PSX-Pro

formerly SonyPro

For Playstation Not endorsed by Sony Is that clear



Everybody was

Zero Divide fighting



inside this issue
FREE
ZERO DIVIDE Poster
ゼロ・ディバイド

100 best sports games

And hundreds of other ream things

SFZero
Those spinning bird kicks were fast as lightning

Rise 2
In fact it was a little bit frightening, but the androids moved with expert timing

Criticom
They were special moving them up, they were special moving them down

ALSO: Mortal Kombat tips, Ridge Racer Revolution, Total NBA

ISSN 1360-3353

IDG MEDIA from the publishers of GamePro

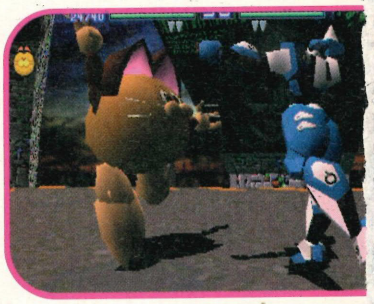
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PSX



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PlayStation
SAGE SEX SCANDAL
20 TRACTORS TO BE WON IN OUR EXCLUSIVE COMPETITION
SKRATCH AND WIN!
see page 6 for details
FULL STORY PAGE 2
CHECK YOUR NUMBERS ON PAGE 11
"This gorgeous looking shoot 'em up is an explosion lover's wet dream."
Ultimate Future Games
"... it's an absorbing game with great graphics that needs skill and reflexes. You've got to be Krazy to miss it."
Game Pro 92%
"Phenomenally impressive, utterly absorbing, good honest blasting fun."
Games Master 91%

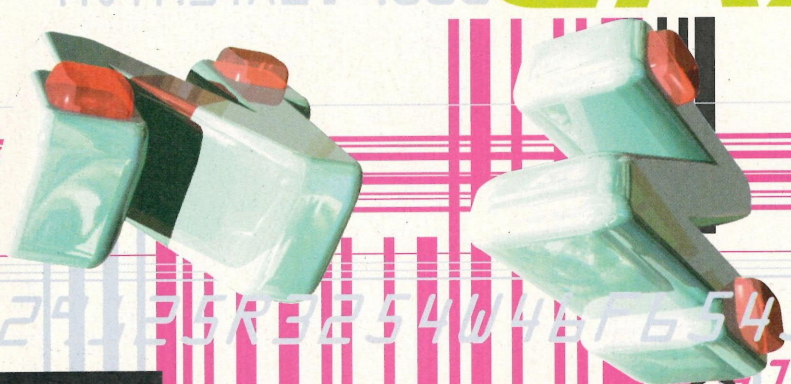


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the undiscovered depths that
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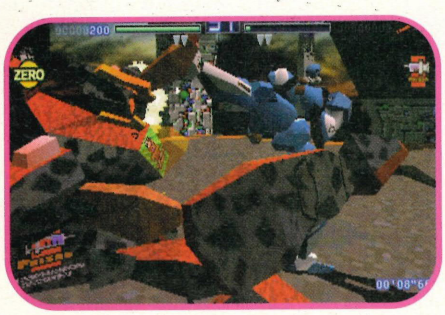
PlayStation

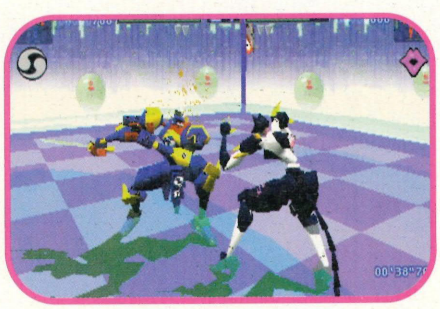
ocean ZOOM

<ZD>

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"You definitely won't
which ought to be re





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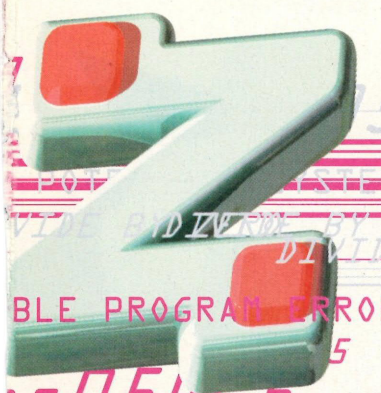
ZERO DIVIDE™

DIVIDE-BY-ZERO



n looking for - the moves, the power and
an only result from a zero divide.

owns your words



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RRRR><

デイバイド

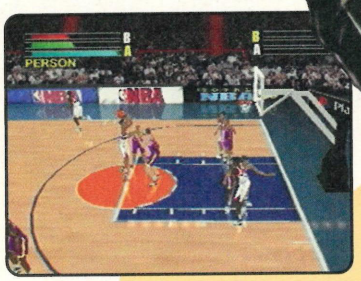


eel let down if you choose this over Tekken,
mmendation enough for anybody...

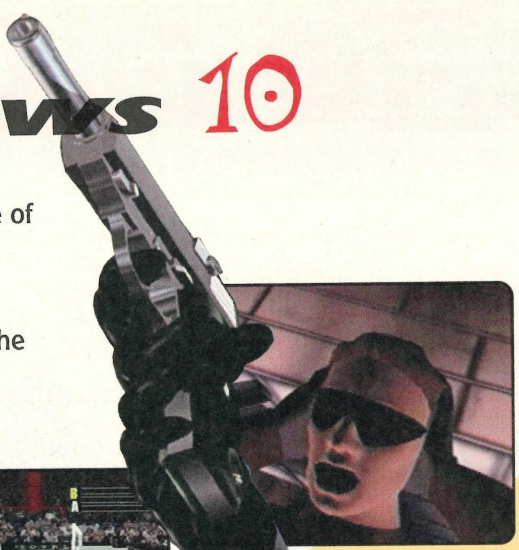
...better looking, and more hip sounds. Introduces some cool new ideas through some of the best presentation around.... Fast, fluid and perfectly in sync... Intelligent, with great rewards." ***C&VG - 91%***

Reviews 10

Total NBA '96 is honoured as the Game of the Month, joining previous reamsters Tekken, Worms and Destruction Derby in the distinguished PSX-Pro hall of fame



TOTAL NBA p12

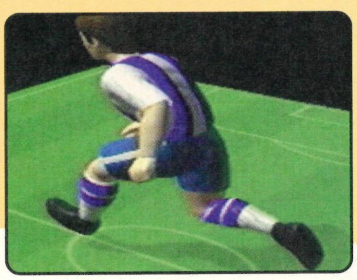


CYBERIA p16

Cyberia, on paper, sounds like nothing more than a mish-mash of genres. In reality, however, it's actually a shoot'em-up/ adventure/puzzler. Ah-ha...

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You enjoyed the *Top 100 3D Games* feature way back in Issue One so much that we've ripped it off and done **The Top 100 Sports Games** this month



TOP 100 SPORTS GAMES p78

Ta For The Bish Cards
Okay, so it's not the festive season, but who cares? Here's a look at all the Xmas cards we got from software houses



PSX-PRO

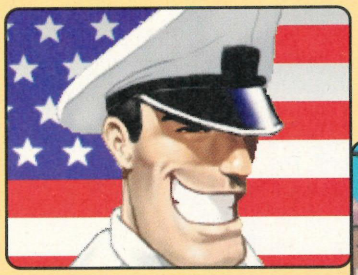
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Deadly Skies puts you in the cockpit of many kinds of combat aeroplanes and offers you the chance to blow smithereens out of short-haired military types *and all that lot*



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Top Gun is the game of the movie, although if it grosses as much lucre as the film, then we'll eat our hats, shorts and cheap plastic sunglasses



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Our definitive **Rayman** guide continues, **Discworld** finally reaches its conclusion, **Tekken** does too as it happens, and there's a few obvio-tips on **Loaded** to boot



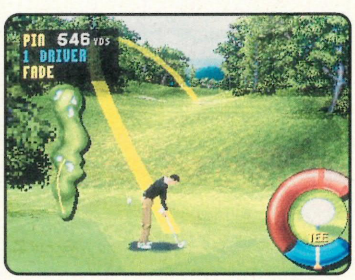
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Actua Golf is actually not quite ready, **Ridge Racer Revolution** is up for official release in April (so a bloke at Sony reckons), and **other ream stuff**



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The Tape Debate ends in farcical fisticuffs as once again the team kick back and chat. This month: Do videogames ruin your social life? - p72

The ever-controversial **Forum** spouts forth gubbins on a burning issue of the moment, to which YOU can reply. This month, it's the PlayStation Olympics - p116

The Full SP is growing in size as the Sony onslaught continues. You can be the first to find out what's in store - p120

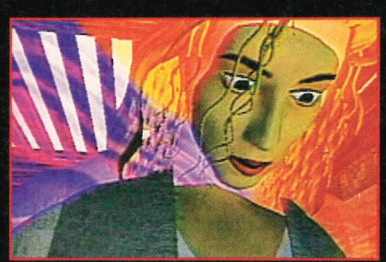
Subscribe for £1.25 an issue and get the best PlayStation mag for the best price - p124



'Solving the Mystery Means Visiting the Dark Pit of Your Soul'





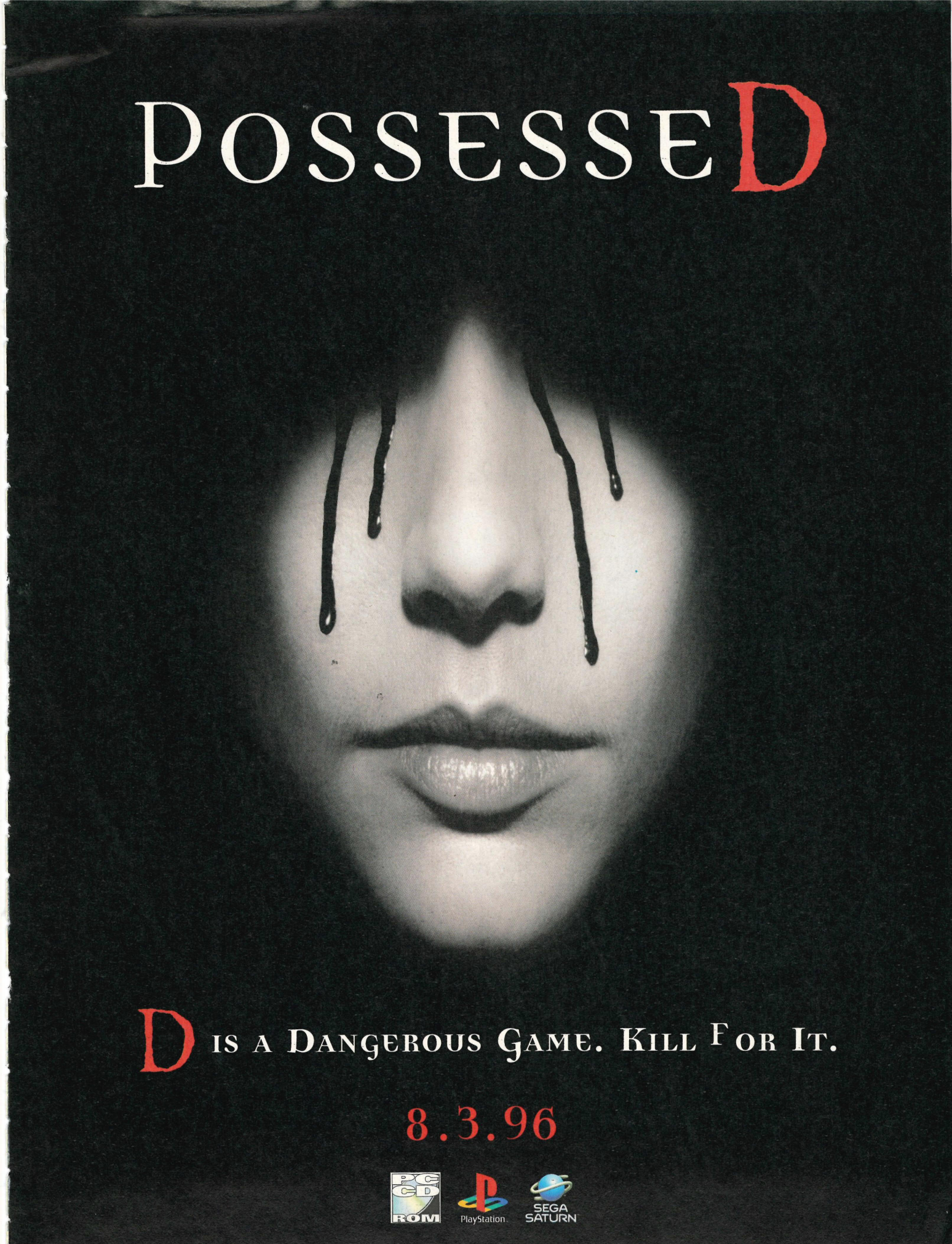


WARP.

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POSSESSED



D IS A DANGEROUS GAME. KILL FOR IT.

8.3.96

PC CD ROM

PlayStation

SEGA SATURN

Beat'em-ups 'r' us this month -

a quirk of fate.

There's plenty of other pretty ream non-scrapping releases, though

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Hot dunks, slammin' action and squeaky shoes in the best basketball game ever!

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Curious flight sim/adventure/puzzle game hybrid from Interplay

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Hammer around collecting gems in the tank world's answer to Doom

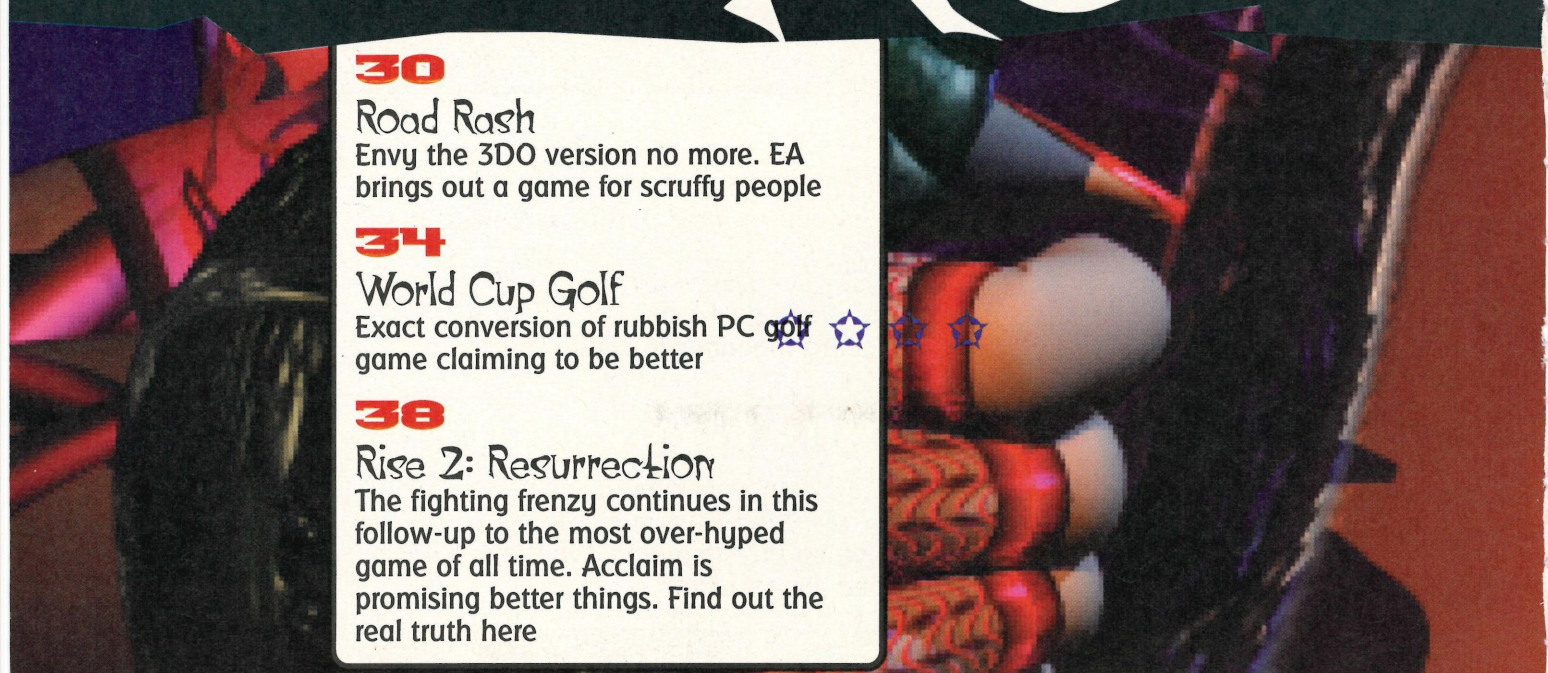
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The fighting frenzy continues in this follow-up to the most over-hyped game of all time. Acclaim is promising better things. Find out the real truth here

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



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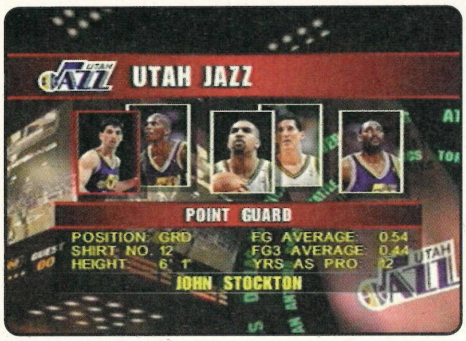
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Could this be the world's first successful interactive movie? If there's any justice in the world it should be. Moody, engrossing and genuinely disturbing at times, play this one with the lights on!

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Massive robots once again battling it out for world supremacy. Or to save the known universe. Or something like that. Who cares any more?

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Old fashioned, maritime adventures 20,000 leagues under the sea in a tooled-up submarine. What exactly is a league anyway?

e in to PSX-Pro Reviews at the Freepost address at the back of the mag



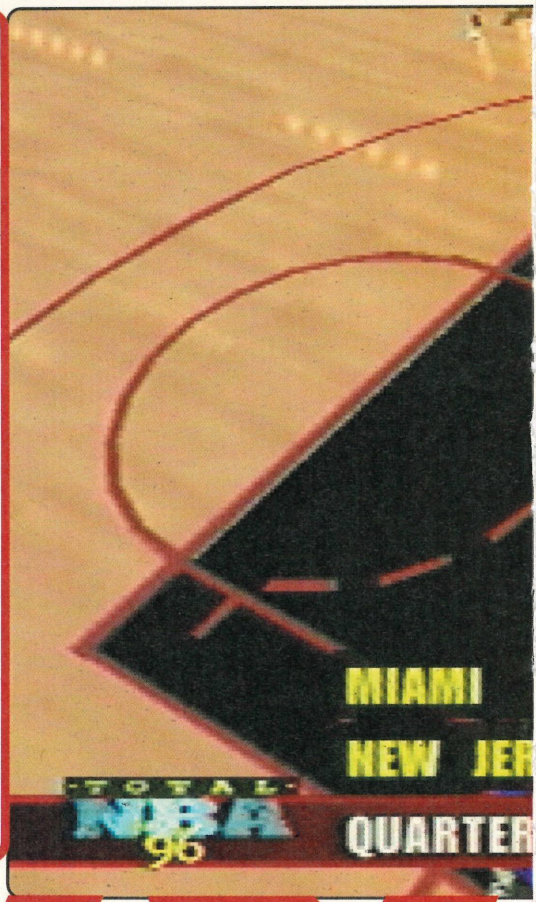


The play-offs can be entered at the semi-final stage. Cushty

DESPITE HAVING been NBA Champions for the previous two seasons, Houston Rockets are only seventh favourites for success in '96. The LA Clippers were last year's ranksters, with 65 losses from 82 games.

Basketball is *complicated*. At least, it is when it's played properly. You can't hold the ball for too long, mustn't step over certain lines, and you should get a lot of 'air' when going for a dunk to avoid committing a foul, and so on. You can't even recross the half-way line once you've entered your opponent's half, because that's a foul too. For a sport which remains largely unwatched on these shores, despite the best efforts of Channel 4, Sky Sports and innovative marketing from teams like the Manchester Storm, this is a lot to take in, and it was a triumph for gameplay when Midway decided to largely ignore the laws of the game and create the now legendary coin-op, NBA Jam.

Sony, however, is a stickler for the rules, and if it was gonna do a basketball game, it would have to be done properly. None of this 'two to a side, nine point hotspot' business for Sony. This basketball game would be a purist's dream: Five-a-side, fouls, the lot. Sounds very nice in theory, but would it work...?



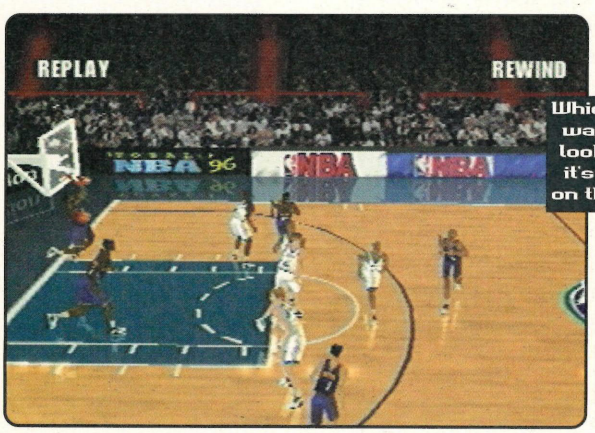
TotalN

by PAUL

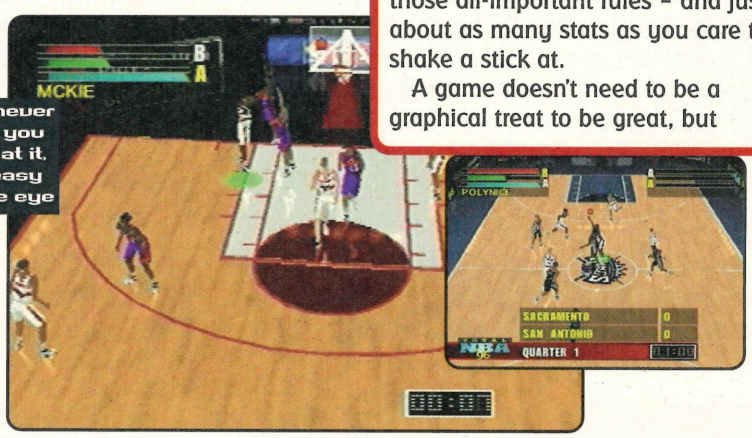
After the rough and tumble of NBA Jam TE, Sony reckons it's time to play for real. Welcome to the *total* basketball experience...

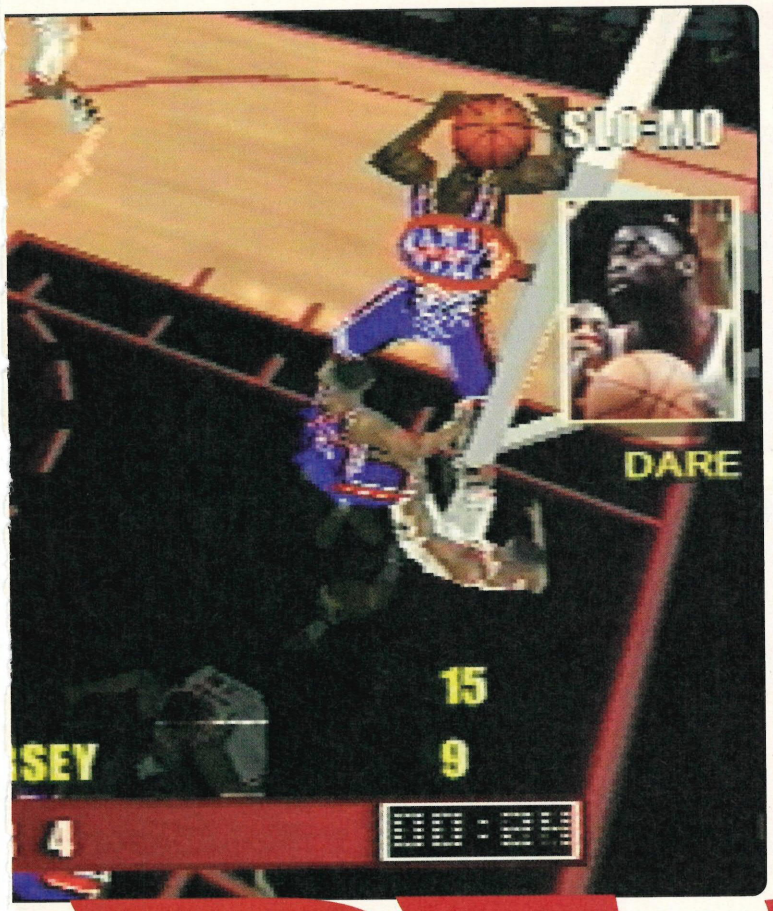
Total NBA '96 picks up basketball by the scruff of the neck... and sets it down gently, exactly where it was. If you know the rules of basketball you know the rules of this. All 28 teams from the Eastern and Western Conferences are available, and a game involves the statutory five starters - adhering to those all-important rules - and just about as many stats as you care to shake a stick at.

A game doesn't need to be a graphical treat to be great, but

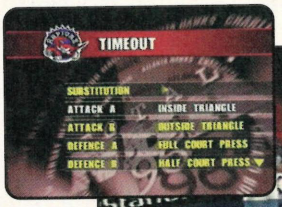


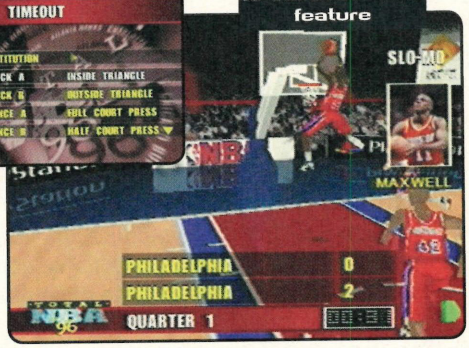
Whichever way you look at it, it's easy on the eye







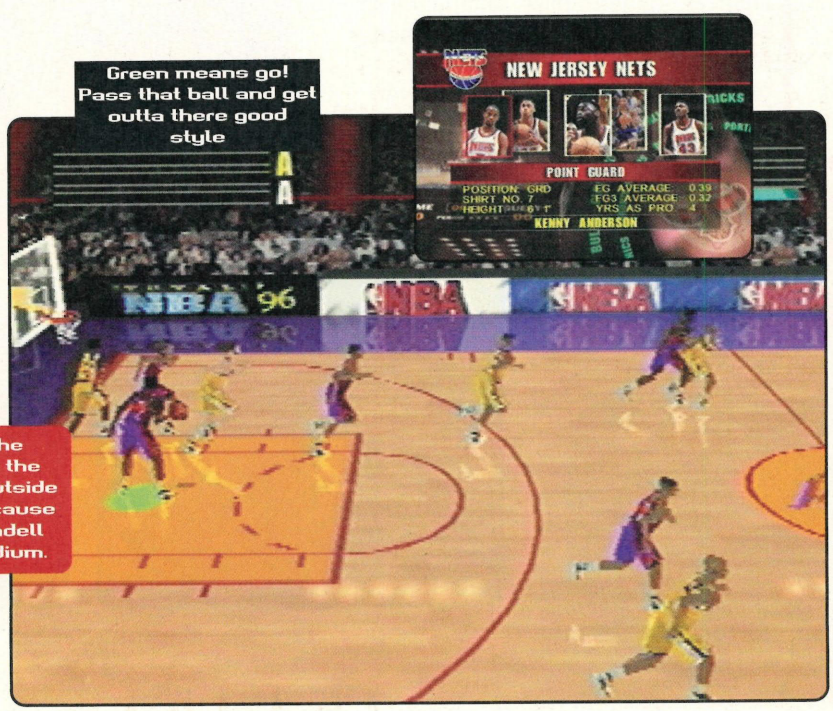




THE 1996 NBA season very nearly didn't happen, because for 10 weeks last summer, team owners and bazzy players were at loggerheads over pay. But a last minute deal was reached, and the *minimum* wage for an NBA player now stands at $200,000. In 1995, Chicago Bulls' Michael Jordan earned $43 million from his salary and sporting endorsements. Like all NBA players, he also receives a $60 per day expense fee during matches, because oooooh! – he needs it.

BA '96

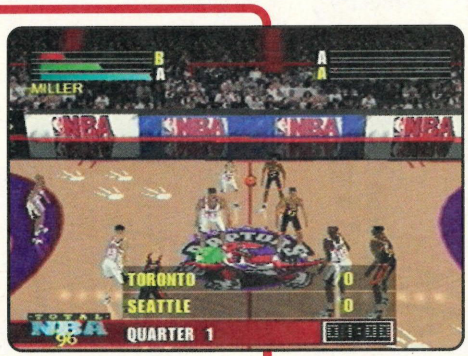
Total NBA doesn't care. Sony has gone for it royal-style, and it simply could not look any better. The fluidity of movement of the players, the way in which they dangle from the hoop, the crowd, the lights (reflected onto the court, and actually moving according to the angle of the game camera), are nothing short of awesome. Backed up sonically by such minute detail as 'sneaker squeak' on the polished courts, Total NBA '96 just stinks of success.



NEW BOYS for '96, the Toronto Raptors, are the first NBA team from outside the United States. Because he's ream, Paul Roundell has visited their stadium.

Total NBA'96

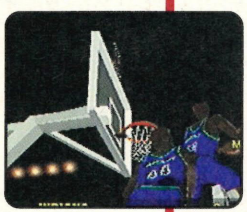
Unless you have a flashy Multitap, nine mates and a damn big telly, it's one player versus the computer in either a single exhibition game, full (saveable) season, or a flexible starting playoff place. CPU difficulty is one of the many changeable features of this hugely controllable game, though where it really shines of course is out on the court.





Slo-mo replays, for the ultimate jostle opportunity

The L and R buttons provide you with limited turbo, while the main four controls switch functions cleverly depending on whether you're on offence of defence. The direction in which the ball-carrier passes is completely down to you – in fact so much importance is put on this that two buttons are dedicated to distribution, the secondary X firing the ball into the guy closest to the hoop and a possible dunk chance.

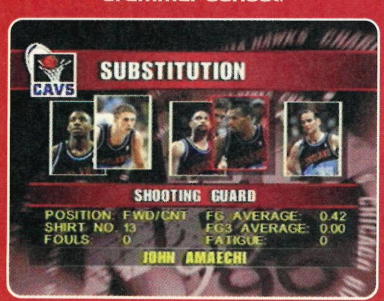


You'll need to think on your feet, because running and shooting isn't enough when there are 10 players out on court. Shoot from a position which in NBA Jam would be classed as 'Downtown!', and the chances are you'll miss. And rightly so, because there's always someone better placed. Play in Simulation mode as opposed to Arcade and you can even change formation during a game.

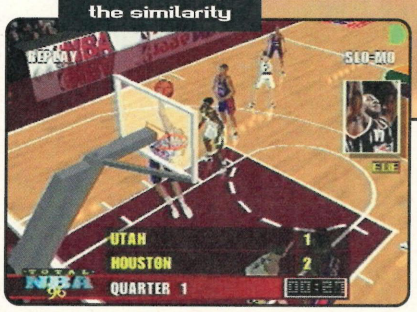


'BASKETBALL' IS Latin for 'Big bald gadgies lobbing spheres at a hoop'.

NORTHERN BLOKE John Amaechi is the only British person to have played basketball for an NBA team. The 6'10" monsta currently struts his stuff for the Cleveland Cavaliers, but was born in Manchester and learned how to play just down the road from the PSX-Pro offices, at Stockport Grammar school.



Massive scores and rocking horse shite. Spot the similarity



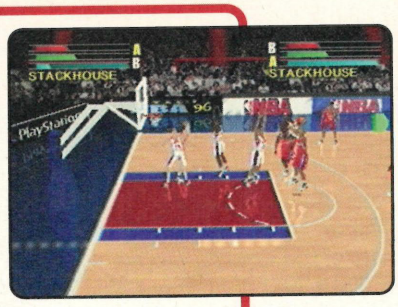


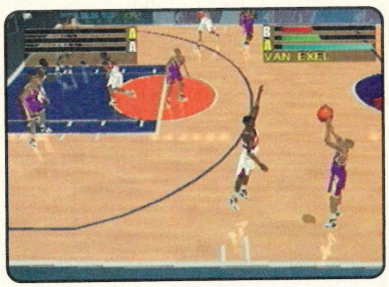
With the offence and defence there are effectively nine basic functions to handle, and this is just the tip of the iceberg! With practise (and a cool head) you'll have your players leaning away from tackles, faking shots and looping the ball over puzzled opponents' heads.

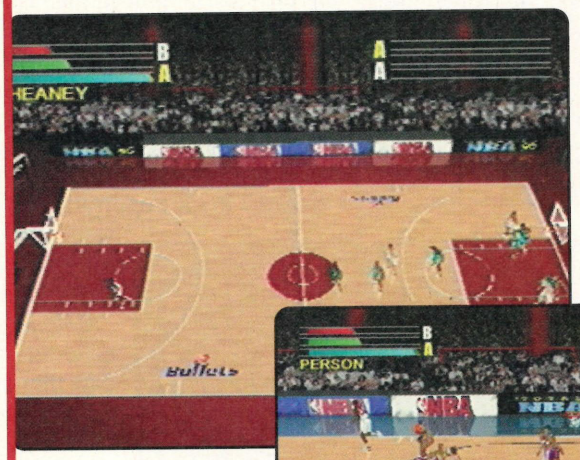
But it isn't difficult to learn at all, and one or two games will bring a good understanding, though admittedly total mastery takes longer, as indeed it should.

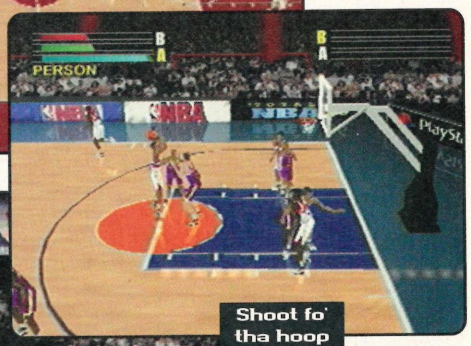
Nothing has been overlooked, and everything needs controlling, from the throw-ins to the innovative and excellent free throws. The default camera angle is the side-on view, though replays come at you every which way. Several cameras are available to choose from, giving you the option to view the whole court or play up and down. Sadly though, the scrolling fails to keep up with the action in the latter view, making for a fairly unappealing basketball experience.

A picture of the relevant sweaty hero accompanies the roar of the crowd after every point, and effectively serves to ice a wildly tasty cake. You'll lose more games of Total NBA than you ever did of NBA Jam, and your swearbox will fill up more quickly too, but then there's always a price to pay when you're striving to achieve excellence.

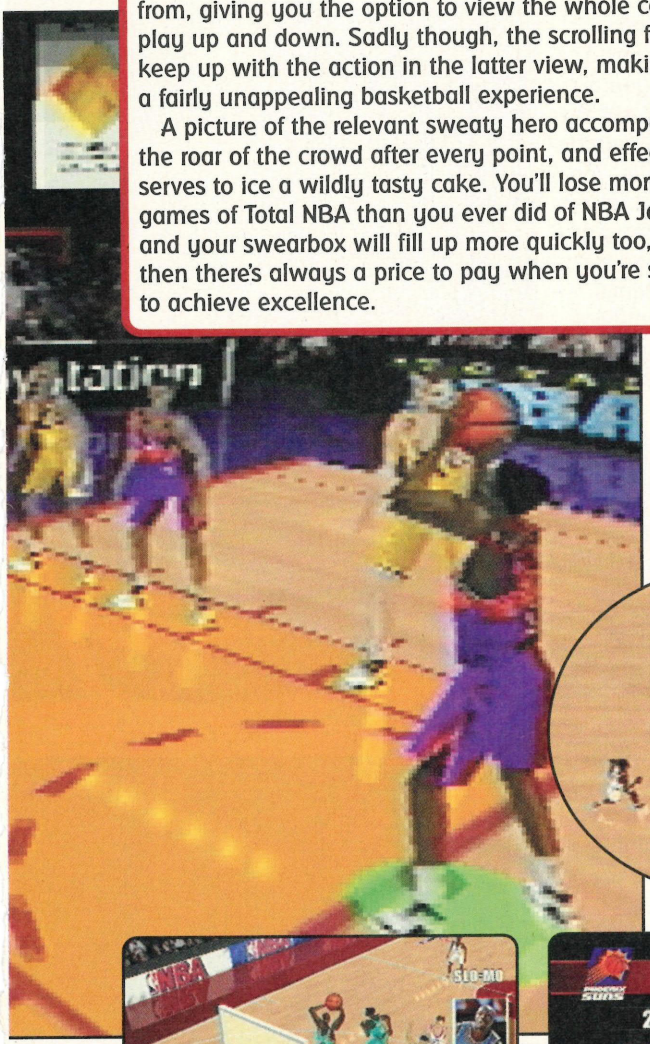


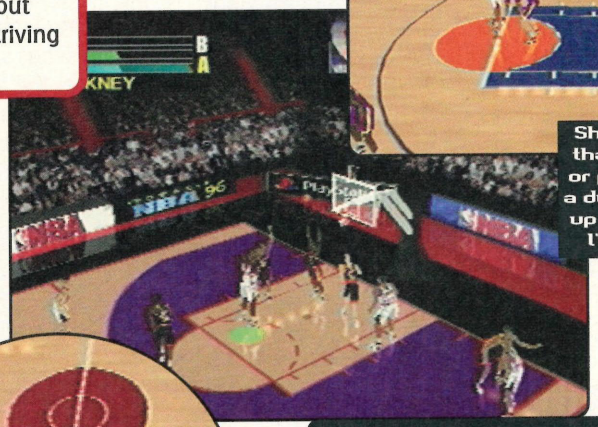


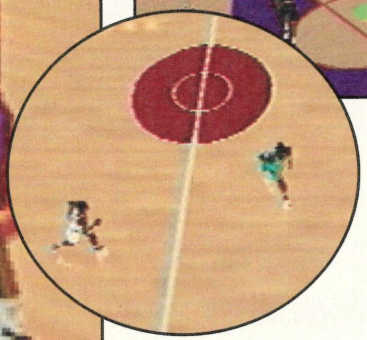


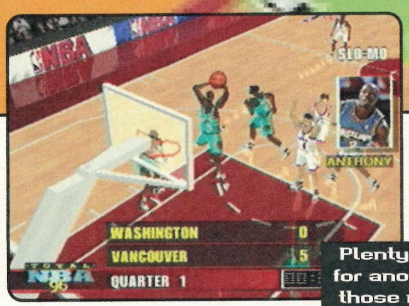


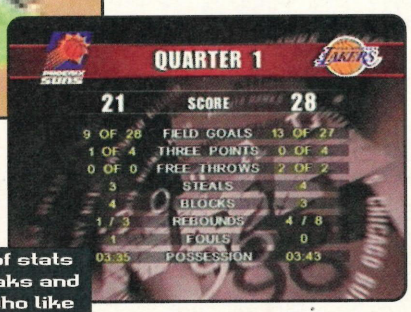
Shoot fo' tha hoop or pull off a dupe. It's up to you l'il bro











Plenty of stats for anoraks and those who like to brag about bland stuff

SUMMARY

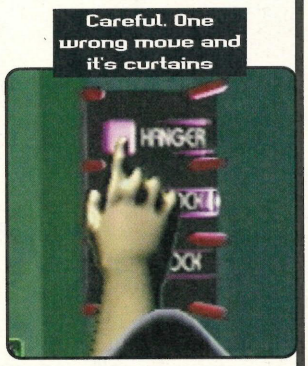
GAME Total NBA '96
GENRE Basketball Sim
SOFTWARE HOUSE Sony
PRICE £39.99

Total NBA '96 cheekily treats NBA Jam with disdain by distancing itself from its frivolity, then pops up a middle finger to Acclaim as it beats its pseudo-rival all ends up. Total NBA cannot be touched in terms of graphics, equals anything we've yet seen for sound, and has a standard of gameplay which, whilst occasionally messily frantic, and despite the wasted up-down option, puffs out its chest and screams, *Play me!*

GRAPHICS 10
GAMEPLAY 9
LASTABILITY 8

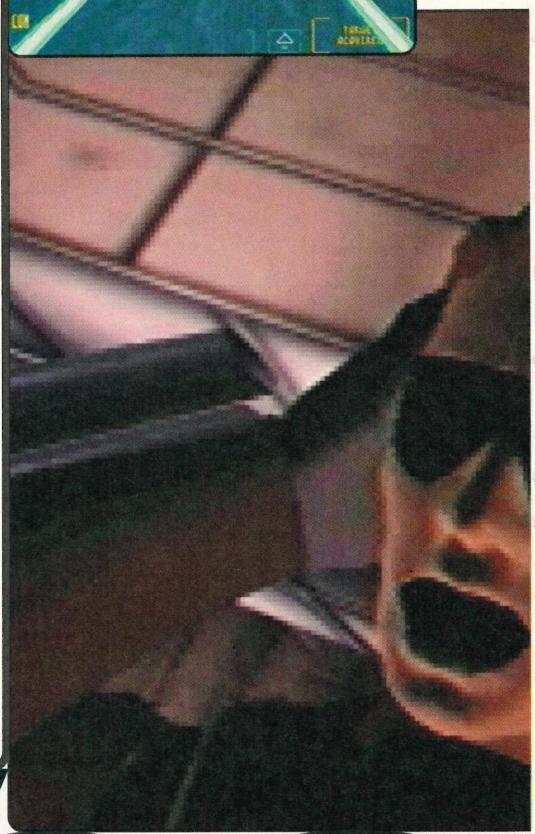
OVERALL 9

cyber



Careful. One wrong move and it's curtains





After two years of intense development and preparation, Interplay is ready to slide Cyberia under the door of the PlayStation gamer.

Global terrorists are endangering the Earth and mankind is struggling to survive. Following the discovery of the fruits of the Cyberia project beneath the frozen wasteland of northern Asia, you are sent to retrieve this 'doomsday device'.

What this means is that we now have a combination of an arcade adventure, a puzzle game and a flight simulation. You start your mission from your futuristic, hovercraft-type vehicle and set out to a distant colony situated in the middle of a vast ocean. You will then encounter horrific opposition as you attempt to steal a hi-tech jet to transport you through a series of tough warzones.

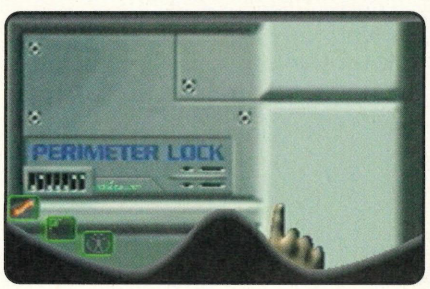
Before you start you are given the chance to set the difficulty of both the puzzle and the arcade levels. You can't have both settings on simple – it doesn't let you – so there's no wimping out. No matter what settings you choose, the challenge is kept intact, but some aspects of the game will be a little less daunting.

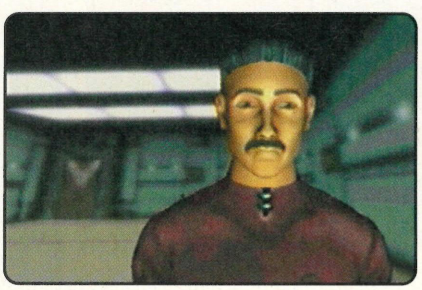


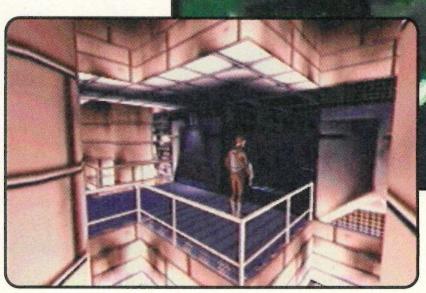


Promising to be a 'brilliantly crafted cinematic/arcade game', Cyberia invites you to take a step into a futuristic warzone...


In this section the blue targets can't be hit. Others can!

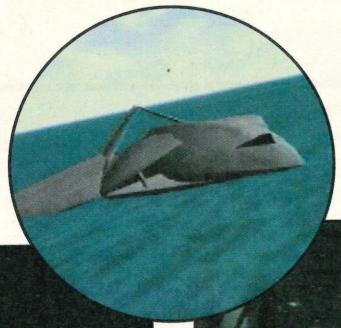




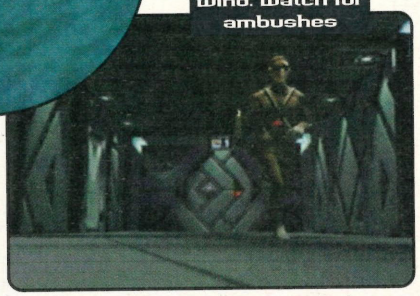


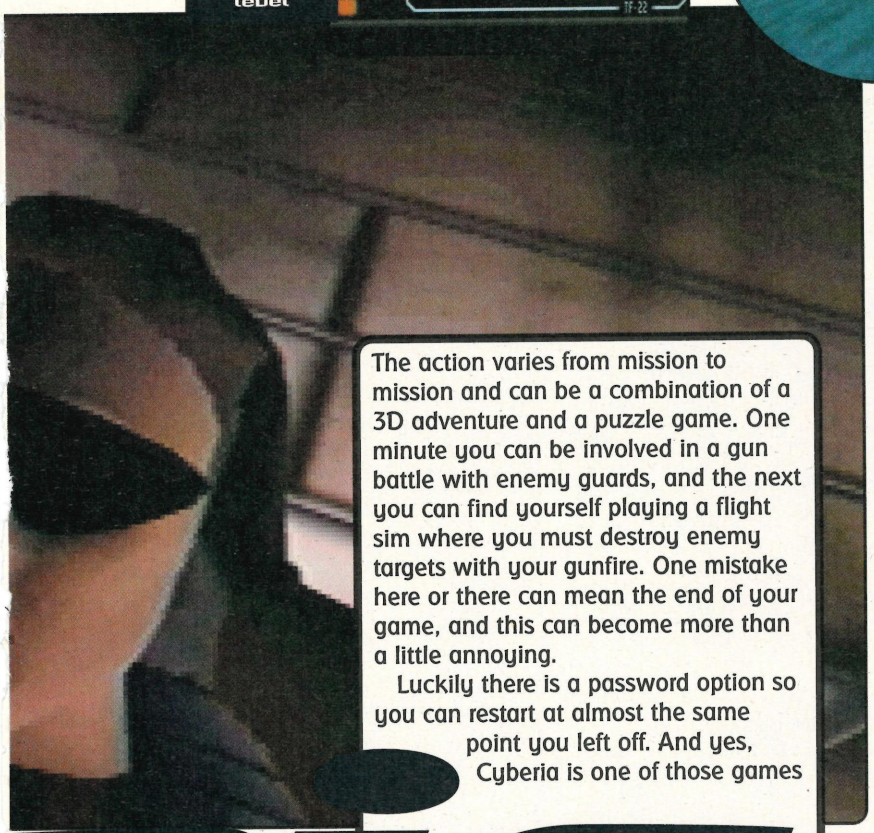


Right: You are shown the stats from the flying battles once you've successfully cleared the level



Here you are running like the wind. Watch for ambushes





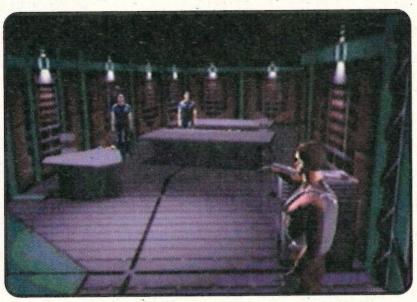
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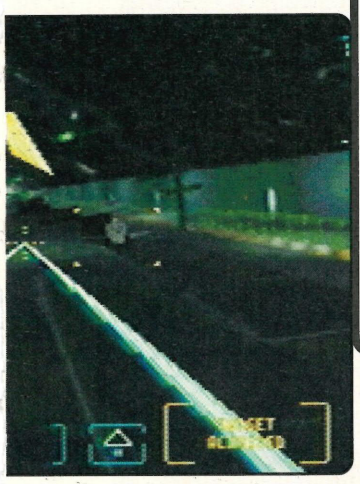
The action varies from mission to mission and can be a combination of a 3D adventure and a puzzle game. One minute you can be involved in a gun battle with enemy guards, and the next you can find yourself playing a flight sim where you must destroy enemy targets with your gunfire. One mistake here or there can mean the end of your game, and this can become more than a little annoying.

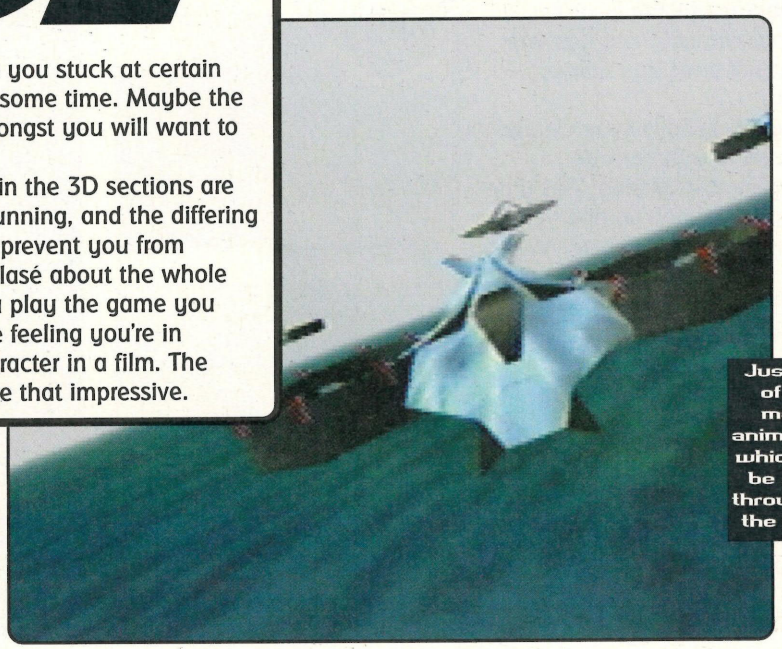
Luckily there is a password option so you can restart at almost the same point you left off. And yes, Cyberia is one of those games which will have you stuck at certain points for quite some time. Maybe the less patient amongst you will want to give it a miss.

The graphics in the 3D sections are little short of stunning, and the differing viewing angles prevent you from becoming too blasé about the whole mission. As you play the game you begin to get the feeling you're in control of a character in a film. The visuals really are that impressive.









Just one of the many animations which can be seen throughout the game

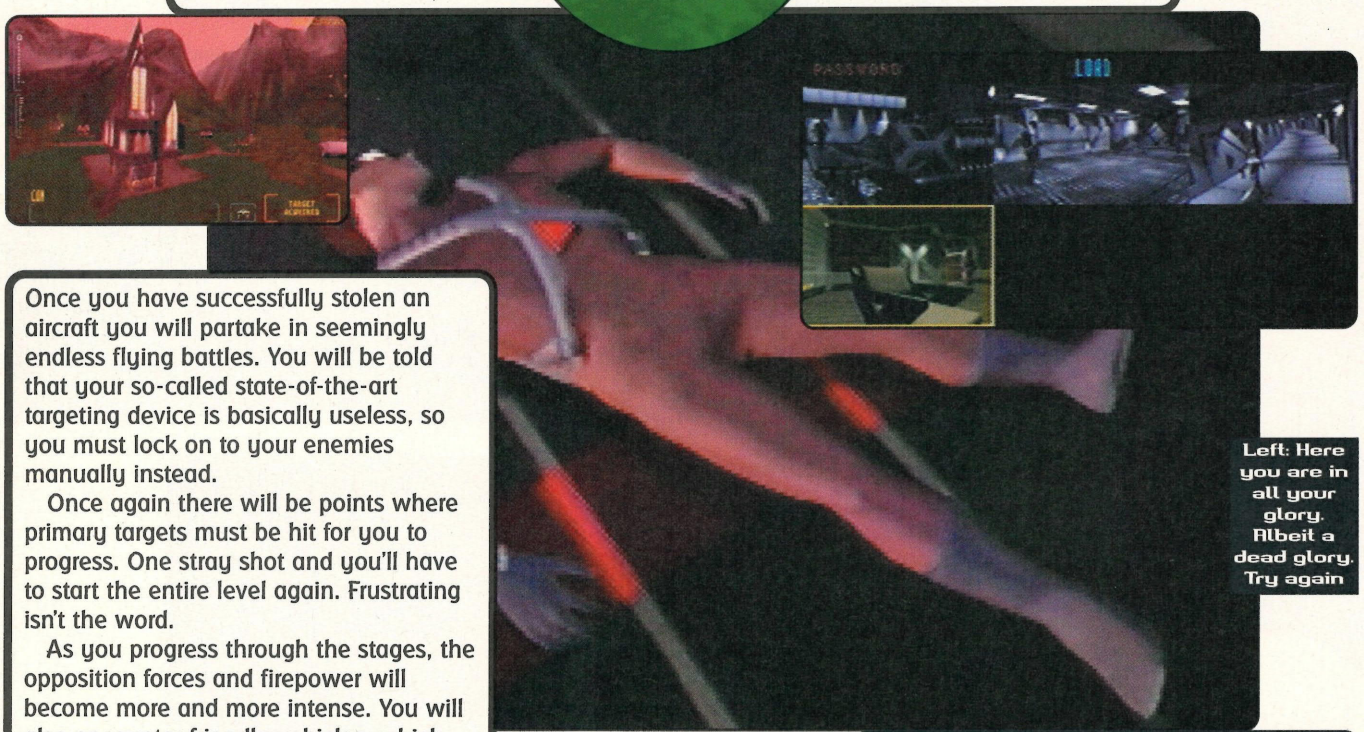
Cyberia

There are numerous mid-game animations and some lengthy intros which should be viewed to give you the full feeling of the game. In total there are 11 fast arcade sequences, and to polish off the overall package, the musical score was written by Thomas Dolby's Headspace. To the uninitiated, Thomas Dolby is the man behind several chart hits including Hyperactive, I Scare Myself, and Close But No Cigar.

Cyberia delivers exactly what it promises, and is basically one of the most finely crafted games seen for the PlayStation thus far. It's by no means everyone's cup of tea, but if you fancy something a little different from the average 3D shooter, this is definitely worth a look.

If you're more interested in a fast-paced challenge however, you'll only really be interested in viewing the flying arcade battles.





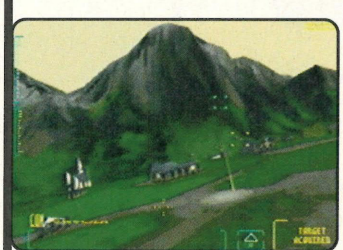
Left: Here you are in all your glory. Albeit a dead glory. Try again

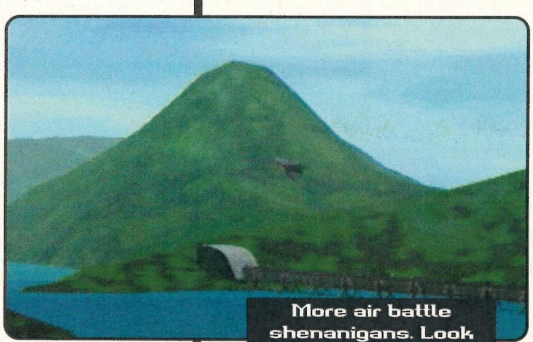
Once you have successfully stolen an aircraft you will partake in seemingly endless flying battles. You will be told that your so-called state-of-the-art targeting device is basically useless, so you must lock on to your enemies manually instead.

Once again there will be points where primary targets must be hit for you to progress. One stray shot and you'll have to start the entire level again. Frustrating isn't the word.

As you progress through the stages, the opposition forces and firepower will become more and more intense. You will also encounter friendly vehicles, which you must avoid damaging at all costs. Destroy a single friendly and you will also find yourself dead and buried. Restart again.

Once these levels have been cleared you'll encounter another arcade adventure and puzzle section. This time things will have warmed up and gun battles will be far more common. There's plenty more to do now, with computer terminals needing to be accessed and more complicated puzzles to solve. Your visor contains some handy instruments which may help you see through the consoles for a clue on how to solve the problem.





More air battle shenanigans. Look out for enemy gunfire

SUMMARY

GAME Cyberia

GENRE Action/Arcade

PRICE £44.99

Utilising the capabilities of the PlayStation to the full, Cyberia shows exactly what is possible if development time is spent correctly. The arcade adventure sections are truly stunning to look at, as are the flight stages, but the overall challenge is hardly thumb numbing. The only frantic action you'll encounter is during the flying battles, but even then these are few and far between. Cyberia has some tiny flaws, but overall it held my interest for a fairly decent length of time.

GRAPHICS 9

GAMEPLAY 8

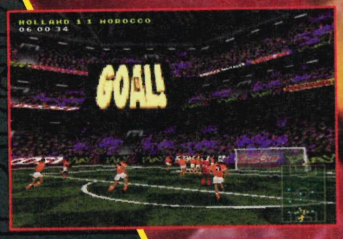
LASTABILITY 8

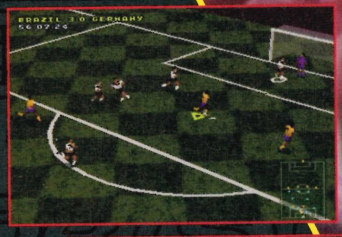
OVERALL 8

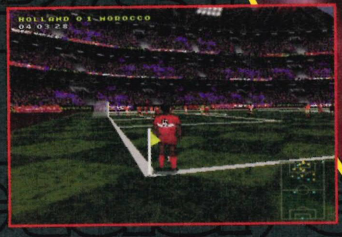
actua SOCCER

PlayStation









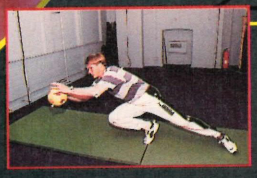
"Actua Soccer is the most playable and realistic footy release on the PlayStation - and therefore the best... makes it's 32 bit peers look amateurish and shoddy"
GAME OF THE MONTH
SONYPRO
9/10

"Move over Striker '96, farewell FIFA, Actua Soccer is simply the best PlayStation footy game"
HIGHEST AWARD
PLAY
94%

"This is a perfect blend of superb graphics and involving gameplay. Technically excellent and decidedly playable. Actua Soccer delivers the lot"
OFFICIAL PLAYSTATION MAGAZINE
9/10

"The greatest PlayStation football game to date..."
PLAYSTATION PLUS





■ Revolutionary football action sim ■ Realtime motion captured top international footballers ■ Full commentary by footballs' favourite ***BARRY DAVIES!*** ■ Like watching football on TV only you control the players and the game! ■ 44 teams ■ Editable tactics ■ Cups, tournaments and leagues ■ Real atmosphere ■ Real immersive ■ Real football!

Featuring the unique talents of Barry Davies. Total interactive commentary from the U.K.'s no.1 voice of football

Real motion, captured from international footballers and used in the game

actua SPORTS SERIES

Featuring 3D Interactive MotionTechnology

PC CD-ROM

PlayStation

Gremlin INTERACTIVE

there's nothing virtual about actua

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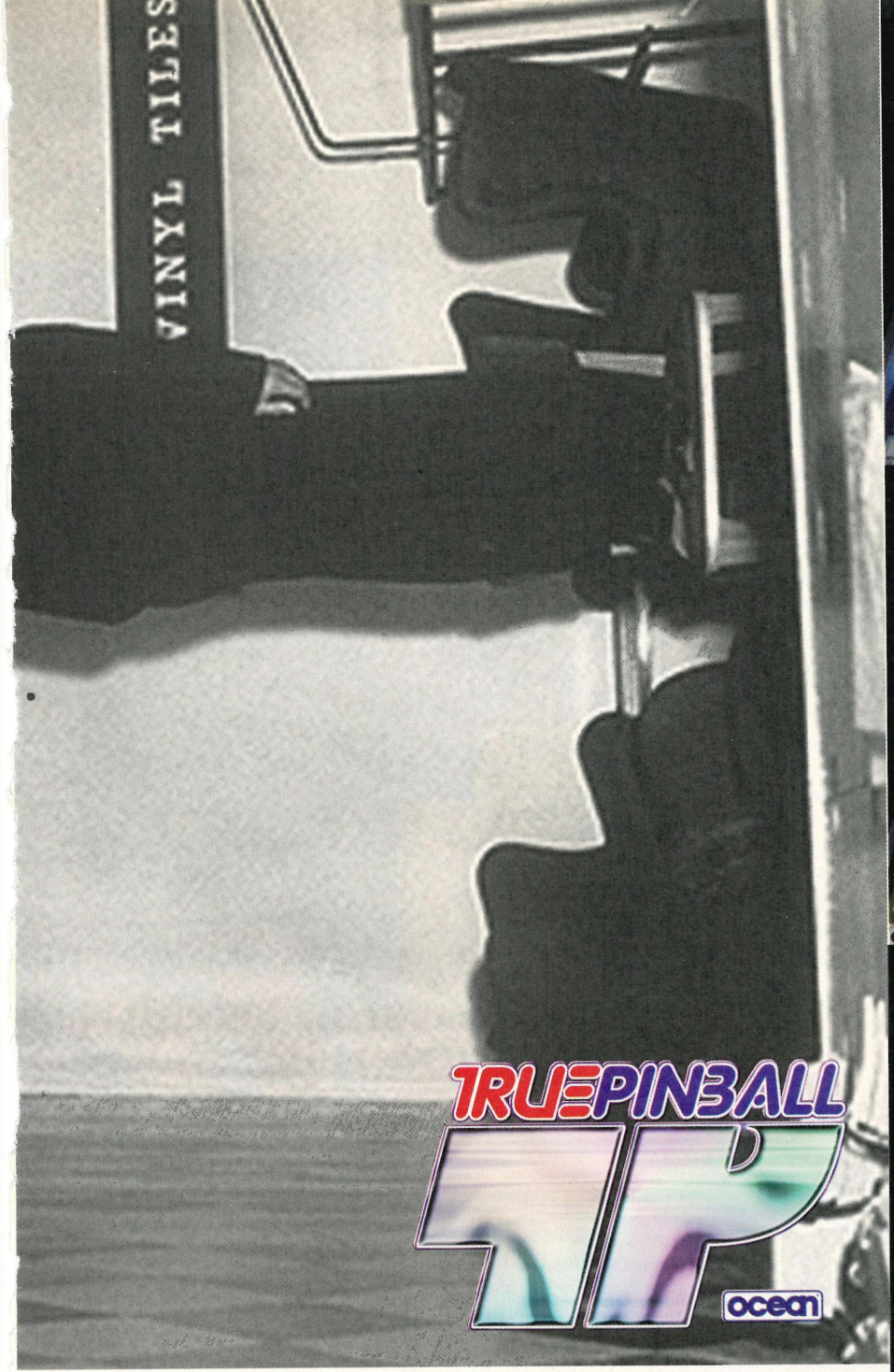
True Pinball breaks
but not the laws o

True Pinball is the ultimate fully rendered, high speed propulsion into the electric world of pinball fervour.

Why?

Because it incorporates four tables, multiballs, video modes, incredible music, high res 2D and 3D views and 32,000 plus colours, because it remains faithful to every aspect of

mathematical precis
gravity conditions, a
stems from Digital I
considerable experie
That's why it adds u



TRUE PINBALL

ocean









the mould,
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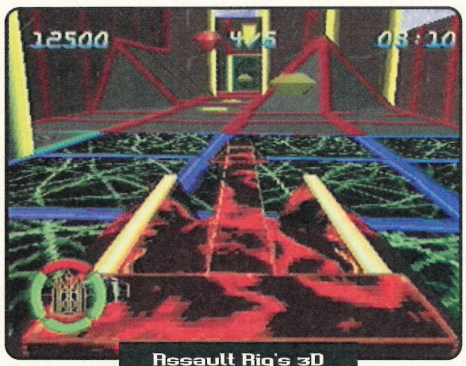
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p to the fastest,

most accurate sim on the market and shatters the mould of what we are asked to accept.

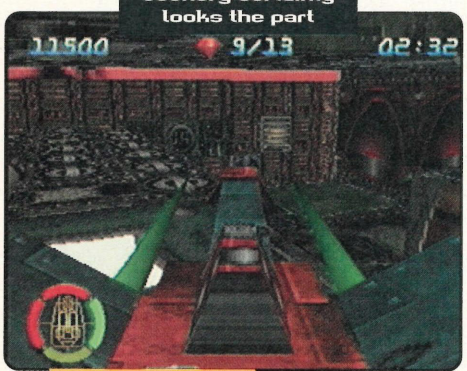
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PlayStation

Assault



Assault Rig's 3D scenery certainly looks the part



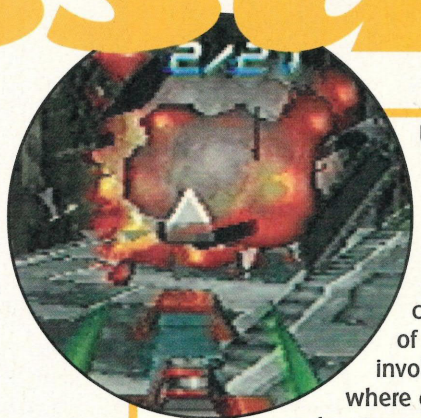
The impressive thing about sport in this future world is that it's completely risk free. An Assault Rigs player can be any age or sex. It doesn't really matter, so long as they have the right equipment and the urge to become the champion Rig jockey. This of course doesn't mean anything at this moment, for what we have here is a computer game. Nothing more, nothing less.

First you must choose the Rig – from the three available – that best suits your needs. Step into your vehicle and you face a rollercoaster battle through 40 mazes. To progress further you need to collect a specific number of gems from each level. The exit to the next stage will then become accessible to your Rig. As well as collecting the gems, you must attempt to pick up as little damage as possible. The enemy has a never-ending stream of missile launchers, tanks and cannons at its disposal. As if this isn't enough, you must locate the exit for the maze in the time allocated, otherwise you will lose a continue.



Above: The enemy armour unit takes a direct hit





by Andy

The future sees sport being played over the Internet. No injuries, global competition, and all the pros and cons of partaking in sporting events from the comfort of your own home

Upon completion of a maze you are given a password for a restart. Write these down or suffer the humbling experience of beginning at the start of the first maze again after battling through numerous warzones.

As is the norm, things will hot up considerably as you progress, and other aspects of the game will be unveiled. Some stages involve you using lifts to ascend to higher plains where gems are situated. Unfortunately, if you take advantage of these elevators, the cannons you have already destroyed on the lower levels will miraculously rebuild themselves and be fully operational again. Downer.

To assist you in your task there are a few power-up icons dotted around the mazes. To collect these you must first shoot the square blue container and then move your Rig over the spinning weapon. These have a limited supply of ammunition, so use them wisely.

You may use the weapons at any stage by clicking the R2 button, and you can toggle between them by using the L2 button. Hit the X button to begin firing again once the turret has morphed into the appropriate weapon of destruction.



The exit in one of the early stages. The first, in fact



Rigs

At certain points your Rig may take a fall and turn upside-down. This can be rectified by tapping the triangle button. Other than this all you need to do is take control of the D-pad to guide your machine around the maze.

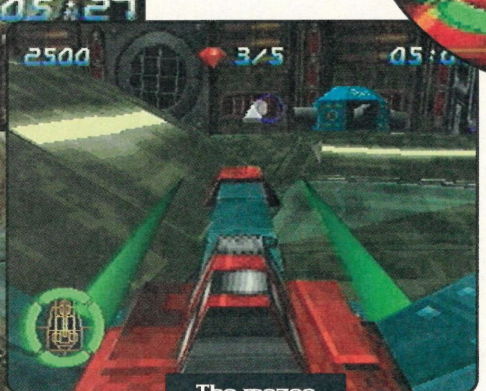
The Rigs themselves are surprisingly quick, and handle really well in their individual turning circles. They are far easier to control than the cars in Destruction Derby, and that should give serious PlayStation owners an idea of their overall impressiveness.

Your Rig will only take a certain number of hits before the shields give way and you're out of the contest. The damage is shown by four coloured bars in a circle in the bottom left of the screen. If they're green you're fine, but the closer they get to black, the more trouble you're in on that side of your Rig.

The sound effects don't overpower the overall game, and along with the music, can be altered to your taste before battle commences.







The mazes soon become terribly confusing

Assault Rigs

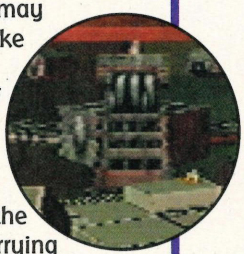


What? There's no way this is going to be explained by me. No way whatsoever!



One of the finer aspects of the control mechanism is the option to shuffle to the left or right. This makes it far easier to blast away at enemies that are just out of sight behind a block. On top of this, there are a total of five views to choose from.

If you link two PlayStations together you have an added element of competition. The Rig Rumble is a bit like the old Atari Tanks game, albeit in a 3D maze, where you must destroy your opponent more times than they destroy you. You may also wish to partake in a Gem War, where you must collect all of the gems within a level and find the exit before your opponent. If nobody succeeds in locating the exit in the time allocated, the player carrying the most gems at the end will be victorious.



The 3D mazes look impressive in their own right, and with all the gameplay options and everything else that's going for it, Assault Rigs should be an absolute corker of a challenge. Unfortunately this isn't the case, and although the battles become more fraught with danger as the game progresses, it seems to lack that killer instinct somewhere along the line.



Below: The enemies are capable of regenerating, so care must be taken while backtracking



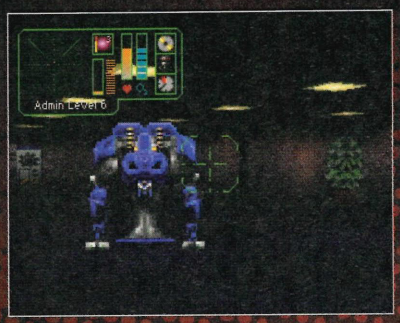
SUMMARY

GAME Assault Rigs
GENRE Shoot'em-up
SOFTWARE HOUSE Sony Interactive
PRICE £44.99

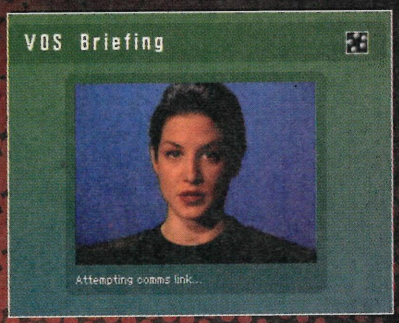
Sony Interactive has brought us what is, at the end of the day, an updated version of Tanks. It looks and plays very well, and the action hots up within the first few levels. However, it doesn't demand the attention as much as it should, and the time it takes to progress past certain mazes is a definite problem. Also, the easy skill level is too simple, and the medium setting soon becomes much too difficult. Having said that, it's still a better than average game.

GRAPHICS 8
GAMEPLAY 9
LASTABILITY 7

OVERALL 8







Space closes in.
Dark corridors surround you.
Your home is very far away.

And someone somewhere wants you dead.

This is gameplay beyond your wildest nightmares.
This is the most absorbing strategic thriller of them all.
This is Defcon 5, and now it's available for your PlayStation.

Chilling 3D graphics and a nerve-jangling soundtrack combine in this off-world hell-hole where survival depends on your wits, your logic and your burning desire to live! But when an entire alien attack fleet has you in its sights, you might just end up wondering where your next breath is coming from.

The MRP 6F mining colony is your workplace, your home, your world.
It could soon become your coffin.

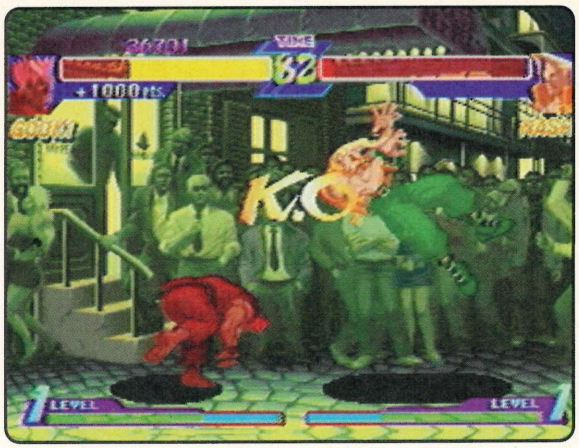
Defcon 5.
Peace has a price and you're about to pay it.

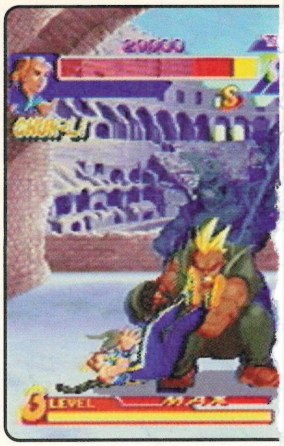


PlayStation

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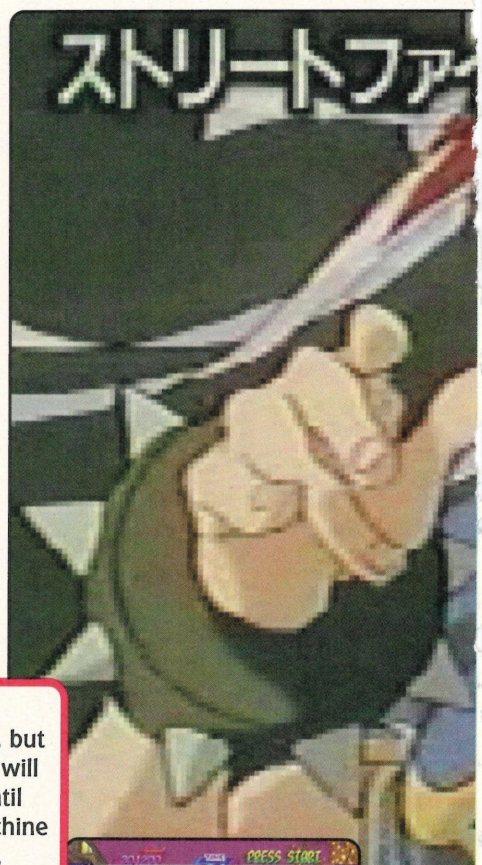
Chun Li, in brand new green 'livery', takes Adon out with a multi-hit high kick

Street

by ALEX

Oh Street Fighter – so much to answer for. Mortal Kombat III has battered its way onto the PlayStation, so why not Street Fighter Zero? After all, everyone knows that Street Fighter's miles better



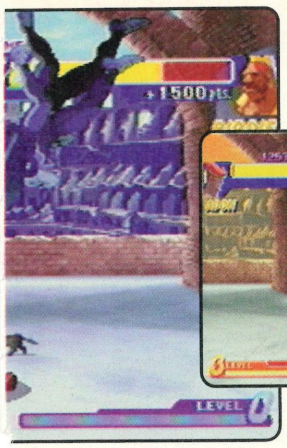




Being a major Street Fighter (SF) II fan from my salad days on the SNES, I received the news that SF Zero was to be released officially on the PlayStation – as SF Alpha – with glee. It's a privilege to see Japanese games first, particularly when they're this good. I'm reliably informed that the British release will be identical apart from the obvious text changes. Yep, the Japanese still insist on calling the ultimate cap 'n' cloak commie bad bloke Vega, instead of using his correct, ahem, nomenclature, M. Bison.

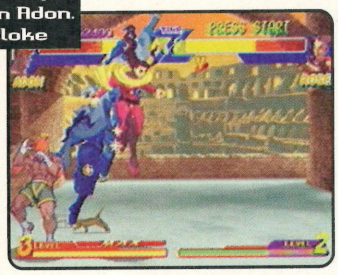
This review is intended for owners of Japanese PlayStations and UK ones alike, but Mullers in possession of Brit PlayStations will have to wait another couple of months until they can stuff the black CD into their machine without having to freak around with pens, sellotape, Blu-tack and whatever else turns them on.

More cartoony than the gritty/pixellated Street Fighter incarnations of the past, SF Zero is also smoother, quicker and more special moves-laden than any of its predecessors. Characters from previous SFs, Final Fight and some new 'uns make up the 10-strong – plus hidden brawlers – cast.





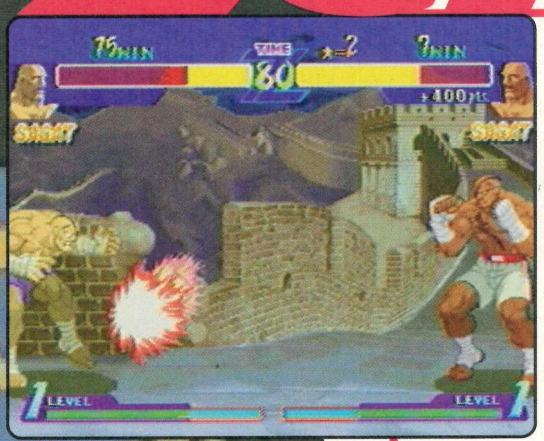
Rose deals out a maxed-up combo on Adon. Poor bloke





Fighter Zero









Ken takes out Nash with his all-new power uppercut

Like arch-rival Mortal Kombat, the SF Zero style of beat'em-up is the versus genre which purports to be 3D. It remains, however, a 2D scrap set in front of a selection of intricate 3D-effect canvasses. In other words, gameplay-wise nothing has changed (why fix something that isn't broken?), although there's a useful random fighter option which should prove useful for solving arguments about who's the best all-round Zeroist.

Compared to the likes of Tekken, Toshinden and more recently Criticom and Zero Divide (both reviewed this ish), it could be argued that Street Fighter Zero is a non-32-bit cop-out release. For me, SF Zero will prove that what is essentially a 16-bit beat'em-up can work on the PlayStation. That is if sufficient attention is paid to its upgrade, unlike with SFII - The Movie.

The speed and smoothness just aren't possible on 16-bit formats (case in point – Nintendo's desperate Killer Instinct), nor are the array of moves and sparkling special effects that occur when pulling off a special move while the lower power bar is 'maxed'.

Street Fighter Zero



Nash performs a flash kick in true Guile style



Adon exacts his revenge with a two-hit combo

Max power calls for more timing and dexterity than in previous SFII incarnations. Along with the standard 'vital' gauge across the top of the screen, the max bars gradually fill as the bout unfolds. Once they reach 100% it's time to unleash a maxed-up special move. For graphical effect and enemy energy reduction they give the Toshinden specials a run for their money. Expect to suffer from joypad thumb for days trying to figure the D-pad movements to pull them off, though.

Each character is capable of two super combos, thus placing the emphasis on swift attacking rather than the cut-and-run, bob-and-weave, play-for-time style that was an oft-used tactic in previous SFs. There's a unique cinematic ending for all the fighters too – an extra reward for a string of victories.

Here's a brief taster of some of the new characters – Gouki is a lightning-fast demonic answer to Ken and Ryu, Sodom is an armoured Zangief who's stolen Donatello's sai blades, and Rose is a cross between Mystic Meg and Morticia who does a wicked upside-down vertical head suck. Nasty. Watch the Birdie too, he'll crush you the moment your lips part to say, *cheese*.



SF Zero won't sell on the strength of originality, but curiosity should see it safely into the top 10 for a good few weeks. After all, a nation of manga fans can't be wrong.

No other beat'em-up has been as successful across the formats as Street Fighter II (the original Street Fighter was a Final Fight-style horizontally scrolling beat'em-up), and the PlayStation version will prove no exception. I'm already suffering from joypad thumb as a result of playing SF Zero, and I play blooming games for a living! So people tell me anyway.

SF Zero actually addresses beat'em-up fans' needs and has included a non-time critical training mode. Best-loved original stars Ken, Ryu, M. Bison, Chun Li and Sagat all put in an appearance – even Guy out of Final Fight has dusted down his karate suit for a comeback. Don't let the appalling Street Fighter II – The Movie game put you off – SF Zero is nothing like it.



Two new 'uns, Sodom and Gouki, indulge in some pagga

SUMMARY

GAME Street Fighter Zero
GENRE Beat'em-up
SOFTWARE HOUSE Capcom
PRICE £Import

No, it's not as good as Tekken. Yes, it's been knocking around for ages in various guises. No, it's not exactly the same as the 16-bit incarnations. Yes, it's worth serious respect and consideration. To coin a cliché, there's life in the old dog yet. I'll say this till I'm blue in the face – in today's 32-bit beat'em-up arena, there's still no substitute for good old fashioned, thumb-crunching, one-on-one gameplay. Welcome back Ken, Ryu et al – I'm just off for some oxygen.

GRAPHICS 7
GAMEPLAY 8
LASTABILITY 9

OVERALL 8

LOADED



FEATURING MUSIC FROM POP WILL EAT ITSELF

Get LOADED Get even.

GamePro 94% C&VG 92%

PlayStation

Gremlin INTERACTIVE

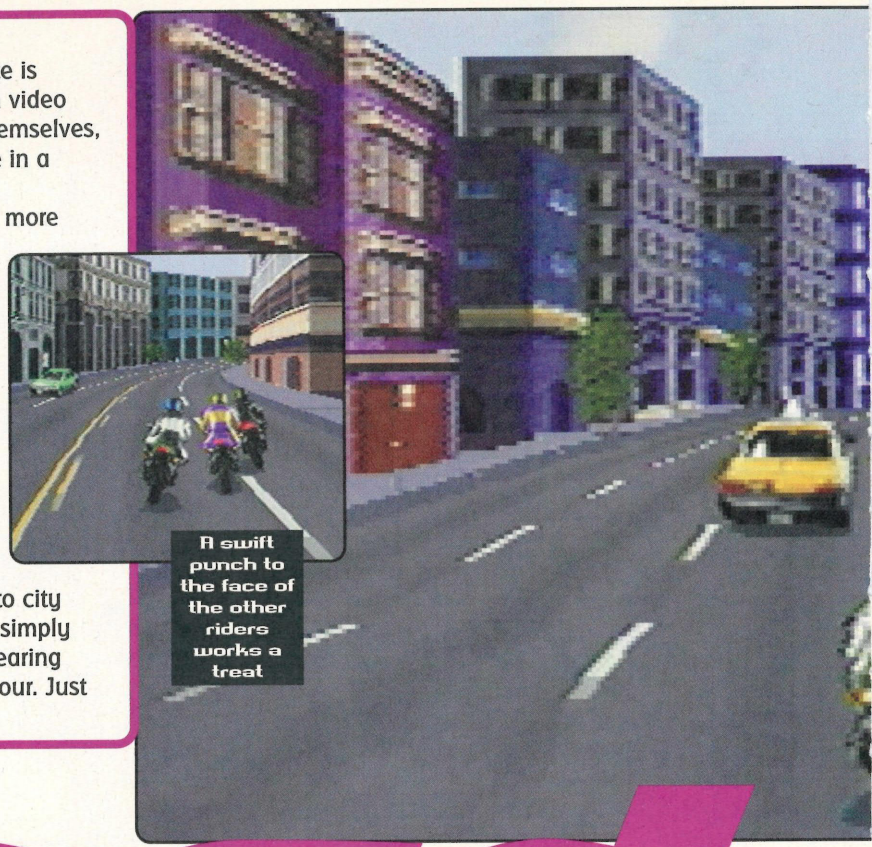
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Political correctness is obviously not something the programmers of Road Rash strictly adhere to. Violence is present in every aspect of the game, from the motion video sequences and the soundtrack music, to the races themselves, which involve punching and kicking opponents aside in a desperate race for the line.

Over the years, Road Rash has appeared on – and more often than not conquered – just about every format, from the Mega Drive to the Game Boy. This time EA has teamed up with A&M Records to release a fully playable and hard-hitting racing game.

A&M supplies the rough, alternative rock soundtrack, featuring obscure bands such as Hammerbox and Paw, along with more established artists Soundgarden and Therapy?. The music provides the perfect accompaniment to the fast, hard racing involved, and with over 25 minutes of carefully orchestrated stunt footage, Road Rash is about to be brought right up to date.

The winding tracks range from country backroads to city streets, and incorporate many obstacles. Jaywalkers simply waltz out into the road oblivious to the motorbikes bearing down on them at speeds in excess of 100 miles an hour. Just like they do in real life.

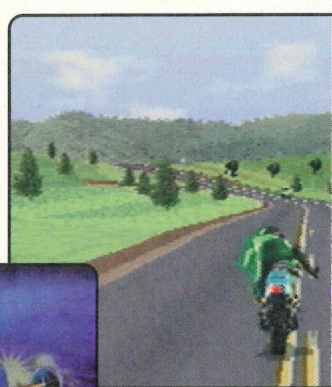


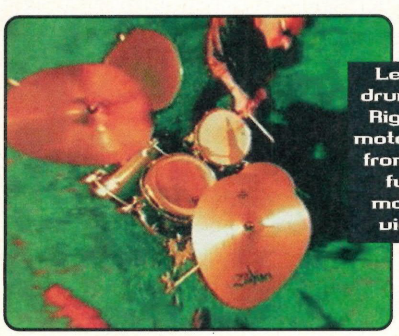
A swift punch to the face of the other riders works a treat

Road Rash

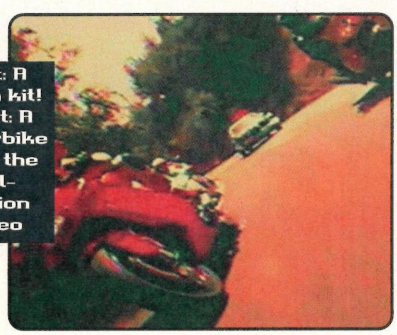


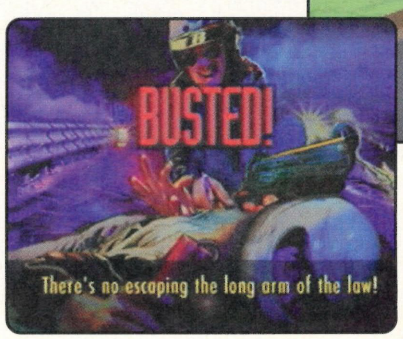
Rev that engine like there's no tomorrow, put your bike in gear, release that clutch and you're well and truly on your way in the most dangerous bike race ever

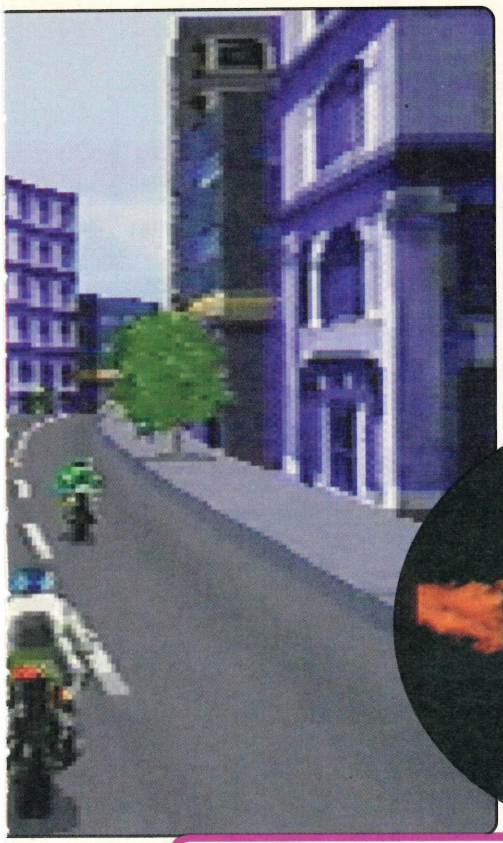




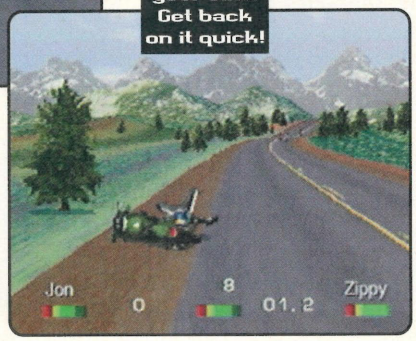
Left: A drum kit! Right: A motorbike from the full-motion video





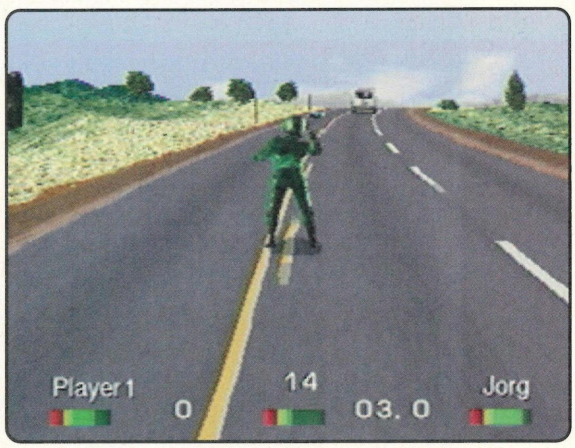






A lucky fall, in the sense that you've landed quite near your bike. Get back on it quick!

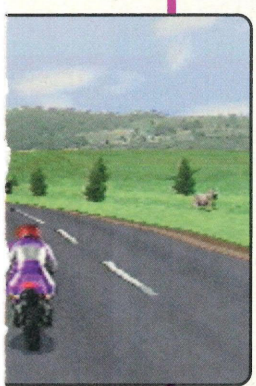






At the start of a contest you must choose to race on one of the five available tracks. To progress to the next race you must finish in the top three, but in the Thrash mode you simply pick a track and skill level, and hit the road.

The Big Game mode is the section of the game that will appeal to most players. Once again you start from skill level one, but this time your racing success will be rewarded with a cash prize. The money will enable you to buy an improved bike with better handling and a faster top speed. Once again you must cross the line in the top three to progress to the next stage.



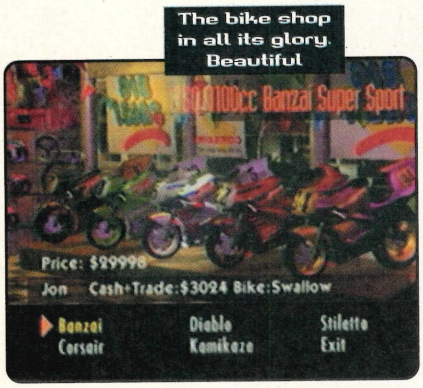
Your task is made more difficult by the everyday traffic (on both sides of the road), your punching, kicking, chain-wielding fellow racers, and the rozzers. Blasting past a copper before careering into a tree, building, car or whatever, will result in you being nicked before you complete the race.

Another way to be sure of not reaching the finishing line is to fall from your bike more often than a kid learning to ride his pushbike for the first time. This will eventually result in your machine becoming unrideable.



A still from the rather excellent Swervedriver video that's included in the finished Road Rash product

Road Rash



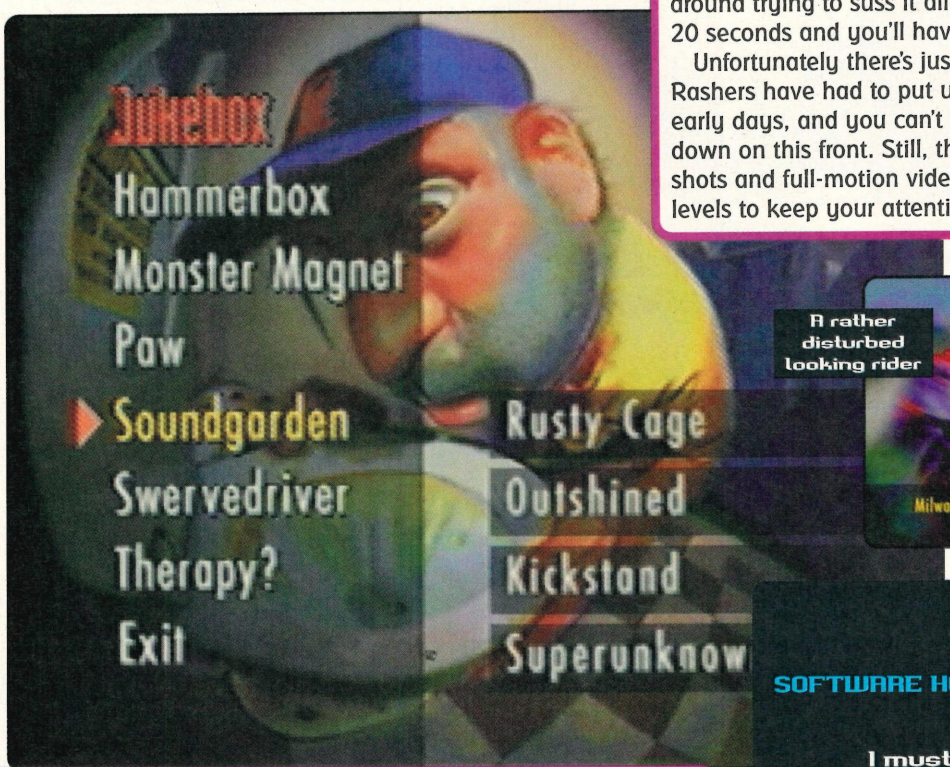
The bike shop in all its glory. Beautiful

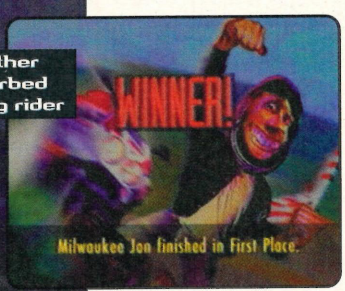


Each of the tracks has been fully texture-mapped, and your bike will wind its way through the landscapes both smoothly and quickly. The more powerful the bike, the more noticeable the feeling of speed is.

This updated version of RR is almost graphically identical to the 3DO version released some time ago. It also plays much the same, and the control method has been kept as simple as possible. Accelerate, kick, and punch are the main buttons you'll use – along with the directional pad – and that's about it. There's no fumbling around trying to suss it all out over a few games – 20 seconds and you'll have the hang of it.

Unfortunately there's just the one viewpoint Rashers have had to put up with since the game's early days, and you can't help but feel a little let down on this front. Still, there are enough differing shots and full-motion video sequences between the levels to keep your attention for a time.





A rather disturbed looking rider

The violence factor is apparent from the outset, with baseball bats and chains being wielded menacingly in video footage. You find yourself unarmed from the off though, and to pick up weapons you must steal them from other riders as they try to inflict serious damage to your cranium.

There are a couple of glitches which are mildly annoying, but they won't hinder your progress too much. These occur when you fall from your bike and run to collect it to continue your race. Occasionally you won't be able to see if you've made it to your bike again, as a tree or a car will be blocking your view in inconsiderate fashion.

On the whole though, Road Rash has enough going for it – speed, graphics, options, a top soundtrack, and great video sequences – to be classed as a good game. There's even an exclusive full-length music video by Swervedriver, a band who have been tipped for great things, but who are still plodding on in their own special way. In obscurity.

SUMMARY
GAME Road Rash
GENRE Racing
SOFTWARE HOUSE Electronic Arts
PRICE £39.99

I must confess to not really being a fan of bike racing games, so I was surprised to find myself quite enjoying playing this latest conversion of EA's age-old racer. It's fast, looks great, and it plays well. The soundtrack is a masterstroke, with an album's worth of tunes available for you to listen to. Unfortunately the game itself didn't hold my attention for as long as hoped, thanks mainly to the similarity of the tracks and the lack of variation in the gameplay.

GRAPHICS 7
GAMEPLAY 7
LASTABILITY 8
OVERALL 7

ocean

PC, PC CD-ROM, MAC, AMIGA, MEGA DRIVE, SNES, PLAYSTATION, SATURN, CD32, JAGUAR, GAMEBOY.

TEAM 17

WORMS

they've turned

Ever felt like mercilessly blowing away your bank manager, tax collector, teacher, brother, sister, best friend, worst enemy or Jeremy Beadle?

Now you can, with Worms, the game of the year from Team 17 and Ocean.

It's totally pointless violence and totally addictive gameplay. Perfect.



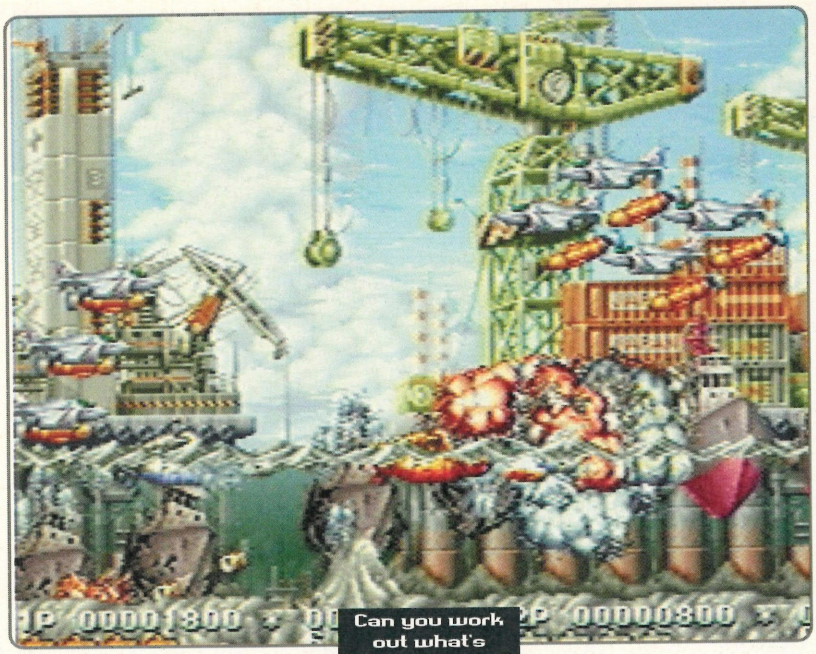
What's it all about?

Well, rather like the morning after a really hot curry, the feeling is impossible to explain. You simply have to experience it.

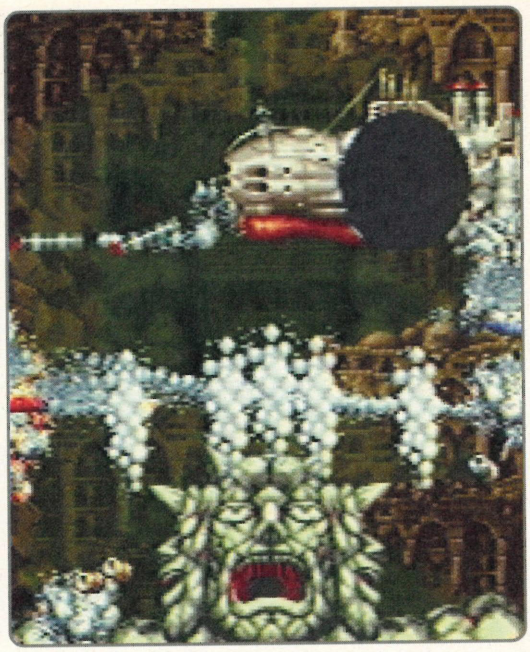
So no matter what else you do today, get hold of a copy of Worms and blast away. Who knows, maybe you'll have the World's hardest worm.

© TEAM 17 1995

WORMS PLAYABLE PC DEMO - http://www.team17.com/



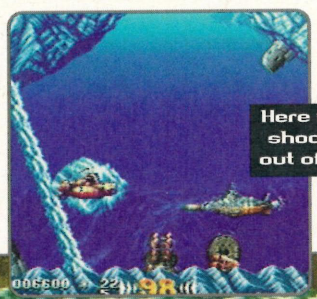
Can you work out what's going on here?



In the



What an apt name. If you buy this you'll immediately be 'in the hunt' for something else to play. Preferably something that's good



Here you need to shoot your way out of an ice flow

The idea behind In the Hunt is a sound one. It's a basic shoot'em-up where you pilot an attack submarine. You are engaged in a fierce battle with a terrorist group who are launching unrelenting attacks on surface targets from their underwater bases. I quite like that, because personally I prefer a bit of realism in a game story as opposed to all that futuristic spacey nonsense. So, if you can forget about the appalling gameplay for a second, this at least has the possibility of being half decent. But oh no.

For a while you're taking on feasible enemies – helicopters, other submarines etc, a sort of underwater UN Squadron – then all of a sudden you're being chased up this cavern thing by a massive monster made of rock, and any sense of pseudo-realism is chucked out of the window (or should that be porthole?). Which, incidentally, is exactly what I would like to do to this particular CD.



I think I was given this to review because, having never worked on either a SNES or a GameBoy mag, I've never come across one of THQ's games before. Apparently, THQ is trying to shake off a reputation as a games company whose efforts don't usually fare very well in reviews for one reason or another. Of course nobody thought to tell me this, and I embarked on playing what I thought looked like a colourful, enjoyable shoot'em-up.

I couldn't work out why everyone was sniggering behind their hands across the office as I loaded it up, but I wasn't left wondering for long.



Unrealistically you can also shoot out of the water

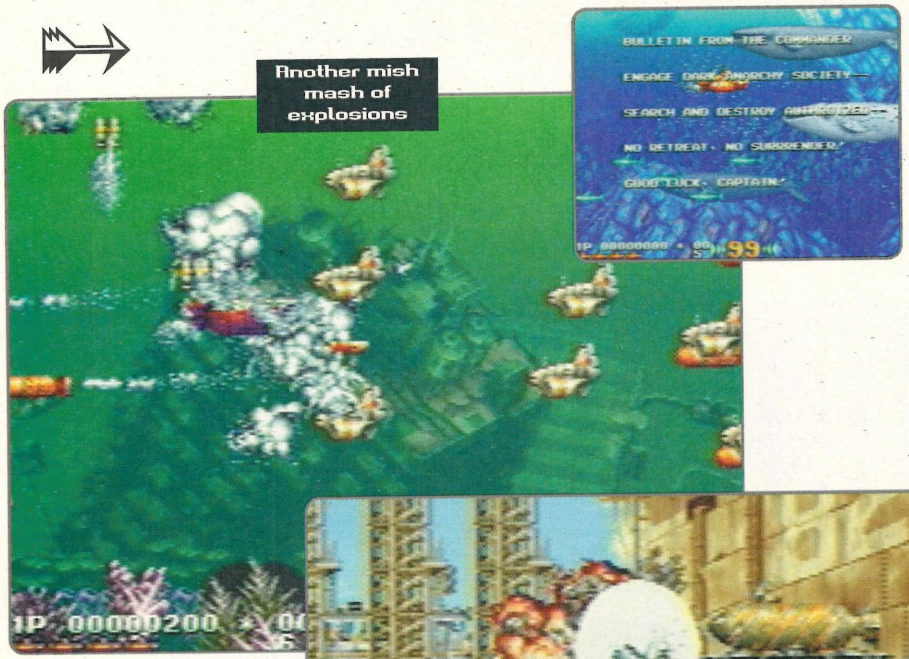
In the Hunt

The only question you're left with after half an hour of playing In the Hunt is, *How on earth do aberrations like this get past the, er... people who check for aberrations?*

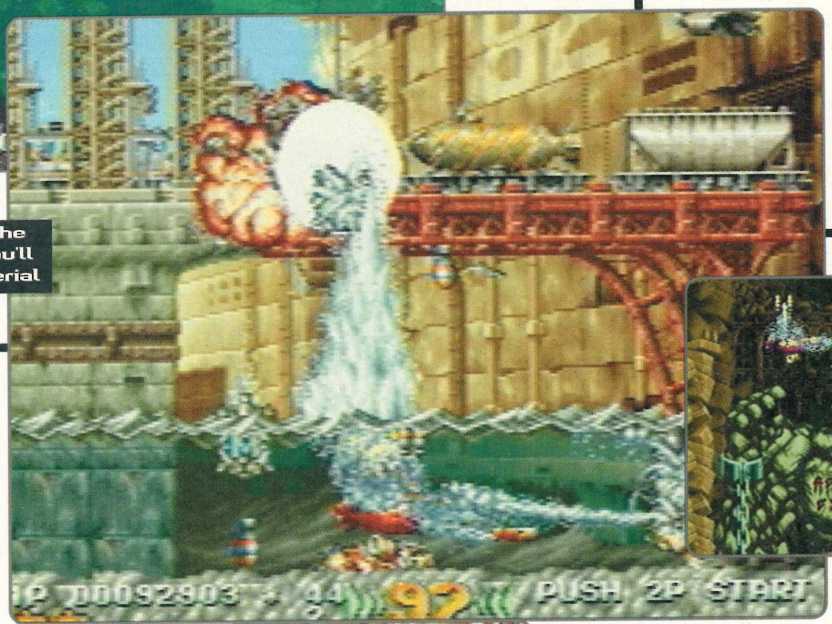
This would have been a poor/average 16-bit affair, but on the PlayStation it really stands out as being one of the worst games we've had in the office to date.



In the Hunt



Another mish mash of explosions



Many of the threats you'll face are aerial

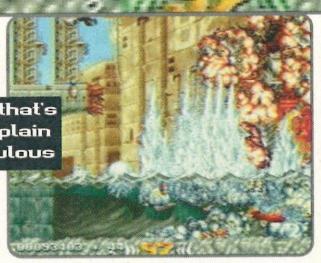


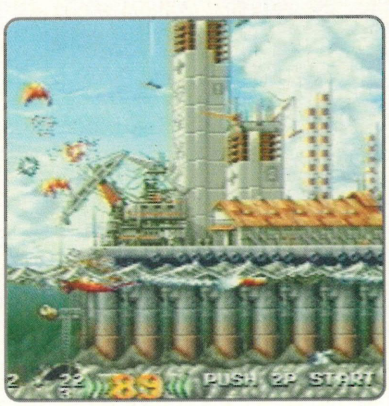
I'll admit that the realism thing is an entirely personal view, and there's no way I could justify harshing In the Hunt up if that was the only fault. But the programmers at THQ seem to have given me a good few yards of rope with which to hang them. Frantic action is a vital part of any shoot'em-up I'm sure you'll agree, but when it gets to the stage where you can't see what's going on because of all the enemies and explosions on-screen, you can start to get just a little bit frustrated.

This, thinking about it, really is the game's most glaring fault. If playing the game was an enjoyable experience I could probably forgive everything else (just about), but as I found with Gremlin's Loaded, I tend to lose interest pretty quickly when I can't keep track of what's supposed to be going on.

The biggest shame of all is the wasted potential that is evident here. If the developers had exercised a little restraint they could have had a good game on their hands. It would never have been brilliant, but it could at least have satisfied fans of the shoot'em-up genre. I like the idea, and although the graphics and sound are a little dated, they're pleasing and certainly not offensively bad. But I just get the feeling that every aspect has been pushed just that little bit too far, and this has sent In the Hunt over the edge into some deep and fun-less void.

If you aren't going to push the PlayStation to its technical limits, you have to make sure you get the other elements right. Unfortunately, THQ has really missed the mark. There are plenty of good ideas in there though, and I reckon that next time THQ may well find the opportunity to rid itself of the bad reputation once and for all.


Now that's just plain ridiculous



SUMMARY
GAME In the Hunt
GENRE Shoot'em-up
SOFTWARE HOUSE THQ
PRICE £39.99

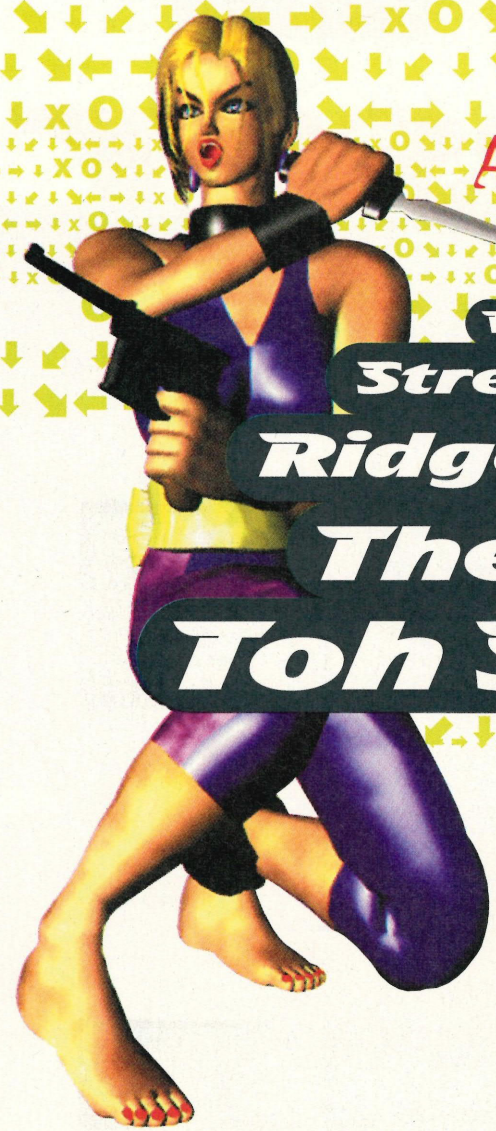
If THQ had a school report and I had to write something on it, I would have to say that it obviously tries hard, but could do a lot better. In the Hunt is a sub-standard product, but this is due to trying to cram too many ideas into the game rather than lack of effort. Hopefully the next THQ effort will be better, but if not it could well be time for a stern letter home or maybe a call asking the parents to come in for a chat.

GRAPHICS 7
GAMEPLAY 4
LASTABILITY 7
OVERALL 5½



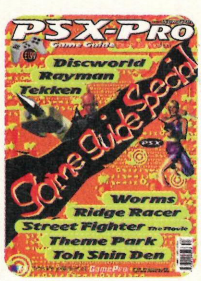
Be the world's best at the following massive games...

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Rayman
Discworld



And be pseudo-ream at these other 'uns...

Worms
Street Fighter The Movie
Ridge Racer
Theme Park
Toh Shin Den



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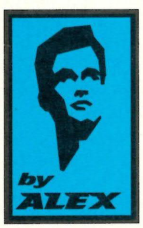
Rise Of The Robots was first conceived in November '92. Development team Mirage's plan was clear - Rise was to be the first title in a new generation of computer games that would define the state of the art in graphics display and programming.

The bulky pre-release brochure produced for the press stated Mirage's intention was, *To develop games software to a standard that is very seldom seen in our industry.* Its philosophy was that, *The design is the most important element of a game.*

The design brief was simple - to create a beat'em-up to satisfy all the needs of the users 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 that were already available, such as Mortal Kombat and Street Fighter II.

To outdo SFII and MK, Mirage looked for flaws within them. It was determined that 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 an industrial designer - Instinct Design.

Rise 2 Resur



The paranoid androids are back - and this time they can cross over each other mid-pagga. The resurrection is well and truly nigh

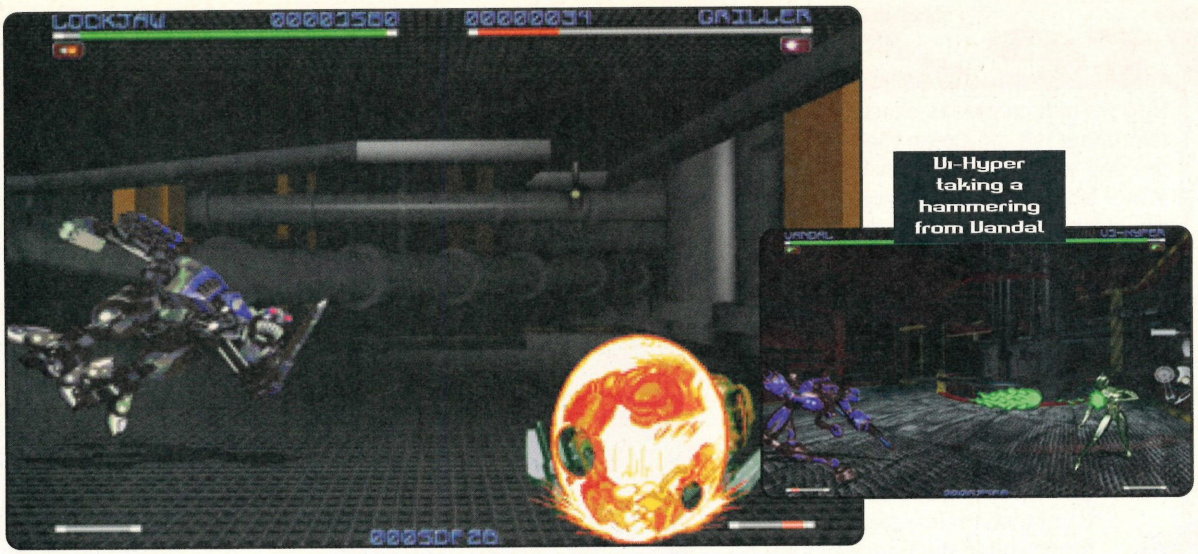




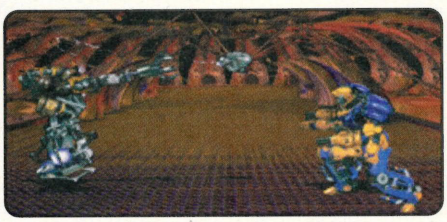
Something the original didn't have. Gameplay... er I mean projectile attacks



War on the receiving end of Crusher's projectile attack



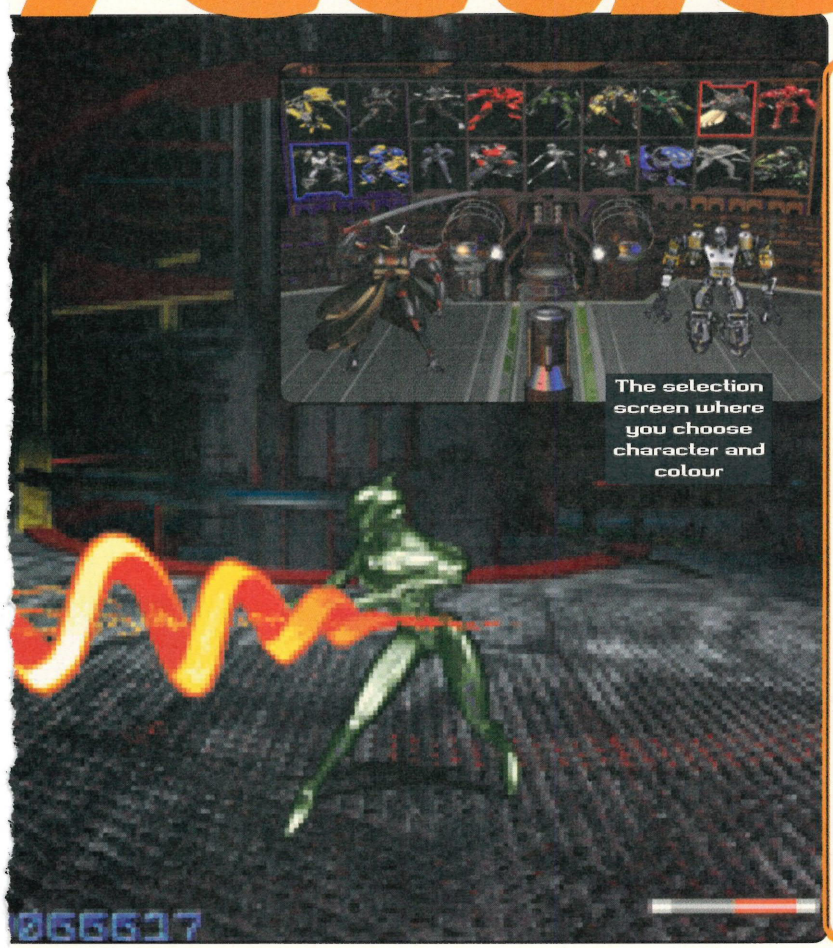
Ui-Hyper taking a hammering from Vandal







rection



The selection screen where you choose character and colour

Unfortunately for Mirage, although Rise Of The Robots sold over a million multi-format copies worldwide, the versus beat'em-up that every gamesplayer waited for became the game that left us all wondering just why we waited at all. The 32-bit sequel promises a lot more – and PSX-Pro can exclusively reveal that this time it's playable.

To jog your memory, Rise Of The Robots was massively hyped in the specialist games press in 1994 and featured on more magazine covers than any other single game in computer and videogaming history. It looked tremendous, but sadly it had about as much gameplay as Subbuteo fishing. On some formats, the robots – in a one-on-one scrap – couldn't even cross each other to the other side of the screen!

Rise 2: Resurrection sees all the problems of the prototype addressed, with a load of additives thrown into the mechanoid mixture.

After Rise Of The Robots' exposure as an over-hyped damp squib, Cheshire-based developer Mirage has made a concerted effort to ensure that the sequel lives up to the hype.

Rise 2: Resurrect

Rise 2's plot continues exactly where its forerunner left off. Coton the Cyborg (not the one who plays for Man Utd reserves) failed. Not only did the Supervisor kick silicon shee-at out of him, she recycled his body, retaining only his mind.

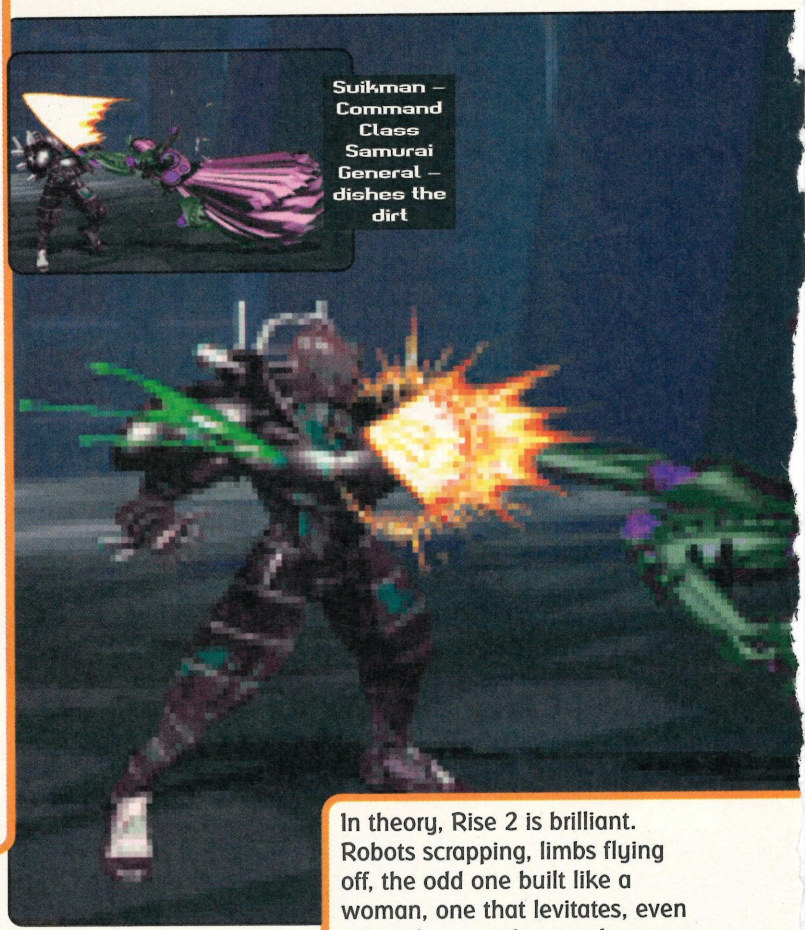
She then hooked him up to the Electrocorp building droid control network, cloning his mental patterns to bolster the intelligence of herself and her droid underlings. This new generation of droids now had actual intelligence and could think for themselves.

The robots had discovered how to modify and improve their designs. They had transcended their original form of mechanical servitude and become battle machines. They had armed themselves. And they had found out how to jump across to the other side of the screen.



Phew. For one minute it looked as if the hype blanket was going to smother the sequel as well.

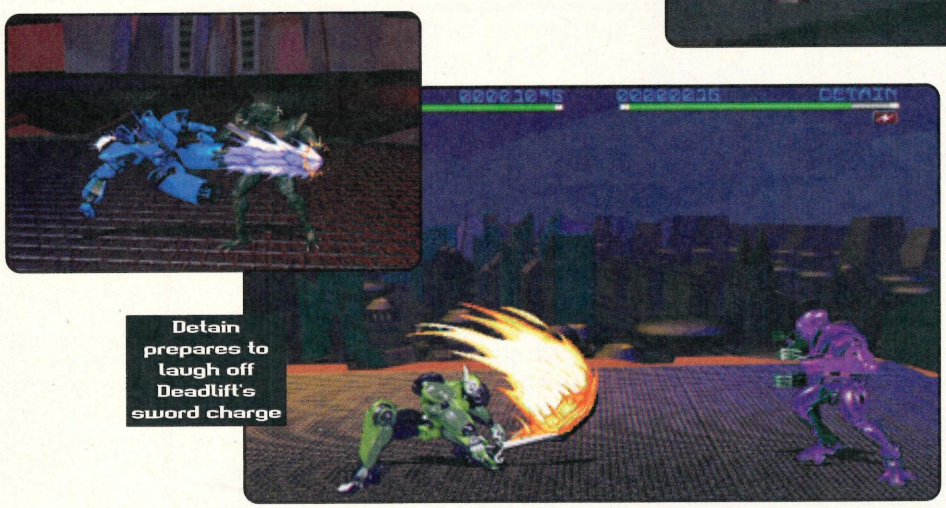
Acclaim product manager Eric Kuby, ex-overseer of Mortal Kombat, is one of the many people behind Rise 2 who knows that things can only get better for the battling bolt-and-nutters.



Suikman – Command Class Samurai General – dishes the dirt

In theory, Rise 2 is brilliant. Robots scrapping, limbs flying off, the odd one built like a woman, one that levitates, even a few that are about as human as Hitler. And they're all blessed with an array of attacks. There's even a hidden interactive music level where each move has its own guitar sound – performed by Brian May.

But ultimately there's still a spanner in the works. Within the SF11-style beat'em-up genre there's SF Zero and Mortal Kombat III, both of which have their own unique selling points and styles of gameplay. Rise 2 borrows stuff from both, yet still doesn't quite hit the mark.

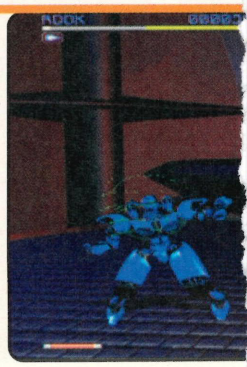


Detain prepares to laugh off Deadlift's sword charge





Left: Insane chucks a low iceball at the hapless Rook

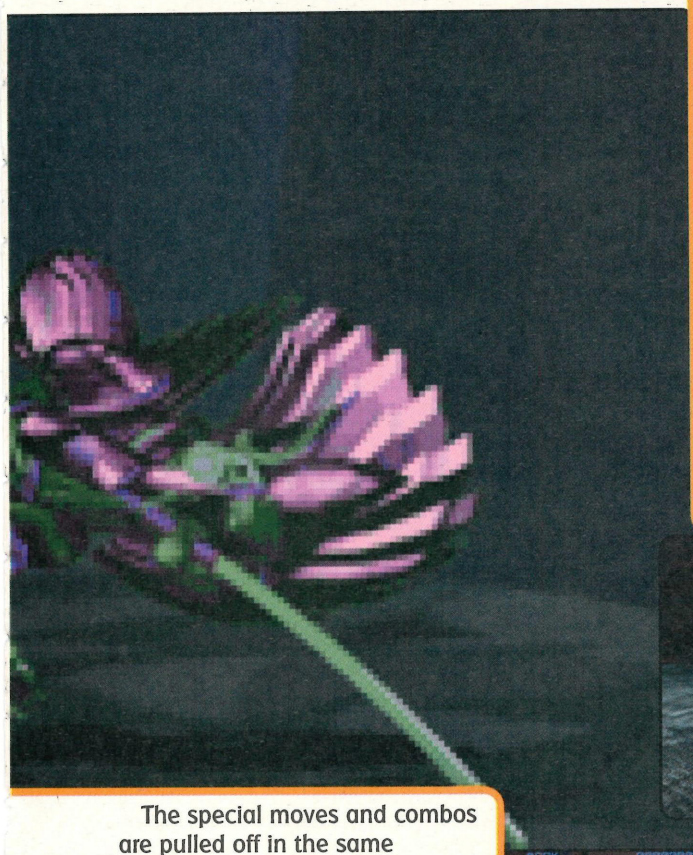


An extensive market research program – as if it was needed – came to the conclusion that punters wanted more humanoid fighters, more moves and the introduction of projectile attacks. Acclaim provides all of this and, amazingly, some novel features too.

Not only is there a total of 28 mechanical monstrosities in Rise 2 (10 of which are hidden), you can choose which colour you want them to wear. There's a random mine-on-the-play-area option to select too. Features we all expect from beat'em-ups these days are in there as well, such as combinations, dismemberment and scrolling backgrounds.

It's all quite a pleasant surprise – especially to someone who has been exposed to the evils of the original. And this is where the question, *Is it only any good because the first one was so damn awful?* has to be raised. The answer is an emphatic *Yes*, and, well, *No*.

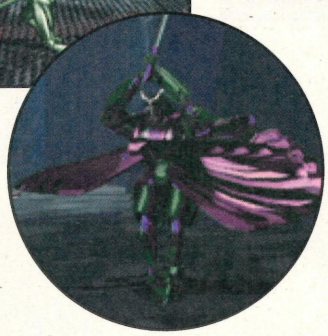
The trouble with Rise 2 is that it possesses everything a good beat'em-up should, but it all seems a bit laboured and contrived.







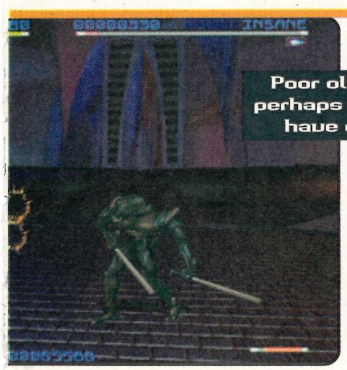
Salvo launches a (surprise) salvo at born-to-be-wild Steppenwolf



The special moves and combos are pulled off in the same accurate tap-tap-press way as those in Mortal Kombat III. The imaginative sprite animations are reminiscent of SF Zero, yet still there's something missing. Whether it's the all-out blood 'n' guts *I am the executioner* appeal of MKIII, or the fluidity and *See that special move – I just did that* eexcitement of SFII that leaves Rise 2 a second purchase is, admittedly, arguable. What is certain is that Rise 2 is, in isolation, a package that's playable and well executed. What is also certain, however, is that it'll never be as good as SFII Zero or MKIII – its direct competitors.







Poor old Rook – perhaps he should have castled



SUMMARY

GAME Rise 2: Resurrection
GENRE Beat'em-up
SOFTWARE HOUSE Acclaim
PRICE £44.99

Please read the whole of this review before wondering why the game got seven-and-a-half. Rise 2 will sell – Acclaim's marketing coupled with Mirage's painstaking development will see to that – it plays well, looks good and delivers the odd – possibly spurious – novel extra. But it fails to deliver that special adrenaline rush. A worthy second purchase or a perfect buy for someone who has a profound hatred of SF Zero and MKIII.

GRAPHICS 8
GAMEPLAY 7
LASTABILITY 7

OVERALL 7½



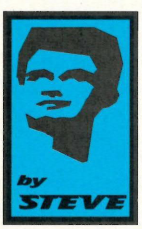
The grade one special moves aren't all that special. Grade 2 is far more spectacular



Take one look at a picture of Criticom and you know instantly exactly what to expect. It's one of the new style beat'em-ups with spinny-round graphics and great big hulking polygon fighters, all of which can do a number of ridiculous special moves. We've seen it all before and no doubt we'll see it all again. Many times. Tekken rules the roost in this field, and fans needn't worry, because Criticom isn't going to change that fact. Indeed, it doesn't even come close to altering things.

It borrows the best elements from Tekken and Toshinden and even throws in a few new features of its own. But in my opinion, and that of anyone else on the team who's played Criticom, it can't match the competition in terms of sheer playability. It's possibly the best presented of the three, and the graphics are arguably superior to those of the fantastic looking Toshinden, but unfortunately the gameplay doesn't quite match that of its rivals.

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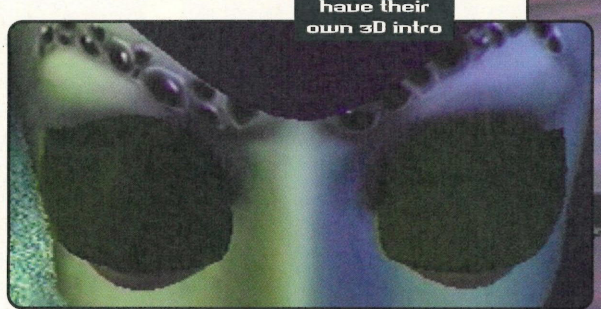


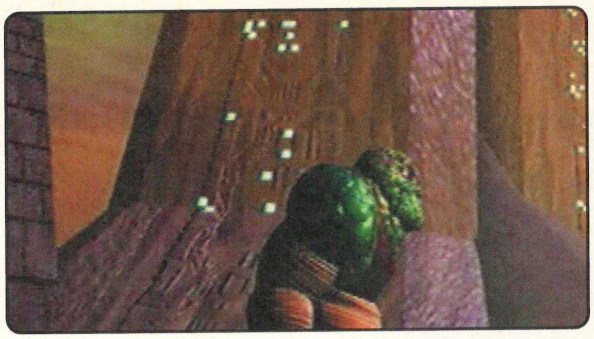
Oh good, it's yet another beat'em-up. Just what we need. They're our all-time favourite type of game you know. They really are. We kid you not. That's right

Sneaky tactics are the best way to get ahead in Criticom



All the characters have their own 3D intro





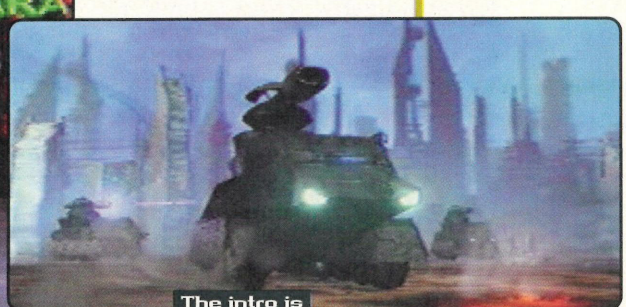




The presentation is second to none. Shame about the gameplay

com





The intro is superb and sets the scene nicely, but as usual it's ultimately pointless

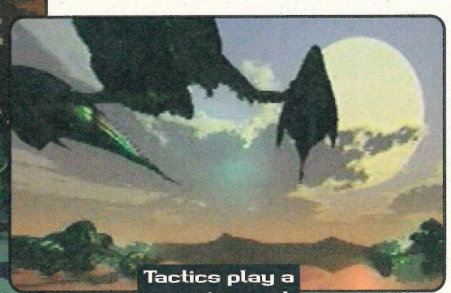
Combinations are the key to success at Criticom. A single punch or kick will barely register on your opponent's health bar, but follow it up with another couple of quick blows, or even a special move, and you really start to cause some damage. But even taking this into account, many of the fights will go the distance.

One of the things I like most about Criticom is the ability to be all underhand and sneaky. For instance, a good way to get a victory when it looks like you're going to struggle, is to allow yourself to be knocked back towards the edge of the ring, and then watch for the signs that your opponent is about to launch a supposedly decisive, unstoppable combination. When this happens, leap over the top and watch the hapless loser blunder his or her way out of the arena for a ring-out victory! Such action can't exactly be classed as fair play, but it's a legitimate tactic nonetheless, and one which can prove to be very satisfying indeed, especially in two-player mode!

Criticom







Criticom has a novel twist in that the characters learn new moves and receive better equipment to fight with as they progress through the tournament. Defeat all the eight characters (including a Mortal Kombat-style mirror match against your own character) and you will become a grade two fighter, better equipped to deal with the more difficult (but strangely the same) opponents you will have to face in the second phase.

The same thing happens again when you get through the next lot, at which point you should be well enough tooled-up to face the final challenge.

If you're anything like me though, the last thing you want to be doing is trying endless combinations of joypad presses in the hope you might accidentally activate a secret move that you have no chance of ever repeating unless it's by accident. This means that by the time you get onto the second stage, you're still trying to beat the hell out of your opponents with exactly the same tactics as before. It's not surprising then that you get leathered on a regular basis.

The area where Criticom will really suffer the most is the timing of its release. Although the PlayStation hasn't been out for six months yet, the beat'em-up market has been well and truly sewn up already. Back in September this would have amazed us all, but we've seen it done now, and we've seen it done much better.

Eight characters to choose from (some of which are a little too similar for comfort) isn't really enough. The control system feels awkward compared with those of its rivals, and even the graphics - the game's best feature - are badly flawed, with parts of the characters at times disappearing almost completely. The raw gameplay is still there, but when you combine this with the problems already mentioned, it evens itself out and levels off around the good but not brilliant mark.

I'd say Criticom is a serious case of a missed opportunity, but if you sit back and think about it for a minute, the opportunity was never really there to be taken in the first place.



SUMMARY

GAME Criticom
GENRE Beat'em-up
SOFTWARE HOUSE Virgin
PRICE £44.99

It's not that I don't like Criticom – it has a good story, great graphics and plays very well – but I just can't see why many people would want to buy it. If you've already got Tekken it's unlikely you'll be bored of that already, and if you haven't got it then it really should be your first option ahead of Criticom. This is an excellent fighting game that will satisfy most people on its own merits, but when you consider the bigger picture, it falls some way short of the top quality mark.

GRAPHICS 8
GAMEPLAY 7
LASTABILITY 8

OVERALL 7

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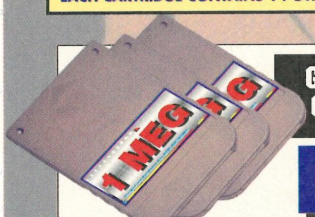
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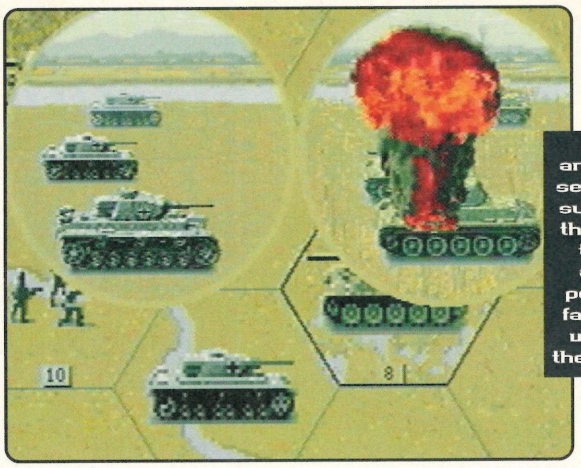


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* except where inclusive

DATEL DIRECT

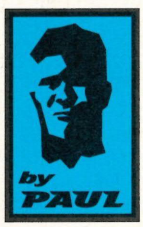
GOVAN ROAD,
FENTON INDUSTRIAL ESTATE,
FENTON, STOKE-ON-TRENT,
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This animated sequence suggests that your tanks aren't perhaps faring as well as they might

Panzer General



Turn off the telly, stop eating those chips, and dig out a pair of thick spectacles, because – brain alert! – here comes a PlayStation strategy game



Mission briefing: Try to stay awake

On first inspection it's difficult to understand the thinking behind Panzer General, since its premise is to take on the role of, well, a Panzer General and lead your troops to glory in the Second World War. For those not in the know, anything remotely 'Panzer' is German, and, since it's a known fact that: a) the Germans lost, and b) this is the country that beat them, the question is: Who would want to bother, and why?

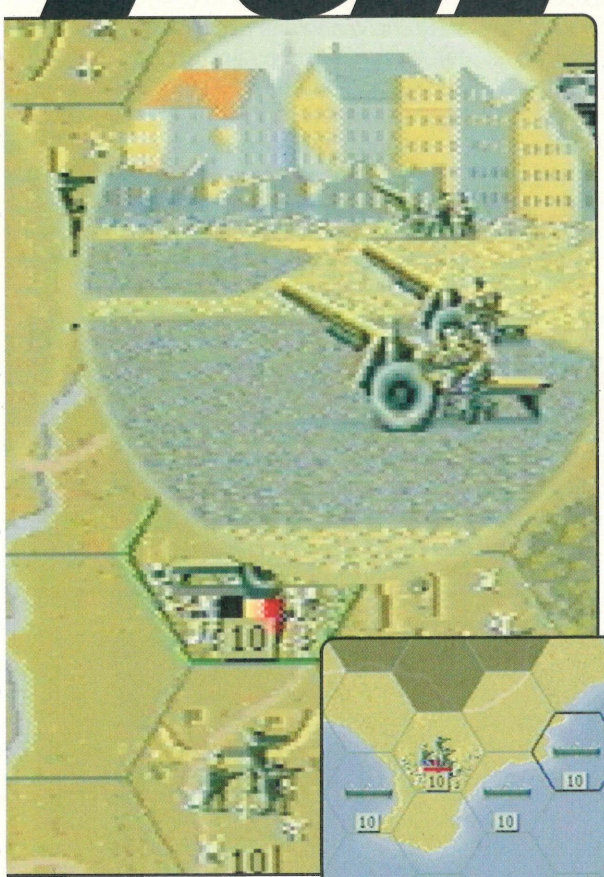
Further consideration reveals the reason, and two schools of thought exist. One is that the game provides an outlet for those hidden megalomanical tendencies in most of us, presenting as it does the chance to call the shots with a huge group of people, and possibly change the face of history. And two, from the more controversial school, is the opinion that the outcome would be changed for the better with the allies on the losing side. That way, perhaps it would be our cars which capture the world's imagination, our economy which flourishes, our football team which sets the world stage alight, and our women who whip their charlies out at the drop of a hat...

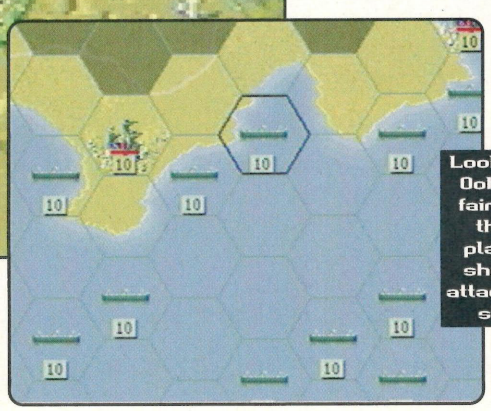


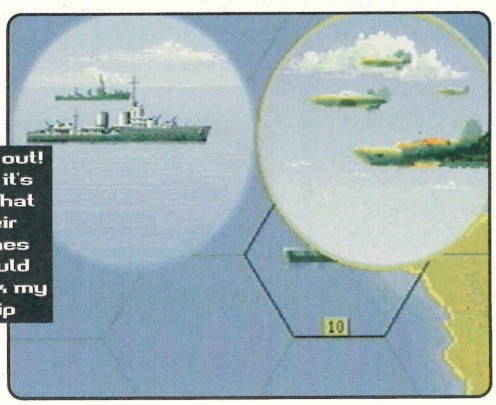




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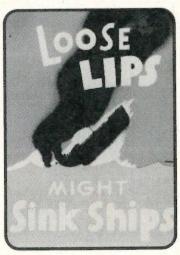








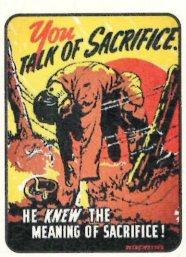




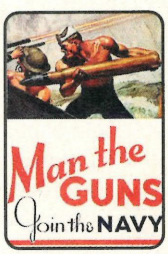


During the Second World War, no-one back in good old Blighty had much idea what was happening on the frontlines of Europe. Distressing rumours that things weren't going all our lads' way were rife, and the nation got a tad depressed as a result. The government, sensing this, decided that the best way to cheer everyone up and inform them of what was really happening in mainland Europe would be to produce a couple of dozen stern posters, telling everyone that putting so much as a foot out of line back home was tantamount to cleaning Hitler's musket. Astonishingly, it worked! Morale was boosted to record levels, the nation grinned collectively, and as a direct result of this cheesy looking printed propaganda, the allies sent Johnny Foreigner packing and won the war.

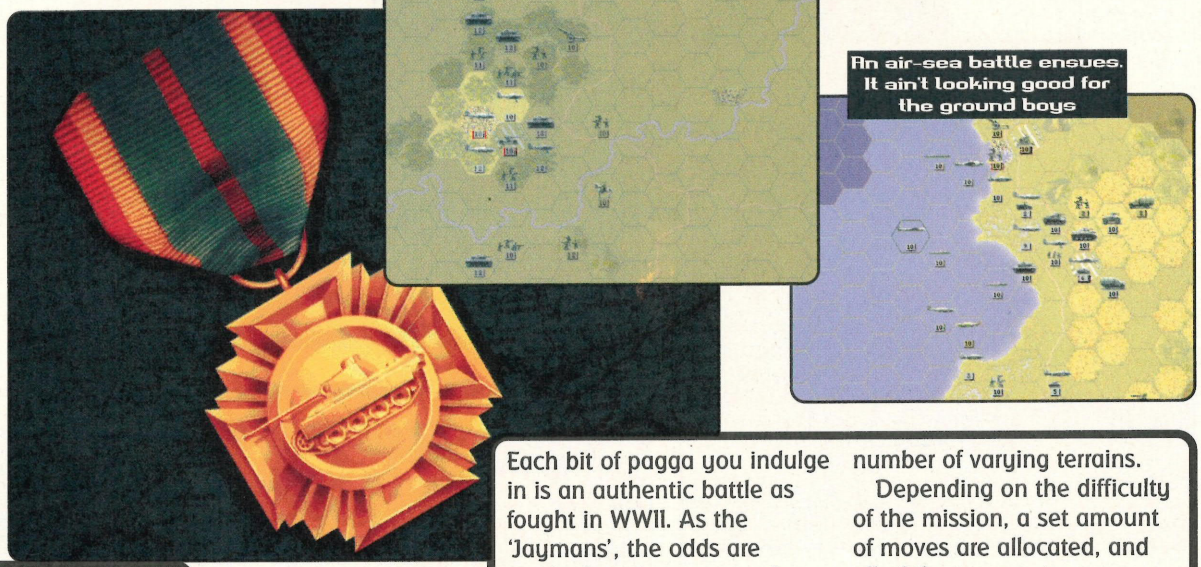








Panzer General



An air-sea battle ensues. It ain't looking good for the ground boys

If patience is a virtue, then this is the game of the virtuous. No turn-based war game is ever going to leave the player gasping for breath courtesy of dangerous levels of adrenaline, but to its credit, Panzer General makes use of the power of the PlayStation to a certain extent. The inclusion of pseudo-dramatic video footage, direct, it would seem, from the archives of the War Office itself, helps maintain the atmosphere of this tricky time in history.

Experienced warmeisters seeking the ultimate battlefield challenge can set the level of difficulty to begin with, even going as far as customising the CPU artificial intelligence if Hard mode isn't enough. Mere mortals, on the other hand, will find it tricky enough on the default Easy mode.

At the outset of each battle, a mission briefing is issued. This must be carried out to the letter in order to achieve success. Certain sections of the military are put at your disposal to help carry out the task, and it's up to you to decide how they can be best deployed.

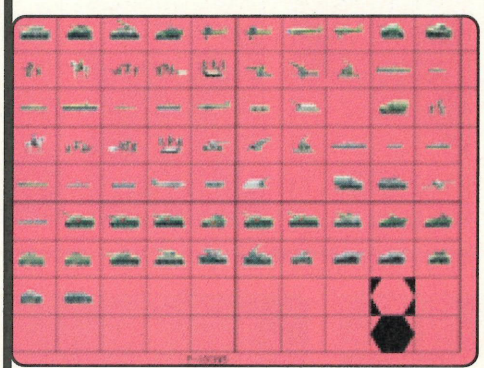


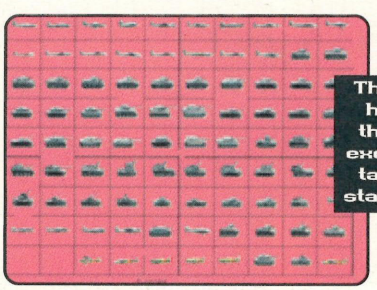
Soldiers are about as much use as a chocolate fireguard

Each bit of pagga you indulge in is an authentic battle as fought in WWII. As the 'Jaymans', the odds are stacked against you, and a lot of thought is required throughout. The play area is divided into loads of miniature hexagons, some of which are occupied by your forces – divided into groups such as tanks, cannons, foot soldiers etc. The war wasn't just fought on the ground of course, and other scenarios introduce submarines, planes, frigates and so on, over a number of varying terrains.

Depending on the difficulty of the mission, a set amount of moves are allocated, and all of the troops at your disposal can be moved a limited distance within each turn. An animated sequence will 'play out' the results of any skirmishes which occur. With the casualties accounted for, the next turn begins and so on and so forth until a victor emerges.

Altering the course of the war will take someone able to come to terms with everything Panzer General has to offer. And believe me, there's an awful lot in there.





This is how those exciting tanks start life

SUMMARY

GAME Panzer General
GENRE Strategy
SOFTWARE HOUSE Mindscape
PRICE £39.99

The PSX wasn't made for the likes of Panzer General, but the lure of porting it from the PC obviously proved too much for Mindscape. In all fairness, a good job has been done – it's been customised for our machine as much as possible. Surprisingly, for such a serious and complex game, it's extremely approachable. The truth of the situation is this: Perseverance will reap rewards, but, despite its good points, PG is, on the whole, dull as the proverbial ditch water.

GRAPHICS 4
GAMEPLAY 7
LASTABILITY 8

OVERALL 7

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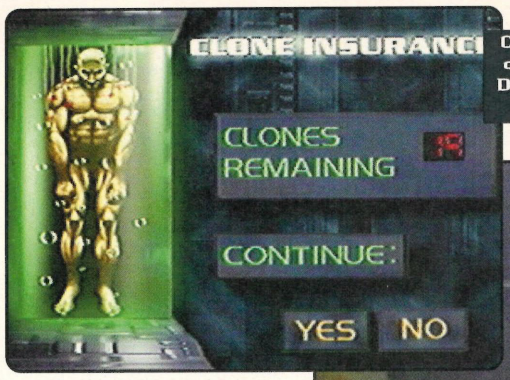
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Check out the clones of me. Dead accurate they are





by ALEX

Not just Off Road Interceptor, but '*Off World* Interceptor'. Wild! So if you drive off the track, you veer off into space then?

Off W Int

Once you've sat through the almost-inevitable space-filling FMV intro sequence, it's time for a racing/combat experience set on five different planets. Before the racing/combat bit, however, a mention of the shadowy seated blokes is necessary.

Superimposed over the bottom half of the screen while the FMV is going on are two blokes who basically take the mick. We all know PlayStation FMV footage is the sanctuary of bish actors who can't make it onto commercials or daytime soaps, and the addition of the 'co-commentators' comes as a welcome relief from the sad pseudo-seriousness of so-called futuristic intro scenes.

The game proper is a race against time to a checkpoint, made up of what look like green microphones (or are they green ice creams?). The action throughout the five different forwards-and-sideways-only '3D' environments is fast. So fast in fact that you often reach the checkpoint in plenty of time without realising what's just gone on over the last two-and-a-half minutes of frantic four-wheeling.





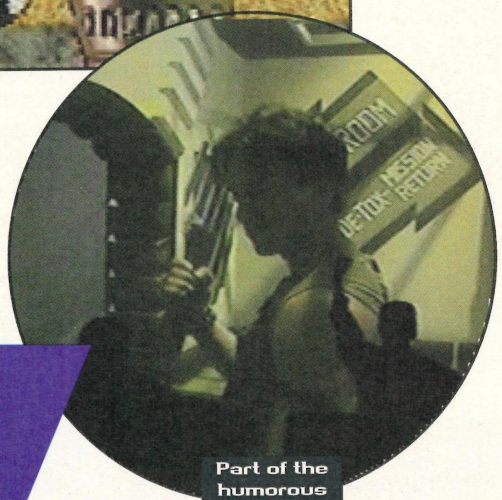
It's only when you attempt to play Off World Interceptor in two-player mode that the true awfulness of the game begins to dawn on you. Instead of racing each other to the death, or at least to the end of the course, the idea is to stay behind your opponent all the way so you can blast him from behind.

This is such a weird notion that it's difficult to get your head around it – even when playing. To stay behind your opponent, you must drive through specially-marked teleport chambers – otherwise your speed just might edge you in front. Bizarre. Why couldn't the two-player game just have been a straight race, maybe with a bit of gunplay thrown in? Or a proper 3D arena battle where you're not just placed in control of a speeding vehicle with the sole aim being to stay directly behind your opponent all the way?

I'm sorry if you're not with me here – it's just such a strange thing to see in a game that it almost defies description. The screen is split vertically rather than horizontally in two-player mode – a good idea in theory, but a nightmare with this kind of pointless gameplay.



The green ice cream cones/microphones are here! Must be the end of the course



Part of the humorous FMV intro sequence

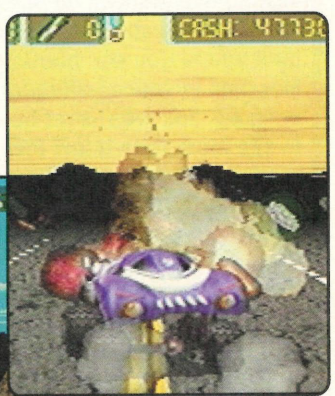
Off World Interceptor



One of Off World's saving graces – you can drive up and tumble down the terrain





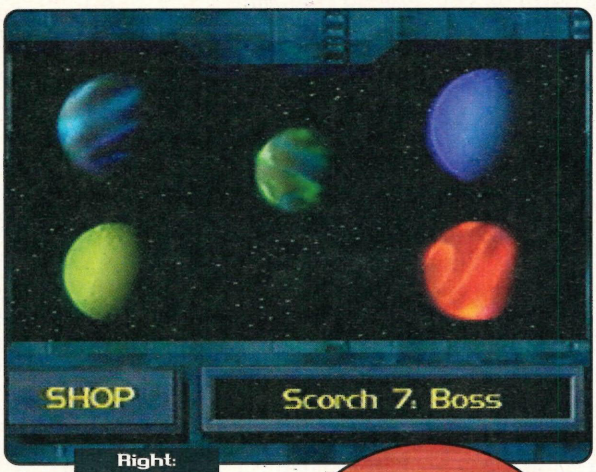


Off World Interceptor

Two-player pointlessness apart, the single-player 'razz' isn't all that bad: a) if you're too young, b) if you're too drunk, or c) if you're too much of a rankster to notice the flaws. Of the five 'razzable' planets, only Las Lunas proves to be anything of a challenge – three dabbles on any of the others should see you safely behind the guardian driver.

This is where the 'plot' and the strategy elements come into Off World, as saving up half a million units of currency is enough to buy an improved vehicle. Money is earned by hammering the time trials – the quicker you get to the green microphones/ice creams, the more money you make – and coinage is collectable on the way through the undulating terrain.

Repair kits and cannons are collectable too, so long as large protuberances such as rocks, spikes and chocolate wafers are avoided. And you don't need to go out of your way to drive over the green and white/yellow transparent icons, the course is so littered with 'em that you'd be unlucky to the power infinity if you somehow contrived to miss them all.



Right: Scorch 7's boss isn't all that tough. Neither is the rest of the game for that matter







The odd aeroplane adds to the fun. Airstrike it now!

Welcome to this month's Off World Interceptor Holiday Show, sponsored by PSX-Pro. We're visiting five planets, all of which are offering a special package deal where you can hammer ever forwards in various off-road vehicles. You won't ever be able to see more than a few feet in front of you as there's a curious pitch black horizon common to all five planets, regardless of the colour of the sky.

Firstly, we're touching down on Las Lunas. Look out for the palm trees preserved in clear glass cylinders, and make sure you avoid the numerous land mines and enormous chocolate wafers as they appear without warning inches in front of your speeding vehicle. After saying goodbye to Las Lunas we're off to Scorch 7.

Ooh it's hot. Scorching in fact, but like the other planets we're visiting this month, the climate makes absolutely no difference to your driving experience. Make sure you clone yourself plenty of times, because hitting rocks is particularly painful and will slow down your drive annoyingly.

We're running out of time now, so a quick whistle stop tour of Atlantia Point, Silt Sorrow and Bastion proves that off-world driving isn't all that the brochures would have you believe.

SUMMARY

GAME Off World Interceptor
GENRE Racing/Combat
SOFTWARE HOUSE Crystal Dynamics
PRICE £39.99

Off World Interceptor Extreme [to give the game its full title] is too much of a mouthful for anyone to ask for at a shop counter, and that's not going to be the only reason why not many people will buy it. There's a decent idea behind it, but it's ruined by lack of gameplay. You can't see enough of the landscape ahead, there are far too many buttons to press while driving, and it looks too much like 16-bit releases such as Rock 'n' Roll Racing and Stunt Race FX.

GRAPHICS 6
GAMEPLAY 5
LASTABILITY 5
OVERALL 5½

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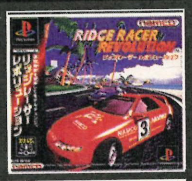
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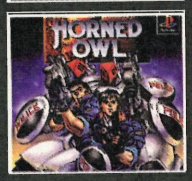
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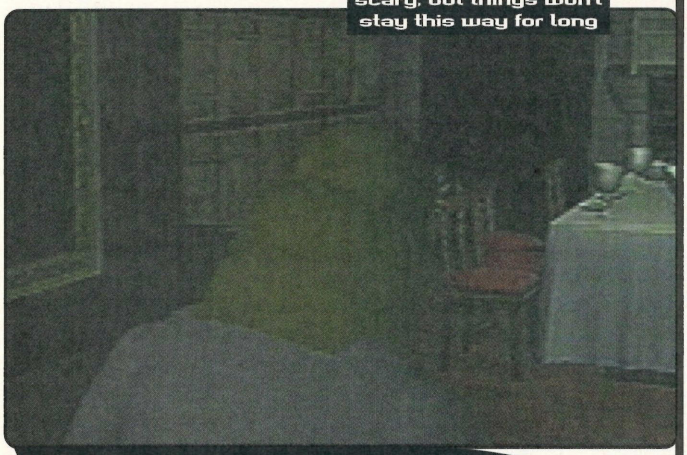
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It doesn't look so scary, but things won't stay this way for long

D

I suppose the games in the Alone in the Dark series have been the only successful attempts at recreating the delights of the silver screen within the realms of a videogame, and even they could hardly be described as unbelievably film-esque.

The chance to immerse the player in a story which sees them starring in the role of the lead character of a Hollywood-style production has become the games industry's Holy Grail, and at times it seems as though a curse has been put upon all who seem intent on attempting this feat. A curse which has bestowed upon the finished product a distinct lack of many of the key gaming elements (gameplay, atmosphere etc), and has brought shame on many a talented programming team.

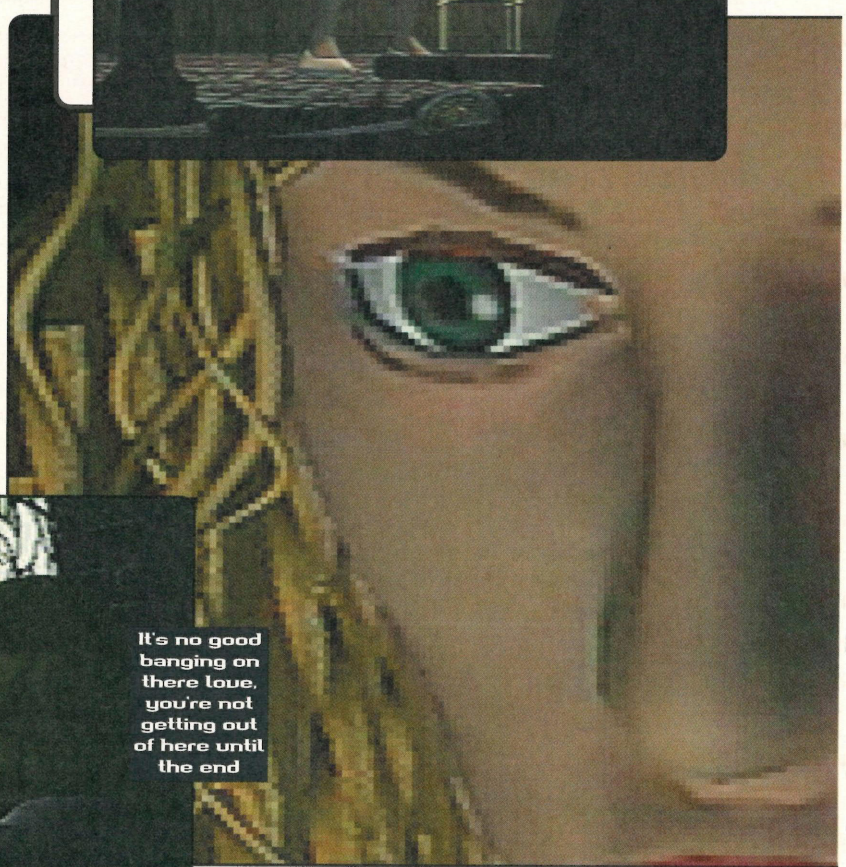
Acclaim, however, had no virtually no fear, and launched into designing and programming D with enough conviction and confidence to break the curse and come up with the best example of this type of game yet.

D looks fantastic, has a genuinely disturbing storyline, and most importantly of all, contains enough actual gameplay and interaction to justify the use of the term 'game'.



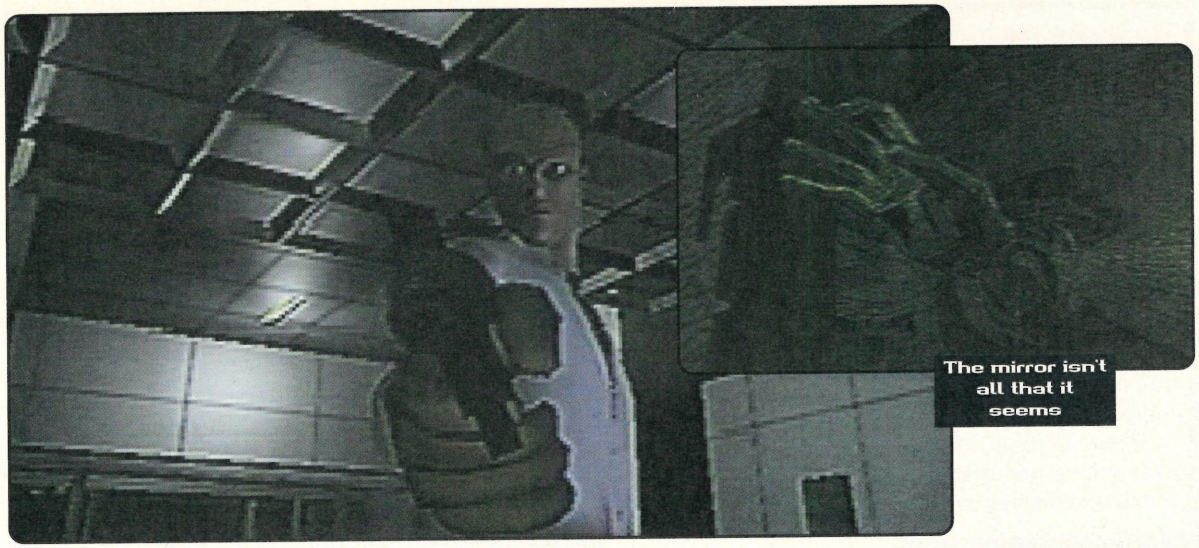
Interactive movies then. Anyone ever played a good one? One that lives up to the hype? No? Us neither. At least, we hadn't until we got our hands on D by Acclaim



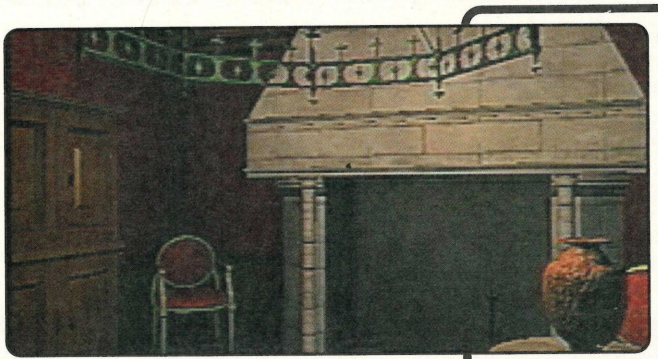




It's no good banging on there love, you're not getting out of here until the end



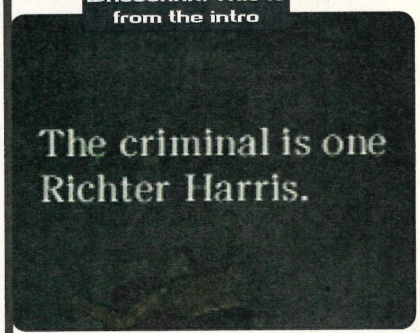
The mirror isn't all that it seems

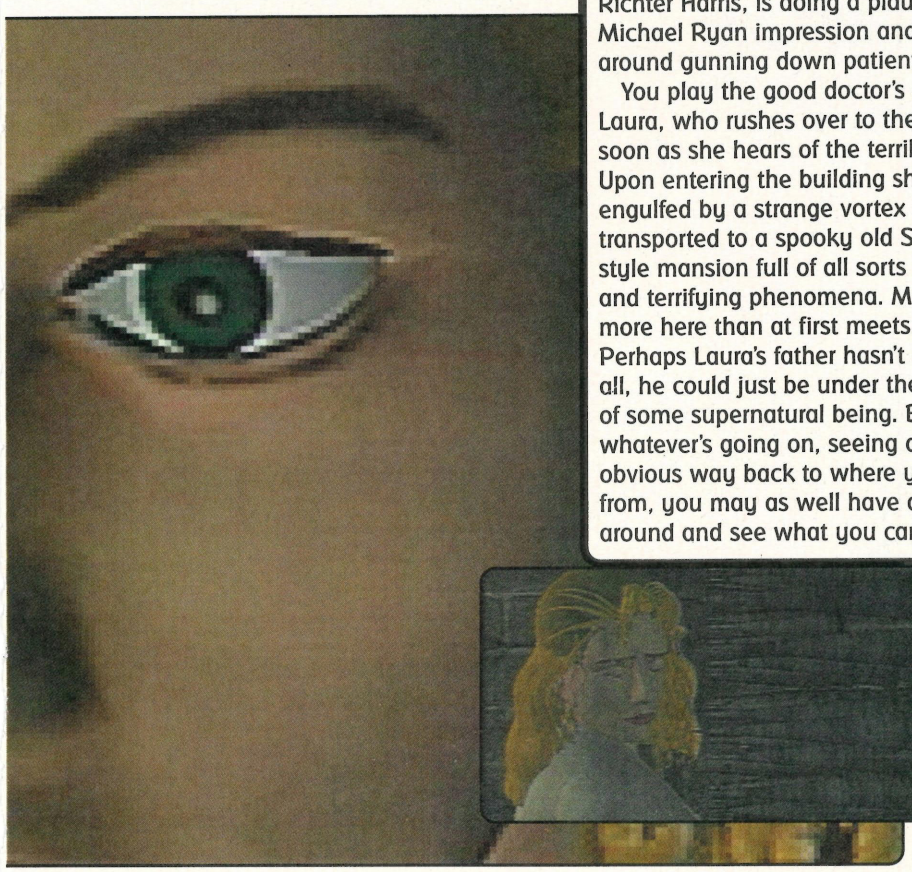


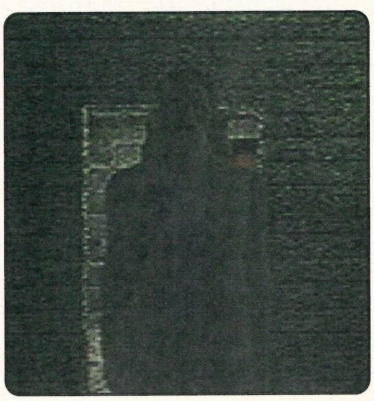
Whether D has been submitted for classification or not I don't know, but I would have thought that it's pretty much guaranteed to fall into the 18 bracket. Firstly there's the storyline. It begins in a Los Angeles hospital, where a highly respected doctor, Richter Harris, is doing a plausible Michael Ryan impression and rampaging around gunning down patients willy nilly.

You play the good doctor's daughter, Laura, who rushes over to the hospital as soon as she hears of the terrible events. Upon entering the building she is engulfed by a strange vortex and transported to a spooky old Scooby Doo-style mansion full of all sorts of strange and terrifying phenomena. Maybe there's more here than at first meets the eye. Perhaps Laura's father hasn't gone mad at all, he could just be under the influence of some supernatural being. But whatever's going on, seeing as there's no obvious way back to where you came from, you may as well have a look around and see what you can find out.

Not much of a whodunnit! This is from the intro

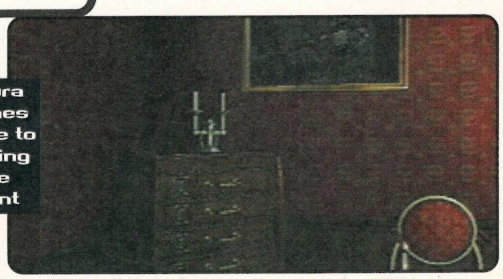








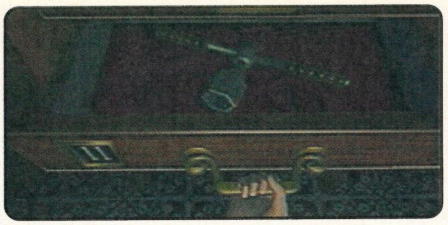
Laura comes close to getting the point



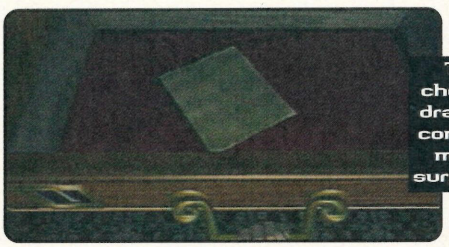
The graphic death images are another thing which may worry the censors. As I'm sure you've seen from the screenshots - spikes through skeletons' eye sockets - D pulls no punches when it comes to trying to unnerve the player. After you've been going for a while you'll notice a genuine feeling of trepidation rising in your stomach whenever Laura reaches for the door handle of a room which is as yet unexplored.

It's this aspect that I feel justifies the interactive movie tag. It's a feeling that's similar to that moment when everything goes quiet in the cinema and everybody knows that something is going to happen. You know, just before the bit which causes everyone to jump so violently that popcorn goes everywhere and that ridiculously overpriced lump of flavoured water on a stick lands in the lap of the middle-aged woman sat behind.

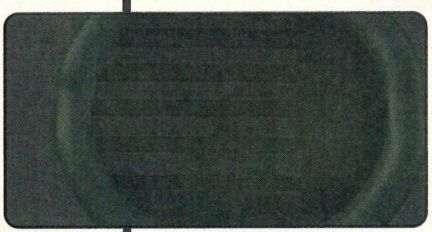
Think about all the games you've played in the past. How many of them can you say have had that effect on you? I bet you can count them on the fingers of one hand.

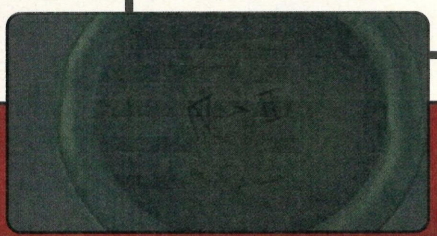






The chest of drawers contains many surprises





Throughout the game, Laura has a series of flashbacks which may or may not contain clues



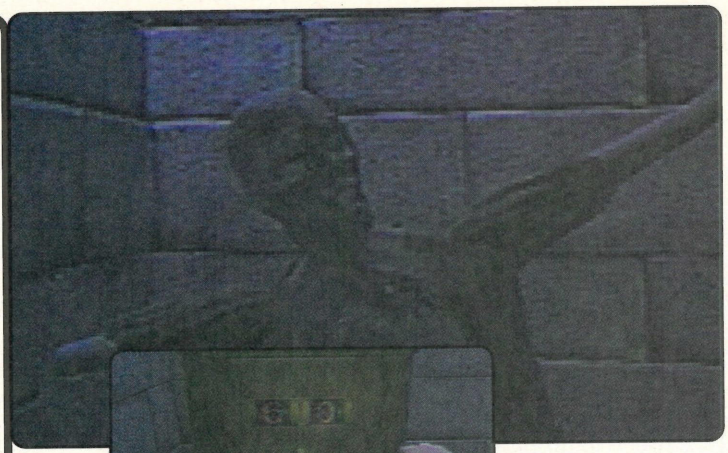
D comes on three CDs, but it's not really the massive game you'd assume it to be. Obviously the images and sounds have taken up most of the space on the discs, and although there are enough puzzles to keep you going for a while, there is a fairly large question mark over whether a game that most competent adventurers will complete in about two days is worth the hefty 45 quid price tag or not.

I'm undecided personally, but D is one of the most enjoyable PlayStation games I've played so far, and it's certainly the most

All of the graphics are rendered, which unfortunately means that you have limited control over where Laura can walk. There's none of your Doom, 360-degree fully free movement here I'm afraid. Basically it's push forward to walk forward, left to turn left, right to turn right, etc. When you do this the character will walk to the next predefined stop-off point, where you can have a look around, pick things up, use objects and so on.

I've heard this system criticised by certain people, but personally I think it works really well. The main bone of contention seems to be that you can't press a button while Laura's walking. This means you can't skip a sequence you've seen before and arrive instantly at your destination.

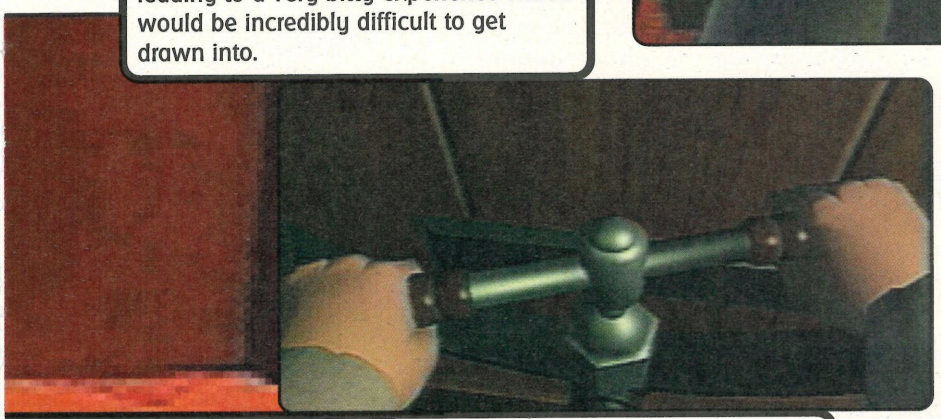
I must admit that at first I agreed with the critics, but once I'd become engrossed in the storyline and the atmosphere, I realised that for D to be as film-like as possible, it was essential that the game played in this manner. It would be too tempting to simply skip every walking sequence, leading to a very bitty experience which would be incredibly difficult to get drawn into.

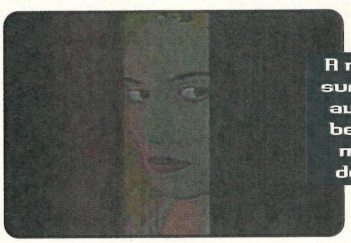




Pull the handle and the reels will spin







A nasty surprise awaits behind most doors

technically impressive. It's genuinely scary, taxing for a while, and totally engrossing. Adventure and thriller fans will absolute love it, but I just get the feeling that the relatively slow pace of the action will put off many arcade fans.

Whether there are enough PlayStation owners out there with the patience to make projects like this financially viable is something that will only become apparent in time. I certainly hope there are, because projects like D are definitely the way forward for the videogame.

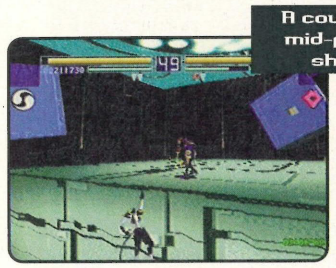


SUMMARY
GAME D
GENRE Adventure
SOFTWARE HOUSE Acclaim
PRICE £44.99

D is incredible, and the only reason it hasn't got the coveted 9 is because the experience is perhaps a little short-lived. By far the best example of an interactive movie to date, I wouldn't hesitate in recommending this to anyone who likes to give their brain a bit of a workout. Acclaim has got off to a flying start on the PlayStation, and with top-quality products like Alien Trilogy in the pipeline, it's nicely placed to become one of the leading PSX developers.

GRAPHICS 10
GAMEPLAY 8
LASTABILITY 6
OVERALL 8

Zero D



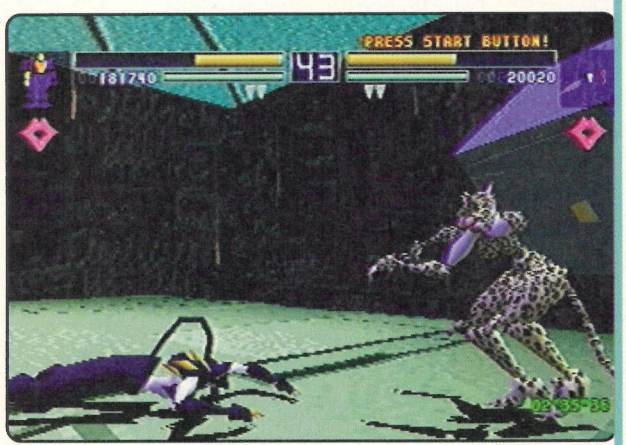


A couple of mid-pagga shots

In a bizarre bid to save the integrity of world security, each of the planet's super powers has been invited to take part in a battle to destroy the defences of the notorious XTAL Tower. This building holds some of the deepest, darkest secrets of the world's most powerful armed units, and they're about to be exhibited to the world. If the Tower is destroyed, the exhibition will be called off. It's as simple as that.

Obviously this doesn't mean that the game itself is in any way different from the age-old scenario of two warriors battling it out within the confines of an arena. In other words, it's a beat'em-up.

Anyone who remembers Rise Of The Robots will have a general idea of exactly what Zero Divide looks like. There are eight fighters in all, and each has a plethora of defensive and attacking moves. You decide which character you like best, and spend time getting to know their moves so you can ultimately become victorious.



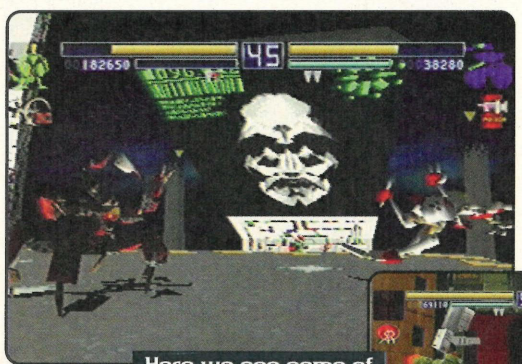


There are numerous moves available for you to inflict damage on a decked opponent

Ocean strides into the beat'em-up war with a vengeance. A futuristic battle arena complete with robots of all shapes and sizes awaits...

by ANDY





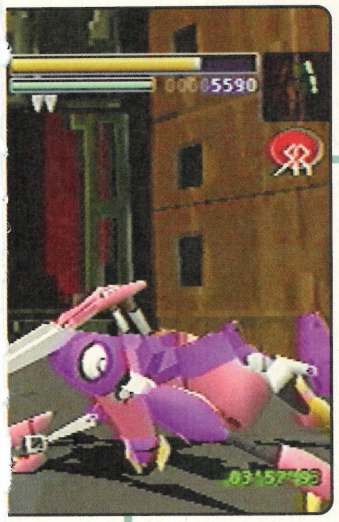




Here we see some of the fighters at your disposal in the game. They're all totally different!



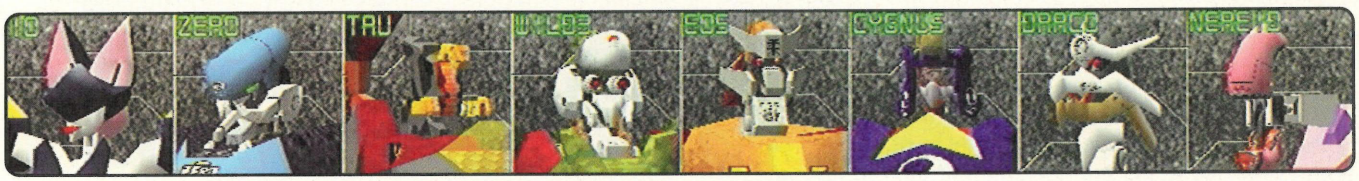
Quite what's going on here is anybody's guess



Because of the nature of some of the robot characters, there are plenty of bizarre moves at your disposal. As is the norm in beat'em-ups, the moves are varied and have a pre-set hit point. The more complicated a move is to execute, the more energy will be removed from your opponent.

The arena is very similar to that seen in Toshinden, and for this reason it is possible to fall from the ring mid-pagga. You can cling on and clamber back into the ring once during a fight, but if you're knocked out again you are guaranteed to fall to your demise.

Whether you choose a one-player or two-player game depends on the challenge you're after. If you are practising your moves it's advisable to select the two-player game without actually having an opposing player. This will give you time to find the character and moves that are right for you.



ivide



In both game modes the first warrior to win two of the three rounds is victorious. The only difference is that in a single-player game you will progress to a more difficult bout the next time around, until the challenge becomes so furious you'll barely be able to cope.

The view of the action pans in or out and spins as if you're viewing the whole thing from a single camera which is capable of free movement anywhere in the ring. This enhances the overall feeling of involvement and doesn't leave you disorientated as to exactly where you stand.

The sound effects range from numerous metallic clangs as the battles rage to some rather good in-game commentary. These all work well in their own right and don't smother the game in any way.

It's not all plain sailing, however, as some minor faults will lessen your enjoyment. Some moves are almost impossible to pull off, and because the characters are all robots, the on-screen action sometimes becomes a little confusing in close combat. But then maybe that's the point.



A victory stance from 10. Two rounds have been successfully negotiated

Zero Divide



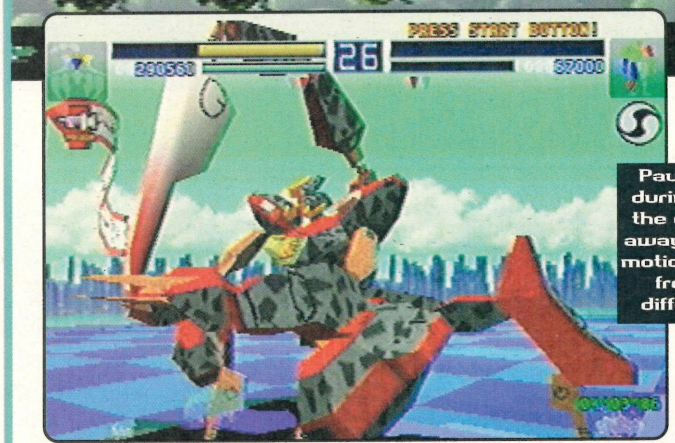


If all of this isn't enough for you, fans of the shoot'em-up genre are sure to be pleased with the inclusion on the disc of Phalanx, a horizontal shooting fest. This is accessed using controller two while the game is loading. You must hold both the start and select buttons down at the same time, and once this is completed, Phalanx will be up and running.

It's hardly a ground-breaking addition to the world of the PlayStation, but as an extra to the game itself, it holds enough challenge and levels to keep you occupied for quite some time.

It's the age-old scenario of your craft collecting power-ups while destroying a never-ending stream of strange ships. An end-of-level guardian must also be destroyed before you continue your mission. You get the picture.

With the beat'em-up genre already pummelling the PlayStation owner from all quarters, Zero Divide ultimately finds itself sitting somewhere behind Toshinden and Tekken. These two games are excellent, so this should not necessarily be seen as the end of the world for Zero Divide. After all, it's significantly better than the Street Fighters and Mortal Kombats of this world. And that's no mean feat.



Pause the game during a fight and the camera spins away, showing the motionless fighters from loads of different angles





Hurrah! A token Phalanx shot. A dream for fans of R-Type-style shoot'em-ups

SUMMARY
GAME Zero Divide
GENRE Beat'em-up
SOFTWARE HOUSE Ocean
PRICE £39.99

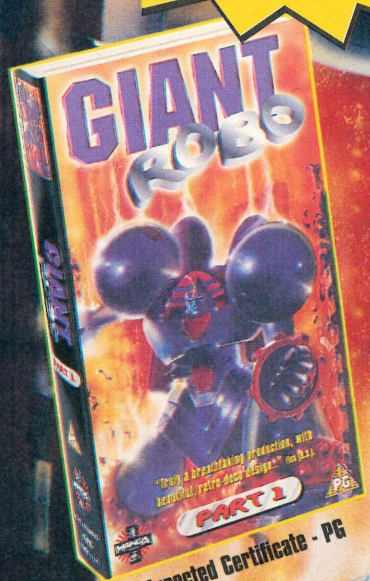
I must confess to not being the greatest fan of the beat'em-up genre, but I must admit that Zero Divide is one of the better efforts of its type that I have played. It's polished and colourful and contains plenty of challenge. It isn't as quick as the leaders in the field - Tekken and Toshinden - but is far faster than say, Street Fighter - The Movie. But then that's not too difficult. Phalanx is a neat addition, and for this reason it's getting another half point!

GRAPHICS 9
GAMEPLAY 7
LASTABILITY 8
OVERALL 8

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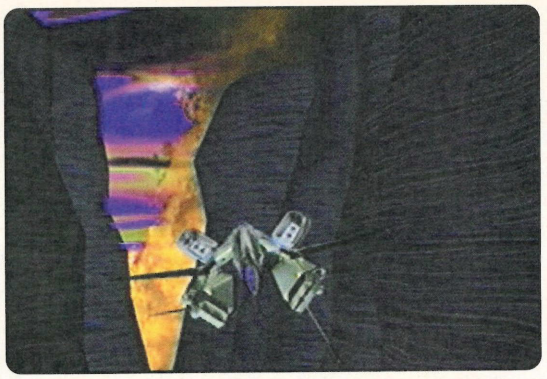
MANGA VIDEO

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Lose a life and you lose your power-ups too

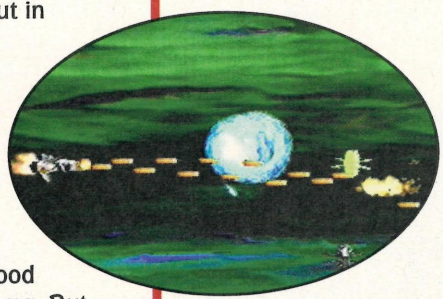


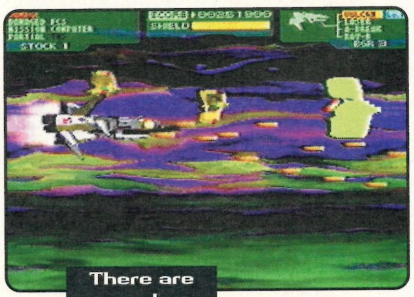
There's not that much that could be called 'next gen' about Philosoma, and I'm sure many will condemn it simply because of that. But in my opinion they'd be wrong to do so.

I can't understand why people are desperate for us to forget everything we've liked in the past and embrace a whole load of completely new game concepts – even if many of them are almost completely devoid of gameplay – just because there's a new machine out.

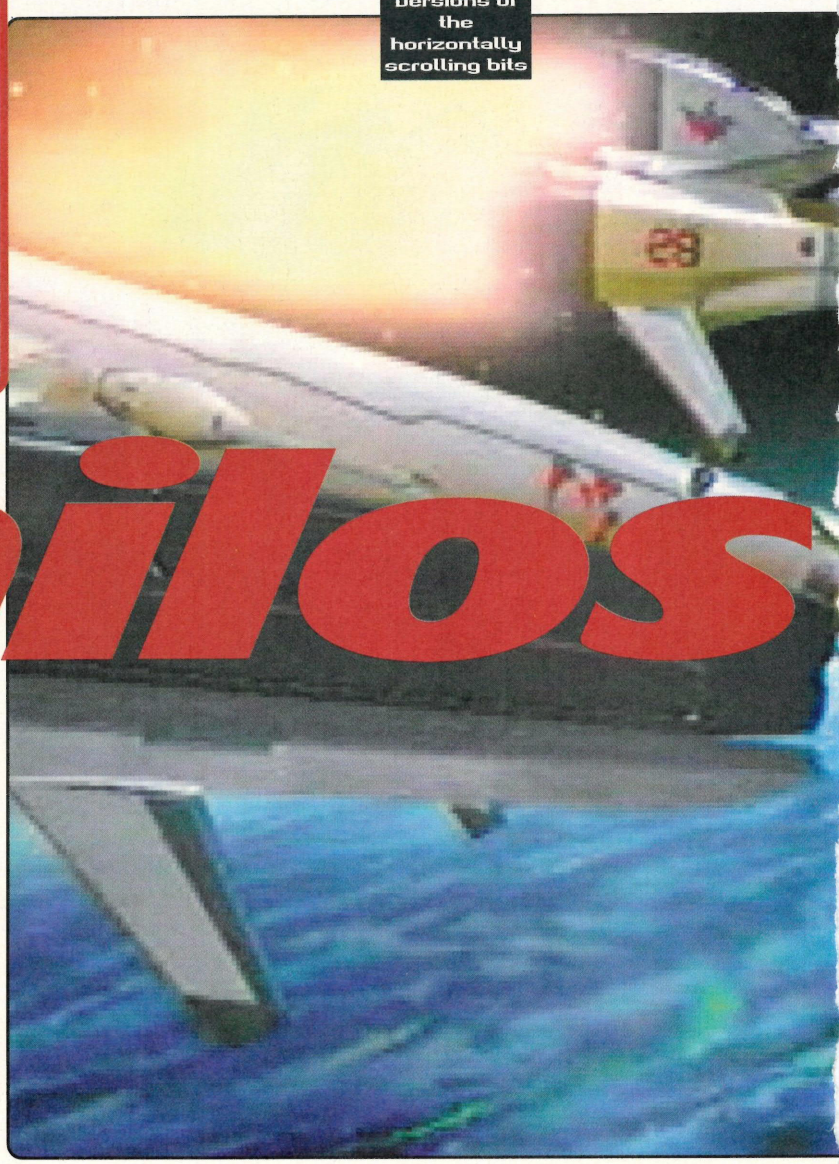
A good shoot'em-up will always be a good shoot'em-up, and that's why I like Philosoma. But having said that, apart from the very impressive rendered intro sequence, and maybe some of the in-game speech, I can't see any reason why this couldn't have come out on the Super Nintendo a couple of years ago. Novastorm is an example of a recent shoot'em-up that was specifically designed for the more powerful systems, but look how miserably that failed! I'd rather play something like Philosoma any day of the week.

Despite the programmer's failure to take full account of the new technology at their disposal, there can be no denying their commitment to the old-fashioned ethic of gameplay.

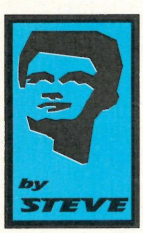




There are even two versions of the horizontally scrolling bits



Philos



Sony is going for The Raiden Project's throat with this one. The battle for the outdated, totally unoriginal shoot'em-up crown is well and truly on





When you collect the missile power-up, the destruction factor increases



In Philosoma you belong to a hand-picked squadron of brave pilots chosen to defend the Earth from the vastly superior and much larger forces of a ruthless enemy. Unfortunately, this 'hand-picked squadron' seems to consist of you and your ship against seemingly endless hordes of progressively faster and harder alien ships all desperate to see you blown into a thousand pieces. Still, it wouldn't be any fun any other way would it?

The story is carried along by short rendered sequences in between levels. It's not exactly what you could describe as deep, but it is actually better than most other similar efforts.

One area in which you can see the PlayStation's power clearly demonstrated is the speed. Even when there are many different ships and objects on the screen at once, the game shows no sign of slowing down at all. It whips along at incredible speeds, giving the impression it's barely scratching the surface of what the machine can do. And without the lush graphics, that's probably the case.

Pseudo-Zaxxon-style gameplay comes in later in the game when you don this suit







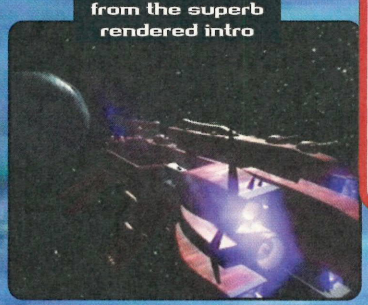
oma

Philosoma is like all your favourite shoot'em-ups rolled into one. During the first few levels you'll experience sections that scroll vertically and horizontally, and you'll even find yourself in 3D Novastorm-style environments.

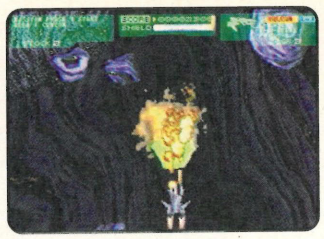
I've never come across anything that had a similar quality before, and it's impressed me no end. There is a real feeling when you finish a stage of not knowing what the game's going to throw at you next, and that's a refreshing change from the predictable path most games choose to follow. There's nothing original, however, in any of the stages. We've seen it all before many, many times, and you have to question whether a game is worth doing if there's nothing you can put in it that's going to add something fresh.

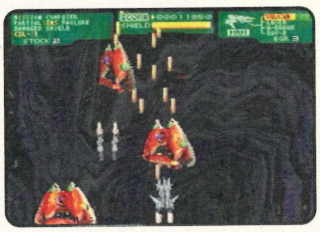
I don't mind a bit of familiarity every now and again (I even liked Parodius for heaven's sake!), but I have to concede that this example of the shoot'em-up genre will get on a lot of people's nerves.

Check out this from the superb rendered intro



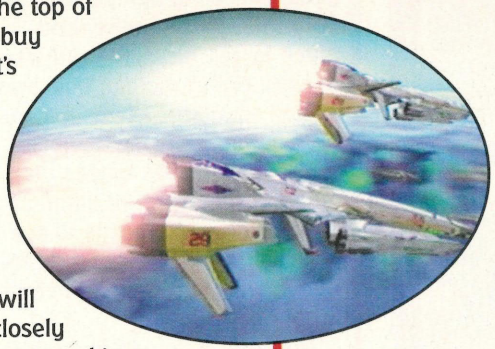
Philosoma







This shouldn't be at the top of your list of games to buy for the PlayStation. It's not amazing in any way, it never stuns you with its graphical brilliance or the originality of the gameplay, and it's something that just about everyone will be able to compare closely to some game they've owned in days gone by.



But if you're ever feeling nostalgic, stick this in your PlayStation and you'll immediately be transported back three or four years. There is enough next gen material in there to justify a PSX release, but Philosoma has chosen to stand or fall on its gameplay alone.

A good bet would be to wait a couple of months until the price comes down before buying. After all, it's not likely to get much more out of date.

The Novastorm/ Microcosm sections are probably the weakest in the game





These are without doubt the most graphically pleasing parts

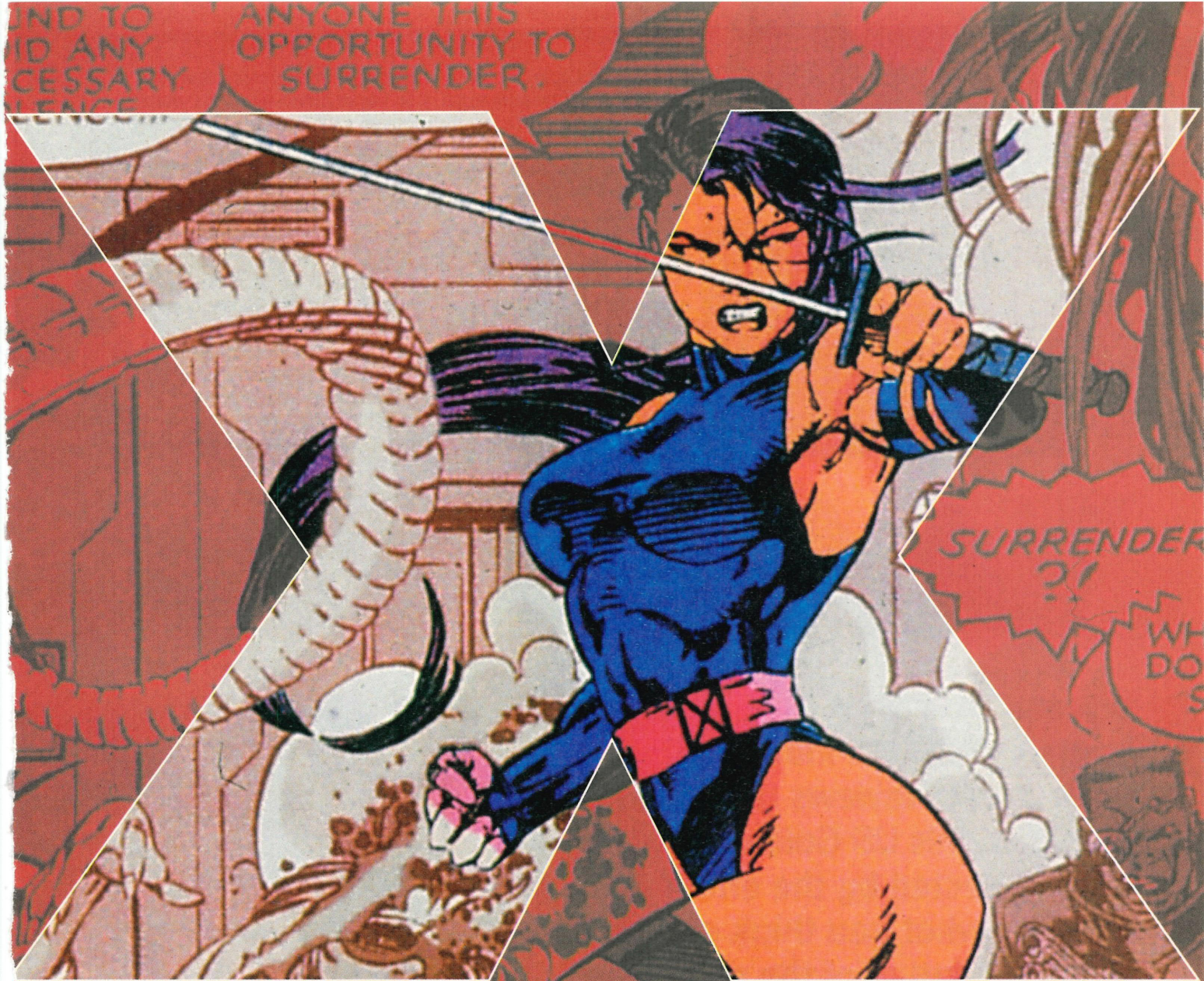


The intro sequence is very impressive. Unusually, Sony has opted for no full-motion video!

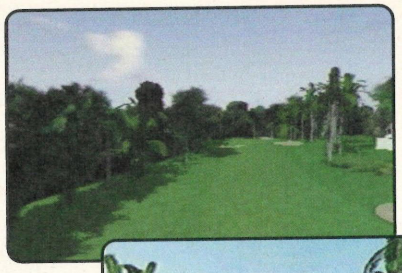
SUMMARY
GAME Philosoma
GENRE Shoot'em-up
SOFTWARE HOUSE Sony
PRICE £39.99

Seriously lacking in originality but steeped in enjoyable gameplay, it's debatable whether Philosoma is going to be worth shelling out 40 quid for. It's got to come down to the individual's love of shoot'em-ups in the end, and not being a massive fan of the genre I wouldn't consider it. But who's to say I'm right? I know it sounds obvious, but it really is a case of if you like this kind of game then you fall into the category of people who should buy it.

GRAPHICS 6
GAMEPLAY 8
LASTABILITY 7
OVERALL 6½



This month **GamePro** goes X Men crazy as Acclaim's latest beat'em -up bonanza arrives for the next generation machines. As well as a full review of X Men: Children Of The Atom, you'll get exclusive news of forthcoming treats such as Alien Trilogy, MK2, Darius Gaiden, Criticom, Street Fighter Zero, Gex, Zero Divide & Terminator: Future Shock, plus hot player's guides for DKC2, Rayman, Killer Instinct & Street Fighter Zero. GamePro: Issue 8 On Sale Feb 22, 124 pages, £2.50. *XCELLENT VALUE, NO MATTER WHICH WAY YOU LOOK AT IT*





The backgrounds are wholly acceptable

Paul

Well that was a bit of a mess, opined the match commentator, describing another poor water shot, but sounding for all the world like an amateur enthusiast locked in an echoey room with My First Microphone™.

Yes it was, I retorted amicably, referring not to the shot but to the even poorer game which I was about to turn off and no doubt never play again.

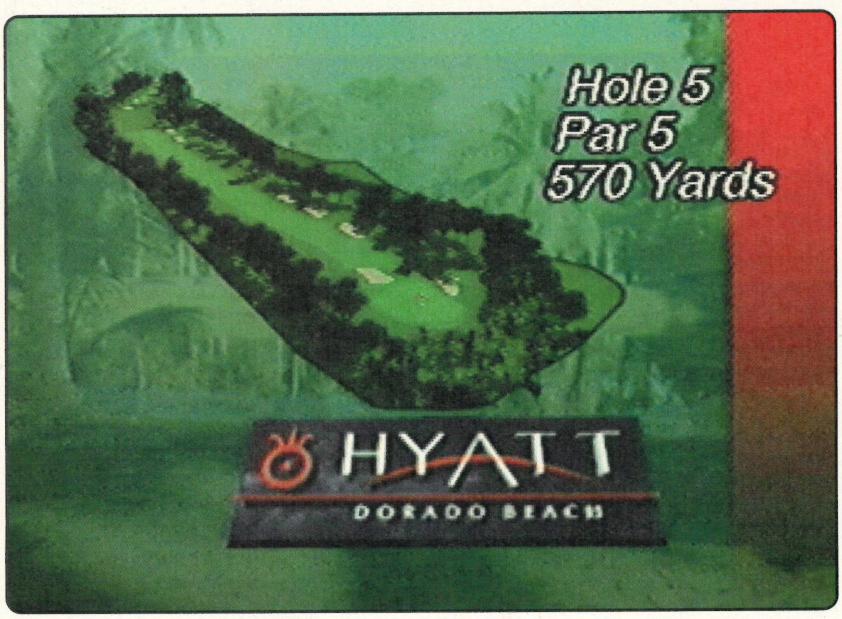
To be fair, World Cup Golf is extremely realistic in one sense. As a simulation of the Golf World Cup, played at the Hyatt Dorado Beach course in Puerto Rico, the game couldn't be more accurate. And since the tournament is played there and only there, it's the only course you've got. A one-course golf game... poor eh?

There are loads of options, though. Skins, medal, fourball and more are all available to any number of human players, and out on the fairways the options continue. Foot stance for draw and fade, variable backspin and more besides. But what's the point when the sprite looks like an eight-bit refugee, the camera angles are horribly fixed and the hole you putt into is the size of a bucket?

World Cup

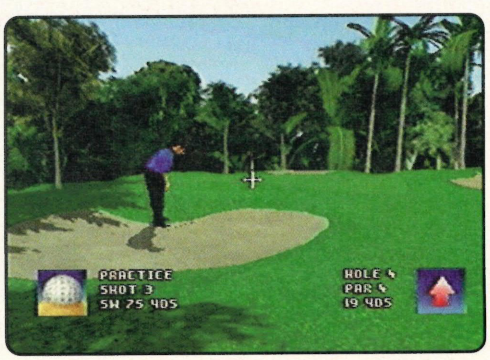
By PSX-Pro

As an experiment into what type of reviews you lot prefer, this US Gold club'em-up has been dissected by the entire team. Let us know what you think and you could shape the future of the magazine



Aptly, Alex's name lies close to the word 'handicap'







Golf



One of many options, but it takes more than this to make a game

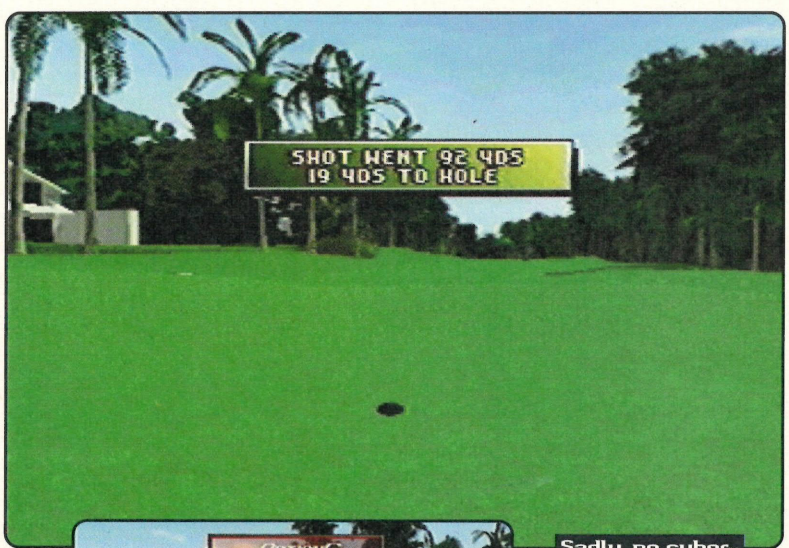
Steve

There are some sweeping statements on the back of the box, with phrases like, *the most playable, realistic and visually stunning golf game ever produced,* being bandied about. My quote would have been more along the lines of, *the most uninvolving, tedious golf game ever produced, with slightly ropey graphics.* Notice any disparity between the two?

World Cup Golf started life as a PC game, but in the transition to the PlayStation has changed slightly. Very slightly. It has now acquired the subtitle 'Professional Edition', but not much else.

There are too many major problems to make this worth bothering with, like not being able to see where your shot lands, the slothful speed of the whole game, the incredibly clumsy menu-driven playing system and so on.

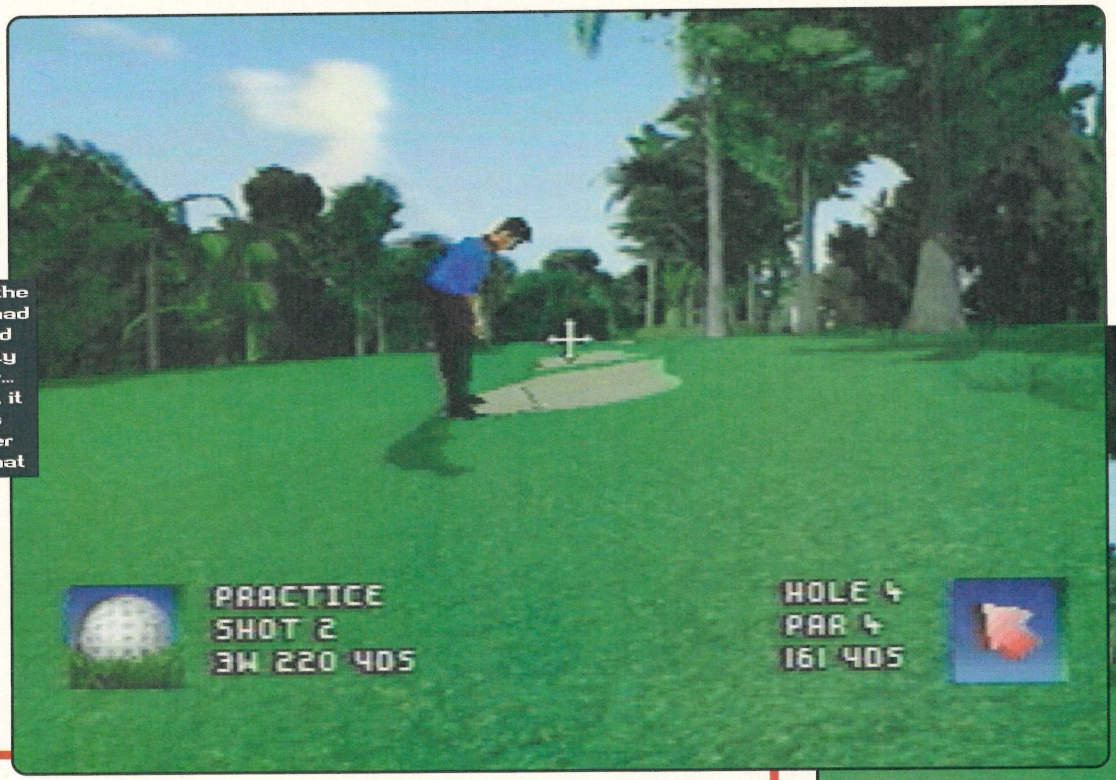
Unfortunately, the only alternative so far is EA's PGA Tour '96, but that hardly set the world alight either. If I was desperate for a PlayStation golf game, I'd plump for PGA, but I'd more likely hang on for Actua Golf instead. That should easily surpass this tired effort by quite some distance.



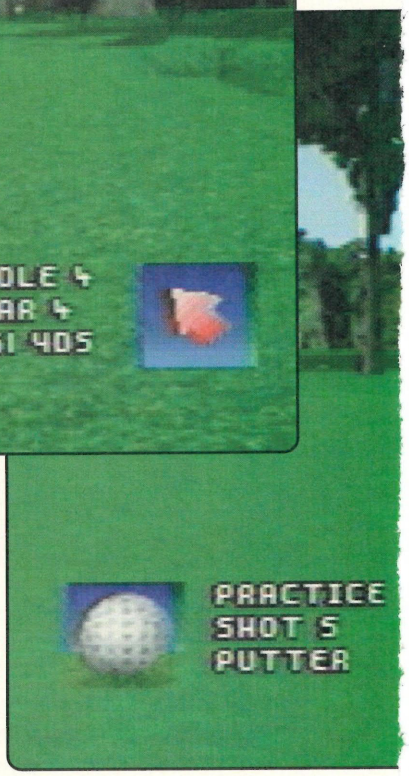


Sadly, no cyber-caddy is at your beck and call

World Cup Golf



If only the sprite had looked slightly better... But no, it goes deeper than that



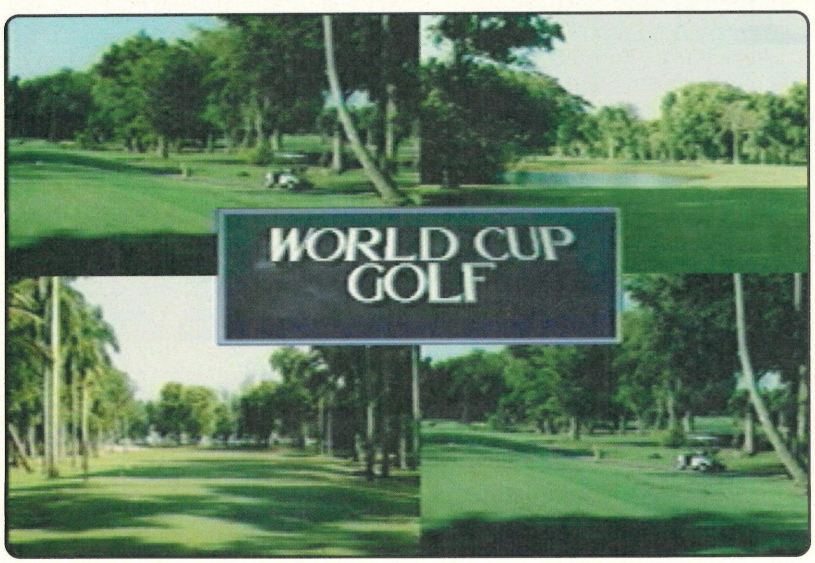
Alex

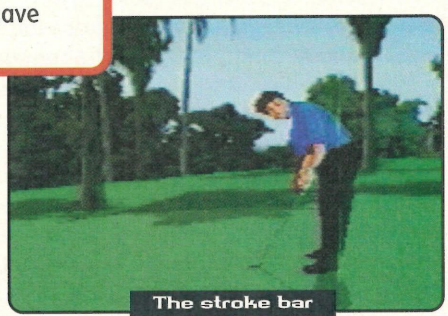
The first thing that strikes you about World Cup Golf is the shoddy presentation. Typefaces lifted directly from the PC version are used for all the in-game text. In fact, if we didn't know there had been a PC version, it wouldn't be too outlandish to guess that World Cup Golf is still in the development stage. It isn't. This is the finished, boxed copy we're reviewing.

Every golfing feature you could wish for is included - which is good - but the control systems let the game down. As do the graphics. Okay, so graphics don't maketh the game, but there are times, such as when you find yourself in the heavy rough, that you can't even see the golfer!

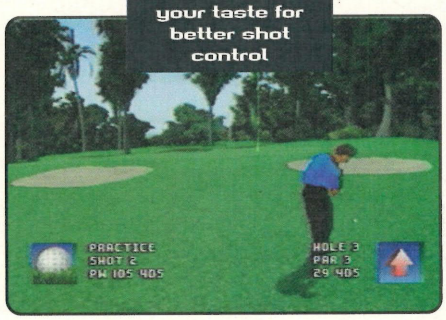
As a direct competitor to EA's PGA Tour Golf, World Cup Golf loses hands down. The ball cam, for example, often loses the flight of the ball just before it touches down, so it's impossible to tell where it's gone - a particular gripe when you've landed out of bounds and you're looking to correct your mistake at the next attempt.

A badly-sliced do at what could have been an engrossing golf sim.





The stroke bar can be altered to your taste for better shot control



Andy

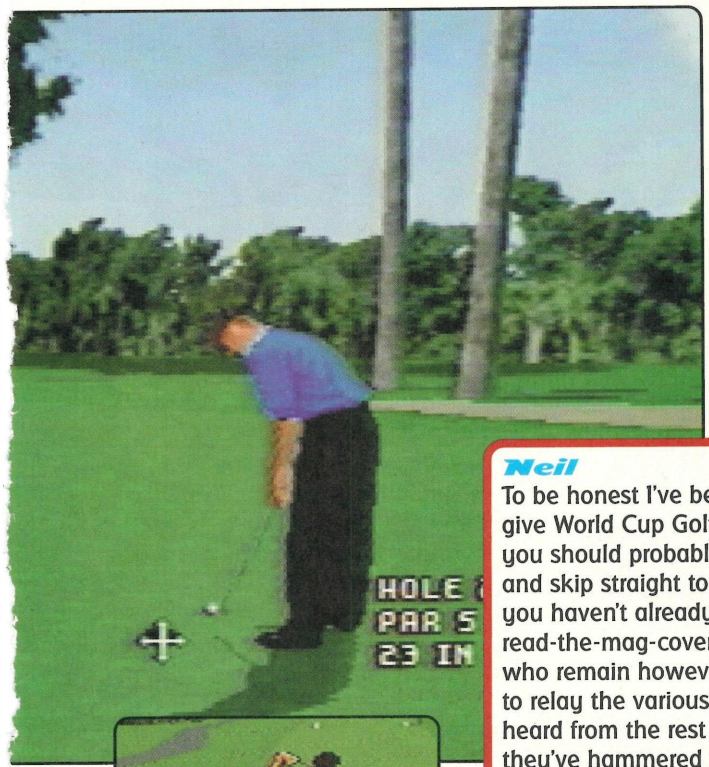
Whatever anyone says about golf games being pretty much the same, they obviously haven't seen US Gold's latest offering. Developed by Arc Development, this release is claimed to be, *the most playable, realistic and visually stunning golf game ever produced.*

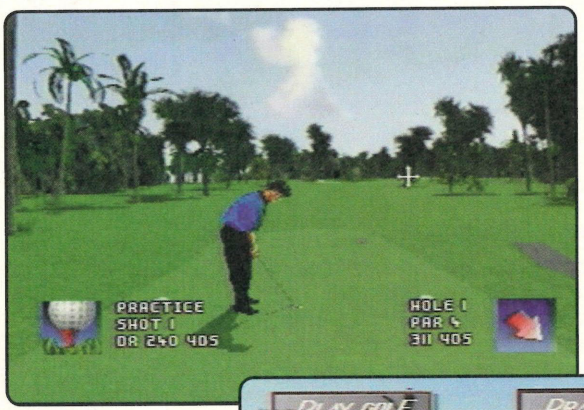
What this means to me however, after struggling to find anything resembling realistic gameplay, is that the day this passed through the gamestesters' office, they were all on holiday. It's a dog of a game with very little to recommend it.

The graphics are similar to those seen in virtually every golf game ever released, and the whole thing seems to be played inside a tropical rain forest with birds tweeting incessantly.

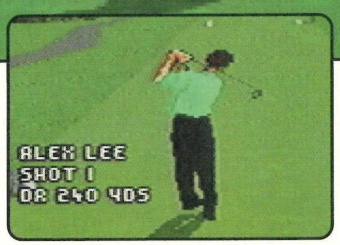
The shots are taken as normal, with a power bar showing exactly how hard you'll be hitting the shot. Except the ball never goes anywhere near the distance stated at the club selection stage, no matter how well you hit it. A slight mis-hit and the ball will go out of bounds. Where's the fun in this?

There's only one course to club your way around, and to be honest this is the worst golfing sim I've ever had the misfortune to come across.









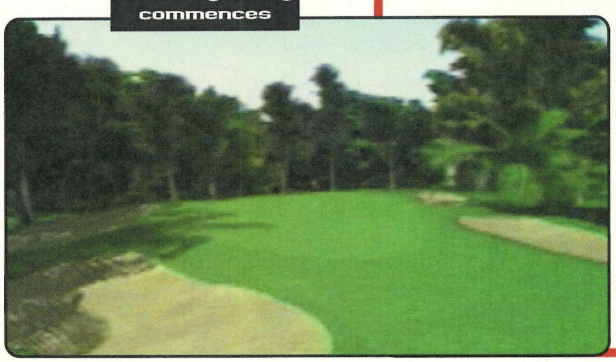
Neil

To be honest I've been too busy to give World Cup Golf much of a go, so you should probably ignore this box and skip straight to the comment – if you haven't already done so. For the read-the-mag-cover-to-coversters who remain however, I'll do my best to relay the various comments I've heard from the rest of the team as they've hammered their way round the game's single course on a PlayStation which is set up annoyingly close to my desk.

Alex seems to be fond of the traditional, *No. Quite clearly no,* outburst as his underhit tee shot finds its way unerringly into the water, while Paul is more a student of the, *This is total dirt,* school of thought. Andy persisted for a while before a, *Right, that's it,* and a harsh flinge of the joypad, and Steve seemed incapable of saying anything but, *Oooooooohh Johnny.*

So there you have it.

A swift overview before the bludgeoning commences



SUMMARY

GAME World Cup Golf
GENRE Golf Simulation
SOFTWARE HOUSE US Gold
PRICE £39.99

Well, it's unanimous. If World Cup Golf was a bird we'd call it a slapper and laugh at its big fat legs. If it was a fella it would drive a Cortina and name its kids after Australian soap stars. Graphically, it's functional at best – gameplay and presentation are poor – and it's about as sonically appealing as fingernails on a blackboard. The skeleton of a decent game lies somewhere within, but as is traditional with such items, World Cup Golf is best left in the cupboard, or on the shelf.

GRAPHICS 6
GAMEPLAY 5
LASTABILITY 4

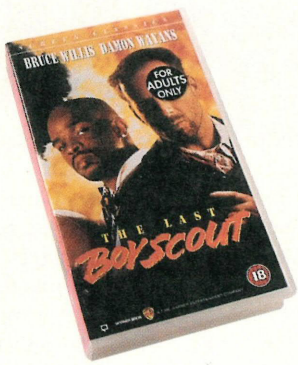
OVERALL 5

Competition Overload

Entry is free!

Everyone's a winner

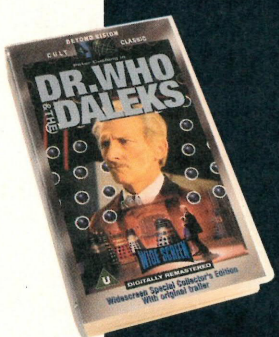
1) There's an email mystery going on in Disclosure, and Michael Douglas's job is on the line unless he solves it. Six vids for six adult readers
How many husbands has Demi Moore had apart from Bruce Willis?



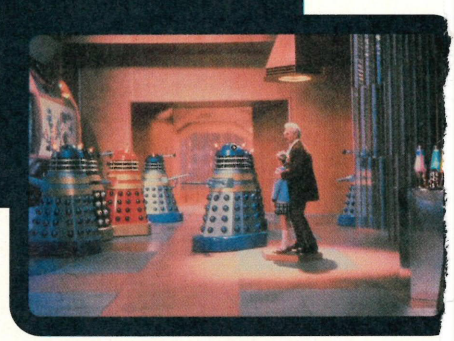
4) Bruce Willis is the Last Boy Scout – yep, you have to be 18 or over to win one of five of these Screen Classics on vid
How many wives called Demi Moore has Bruce Willis had?

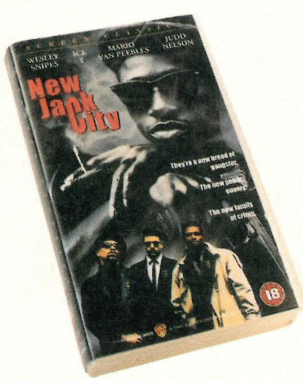
INFOGRAMES ENTERTAINMENT

2) Let's face it, we're all suffering from Internetitis – Infogrames is gonna cure you
How many Web sites are there on the Internet?



5) These are so mint, you can only win four! Doctor Who & The Daleks videos – digitally remastered in the original Widescreen format and presented with the original trailer
How many Dr Whos have there been?





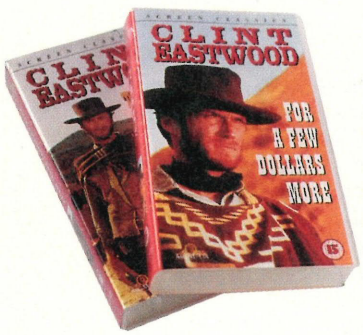
3) It's an 18 fest this month – five sweary & violent New Jack City vids on offer
How many syllables are there in Mario Van Peebles?

6) Win a 12 month subscription to PSX-Pro
How many copies of PSX-Pro are there in a 12 month subscription?



baby 4

7) Clint Eastwood stars in The Good, The Bad & The Ugly – it's for 18s and over only
How many facial hairs contribute to Clint's stubble?

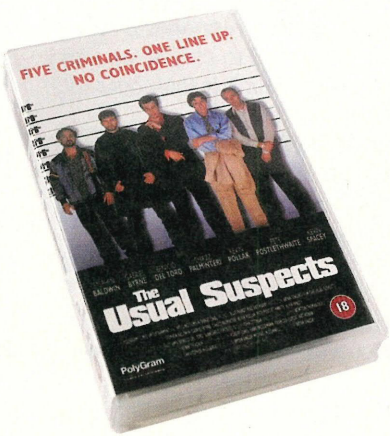


8) Clint Eastwood also stars in For A Few Dollars more – and you only have to be 15 to win one of five of 'em
How many Adam & The Ants songs has Clint Eastwood featured in?

9) Win a can of Nimrod goldfish flakes. As used in next month's Forum, the original can, signed by the PSX-Pro team, can be yours
How many flakes are there in a can of Nimrod?



10) Prepare for a gripping thriller with a major twist – six Usual Suspects videos up for grabs. Only for readers 18 and above
How many suspects are in the Usual Suspects ID parade (plus one)?



Prizes (1) and (10) are PolyGram filmed Entertainment, the other vids are Warner Bros, the mags are ours and the Nimrod's a can of fish flakes

PSX

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

Name
Address

Age
Telephone no

	One	Six	Quite a few
1	○	○	○
2	○	○	○
3	○	○	○
4	○	○	○
5	○	○	○
6	○	○	○
7	○	○	○
8	○	○	○
9	○	○	○
10	○	○	○

○ 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
PSX-Pro
Media House
Adlington Park
Macclesfield
Cheshire
SK10 4YB

Do videoga your social l

Every day the staff of PSX-Pro 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: Cyberspace

Debator:
Alex Lee

Debatees:
Neil Jackson
Paul Roundell
Fiona Howarth

Alex Lee: Do video games ruin your social life?
Neil Jackson: It depends.
AL: Has it in your experience?
NJ: No.
AL: Is that it from you for now?
NJ: Yeah.
Paul Roundell: I don't think they knacker up your social life. They might become a substitute for a social life for someone who hasn't got one. If you tend to go to the pub or watch football matches or whatever, I don't think a computer game is ever going to get in the way of that. I don't think there's enough in computer games for someone to say, *Right, I'm not going out, I'm going to stay in and play a game instead.* Having said that, I can remember when I got Championship Manager 2 on the PC – I wanted to play it forever! I don't really think it took over my social life though.
AL: Do you think that it's a bad thing to invite people round to play a multi-player game rather than going out instead?
PR: That's not necessarily a bad thing, because it is social, isn't it?
AL: Is it a bad thing to use videogames as the centre of a social experience?
PR: Not really. If you're doing that sort of thing five nights a week

then you're not the kind who'd go out to the pub anyway.
NJ: It's only when you're playing a one-player game and it takes over your life so much that it becomes an obsession that the problem starts. Although that's not any different from other obsessions, such as train spotting.
AL: Do you think the Cyberia Café idea will become the norm where there are loads of Internet cafés set up around the world?
PR: No, because that does smack of proper sadness. The whole point of these cyber cafés is so people can go on the Internet and talk to other people. So basically, why are you going on a computer to talk to people when you can just talk to the people at the café? The price of home computer equipment is coming down to such an extent that soon everyone will be able to afford it. I can't see cyber cafés expanding, because more and more people will be able to afford computers of their own.
NJ: Cybernet cafés are just a short-lived fashion thing. I think things are going to move on so quickly in the next couple of years that the Internet will completely change form. It'll end up with people talking to each other full-screen, face-to-face.
PR: People who write about the Internet insist it's not a fashion thing and it's been going for about 20 years. If that's the case, then why haven't they been writing about it until now?
Fiona Howarth: I think the cyber café is a fashion thing, but I think a lot of people who don't work with computers and never have, won't have that connection otherwise. It's a good thing because it's making more people aware of what technology is around and available to them.
AL: What about the wreckage of social lives caused by playing computer games?
FH: I think the Internet going through clubs is a good idea, meaning there'll be more interaction in social places and not just the home. I think people will always have the choice of whether or not they want to stay in.
AL: Are computer games becoming more co-operative and designed to bring people together?
PR: No. The games are there to make as much money as possible for the software houses. Demon and Compuserve are making millions out of the Internet too.
AL: Going back to the point about computers being affordable for everyone, all through my teens I was playing arcade games, I didn't have a Mega Drive or an NES or anything like that. I was blissfully unaware of what was going on in the computer world, and I didn't really want to know. I was suspicious if anything. It was only because I was introduced to the ultimately user-friendly Mac that I ever got into computers.
PR: I didn't get an Amstrad until I was 20, and only used it for about two months. I got a Mega Drive when I was 22. I wouldn't be particularly into computers – if at all – if I wasn't working here.
AL: I don't think there's a definite link between your average PlayStation owner/player and your Internet user or computer user, because the two things are so different. One's a boot-up-and-go games machine, whatever it may dress itself up as...
PR: Yeah, but even the most complicated PCs are becoming a lot more user-friendly and purchase-friendly.
NJ: That's a good point, but you've got to admit that PCs and the Internet are used mostly by blandsters.
PR: Is it the serious blandsters that are too stingy to buy a newspaper but who rush in to work at quarter to nine every morning and load up the local rag to see how their football team's gone on?
NJ: Chill out, Johnny. I'm talking about people who go home and surf the Net for, like, five hours a night, constantly looking for something they've not seen before.
AL: To me it's a novelty. It's a great idea, it's great to have all that information readily available, and it's treat watching it boot up and having a bit of a read, but at the end of the day it's just like a gimmick. People are too lazy to go to the library or buy a book.
FH: I've actually met people through the Internet. They're nice people. You can find out first-hand about things such as clubs rather than have to read about them in pretentious magazines.
AL: The Internet can well and truly be ignored as far as I'm concerned, cos it's got nowt to do with top fun games-playing on the PlayStation.
PR: I don't think it knackers up your social life, but if you don't already have one, it's a good substitute – well, speaking from Neil's experience...

mes ruin ife?

Tape Debate conclusion #4
Videogames haven't wrecked our social lives, and we play them all day. Woops. No, seriously, so long as everything's done in moderation, such as 100 games of Worms a day followed by 12 pints and a large doner kebab with everything on, there's no problem is there? And yes, the Internet quite clearly is for blandsters. Right, let's just see that Fantasy Football page again...

Incongruous feature alert! Incongruous feature alert! Right now Christmas is the last thing on your mind, so just to remind you what a great time everyone had, here's PSX-Pro's official top 10 of software house Christmas cards

Greetings!

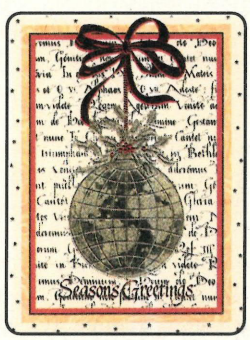
The losers

D.I.D. 'Eurofighter 2000'



Size: 180mm x 125mm
Unique selling point: Side view of a plane – oh, ream...
Perceived value: 50p
Reason for exclusion: Who wants a Christmas card with a stupid plane on it?

Marubeni 'Seasons greetings'



Size: 200mm x 150mm
USP: Embossed cover, helps 33 charities and has paper inlay, making it four-ply
Perceived value: 75p
Reason for exclusion: Clichéd red/gold colour scheme and naff globe/bauble as central image



Core Design 'Pudding'

Size: 155mm x 155mm
USP: Stitched effect and square rather than rectangular
Perceived value: 40p
Reason for exclusion: It's a rubbish photo of tartan tapestry

Gametek 'Best wishes at Christmastime'



Size: 230mm x 160mm
USP: Helps Save the Children
Perceived value: 70p
Reason for exclusion: All the kids on the front have got dodgy teeth

Interactive Studios 'Greetings'



Size: 230mm x 150mm
USP: Mono artwork inside
Perceived value: 60p
Reason for exclusion: Horrible 80's cover with a disgraceful excuse for a 'G' at the start of 'Greetings'

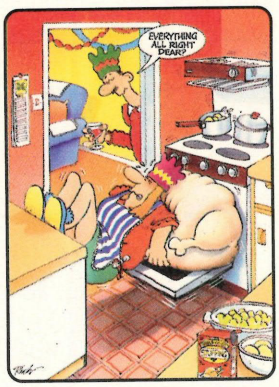
Acclaim 'Capture the spirit'

Size: 195mm x 130mm
USP: It looks like an advert for Acclaim
Perceived value: 50p
Reason for exclusion: The cheek of it

The Winners

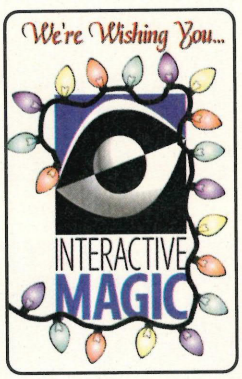
10 Rage 'Everything All Right Dear?'

Size: 180 x 130mm
USP: It's towards the mild end of the cheesiness scale
Perceived value: 30p
Reason for inclusion: It's almost like one of those bobbins 'saucy' Blackpool-style postcards, and therefore manages to be both unashamedly sexist and shockingly unfunny at the same time. Quite a feat



9 Interactive Magic 'We're wishing you...'

Size: 215mm x 140mm
USP: Use of Interactive Magic logo and fairy lights as illustration
Perceived value: 50p
Reason for inclusion: Fairly minimalist, thus pretty cheerful and honest looking



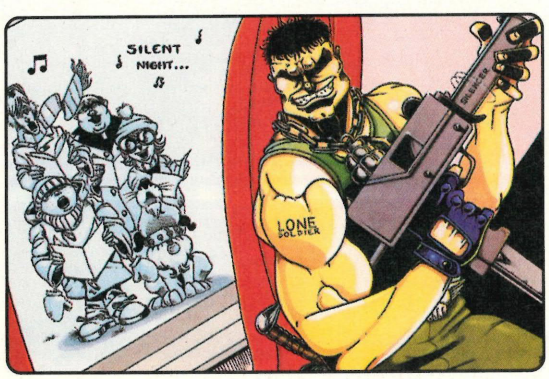
8 THQ

Size: 220mm x 175mm
USP: Special four-ply window effect with THQ message pre-printed inside
Perceived value: £1
Reason for inclusion: Well presented and finely detailed – unlike most of THQ's games

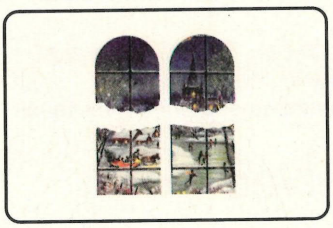


7 Telstar 'Silent Night'

Size: 210mm x 150mm
USP: Cartoon of character from Lone Soldier is placed in seasonal surroundings, about to shoot some Carol singers
Perceived value: 80p
Reason for inclusion: Better than the game and a bitter twist on the Christmas card genre





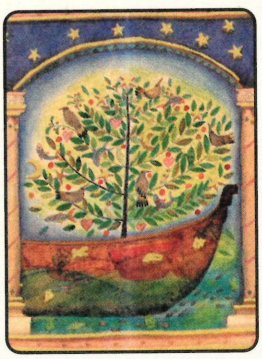


6 Blue Byte 'untitled'

Size: 215mm x 105mm
USP: It looks like that lower-middle class collectible Wedgwood that was popular in the 70's
Perceived value: 80p
Reason for inclusion: Embossed, four-ply, pre-printed, and altogether chilled

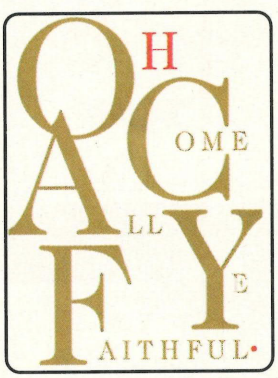
5 Infogrames 'untitled'

Size: 170mm x 125mm
USP: Printed on either recycled or chlorine free paper – we couldn't tell which
Perceived value: 80p
Reason for inclusion: Although the card was drab and only pseudo-festive, at least it was doing its bit for the environment



4 Time Warner 'Oh Come All Ye Faithful'

Size: 210mm x 150mm
USP: Free condom inside
Perceived value: £1
Reason for inclusion: Giving away a condom, as well as a free ticket to an exclusive party

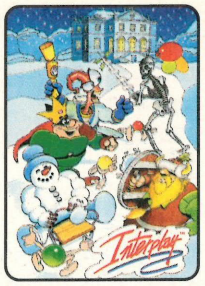


3 Mirage/USD 'Merry Christmas'

Size: 220mm x160mm
USP: Viz-style red and black drawing of all the Mirage/USD staff enjoying Christmas
Perceived value: 90p
Reason for inclusion: A light-hearted card for what, after all, is a light-hearted time of year



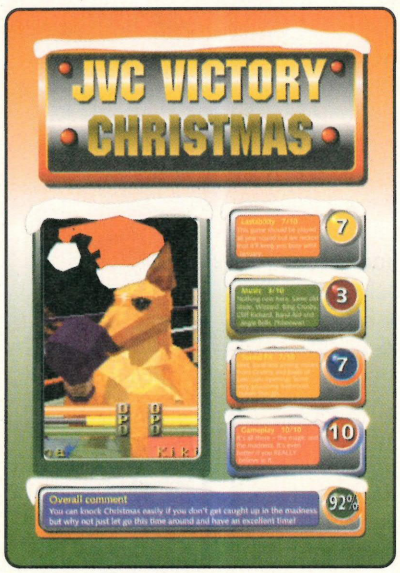
2 Interplay 'Interplay'



Size: 230mm x160mm
USP: A bright and breezy card featuring all Interplay's most famous characters
Perceived value: 90p
Reason for inclusion: Obviously from Interplay, but not in a cynical way - good size and texture, and an inside pre-print to boot

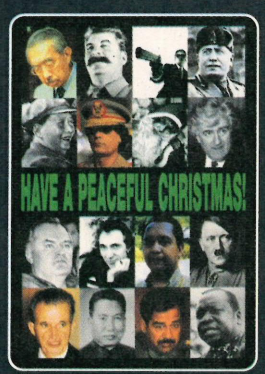
1 JVC 'Victory Christmas'

Size: an ideal 210mm x 150mm
USP: A specially commissioned printed-on-thick-glossy-card card, with full colour on all four pages
Perceived value: £1.60
Reason for inclusion: Loads of time and effort put into the production, a sarcastic stab at videogame journos with a 'review' of Christmas, and loads of real signatures - all in different coloured inks

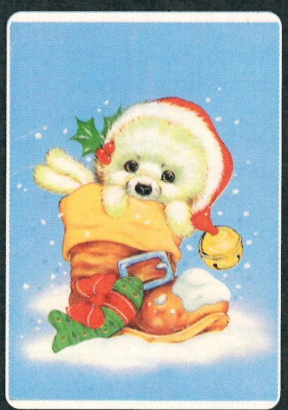


Alex Lee only received Christmas cards from software houses because it's their job - they don't actually like him

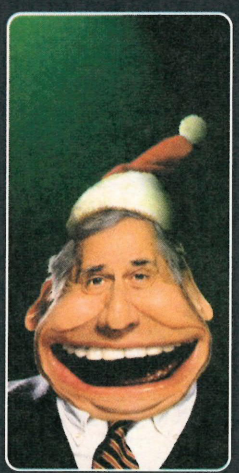
The ones that came after Christmas...



Virgin wished us all a peaceful Christmas with a card that was covered with the faces of brutal dictators



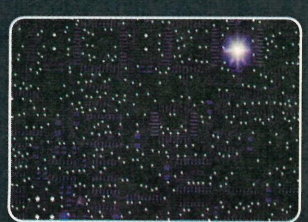
This one was from a reader called Matt. Nice thought, shame about the card



A bloke with a grin as big as a Cheshire cat wearing a hat as red as a robin's breast from Konami

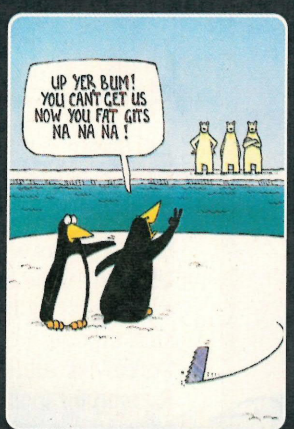


Ubisoft got all clever and sent us a card with a load of foreign Merry Christmas phrases on it



SMI's card was one of the better ones we received - subtle

Another card from a reader. Funny stuff, but we've lost it so there's no way of finding out who sent it. Sorry, mate





Finally, a rather depressing monochrome thang from Maxis. Well thanks very much. That's really rung in the New Year, that has

There is a magazine which reviews and rates the latest games.

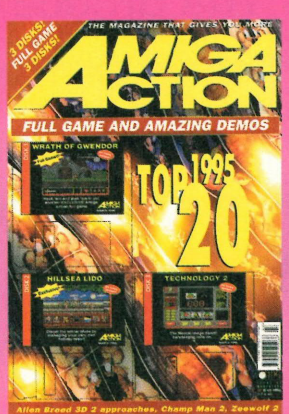
There is a magazine which proudly sports three disks packed to bursting with quality playable demo's.

There is a magazine which gives away at least one FULL GAME each month.

There is a magazine which has dedicated no less than 9,000 pages to the world of Amiga games.

There is a magazine which has outclassed and outlasted the competition for eight years.

There is a magazine which, when you think about it, you should buy.



Amiga Action. *We're only small, but nobody messes*

The 90 Runners-up!

Actua Golf (PlayStation)
Adidas Power Soccer (PlayStation)
All Heavyweight Boxing
Alpine Racer (PlayStation)
Amazing Tennis
American Pro Football
Andre Agassi Tennis
Arcade Pool
Archer Maclean's Pool
Arnold Palmer Tournament Golf
ATP Tennis
Augusta Masters 3D Golf
Awesome Golf
Birdie Try
Boxing Legends Of The Ring
Brett Hull Hockey
Bulls Versus Blazers
Caesars World Of Boxing
Cal Ripken's Baseball
California Games
Champions Of Europe
Championship Bowling
Championship Pool
Championship Pool II (PlayStation)
Championship Pro-Am
Dino Dini Soccer
EA Hockey
Ernie Els Golf
ESPN Extreme Sports
European Club Soccer
European Soccer Challenge
Extra Innings
FIFA International Soccer
FIFA Soccer '96 (PlayStation)
Football International
Goal!
Goal Storm (PlayStation)
Grand Slam
Great Football
Great Golf
Great Ice Hockey
Greatest Heavyweights
Hit The Ice
Hockey
Hole In One Golf
Hyperdunk
International Rugby
International Superstar Soccer
IREM Skins Game
Jimmy Connors Tennis
Joe Montana
Jordan vs Bird
Kick Off
Konami Hyper Soccer
Lakers vs Celtics
Mario Tennis
Mike Ditka Power Football
MLBPA Baseball
NBA Jam
NBA Showdown
NFL Football
NFL Quarterback Club
NHL Hockey
NHLPA Hockey
Nintendo World Cup
Pete Sampras Tennis
PGA European Tour
Prime Goal
Pro Moves Soccer
Punch Out
Rugby World Cup '95
Sensible Soccer
Side Pocket
Skate Or Die
Smash Tennis
Soccer Mania
Sports Illustrated Championship Sports Pad Football
Striker
Striker '96
Super Dunkshot
Super Kick Off
Super League Baseball
Super Real Basketball
Super Tennis
Track And Field
Ultimate Soccer
Waialae Country Club
World Class Leaderboard
World Cup Striker
World Cup USA '94

Blast from the Top 100 sports games

Since the dawn of the arcade machine and the home computer, punters have craved sports games and programmers have striven to deliver. **PSX-Pro** takes a look at the all-format **sporting classics** that will inspire PlayStation developers for many years to come

past of all time

10 Total NBA '96

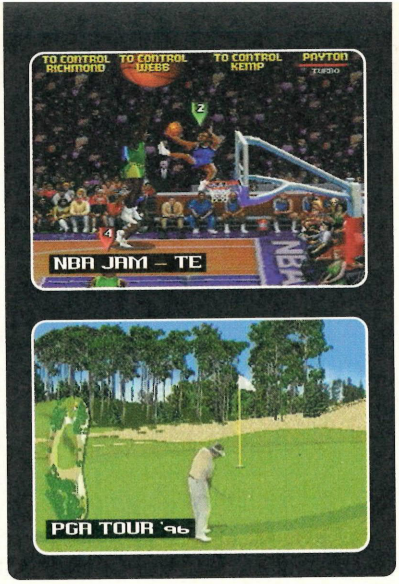
PlayStation

When Total NBA's development manager Jules Burt said, *This is a simulation product, I can't get away from that,* I admit I cringed. A basketball simulation – oh good. Play a game of pass-and-shoot between two teams for about an hour before getting all intense for the last two minutes. How wrong we both were! Total NBA '96 is not a simulation because sims are, generally speaking, pump. It's a hugely enjoyable, beautifully crafted basketball game that shows off the PlayStation better than any cheerleaders ever could. Then again, if they took all their gear off first...

9 John Madden

All formats

At the last count, the number of John Madden-endorsed American Football videogames totalled somewhere around the hundred mark. Okay, so I'm exaggerating – my wife has told me a million times not to exaggerate – but any game that has been 'done' so many times must, by definition, be a classic. Even if it is a boring load of American guff dominated by statistics, adverts and a complete lack of crowd violence.



8 NBA Jam – TE

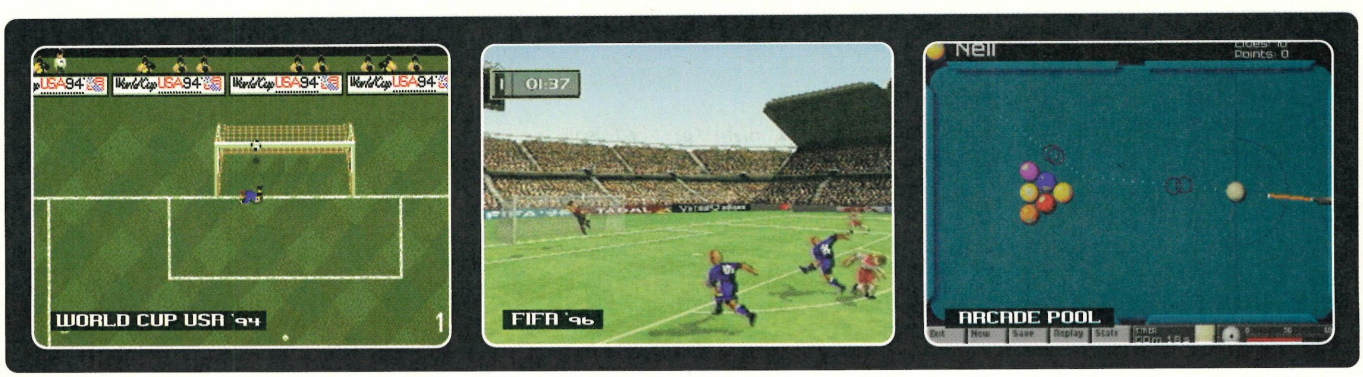
PlayStation

Yep, it's better than Sony's Total NBA – but only just. The hilarious midget Bogues and his taller-than-Johnny Tallmuller buddies take to the court with their squeaky boots and fiery hoops boomshakalakin' all over the gaff. Or whatever it is they do. A guaranteed close contest in two-player mode with a load of laughs along the way.

7 Striker '96

PlayStation

Lovers of the likes of Kick Off, Sensi and previous incarnations of Striker were justifiably suspicious of Striker '96 when it arrived in the office. In the words of 'die on the toilet full o' drugs 'n' burgers boy' Elvis, however, we couldn't go on with suspicious minds. Soon, the entire PSX-Pro team were setting up leagues and systematically inventing excuses for losing to Andy.



6 World Cup Cricket

SNES

This might come as a shock to games-playing purists, but before you all start abusing PSX-Pro's generous Freepost system, let me put forward the case for World Cup Cricket's inclusion. Okay, it's flawed, it's pump in single-player mode (tell me any competitive console game that's any good in single-player), but as a psychological, tactical battle of nerves between two human players, it's mint. I've never known such a superficially rubbish sports game produce so many hours of competition in all my quarter-century-plus lifespan. Well worth its inclusion – anyone who dares disagree has got Frankie to answer to.

5 Virtual Pool

PC

Until Interplay's wonderful Virtual Pool hit the shelves last year, pool games had been dire – even in the arcades where the only good thing was the pixellised bird who stripped off as you progressed (so I've been told). A top control method, tons of perfectly playable view angles, and sufficient game options to satisfy Paul Newman, Minnesota Fats and Steve Miserak put together, massé Virtual Pool into fifth place in PSX-Pro's all-time top 100 sports games.

4 Track And Field

Arcade

Blimey, all you oldsters are thinking, *now that was a game. Look, the blisters are still there.* Everyone had their own technique, didn't they? Like on SuperStars on the telly, when some clever gadgie decided to rub vaseline on the top of his Adidas Apollos and 'cheat' in the squat thrust event. Back in the early 80s, some Track And Field players used the two-handed rapid finger jab method, whereas others preferred the twitchy, single-handed side rub. Loads of Olympic events, loads of records to be broken, and loads of festering blisters. Those were the days.

3 Jimmy White's Whirlwind Snooker

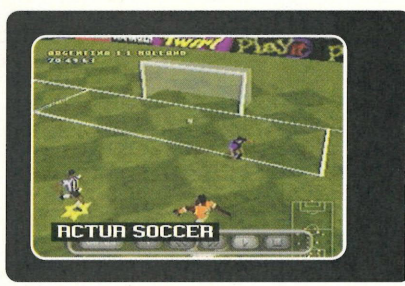
Amiga

Acclaimed guru and programming bloke Archer Maclean, whose name is uttered in the same revered tones as Peter Molyneux and Jeff Minter in the gaming fraternity (if such a thing exists), is the mint gadgie behind this, the finest. Now not many games acquire the title of 'the finest' in the PSX-Pro office – an opinion shared by sister mags GamePro and Amiga Action – but Jimmy White's is ream. The best snooker game since proper snooker.

2 PGA Tour Golf

Macintosh

PGA Tour Golf has a lot in common with John Madden Football. It's had untold incarnations, it's been out on pure – ie loads of – formats, and is widely accepted as the king of its genre. Every version is the best way in the universe to spoil a good walk. Even the rather sad Game Gear could boast a half-decent version of PGA. If that's not a good recommendation, I don't know what is. Actually, I do – PGA Tour Golf is one of the main reasons the PSX-Pro team steadfastly stick to working with Macs. The PC version takes longer to boot up.



1 Actua Soccer

PlayStation

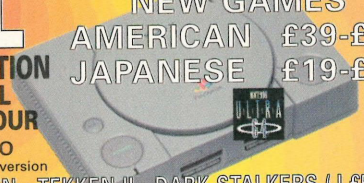
Ream. The absolute finest. The nearest any console game has come to re-creating all that's good in footy. Any footy game that takes ages to suss, but is a treat to play, has to be a winner. Even Barry Davies' commentary becomes half-tolerable.

Alex Lee is bish at sport, but insists he's 'a good sport'



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Gamer salvation is at hand. The **PSX-Pro** 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

84

Tekken

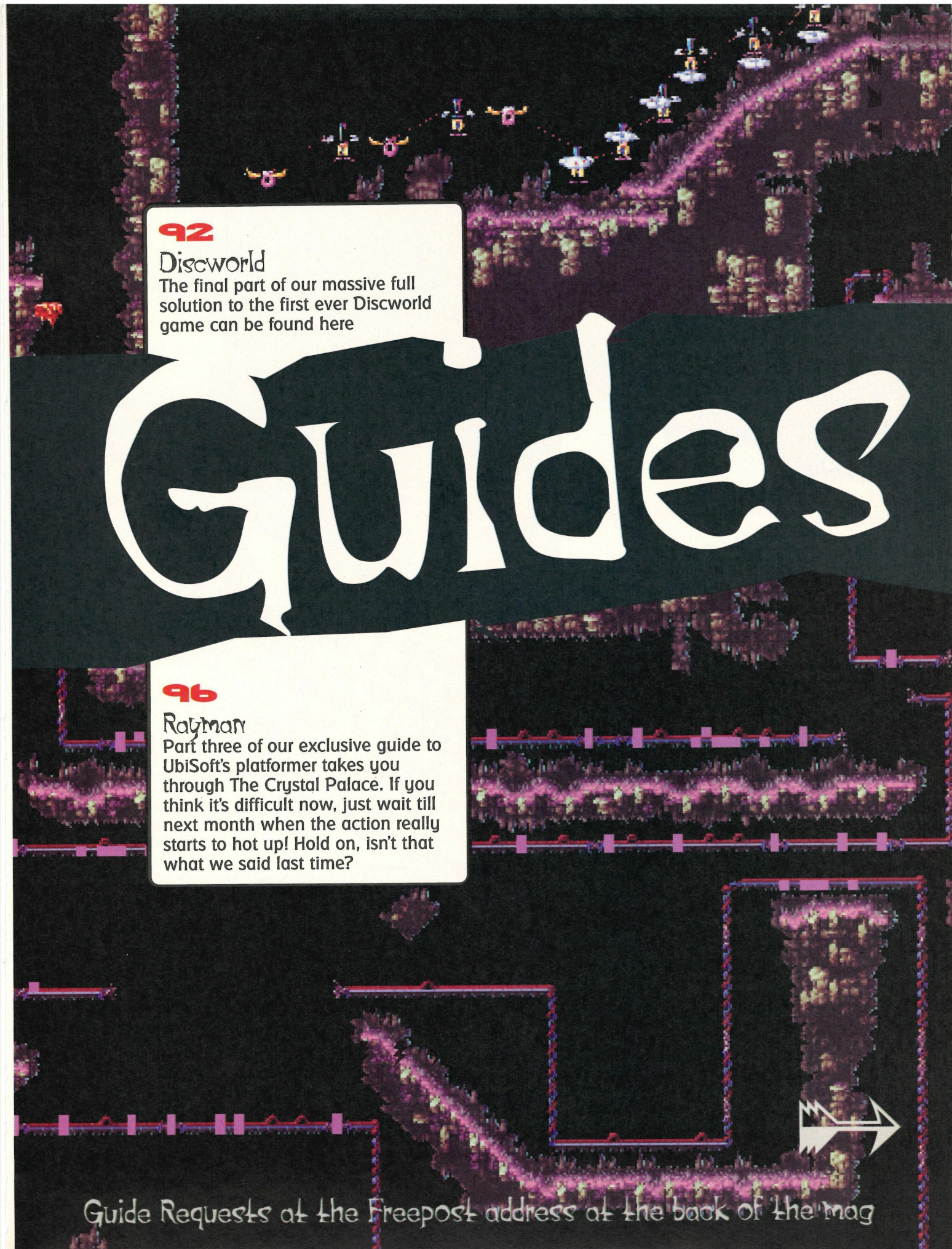
Yes, we've done it before, last issue in fact! Check out the final part of our exposé into absolutely everything you could ever want to know about the king of the beat'em-ups

90

Loaded

Pseudo-obvious hints and tips for the PlayStation's goriest shoot'em-up. Gems such as, *Shoot the enemies until they fall over and die, leaving a pool of blood behind them,* and *Don't get shot too often*

If there's a particular guide you'd like to see in PSX-Pro, write to



92

Discworld

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

Guides

96

Rayman

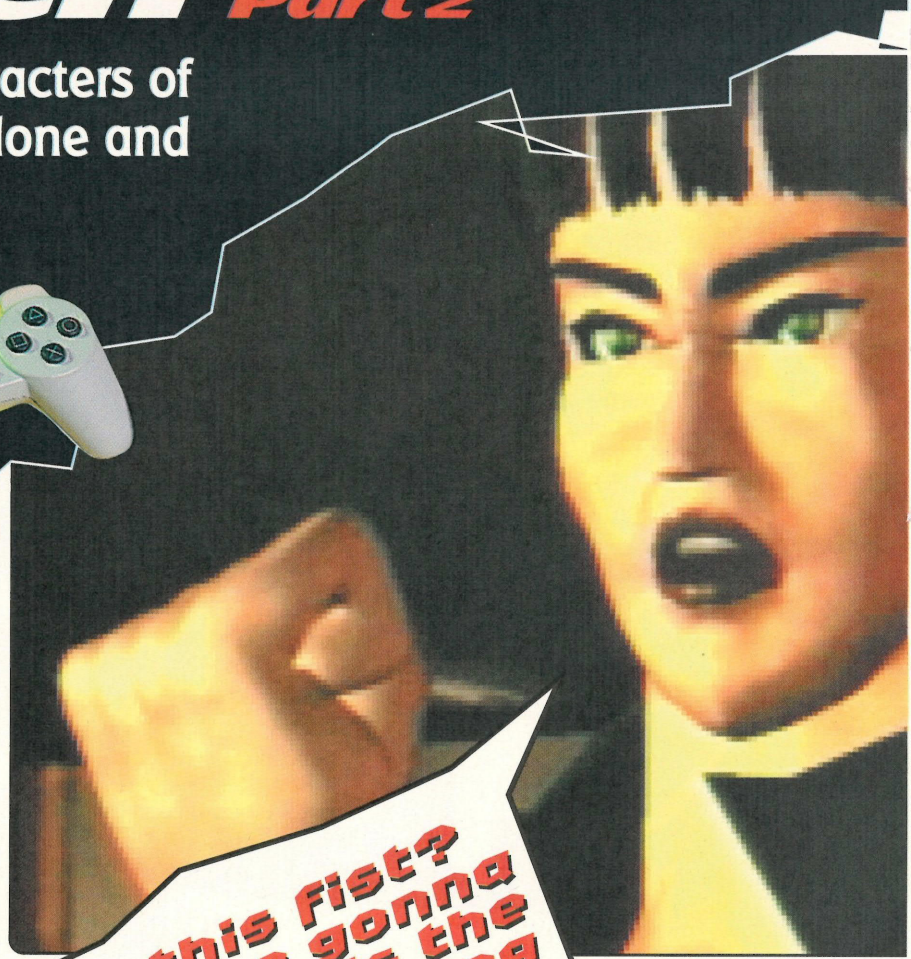
Part three of our exclusive guide to UbiSoft's platformer takes you through The Crystal Palace. If you think it's difficult now, just wait till next month when the action really starts to hot up! Hold on, isn't that what we said last time?

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

Tekken Part 2

The remaining few characters of Tekken are right here, done and dusted, with the added bonus of a few training and strategy tactics thrown in at the end for free





Kuma (derivative of Jack)

Throws

Blanket: LP + LK
Bear Hug: RP + RK
Headbutt: F + RP + RK

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], [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]

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

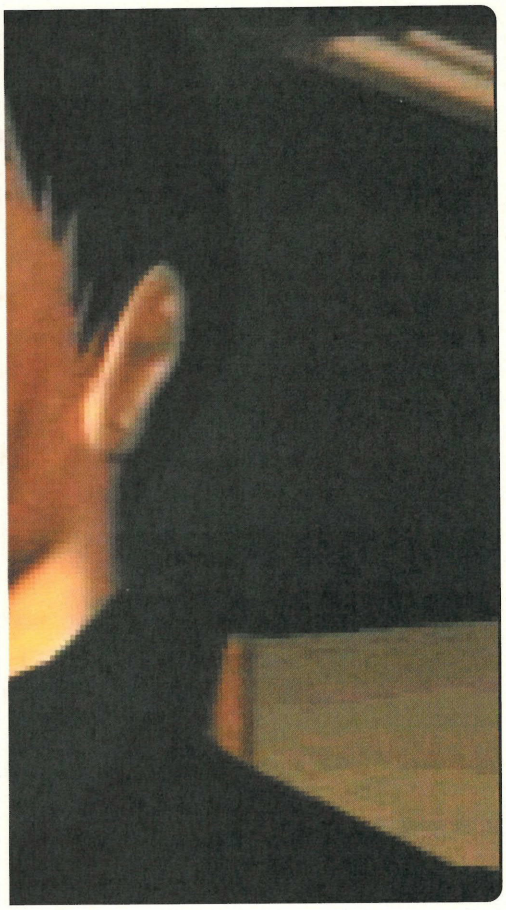
Wang Gin Lei

Throws

Spin Toss: LP + LK
Backlash: RP + RK
Roll Behind: RP, B (RP must hit opponent)
Roll Behind & Reverse Checklift: RP, B (RP must hit opponent), LP + RP
Sky Uppercut: DF + RP (RP must hit opponent), LP

Moves

Chi Release: F, F + LP + RP
Uppercut, [Hammer], [Uppercut]: (crouch)D, (release)D + RP, [LP], [LP]
Hammer, [Uppercut]: DF + LP, [LP]
Flying Kick: F, F, F + LK (Stuns Blocking/Standing)
Power Snap Kick: (crouch)D, (release)D + RK
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]

Non-Michelle Moves

Power Punch: D, DF, F + RP
Palm Rush: F + RP
Bowler Smash: DF + LP + RP
Hard Pounce: Hopback Stomp: UF + LK + RK

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

Anna Williams

Throws

Arm Throw: LP + LK
Reverse Toss: RP + RK
Handstand Toss: F, 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

Chi Release: F, F + LP + RP
Punch, Roundhouse: RP, RK
Punch, High Kick: RP, 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, [L
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]

Non-Nina Moves

Knife Strike: (crouch)D, F + LP
Side Knife Strike: (crouch)D, F + RP
Flip kick: D(crouch), U/UF/UB + RK
Hand Sweep: (crouch)D, DF + RP
Slap, [Slap], [Slap]: B + LP, [LP], [LP]
Lightning Kick flip: D(crouch), (tap)U/UF/UB + RK

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

PrototypeJack

Throws

Blanket: LP + LK
One Arm Lifter: RP + RK

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], [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, [Power Punch]:



DB + LP, LP, LP, [B, DB, D, DF + RP]

Non-Jack Moves

Lightning Hammer, Power Punch: D + LP, [F + RP]
Winding Uppercut: B, DB, D, DF + LP

Unblockable Attack

Wind-up Punch: Rotate controller counterclockwise, starting with B until P. 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 one-hit kill.
Hard Pounce: Cannonball: UF + LK + RK (can be followed with sitting punches)
Super Cannonball: U+RP held till move is finished, only works when opponent is down

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



Armor King

(derivative of 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: DF + LK + RK
DDT: DB(tap), DB + LP + RP

Moves

Kidney Punch: DF, RP
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
Crouching Uppercut: D, F + RP
Punt: F, F + RK
Drop Kick: F, F + LK + RK (Stuns Blocking/Standing)
Spinning Drop Kick: F, F, F + LK + RK (Stuns Blocking/Standing)
Triple Slide Kick: (crouch)D, DF + RK, RK, RK (Stuns Unblocking/Standing)

Non-King Moves

Dragon Punch: F, D, DF + LP
Power Uppercut: F, D, DF + RP
Crouching Uppercut: D, F + RP
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

Ganryu

(derivative of Jack)

Throws

Crescent Throw: LP + LK
Shoulder Throw: RP + RK
Reverse Toss: B + RP + RK

Moves

Sandwich Clap: F, F + LP + RP
Power Palm: 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], [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]
Upwards Hammer, [Down Hammer]: (crouch)D, B + LP + RP, [LP + RP]

Non-Jack Moves

Sumo Palm Rush: D + RP
Double Palm Rush: D + RP, RP
Rising Palm: DF + RP
Hundred Hand Slap: LP, RP, [LP], [RP], [LP], [RP], [LP], [RP]
Sumo Foot Stomp: D + RK
Hard Pounce: Cannonball: UF + LK + RK

Kunimitsu

(derivative of Yoshimitsu)

Throws

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

Moves

Tornado Spin, [Spin], [Spin], [Spin], [Spin]: B + LP, [LP], [LP], [LP], [LP] (If done 5 times, Kunimitsu will collapse)
Tornado Sweep, [Sweep], [Sweep], [Sweep], [Sweep]: DB + LK, [LK], [LK], [LK], [LK] (If done 5 times, Kunimitsu will collapse)
Tornado Spin, Spin, Sweep, [Sweep], [Sweep]: B + LP, LP, DB + LK, [LK], [LK] (If done 5 times, Kunimitsu will collapse)

Twist Hit: F + 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, [Diving Corkscrew]: F, F + LK + RK, [LP + RP]
Hard Pounce: Hopback Stomp: UF + LK + RK

8-Attack String

LP, RP, LP, RK, RK, RK, RK, LP
Left Uppercut, Right Uppercut, Left Uppercut, Three Right Kicks, Low Sweep, Left Uppercut

Heihachi Mishima

(derivative of Kazuya - his old man!)

Throws

Noogie Cracker: LP + LK
Piledriver: RP + RK
Headbutt: F, F + LP + RP

Moves

Dragon Punch: F, D, DF + LP
Lunging Uppercut: F, D, DF + RP
Spinning Backhand: F + 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, RK
Jump Kick: F, F, F + LK (Stuns Blocking/Standing)
Flying Roundhouse, Low Sweep: (tap)UF + RK, RK

Non-Kazuya Moves

Tile Splitter, [Deathfist] - Hammer Fist, [Power Punch]: D + LP, [F + RP]
Wind Godfist Power Punch: D, DF, F + RP
Super Uppercut: F, F + RP
Back Sidestep Jog: B, B, B (always counterclockwise)
Flying Kick, Power Roundhouse: (tap)UF + LK (LK must hit opponent), RK
Power Mid Kick: F, D, DF + LK
Power Low Kick: F, D, DF(hold) + LK
Hell Sweeps and Kicks - Sweep, [Sweep], [Sweep], [Sweep], [Kick], [Axe Kick]: F, D, DF(hold) + RK, [RK], [RK], [(release)DF + RK], [RK] (You don't have to do three sweeps to do the last two kicks)
Hard Pounce: Hopback Stomp: U/UF/UB + RP + RK

How to become Lord of the Rave War!

Selective Limb Training

Choose one character, and choose one part of his/her body [left leg, right leg, left arm, right arm]. Now, make a resolution to only use that corresponding button when fighting. The best thing to do is take it in the order of LP, RP, LK, RK - in order of power.

Left Punch

Fast, but not very damaging. Easy to whip out for a surprise blow. The ultimate insult to your opponent if you use one well-timed left punch to finish the round. When practising with the left punch, experiment with timing to see what button press rhythm you need to use to produce the fastest punching possible. Also, use the left punch as a way to counter your opponent's attacks (See Stop-Hits, later). Then try combining jumping left punches with left punch combos, and then following up with rapid punch combos, and perhaps a special move - after all, every character has one or more special moves using the left punch button.



Right Punch

Slower, but does much more damage, and also is used for more special moves than the left punch. You won't be able to do many combinations using the right punch, but you can still experiment with the jump punch, punch, special move combos. Practise using the right punch to execute special moves.

Left Kick

A rapid, crisp move which is executed in a fleeting moment, and leaves your opponent with a footprint on their chin. Doesn't hurt, but works good in combos and flying kicks. It can do more damage than the jab punch, so if you employ it in the same way, paying more attention to long range crouching kicks, then you will do more harm, but also leave yourself more vulnerable to a counter-attacking sequence. Jump in or run in with a kick, kick, crouch and kick, then do a special move with the LK button.

Right Kick

The RK button is most powerful of all. It sometimes results in the leg swinging round in a long arc, generating centrifugal force, before slamming into the opponent's body like a sledgehammer. It is slow, so you are left vulnerable while executing it. A typical RK combo is: crouching RK, standing

Tekken



RK, running RK, RK special. When you win the game in story mode by using one of the four attack buttons, then you are ready to go onto mixed training, where you combine two limbs.

Two-limb combos

Start with **LP and RP:** The boxer training, useful for rapid combinations and stop-hits. **LP and LK:** Weak Kick training, useful for rapid combinations and long-range high-low attacking variations. **LP and RK:** Average strength Kick training, good for rapid punch combos followed by knockdown kicks. **RP and LK:** Average strength Punch training, weakest of all possible combos. Good for several rapid kicks followed by an uppercut or forward jump punch. **LK and RK:** This is perhaps the best of the two-limb combos, and dictates the best fighting style of the four, with the most possible attack combos, especially if you pick a rapid fire kicker, like Lee Chow Lang.

Four-limb combos

Once you're proficient in all of the limb combos, start fighting with all four limbs, and you'll find that you can string together combos much better than you did before. This training method works best with characters that have `normal' martial arts moves, especially Law, but also Paul, Kazuya, Michelle, Nina, King, Yoshimitsu, and their derived characters. Jack and his derivatives can't really be learnt in this way.

Stop-Hits

If you are having to constantly block low and high while your adversary chips away at your defence with a constant barrage of jabs and fast kicks, special moves and throws, then you need to turn the situation round fast before your energy dwindles away. But how? By making use of the stop-hit technique. This is a method whereby you learn to anticipate your opponent's move, and then execute an attack move which will stop your opponent from executing the move, and leave him/her momentarily open for attack. This is a technique which requires excellent reflexes, and good controller timing.

Let us take an example from a fight between Law and Kazuya.



Kazuya is piling on the pressure – all Law can do is block repeatedly. His energy is getting low due to Kazuya making repeated use of his Dragon Punch attack. Then Law spots Kazuya's weakness – the way in which he pulls back his hand a second before executing the Dragon Punch. Next time Kazuya draws back his right fist, Law can choose one of two possibilities. If he is standing close to Kazuya, he can whip out the jab LP, and if it connects before Kazuya finishes his Dragon Punch, messing up his timing, leaving him open, Law can follow up with a second jab, followed by several more hits (see last issue). The second possibility, if he is too far away from Kazuya to execute a close range move, is to execute a power kick flip. This will take precedence over the dragon punch, knocking Kazuya down to the ground, and shifting the balance of power to Law. However, there are many stop-hit possibilities and only two are illustrated here. The best way to practise your stop-hit is against a human opponent.

Ask them to execute one special move again and again, until you find the best stop-hit to use against it. The best stop-hits are ones which result in instant knock-downs or concussions, or can be instantly followed by combinations. You have to reach a fair standard before you can apply tactics successfully. Once the moves can be executed automatically, only then can the fighting mind concentrate on discovering the opponent's reactions, anticipating his intentions and devising the strategy and tactics required to beat him. If physical qualities are equal, intellectual superiority helps to achieve victory. Between equally intelligent fighters, mechanical and technical knowledge can be decisive.

Attack By Drawing

An attack or counter-attack initiated by luring the opponent into a commitment to attacking by leaving him an apparent opening, or executing moves that he may try to time and counter with stop-hits or specials. Attack by drawing can make use of the stop-hit attack, or more simply a combination or special move.

Ways to draw your opponent

Executing a special attack from a distance that you know will enable you to land in time, and sufficiently positioned, to allow you to attack your counter-attacking opponent. Walking forward and backwards rhythmically, so that your opponent thinks he knows when you are going to walk forward, leaving yourself vulnerable. As soon as your opponent makes an offensive move, change your rhythm of movement and attack. Forcing - closing in on your opponent either fast or slow, causing him to panic and lash out, at which point you counter with a stop-hit or block, then attack.

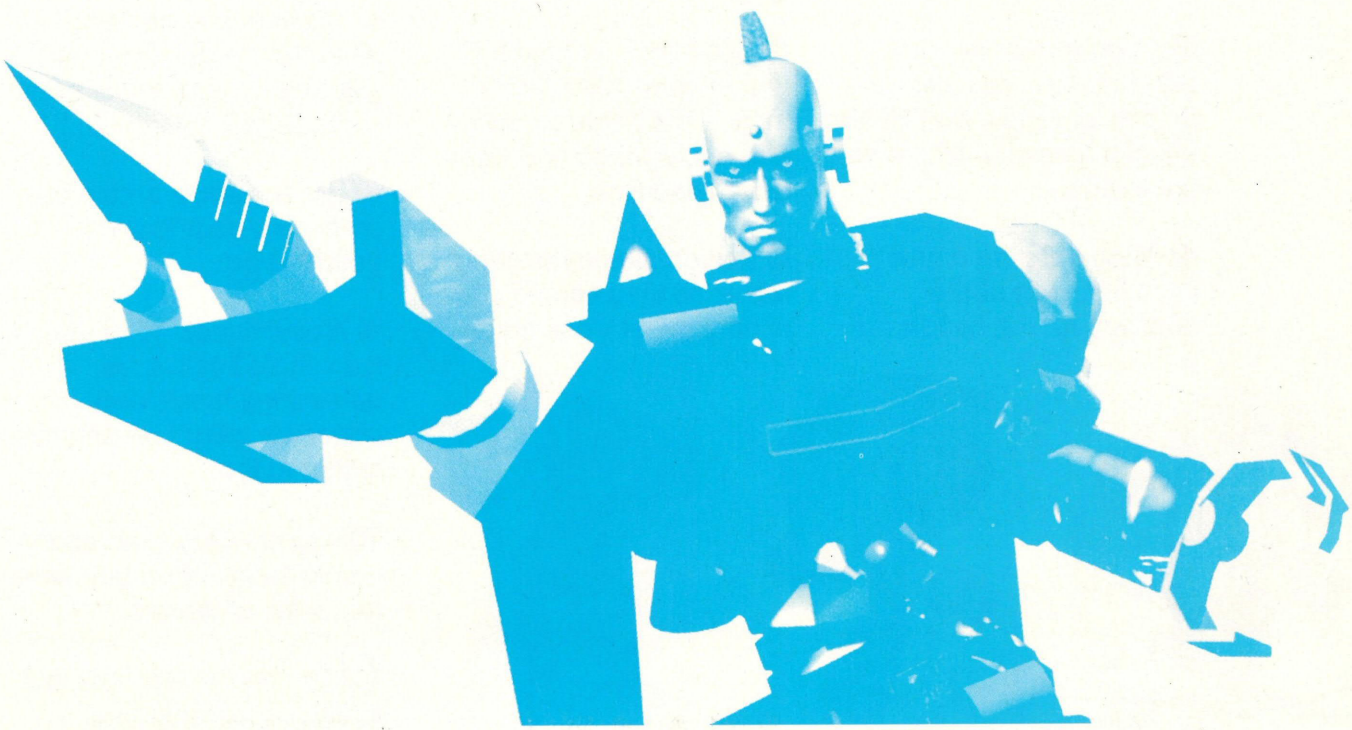
The Best Character

Depends largely on your own preferred fighting style. Kazuya is a good 'starter fighter' as his moves are quite powerful and easy to execute. He is, however, limited, with few real combinations and inherent weaknesses. He takes time to execute his moves, always pulling back his arm or his leg before execution, allowing your opponent to step in with a stop-hit and hammer you. Paul is arguably better than Kazuya, as he is faster in terms of special move execution, although less powerful. Overall, Law and Lee Chow Lang are the best fighters, both for beginners and experienced pugilists. Law's kicks are excellent - the beginner can stroll his way to the end in story mode by hammering LK and RK like a madman! Watching Bruce Lee's Fist of Fury, The Big Boss, Way of the Dragon, Game of Death or Enter the Dragon before you play is the best way to get into the correct frame of mind to be playing with Law.

Alternatively, If you select Law's derivative Boss Character, Lee Chow Lang, then you can win fights simply by using his multi-kicks, where he stands on one leg for an infinite length of time and kicks out at varying heights. Heihachi Mishima, however, is the true lord of the Rave War. His moves are amazingly powerful, a mixture of Paul's and Kazuya's best, along with some top ones taken from each of the other six characters.

Game Of Death

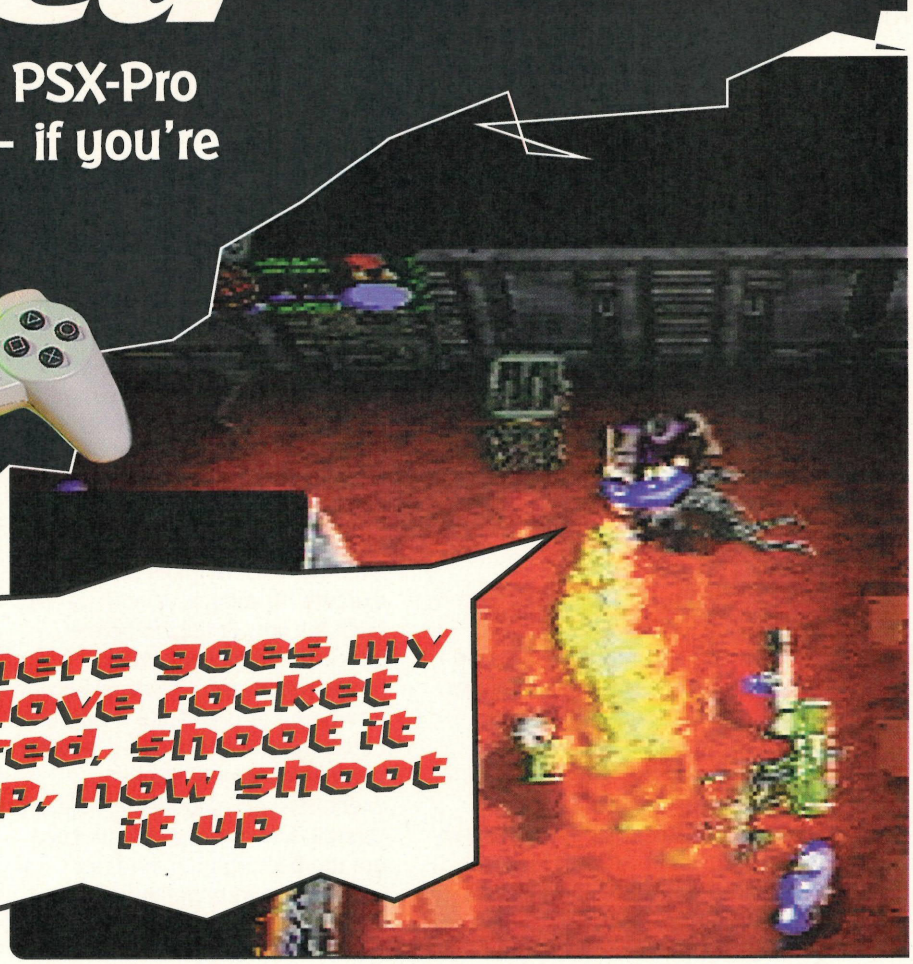
It is rumoured that all or most of Law's moves were digitised using the rotoscoping/motion-capture method, from Bruce Lee's final, incomplete film, Game of Death. We can't say for sure, though.



Loaded

Yes, that's right, it's the PSX-Pro obvious advice section – if you're struggling on Gremlin's excellent blast-fest Loaded, get a load of these blindingly obvious hints 'n' tips





1) Use the run button to make a fast getaway. If you're unable to shoot your way out, it's a case of run or die.

2) Save your smart bombs for the areas crammed with blood-thirsty adversaries.

3) Smart bombs do not affect Hunter. You just have to face up to him and fill him full of whatever it is you've got to offer.

4) When entering a new chamber, wait at the doorway for the baddies to run towards you and into the path of your weapon.

5) Don't pick up health if you already have 50% or more – it's better to save it and return when you have more need for it.

6) Beware flame-throwing robots as they can do a lot of damage at close range.

7) Be on the look out for cracks in the walls. A few blasts from the big flesh shredder strapped to your side and a room full of useful pick-ups will be revealed.

8) Use the strafe button to produce a neat 'wall of death' effect.

9) A useful method of attack is to strafe backwards, unleashing harshpants plutonium death on anyone within range.

10) Don't waste your ammo – only shoot when you have to... well, whatever.

11) The end of level one has a high concentration of

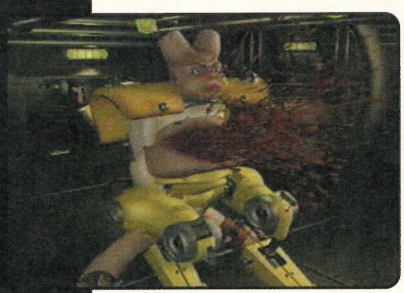


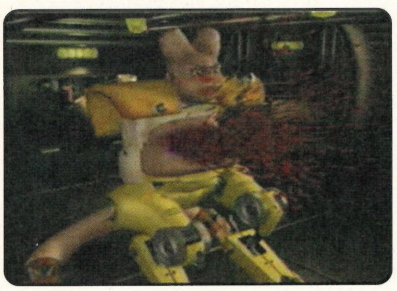














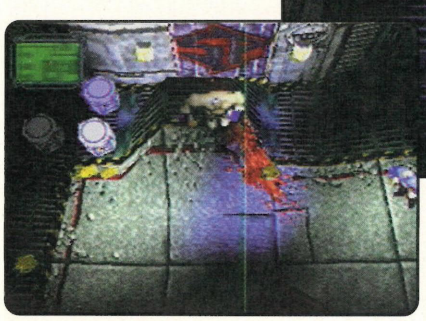
guards, so get your smart bombs ready.

12) Look out for the secret rooms on level two.

13) Don't hang around on levels three and four, as the monsters regenerate.

14) Get prepared for Hunter - and it's not the blond haired nibber out of Gladiators - at the end of level five.





15) On level six, the fuel is hidden next to four huts.

16) Don't hang around on level seven, as the zombies regenerate.

17) Look out for the hidden rooms on level eight.

18) Get fully powered-up for Hunter - he's also at the end of levels eight and nine.

19) Do not pick up all the power-ups at once at the end of level 10. Save a few of them for later.

20) Go to the left side of level 11 first to get the first two parts of the bomb.

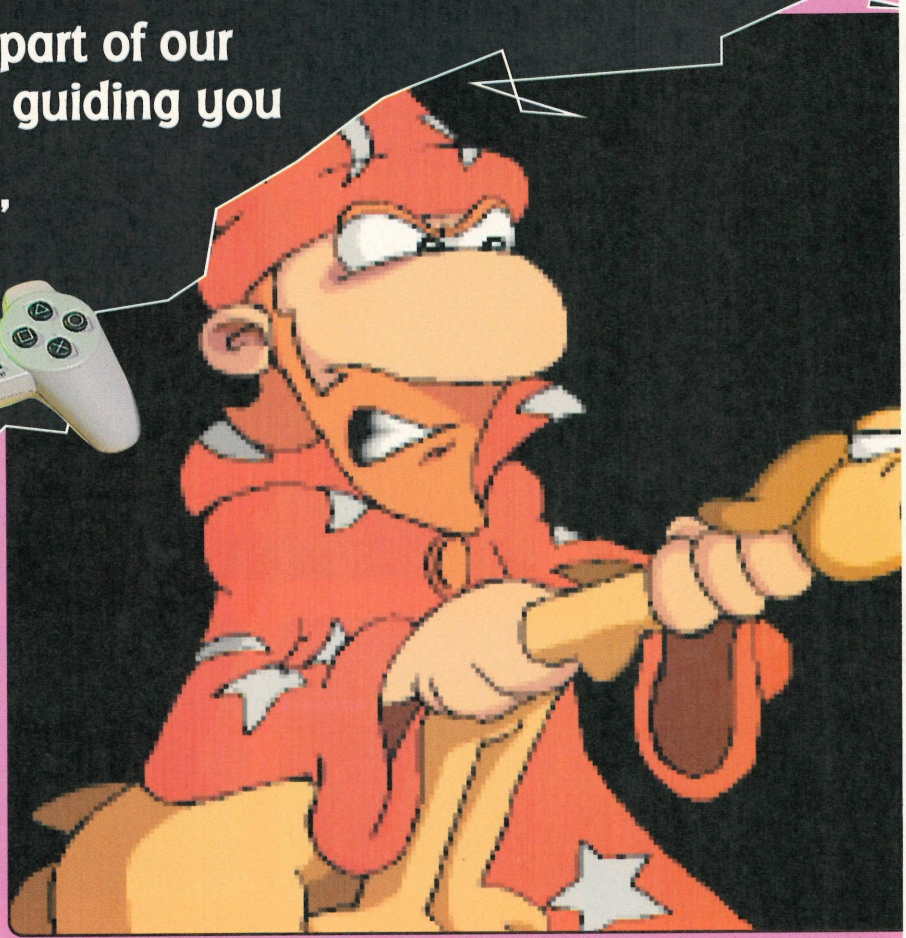
21) Find the outdoor teleporter to get an extra life on level 12.

22) Don't rush into the rooms that are full of robots on level 13.

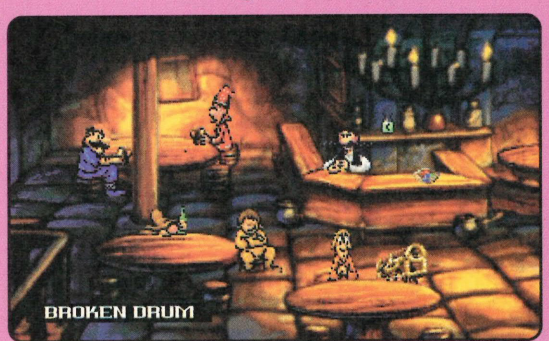
23) Don't pick up all the power-ups in the room before FUB - the last guardian - unless you need them. Wait until you cop it, then power-up again.

Discworld Part 4

This is it folks. The final part of our epic Discworld solution, guiding you through to the thrilling conclusion of Psygnosis' computerisation of Terry Pratchett's successful series of books

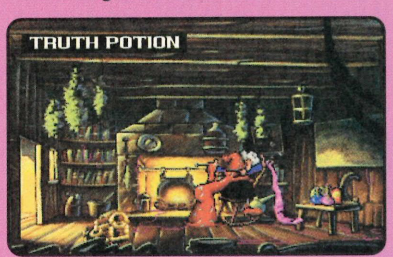


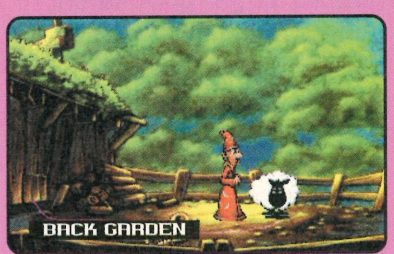
When we left Rincewind last month he was cruelly framing the innocent donkey for a crime he didn't commit. Now you need to get the Talisman. This is the Eye of Offler and is found in the Temple of Offler. This is another part of the quest for that ever-elusive birthmark. You need to begin in the Broken Drum where you should have a

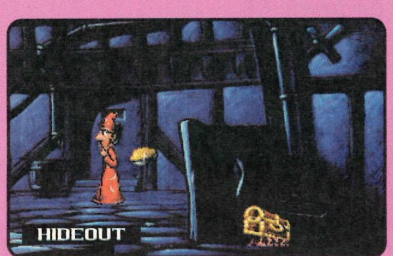


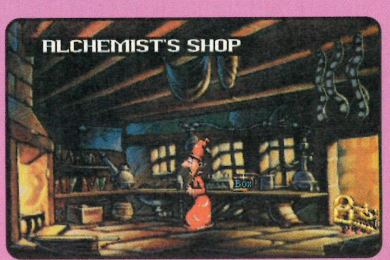
conversation with the braggart. He's been to the temple and is therefore the logical place to start your investigation. Unfortunately he always lies no matter what you ask him, so you need to somehow get hold of a truth potion.

Head off to Nanny Ogg's. You will be able to get such a potion there, but her price is a kiss. Obviously Rincewind is none too keen and needs to find a way around the problem. What you need to do is use the custard pie love potion. Visit the hideout and press enter on the door knocker. The guard will ask for the password and in return will give you a custard pie. Place it in the luggage and return to Nanny Ogg's place in the Dark Wood. When she asks for a kiss, use the love potion on yourself. This will force you to fall in love with the first person you see, which in this case is Nanny Ogg, and you will give her a big sloppy kiss. Nanny is so impressed with your kissing prowess that she gives you the truth potion.

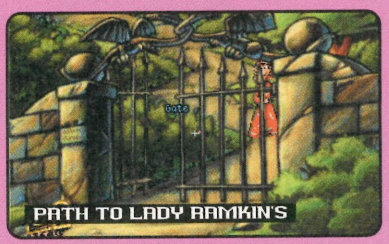






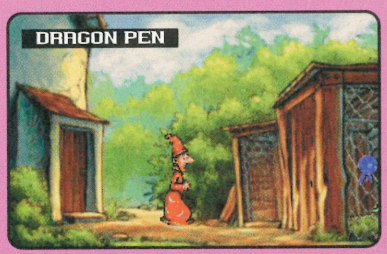






the truth is to get another suitable picture to hang in the bar so you can switch the table again.

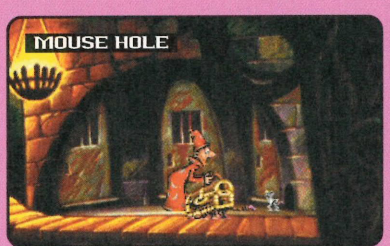
A quick look at the other



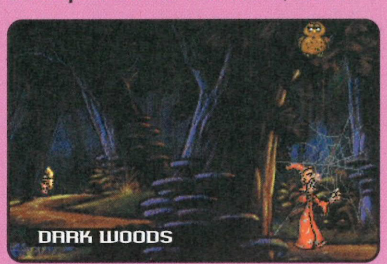
pictures in the bar reveals that they're all of prize winning animals, so you can assume you will also need to get a picture of an award winning creature. Before you can take a picture you need a camera, so the Alchemist's (the place where you found the first instamatic camera) should be where you look. As always, things aren't as straight forward as they at first seem. The camera at the Alchemist's needs an imp before it will work, so it's

I hope there's a few Guides Specials left (see p124), or I'll never know how to do it!

Take the potion back to the Broken Drum and talk to the braggart again. The beer monster asks you to get the drinks before you talk, so use the time you have at the bar to put the truth potion in one of the



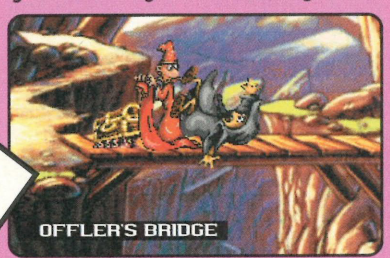
beers. Unfortunately, when you give the braggart his drink, he spins the table while you're looking at a picture, thus switching the drinks. As there are only three pictures, you end up drinking the drugged beer and revealing all. It quickly becomes apparent that the only way to get him to drink the potion and tell



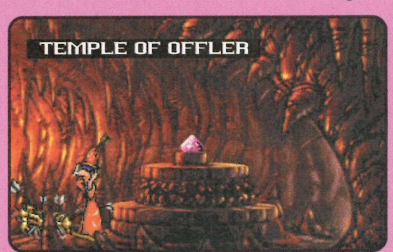
time to hit the trail again. Before you leave, grab the camera. Your quest for an imp takes you to the Palace Dungeons. Outside a mouse hole in the deepest corner of the room there are the familiar sounds of a creature chattering



and eyes moving in the darkness. You use the same method as you used in Act One to catch the imp. In case you've can't remember that far back, use the string on the worm and then use this contraption on the mouse hole. As you haven't got a worm in your



inventory, you need to get one from somewhere. It turns out the Broken Drum pub is the place to find a worm. Look carefully at the bottles on the bar and you'll discover that the cactus juice bottle has a worm inside it. To get



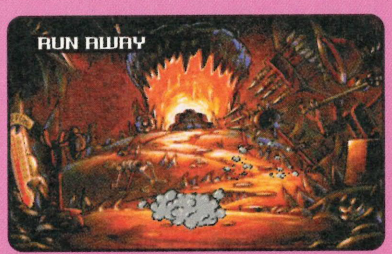
the worm you need to buy some cactus juice - the worm will automatically end up in the glass. Once you've got the worm, return to the dungeon and use it on the imp in the mouse hole. True to form the creature is lured out of the hole by the worm, but it appears that you've caught a rat rather than an imp. Only when

Discworld



you place the rat in the luggage and then examine it do you find that it's actually an imp.

Now you have the imp, use it with the camera. The next step is to find an award winning animal for your picture. Go back to Nanny Ogg's place and examine the wool on her floor. Trace the trail of wool around the room and you will be lead to a tiny door at the back of the house.



There's a sheep in the back garden, although there's nothing to suggest this is a prize winning animal. Before you exit the garden, make sure you pick up the hammer from the wood pile.

You still need to find something to show that your sheep has won a prize. With this in mind, pay Lady Ramkin's Dragon Sanctuary a visit. This is the logical place to visit and becomes available on the map when you read the bumper sticker on the Donkey Cart. When you get to Lady Ramkin's place, knock on the front door. Ideally you want to get round the back of the house via the path on the left side, but you need to distract Lady Ramkin first. As soon as she comes to the door, run along the path. She stands at the door unable to prevent you from sneaking round the back.

Once in the sanctuary, swipe the rosette, the leash and the nail that the leash is hanging on. Now you have the rosette you have everything you need to make up your fake picture. Return to Nanny Ogg's place and trace the wool to the sheep in the back garden. Place the rosette on the sheep and take a picture with the instamatic camera. When your picture is developed, place it in the luggage. The only thing your picture is missing is a frame. The frame is on the picture of the octopus at the Fishmonger's Stall. Simply click on his stall to zoom in and pick up the frame. Once you've got the frame, place it in the luggage. Then use it on the picture. When you've got the framed picture, take it back to the Broken Drum.

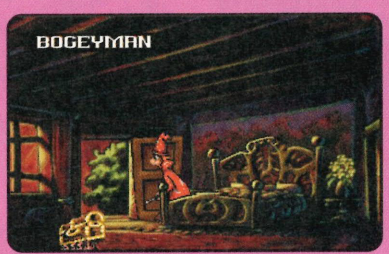




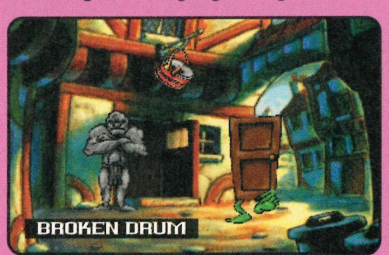
When you get to the pub, use the hammer and nail on the beam behind the braggart. Then hang the picture on the nail. Now you have the extra picture, talk to the braggart again, order the two drinks, and then put the truth potion in the drink. When you sit down, the whole charade begins again, but this time you're prepared. He blurts out the location of the temple and you now have the information you need to get the Eye of Offler.

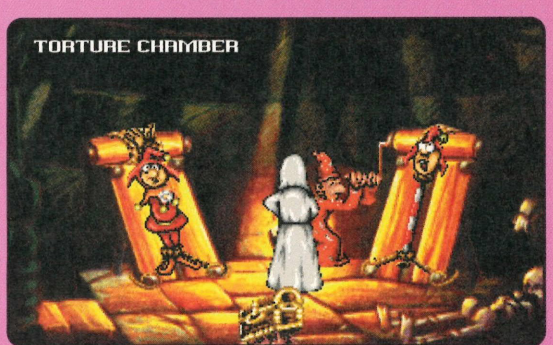


The second phase of your mission is to get past the monk guarding the gateway to the temple. The only clue is a throw-away piece of information earlier in the game. The monk said that people should lay out red carpets for someone of his importance. When you meet the monk, take the carpet out of the luggage and place it in front of him on the bridge. Stand on the platform and wait for a moment until the monk steps on the carpet. You then automatically pull it from underneath him.



Grab the blindfold on the hat-stand next to Indy's hat and whip, and put it on. Now you're blind. Find a guide dog by using the leash on the luggage. The luggage leads you to the altar where you can take the blindfold off. Take a look at the luggage and you see that he has taken the full force of the attack. Find the pile of sand





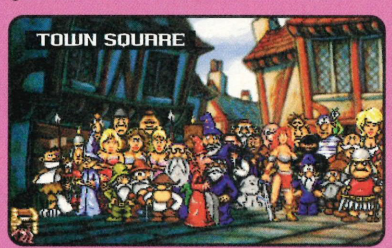


near the altar and use the money pouch on it. Use the filled bag on the Talisman.

The sixth item is a sword that goes ting. Go to the dungeon and examine the racks. Go back to

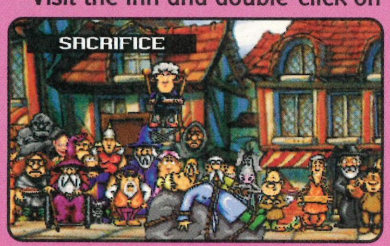


Ankh Morpork and go to Lover's Wood. Use the screwdriver to remove the crank from the well and go back to the dungeon. Use the crank on Chucky's rack. You'll get the sword. Talk to the Torture Master and go to the city gates. Speak to Carrot and exit the city gates. Head for the dwarf mines.



The sword tuner is tucked away in an alcove to the left. Speak to him and he'll tell you to bring him a mug of elderberry wine. Go to the Broken Drum and ask for wine before trying to get Rincewind into the cellar.

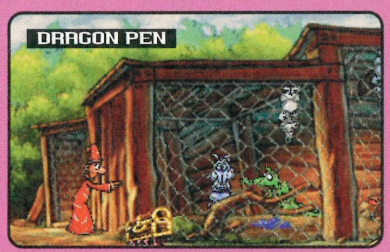
Visit the inn and double-click on



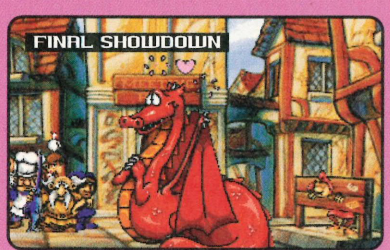
the door. Talk to the Bogeyman and use the screwdriver on the door. Talk to the Bogeyman again and get mad at him using the thundercloud. He will accompany you to the Broken Drum. Send the Bogeyman into the cellar and go down after him. Use the mug on the centre barrel and place your filled mug in your personal inventory. Go back to the dwarven mine and he will give the dwarf the wine. He will now tune the sword. Leave the mine.

The Final Showdown

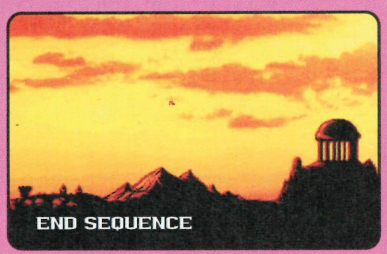
If you walk over to the middle of the square and move the cursor over Lady Ramkin's leg, you will find a golden key in her stockings.



Pick up the key, leave the square and go to the dragon sanctuary. Once you arrive, walk through the grounds of the house using the small side path that leads to the back garden. Grab the golden key from your inventory and use it with the lock on the dragon enclosure. Once the door is



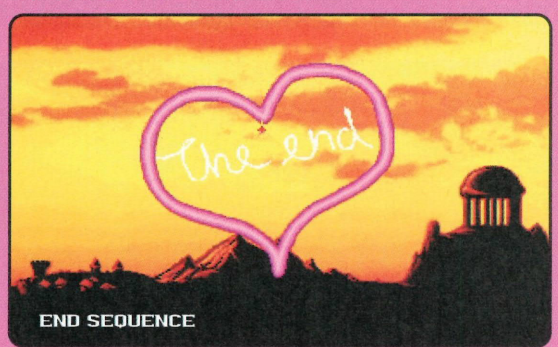
unlocked, make your way to the far end of the pen until you see a small, light coloured swamp dragon. Place the cursor on the dragon. Pick up the dragon and place it in your inventory. Head for the Patrician's Palace. You can walk into the palace freely now. Once you're inside, make your way to the dungeon. Go to the torture chamber. Remove the dragon from your inventory and use it with the hot coals in the middle of the room. Place the dragon back in your inventory. Go to Nanny Ogg's and enter the house. Use the dragon with the



cauldron and he will swallow the contents whole.

Leave Nanny Ogg's shack and go to the dwarven mine. Go to the swordsmith's where there's a grate behind the anvil. Get the dragon and use it with the coals.

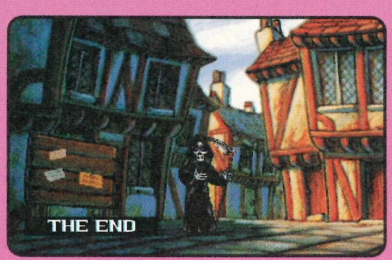
Use the fireworks with the dragon and watch the animated sequence. Leave the mine and there'll be another cut-scene



taking you to the square.

Last bit now! Grab the love custard pie from the luggage and use it on the dragon when the screen flicks to him. The dragon turns into a lovestruck fool and the first thing he sees is the swamp dragon you're holding!

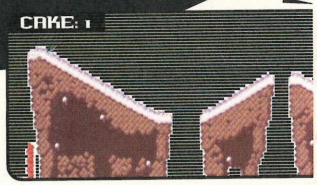
And that's it. You've completed the game. Well done!

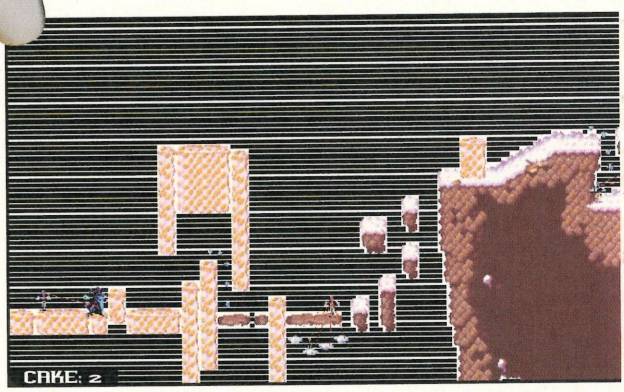


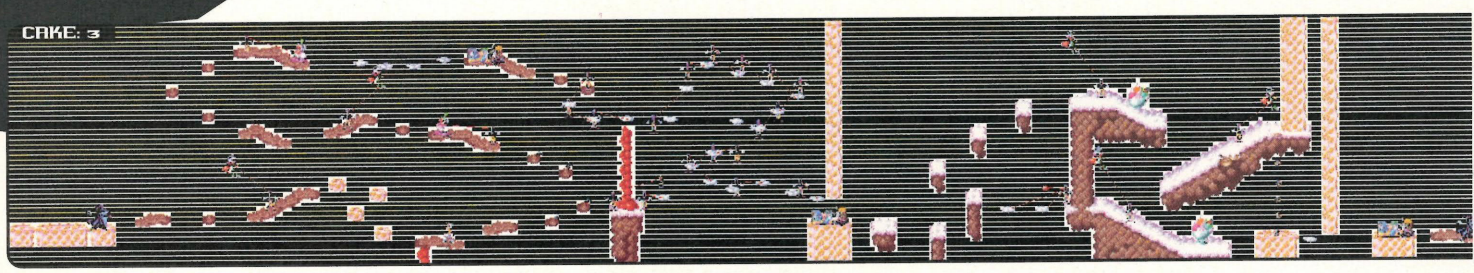
Rayman Part 3

Not much text this month. We reckon you'll have enough to worry about just staying alive without the added hassle of spooning about uncovering any secrets! Concentrate on the maps instead

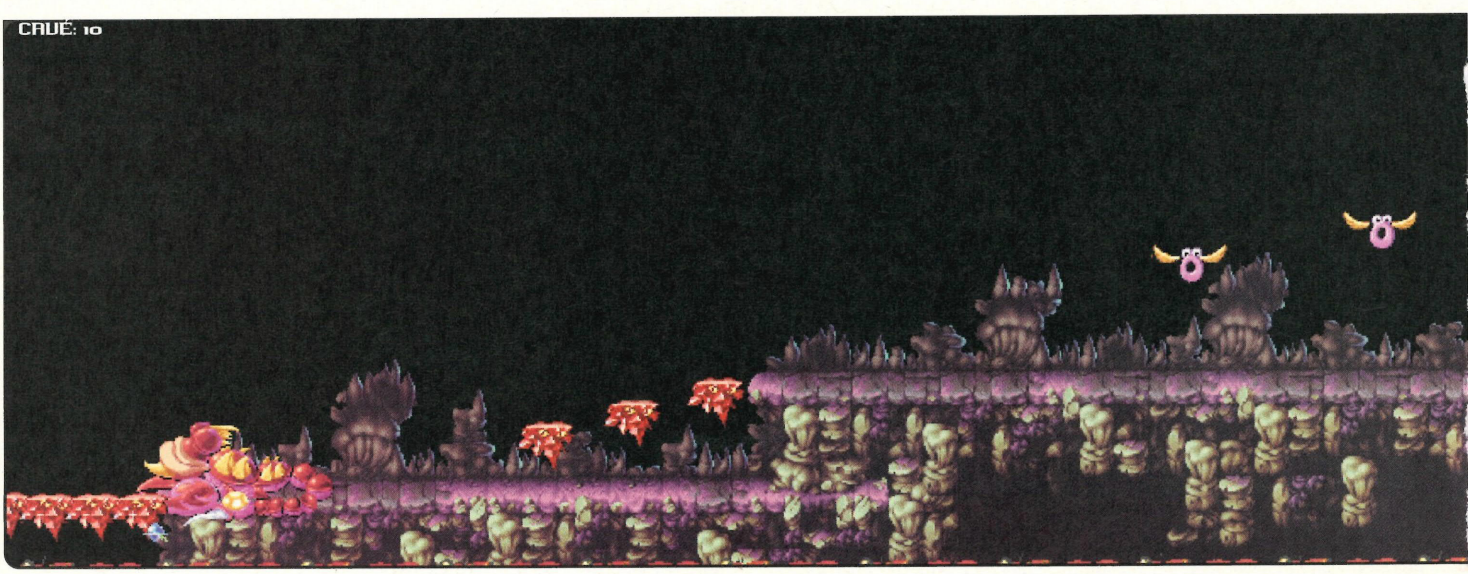




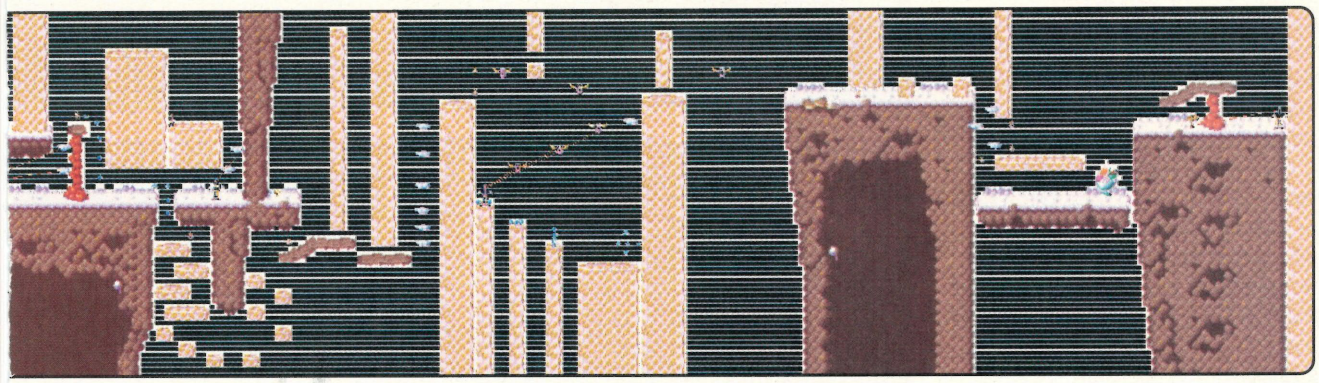






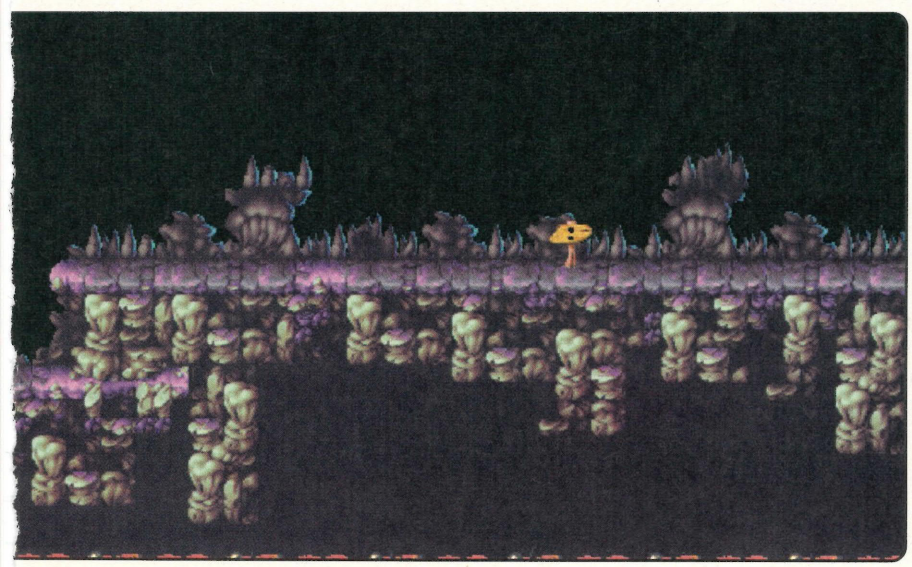












Crystal Palace

Make sure you don't go too quickly past the caverns beneath you on the first part of the level, as they may be hiding a cage or two. Once you pass the blue steel ball, go up and start going left.

Try doing a running jump into the void. There will be a cage at the end. Once you get this cage, a cloud will appear taking you to the right side of the screen back the way you came.

Ride the cloud, but make sure you don't get off. Let it bring you back to the cage you just freed. Another cloud will appear, taking you to another cage (remember to duck, though!).

Rayman



To beat the scorpion, keep jumping on the falling platforms – while all the time avoiding the scorpion's deadly claw – until they are all gone.

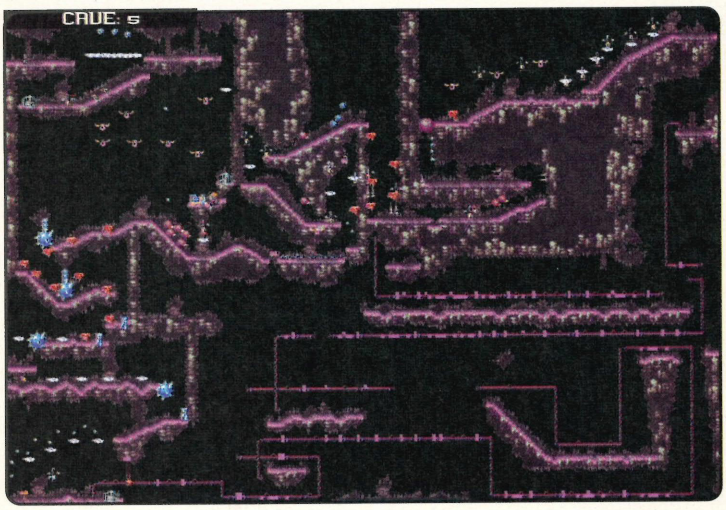
As the last platform falls, jump and hang on to the ledge on which the scorpion is sitting. He will appear pseudo-startled and move backwards in typically cowardly fashion.

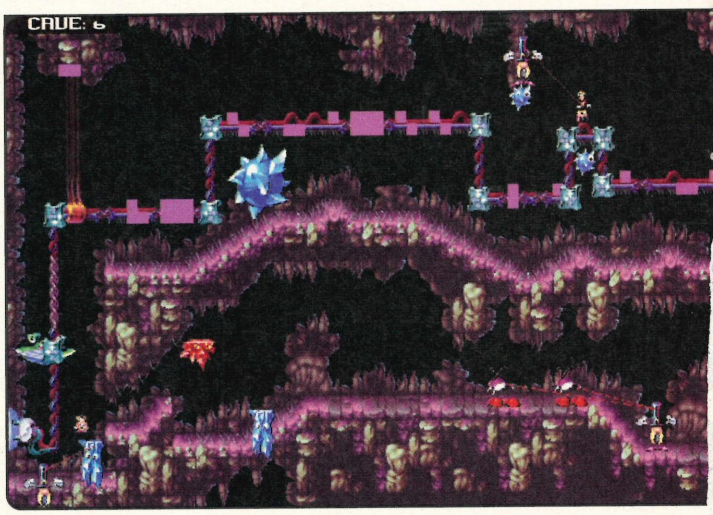
Use your advantage while it lasts, and jump up onto the ledge to face the scorpion. He'll now advance a couple of times while throwing his claw in a particularly intimidating manner. Each time he does so, jump and hang over the edge until the scorpion retreats.

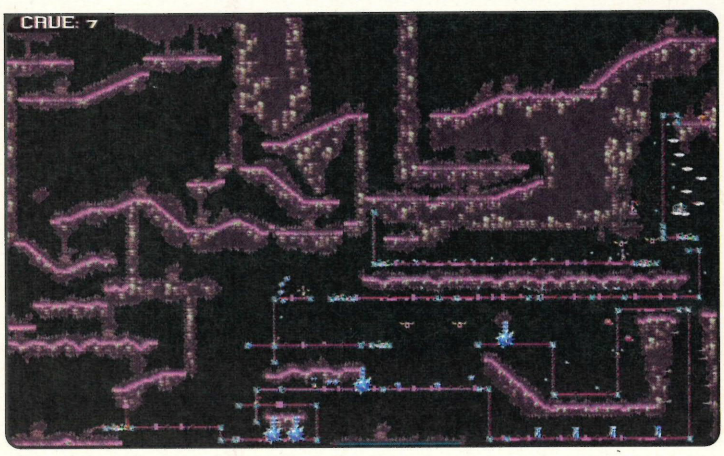
After about three attempts, your foe will retreat all the way to the right. When this happens, it's time to move quickly to avoid the all-consuming lava.

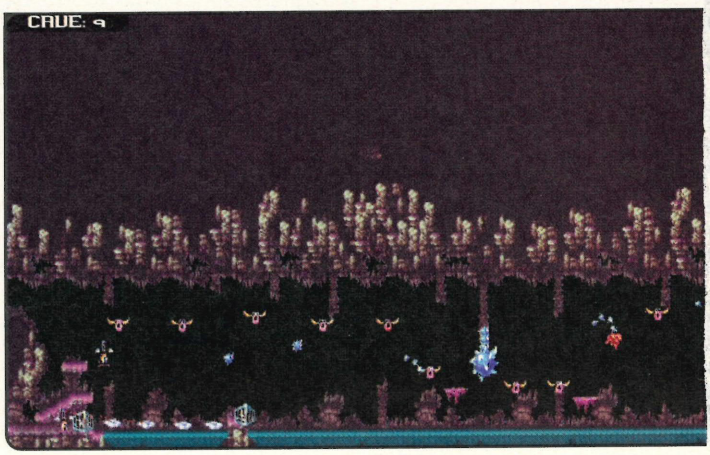






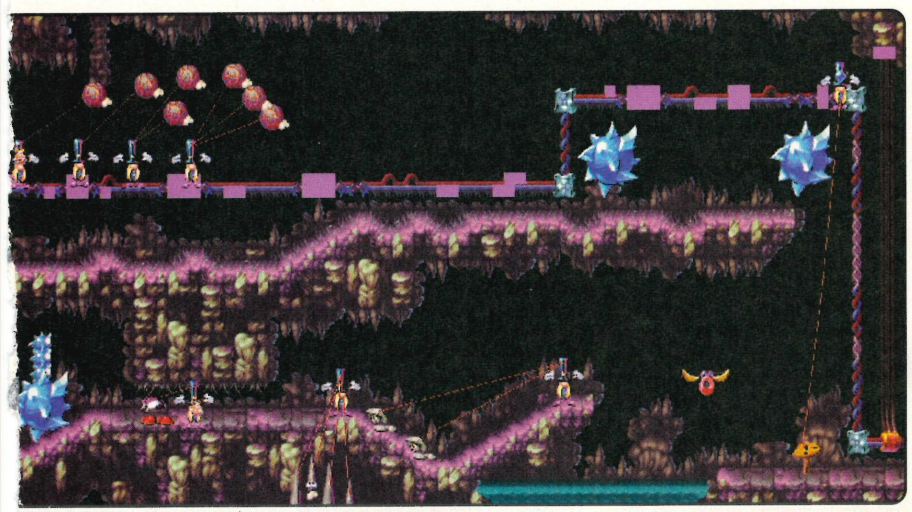


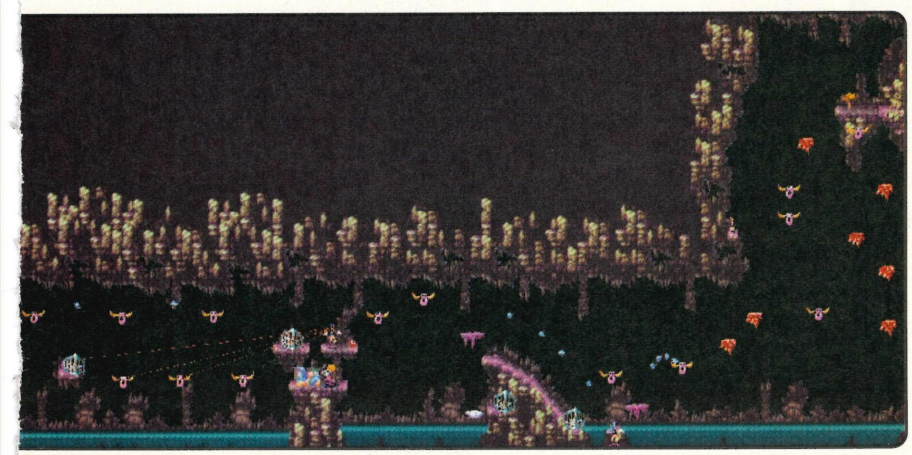












Map Reading for Beginners

There are one or two little things that may confuse you in our Rayman level maps. However, if you read this carefully, all will be explained, so there'll be no need to phone us up saying, *your maps are all wrong*.

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 a very good reason. For instance: the start/stop points of the automatic scrolls, or water going up (symbolised by one or more signs), or snowing (snowflakes), or the accelerating of the mosquito when he is running after Rayman (symbolised by the mosquito icon), etc. You will understand them easily 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 (an enemy, an Electoon cage...) appear somewhere. The link between each magician and the event each one makes appear have been drawn so you can easily understand each one's effect.

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

Congratulations!

You've now reached the all-new **PSX-Pro** preview section. It's the best

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Deadly Skies
An innovative mixture of flight sim and beat'em-up. Apparently

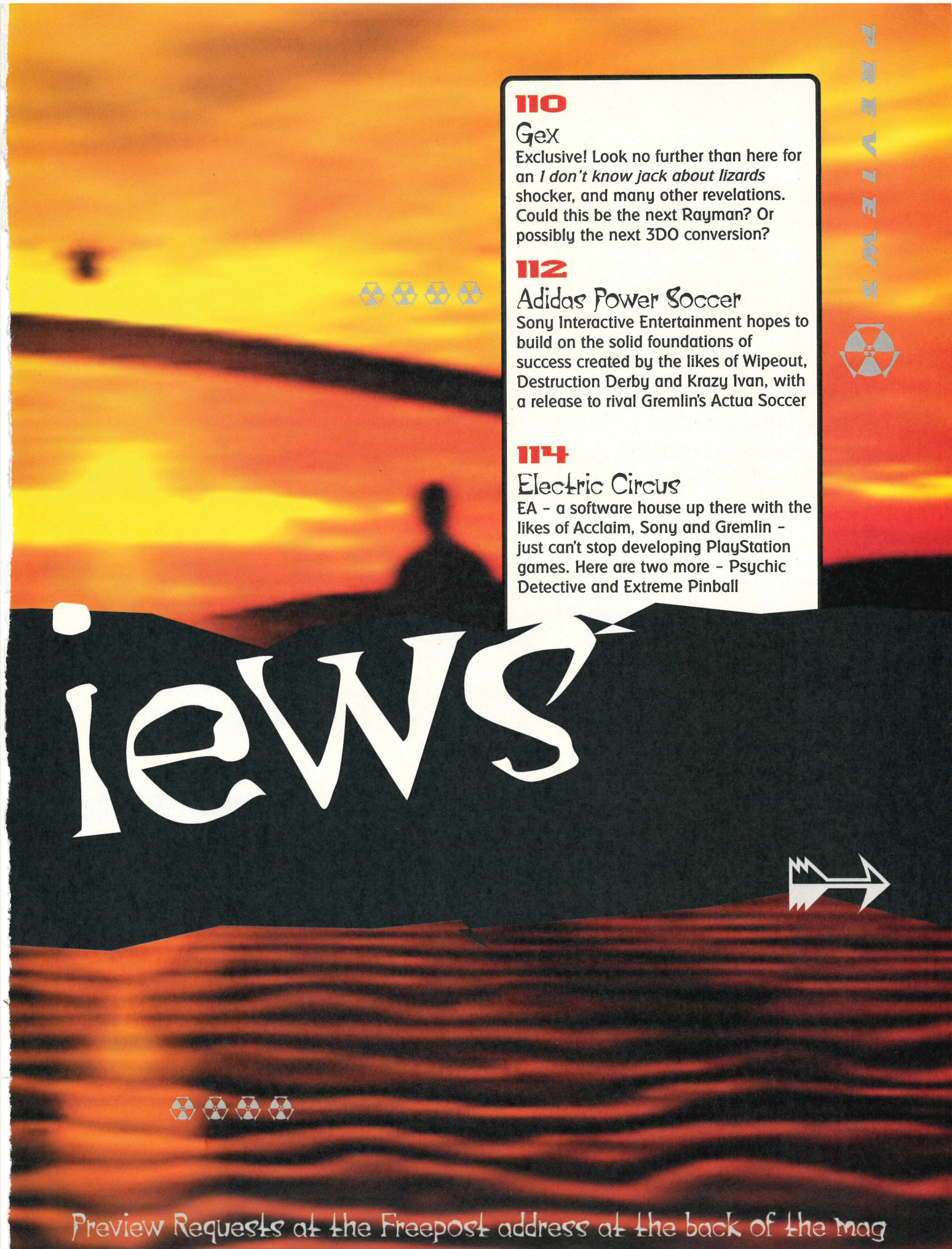
104
Top Gun
MicroProse is hoping that this movie tie-in will literally take your breath away

106
Magic Carpet
We've got the Magic Carpet engine and we're gonna use it, quoth Peter Molyneux & friends

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Gunship 2000
MicroProse with a non-movie tie-in this time

Prev

If there's a particular preview you'd like to see in PSX-Pro write to



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Gex

Exclusive! Look no further than here for an *I don't know jack about lizards* shocker, and many other revelations. Could this be the next Rayman? Or possibly the next 3DO conversion?

112

Adidas Power Soccer

Sony Interactive Entertainment hopes to build on the solid foundations of success created by the likes of Wipeout, Destruction Derby and Krazy Ivan, with a release to rival Gremlin's Actua Soccer

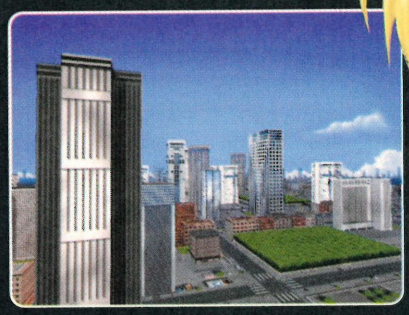
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Electric Circus

EA – a software house up there with the likes of Acclaim, Sony and Gremlin – just can't stop developing PlayStation games. Here are two more – Psychic Detective and Extreme Pinball

iews

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





When the word *original* appears in a press release, it is usually taken with a rather large pinch of salt. JVC has been drawn into this age-old trap, but we could well be the ones eating our words...

Killer



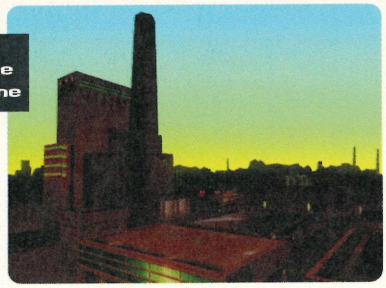


He won't be smiling when Ryu does the spin attack. Er...

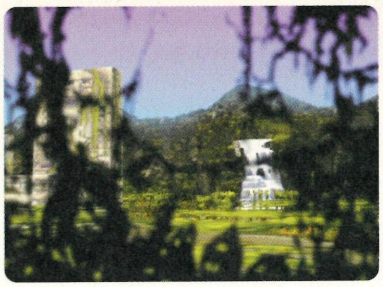
Many a software company has reaped vast rewards from flight simulations, and it isn't too surprising that the big boys continue to churn them out. For one thing, a single game engine from such a product can often be tweaked and tarted up for use in half a dozen more similar efforts. Development costs are kept low, the money rolls in, everyone gets fat, and the punter is happy with his perceived brand new game.

More recently, as 'grown ups' have joined the techno revolution, there has been a craving for a more sophisticated brand of entertainment once the spreadsheets are packed away. Flight sims fill the role, and an added bonus is that a frustrated, computer illiterate wife is unlikely to disbelieve her husband's story that it's, *actually quite serious and educational.*

But now even these products are getting stale - there's only so



The moody graphics make for a ream game





All we need is James Bond, and the scene would be complete



PLANE FACT

Well, 'war' fact, actually. Despite George Bush's claims that US Patriot Missiles intercepted 41 out of 42 Iraqi Jerusalem-bound Scuds during the Gulf War, experts dismiss this as propaganda, estimating that the actual figure was closer to five interceptions. One leading US military figure even claims that not a single scud was destroyed

Clouds

much you can do with an aircraft and some landscape. JVC believes so too, and reckons that what it has created is a new generation flight game for the new generation of machines.

Deadly Skies approaches the genre from an arcade angle, offering the choice of eight pilots with whom to fly. The story is familiar stuff - they think they're the best and have met up to find out who is right... etc etc - but JVC insists the way in which it all goes down is unique.

For starters, whichever pilot and craft you choose (from eight - F-14 Tomcat, F-1 Mirage, Harrier, Mig and the rest), your plane will have power. Not just the usual jet fuel, but an actual power bar, which contains your 'special move power'. Yep, this a flight sim with special moves. The developer insists the game is a cross between a beat'em-up and a flight sim, but we'll reserve judgement on that until a final version is tested. At this stage though, it does seem to ring true...

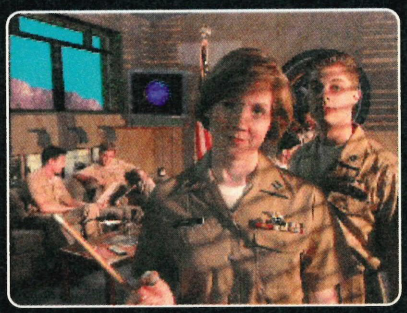
Plane and pilot - under your control - are thrust into aerial combat against the other young hopefuls across a number of scenarios. All of these look magnificent in terms of graphics, and this is where the arcade feel is supposed to really come into play.

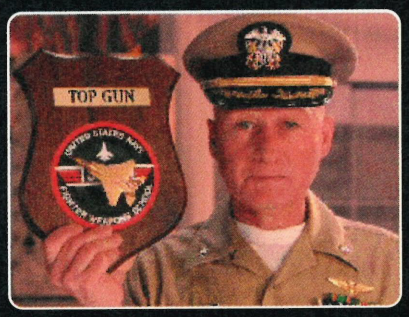
Not only does Deadly Skies ask you to seek out and destroy the other pilots, it also tests your skills in terms of manoeuvring your craft around some very tricky landscapes, the difficulty of which increases as you progress through the game. Lush jungles, wide, exposed deserts, narrow mountain passes and packed urban cityscapes all provide a different sort of challenge to your skills, which when sufficiently honed will, insists JVC, see your plane move in a way never before seen in a flight sim.

As the 11 different scenarios unfold - complete with boss levels in the form of the formidable flight academy instructors - the special moves become increasingly important. Quick joypad manipulation is required to bring them off, and the moves are only available as long as your limited special power remains. The idea is to soften the others up with the large amount of weaponry you have on board before homing in for the kill. And the sooner the better, because, although not included at the moment, a timing system will lend more weight to the beat'em-up argument.

JVC's Deadly Skies sounds a sight more promising than Paul Roundell's JVC stereo, which he returned no less than three times before eventually gaining a refund after throwing the remote across the shop and pushing over a couple of 'sale' signs

Also released on: Sega Saturn & PC CD-Rom





Top Gun, the movie, was a wild success in the mid-eighties and proved to be the launch pad for the acting careers of Tom Cruise and Kelly McGillis. MicroProse is hoping to emulate the movie's reamness

Ream Weap

Did you know that Tom Cruise is never photographed from the side and that he's only five foot six? But to be fair to the lad, it didn't ruin his chances of getting it together with Kelly McGillis and Nicole Kidman. So respect to the Tomster. There's hope for us all. Back to the game...

Top Gun is a leading edge, action orientated flight sim based on the movie of the same name.

Gillian Louie, Chairman of Spectrum Holobyte, commented:

Top Gun is one of the most popular action adventure movies in history, and we're the leader in the flight simulation category. It's a great opportunity to add a second major brand to our family. Along with our forthcoming Falcon 4.0 brand, we're confident we'll offer flight simulation players a wide and exciting range of choices.

As Maverick, a hot-shot pilot, you have to knuckle down and train as one of the US Navy's elite fighter pilots at the Top Gun academy. The plane you fly is the F-14 Tomcat - a specially designed close-quarter combat aeroplane.

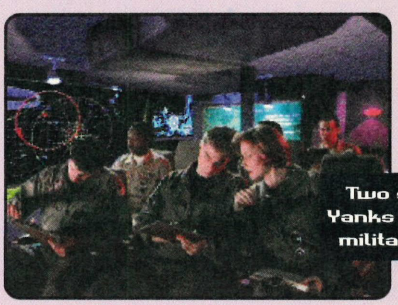
The first aim is to win the Top Gun trophy at Miramar. Only then will you be able to swoop around close to the speed of sound in life-or-death dogfight situations.

MicroProse has gone to great lengths to create not only an accurate flight sim, but also to give it the glam/testosterone-fuelled look and feel of the Top Gun movie itself. Interaction with other members of the plot is a must - you'll soon discover who's on your side and who isn't.

Actors specially hired to juice up the game - apart from James Tolkein, who returns to play Maverick's Commanding Officer Hondo - appear in full video sequences along the way.

These bits were shot against a blue screen, and the boxed version of the game will see the cast superimposed onto 3D rendered or video backgrounds. Video clips of newscasters with live action backgrounds also provide the context for some missions.

Flight sims scare the life out of me and I'm sure they fill many of you with similar dread, but MicroProse has made a bold effort





Two sets of Yanks wearing military stuff



THEME TUNE FACT

Not only did Top Gun do 'good box office', but the theme tune, 'Take My breath Away' by Berlin, got to number one and stayed there for about six years

On

to simplify the flight sim element, thereby broadening the appeal.

Time will tell whether flight sim fans will feel alienated by this new approach, although the idea is probably a good one given that these people don't make up the bulk of PlayStation owners.

MicroProse claims that players of Top Gun will get into it *virtually without a manual*. To simplify matters, weapons are selected depending on the nature of the current mission and lock on whenever an enemy plane comes into the firing line.

A back-seat flyer gives advice, warns you of imminent danger and tells you in no uncertain terms when you're being shot at!

And finally, just for the pop pickers, although tracks from the movie can be heard during play, they're not by the original artists. Could be a blessing, that.

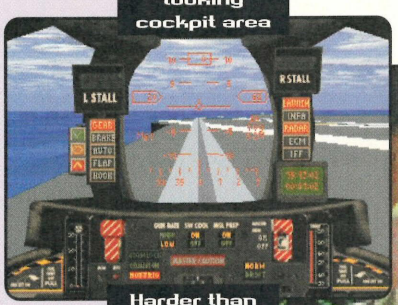
MicroProse's Top Gun is about to enter the danger zone, and could well be one to take your breath away. Reviewed next ish.



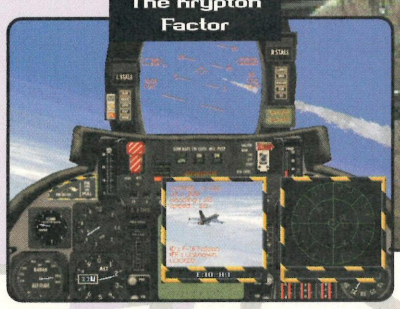
Accurate-looking cockpit area

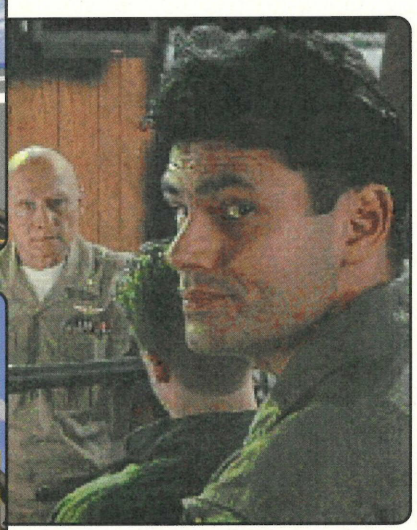


Could be a love affair going on here



Harder than The Krypton Factor





When Alex Lee was about five, a bloke 'did his Tarot cards' and said he'd become a pilot. Ooh, well done Nostradamus

Also released on: PC CD-Rom

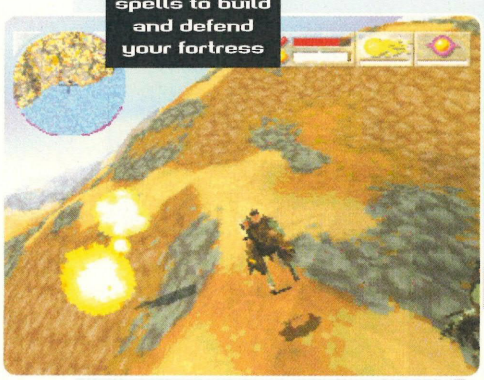




Forget Aladdin, Bullfrog's interpretation of all things Arabian features no songs, no monkeys and definitely no Robin Williams! Deal out death and destruction from the safety of your very own piece of Axminster

Shagpile Sorcery

Magic Carpet was the game that showed most PC owners it was time to stop messing about with 486s and get a Pentium instead. Which thousands of them did, at great expense. This one game probably did more to boost Intel's coffers than any other, not to mention Bullfrog's, and a repeat of this success is planned for the PlayStation release, which is actually a beefed-up version of the original.



You must cast spells to build and defend your fortress

Before I get into the mechanics of how the game works and what to expect, I'll impress those who already know something about Magic Carpet with the new additions. Due to the PSX's greater graphical capabilities, this is the best looking version of the game to date, with the graphics being far more vivid and detailed than before. Even more exciting than that though is the game's size. This version will feature a 50% increase in the number of levels (from 50 to 75) thanks to the inclusion of the additional PC data disk - The Hidden Worlds - as a free, added bonus. There will be a much more user-friendly spell system, which means that the player won't have to leave the action to change spells (as they did previously), plus a superb, lethal new spell - the homing meteor - which should prove to be devastating.

By the sound of things, PlayStation owners would not be jumping the gun were they to anticipate the best version yet of this game - on any system!

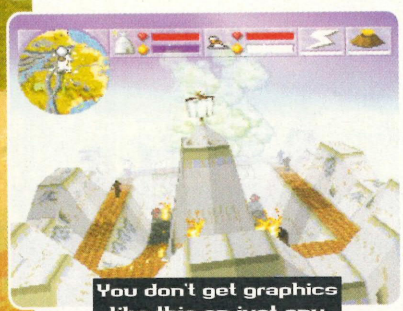
No doubt some of the less well informed amongst you will be wondering exactly what it's all about, and with good reason - I should really have explained it much earlier than this to be honest! Well, a catastrophe has split the world into separate realms, and you and seven other wizards are vying with each other

CARPET FACT...

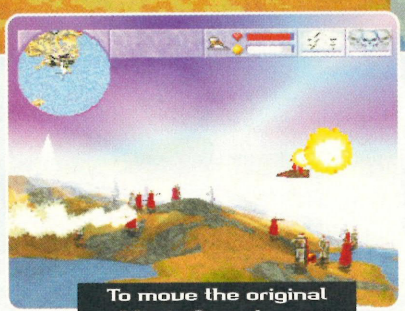
Over the recent festive break, the IDG offices in Macclesfield were fitted with a luxurious new carpet. You should see it!







You don't get graphics like this on just any machine you know



To move the original Magic Carpet, you needed a Pentium PC at your disposal



Progress through the game and you will be able to cast new and more powerful spells

to restore order and gain power. To succeed you must overcome not only your rival spell casters, but also a whole host of unfriendly, hostile creatures intent on thwarting your plans.

Being a wizard, you can cast spells, and you must use these to destroy anything that crosses your path. But it's not all about blasting things from the sky. You must also try to build and protect a fortress in which to store any manna you collect (used in the casting of spells and the key to real power in the game).

And that's about it. Magic Carpet is basically a fancy shoot'em-up with knobs on and a little bit of strategy thrown in for good measure. It's a safe bet that you'll never have played anything like it, and you should be prepared to catch your jaw as it drops to the floor if you've never had the pleasure of seeing it move before. Bullfrog reckons - but I would have to seriously question on what facts this claim is based - that it has authentically duplicated the movement and fluidity you feel when flying a 'real' magic carpet through the air.

Steve McNally lives in a fantasy world where he hurtles round the 'mean streets' of Manchester on his very own little rug, dealing out justice to wrong-doers of all descriptions

Having played it I'd have to say that to the best of my limited knowledge of the subject, the people at Bullfrog aren't lying. You can really chuck your craft about in the sky, and you'll find yourself having a similar experience to that you get when playing Wipeout (ie leaning to the side when you're banking your carpet).

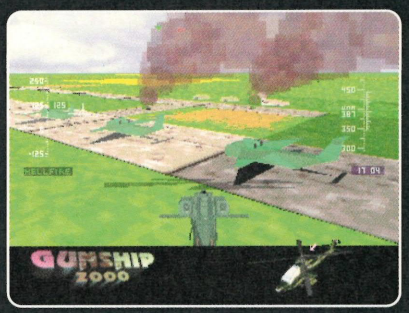
Despite being reviewed many times in many magazines, Magic Carpet has never received a mark lower than 90%, and if that doesn't tell you something about the quality of the product then you're much harder to convince than I am.

Put it this way - I'll be stocking up on the motion sickness pills in good time for the March 25 release date of Magic Carpet for the PlayStation.

This is a rollercoaster ride of a shoot'em-up that's definitely worth searching out.

Also released on: PC & PC CD-Rom





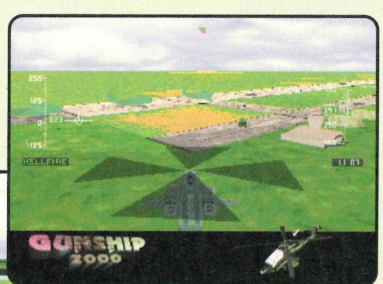
MicroProse is ready to jump on the helicopter shoot'em-up bandwagon any minute now. The Bristol-based company is confident that it won't get caught and cut to ribbons in the rotor blades

Helicopter shoo

Tremendous success on formats such as the Amiga, PC CD-Rom and PC floppy disc is no guarantee that a PlayStation follow-up version will prove as popular. The likes of Theme Park, Hi-Octane and CyberSpeed prove this theory.

Gunship 2000, however, aims to be the first major multi-format crossover success since the awesome Worms. It's a realistic aerial combat challenge that gives the player the opportunity to pilot a selection of the world's most deadly and advanced 'copters, including the Apache and Comanche gunships.

The Campaign mode promises to offer a depth of gameplay and a level of realism to suit seasoned flight sim enthusiasts. As with MicroProse's other forthcoming PlayStation release, Top Gun, however, the jury is out as to whether PlayStation gamers really want to see a glut of flight sims.





Thankfully, there is an Arcade mode for the less techy player, which should enhance the game's accessibility. Two theatres of operation are up for play – the Persian Gulf and Central Europe. Each combat scenario offers the player locations which range from the mountains and deserts of northern and southern Iraq to both rural and urban areas of Europe.

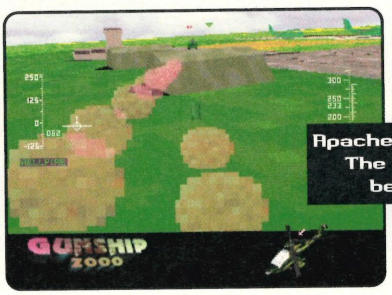


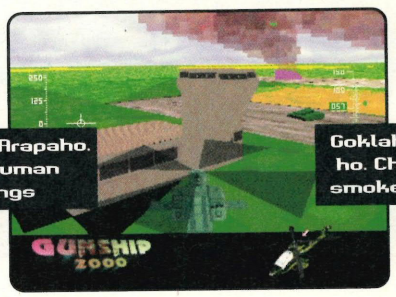
The Persian Gulf challenge is to

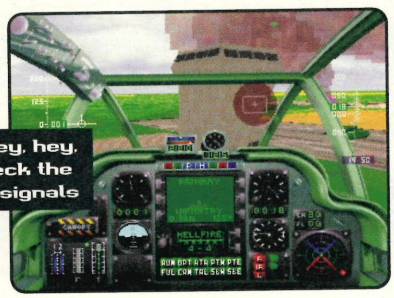


APACHE FACT

The word 'Apache' occurred in obscure Adam & the Ants song 'The Human Beings' from the LP 'Kings Of The Wild Frontier'







t'em-up shocker



repel the combined armies of Iran and Iraq as they hammer into Kuwait and Saudi Arabia, whereas the Central European campaign requires you to take on the mighty Soviet Union. Teetering on the brink of social and political chaos, this old world power is nonetheless capable of advancing through countries such as Poland and Germany.

Not a straight port from the PC - for that we can be thankful - Gunship 2000 for the PlayStation has been treated to a complete graphical and audio overhaul. The result should theoretically be a game that's good to look at, easy on the ear and - most importantly - playable.

Graphically speaking, the 3D effects have been given a radical face-lift thanks to the use of textured, light-sourced and depth-cued - whatever that is - objects and terrain. As a result, a smooth scrolling landscape with dramatic geographical features and realistic colours has been created.

All good flight games need realistic skies, or else the work put into the landscapes below is rendered pointless. To this end, MicroProse has bitmapped the skies and is promising changing weather conditions and some ream sunsets. Not that you're going to have time to sit back and admire the view, however.



Finally, the cockpit has been re-designed to create a more realistic impression of depth than before. It all augurs well for MicroProse - it's now a case of wait and see whether its PC and Amiga success can be translated into the mint world of the 32-bit PlayStation. Reviewed in next month's PSX-Pro.

Alex Lee has had numerous chances to have a ride in a helicopter. The only thing is, he's too stingy to pay

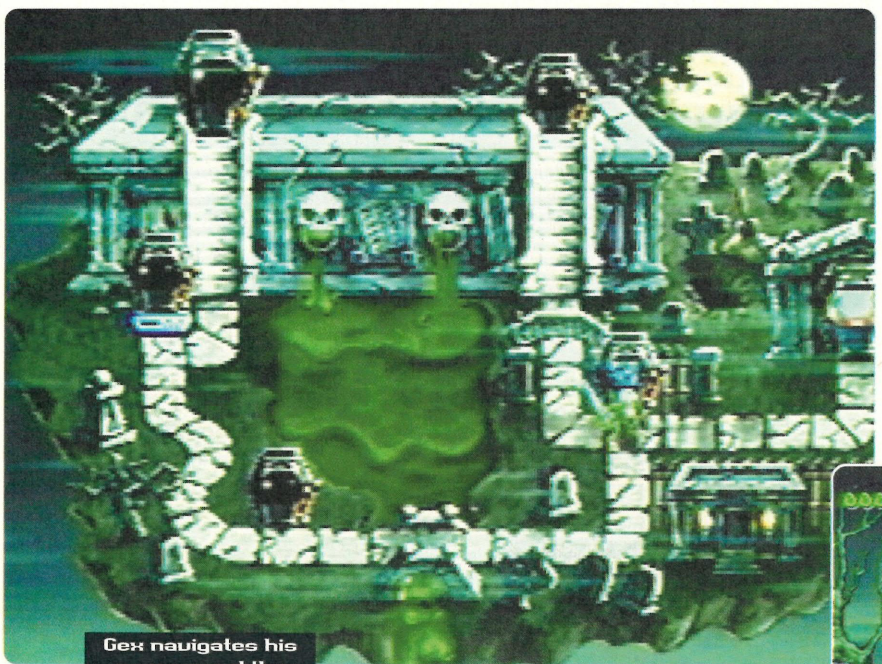
Also released on: PC CD-Rom, Amiga & Amiga CD32





A supercool, wise-cracking lizard may not be the most obvious candidate for a computer game character, but Gex should get BMG off to a real flyer on the PlayStation

Leaping



Gex navigates his way around the worlds courtesy of this map

FIONA'S FACT

We asked our resident reptile expert for a lizard fact, and this is the best she could come up with: "Certain lizards have the ability to detach their tails when they are attacked by predators, enabling them to escape"



Lizards

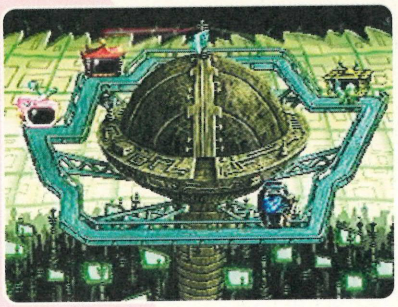
Steve McNally cannot help wondering about the highly dubious advantages of having a tongue that extends about three times further than the one he has at the moment...

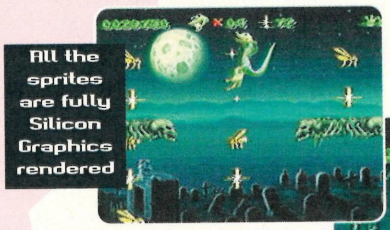
I don't know the first thing about lizards, and to be honest, I can't really see myself suddenly getting the urge to rush out to my local library and start taking books out on the subject. Therefore I can't tell you whether a Gex is a type of lizard or just the name of the main character in this particular game. However, I do know that lizards can't talk. Obviously that seriously hampers character development in a videogame, but BMG isn't letting that get in the way.

A professional actor ('top' US comedian Dana Gould) has been hired to voice Gex, providing numerous 'wisecracks' that are supposed to endear you to the little fellow. And it works. If you can stomach the Bill & Ted/Wayne's World/surfer dude style of talking, you're going to get a lot more out of this than most.

Gex originally came out on the 3DO, and we're assured that the PlayStation version will maintain all the aspects that made the original such a smash hit, *and* throw in a few new surprises too. Basically, it's a pretty standard platformer with fancy graphics - Silicon Graphics 3D modelled no less. What that actually does for the game I'm not entirely sure, but the graphics look great and they move superbly.

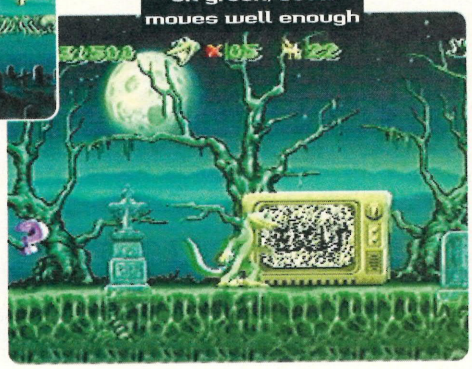
There are a few new elements in there that are actually quite original. Amazing these days, I know, but Gex can actually boast some features that haven't been used countless times before. For instance, old Gex can do more than just run and jump. He can jump up walls, use his lizard-like skills to stick to them, and then make his way up the side (a feature which, to my knowledge, has only been used once before, in Amiga 'classic', Zool).





All the sprites are fully Silicon Graphics rendered





Admittedly it's all a bit green, but it moves well enough



Gex dispatches enemies with a swish of his tail, and collects power-up insects by unravelling his tongue (at full stretch, about a foot long by the looks of things).

You'll have to battle through five huge worlds - including Horror, Cartoon, Jungle and Kung Fu - on your way to the final battle with the nasty Rez, the metallic wasp responsible for trapping you in this nightmare. Regular Gex players have been known to amuse themselves for hours on a single level, searching for hidden areas, power-ups and even secret bonus games. This is not a game that you'll see all of in a hurry.

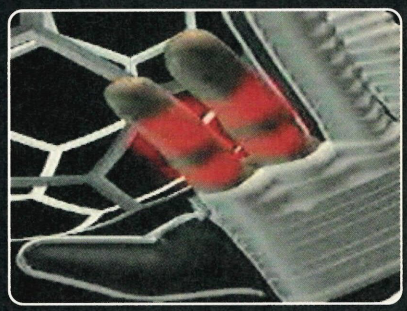
With the levels being so big, boredom obviously becomes a problem. BMG has combated this by ensuring that every level plays sufficiently differently to the last. For example, in Cartoon World you get to ride rockets and avoid falling anvils, whereas in the Jungle you get to ride on a raft and have to escape a booby-trapped temple.

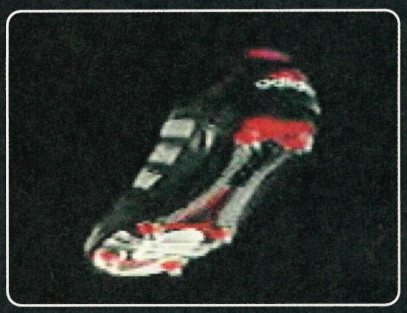
Gex is looking as though it will prove very popular with PlayStation owners, and rightly so. Rarely does a game promise as much as this in the way of variety and lastability, and that acts as a guarantee that most players - platform fans at least - will get their money's worth out of it.

By the time Gex hits the shops, people should be just about completing/tiring of the excellent Rayman, and will be looking for something to fill the gaping, empty void that's been left in their lives. BMG could well have come up with the ideal replacement here.

We wait with bated breath for the full review, which will be appearing in next month's edition of PSX-Pro.

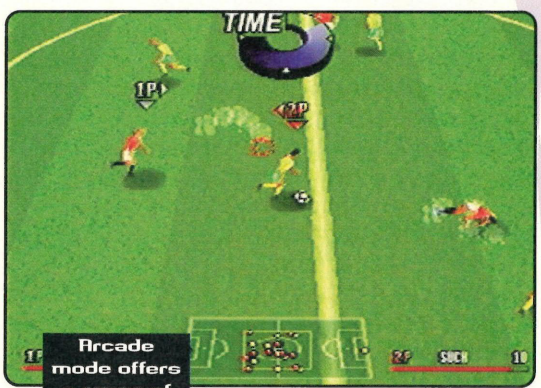
Also released on: 3DO



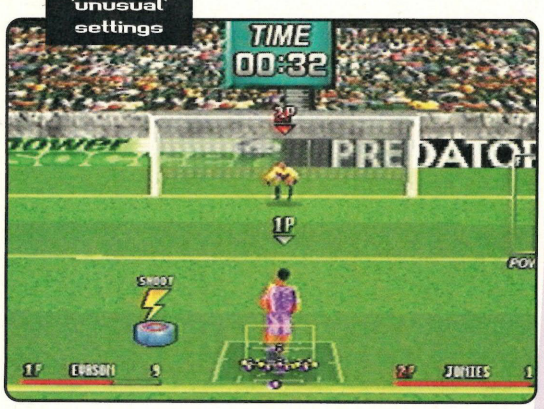


It takes a lot to impress Adidas. Liverpool FC needed to win the European Cup twice before Adidas would supply their kit - so what exactly has Sony Interactive done that makes it so special?

Power Socc



Arcade mode offers a range of 'unusual' settings



Last issue's Sony Interactive preview special stated that, *Adidas Power Soccer (APS) promises to deliver 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.*

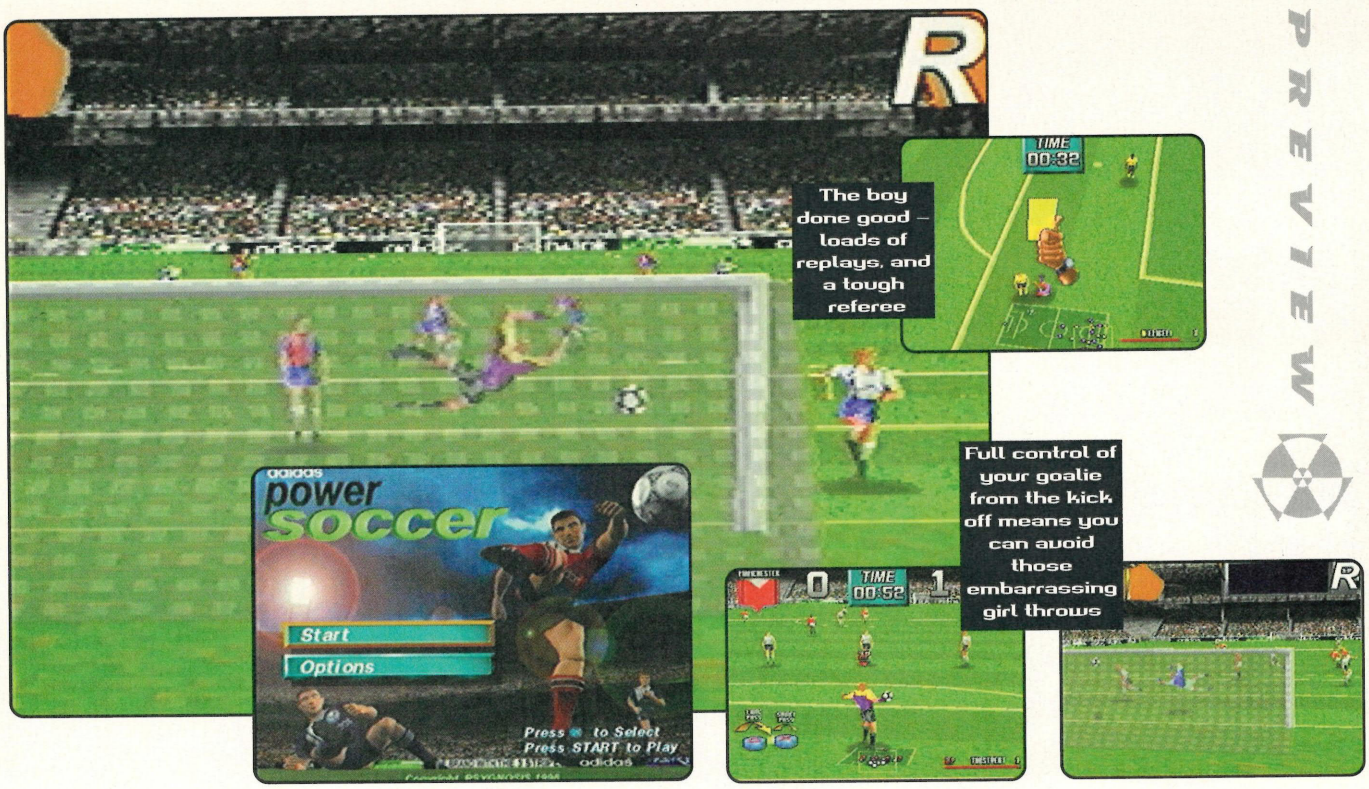
The version we saw last month wasn't a patch on the one we've just played. Gigantic steps forward have been made in the gameplay department - while the controls were once as sluggish and unresponsive as Hereford's centre halves playing at home in the rain, they're now on a par with Brazil's forward line playing keepie-up in Pelé's back garden.

Work is still being put into the finishing touches that contribute to the whole package but are often missed out of other footy games either through lack of time or effort. For instance, the structure of the stadium and the depiction of the crowd are being honed to create a realistic, yet non-distracting backdrop to the play. SIE's research into modern stadium traits has meant APS can boast the first ever revolving advertising hoardings to be seen in a footy videogame.

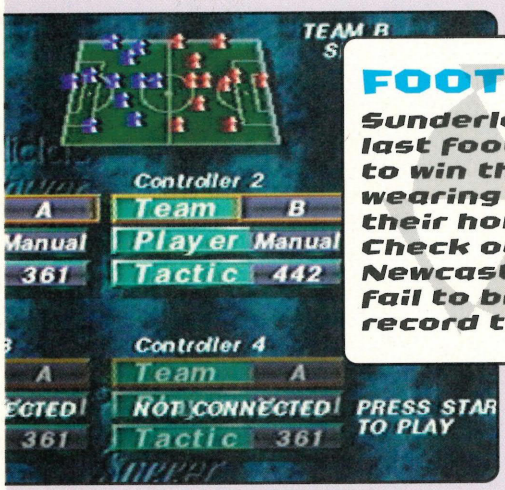
More importantly, the number of teams available and their relative stats is being increased. So far, the Premier League, the French top flight and the German Bundesliga are represented, but SIE is to add the members of further European leagues and international sides too. Disappointingly, however, Sheffield Wednesday have become Sheffield Sunday and Man Utd & City have to make do with Manchester and Manchester Maine respectively - SIE hasn't acquired the licence to use the real clubs' names.

In terms of picking up the joypad and having a dabble, there





er update



FOOTY FACT

Sunderland are the last football team to win the league wearing stripes as their home kit. Check out Newcastle as they fail to break that record this season

are now noticeable differences between the Simulation and Arcade modes.

Simulation mode looks and plays similar to Gremlin's Actua Soccer, whereas the Arcade setting allows fouls, kung fu kicks and the 'hand of God' to go unpunished – each incident is highlighted by a cartoony cloud of smoke billowing from beneath the feet of the guilty party. Messing about in Arcade mode is a good laugh, but the Simulation option should prove to be the most popular in seasons to come.

As in the seminal Actua Soccer, the players perform like real 'uns – a couple of French pros were motion-captured for realism. Only by applying proper football tactics and acquiring the necessary ball skills will you gain a noticeable advantage over your opponent.

Comparisons with Actua Soccer are inevitable, but touches such as manipulating your players to skip tackles and flick the ball in the air to flummox defenders could swing the balance in APS's favour. To compare the two right now is unfair, however, as the boxed version of Actua is the top PlayStation footy game by a good 18 yards, and APS isn't even finished yet. But it will be by the time next month's PSX-Pro hits the shelves, and that's when you'll find out whether APS will manage to nick Actua's crown or merely grovel on its knees for the privilege of polishing it.



Alex Lee supports Sunderland, so it's no surprise he takes a stab at bitter rivals Newcastle whenever he gets the chance

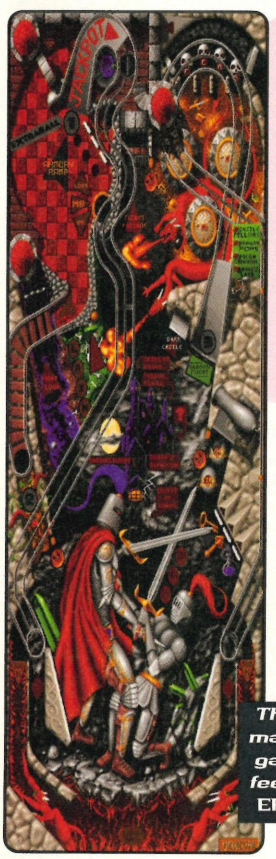
Also released on: PC CD-Rom





The 'Leccy Arts bandwagon is well and truly rolling, and now it's beginning to pick up speed. If 'diversification' is the key-word then the crowd from Slough have got what it takes for '96

Electric Cir



The level of table detail makes for more involved gameplay and a greater feel of authenticity, says EA. We'll let you know...

To date, Electronic Arts, a company which promises much and usually delivers, has been slightly disappointing in terms of PlayStation releases - by its own high standards, at least. Viewpoint and Shockwave, two out-of-nowhere blasters, fared well enough last month, Road Rash avoids disgrace this month, and before them came the below par FIFA Soccer and the under-exploited PGA Tour Golf. So far - especially with the ever-delayed Madden '96, which may actually reach the PlayStation in the form of Madden '97! - we're still awaiting the one big release that will send the Electronic Arts PSX star soaring...

Extreme Pinball

Extreme Pinball is among the group of front runners looking to be the definitive pinball simulation on the PlayStation. Quite aside from any others, it'll have its work cut out to overshadow Ocean's excellent True Pinball, the darling of the PSX-Pro team, which is bound to sell by the bucketload when it reaches the shops.

In its favour is the fact that it is being developed at EA's world famous California headquarters in sunny San Mateo, from where some of the very best videogames have originated.

The problem with producing a game for such an overcrowded market lies in how to make it sufficiently different to attract attention. Or at least you would be forgiven for thinking so. EA has



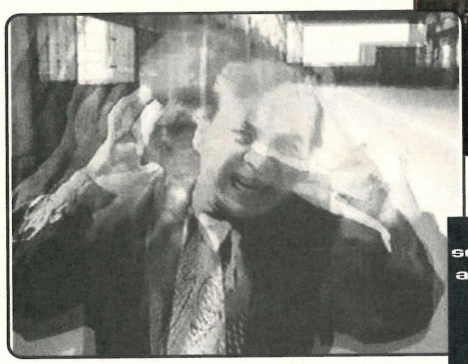
decided that the emphasis with Extreme Pinball will be placed firmly on perfection in the playability stakes, rather than on added gimmickry which no muller gives a damn about. 'Authenticity' is the catchword.

Four tables has become the norm with games like this, and Extreme Pinball will be no exception, offering the usual opportunity to show your skills in Medieval, Urban, Rock and, 'Monkey Mayhem' scenarios.

SILENT 'P' FACT...

Strange word that it is, 'psychic' is easily outshone in the dictionary by the marvellous 'ptarmigan', which as we all know is any breed of grouse hailing from the north, the plumage of which turns white in the winter months





Spooky soundtracks and ghostly graphics will do nicely thankyou



CUS

Boasting super-smooth scrolling, the tables can be viewed either in the traditional up 'n' down two dimensional mode, or the all-new and authentic 3D just-like-at-the-pub-o-vision.

The graphical quality is there for all to see, and EA appears particularly proud of its playfield animation routines, which we'll give you the low-down on when they're finished and ready for review. Five-ball multi-ball adds a touch more excitement to what at this stage looks very good indeed.

Psychic Detective

If pre-release publicity is anything to go by, Psychic Detective is about to take the world by storm. It is already the first CD-Rom videogame to be showcased at a major film festival, debuting at the recent Mill Valley festival in California. Before it finally hits the shelves, Psychic Detective will have also been seen by thousands of visitors to the New York, Berlin and Sundance film festivals.

As you may have gathered, it's an interactive movie – the most difficult game of all to create successfully, and made even more tricky by the creators' decision to angle it as a comedy. Hollywood director John Sanborne and screenwriter Michael Kaplan have made life more difficult still by opting for an approach to Psychic Detective that's different from other interactive movies. Although the player 'is' psychic detective Eric Fox, the plot relies not upon your ability to control his actions as he walks around the game world, but on the psychic aspect instead.

Just like game hero Eric Cox, Paul Roundell can also see into the future. He predicts that next week's winning lottery numbers will be- Oops! Sorry, the cosmic karma has been disrupted

The game's played from inside Eric's mind. Details on the actual plot are being kept firmly under wraps by EA, but we can divulge that it's made up of a number of interweaving stories which when solved and looked upon together, form one big picture. With careful and diligent use of his powers, Eric needs to solve a number of murders and other heinous crimes by getting into the heads of anyone he thinks may be able to help him. By following their thoughts and using their knowledge, he should eventually find his way to a nasty perp. Only certain leads will be of any use in solving the cases, but Electronic Arts believes that its approach to the game, backed up by the amazing graphics and top quality speech, should make Psychic Detective a rare treat to behold.

The door is wide open for an interactive movie of truly great quality, which, hopefully, Psychic Dick will walk through...

Also released on: PC CD-Rom

Okay, so we know that Jonathan Edwards can hop, skip and jump further than any other triple jumper in the world, but are we remotely interested? No. The question on everybody's lips is...

Should PSX go Olym

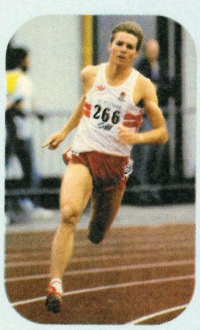
Alex Lee campaigns for the PlayStation Olympics



Sean Kerly proudly displays the gold medal he won in '88

Anyone who's ever seen the Olympics or, worse, the Winter Olympics, will know what a load of rubbish it really is. Okay, so there's always the odd moment to cherish, such as the Coe vs Ovett battle over 800 and 1500 metres in 1980, Daley Thompson's thrilling decathlon triumphs, and the moment when Linford 'lunchbox' Christie became the oldest ever Briton to win the 100 metres in 1992.

The rest of it's garbage though, isn't it? With all due respect to the competitors, bobbins horsey events, fencing and rifle shooting do nothing to excite the viewer, and this is the fare we have to put up with every four years. Sandwiched in between, of course, is the Winter Olympics, featuring the most boring chain of events since the dawn of time.



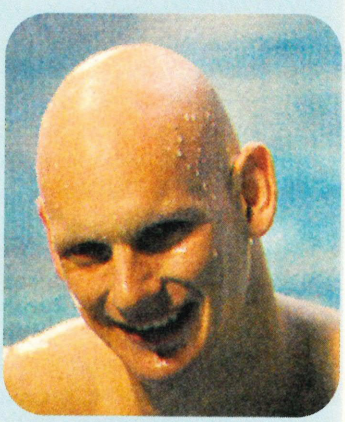
Roger Black tears around the track

Strangely enough, widely supported, popular spectator sports such as football and tennis actually are Olympic events, but are never given much coverage. Instead, the viewer has to put up with untold television hours watching - in the summer - fatties throwing hammers and - in the winter - losers such as Eddie The Eagle Edwards (obviously not a relative of triple jumper Jonathan) ski jumping.

So why not drop what's drab and power up the Olympics with the best games that the PlayStation can offer? Imagine the excitement of Russia and America contesting the Tekken gold? Or Bosnia playing Serbia in the final of Actua Soccer? Better still, our lot could have the chance to hammer Japan, Germany and Italy in a tense climax to the Worms championship.

It would make for brilliant TV. Full-screen gameplay with the odd shot of the contestants' reaction at being on the receiving end of an unstoppable attack in Tekken or seeing three of their worms being blown to hermaphrodite heaven with the aid of a single air strike would be a joy to behold. The PSX-Pro team could do the commentary - if we weren't allowed to enter, that is.

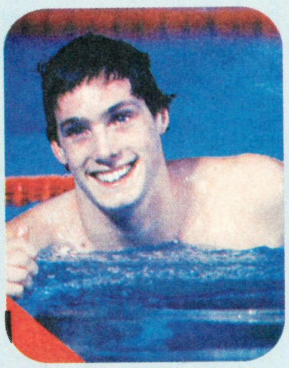
Let's face it, the vast majority of (the decent) Olympic events are restricted to competitors at the peak of their fitness, who've spent most of their lives going through rigorous training schedules in the build-up to their stab at winning a gold medal.



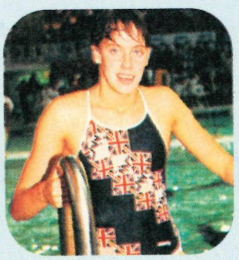
Duncan Goodhew - top swimmer

PlayStation games, however, can be played by people of all ages, both sexes and any height and weight. Try and think

games pic?



Phil Hubble – top smiling swimmer



June Croft – top woman swimmer

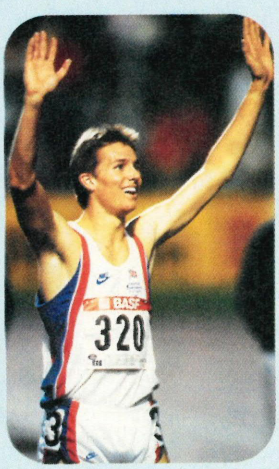
of any sport that can be played on an equal footing with the same conditions applying. Apart from deadly dull stuff such as chess, there isn't a sport I can think of where mullers from any background, and of any shape, size and sex, can compete side by side.

There would never be any injuries – apart from maybe d-pad thumb, strangulation by joypad lead or the odd epileptic fit – to speak of, no cheating could possibly occur – although the Argies would probably try their hardest – and there couldn't be any lame excuses for defeat. An Olympic line-up of Tekken or Toshinden, Actua Soccer, Wipeout or Destruction Derby, and Worms would take a lot of beating.

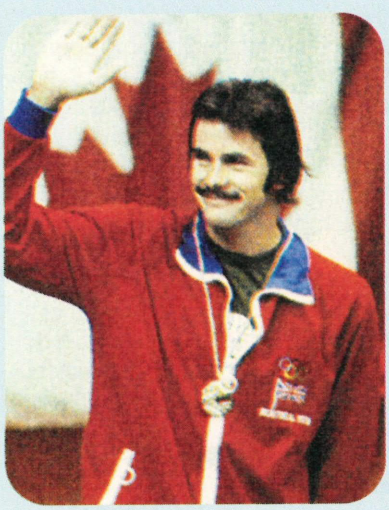
The Japanese and Americans both reckon they're the number one games-playing nation, but us Brits know better. And in the centre of the podium, proudly wearing the Worms gold, is Alex Lee, from the fabled PSX-Pro stable, completing the quartet of British PlayStation golds along with Paul Roundell, Steve McNally and Andy Sharp in the year 2000 Olympics. Yep, I can see it all now...

Send your letters in now to PSX-Pro at the Freepost address at the back of the mag to propose which PlayStation games you'd like to see in the next Olympics, telling us why you think your choice is the best. Or alternatively, write and say what a lazy fool I am and how I should get a life and maybe do some jogging. Whatever you say, PSX-Pro will strive to print it, and may even send you something in the post for your troubles. Don't expect a free game or anything ream like that, though.

The next two pages feature a selection of the best letters we've received recently. Just think, next month, it could be you.



Roger Black, chuffed with another 400 metres victory



David Wikie – top hairy swimmer

Dear PSX-Pro

Firstly, I would like to compliment you on your informative magazine. Nothing unusual in that you may think, until you realise that I do not actually own a PlayStation, at least not yet.

Like Tes from Birmingham, (Letters, issue 2) I also started with a Spectrum. At 16 I upgraded to the Spectrum +3, then to a Mega Drive, then adding a Mega CD and now a PC. I remember playing some excellent games on the Spectrum that would certainly give some of today's software a run for its money, but I would not want them to stay exactly as they were. The Spectrum (for those who don't remember) had terrible trouble with colours and sound.

Reading your preview of Shellshock, I would much prefer to play this (providing it turns out to be as good as the preview copy) rather than go back to Battlezone.

What should happen (and what software houses try to do sometimes) is the update and re-release of the best games. Elite is one of those games that has gone through several stages (from the original wire frame graphics right up to the gouraud shaded polygon graphics) and stayed in the charts for over a year.

People don't always want arcade-perfect conversions. Take Ridge Racer for example. From what I have read, every detail of the coin-op has been reproduced. Convert arcade games to consoles by all means, but think about what could be added (or left out).

Re-releasing an 'oldie' CD with the games exactly as they were may seem profitable, but it does all depend on the people buying. People around my age (25) may buy them for their nostalgia value (and because they were classics), but I do not think the majority of PlayStation players (teenagers, going by your answer to Ben Isaacs' letter, same issue) will be interested as the games will have been before their time – *Who wants a few ancient games with eight-bit sound and graphics?*

If we all felt the same as Tes we would still be playing Pong! Imagine a world without Tekken, Wipeout or Starblade Alpha (sorry, too much Christmas spirit there).

Ashley Price, East Sussex

PS. Should any publishers be thinking of doing an 'Oldie' CD, my top five would be: Sabre Wulf, Advanced Tactical Fighter (+3 only), Gunship (128K version), Full Throttle, Match Day (my mother used to like watching the men walk out onto the field). Mind you, wait until I get a PlayStation.

PSX-Pro replies:

The obsession with old games continues, and long may it do so. For the time being, we need look no further than the forthcoming Namco Museum. By the way, we received your letter regarding the Forum too – let's just say we're fully prepared to eat our words.

Dear PSX-Pro

I thought I would send you a couple of cheats for the New Year:

1) Mars level (Firestar) on Wipeout

a) Highlight one-player option

b) Simultaneously hold down: Top right 1, top left 1, right (d-pad), start, square, circle, then press X. Go to time trials to see if it worked.

2) Rapier class on Wipeout

a) Highlight one-player option

b) Simultaneously hold down: Top right 2, top left 2, left (d-pad), start, select & X.

3) An invincible car on Destruction Derby

Go to the Derby then to championship, and enter the name !DAMAGE!. You are now invincible and can quit championship.

Have fun with these.

Steve Wickenden, Greenwich

PS. Keep up the good work.

PSX-Pro replies:

Cheers Steve. We'll do our best!

Dear PSX-Pro

I am thinking about purchasing a PlayStation, but one or two things are putting me off. Some other mags say there will be a one-horse race in the hardware battle and the Saturn will win hands down because of games such as Sega Rally, Virtua Fighter II and Virtua Cop. Is this, in your opinion, the truth?

The Ultra 64 is also looking good, according to reports from the Shoshinkai show in Japan, and I have been impressed with the graphics and animation. Is this worth waiting for? I am a great fan of driving and fighting games. If I do decide to purchase a PlayStation, which games do you recommend?

Rob Reid, Leicester

PSX-Pro replies:

The units of PlayStation software and hardware sold far exceed those of the Saturn. More software houses are working on PlayStation titles than those for the Saturn. The Ultra 64 stuff may look good, but consider this: Remember Dire Straits' video for Money For Nothing in 1985? The graphics and animation on that were awesome, but there wasn't any gameplay was there? And don't forget that Ultra 64 cart prices will be greater than the cost of PlayStation games. On the PlayStation drive/fight front, you could do a lot worse than Ridge Racer and Tekken – their sequels, Ridge Racer Revolution and Tekken 2, should be pretty ream too.

'People don't alw perfect co

Dear PSX-Pro

I am writing to ask for your help. I have a PlayStation and have been buying your magazine. The only problem is, I was unable to get the first issue. I bought the CD Discworld which you have been doing a step-by-step guide to, but I need help with the first part which you did in issue one. Is there any way you could get me a copy of SonyPro No.1?

Lyn Townsend, Surrey

PSX-Pro replies

Issue one has sold out, but you may have noticed by now that a PSX-Pro guide special is on the news-stands, featuring Discworld and a load of other guides. If you have missed that as well, write again and we might just manage a photocopy.

Dear PSX-Pro

Having just purchased a PlayStation, I wanted a mag to drool over all the brilliant games on offer. Your front cover looked good, a quick flick looked better, and so I bought issue 2! Your design is very good indeed, which probably means she's underpaid and overworked, and the journalistic endeavours of Messrs Lee, McNally and Smith are well written, informative and intelligent. Well done!

However, the juvenile ejaculations of the young men named Roundell and Sharp bring the whole effort down, especially as boy Roundell seems to write awfully an awful lot. Starting pieces with long-winded, irrelevant passages is probably copyrighted by Future Publishing and really doesn't suit the publications of IDG. Sure it adds 50 words to the piece, but so would an excerpt from your local telephone book.

Having Roundell and Sharp as staff says a lot about the audience you are expecting – well I can't think of many 14-year-olds who could afford a PlayStation, and the dozen or so people I know with them are all male 30-somethings (like me). Keep up the good work (inc design) and fire the lamers.

Rippa, Ex-directory

PS. Maybe I should have started the letter thus: I had to tear myself away from Wipeout to write this letter and it's been affecting me like this for days. Imagine the horror of the old age pensioners with their bish blue rinses and bish silly poodles on ever extending leads as I run around my local bish Tesco's making swooshing sounds whilst listening to Wipeout on my Walkman. I swerve at the bish baked beans before losing control of my fragile craft and end up fishtailing into a chest freezer where I am stuck for four days before anybody notices, because they think my face is a pizza. Bish!?!

PSX-Pro replies

Cheers for the most entertaining letter we've had in ages, Rippa. For the record, Paul's wrinkly rather than spotty, his local supermarket's Asda (although Kwik Save is nearer), and Steve's the Wipeout music fan. By the way, is your ass sore from sitting on the fence for so long?

Dear PSX-Pro

I have bought the first three issues of your magazine and I think it outshines any other PlayStation effort. PSX-Pro is big, well designed, has a good balance of features and is an excellent read.

The reviews are well written, but there seems to be a lack of information regarding the game being reviewed and too much waffling bish about nothing in particular. Also, you can't tell me that Battle Arena Toshinden is as good as Tekken. I would like to see either a percentage marking system, or a way of differentiating between the top games.

Finally, about your reviews: I noticed in ish two that Worms got 8/10 for graphics. In comparison to the 8/10 for Starblade Alpha's stunning graphics it made the mark look decidedly inaccurate. Apart from these minor criticisms I can find very little else wrong with your top/ream mag. I would like to suggest a few ideas:

How about having a hot topic every month like Digitiser on Teletext? Can you give release dates for new games, even though these are often unreliable? Could you include a second opinion from another reviewer?

John Galvin, Leeds

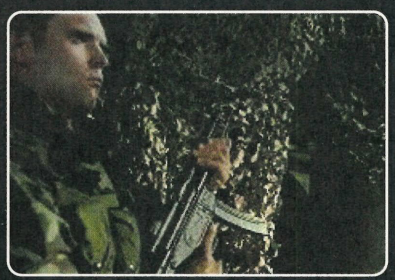
PSX-Pro replies

We hope you'll find this month's reviews waffle-free. On the Toshinden v Tekken debate, Toshinden is a lot more instant than Tekken. We work to strict deadlines and it's only after a few weeks of gameplay that you can tell whether a game is going to be a long-term classic or not. Starblade Alpha's graphics are good in terms of perspective, shading and solidity, whereas in Worms the animation, explosions and fine detail make for a high mark. The Forum is our answer to Digitiser's hot topic. If there's ever a need for a second opinion in a review, we'll give it. The reviewers are chosen for their particular area of interest/expertise, and their mark is therefore the most accurate one.

We're confident you'll find that PSX-Pro will continue to develop as the leading PlayStation mag.

ays want arcade nversions'

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



Agile Warrior
Hot airplane action as you fly all over the world killing terrorists. Politically incorrect? Maybe - **Virgin**

Actua Golf course discs - more courses to follow soon after the release of actua golf - Gremlin
Actua Soccer (PSX3, G.O.M. 9/10) - footy game using digitised chris woods and andy sinton - Gremlin
Actua Tennis - betty stove and fred perry are motion-captured, commentary by cholmondley-warner. maybe - Gremlin
Adrenaline Factor - cyberpunk strategy/shoot'em-up
Aeon Flux - action game set in pressurised environment - Viacom
Aftermath - old school platform shoot'em-up complete with action replays - Interplay
Aftershock - strategic helicopter shoot'em-up - Elite
Agile Warrior (PSX3, 8.5/10) - modern military combat simulation - Virgin
Air Combat (PSX3, 7.5/10) - good-looking shoot'em-up - Sony
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
Battle Arena Toshinden 2 - sequel to breathtaking original 3D beat'em-up - Sony
Bio Hazard - futuristic germ warfare - Capcom
Blades Of Rage - flight sim/shoot'em-up - Ocean
Blam: Machinehead - using revolutionary nanotechnology, it is possible to program micro machines. oh, ream - Core
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 (PSX1, 5/10) - battlezone for the nineties - Namco
CyberSpeed (PSX2, 5/10) - futuristic racing game - Mindscape
D - successful jap horror rpg - Acclaim
D&D Tower Of Doom - 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 (PSX2, 8/10) - staving off a massive attack on a spaceship - Millennium
Destruction Derby (PSX1 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 (PSX1, 7/10) tolkien mickey-taker pratchett gets a psx game - Psygnosis
Doom (PSX3, 9/10) - bloody first- person perspective shooter - GT Interactive
Dragon's Lair II - linear tap-tap-press knightly adventure - Readysoft



Doom
PC classic is reincarnated on a PlayStation CD and feels better for the experience - **GT**





Ectosphere - spooky goings-on based on clive barker novel - Virgin
ESPN Extreme Sports (PSX2, 7.5/10) - 'modern' sports racing with roller blades, skateboards etc - Sony
Exector - poor man's loaded - Japan
Extreme Power - assault suits and transformer-style planes - Profile
Fantasy Racing - ream racing game that, so far, no-one knows anything about - Gremlin
FIFA Soccer '96 (PSX3, 7.5/10) - updated popular footy game - EA
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 scenario - Crystal Dynamics
Gears n Guts - a 4wd jeep game that looks very much like all the 3d stuff seen on the playstation so far, but is admittedly early in its production cycle - Gremlin
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 - done by software refinery in leeds. looks brilliant. it's like elite, with big cities built in craters. reminiscent of inferno, but easier to fly. crafts look as solid as rocks - Gremlin
Heart Of Darkness - one-off adventure with christopher lee's voice - Virgin
Hebereke Popoitto (PSX3, 4.5/10) - bish tetris rip-off - Sunsoft
Hermie Hopperhead - mario-type platformer - Japan
Hi-Octane (PSX3, 7/10)- quick-on-the-bandwagon conversion - EA
Hunters Of Ralk - rpg with you taking the role of a spirit warrior - Cyberdreams
Hyperblade - 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 (PSX3, 8/10) - first alone in the dark for the playstation - Infogrames
Johnny Bazookatone (PSX3, 8/10) - proved to be almost as good as its name - US Gold
Johnny Mnemonic - keanu reeves' movie in a game - Sony
Jumping Flash (PSX1, 7.5/10) - bizarre 3d fly and shoot job, looks like starwing with knobs on - Sony
Kileak The Blood: The DNA Imperative (PSX1, 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 (PSX3, 8.5/10) - mechwarrior with knobs on - Psygnosis
Legacy Of Kain - Old guy leaves something behind him - Crystal Dynamics
Loaded (PSX2, 8.5/10) overhead view shoot'em-up using gouraud shading effect - Gremlin
Lone Soldier (PSX3, 5.5/10) - hyper-violent action combat - Telstar
Marco Polo - re-live his epic, yet rather cold, adventure - Infogrames
Mazin Mahjong - what's the fascination with

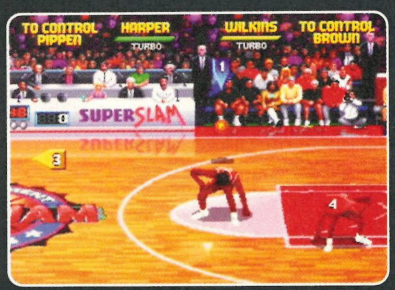


Lone Soldier
Ooh it's the best. There's nothing like a good shoot'em-up and... well, you can guess the rest - **Telstar**

Hebereke Popoitto
Not much fun, but a young kid who didn't know any better might like it - **Sunsoft**



NBA Jam – TE
Not really a 32-bitter, but not leaving a bitter taste either – **Acclaim**



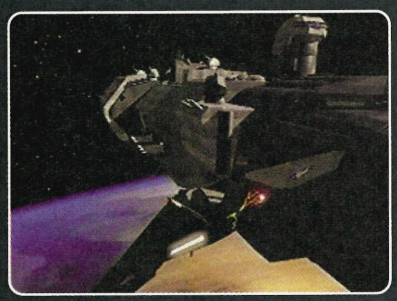
tiles? – Sunsoft
Metal Jacket – mechwarrior with buttons on – Sony
Minnesota Fats – poor pool game with added full-motion video – Data East
MLBPA (working title) – baseball with animation modelled on top players – Konami
Monstrous City – large town full of ugly brutes – Virgin
Mortal Kombat III (PSX1, 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
Namco Museum – some old arcade classics stuck on a playstation disc. Not that bad an idea – Namco
NBA In The Zone – 3d polygon basketball sim – Konami
NBA Jam Tournament Edition (PSX2, 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
Ninja (working title) – invisible high-kicking jinks and japanese mythological gear – Core
Novastorm (PSX2, 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 (PSX2, 6.5/10) – standard h/scrolling shoot'em-up – Konami
PGA Tour Golf (PSX2, 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 (PSX2, 7/10) – exceedingly slow 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 (PSX1, 8/10) standard v/scrolling shoot'em-up – Ocean
Rapid Reload (PSX1, 7/10) horizontally scrolling 16-bit-style shooter
The Raven Project – earth has been taken over, you must win it back – Mindscape
Rayman (PSX1, 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
Reloaded – The sequel to loaded, this time with a puzzle element – Gremlin
Return of the... – tough guy with nunchukas – ASC
Ridge Racer (PSX1, 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 – 13 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
Shellshock – serve a tour of duty with some super-fly guys, battling your way through a series of missions – Core
Shockwave (PSX3, 8/10) – defend the earth against alien attack forces in 3D – Electronic Arts
Shredfest – snowboarding featuring video clips of real snowboarders – Electronic Arts





Parasite
You're about to be possessed by an alien – **Sony Interactive**

Shockwave
Defend the Earth against alien attack forces in glorious 3D - **Electronic Arts**



Silverload - wild west adventure - Vic Tokai
Slayer - ssi first-person perspective adventure - Time Warner
Slipstreem - re-done in manga style (it was once on the pc, but this isn't a port) - Gremlin
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 the children disappear - Sony
Split Realities - obscure two-faced goings on - JVC
Spud - adventure starring a potato - Alternative Software
Starblade Alpha (PSX2, 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 (PSX2, 8.5/10) - footy sim - Warner Int
Suikoden - manga influenced rpg - Konami
Syndicate Wars - arcade action and strategy through 360 degrees - EA
Swagman - a totally immersive gaming experience, apparently, the storyline follows the adventures of zac - Core
Team 47 Goman - action shoot'em-up - 47 Tek
Tekken (PSX1, 9/10) incredible multi-combo beat'em-up - Sony
Tekken 2 - second in ground - and back - breaking beat'em-up series - Namco/Sony
Theme Park (PSX2, 7.5/10) -classic strategy fest - Bullfrog
Thunderhawk 2 (PSX 3, 8.5/10) - helicopter reamness, with impressive explosions and carnage all over the shop - Core
3D Baseball '95 - play ball in realistic stadia - Crystal Dynamics
3D Golf (working title) - arcade conversion polygon golf - Konami
3D Lemmings (PSX2, 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 - EA
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
Tomb Raider - state of the art, third-person perspective action adventure with a unique intelligent camera system - Core
Toon Struck - warner bros cartoon licence - Virgin
Top Gun - this will take your breath away - MicroProse
Toshinden (PSX1, 9/10) multi-view vs beat'em-up - Takara/Sony
Total Eclipse Turbo (PSX2, 7/10) - looks like climactic x-wing scene in star wars - Crystal Dynamics
True Pinball (PSX3, 9/10) - hi and lo-res pinball fest - Ocean
Twinbee puzzle game - bizarre pop 'n' twinbee caper - Konami
Twisted Metal (PSX2 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 (PSX3, 8.5/10) - next gen zaxxon - Electronic Arts
Virus - first-person shooter- Sony
Warhammer - official licence of fantasy battle game - Mindscape
Warhawk (PSX2, 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 (PSX2 G.O.M. 9/10) - pure strategy, top fun and gameplay - Ocean
WWF Wrestlemania (PSX2, 8.5/10) - top grappling fun - Acclaim
X-Com - ufo, basically - MicroProse
X-Men Children Of The Atom - different to baby ford children of the revolution - Capcom

Viewpoint
Angled shooter that depends on your point of view - **Electronic Arts**



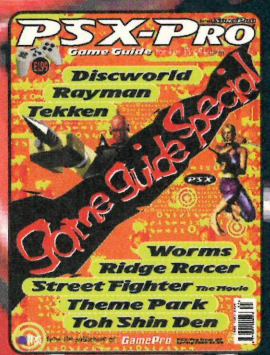
Zeitgeist - gratuitously blast away hordes of spaceships - Taito
Zoop - addictive puzzler - Viacom New Media
Zork: Nemesis - surreal horror story - Activision



PSX-PRO

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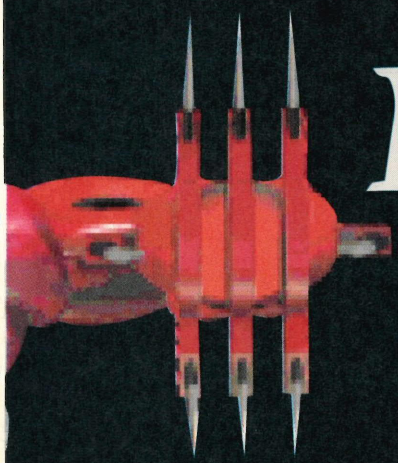


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Doom debate

Apart from when we compile the game guides, we don't play every game to the end. So when we received two letters, both writers claiming to have reached the final level of Ultimate Doom, we were intrigued.



The first code - M4RN75CFYX - which was sent in by Gary Shaw of South Yorkshire, places you in a room that's full of atrocities and littered with weapons. What's more, the only way you can get out is via the teleport chamber.

Matt Whippy of Harold Wood, however, reckons that JN23KTPMMM is the final level. This one puts you at the top of a staircase full of blue health bonus vials, with a green armor (sic) jacket behind you. Dedicated gamer Andy Sharp had a do on Matt's level, and on completion it did turn out to be the final one. So Gary, chill your boots. If anyone finishes M4RN75CFYX, see what comes next and drop us a line.

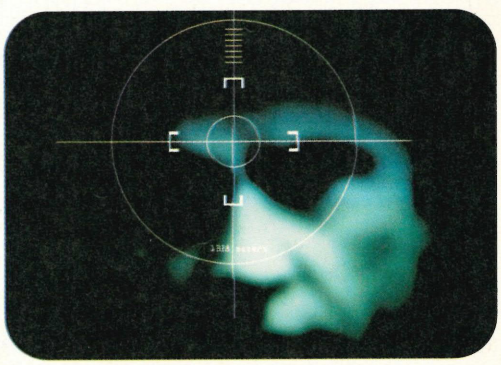








The art of espionage



After months of not meeting release schedules, Activision's first PlayStation game is on its way. Spycraft – The Great Game has beaten other Activision titles Hockeydrome, Muppet Treasure Island and Shanghai – Great Moments to the tape.

Using themes from the real-life experiences of William Colby (ex-CIA Director 1973-76), and Oleg Kalugin (ex-head of the KGB), The Great Game is written by spy thriller author and news correspondent for The Times, James Adams.

The Great Game is the first in a series of espionage thrillers to be published under the Infocom label. All the elements of major motion pictures are to be incorporated in the collection, such as video footage of famous(ish) actors and feature film-quality sound effects and music scores. It all sounds like an attempt at creating a new genre for the PlayStation. Next month, we'll reveal whether or not life's a riot with spy us spy.

STOP PRESS

★ Gremlin, the Sheffield-based software house responsible for two of the best PlayStation games so far - Loaded and Actua Soccer - is busy developing a load more exciting products. Actua Golf, previewed way back in the first issue, is coming out in March, to be followed by Actua Golf course discs. Slipstream, the popular PC racer, is being re-designed in Manga style and is due to hit the shelves in the third quarter of this year. Provisionally titled Gears 'n' Guts, this four-wheel drive Jeep game looks very much like all the 3D stuff seen on the PSX so far, but is admittedly early in its production cycle. It should appear in the fourth quarter. Hard War is another of Gremlin's titles scheduled for pre-Christmas '96. This Elite lookalike is being designed by The Software Refinery in Leeds. It looks brilliant



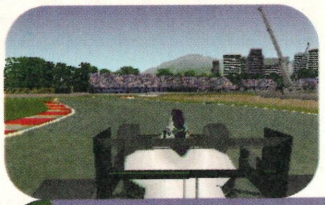
Successful formula?

Sony Interactive Entertainment has signed up the rights to the PlayStation 1996 Formula One licence. All 13 teams, 35 drivers, and all the sponsors (apart from cigarette companies) are represented. All 17 official circuits are re-created too, from the official surveyors' track maps. Even the scenery has been meticulously drawn from map info and over 100 hours of video footage.



The 26 cars in question are modelled from team diagrams, photos and video footage. It's a proper realism fest – the list goes on and on. Drivers follow a realistic race strategy, so we may be treated to Damon Hill driving pretty well for a few laps, then inexorably spinning off, thus gifting each race to Michael Schumacher.

Murray Walker, doyen of all commentators, provides the commentary – he's recorded over 25 pages of script. Other features include a full-race replay option, multiple-view camera angles, two-player link option and Mad Catz steering wheel compatibility. Look out for an in-depth preview in next month's PSX-Pro.

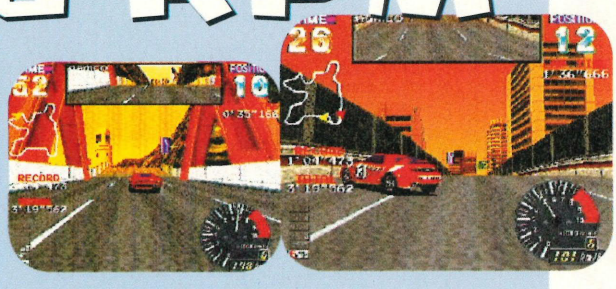




Ten grand RPM

Here are the screenshots for Ridge Racer Revolution as we promised in last month's news. Until the official review (a Sony spokesperson has just told us it is hoped the game will be released over here in April), enjoy the screenshots and a brief reminder of what it's all about.

3D polygon graphics, view changes and realistic reactive steering are features that should help outsell the popular original. Whether or not it will be compatible with the Mad Catz steering PlayStation wheel - currently doing good business with racing fans in the States - is as yet unconfirmed.



All-new tracks with sharp curves, climbs and drops, will be up for play on the British PlayStation version, and all 15 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 nimrod behind as he vainly tries to pass.



Looks-wise, Ridge Racer Revolution has brand new rendered scenery and improved texture-mapping for a silky smooth scream through the various stages. It should be great.

Team 17 is working on Project X 2 - a shoot'em-up

already, with big cities built in craters, and is reminiscent of an easier-to-fly Inferno. The craft look as solid as rocks too.

Actua Tennis is also due out in time for Christmas, but the identity of the stars who are to be interactively motion-captured is so far a closely guarded secret. Fantasy Racing, a ream racing game that no-one knows anything about as yet, will appear in '97, as will Reloaded, which is basically Loaded with an added puzzle element.

★ Rayman 2 is currently in development. UbiSoft hopes to build on the success of its PlayStation debut by creating a whole new 3D environment for its star platformer. Also on the way from UbiSoft is a PlayStation version of 16-bit drivin' game, Street Racer, due out in June.

★ Although 1995 was undoubtedly the year of the PlayStation, it wasn't such a great year for software sales. Figures were down on 1994, when there was still a decent selection of 16-bit titles. Joe McNicolas, Virgin's senior product manager, commented, *PlayStation has actually accelerated the decline of 16-bit prematurely, and can't yet shift the same volumes of software.* CD sales as a whole (including PlayStation software and CD-Rom titles), however, increased. Five times more CDs were sold last

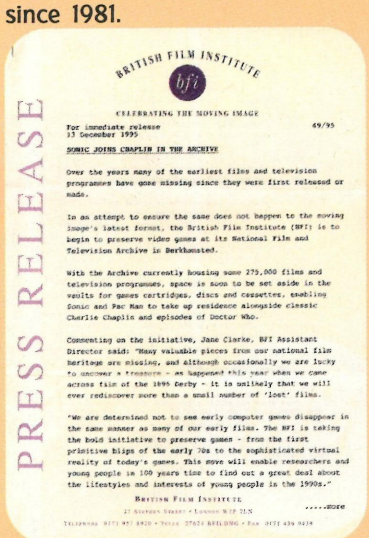
NEWS

Videogames go all historical

The British Film Institute (BFI) now preserves videogames in its archives. BFI Assistant Director Jane Clarke remarked, *The BFI is taking the bold initiative to preserve games - from the first primitive blips of the early seventies to the sophisticated virtual reality of today's games.*

Although the BFI has already started its collection of videogames, there are still a load missing. The BFI wants to hear from anyone finding old games, particularly for the Lynx, Dragon 32, BBC Micro, Texas T1994A, Sharp M2700, Commodore Vic 20, Atari VCS, Mattel Intellivision, Coleco Vision and Jupiter Ace.

If you fancy making a contribution to videogaming history, write to Tony Hetherington at the BFI, 21 Stephen Street, London W1P 2LN. This year will see the Institute publish its Interactive Encyclopedia of Computer and Videogames, listing every UK-published computer games title since 1981.



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SONIC JOINS CHAPLIN IN THE ARCHIVE

Over the years many of the earliest films and television programmes have gone missing since they were first released or made.

In an attempt to ensure the same does not happen to the moving image's latest format, the British Film Institute (BFI) is to begin to preserve video games at its National Film and Television Archive in Berkhamsted.

With the Archive currently housing some 275,000 films and television programmes, space is soon to be set aside in the vaults for games cartridges, discs and cassettes, enabling Sonic and Pac Man to take up residence alongside classic Charlie Chaplin and episodes of Doctor Who.

Commenting on the initiative, Jane Clarke, BFI Assistant Director said: "Many valuable pieces from our national film heritage are missing, and although occasionally we are lucky to uncover a treasure - as happened this year when we came across film of the 1895 Derby - it is unlikely that we will ever rediscover more than a small number of 'lost' films.

"We are determined not to see early computer games disappear in the same manner as many of our early films. The BFI is taking the bold initiative to preserve games - from the first primitive blips of the early 70s to the sophisticated virtual reality of today's games. This move will enable researchers and young people in 100 years time to find out a great deal about the lifestyles and interests of young people in the 1990s."

BRITISH FILM INSTITUTE

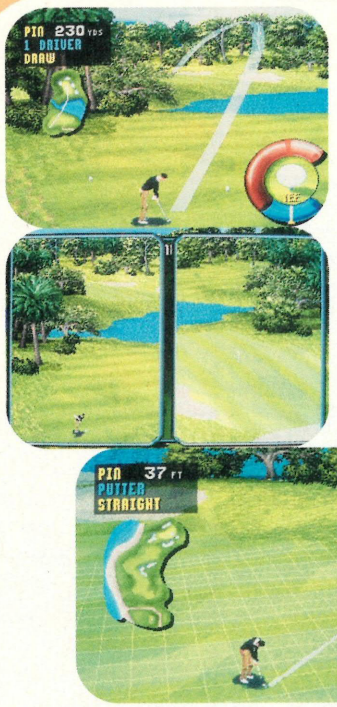
.....more

Tartan trouser update

Actua Golf, previewed in the first issue of PSX-Pro (then known as SonyPro), is still not quite up to Gremlin's rigorous quality control standards. Its release, scheduled for way back last November, is still not so much imminent as getting there. And you moan about us not giving you accurate release dates!

With the emphasis on play realism and a TV coverage feel – ie along the same lines as Actua Soccer – final 'tweaking' is still going on in Sheffield.

Since the preview, respected Radio 5 golf waffler Tony Adamson has 'done' the commentary. He's contributed over 1500 voice samples which should hopefully prove more exciting than the speech in PGA Tour Golf '96. The 'follow the ball' camera has been perfected too, so you don't suffer from motion sickness every time you play a shot. Gremlin has also revealed that the moves 'never before seen in a golfing sim' are 'crouching down to line up a shot', and 'picking the ball out of the hole'. No Prince Wills special moves unfortunately. Out March, reviewed next ish.





'We see Acclaim as the ideal partner for our entertainment software products' - Pulse

year than in 1994.

★ Ex-Nintendo marketing director Mark Edridge is now marketing numero uno at Time Warner Interactive. Two major titles, Constructor and Z will be under his wing, and will receive the PlayStation treatment.

★ Acclaim and Pulse have reached agreement on a sales & distribution arrangement whereby Pulse's products will be distributed by Acclaim Distribution Inc, Acclaim's affiliated label program. Acclaim has also bought an equity interest in Pulse Entertainment. See above for exciting William R. Woodward, Chairman of Pulse, quotation. In fact, check out Acclaim Chairman Greg Fischbach's opinion on the matter as well, *We anticipate a long and mutually profitable relationship.* Good luck to both companies - as if they needed to make any more money for goodness sake.

★ Manchester-based software house Ocean has taken a stake in German developer Neon Software. Currently developing for PlayStation and other CD-Rom formats, Neon was responsible for fluffy platform character, Mr Nutz, on the Mega Drive.

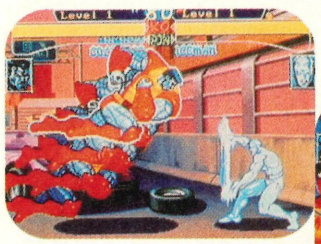
★ PSX-Pro, the monthly PlayStation mag, is officially ream.

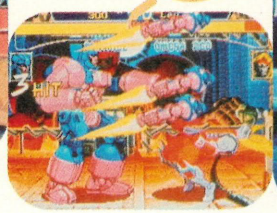
X-Men or SF Zero?

PSX-Pro's sister mag GamePro has recently got all excited about X-Men: Children Of The Atom on the Saturn. The good news for us is that it's coming out on the PlayStation this summer. An arcade-perfect conversion, it plays – and looks – very much like SF Zero (reviewed this issue).

Fans of Marvel Comics' super-heroes are in for a treat – there are plenty of ridicu- special moves to be pulled off in the great vs beat'em-up tradition, and the character depictions and animations are spot on. The originator of 16-bit Mortal Kombat, Acclaim, is publishing it, so expect a massive, totally over the top hype campaign prior to release. Previewed next month in PSX-Pro.









KOMBAT TIPS

These came in at the last minute, so we've squashed them into the news as the Guides section was already full

Kitana

Moves

Fan Lift: Back, Back, Back, High Punch

Fan Throw: Forward, Forward, High Punch and Low Punch

Square Punch: Down, Down and Back, Back, High Punch

Fatalities

Kiss of Death: Run, Run, Block, Block, Low Kick

Head Swipe: Back, Down, Down, Low Kick

Stage Fatal: Forward, Down, Down, Low Kick

Friendships

Bubbles: Down, Back, Forward, Forward, Low Punch

Babality: Forward, Forward, Down, Forward, High Kick

Animality: Rabbit from hell (one step away): Down, Down, Down, Run

Kombos

4-hit (23%): High Kick, High Kick, Low Kick, Back and High Kick

4-hit (22%): High Punch, High Punch, Back and Low Punch, Forward and High Punch

(all fan combo)

Reptile

Moves

Acid Spit: Forward, Forward, High Punch

Slow Force Ball: B, B, HP & LP

Fast Force Ball: F, F, HP & LP

Slide: B & LP & BLK & LK

Invisibility: U, D, HK

Run past and elbow: B, F, LK

Fatalities

Body Snack: B, F, D, BLK

Stage Fatal: BLK, RN, BLK, BLK

Friendships

Babality: F, F, B, D, LK

Animality: D, D, D, U, HK

Kombos

4-hit (23%): HP, HP, HK, B & HK

5-hit (32%): HP, HP, D & LP, Fast Force Ball, Uppercut or Roundhouse

6-hit (34%): HP,HP, D & LP, Fast Force Ball, HP, HK

7-hit (36%): HP, HP, D & LP, Fast Force Ball, HP, HP, Acid Spit

Jade

Moves

Boomerang High: B, F, HP

Boomerang Middle: B, F, LP

Boomerang Low: B, F, HK

Projectile Invincibilty: B, F, HK

Glow Kick: D, DF, F, LK

Fatalities

Stomach Shaker: U, U, D, F, HP

Uppercut/Bo-stab: RN, RN, RN, BLK, RN

Friendship

Pogo Stick: B, D, B, B, HK

Kombos

4-hit (23%): HK, HK, LK, B & HK

7-hit (32%): HP, HP, D & LP, LK, HK, B & LK, B & HK

Scorpion

Moves

Spear: B, B, LP

Teleport Punch: D, DB, B, HP

Air Throw: Tap BLK when next to opponent

Fatalities

Original Toasty: D, D, U, HK

Hell Raiser: F, F, D, U, RN

Friendships

Babality: D, B, B, F, HP



Animality: Penguin
Egg-Bomb: F, U, U, HK
Kombos
3-hit (18%): HP, HP, U & LP
4-hit (23%): HK, HK, LK, LK
5-hit (26%): Spear, HP, HP, HK, B & HK
7-hit (29%): Crossover kick, Teleport Punch, Spear, HP, HP, HK, B & HK

Mileena
Moves
Sais: Hold HP for two seconds, release
Teleport Kick: F, F, LK
Ground Roll: B, B, D, HK
Fatalities
Nail Shooter: B, B, B, F, LK
Eat'em-up: D, F, D, F, LP
Stage Fatal: D, D, D, LP
Friendship
Mirror Break: D, D, B, F, HP
Kombos
4-hit: HP, HP, U & LP, D & HP
6-hit: HP, HP, B & HK, B & HK, U & LK, U & HK

Ermac
Moves
Fireball: D, B, LP
Exploding Teleport Punch: D, B, HP
Telekinetic Slam: B, D, B, HK
Fatalities
Telekinetic Massacre: D, U, D, D, D, BLK
Johnny Cage wannabe: RN, BLK, RN, RN, HK
Stage Fatal: RN, RN, RN, RN, LK
Kombos
4 hit: HK, HK, LK, B & HK
5 hit: HP, HP, B & LP, HK, B & LK

New moves for old characters
Stryker: B, F, HP (gun)
Kano: F, D, F, HK
(45-degree ball)
Kitana: F, D, F, R
Reptile: R, BLK, BLK, HK
Scorpion: D, D, F, LP
Jade: F, F, D, D & BLK
Ermac: D, D, U

Vs Screen Codes
* 100100 - Throwing is disabled
* 010010 - Throwing is encouraged
* 079035 - Kombat Zone: Street
* 880220 - Kombat Zone: Kahn's Tower
* 123901 - Kombat Zone: Soul Chamber
* 091190 - Kombat Zone: Bell Tower
* 880088 - Kombat Zone: Subway
* 600040 - Kombat Zone: Kombat Temple
* 077022 - Kombat Zone: The Bridge
* 666333 - Kombat Zone: The Graveyard
* 343343 - Kombat Zone: Rooftop
* 820028 - Kombat Zone: The Pit 3
* 666444 - Kombat Zone: Scorpion's Lair (hell)
* 002003 - Kombat Zone: River Kombat
* 004700 - Kombat Zone: Kahn's Kave
* 330033 - Kombat Zone: Jade's Desert
* 933933 - Kombat Zone: SCISLAC BUSOREZ (Classic Sub Zero)
* 050050 - Kombat Zone: NOOB SAIBOT DORFEN
* 205205 - Winner of this round battles human smoke
* 033564 - Winner of this round battles Shao Kahn
* 969141 - Winner of this round battles Motaro
* 769342 - Winner of this round battles Noob Saibot

Next month

Next month heralds a brand new era for PSX-Pro. There's gonna be a coverdisc featuring playable levels of a selection of ream PlayStation games — no rubbish demos. Tell us what you think straight away — if the majority of you think the idea's pump, we'll drop it. It's your mag after all and we can't exist without your support. So thanks for your help with the first four issues — we look forward to more of your opinions. We're confident you'll be blown away by next month's exclusive coverdisc — if of course you can tear yourself away from reading the mag. (And the free Descent supplement that Interplay has paid for which I almost forgot about until I was reminded on the phone about half an hour ago.)

ALEX



None of these had coverdiscs. Issue Five will have

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April issue of PSX-Pro out March 14

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Please answer the following

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ULTRA IS A WASHING POWDER!	☐	☐
JAGUAR IS A BIG BLACK PUSSY!	☐	☐
SATURN IS A PLANET!	☐	☐
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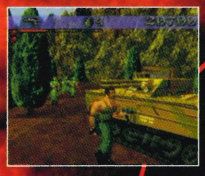
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