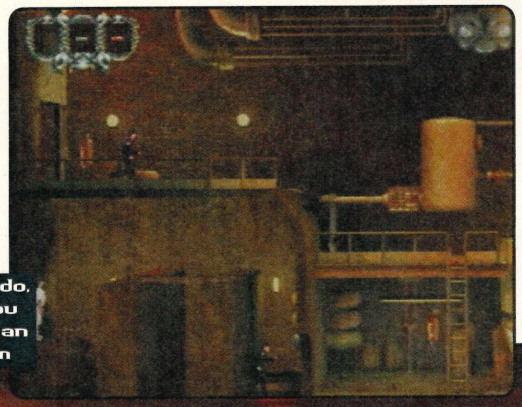
As we've all come to expect from decent adventure games, there'll be concealed areas and secrets to unearth, a storyline straight from the movies, tons of dialogue and a big booming cinematic music score to please your ears.

In fact, movie fans are the target audience as much as adventure mullers. See if it's up your 42nd Street next month when Sir Gwain, eldest son of King Lot of Orkney, finds himself entangled in witch queen - formerly of New Orleans - Morgana's deadly web of evil.

Adidas Power Soccer

Formerly known as Power Sports Soccer, Adidas Power Soccer promises to provide a way out of the mud bath that the PlayStation footy pitch has already become. Not only is it footy with special moves, it's sponsored by one of the world's most famous sportswear manufacturers.

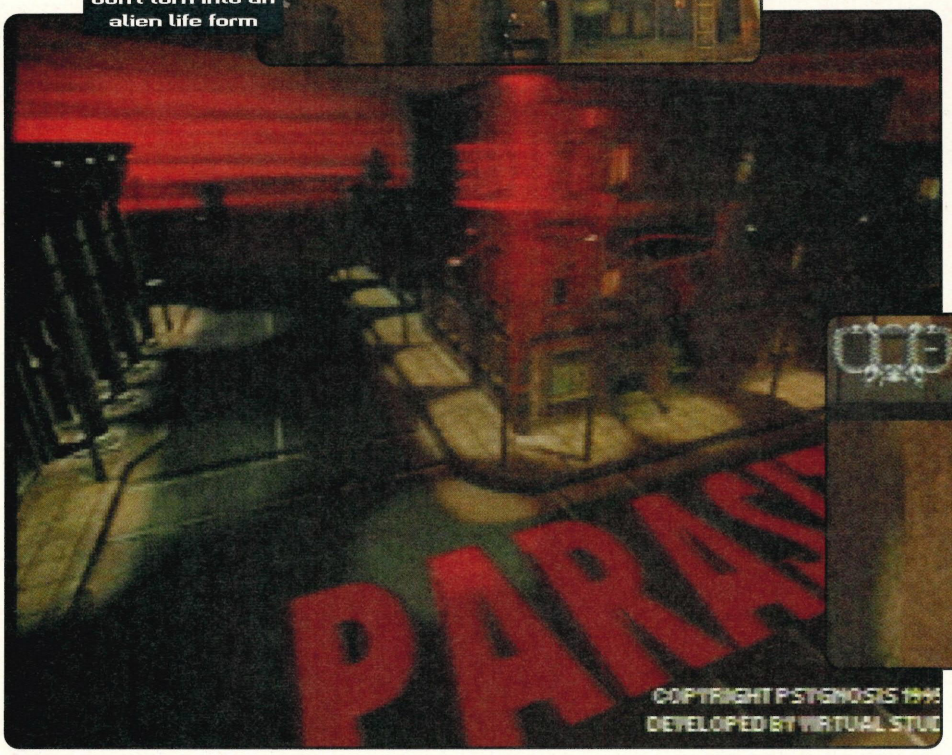
Special moves, eh? No, not spinning bird kicks and unblockable 10-attack combo

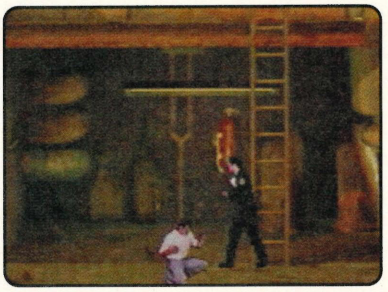


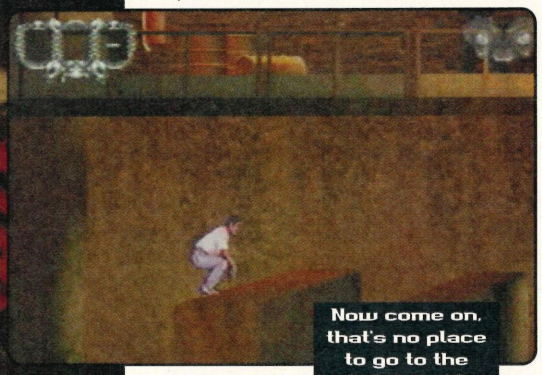
Whatever you do, make sure you don't turn into an alien life form

ADIDAS FACT

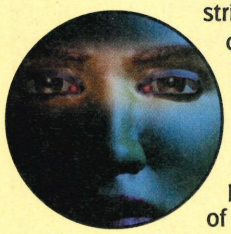
Adidas was founded by German cobbler Adi Dassler when he fell out with his brother Rudi, who went on to launch sports footwear company Puma







Now come on, that's no place to go to the toilet, is it?



strings, but overhead kicks, diving headers and nifty chest control to name but three. Rather than create a frantic pass-pass-dabble footy game, SIE is producing a different style of footy for those prepared to put in the practice.

The thinking behind it is that to become ream at real footy you need to practise like mad - the same therefore applies to Adidas Power Soccer. Although the version SonyPro has seen is way off completion, the pleasure gained from pulling off a special move - and it takes practice - is right up there with the ecstasy of scoring (way hey!) in real life.

To perform a bicycle kick, for example, you need to press the X and triangle buttons together, just at the split-second the ball comes over - like Pelé in Escape To Victory and Dennis Tueart for Man City against Newcastle in the 1976 League Cup Final. Off the ball dodginess is also possible - if you hit triangle and circle together near your opponent, you drag him back by the shirt.

Reviewed next month, see how it fares with Actua Soccer, Striker '96, Prime Goal and co. Or just read the review in isolation. The choice is yours with SonyPro - the mag of the people.

Parasite

Ready for early 1996, Parasite follows the same game style as the classic 16-bitters Another World, Prince Of Persia and Flashback. The view point is a comforting, though highly detailed, side-on 2D, but the sprite you control moves as fluidly as any humanoid figure so far attempted on the PlayStation.

Parasite fancies itself as a film noir thriller with a twist. You control the fate of an ordinary gadgie who's thrown into extraordinary circumstances.

Possessed by an alien fed (law enforcer), you're forced to patrol the harsh streets in a quest for undercover extra-terrestrials. As the alien gradually mutates your body, the more urgent your mission becomes - you're beginning to morph into something quite unpleasant. Cut scenes are in amazo-3D, and it's all a bit dark and depressing. Top stuff apparently - reviewed soon.

Alex Lee's idea of a good video game character is a parasitic sword-fighting copper wearing Adidas Predator footy boots

Also released on: PC CD-Rom

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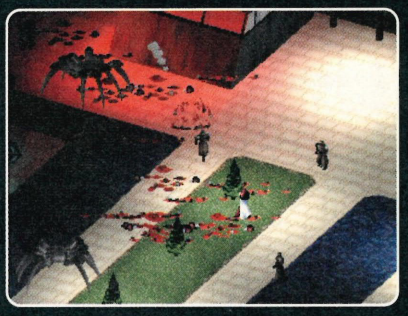
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for further details...





At the end of the day, when all's said and done, when all the clichés expressing finality have been uttered, everyone likes a good scrap. Syndicate Wars promises to provide us with just that

Phuture Phi



March sees the PlayStation release of Syndicate Wars. The Bullfrog development team's third venture into the next generation promises to be every bit as enthralling as its previous two, Theme Park and Hi-Octane.

Syndicate Wars is the follow-up to Syndicate, which went down a storm on the PC. And knowing Bullfrog, it won't merely be another bad case of the sequelitis that has plagued every computer game format in the past and will no doubt spread to the PlayStation one day.

Wars continues where Syndicate left off, extending the chronology of The Corporation, which had achieved world domination by the end of the first game.

It's now 100 years later, The Corporation has become complacent, and things are going wrong. The chip which once controlled the minds of the world's population is malfunctioning, and everyone is finally coming to realise that the world is actually quite a grim place.

A new religious cult has sprung up – isn't that always the way? – and its ranks are growing daily. Simultaneously, gangs of hooligan bikers are marauding their way around the cities, gradually taking control of the locations through which they ride.

Once the player has learnt all this, he can choose to be a Corporation Executive, a Church Elder or a leader of a gang of bikers. So, depending on your mood, you can step into any of these pairs of influential shoes and cause a bit of a ruckus – without having to take on BA Baracus.

Set in a fully 360-degree rotatable landscape, Wars is unique in that everything you see can be blown up. Yes, everything! In other words, you can breeze



Left: Tough bloke with gun out of Syndicate. Right: Top isometric view

SYNDICATE FACT

The word 'syndicate' has recently come to the fore because of the national Lottery, where groups of people too stingy to pay a pound for their go, get together to save money

ghting

into a living, working city and bust it, leaving only smouldering rubble in your wake – if your gun's up to it, that is. Cool effects, such as mirrors on the side of buildings and the ability to watch CD footage of your choice, have been added to give Wars a veneer that's been missing from many PlayStation releases to date. Eerie realism is created by new light sourcing techniques making search lights, fires and explosions illuminate the stark, futuristic landscapes.

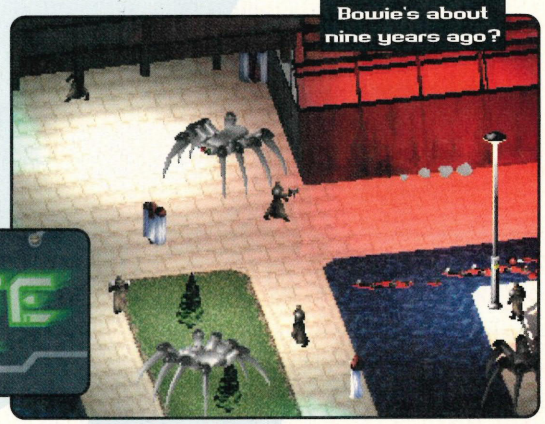
Wars' gameplay – the most important bit – improves upon its predecessor's by making missions more complex and less linear. Failure to complete one mission 100% successfully, for example, now affects future missions.

Missions inevitably involve blowing people to kingdom come, and to do this a fine arsenal of weapons has been assembled. Old favourites such as the Uzi, mini gun and flame thrower make a welcome return, and some harshpants new ones make their debuts. A handheld laser pierces shields and gives electric shocks, napalm mines cause serious burnage, and razor wire is capable of cutting people in two without having to rely on its wit.

Syndicate's only real criticism is that sometimes it plods on at a lethargic rate. This has been addressed in Wars, and the pace of the action is more arcade-like.

Bullfrog's commitment to multi-player games will be reflected when Syndicate Wars is released in March, with several options for simultaneous play included.





Arachnophobia alert! Or is it a tour of David Bowie's about nine years ago?

SYNDICATE
THE CORPORATE WARS

The only syndicate war Alex Lee is aware of is the one that happened between the Bankses and the Crosbies on Brookside

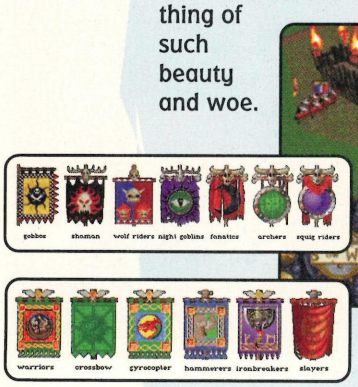




Role playing fans ahoy! Now you can throw away your multi-sided dice, stamp on your figurines and tear up all your scoresheets. Warhammer's coming out on the PlayStation!

Shadow of t horned rat

'Sound the charge, we go to war!' is the cry. But this is no ordinary war. It's an unbelievably brutal, yet altogether beautiful conflict that could not be the work of mere mortals. No. Not them. Only ridicu-orks, diabolical dwarves, (an)or(a)ks and wizened wizards could possibly create a thing of such beauty and woe.



A map and a few heraldic crest thangs

Mindscape's soon-to-be-released Warhammer gives you the chance to become a fearless Mercenary Commander, dealing in death and battle. In the world of Warhammer, there is no shortage of bloody work for your hard bitten troops.

Orcs, Skaven, Goblins and the Fell Creatures of Chaos have all learned to treat your name with respect. Honour, glory, morals? These things are for idealistic simpletons, or those rich enough to afford them. Over the long years following the path of battle wherever it has taken you, Blood-Gold has been your only master. Until now.

Strange events are afoot within the Empire, and the oracles foretell a time of carnage and woe. There will be no time for indecision, as those who take no side will be swept before the coming storm like dust before the wind. Now is the time to make your stand for all that you believe in - and to falter for a second is to invite the death of the world.

Warhammer can effectively be split into two parts, battles and between-battles. Battles are fought in real-time, in a 3D environment which gives the player the freedom to analyse battle situations, administer orders to units, view events and so forth. The point-and-click interface ensures that the controls are intuitive and easy to learn, making gameplay responsive and smooth.

Progress is contained within specific geographical areas, each of which offer a number of missions. The player has multiple

WARHAMMER REAMNESS

★360 degree rotating, scrolling landscapes created with shaded and textured polygons
★1000s of Softimage rendered sprites
★100s of troops to command, with learning curves for troop units and major characters
★Real-time arcade style battles
★Mercenary Journal logs your progress and can be printed
★Serial link option
★Intricate story and background
★Point-and-click interface





Knightly bloke sits all casual below a couple of weapon wielding mullers



he





TYPES OF HAMMER

★MC Hammer - gospel rap artist now known as 'Hammer'
★Lump Hammer - hammer with a lump on the end
★Claw Hammer - hammer with a claw on the end

choices throughout the game, so he can follow various courses of action and affect the outcome accordingly. This non-linear design should ensure that Warhammer remains captivating for beards.

Missions will involve specific objectives which must be satisfied before the player is paid with cash and/or other rewards. It's up to the player to issue orders to his units and ensure the missions' success/failure.

The player can plan strategies, execute commands and watch the results in the real-time 3D environment, with individual troops fighting each other.

Between battles, the player marshals his forces, assesses his options and decides what to do next. Narrative storytelling episodes between missions provide a link between each battle to create an ongoing saga of epic adventure and glory.

Warhammer features dynamically changing music throughout, which changes tempo and mood according to the events occurring at the time. This is all supplemented by digital sound effects. The graphics have been

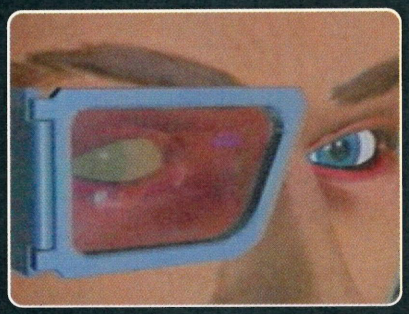
Alex Lee likes to get hammered - his favourite footy team Sunderland do too, so it seems

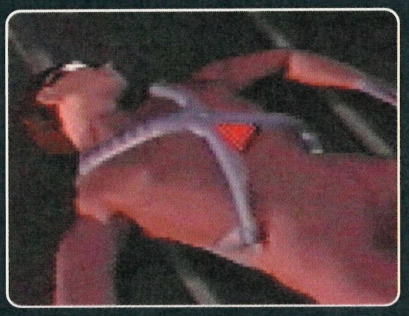
created using state of the art equipment to ensure the best possible results. The 3D environment is created using the system hardware/custom routines, and depicted by texture mapped polygons with light sourcing.

All sprites are initially modelled and rendered on Silicon Graphics workstations, offering unrivalled detail. Storytelling sequences are lavishly illustrated using Silicon Graphics and 3D Studio software. Warhammer offers a level of graphical detail and realism as yet unseen in this genre. It offers a 3D depiction of the battlefield, enabling the player to view events from various different angles.

A good level of artificial intelligence is crucial to a fantasy-action game. Enemy units must act and react according to the player's actions, and must demonstrate a level of independent thought. Much effort has been put into the artificial intelligence routines, ensuring that the player is challenged appropriately throughout. Characters and units act according to rules which exist in the Warhammer gaming world, providing a recognisable environment for WH devotees.

Also released on: PC CD-Rom





As we move quickly into 1996, Interplay is gearing up to release two wildly varying 3D games. First we'll see Cyberia, and a few months later Aftermath will be exposed for all to see

What exac Cyb





tly is ermath?

The first quarter of the year will see the release of two Interplay stunners. One, a breathtaking 3D adventure called Cyberia, and the other, a 3D platform/shoot'em-up named Aftermath. Interplay seems to have a thing for all this 3D malarkey at the moment.

Cyberia

Cyberia is a conversion of the highly rated PC CD-Rom game released in December 1994. Featuring some of the finest Hollywood cinematography and stunning graphics, the simple but effective gameplay is sure to make this a very enjoyable game to play, and a breath of fresh air.

Incorporating some puzzles along the way you will be kept on your toes at all times. These puzzles can be made simpler by selecting the difficulty level at the outset of your mission. The trickiness of the rest of the game can also be defined from the off, but the game won't allow both skill levels to be set on Easy - a neat little touch. This will keep part of the challenge intact so you don't just breeze through without coming across strong opposition.

The shoot'em-up section of the game sees you ensconced in a gun turret, targeting and destroying enemies by the dozen. Good fun for anyone really.

While you progress you will be given a restarting password to save you the hassle of going through it all again.

At this late stage in the proceedings it looks as if the balance of puzzles, 3D stages and flying battles is just right.

Aftermath

Currently, Aftermath is in the early stages of development. However, once completed, it will become a 3D shoot'em-up packed with blood, guts and plenty of mayhem. When Aftermath appears around April it should contain over 30 hours of gun-toting gameplay.

Set in 2495, a global war is threatening the future of the Earth. Your task is simple; destroy Inferno X, a top secret weapon which threatens to destroy the city state of Seatac. Wherever that is.

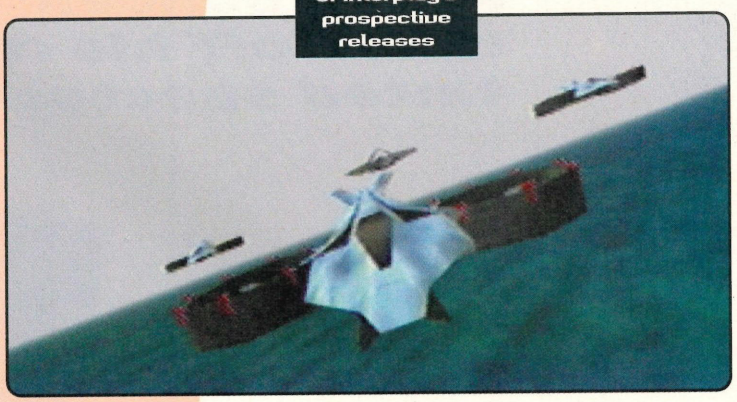
Your battle will take place over 12 levels and it's down to you to use your state of the art weapons and armour to your advantage so you emerge victorious.

Obviously the further you progress the more hostile the opposition will become. To counter this there will be weapon and armour upgrades which will keep you going that little bit longer before finally popping it. The extra weapons can be freeze guns, flame throwers or a whole host of other helpful items.

If you feel at some stage that you've turned somebody to mush in quite outstanding and stomach churning fashion, then you can call up an instant replay to view your carnage all over again. And the best thing is that you can watch it as many times as you wish. What a great feature for a shoot'em-up! I can't believe nobody has thought of including this in a game before.

What this all means is that Interplay is set for great things in the coming year. If your appetite is suitably whetted, keep your eyes open for complete reviews of these 3D testers in the near future.





Great graphics abound in both of Interplay's prospective releases

PANTS POINT

Andy Sharp reckons that an aftermath is something that happens after a maths lesson. (Nice one Andy. It must have taken you beards to think that one up)



CYBERIA: A 3D adventure with stunning sound and visuals

Aftermath also released on: Saturn
Cyberia also released on: Saturn & 3DO

Old video games, those pantheons of all things playable. Those finely crafted 1K masterpieces which are destined to outlive today's technology! Those, let's be honest, pathetic looking stickmen on a one colour background...

Don't look ba in a

Paul Roundell takes off his rose tinted spectacles

Next to be consigned to the dinosaur hall of fame



Okay, so I'm visiting a development company which is in the middle of programming, say, the latest PlayStation shoot'em-up. Rumour has it that it will be one of the most impressive video games ever created, so in true professional manner, I'm finding out a little bit of background information.

When did you start working on the game?

Oh, about a year ago. By the time it's complete we'll have been at it for 18 months or so.

Have all four of you spent this much time on it?

Yep – we reckon we've put in about 8000 man hours so far. Probably be closer to 15 by the time it hits the shops.

Good heavens. And what made you want to do such a game in the first place?

Well we're all really big fans of Zoid Blaster on the ZX81 you see, and this is kind of a tribute to it, only we've-

STOP!

Something is wrong with this story, and no, it isn't that Zoid Blaster is a made up name. Guessed what it is yet? Let me tell you another...

A few months ago a guy came into IDG. He was something of a spanner, this guy, but we didn't hold that against him (we work with Steve McNally after all), because he brought with him a couple of dozen disks onto which he'd fitted a hundred or so Spectrum games which would run on an Amiga. Holding the views I do, I steered well clear of the whole affair as Spanner Man sat down in front of the computer and prepared to 'do his thang'.

Who remembers SnakeByte? Ooh, dear



A small crowd of nostalgia buffs gathered as the first game began to load. With bated breath they waited, barely able to contain themselves at the mouth-watering prospect of Jet Set Willy, Manic Miner and Chuckie Egg. Suddenly, the waiting was over. A game had loaded!

And within two minutes the only people left near the Amiga were Spanner Man and myself. I was forced to feign polite interest because everyone else had made their excuses and left.

Why was Spanner Man left alone? Why did his audience vanish? And what is wrong with the Zoid Blaster story? The answer is simple: Old computer games are a total pile of arse.

Why is it that so many people remember the games of the ZX81, Spectrum, Vic 20 and the rest with so much fondness, when all they offered were a couple of poxy colours and a linearity of gameplay which today would be laughed out of a design meeting with the accompaniment of a P45 and a 'good luck in finding a new

ck nger



Who remember– eh, forget it. Who would went to?

job' card? Even today the computer mags at IDG receive letters along the lines of, 'Muller Force is a very good game, but it still can't hold a candle to the brilliant Johnson Fighter on the Spectrum.'

Yes it can! Muller Force is a multi-media extravaganza of hitherto unseen proportions, featuring texture-mapped mazes, rendered spaceships, a 10-minute full motion video intro, plus numerous cut-scenes, and a professional soundtrack which runs on a machine the size of a Datsun. Johnson Fighter, on the other hand, is two monotone stickmen lurching about on a flickery lime green background. It can't compare, and it bloody well doesn't, big time.

Another story. Even I hold a certain fondness for the old Atari 2600, and not long ago was happy to hear that sister magazine GamePro had received the 'Atari 2600 Action Pack Volume 2', containing – pant-wettingly – Keystone Capers, a game on which I had wasted many hours of my somewhat lonely and disturbed childhood.

I loaded it up without delay, but no! What was this? The Keystone Capers I remembered featured a real-looking bobby scuttling madly through a packed department store, jumping onto sleek escalators and avoiding beautifully detailed model planes in his pursuit of the hilarious, masked and stripey-sweatered burglar. But this version looked like a bunch of pixels hastily shoved together to form a rather poor impersonation of a computer game. It took around six seconds before my illusions were shattered and I stalked away in disgust, both at the game and at my foolishly selective memory.



Who remembers Jet Pac? Like, cutting edge

And this is partly the problem; selective memory. The absolute refusal to realise what a pile of toss an old game is until confronted with the grim, amateurish, low-tech reality years later.

Even worse are the people who argue the virtues of old "classics" over modern games on state of the art platforms such as the PlayStation, Saturn and PC.

They're wrong, and the fact of the matter is simply this:
Old games = crap games. Full stop.

Dear SonyPro

The PlayStation is better than the Tardis, because it's already set for the future.

P Denby, Chiswick

SonyPro replies:

Cheers for the postcard of seventies' Cromer, P.

Dear SonyPro

I've just read the first issue of your mag, and all that can be said is it is a breath of fresh air in an over-populated mag market. One of the best points is that we don't have to read about some prat saying how good the Sega Saturn is and all the great games that are coming out for it. Well now, down to the point. Isn't the PSX great? I've had mine about a week and I am more than pleased. WipeOut is the most polished and playable game I've ever played. And I should know, I've owned every eight and 16-bit computer and console at one time or another. And the games are cheaper than SNES games.

I'd also like to comment on the shite that is being said about the Ultra 64. If it has a 100mHz chip in it for £250 then I'll run up and down the street with nothing on shouting, *I was wrong*.

Also, the games will cost a fortune on cartridges.

Remember Neo Geo carts? They weren't cheap. They are letting the rumours run about the NU64, hoping that people believe them and wait for its release.

The truth is they completely misjudged the market, and spent time developing the Virtua Boy instead. As a result they are struggling to get their next gen console on the streets.

The Freepost address is a great idea, I'm surprised it hasn't been done before. It adds to the quality feel of the mag. I'll be buying every issue that comes out.

Gary Sharp, Banff

SonyPro replies:

You speak the truth, the whole truth and nothing but the truth.

Dear SonyPro

I've just discovered how to achieve 'mirror mode' on Ridge Racer (I have a Japanese machine). NB: Not the same as doing the course backwards!

At the start of any of the first four tracks, accelerate up to - but not over - the point where the starting road meets the main tracks. Brake, turn around, and accelerate towards the wall at the end of the starting road (past the spectator stands - it's directly behind you on the grid). As long as you've got a bit of speed up, you'll pass straight through the wall into a new 'starting road', and can race round the course as if playing it in a mirror. This does not work for doing the course backwards.

Also, in Tekken, if you find Heihachi's a bit on the quick side, just open the CD lid. The music will stop and you can play the game in slow motion. This works for all characters and even a two-player game - but before the next fight be sure to close the lid so the machine can load up the background! To speed it up and get the music back, close the lid at any time. Don't worry, the machine will not crash.

Any chance of a couple of memory cards for these cheats? And/or a Negcon pad please?

Martin Gutkowski, Cranbrook

SonyPro replies:

Thanks for the cheats, Martin. No can do about the memory cards and/or pad however. Isn't seeing your name in SonyPro enough?

Dear SonyPro

I have just bought a PlayStation (and I'm quite chuffed with my choice), so I needed a magazine to help me decide which games are good and bad. I purchased PlayStation Plus and SonyPro, and was happy with their contents.

But I've come up with a better idea which I think would make them better: a list of all the Sony games available to buy, and a rating out of 100. I hope you get my drift.

Ian Elliott, Morecambe

SonyPro replies:

We mark games out of 10 because marking out of 100 is only worthwhile when every single game reviewed is a good one. Sadly, although the PlayStation has the capability to support excellent software, many of the releases we've seen so far haven't been up to scratch.

Therefore, it's okay giving two excellent games say 94 or 95%, but for the scoring system to be accurate, it becomes impossible to mark bad games, which could end up with anything between 0-60%.

Software publishers can just about live with an 80% mark, but anything less - even 79% - is seen as a really bad/harsh score, and they'll face a struggle to get their game stocked in the shops.

Take a look at any mag that uses the percentage system and you'll find that loads of games score between 80-95%, with the remainder scoring mad totals like 11% and 36%.

Come on, let's face facts, it's doubtful that anyone reading a mag with percentage scores would consider buying anything that scored less than about 85%. Who cares what score a game gets if it's under, say, 60%? With SonyPro, you can easily compare marks out of 10. The bad games are reviewed

A breath of fres over-popula

and marked as accurately as the good ones.

Dear SonyPro

I bought the first issue of your magazine and I thought it was great. I hope you will have a section in your mag where your readers have questions they would like to ask. If you do, here are a few for you to make you put on your thinking caps...

Thomas Orry, Haywards Heath

SonyPro replies:

Hold it right there Thomas. When our mailbag comes in, we have to trawl though untold lists of questions until we find letters that have an opinion to give, an argument to put forward, or a point to make. The dreaded 'List Letter' gets binned. Yours only got this far because you took the time to write a bit of an intro and you used a word processor.

So for you and all the other 'List Letter' terrorists, here's a default reply to all 'List Letters'.

1) Yes.
2) No.
3) Maybe.
4) Not bothered in the slightest, to be honest.
5) Any game that gets Game Of The Month, or scores 9/10 or over, is an essential purchase.
6) Sony is currently researching that possibility.
7) Not everyone is obsessed with beat'em-ups.

As ex-New Order/Smiths/Pet Shop Boys combo Electronic once said: Get The Message?

Dear SonyPro

Firstly, may I congratulate you on the excellent first issue of your magazine - your review and summary system seems most accurate. This is something I cannot say about a rival publication which I am sure I don't need to name here.

As the proud owner of a UK PlayStation, I would really like to know how I can play Japanese and US games without investing in a Jap/US machine. Any advice you can give on this matter would be greatly appreciated.

A suggestion to further increase the appeal of your magazine - why not include a demo disc similar to that provided with UK PlayStation? Obviously this would increase your cover price dramatically, but surely this would be the only disadvantage.

I believe that you would sell more copies of your magazine, the software publishers would have at their disposal the most advanced and beneficial advertising medium, and we readers could actively participate in the magazine. I look forward to your reply, and wish you every success with your new venture.

Mason Bell, Manchester

SonyPro replies:

Jap/US games can be played on a British machine by a method that you've probably discovered by now. The trouble is, the games can only be played in mono and the UK machine has a much greater chance of blowing up when Jap/US games are running on it. That's not scaremongering either - it's just not worth the risk of killing your £300 PlayStation for the sake of playing a mono game that'll come out officially (therefore cheaper than an import game) sooner or later if it's any cop anyway.

Dear SonyPro

Rapid Reload, Road Rash, John Madden Football and Revolution X. Ring any bells? These are all games mentioned in Sony's 'Open your mind to the power of the PlayStation' leaflet (the one you can find in almost any computer shop), yet not included in your 'full' list of games for the PlayStation over the next six months. Are these games not being released, or did you just forget them?

In your Forum pages last issue, you raised the issue of kids playing games instead of expanding their minds. This is not strictly true. Some of the dumbest people at my school do not own computers. Also, the cleverest person in my class has a computer, and uses it a lot. In other words, if a child wants to learn they will, and if they don't, they won't!

John Bright, Kenilworth

SonyPro replies:

You certainly read SonyPro from cover to cover, John - or do you just skip straight to the Forum and the Full SP?

As for your eagle-eyed observations, Rapid Reload was listed under its former name of Gunners Heaven, whereas Road Rash, John Madden Football and Revolution X hadn't had their release dates confirmed by the time we had gone to press. We're glad to say that all three are out soon and have now all been added to The Full SP.

Issue one's Forum was written especially to court controversy. Your comments are obviously heartfelt, but the fact that the cleverest person in your class has, and uses, a computer, doesn't necessarily mean that's the case across the country.

Similarly, and contrary to your argument, many children who don't want to learn can be made to - there'd be a lot less people in further and higher education if that wasn't the case.

h air in an ted mag market

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



Worms
(SP2, Game of the month, 9/10) - the best multi-player game without the need for a multi-tap. Pure strategy, top fun and superfly gameplay - **Ocean**

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
Chronicles Of The Sword - role player - Sony Interactive
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 (SP1, 5/10) battlezone for the nineties - Namco
CyberSpeed (SP2, 5/10) Futuristic racing game - Mindscape
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 (SP2, 8/10) - staving off a massive attack on a spaceship - Millennium
Destruction Derby (SP1 G.O.M, 9/10) 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 (SP1, 7/10) tolkien mickey-taker pratchett gets a PSX game - Psygnosis
Doom - bloody first person perspective shooter - GT Interactive
Dragon's Lair II - linear tap-tap-press knightly adventure - Readysoft
Ectosphere - spooky goings-on based on Clive Barker novel - Virgin
ESPN Extreme Sports (SP2, 7.5/10) - 'modern' sports racing with roller blades, skateboards etc - Sony



Exector - poor man's Loaded - Japan
Extreme Power - assault suits and trans-former-style planes - Profile
FIFA Soccer 96 - updated popular footy game - EA
Firestorm: Thunderhawk 2 Helicopter treat - Virgin
Firo & Klawd - hilarious rpg with a cat in it - BMG
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 - 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
Hebereke Popoitto - Bish Tetris rip-off - Sunsoft
Hermie Hopperhead - Marioesque platformer - Japan
Hi-Octane - quick-on-the-bandwagon conversion - Electronic Arts
Hockeydrome - harsh-pants futuristic hockey game - Activision
Hunters Of Ralk - rpg with you taking the role of a spirit warrior - Cyberdreams
Hyperblade - harshpants futuristic hockey game formerly known as Hockeydrome - Activision
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
Jack Is Back - first Alone In The Dark for the PlayStation - Infogrames
Johnny Bazookatone - could prove to be as good as its name - US Gold
Johnny Mnemonic - keanu reeves' movie in a game - Sony
Jumping Flash (SP1, 7.5/10) - bizarre 3D fly and shoot job, looks like starwing with knobs on - Sony
Kileak The Blood: The DNA Imperative (SP1, 8/10) - 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
Lemmings 3D - green-haired suicidal rodents get extra dimension
Loaded (SP2, 8.5/10) overhead view shoot'em-up using gouraud shading 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 (SP1, 8.5/10) - 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 - Sony Interactive Europe
NASCAR Racing - incredibly popular PC game - Virgin
NBA In The Zone - 3D polygon basketball sim - Konami
NBA Jam Tournament Edition (SP2, 8.5/10) - arcade-perfect basketball - Acclaim
NFL (Working title) - american footy programmed by original madden programmer - Konami
NFL Quarterback Club '96 - life-like american footy sim - Acclaim
Novastorm (SP2 6/10) - 3D shoot'em-up - Sony Interactive Europe
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 - Sony interactive europe
Parodius Deluxe (SP2, 6.5/10) - standard h/scrolling shoot'em-up - Konami
PGA Tour Golf (SP2, 8/10) - texture-mapped classic golf sim - EA
Philosoma - many-faceted shoot'em-up - Sony
Power Serve - 3D tennis with agassi & sampras caricatures - Ocean
Power Sports Soccer - footy with players who look like members of kraftwerk - Sony interactive europe
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
Primal Rage - monsters battering each other in 3D - Time Warner
Prime Goal EX (SP2, 7/10) - exceedingly slow

Tekken
(SP1, 9/10) Okay, so we reviewed the Namco version. If the Sony one's any better, we'll let you know. It's a beauty!



j-league footy - Namco
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 (SP1, 8/10) standard v/scrolling shoot'em-up - Ocean
Rapid Reload (SP1, 7/10) horizontally scrolling 16-bit style shooter
The Raven Project - earth has been taken over, you must win it back - Mindscape
Rayman (SP1, 9/10) testing platform game with ballz-style sprite - UbiSoft
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 (SP1, 8/10) racing conversion - Namco
Rise Of The Robots 2 - this time the robots can jump over each other - Mirage
Road Rash - only decent 3DO game gets a timely conversion - Electronic Arts
Rugby League - thirteen blokes on either side having a row - Alternative Software
Screaming Wheels - superfast racing simulation - JVC
Sentient - save a space station - Sony interactive europe
Shanghai: Great Moments - tile game with knobs on - Activision
Shanghai: Triple Threat - tile game with more knobs on - Activision
Shockwave - defend the earth against alien attack forces in 3D - Electronic Arts
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
Spud - adventure starring a potato - Alternative Software
Starblade Alpha (SP2, 5.5/10) - original arcade star wars game gets proper graphics - Namco
S.T.O.R.M. - underwater 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
Striker '96 (SP2, 8.5/10) - footy sim - Warner Int
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 (SP1, 9/10) incredible multi-combo beat'em-up - Sony
Theme Park (SP2, 7.5/10) -classic strategy fest
3D Baseball '95 - play ball in realistic stadia - Crystal Dynamics
3D Golf (working title) - arcade conversion polygon golf - Konami
3D Lemmings (SP2, 8.5/10) - next generation suicidal rodent-saving extravaganza - Sony Interactive Europe
3D Soccer - polygon based footy game - Konami
Tilt - colourful pinball from all angles- Virgin
Time Commando - animated action adventure - Electronic Arts
TNN outdoors Bass Tournament '96 - catch fish without getting smelly fingers - ASC
Toki Meki Memorial Forever - rpg: a teenage boy looking for the girl of his dreams - Konami
Toon Struck - warner bros cartoon licence - Virgin
Top Gun - this will take your breath away - MicroProse
Toshinden (SP1, 9/10) multi-view vs beat'em-up - Takara/Sony
Total Eclipse Turbo (SP2, 7/10) - looks like climactic x-wing scene in star wars - Crystal Dynamics
True Pinball - hi and lo-res pinball fest - Ocean
Twinbee puzzle game - bizarre pop 'n' twinbee caper - Konami
Twisted Metal (SP2 7/10)- 3D street racer with 12 vehicles and loads of weapons - Sony
V-Max (working title) - fast futuristic racer with spaceships - Mindscape
Velocity - action game - PF Magic
Viewpoint - next gen Zaxxon - Electronic Arts
Virus - first-person shooter- Sony
Warhammer - official licence of fantasy battle game - Mindscape
Warhawk (SP2, 6/10) - fly a spaceship through canyons - Sony
Waterworld - film licence - Interplay
Wing Commander 3 - multi-media platformer with Mark Hamill - EA
Wipeout - superfast racer - Sony
Worms (SP2 G.O.M. 9/10) - pure strategy, top fun and gameplay - Ocean
WWF Wrestlemania (SP2, 8.5/10) - top grappling fun - 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 puzzler - Viacom New Media
Zork: Nemesis - surreal horror story - Activision

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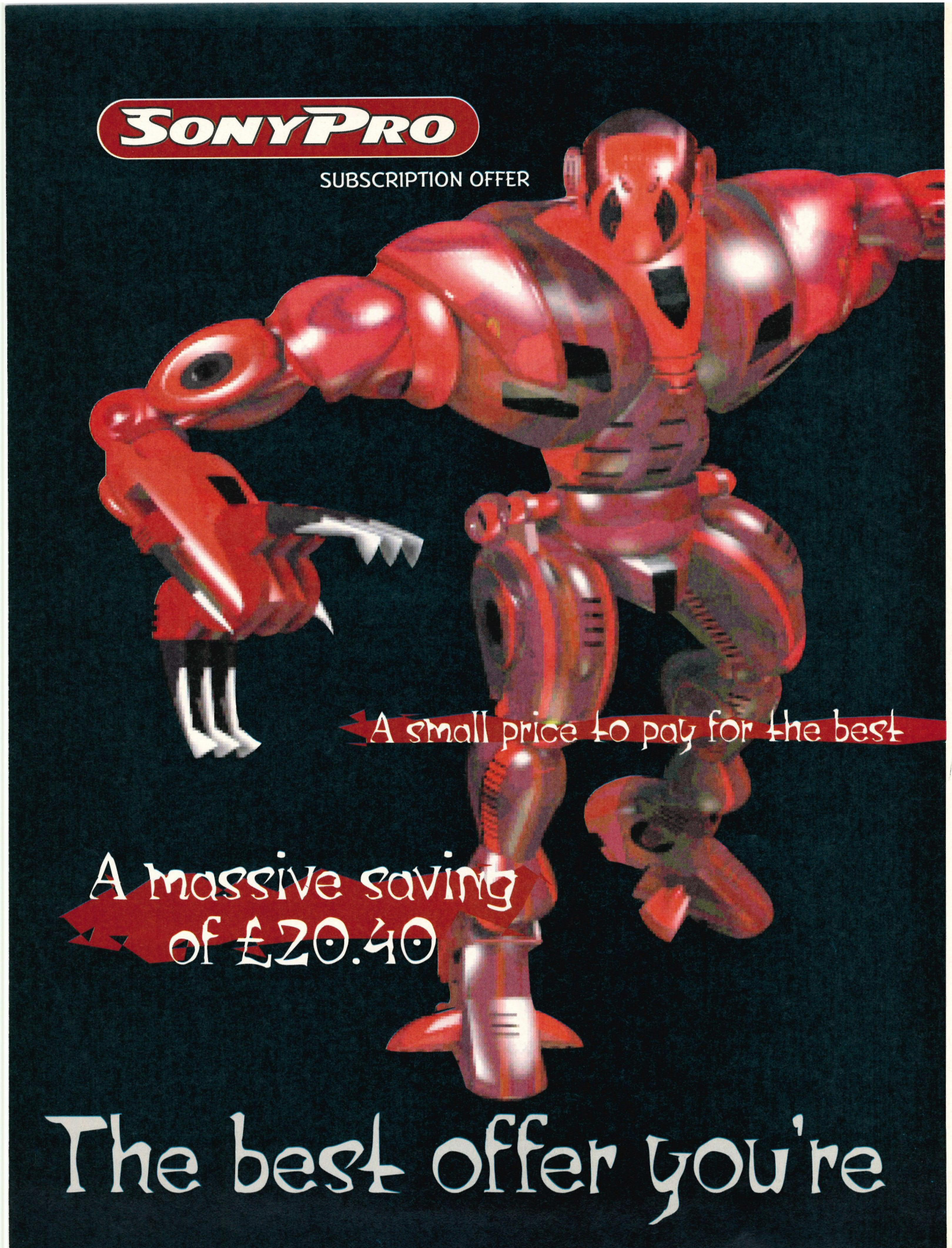
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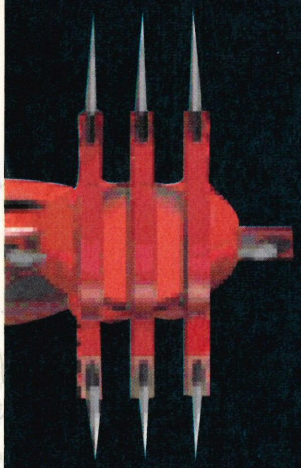
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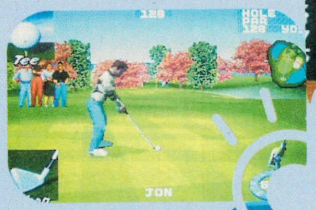
Virtually golf

With EA's PGA Tour Golf '96 proving to be a slight disappointment, the race for golfing glory is now between Gremlin's Actua Golf, US Gold's World Cup Golf, and Core Design's The Scottish Open Virtual Golf. Speculation as to which will prove to be the winner is rife, but Core's Scottish Open's golf cart seems to be edging into the lead.



To be released in February '96, Scottish Open is the first golf game to feature a real time 3D environment rendered and texture-mapped on silicon graphics workstations. The main course is Carnoustie, home of the 1995 Scottish Open. Three other courses, designed by a pro golfer, are available for play too. A flipmap option means there are effectively eight courses to breeze through.







Core stresses that Scottish Open is an arcade golf fest rather than a simulation like its peers. It's an instant get-straight-into-the-action job with an easy, user-friendly control system. Five game variations, including shoot-outs and skins challenges, should add to the longevity. The arcade feel may well attract non-golf sim fans like no other golfing release before.

All players must tee off as amateurs and work their way up into the money-strewn professional golf circuit. Only winners of an amateur tournament will have this opportunity - a challenging feature not often incorporated into golf games. Reviewed in all its arcadey glory next month.



NEWS

A ridge too far?

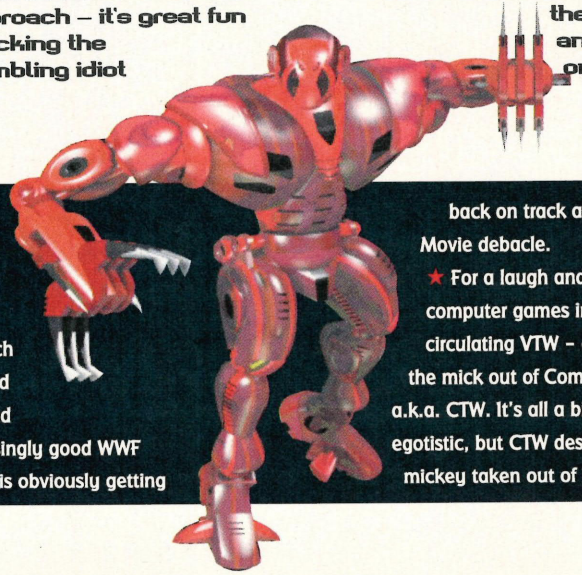
Ridge Racer Revolution will be out in Britain in the spring – at the very earliest. Released in Japan pre-Christmas, it's bound to cause just as much of a stir as it has over there. Realistic steering, view changes and polygon graphics are features that should help outsell the popular original.





All-new tracks will be up for play on the British PlayStation version, and all the cars will be instantly accessible. More importantly, however, there's a link-up option for two-player contests. A rear mirror makes for a more realistic tactical approach – it's great fun blocking the bumbling idiot behind as he vainly tries to perform a passing manoeuvre.

Looks-wise, Ridge Racer Revolution has brand new rendered scenery and improved texture-mapping for a silky smooth scream through the various high speed stages. There'll be more shots next month when Namco receives them from Japan and passes 'em on to us.



STOP PRESS

★ The PlayStation has sold over 200,000 units in Europe, over 80,000 in the UK, and over 100,000 games in the UK alone. And this piece is being written three weeks before Christmas! Over 300,000 PlayStations have been sold in America and over two million in Japan.



★ Acclaim is to publish Rise Of The Robots. The company which recently gained back some cred with its surprisingly good WWF Wrestlemania is obviously getting back on track after the Street Fighter Movie debacle.

★ For a laugh and a gentle stab at the computer games industry, Virgin is circulating VTW - a pamphlet taking the mick out of Computer Trade Weekly a.k.a. CTW. It's all a bit esoteric and egotistic, but CTW deserves having the mickey taken out of it because it's bish.

Sony wins 10 awards

Most Consistent Games Company, Best Marketing, Best Selling Hardware and Event Of The Year were just three of the titles bestowed upon Sony by Computer Trade Weekly's annual retailer poll. Sony's domination was such that none of the so-called 'next generation rivals' got so much as an honourable mention.

Who will win the battle of the super consoles? **was one of the questions asked. Sony romped it with 64% of the vote. Sony also steamrollered the opposition in the marketing section – in fact the only category it didn't win was Villain Of The Year. This dubious honour was bestowed upon Sega.**

The computer and video games retail industry is grateful to Sony for the PlayStation breathing new life into a market that looked set for a slump. The battle will turn into a three-way feud when the Nintendo Ultra 64 comes out in April.



Second Tekken

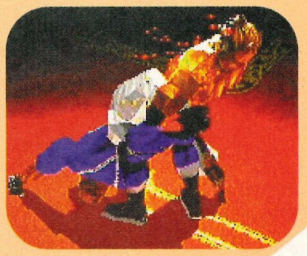
1995 was the year of Tekken, but will '96 prove to be the year of Tekken 2? Already a hit in arcades all over the world, Tekken 2 features two new scrappers – Jun and Lei – as well as a controllable Heihachi. New techniques such as counter-moves and recovery methods also enhance the ground (and back) breaking beat'em-up.





Guides for Tekken 2 arcade have already been published, and the chances are the moves will be identical for the PlayStation version which will be ready at this time next year.





Namco won't say if the character/time release element will be incorporated into the PlayStation version or not, but rest assured PSX-Pro – as we'll be called from next issue onwards – will spill the beans as soon as the info is available.

Until then, you'll have to make do with the unexpurgated Tekken players' guide – which is continued next issue – on pages 108-111. Stay with PSX-Pro – you know it makes sense.

'Tekken 2 features two new scrappers - Jun & Lei'

So well done, Virgin.

★ Sony's rental scheme now includes three of the UK's largest vid rental chains. Prime Time and VidBiz are renting out the PlayStation at £6.50 for three nights, with games at £3.49. Apollo charges £4.95 for one night, with games at £2 a night. The catch: a £200 deposit.

★ Top US games publisher Bethesda has signed a distribution agreement with Virgin Interactive Entertainment. Christopher Weaver, Bethesda's president, commented, *I believe with our technical product superiority and Virgin's clear market dominance, it will be a watershed year for both companies.* Future Shock is to be the first joint release of the new year.

★ The National Consumer Electronics Show will be held at Birmingham NEC and run from October 18 to October 27 1996. For further info, 'phone the Coda Centre on: 0171 381 4505.

★ New book Games War describes how the videogames market was created, how it was met with fervour from the young and dismay from the old and much more... It's 160 pages long, hardback and costs £24.99. Try and win one on page 74.

Down we go

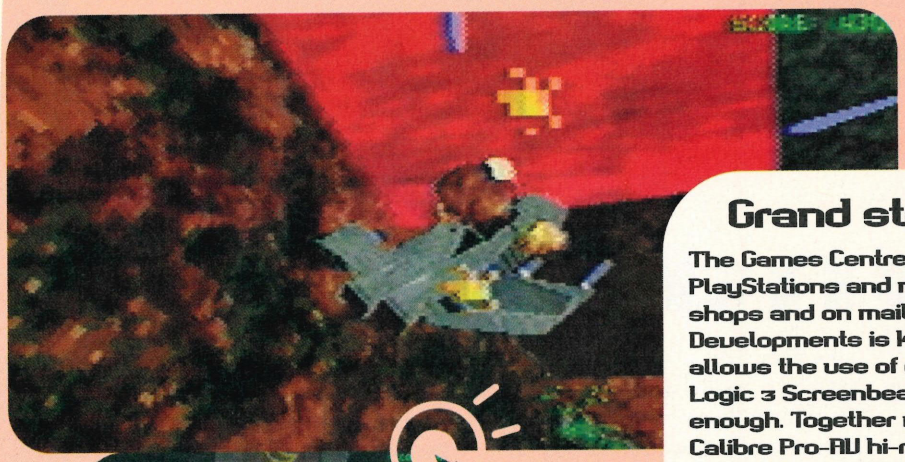
Interplay has been busy of late, with a couple of its impending releases previewed earlier this issue. Late February sees it bringing Descent, a 3D shoot'em-up, to the fore. You take the controls of a futuristic space ship and set about clearing the mines of Pluto of pesky aliens before they advance on Earth and take over the entire universe.





Artificially intelligent aliens make your task progressively more difficult as they learn your tactics and continue with a new battle plan.

Offering 30 levels of mayhem and multi-channel digitised sound effects, the atmosphere of the entire game is heightened with a pounding industrial rock theme. Reviewed next ish - in PSX-Pro!





'In ancient times, the high-elves discovered the island and built a holy shrine. Nice one, elves.'

Grand stands

The Games Centre Plus (GCP) – a top unit for PlayStations and monitors – is now available in shops and on mail order. Manufacturer Premier Developments is keen to point out that the GCP allows the use of either a Sony CSS-B100 or a Logic 3 Screenbeat 50 stereo unit – if you're rich enough. Together with a PlayStation, plus a Calibre Pro-AV hi-res video monitor, this completes a neat and compact arrangement.

The Games Centre Plus is available from all good computer & games console outlets for around £39.99, but can be ordered direct from the manufacturer on 01487 823684.





★ Not a mag to poke fun at readers' letters and write nasty, sarcastic replies, we thought we'd print one exactly as it was written - apart from the gratuitous swearing obviously - for everyone to 'enjoy'. The culprit didn't have the bottle to leave his/her address. Surprise.

Dear SonyPro

AftER Flicking through your MAG I Got the opiNION, that it was rather shite. Im the proud owner of A playstation and my GAMES are TOH Shin DEN AND TEKEN.

I HAD All ready figured out all the So callED DEATH moves for TOH Shin DEN, So when I read your mag and saw that you allso had secret moves I got all exited. I tried all the bloody moves but not one of the f**ing things work. Your combo AND moves GUIDE for tEKEN was Also a ball of crap, So, unless you can't tell my opinion of your MAG IS WAY Down there with A HAIRY WART on my GRANNY BUM.

lots of love, N. Role

★ Next month, SonyPro will be called PSX-Pro - same great mag, new title. The name change heralds a move to monthliness and a commitment to putting free games CDs on the cover - every now and then, that is.

Blow 'em to squid spit!

In the Hunt, from the roll-off-the-tongue Kokopeli Digital Studios stable, is going down a storm in the States and sparked an eager scrap between British software houses for the rights to the game over here. T-HQ eventually came out on top and secured the publishing rights to the game.

A welcome departure from race games, beat'em-ups and airborne shoot'em-ups, this one's a submarine sim – an, if you will, up-periscope'em-up. Along with a full-screen arcade shoot'em-up option, there's a simultaneous two-player naval warfare mode and literally hundreds of enemies to annihilate.

Spread over six enormo-battle zones, In the Hunt features dozens of weapon combos and power-ups, such as surface-to-air missiles, depth charges, supersonic torpedoes, and floating mines. A ream poster campaign over in the States at the moment encourages you to *Blow 'em to squid spit!*

Expect an update in next month's PSX-Pro.

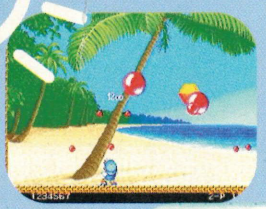






Capcom-ing on like a seventh sense

The Buster Brothers Collection is set to bust the PlayStations of America when it hits the star spangled streets in February. Us Brits will have to make do with the import version until it's snapped up by a software house closer to home in the near future.



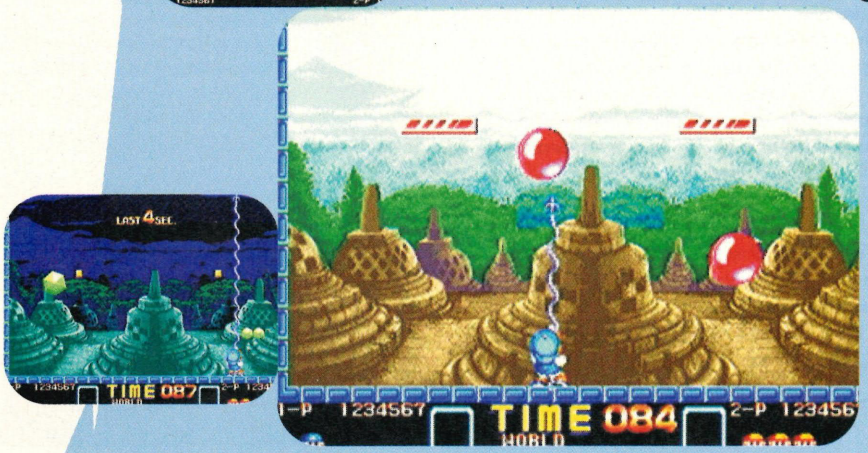
Until then, here's a taster of what to expect. The Buster Brothers Collection is another in a steady flow of ex-16-bitters and arcade games to go onto CD. This time, however, there's three games – which should put the likes of Parodius and The Raiden Project to shame.



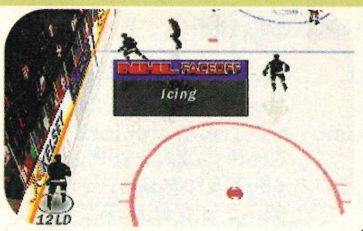
Better known as Pang (arcade), Super Pang and Pang 3 (both SNES), each Buster Brothers release was a reasonable success, which isn't a bad achievement considering they're all about nothing more than busting a load of balloons!

Greg Ballard, president of Capcom Entertainment, said, *You can easily compare Buster Brothers with a game like Tetris, in the sense that the gameplay is quickly grasped, but makes you come back for more. It's a great title that will stand the test of time.*

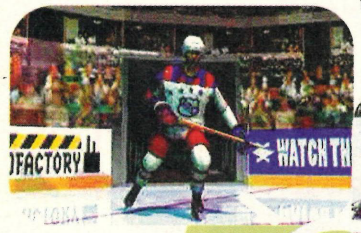
Cheers Greg mate!

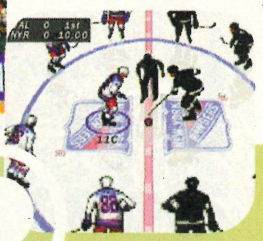


NHL Facing off



Reminiscent of the classic Mega Drive EA NHL Hockey – that's meant as a compliment – Sony Imagesoft's NHL Face Off has gone down wonderfully well with American reviewers. Okay, so they're into their Ice Hockey more than us, but that doesn't detract from what looks a corking skate'em-up. Four different playing perspectives and all the real NHL teams and players are up for selection, so it'll be a rare treat for all exiled yanks and Sky Sports fanatics when it hits Blighty. The lag between US and Brit releases is normally at least three months, so expect a review in a couple of issues' time. A must for rookies, minors and pros alike!





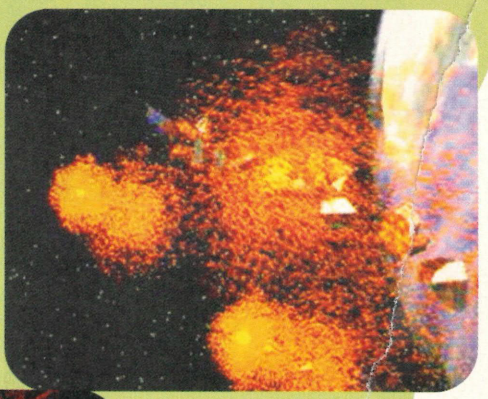
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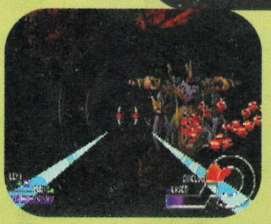
Industrial action on Jupiter

Electronic Arts is working on another game in the Strike series to follow the enormous hole in the ozone layer left by previous classics Desert Strike and Jungle Strike.

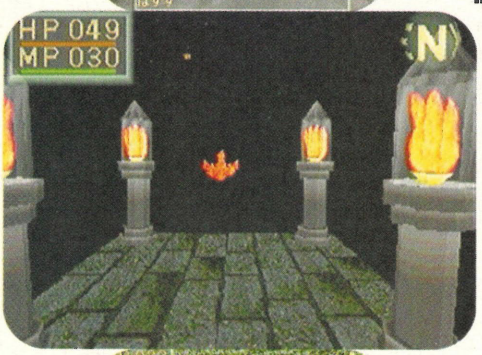
Jupiter Strike is another strategical mission-based shoot'em-up, but this time it's in space! We haven't seen any in-game footage as yet, so it's idle speculation at the moment as to what the gameplay's like. It'll probably be ream if a similar engine to that of Desert and Jungle is used, but the pressure of having to fill disc space with pre-rendered cut scenes and/or FMV may prove too much.

Turn to the preview section of next month's PSX-Pro for further revelations.











Ruler's pitch

It's a battle of the British software publishers to capture the rights to Ascii's American PlayStation release King's Field II. Yep, it's still going on. Just to recap... Set in the medieval forests of Uerdite, the player – taking the role of the heroic Alexander – has to battle against the forces of good (hello?) and (aahhh) evil.

The plot's an epic; dragons, castles and kings are all fair game for inclusion in the tale which spans several centuries.

Viewed in first-person perspective 3D, it's a role-playing adventure of the largest order. Check out the corking blurb, *The story is a thrilling, complex, magical, captivating and suspenseful adventure into the medieval past of long ago.* So the medieval past was long ago, eh? We live and learn.

We'll have more details for you in next month's PSX-Pro.

SonyPro Team

SonyPro was brought to you by:

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Reviews Eds: Steve McNally, Andy Sharp
Production Ed: Neil Jackson
American Ed: Rob Smith
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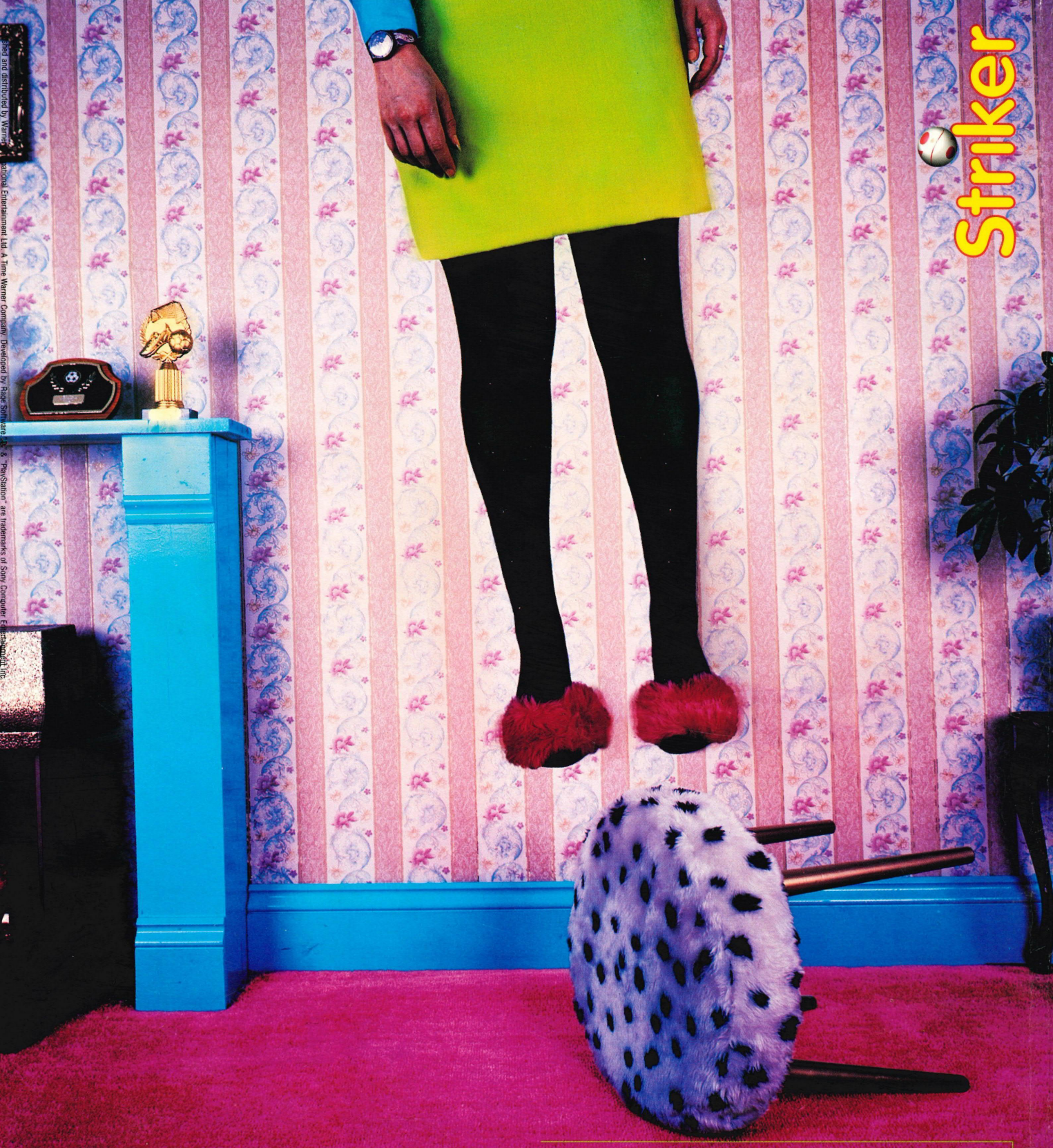
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