PSX-PRO

Two brand new Alien Trilogy levels on disc



Arcade Greatest Hits

Obsessed with old games? Not us

Two Alien Trilogy levels here only

No Disc? Contact your newsagent

ISSN 1361-9101

Robo Pit
Pit your wits against robos

Alien Trilogy
Highest score ever in PSX-Pro

NBA Live '96
Another basketball game of surprise

Return Fire
Yo! We've gotta give the fire back!

Floating Runner
World's worst Japanese import

Adidas Power Soccer
Have a 'do' from the half way line

PSX

PSX-Pro Issue #6
May 1996 £4.99

ALSO: Smart Dog does tennis, Hyperblade, 100 Worst Games

IDG

PSX-PRO ISSUE #6 MAY 1996 OH, DOING IT NOW... NOT ENDORSED BY SONY



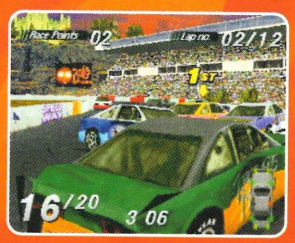
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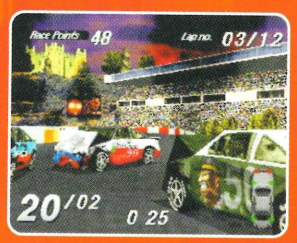
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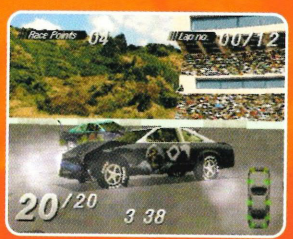
DRIVING GAME ON ANY SYSTEM"

COMPUTER AND VIDEO GAMES

Destruction derby







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"THE BEST

RACING

GAME ON PLAYSTATION"

MAXIMUM

wipEout"

™







PlayStation

Alien T

PSX-Pro Coverdisc

This issue of PSX-Pro sees a continuation of our strict cover disc policy – quality above all else. Good demos are a rare commodity – excellent ones are rarer still – and if we aren't 100% happy that our disc is far superior to those of all the other PlayStation magazines, we won't use it. We'll go without and save your money. That, of course, will not be necessary with Alien Trilogy from Acclaim. This is the finest game yet to grace Sony's machine – everyone knows it – and it is you, as a reader of PSX-Pro, who gets to play two whole exclusive levels. Kind of what you'd expect, really...

PSX-Pro will cost £4.99 only when there's a cover-mounted disc

Two completely new levels specially created for PSX-Pro!

We've genuinely amazed ourselves here at PSX-Pro by securing a demo disc which manages to surpass the amazing trio of efforts we brought you last month. Not only is Alien Trilogy the May *Game of the Month* (See page 10 for the full review), it is the single highest scoring game ever reviewed in PSX-Pro, gaining a massive nine-and-a-half, and earning every bit of it. But then that's the kind of quality you've come to expect from us...

This demo of Alien Trilogy contains **two massive levels which are not included in the game**. They've been specially programmed for us, and you. After the brilliant intro, you'll be confronted with an options screen, and the good news is that none of the options have been disabled for the demo. There's a choice of three difficulty settings, ranging from hard to ludicrously difficult (no easy rides!), along with the chance to alter the music-to-effects ratio and the joypad configuration. Control-wise, everything's explained on the disc itself, so we won't waste time with it here.

Alien Trilogy is like Doom, only inasmuch as it is played in a fully three-dimensional environment. AT, whilst a tremendous blaster in its own right, asks much more of you in the strategy department, and has more to offer in terms of genuine atmosphere. You'll need your wits about you if you're to survive for more than just a few short minutes.



The game itself is dark, and often the only sounds you'll hear are your own footfalls on the metal walkways of the alien environment. Aliens can creep up on you undetected and – at the risk of sounding like some sort of bird – there are genuine shocks from time to time as a face hugger screeches into your limited field of vision and attaches itself to your face.

You begin with just a puny pistol, but better weapons are scattered throughout the maze-like passages, as are many other items which will be of use. Look everywhere – there may be secrets – and don't take on a big alien mutha unless you know you have sufficient firepower.

Ready to face the aliens? We doubt it...

rilogy Exclusive



コントローラの使いかた

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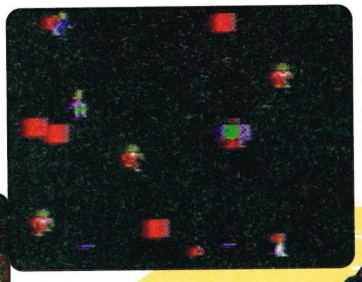
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Reviews 08

The magnificent **Alien Trilogy** gains the highest ever PSX-Pro mark this month, Primal Rage finally makes an appearance, and the basketball craze continues with another excellent effort



ALIEN TRILOGY p10



Williams Arcade's Greatest Hits is part of the continuing trend of breathing new life into classic old games. The words *money* and *old rope* spring to mind

GREATEST HITS p38

Features 30

We've brought you the hundred best, so where do we go from here? Get ready to cringe as we introduce the **100 Worst Games Of all Time**



100 WORST GAMES p52

Motion Capture
Sounds like something the doctor would ask you to do, but no! - real people in games, how do they do that? Find out...

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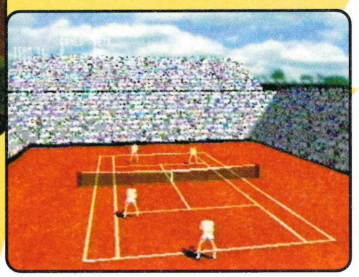
PSX

Previews 74

Resident Evil – the long-awaited simulation of living in Alex Lee's house of ill repute. Or possibly a multi-view angle RPG/adventure bloodfest from Virgin


RESIDENT EVIL p76

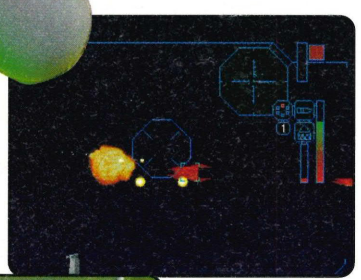
Pete Sampras' Wimbledon warm-up begins with a starring role in Codemasters' game. Still on the sports theme is **Powerplay Hockey**

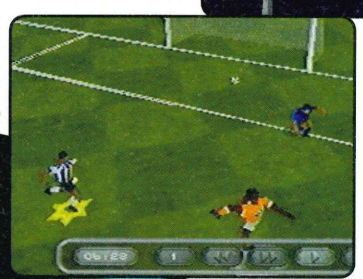

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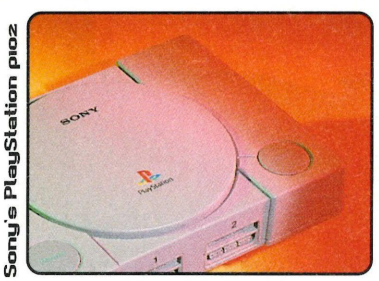
More than you can shake a stick at this month, with the low-down on **Actua Soccer**, a guide for **Defcon 5,** and hints 'n' tips for just about anything else you could name


DEFCON 5 P88


ACTUA SOCC R P66

News 102

The **Playstation** is outselling the Saturn 3-1, and the **Mortal Kombat Trilogy** will do it no harm at all. And after *D*, comes *9*. Hmm. Catchy


Sony's PlayStation P102

Regulars 56

This month we give you the chance to **win** vids, playing cards, books and hats – p58. There's a great **Manga**-related competition too – p45. Another heated **Tape Debate** sees the PSX-Pro staff denying everything, as the topic touches upon bribery for high marks. We never would, honest! – p56. **Forum** – we've got state of the art graphics, powerhouse machines, and the kind of music you'd expect to hear in an elevator. And it stinks – 92. **The Full SP** splits the wheat from the chaff, the rank from the ream, and tells you everything you need to know – p96 **Subscribe for just £20** and – amazingly! – still get the demo disc. It's madness! – p100

Revi

The PlayStation is still searching for that elusive consistency, and that has lead to this month's situation where the games range from marvellous to downright dirt. Choose carefully kids!

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Alien Trilogy
Game of the Month? Game of the decade more like! Acclaim's Doom buster is one of the best games ever. On any format!

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Primal Rage
The inexplicably popular dinosaur-based beat'em-up takes its bow on the PlayStation with an arcade-perfect conversion

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Floating Runner
Appalling Japanese platformer

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

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Adidas Power Soccer
Psygnosis has been touting this as an Actua beater. Acclaim is being heaped on it from all corners, but as usual, it's our judgement that really counts

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It's an interactive movie with a difference. If that hasn't put you off, it's unlikely you'll be deterred by the 18 certificate

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Not to be outdone by Namco, Williams dusts off Defender and Robotron

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Robo Pit
Nowhere near as bad as it could have been, but still no masterpiece. It's another import though, so what do you expect?

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Cannon Fodder meets Command & Conquer meets Desert/Jungle Strike in this action/strategy romp from Time Warner. The soundtrack's a treat!

52
NBA Live '96
Yet another PlayStation basketball game, and yet another good one. Let's hope this is the last one for a while, though – it's starting to get expensive

ews

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



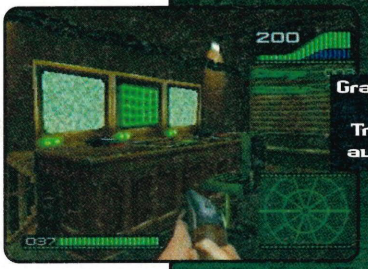
Alien Trilogy



Acclaim has finally given all you Alien fans out there the chance to be your very own Ripley

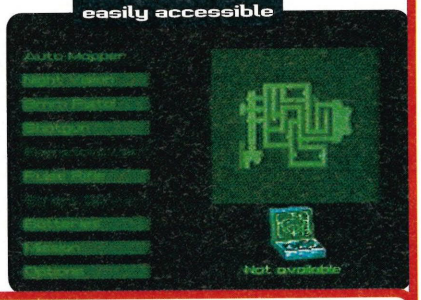
by ANDY





Graphically, Alien Trilogy is awesome





The map and your weapons are easily accessible

Incorporating aspects of all the Alien movies, the three huge levels are split into numerous stages with each mission outlined in detail before you begin. You begin the game by searching for the colonists on LV426 – as in the second movie. You then move on to Fiorina and round things off in the Bone Ship from the first movie. So, although Alien Trilogy incorporates all three films, there is a certain amount of artistic license involved. But this doesn't leave you disappointed.

The 3D environment far surpasses expectations, and it looks as if you've been dropped straight onto the movie set. The aliens look impressive in 3D whether they're crawling face huggers, advancing warriors or slithering chest bursters.

As you blast these critters out of your path you will notice that stepping into the green slime and gibs of the dead aliens will take some energy from your good self. It's the acid blood you see, it kills you. The only way to counter this harmful liquid is to collect armour icons or *special wellies* which are dotted around the corridors.

Imagine if you will the classic Doom. Remember how it had everything you required in a game? The levels were packed with tense atmosphere, tough blasting and gripping gameplay. Proving its superiority over all previous releases, it was inevitable that a sequel would arrive. And it did. For the PlayStation version, both games were included on a single disk, and it's still a top selling title.





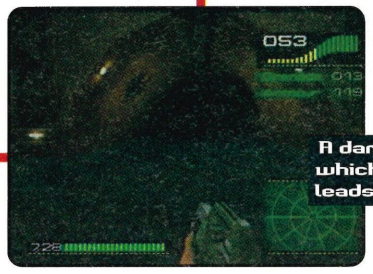
If there's any justice in the world, Alien Trilogy will soon be joining Doom at the very peak of the pile. Why? For the sole reason that it's got everything that Doom has, only it's far more polished in all departments.

Whether you're a fan of the movies or not, Alien Trilogy is guaranteed to have you on the edge of your seat. The dark corridors could hide any number of aliens a few short feet away. Your scanner will pinpoint their location, but as for whether it's a face hugger or an alien warrior, only sighting the beast will reveal the answer. And by then of course you may be in grave danger.





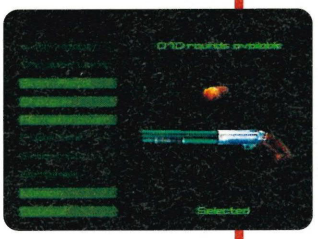
Above: An enemy cops for it Below: On board the Bone Ship



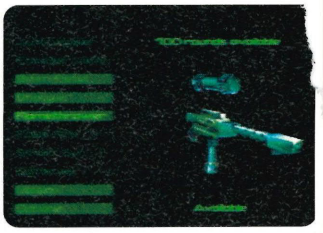
A dark corridor which no doubt leads to danger

Alien Trilogy

As well as armour suits, there are numerous other power-ups to keep things ticking along nicely. There are extra weapons, medi-kits, ammo, and an auto mapper which displays the entire area before you discover the different parts yourself. You will be able to see where the secret areas are before blasting the walls away to step inside.



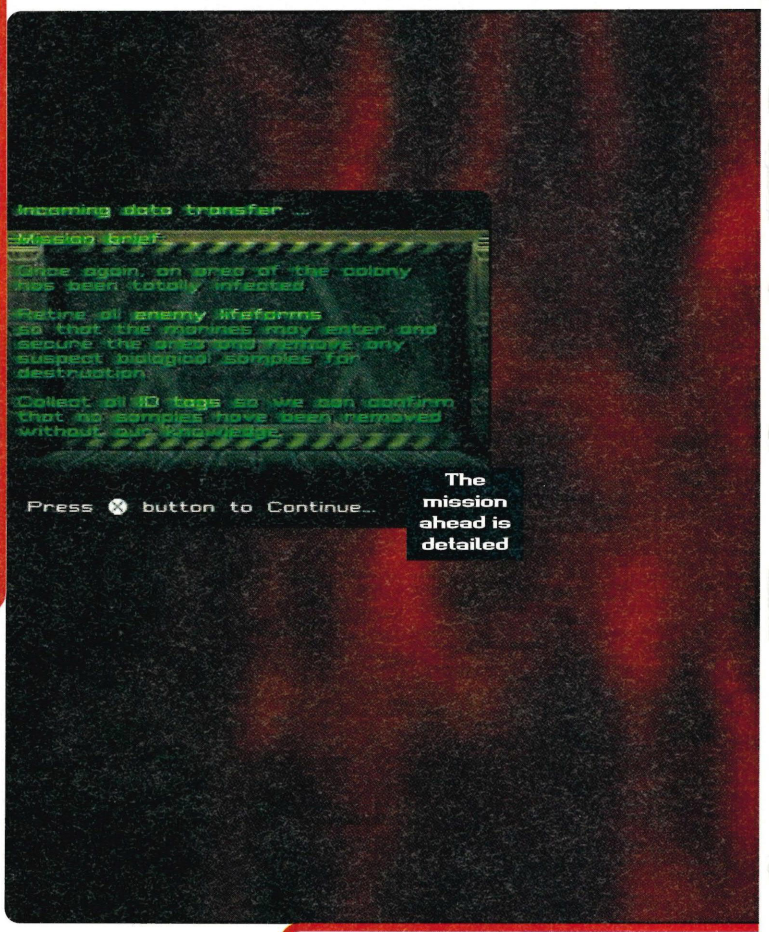




The weapons at your disposal range from the puny 9mm pistol to the Smart Gun, which is the mother of a weapon you may have seen in the Alien movies. It uses ammo like there's no tomorrow, but it doesn't half make an impressive alien stew.

To keep you on your toes there are a few *puzzles* to complete. Some doors can only be accessed by hitting a switch, while others will require a battery to power them up. It's down to you how you progress, but it has to be said that your patience will occasionally be tested as you go back on yourself to find an item you missed earlier.

As a rule, there's more to think about than just pumping bullets into aliens, and this is what keeps your interest in the game.



The mission ahead is detailed





The Queen in her lair. This is the scene which will greet you at the end of a level



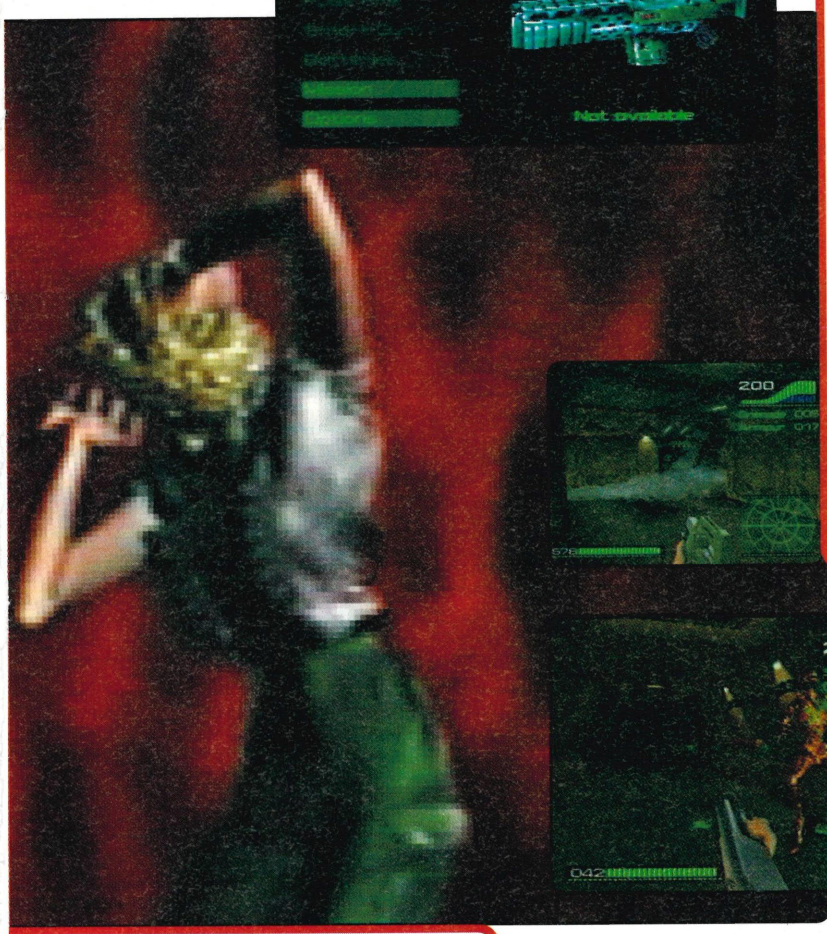
For the best atmospheric effect, the ambient soundtrack should be switched off – not because it's rubbish mind you, it's just not suited to the game.

The silence of the stages gives a far more intense experience. Just the sound of your scanner bleeping and the distant cries of aliens is ideal. It gives a greater feeling of realism – if there is such a thing.

The majority of the sound effects have been sampled from the movies themselves, so you do actually get the feeling you're taking part in the film.

Every alien scream and gunshot, especially the Pulse









The exit is dead ahead. Just stride boldly over the chest burster

In total there are over 30 different stages to explore and conquer. Not as many as Doom, but then it was never supposed to be another clone of the gun-toters' favourite (although it will inevitably be compared to this classic).

What Alien Trilogy lacks is the chance of a death-match in a two-player mode, but for a single-player experience it's difficult to see anyone bettering this for quite some time.

To ensure you keep on top of your progress you have the opportunity to save your game using a memory card. Alternatively, you can sprain your wrist writing down some of the incredibly lengthy passwords.

Alien Trilogy is so detailed it even has the cocooned humans pleading, *please kill me*, just before a chest burster explodes from within.

Suspense, darkness, action and aliens are here in abundance. You couldn't possibly ask for more. HR Giger himself would be hard pushed to find fault with any aspect of his Alien world creations, whether they be the twisting corridors of the Bone Ship or the evil xenomorphs. In short, Alien Trilogy is the best game for your PlayStation yet!

Rifle bursts, are as true to the movie as they can be.

There is some video footage between each of the three stages, which mainly shows you travelling to the next alien-filled mission. Also, depending on exactly how you are killed, there will be a relevant death sequence. Whether you meet your maker at the hands of a face hugger, an alien warrior or a pool of acid, you'll find there's a sequence for each.

They're impressive enough and break things up a bit, but what's more important is the fact that there's no second chance - you are only allocated a single life.

SUMMARY

GAME Alien Trilogy
GENRE Shoot'em-up
SOFTWARE HOUSE Acclaim
PRICE £44.99

From the moment Alien Trilogy loaded up, I knew it was something special. The intro sequence sets the scene as you are dropped onto LV426, and from there on in it's one rough ride which only the toughest will survive. Playing this game is about as close to taking part in the movie as you're likely to get. Every aspect is more detailed and polished than Doom, and as such it should be one hell of a commercial success. I doubt if it can be improved upon.

GRAPHICS 9
GAMEPLAY 9
LASTABILITY 9

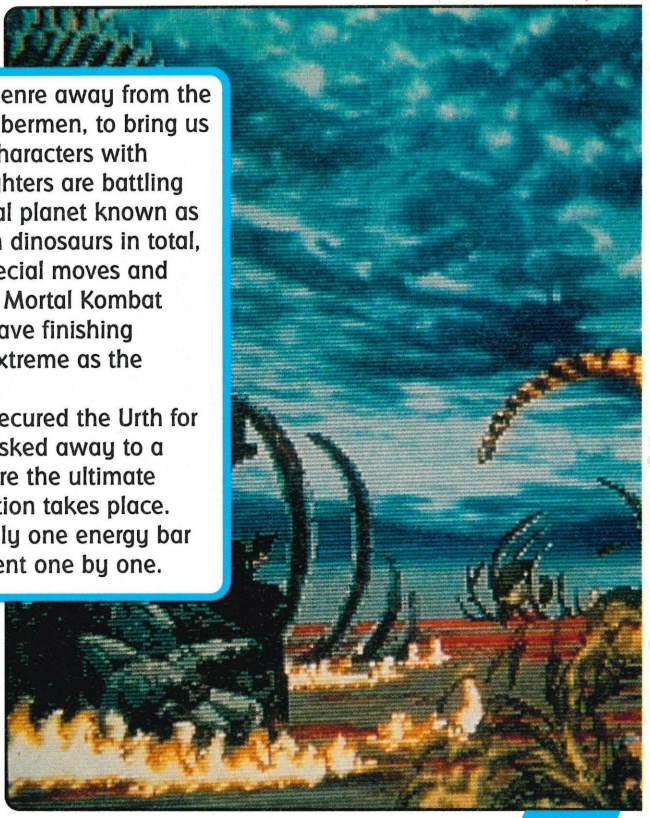
OVERALL 9½

I WOULD HAVE GIVEN IT... 9½



Much as I hate to agree with Andy, this is easily the finest PlayStation game yet. Genuinely scary, unbelievably atmospheric, and tough enough to keep you going for months.

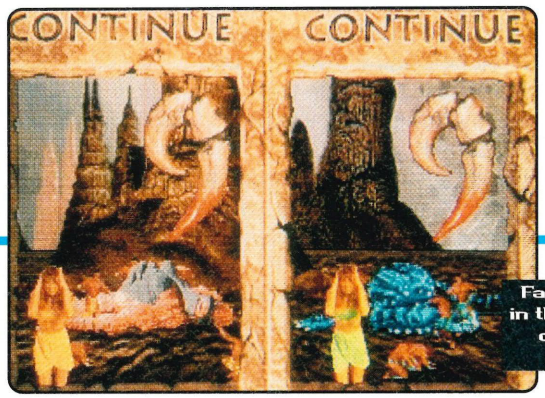
Primal



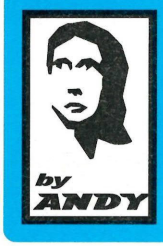
Beat'em ups are the best! And anyone who says different obviously deserves a right good kicking. It's the way that you know, you just KNOW what's in store. They all involve selecting either a one or two-player contest, choosing which fighter you wish to use, and then slugging it out in a best-of-three match using a combination of special moves before the time runs out. And that's just about it.

Primal Rage takes the genre away from the tough guys, robots and cybermen, to bring us massive dinosaur-esque characters with attitudes to match. The fighters are battling for supremacy of a fictional planet known as New Urth. There are seven dinosaurs in total, each having individual special moves and capabilities. Just as in the Mortal Kombat games, all the monsters have finishing moves, which are as extreme as the characters themselves.

Once a player has secured the Urth for himself, he is then whisked away to a distant wasteland where the ultimate battle for total domination takes place. Here the player has only one energy bar to defeat every opponent one by one.



Failure results in the use of one of your five continues



by ANDY

Astounding coin-op success guarantees a release on just about every format. Here's Primal Rage...

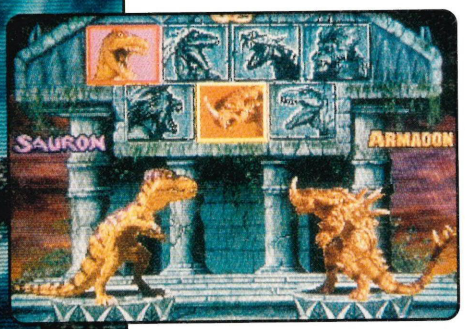


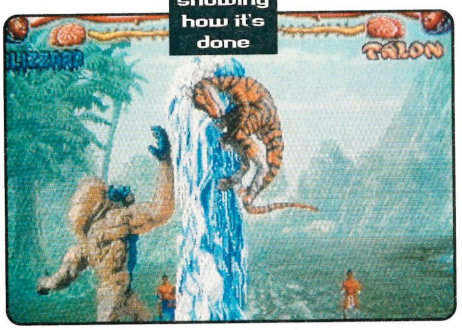


The fighters limber up for the cameras









Here's Blizzard showing how it's done

Rage

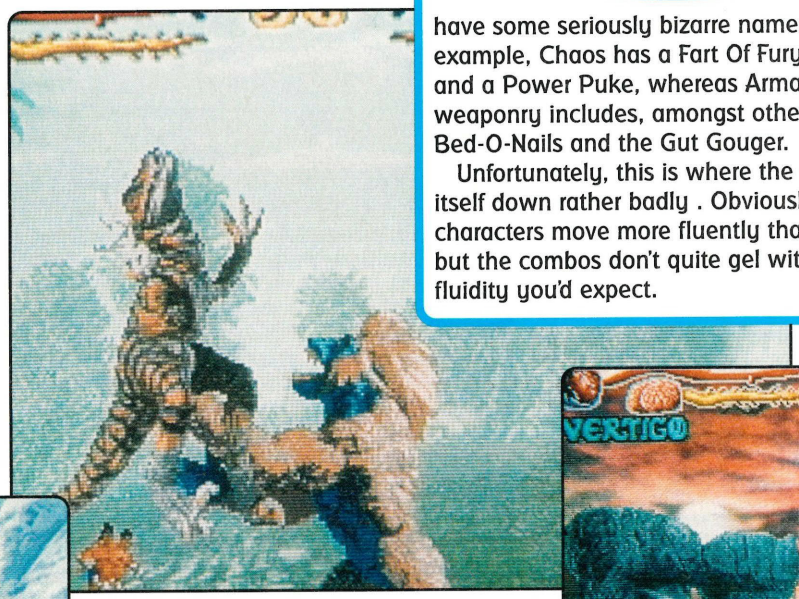
The seven competitors all have a continent they call home, and within these areas there are human worshippers. These can be eaten at any stage during a bout to boost your energy bar. The bar itself is quite an original concept. It takes the form of a vein, leading to a heart which will burst when a competitor is defeated.

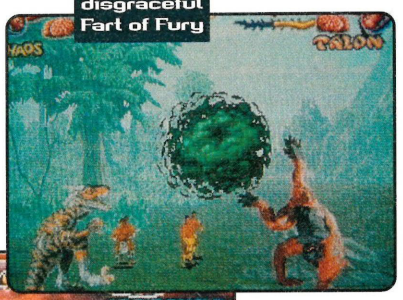
The special moves aren't something which will come to be mastered quickly, and they have some seriously bizarre names. For example, Chaos has a Fart Of Fury move and a Power Puke, whereas Armadon's weaponry includes, amongst others, the Bed-O-Nails and the Gut Gouger.

Unfortunately, this is where the game lets itself down rather badly . Obviously some characters move more fluently than others, but the combos don't quite gel with the fluidity you'd expect.



The worshippers doing what they do best





A cloud of putrid stench hangs in the air following Chaos's disgraceful Fart of Fury

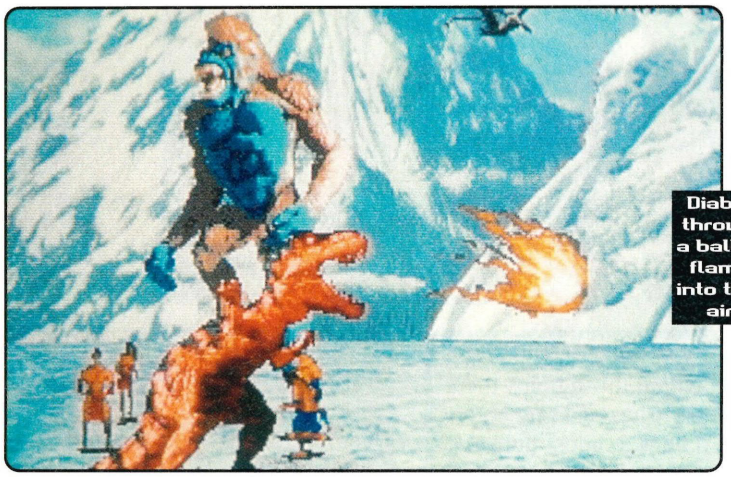


Beware of falling apes!

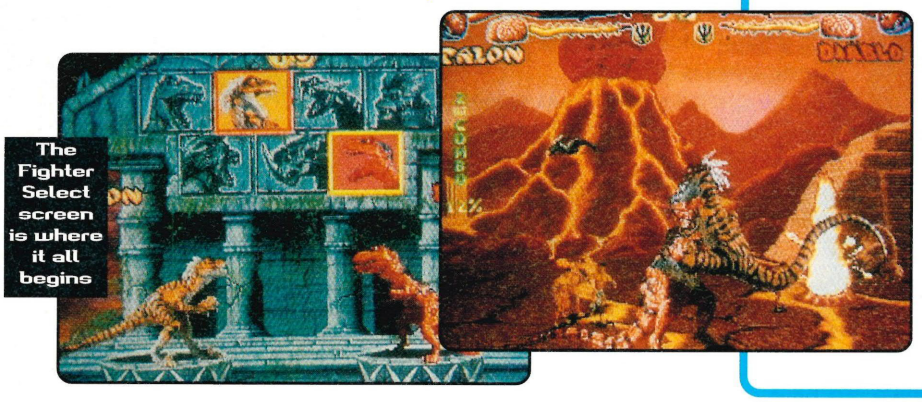


Vertigo in full battle mode against his clone

Primal Rage



Diablo throws a ball of flame into thin air



The Fighter Select screen is where it all begins

As far as perfect conversions of arcade coin-ops go, Primal Rage is difficult to better. There's the obligatory intro sequence to give you the run-down on the story, and with a total of 16 difficulty levels, longevity is ensured.

The sound effects are little more than straightforward punch and kick noises, with the addition of a few roars from the characters that are reminiscent of the old Godzilla movies. This feature of the game is nowhere near as impressive as it could have been.

On top of all this, there's a strange bowling game hidden within. This is accessed by playing as Armadon in a two-player game. Use the Spinning Death move three times in succession, and the action will then stop. Once the bowling is underway, repeat the rolling attack and alter the direction by using the D-pad.

There's also a tug of war game in which two players fight it out over a single energy bar in a see-saw fight to the death. This has the potential to be an epic battle with two evenly matched players.

In true Mortal Kombat style, there's bloodshed and gore aplenty during the bouts. If you're the squeamish type, this can be switched off to avoid any stomach-churning, although I suspect beat'em-up fans are all for scenes of carnage and mutilation.

The characters themselves have been stop-motion animated, and it took a team of over 30 individuals to create the entire look. They spent their time making sure the fighters looked and moved as realistically as they could. Quite how a cross between a triceratops, an anklyosaurus and a stegosaurus is supposed to move is something which not many people would know, so who are we to argue?

Graphically, Primal Rage can't be faulted when pitted against any previous beat'em-up. Each continent has its own buildings, landscapes and horizons, not to mention a smattering of human followers, depending on how popular the host dinosaur is amongst the natives.

The worshippers are allocated after a bout, the number depending on how successful you've been in terms of combos, finishing moves, Total Domination results, and a host of other factors.



Vertigo and Diablo battle it out for supremacy

SUMMARY

GAME Primal Rage
GENRE Beat'em-up
SOFTWARE HOUSE Time Warner
PRICE £44.99

The thing with beat'em-ups is that at the end of the day, they're all pretty much the same. Primal Rage is no exception to this rule. The characters look and move fairly well, if a little slowly, but what is it that makes a game great? Gameplay, and this is ultimately what's lacking. Primal Rage has too many flaws, which is why it's not the classic it could have been.

GRAPHICS 8
GAMEPLAY 7
LASTABILITY 8

OVERALL 7

I WOULD HAVE GIVEN IT... 7½



by ALEX

Primal Rage reminded me of bish Harryhausen movie special effects. An extra half mark is needed cos of this. Andy's a stingy marker too (except when he's reviewing Alien Trilogy).

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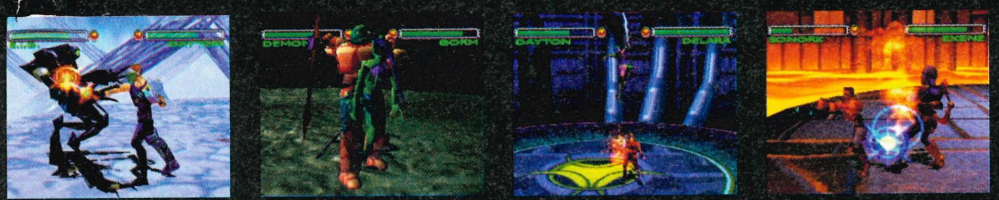


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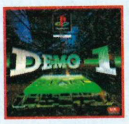
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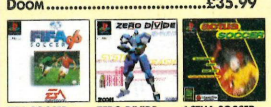
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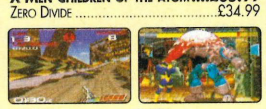
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PS7(5)





If it had been an RPG, it would have looked quite good

Now this is poor. If Floating Runner ever gets an official release, I'll eat my joypad. In all honesty, this is the worst PSX game I've played to date (although another Japanese import, Robo Pit, is looking like it could easily surpass it in the rubbishness stakes).

It's all very Manga-esque, and the fact that I'm no fan of Japanese animation is maybe clouding my judgement a little, but it's still rubbish.

It's difficult to know where to start to review an import game because, as anyone who's ever bought one will know, all the instructions are in Japanese. It's easy enough to suss out the gameplay and all that stuff, but it leaves me a little stranded as far as background and story detail are concerned.

Suffice to say, Floating Runner is a platformer that's obviously intended to be along the same lines as the Nintendo64's Mario game, and in some ways is reminiscent of Jumping Flash. However, it's nowhere near as good as either of those.

Floating



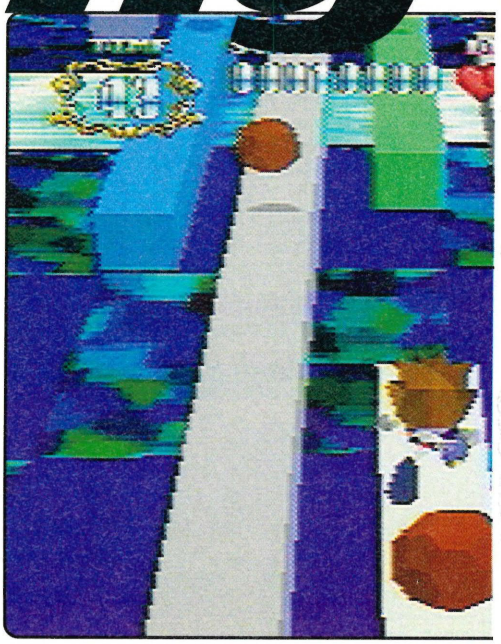
by STEVE

The Japanese may get the technology first, but they certainly get a raw deal with the software. This is absolutely atrocious



Left: Grab that and you've finished the level







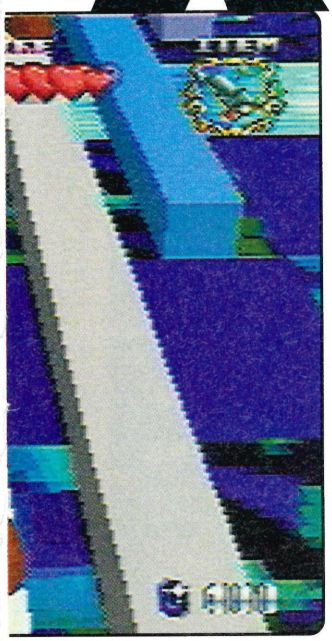
Levels are linked by funny see-through walkways

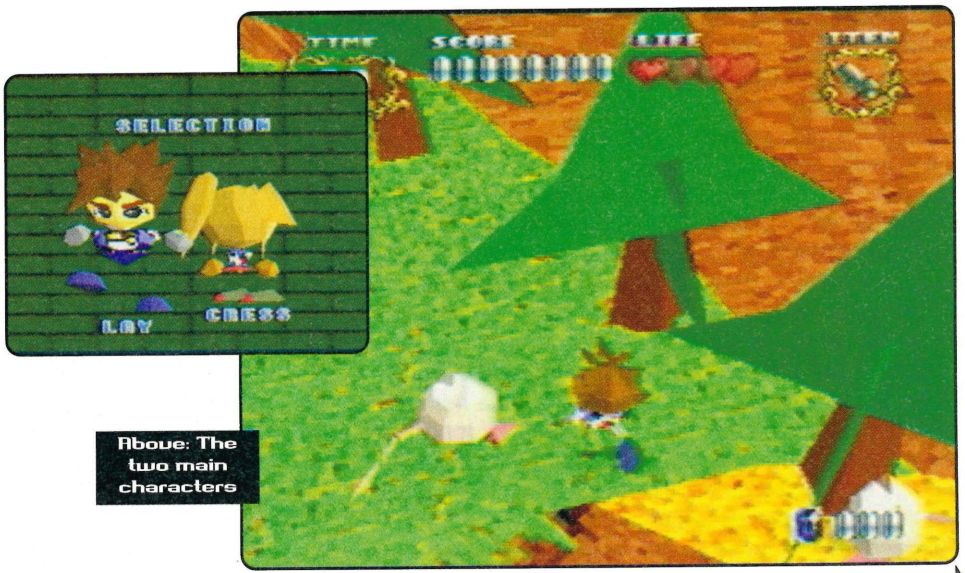
The key to progressing through the levels is the ability to time and perform precision jumps. One tiny lapse in concentration will send you plummeting to the ground and mean the loss of one of your lives. That's more than enough to keep you going for a while, but I don't think it's enough to base a game on.

To be fair, there are a good few enemies in there as well - which must be dispatched by whatever weapon you happen to have picked up recently - but they just turn out to be more of an annoyance than a real challenge, on the early levels at least.

Each level is completed simply by following the handy arrows which some unknown force has left behind. Even so, it's easy to miss these directional markers, and as a result you'll spend a lot of time wandering around in circles. Maybe if it was made clear why you were jumping around in a bizarre 3D world, it'd be a little more enjoyable, but as it stands there's very little fun involved in playing.

Runner





Above: The two main characters

Floating Runner

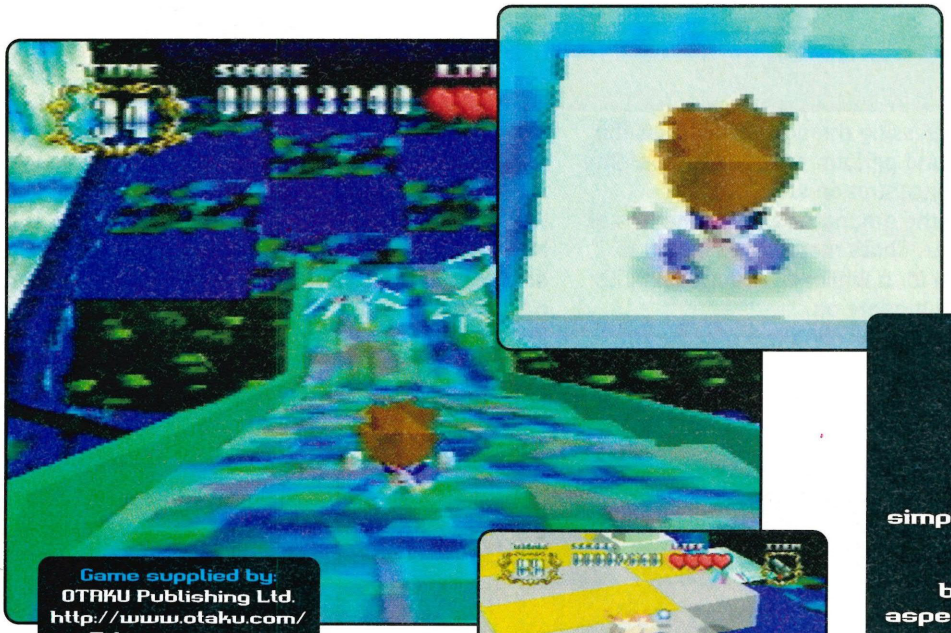


It all begins to look a bit samey after a while

You can choose between two characters and play the game as either. *Lay* looks to be male, and *Cress* looks like a girl (one's wearing blue and the other's in pink), but I struggled to find any different attributes for either character. Basically, you're armed with a weapon to fire at any enemies that cross your path, and some special jumping boots that allow you to leap further than normally possible. Nothing more, nothing less.

The strangest thing about Floating Runner has to be the seemingly random way in which the game chooses what level will come next.

I suppose it's quite a good idea in some ways (it'll take longer to get through because you don't get used to the order in which you have to play the game), but it isn't half annoying when you die just as you figure out where you're supposed to go on a certain level and then find yourself in another part of the game.



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While Floating Runner is wildly colourful, moves nicely (although the graphics are very glitchy), and is pretty frantic, it's just not an enjoyable experience. I don't know whether an outside influence was to blame, but at one point while playing Floating Runner, I started to feel a little sick. I put it down to the ridicu-gaudy colours and the fact that it spins around quite a bit. Either that or the fact that I was having one of the worst gaming experiences of my life.

I don't know whether this kind of thing sells well in Japan, but in this country I'll be amazed if the numbers shifted reach much more than double figures. It has very few redeeming qualities, and unless you find endlessly jumping from platform to platform exciting, I can't really think of any way to recommend it to you.

SUMMARY
GAME Floating Runner
GENRE 3D Platformer
SOFTWARE HOUSE Xing
PRICE £Import

Floating Runner is bad, it's as simple as that. In the vast majority of cases a game wobbles precariously on a knife edge between good or bad, with one aspect normally tipping it one way or the other, but Floating Runner has so many things in the bad column that it would struggle to stand up straight, let alone wobble. We've seen some pretty dire import games on the PlayStation already, but this one really does take the biscuit. Do not buy it.

GRAPHICS 7
GAMEPLAY 4
LASTABILITY 6
OVERALL 4½

I WOULD HAVE GIVEN IT... 4



by PAUL

Floating Runner is almost totally devoid of worthwhile gameplay. Any copies that attempt to sneak into this country should be impounded by customs and then destroyed. Appalling!

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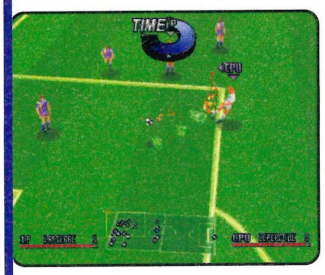
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With a front end that's more impressive than Kathy Lloyd's, to say Adidas Power Soccer (APS) kicks off with a bang would be doing it an injustice. A smooth, enthralling pre-rendered opening sequence depicts an imaginary footy match with all manner of mad goings-on.

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Once the pre-rendered sequence fades away, an echoing ribbet from a self-deprecating frog (APS was programmed and developed entirely in France) heralds the start of another entry into the all-comers PlayStation footy championship.

It's almost immediately apparent that APS is setting itself up for a battle royal with Actua and FIFA '96. Although at the time of writing FIFA has outsold Actua (it's been in the shops longer), in my - and the rest of PSX-Pro's - opinion, the real scrap is between Actua and APS only.





Adidas

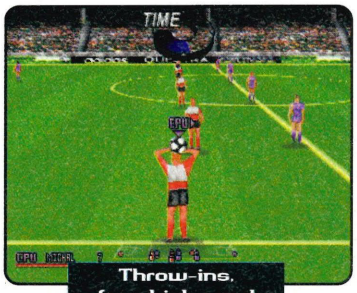


Cheer up Peter Reid/ Oh what can it mean?/To a Sunderland supporter/And we're top of the league!

The advertising hoardings behind the goal revolve, and the keepers look a bit like lurch (or is it Dave Beasant?)





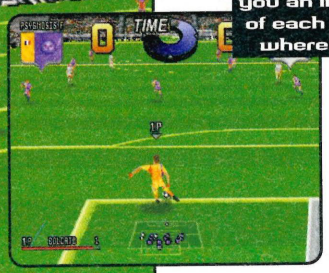


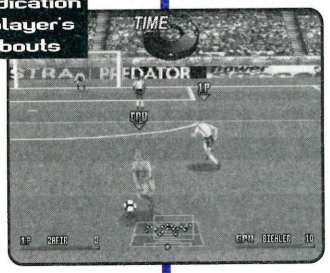
Throw-ins, free-kicks and corners are all shown from a behind-the-player perspective





The Defender-style map gives you an indication of each player's whereabouts





Power Soccer

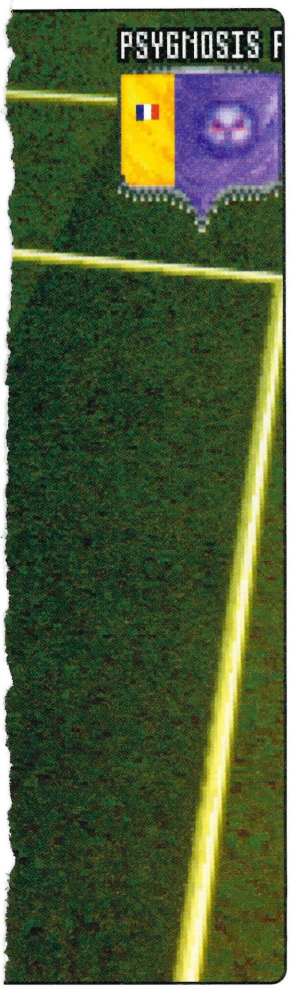
An oft-argued point about console footy games has been whether or not real footballer and team names should be used. APS falls down in this respect in terms of the English and German leagues, although bizarrely all the French teams open to selection are named entirely correctly.

Oddities such as Sheffield Sunday, Munchen (rather than Bayern Munich) and London Highbury let the package down slightly, although each team's kit is sufficiently accurate to tackle any further moaning. Until the players' names are revealed that is. Andy Crole, for example, bears more than a passing resemblance to Man Utd's embarrassingly expensive *striker*.

Moving further into the options and set-ups, there are plenty of configurable components such as offsides, pitch types (governed by the four seasons) and strictness of refs.

All the recognised formations are available, matches can be as short as two minutes each way or as long as 15 minutes per half, and there are two joypad and button control methods.

This may seem a bit stingy, but because of the many *special moves* contained within Arcade mode, it would be too darn confusing to have any more.



The keeper has three choices here – a short kick, a long kick or a throw







Adidas Power Soc

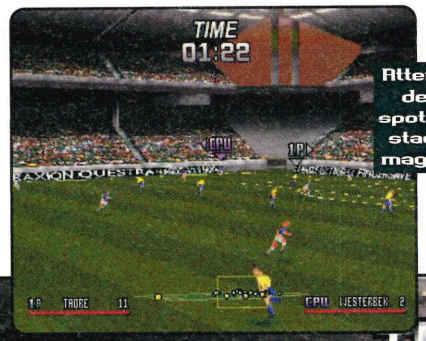
APS eclipses FIFA in the same way as Actua Soccer (ie it uses motion-captured footballers rather than more limited 16-bit-esque sprites). In this sense, APS proves to be a surprisingly worthy opponent to Actua. I say *surprisingly*, because I thought it would be a good few months before anything came near Actua.

Using similar motion-capture technology to Actua, except this time on French professionals, APS looks and ahem... very much *plays* the part. Maybe it's true what the commentators say about European footballers being more technically gifted than our lot – the APS players look and act more like real footballers than their Actua counterparts.

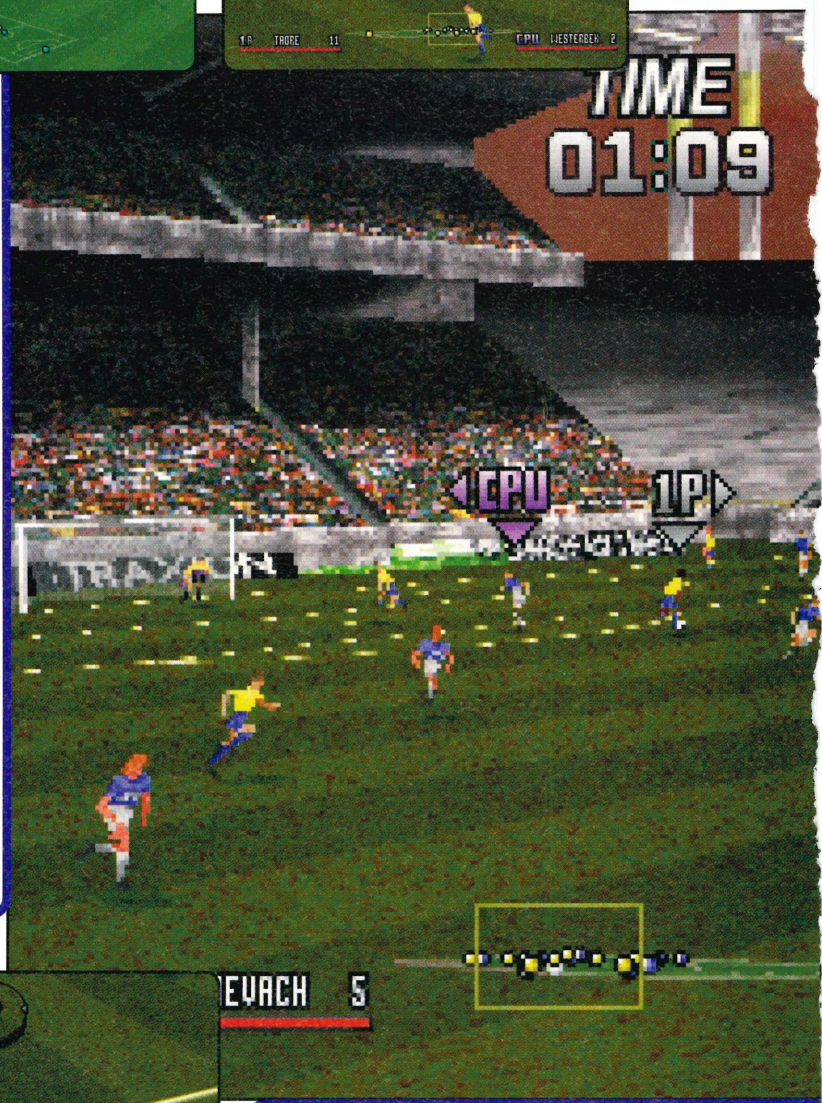
What the pundits say about footy is often taken with a large pinch of salt, so the choice of voice-over victim shouldn't really be too important. Psygnosis, however, has kept pace with its rivals by recruiting ITV's Brian Moore and his French and German equivalents.

But it has to be said that although there are plenty of varied voice samples from Moore, they don't seem as heart-felt as those of Actua's Barry Davies or FIFA's John Motson. He's obviously not as good an actor as the other two.





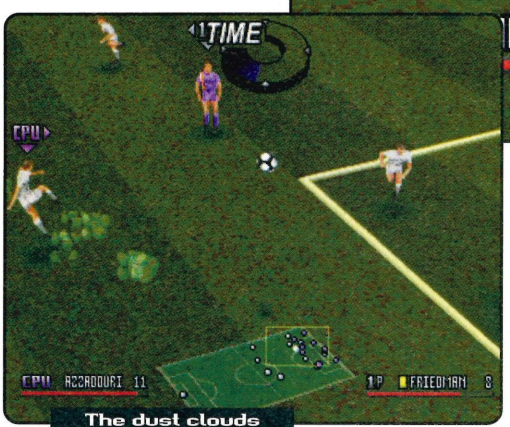
Attention to detail is spot on. The stadium is magnificent











The dust clouds signal a Predator shot has been unleashed

Why APS is better than Actua...

- ☆The motion-captures are more detailed
- ☆There's a real difference between the Arcade and Simulation modes
- ☆The goalkeepers' movements are more accurate
- ☆It doesn't take itself too seriously
- ☆You can set up leagues and cups
- ☆Goals are easier to come by
- ☆The Predator shot is a novel feature
- ☆The special moves are spectacular and often hilarious

cer



In terms of picking up the joypad and having a dabble, there are stark differences between the Simulation and Arcade modes. Simulation mode looks and plays similarly to Actua, whereas the Arcade setting not only allows players to commit disgraceful fouls, kung fu kicks and the Maradona-inspired *Hand of God*, it often lets them go unpunished.

Each *special move* is highlighted by a cartoony cloud of smoke billowing from the feet of the guilty party.

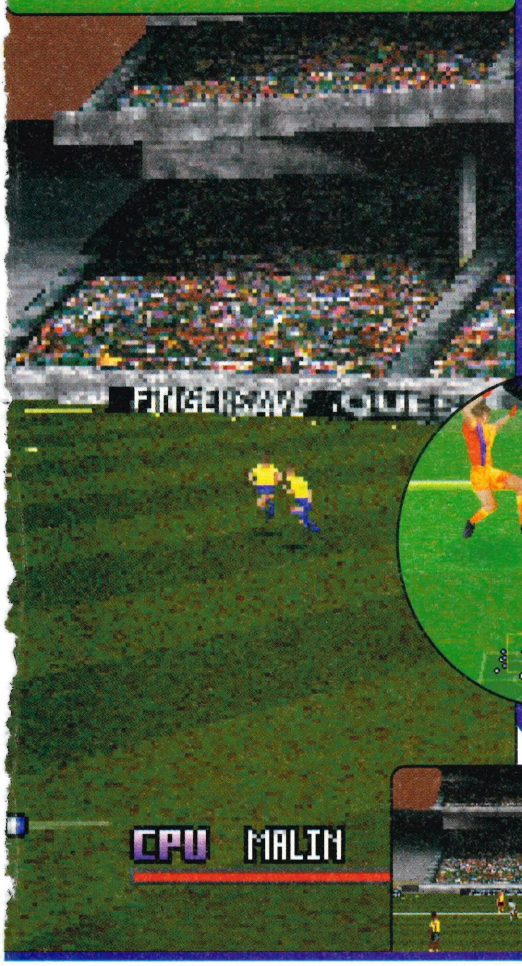
Arcade mode is my personal preference, especially when you're playing someone who hasn't quite sussed out how to cheat properly, but the Simulation option is popular among the cynical realism-mongers (like Steve for example).

Having said that, even in Arcade mode, it's the player who adds *proper* football tactics to his repertoire of off-the ball shenanigans who'll ultimately win the most matches.

APS proves a more than viable alternative to Actua, and certainly leaves FIFA on the bench, if not languishing in the reserves.



With other major footy games scheduled for summer releases, I'll leave you with a few sampled words of wisdom from the one and only Brian Moore – *They really have to step up a gear now and do it all again.*





Replays from all angles are available throughout

Why Actua is better than APS...

- ☆It's generally more like the real thing
- ☆There are proper players' names
- ☆The commentary is more *natural*
- ☆Wingplay is a real tactical option
- ☆The camera angles are more sophisticated
- ☆The control system isn't too complicated
- ☆The aftertouch is realistic
- ☆The teams reflect their real life counterparts' qualities

The two shots below illustrate the difference between summer and winter conditions





SUMMARY

GAME Adidas Power Soccer
GENRE Football Sim
SOFTWARE HOUSE Psygnosis
PRICE £44.99

Comparisons with Gremlin's much-lauded Actua Soccer are inevitable, but Adidas Power Soccer (APS) matches it shot for shot. Touches such as the skip-tackle jump, the Cantona kick and the realistic goalkeeper actions appeal to those who think console football should be fun. APS doesn't nick Actua's crown, but neither does it grovel on its knees for the privilege of polishing it. APS takes Actua to a replay and into extra time. It's up to you to decide who'll win on pennas.

GRAPHICS 9
GAMEPLAY 9
LASTABILITY 9

OVERALL 9

I WOULD HAVE GIVEN IT... 8


by PAUL

... because while it is undeniably better than FIFA, APS can only be truly appreciated when all the controls are mastered – several of them are much too fiddly to ensure a flowing game.

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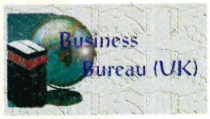
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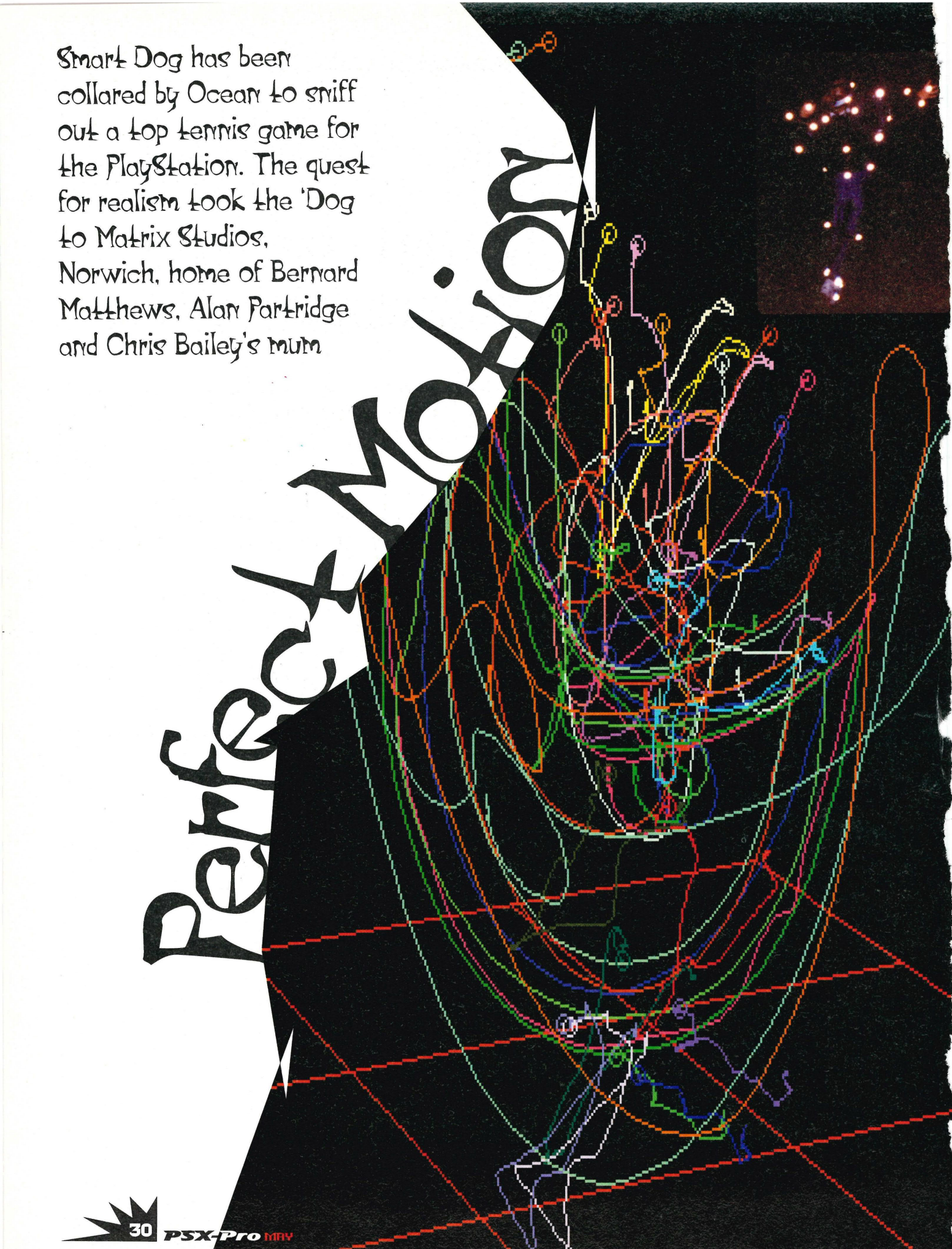
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Perfect Motion

Smart Dog has been collared by Ocean to sniff out a top tennis game for the PlayStation. The quest for realism took the 'Dog to Matrix Studios, Norwich, home of Bernard Matthews, Alan Partridge and Chris Bailey's mum

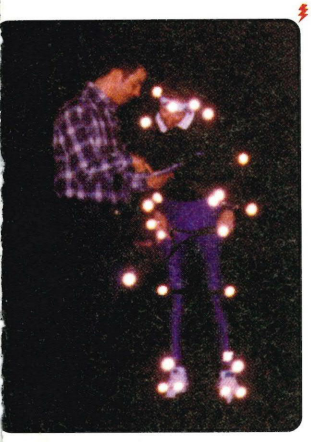


The motion-capture stars

Chris Bailey

Potted history

- British under-12 champion
- Represented Great Britain four times in the Davis Cup between '89 and '94
- Represented Great Britain in the European Cup four times
- Played at Wimbledon seven times - reached the third round
- Reached the semi-finals in an American Grand Prix Tour event
- Got to the quarter finals in the Stella Artois
- Ranked Norfolk number one for *goodness knows how long*
- Was ranked British number two (behind Jeremy Bates, who's retiring at Wimbledon this year)



Chat

Tell us about the injury that caused your early retirement

I snapped a cruciate ligament in 1990 while playing in a British indoor tournament against Stefan Eriksson of Sweden. I had re-constructive surgery the same year and came back in May '91. It's a pretty rare injury among tennis players - more common in footballers. I was ranked 120 in world at the time and 21 years old.

What's commentating like?

The Wimbledon evening shows with Sue Barker last summer weren't easy, what with the director saying things in your earpiece all the time, but they were enjoyable. It was good fun commentating on British players, as I know them well and could give an insight into what they're like and what it's like playing at Wimbledon.

Is rising star Tim Henman any good?

He's ranked 58 at the moment. He'll certainly break into the top 50, that's without question. It depends what sort of pressures are put on him in the way of sponsorship and the press. He has the talent to go top 20. If you look at all the top guys nowadays, they all have one big shot. He's six foot one, which is big enough, but he's not as big, muscles-wise, as some of the top players. I know he's working on this, though. If he does develop a big serve or a big forehand, he could quite easily go all the way. That would be great for tennis in this country.

Why is tennis such a power dominated thang nowadays?

There are a lot of reasons why tennis has changed. If you look back 15 to 20 years, the difference in the amount of money in the game then compared to now is huge. The money factor has made players become more professional.

If someone told John McEnroe 15 years ago that he needed to do an hour's gym work or lift weights for an hour, he'd have laughed at you. In those days there wasn't the vast amount of cash that everybody's competing for now. Technology is another reason. All the rackets are made out of graphite instead of wood. They travel through the air quicker, and because the guys are stronger, they can use the equipment better.

Half the problem is that in England we see tennis for three or four weeks a year, and it's all on grass, where the rallies are very quick. If we had different tournaments, on clay courts or hard courts, the guys would have to work harder. If you look at the French Open on clay, they have to be hitting 20 or 30 shots to get their points.

Is there a future for British tennis?

It's up to the LTA. What is getting better is coaching. More money is being spent, and ex-pros are being employed as coaches, which wasn't happening in the past.

Tim Henman has an ex-pro, David Felgate, travelling with him. We have to get the standard of grass roots coaching better, so if we have a young guy of nine or 10 coming to a club, he can be brought on by a coach who knows how to teach the game properly. Someone who knows how to produce somebody who, by the time he's 14, has the right technical aspects to his game.

By the time I was 17 I was technically deficient in a lot of areas. I was starting all over again at 17, which was far too late.

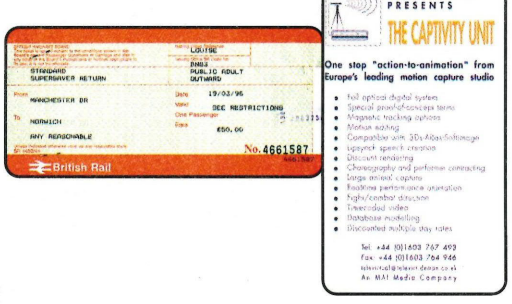
Dawn Springall

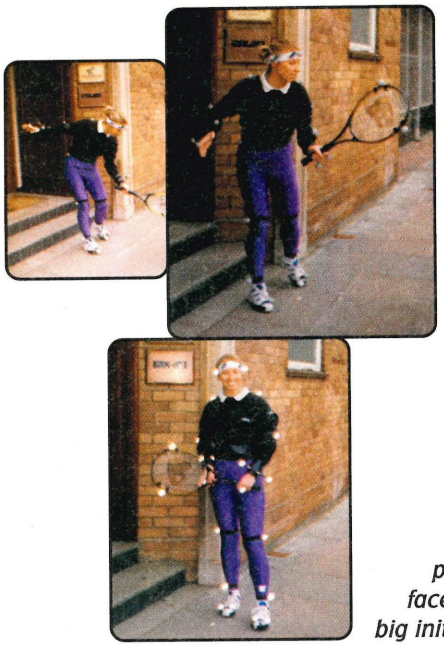
What does she do?

- Plays at the County Centre in Norfolk
- Is a full-time tennis & squash coach - coaching mainly the county's top juniors

Is British tennis getting any better?

Things are getting better all the time. We were





always strong at producing technically good players, but we were never good at producing strong players, both mentally and physically. I've just been away for four days doing a sports psychology course. The LTA (Lawn Tennis Association) has researched tennis coaching worldwide and picked up the best ideas from every country. The biggest problem we face at school level is when headmasters have a non-competitive sport policy. Another problem we face with tennis is that there's a big initial outlay for equipment.

Interview with Dave Thompson, head muller of Smart Dog

Are you pleased with progress so far, after a day and a half's motion-capture?

Yes, it's gone really well actually. We've never done motion-capture before. It's all quite new.

What were your major worries about using motion-capture?

Making sure we captured everything we needed. That was always going to be a problem. There's always the worry that once you've finished and you come to put it in the game, you find out that you've missed an important move. Then you've no option but to leave it out.

Have the tennis players had much input?

They've been very good. We've come down with a list of moves – some of which don't exist. They've understood we're not just capturing tennis moves, but tennis moves that have to go into a particular aspect of a game.

What problems does the size difference between the players create (Chris is six foot five, Dawn is five foot four!)?

The size difference isn't too bad. We're considering stretching Dawn. We've also got a young lad coming in to do some ballboy work.

Are you taking into account the relative strength and power of male and female shots?

Yeah. The average serve of a male player is about 120mph, but the average female serve is about 90. We're also taking into account the difference in speed of movement between male and female players.

Was it a deliberate ploy to motion-capture a left-handed girl and a right-handed guy?

No, it just happened that way. We'll flip the data so you can have mixed-handed male and female players. It'll be quite easy to do.

Is motion-capture the only way forward for sports videogames in the foreseeable future?

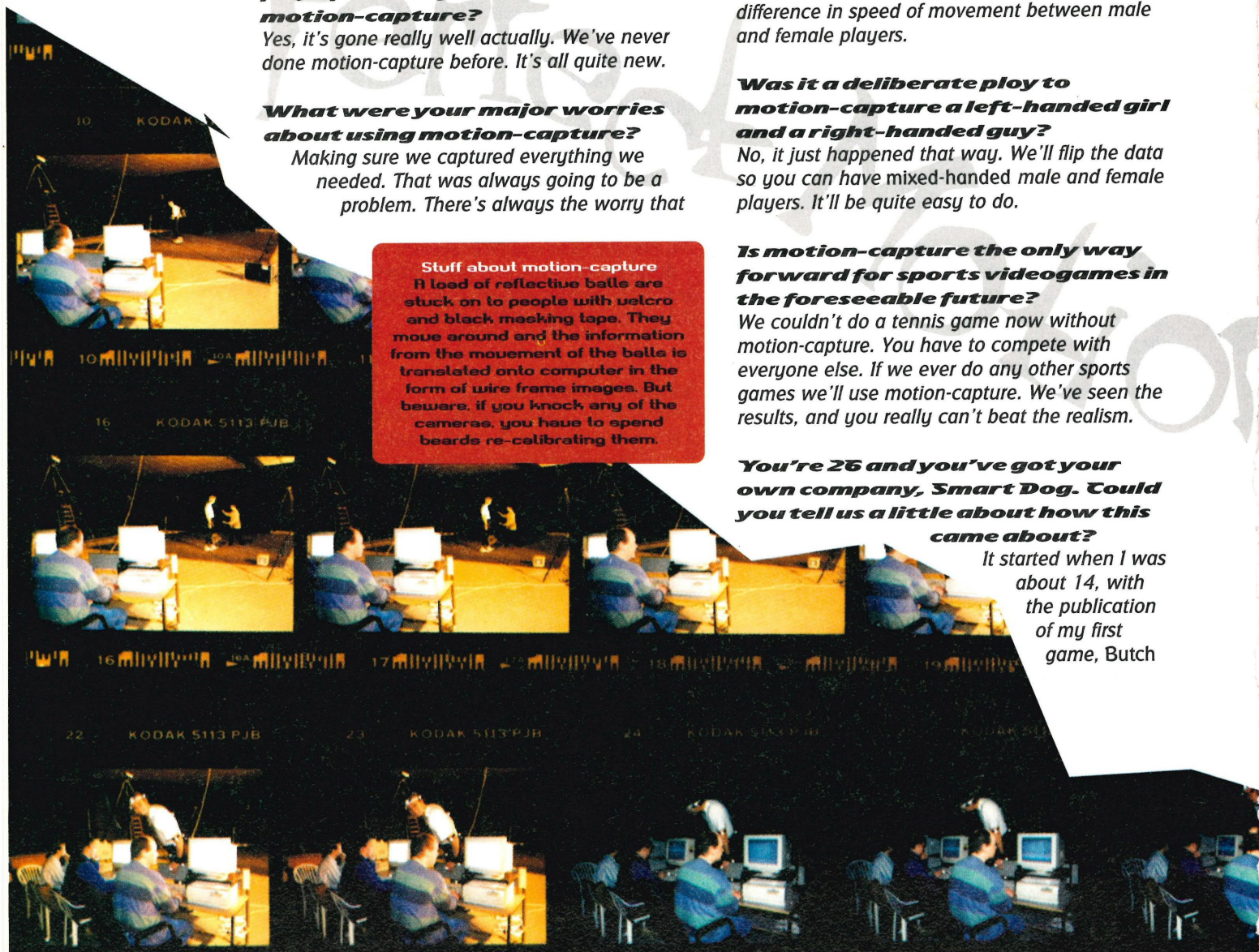
We couldn't do a tennis game now without motion-capture. You have to compete with everyone else. If we ever do any other sports games we'll use motion-capture. We've seen the results, and you really can't beat the realism.

You're 26 and you've got your own company, Smart Dog. Could you tell us a little about how this came about?

It started when I was about 14, with the publication of my first game, Butch

Stuff about motion-capture

A load of reflective balls are stuck on to people with velcro and black masking tape. They move around and the information from the movement of the balls is translated onto computer in the form of wire frame images. But beware, if you knock any of the cameras, you have to spend beards re-calibrating them.



Hardguy. *Then I did Brutal Explosion and Olympic Challenge. I did some freelance stuff too, and a lot of hi-res Hanna Barbera characters. I'd pretty much been a programmer until I worked at Codemasters as a producer for a couple of years. I did the likes of Pete Sampras Tennis and Brian Lara Cricket, then Ash, Dave and myself decided to leave Codemasters. Byron joined us last September to take over the PC side of things. It's grown from there really. It's really good fun. This tennis game we're doing now is our first venture into the new platforms.*

Tim Child – boss bloke of Matrix studios – on motion-capture
This system is used for accurate and faithful capture of what your models are doing. However, sometimes you need to capture something that the model didn't give you. Also, you may need to make some adjustments to get back to what we call the default position. Because the system is so accurate, it also captures things that you don't want. We're building either sprites or full-textured polygons, and you want all these things to join together seamlessly. As we know, they join together as a number of default regions – either default standing, default running or whatever. A human being is pretty good at kicking off from a default position, but it's very difficult to get back to that position. So, the motion editor is used when necessary to edit back to default.

How does your relationship with Ocean work (Ocean is to publish Smart Dog's tennis)?
There's no interference from Gina (the game's producer), just careful steering in the right direction if we're going off course. Because I was a producer for two years, I tend to see things in a commercial sense anyway. There's no, Change this, *and,* Change that, *going on.*

Who approached who? Did you take your idea to Ocean or did they come to you?
It was a little bit of both really. I got to know the people at Ocean while I was working at Codemasters. We just got talking one day and the idea evolved. Smart Dog didn't exist at that time.

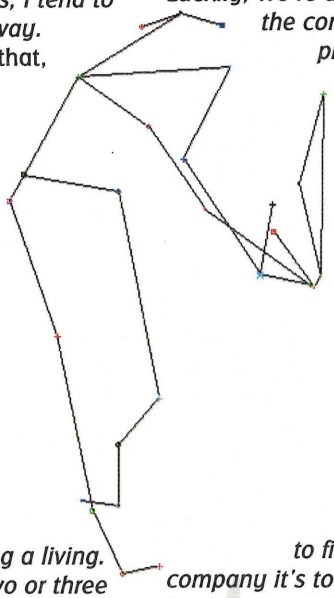
How many games are you going to have to produce a year to make a living?
At the moment, we are actually making a living. My long term plan is to expand into two or three teams, each one responsible for one of the three major formats of the moment – Saturn, PlayStation and PC. The ultimate goal is to make loads of money, get taken over and then sell out and retire to a massive yacht in Marbella! If I ever did sell out, I'd still keep on writing games. The technology's come so far you can do what you want as a programmer.

Ultimately, a game's success is down to marketing. Does this worry you?
You can't please everybody all of the time. No matter how good a game is, there's going to be somebody who doesn't like it. As long as we're happy with it and we've done the best we can at the time, then that's it. You can't really let an unsuccessful game affect you. You just try to improve constantly.

How specialised is your team at Smart Dog at the moment?
Although I think we've got a good team for sports sims, we're all avid driving fanatics. We really want to do some sort of racing game.

Does the current obsession with games licensing perturb you in any way?
Unfortunately, with the way things are in the software industry, it's necessary to compete from a marketing point of view. My view on licences has always been to write the game, then apply the licence after. Things tend to fall down when companies buy a licence and then wonder what to do with it. In the early days it was book to film, get the licence and then, Now, what are we going to do with the game? *Nowadays it's the other way around.*

As head muller of Smart Dog, do you find it difficult to take a step back and see things from a gamer's point of view?
Luckily, we're all games-players. We've all got the consoles and PCs at home, and we play games avidly. We also go down to the arcades, so we do tend to know what makes a good game. My main task is to say where time would be best spent – like maybe on motion-capture rather than sound effects.



Is originality a major concern of yours when developing a game?
I don't think you could ever say there's no room for originality, although it's difficult to find, unfortunately. As a new company it's too risky. Later on, it would be nice to sit down and come up with new ideas.

You'll find Dave, his mate Ash (who talks like Baldrick) and the rest of Smart Dog at:
The Gallery
6 The Hughes
22-24 Swan Street
Warwick

Alex Lee is too tall to be a ballboy, but too stupid to be a ballboy



Full marks for originality, and I certainly don't mind playing the game, but don't ask me to interview the programmers of Psychic Detective, because I just won't do it. I'd rather resign. Now I've met some pretty strange coders in my time, but they're usually along the sad, pathetic, no-life line rather than the genuinely scary. Anyone who could conceive a game such as this either has a very vivid imagination, or isn't *dealing from a full deck,* as they say.

Psychic Detective is going to have an 18 certificate slapped on it (it did on the PC) ,and it's not too difficult to see why. Scenes of murder and imprisonment are common, and the fact that it's mainly full-motion-video-based means that it's subject to the same classifications as a normal film. This should reduce the potential market for this game (providing of course that the shops enforce the restriction), but EA obviously belives there are sufficient numbers of adult PlayStation owners out there to make it viable.

Psychic D

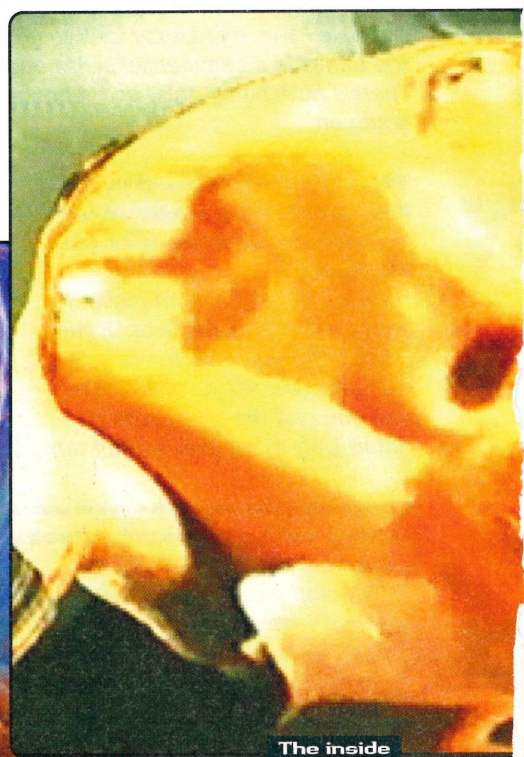


by STEVE

There are some seriously twisted minds behind EA's latest attempt at an interactive movie

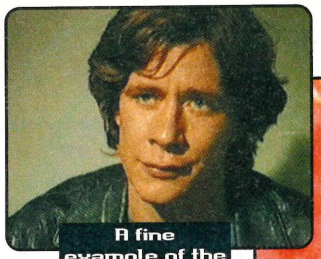


The inevitable 18 certificate will be well deserved



The inside of people's minds can be more than a little surreal





A fine example of the evolutionary process



Parts of Psychic Detective can be described as genuinely disturbing



etective





As you flit about from mind to mind, the pieces begin to fall into place

As with most interactive movies (with the exception of Wing Commander), there's far more movie than interaction, and this, as you would expect, is the game's major flaw. You play Eric Fox - the computer game equivalent of Doris Stokes - who, by trade, is best described as a Psychic Entertainer. After an approach by an attractive young lady, he becomes embroiled in a murder mystery case, and discovers that he could do quite well in this new line of work.

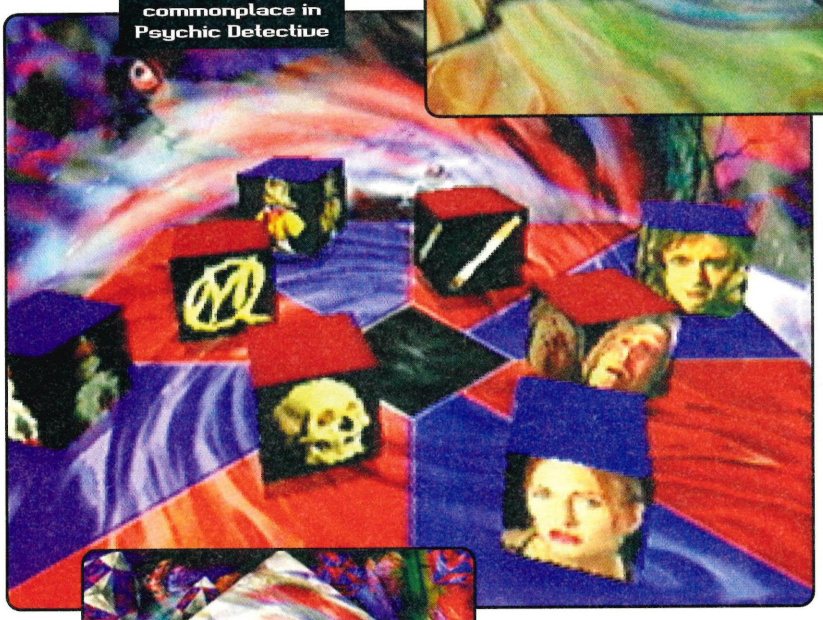
Using your talented brain, you must move about inside the minds of a collection of the woman's close friends and relatives in a bid to find out who killed her father. That's basically all there is to it. Dashing about between the possible suspects viewing their thoughts and looking for continuity errors in their stories, you must use your psychic powers to piece together what actually happened.

This will probably not be enough for a lot of eager gamers, but for anyone who likes a good story, the chance to influence the tale's events should be just about enough to keep them interested.

Psychic Detective



Various puzzles crop up throughout



Freaky imagery is commonplace in Psychic Detective



You can tell that it would have been so easy for Psychic Detective to go spectacularly wrong. It's a concept so bizarre that even the slightest development mishap could have sent it tumbling into the well of obscurity occupied by so many failed game ideas of the past.

If it hadn't been designed as well as it has, the confusion that initially reigns as you jump from viewpoint to viewpoint would be overwhelming, and players would be left feeling nothing more than resentment at a wasted investment.

The video is highly impressive, and as Eric psychically moves from suspect to suspect, watching the events unfold through their eyes, the scenes shift seamlessly. In fact, as you get more and more involved in the complex plot, you even start not to notice the changes.

Coming on an impressive three CDs, there's plenty of it as well. And with 14 different endings, Psychic Detective's going to keep you playing until you've seen every single one of them. To be fair, it's not going to be to everyone's taste, but adventure fans should definitely check it out.

The PlayStation's power over the PC is well demonstrated here by the vastly superior quality of the full-motion-video sequences. While PC owners were forced to make do with small, grainy images, the PlayStation manages to display them with the crispness of a normal television picture. The game is absolutely identical, but it feels slightly more polished than its counterpart because of the superior look.

Technically, you can't fault Psychic Detective at all, and it's difficult to see how a game of this type could be done better. Maybe we're going to have to accept the fact that interactive movies are never going to be packed with gameplay. Whether that means the genre will go from strength to strength or simply wither away and die, only time will tell, but from a personal point of view, I'd like to see more of this type of thing.

SUMMARY

GAME Psychic Detective
GENRE Interactive Movie
SOFTWARE HOUSE Electronic Arts
PRICE £39.99

It's another strange choice for a PlayStation release, and I have my reservations about how well it will sell. But, on it's own merits, Psychic Detective is as good as, if not better than it was on the PC. The storyline is engrossing, the gameplay style is almost totally original, and the whole product is very well put together. The 14 different endings will keep you going for a long time too. I liked it, but I can't guarantee that it'll be to everyone's taste.

GRAPHICS 9
GAMEPLAY 6
LASTABILITY 7

OVERALL 7½

I WOULD HAVE GIVEN IT... 6½



byPAUL

The way the movie plays is excellent, and the script is good throughout. But, as usual, the concept doesn't gel, and the term *interactive* can be used very loosely indeed.

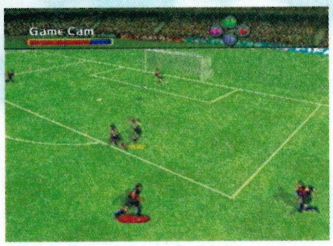
PLAYSTATIONS



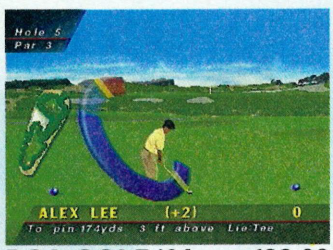
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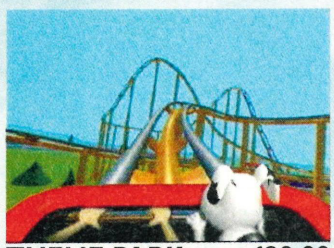
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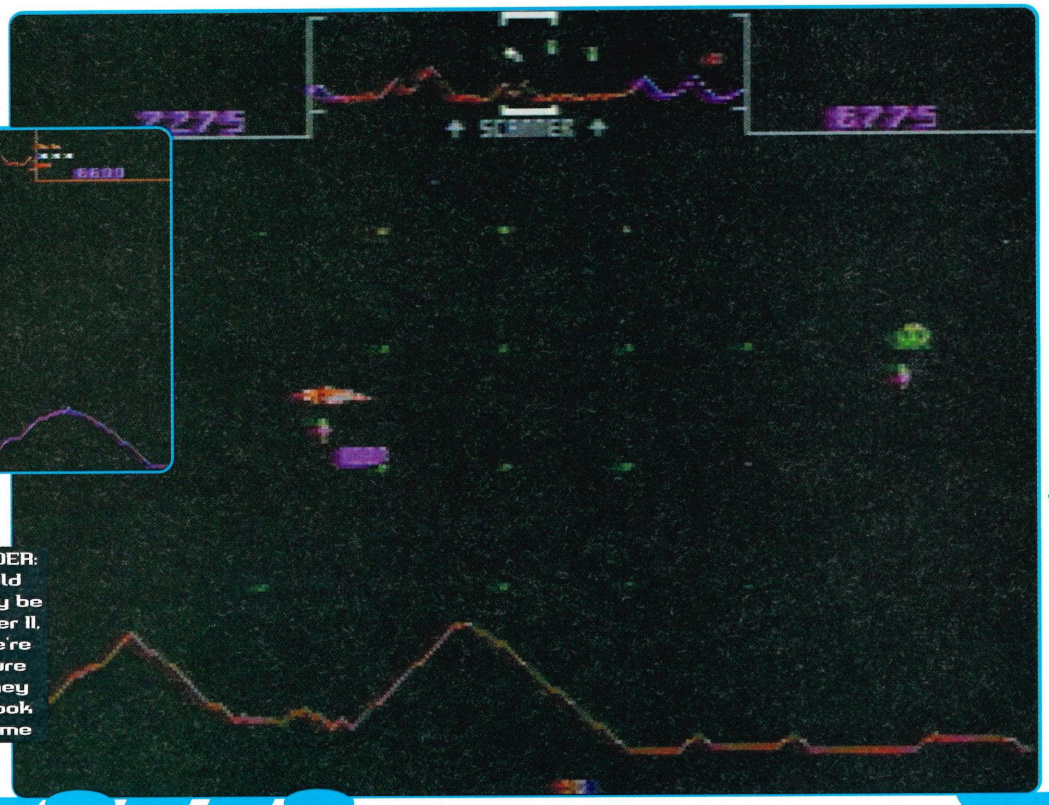
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VISA

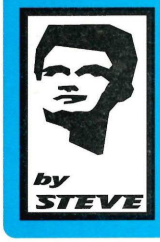


DEFENDER: An all-time classic arcade game



DEFENDER: It could actually be Defender II, but we're not sure cos they both look the same

Williams Greatest Hits

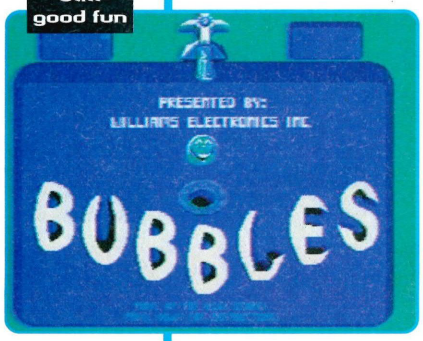


Oh come on, not another 'classic' compilation. We've got nothing against nostalgia, but three collections in two months!

by STEVE



BUBBLES: It may not have classic status, but it's still good fun



Bubbles

One of the more obscure titles on this compilation, but certainly not the worst of the bunch, Bubbles places you in the title role and sees you dashing around a sink collecting objects, avoiding spiders and trying to knock what I assume are scrubbing brushes down the plug hole. The idea is to swell your bubble to a size large enough to survive the rush down into the drains when the plug is pulled out. Survive and you'll live to fight on in another sink. You lot have it easy you know. If you buy this compilation you'll have a manual which tells you exactly what you need to do. Not us. We get an envelope with a gold CD and a compliments slip saying, *Away you go mate.*

Normally we can figure out exactly what to do for ourselves, but we're not too sure in this case. If Bubbles has anything more to offer, you'll have to write in and tell us when the game (and the manual!) hit the shops.

It's very similar in playing style to Robotron (see later in the review), but is sufficiently different to make it worth a look.

Defender 1 & 2

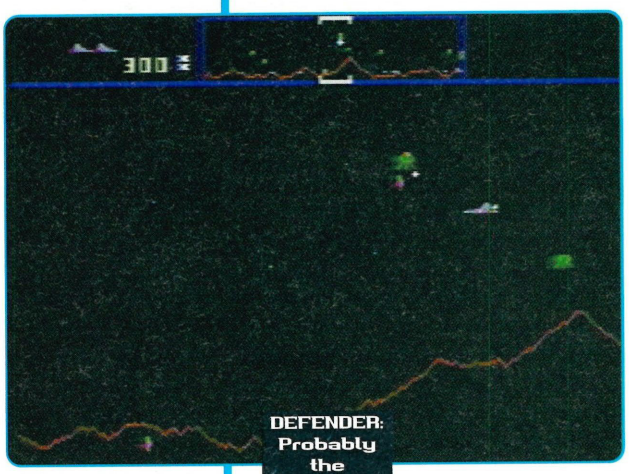
What can you say about Defender that hasn't been said already? I wasn't old enough to play arcade games when this sort of stuff was popular, but I still know what it's all about and what the basic concept is. This is the sort of game that can happily rub shoulders with the likes of Pacman and Galaxian without being overawed.

In short, it's legendary, and we're privileged that such a perfect version is on here. Well almost perfect anyway.

Defender 'doyen' Alex pointed out that the control system is different (the reverse button has been replaced by simple left and right flight controls), and this caused him no end of confusion when he first started to play.

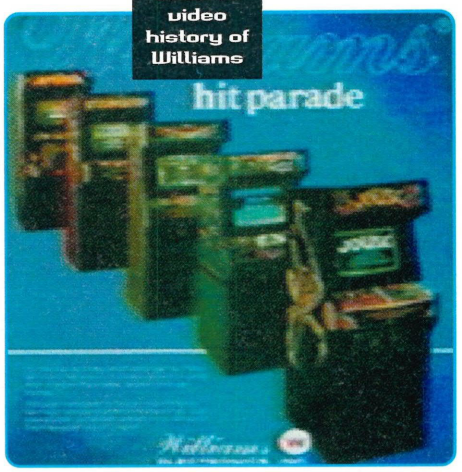
It's no worse though, just different, and for past masters whose skills were honed to perfection during many a mis-spent hour of their youth, it's an absolute treat. Guaranteed to have you blasting landers and saving colonists for hours, Defender is almost worth the 45 quid asking price alone.

Oh yeah, and the sequel's on there as well. It's imaginatively titled Defender II, and is alarmingly similar to the original. This probably explains why most people at PSX-Pro Towers said, *Oh*, right, *I didn't know they'd done a sequel.*

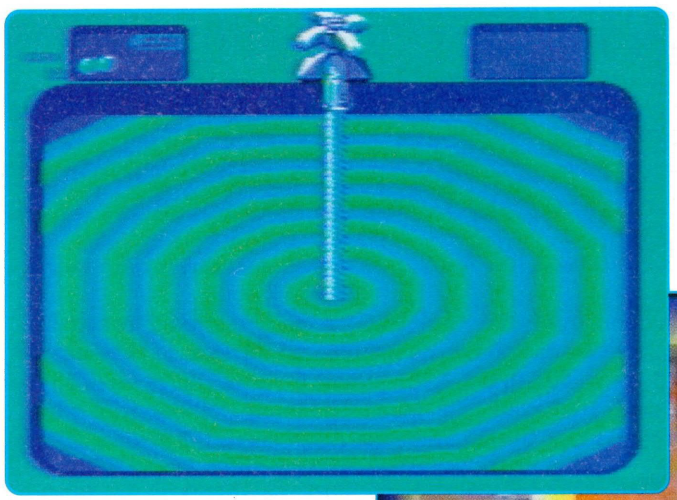


DEFENDER: Probably the package's biggest selling point

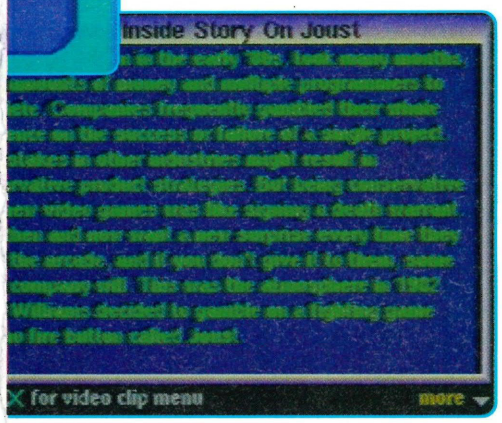
rcade's



The CD also contains a reasonably detailed video history of Williams









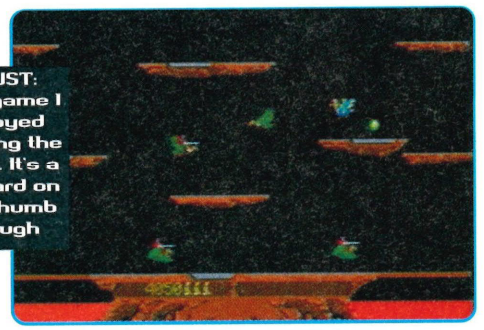
Interviews with key industry personnel provide plenty of background information a la Namco Museum

Joust

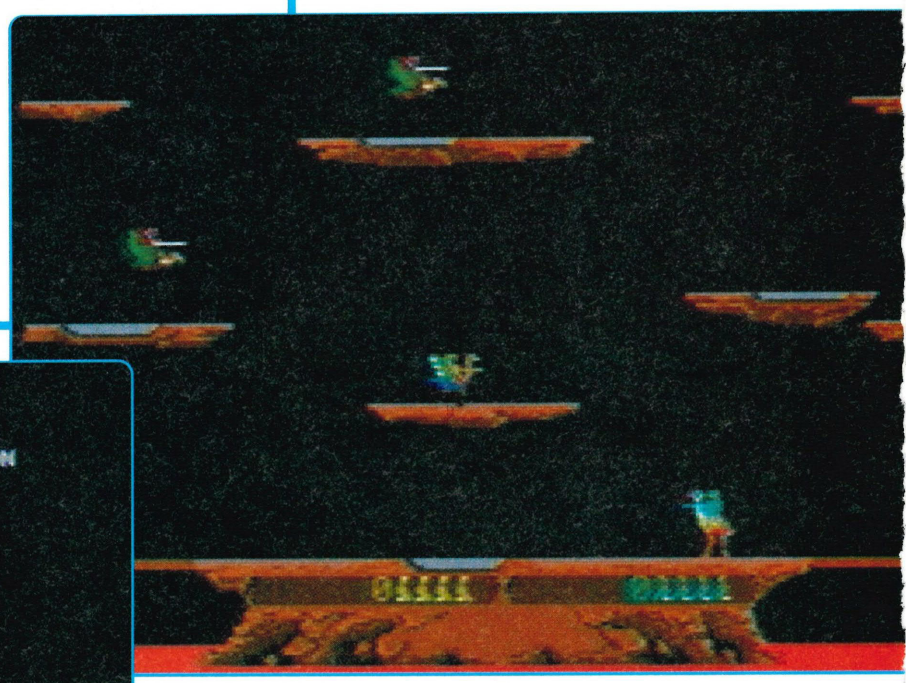
Pleasantly surprised is the phrase that best seems to describe my feelings towards this one, and of the six games on the compilation, this is the one that I've played the most.

Once again it's a simple concept – fly around on the back of a bird (could be a vulture, or maybe a buzzard, I'm not sure) and land on the heads of other birds. They will then drop large eggs, which you must collect for points. Kill all the birds and you progress to the next stage. Sounds easy, but the force of gravity affects your winged steed, and unless you constantly hammer the X button, you'll drop to earth like a stone. This makes timing your attack runs very difficult. If you stop pressing the button a split-second too early, you'll drop too far and end up losing a life when contact is made.

It's great fun, and unbelievably addictive too. If you're desperately looking for a game that promotes the much talked about *one more go mentality*, Joust will do the trick nicely.



JOUST: The game I enjoyed playing the most. It's a bit hard on the thumb though





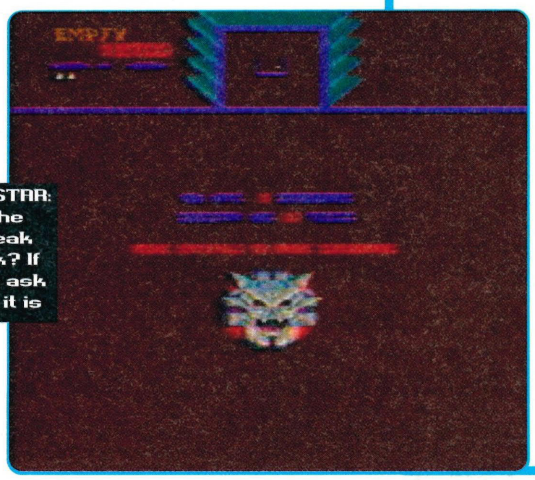
JOUST: Check it out, it's a graphical feast the like of which PSX owners have never seen

Sinistar

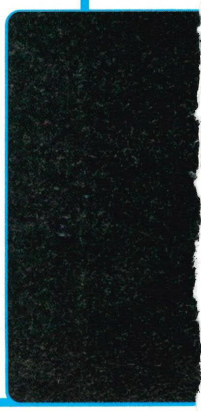
For my money, this is the weak link. It's sort of a cross between Asteroids and Bosconian (which featured on the Namco Museum Volume 1 compilation), and to be honest it doesn't really work all that well. It's more technologically advanced than the others, with a fair amount of digitised speech and quite a few colours, but the gameplay isn't quite up to scratch, at least not in the illustrious company with which it has been placed.

It's pretty fast moving though, and there's a bit more substance to the gameplay. End-of-level bosses need to be destroyed using different tactics, and it's certainly good enough to while away the odd half hour here and there. Having said that, Sinistar will probably turn out to be the forgotten game of this compilation, simply because of the quality of the other titles that are alongside it.

Maybe it's just my own personal ignorance, but I don't think this particular game has ever earned the tag *arcade classic*. I can't help but think that it's just been stuck on the end to make up the numbers. But then which is better – five great games, or five great games and one poor one?



SINISTAR: The weak link? If you ask me it is

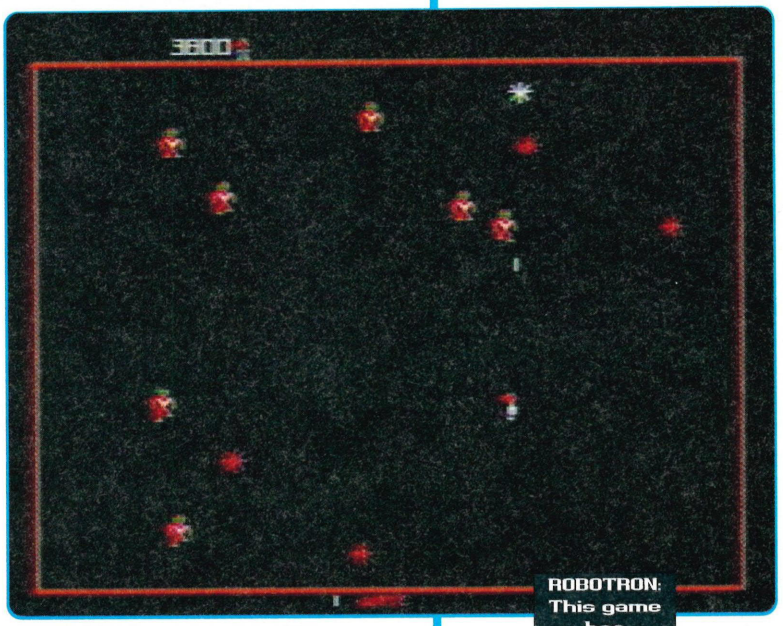


Robotron

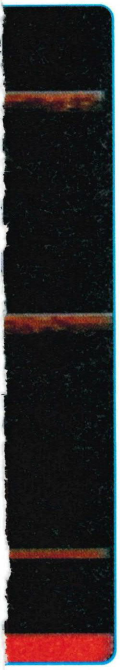
Now this is difficult. You're dumped on a screen literally swarming with things homing in on you, and any contact means you lose a life. All you have to defend yourself with are your four joypad buttons, which between them provide you with eight-way directional fire. There are also people like yourself wandering around the screen. If you collect them, they'll give you bonus points and help you to achieve the game's ultimate goal – getting as high a score as possible.

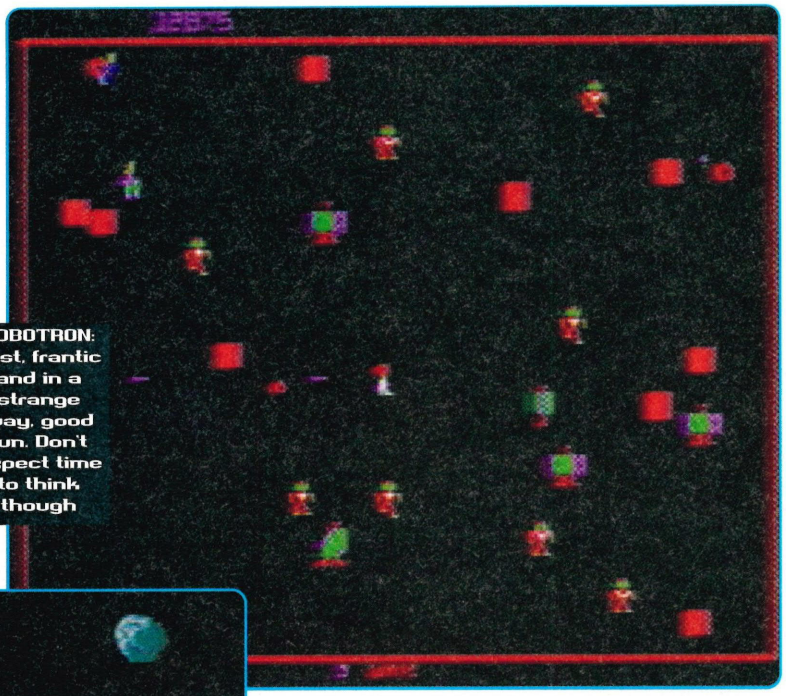
This is one of the most frantic games I've ever played, and the adrenaline rush you get from hammering around the screen is on a par with that created by Wipeout. There's simply no point in wasting time easing you in gently, because everything the game has to offer is there from the second you press the start button.

Robotron isn't sophisticated, it's not graphically pleasing, and it certainly isn't complex, but it is one of the most intense gaming experiences you'll ever have.

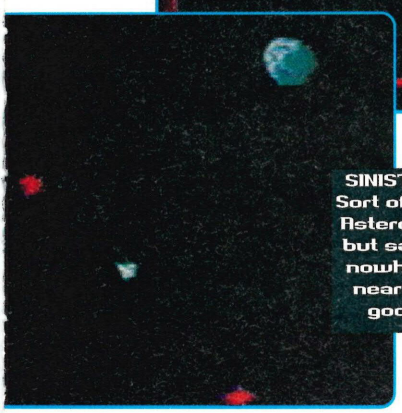


ROBOTRON: This game has spawned many imitations, but no equals

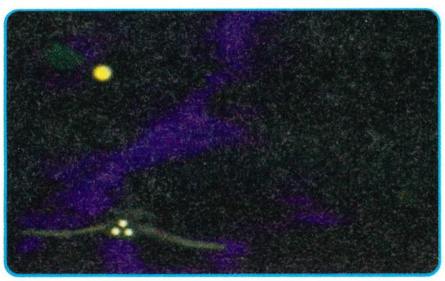




ROBOTRON: Fast, frantic and in a strange way, good fun. Don't expect time to think though



SINISTAR: Sort of like Asteroids, but sadly nowhere near as good



SUMMARY
GAME WA's Greatest Hits
GENRE Nostalgia Compilation
SOFTWARE HOUSE GT Interactive
PRICE £44.99

All this harking back to a *golden* age is in danger of becoming a little excessive, don't you think? Still, it's difficult not to like this one because of the sheer quality of the majority of the games. When you pick up a copy of Williams Arcade's Greatest Hits, you're holding a piece of history in your hands. And while I don't feel it's quite as good as the first Namco offering, it's not far off. Definitely worth buying, but I have to say, *Software publishers! Enough is enough.* Thirty two-bit anyone?

GRAPHICS 7
GAMEPLAY 9
LASTABILITY 8

OVERALL 8

I WOULD HAVE GIVEN IT... 4



byANDY

What a waste of time! The only games worth playing on this compilation are Defender and Joust, and they're not exactly what the PlayStation was designed for are they?





Robo Pit has a very impressive rendered intro sequence

The words *import game* are enough to strike fear into the heart of even the toughest reviewer these days. The stark fact is that unless it's a big name release, the game is likely to be pretty dire. Robo Pit is no exception, but it could have been much, much worse. Basically, it's a beat'em-up with a difference, one where you can hide behind objects, stalk your opponent and throw rocks.

I suppose you could say it's a cross between Battle Arena Toshinden and the boss sections of Krazy Ivan. It looks impressive enough and has plenty of nice little touches, but the core gameplay is a bit limited in terms of moves and variety. This holds back what is potentially a good game.

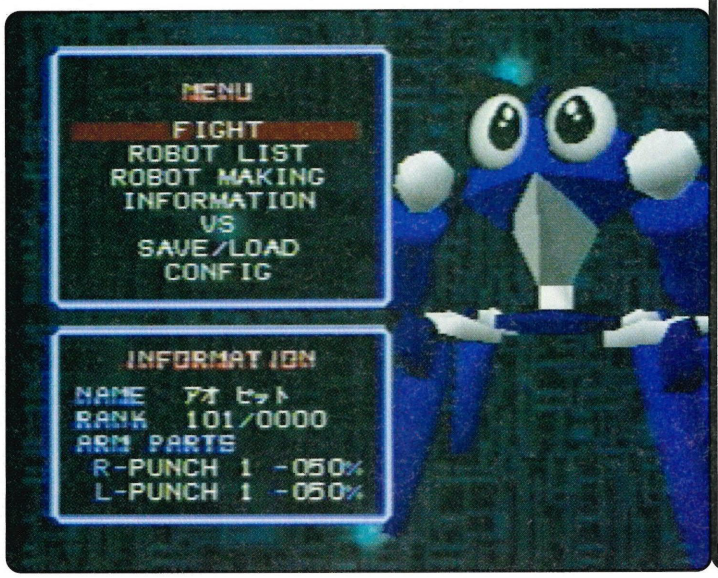
As far as I can tell (my Japanese has let me down again), you have to work your way up through the rankings of robots, fighting progressively more difficult opponents until presumably you become the world Robo Pit champion or something. This is alright for a while, but you soon lose interest when it starts to get a bit more difficult.

Robo Pit



by STEVE

Don't know about the 'Pit' bit, but there are certainly plenty of 'Robos' knocking about



One nice feature allows you to enter a code and design your own robot (in a similar way to the level select on Worms). This makes the game fully customisable, and allows every player to have their own unique robot warrior. If you can't be bothered with that, there are also a number of preset robots for you to choose from. It's much more fun designing your own, though.



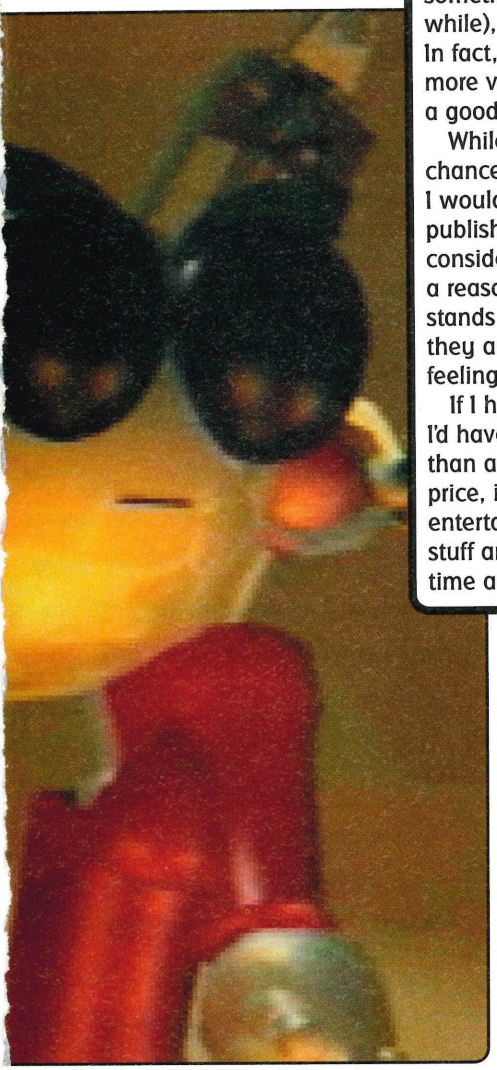
Win a couple of bouts and you can upgrade your robot by buying shields and distance weapons (such as rockets, spears etc), or by improving the power of his fists, thus making knocking your opponent over the edge a lot easier. You have the now-compulsory special moves at your disposal - these have been limited to a number of uses per round so you don't get too reliant on them - and standard fighting moves such as an uppercut or a right cross. These pack quite a wallop when delivered by a robot's metal fist.

Having also reviewed Floating Runner this month, Robo Pit doesn't seem quite so bad. The graphics are crisp, colourful and totally glitch free (the only problem being that you sometimes disappear behind objects for a while), and the gameplay is sound enough. In fact, with a little more work and a touch more variety, this has the potential to be quite a good game.

While Floating Runner has little or no chance of getting an official release in the UK, I wouldn't be surprised if some enterprising publisher didn't pick this up, tart it up considerably and release what would then be a reasonably enjoyable beat'em-up. But as it stands now, with import prices being what they are, I can't see anybody who buys this feeling they've got good value for money.

If I hadn't been reviewing it I doubt whether I'd have stuck with Robo Pit for much more than a couple of hours, and at the asking price, it's a very expensive form of entertainment. There's just too much good stuff around at the moment to be wasting time and money on this sort of thing.

Game supplied by:
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Power up your *Robo* in the shop











There are a number of different viewpoints from which you can fight

SUMMARY
GAME Robo Pit
GENRE Beat'em-up
SOFTWARE HOUSE Altron
PRICE £Import

Robo Pit, in the short term at least, is quite a good game. Obviously it's a mile short of the standards we expect over here, but in comparison to some of the other Japanese titles that have passed through our hands, this is an absolute gem. In the beat'em-up league this nestles in a position somewhere near the bottom, but there's potential there for a sequel/reworking of the original. If you buy this, you'll more than likely regret it. Spend your money on Krazy Ivan instead.

GRAPHICS 7
GAMEPLAY 5
LASTABILITY 5

OVERALL 6

I WOULD HAVE GIVEN IT... 4

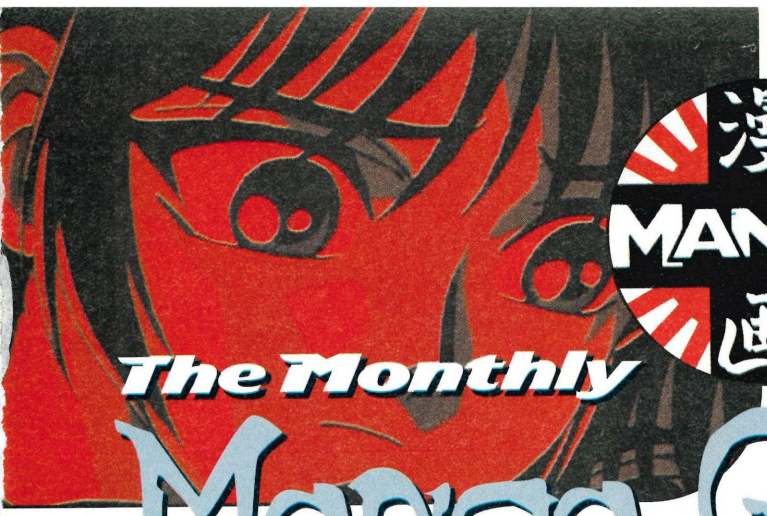


by PAUL

I'm no beat'em-up fan at the best of times, but this game seems to have attempted its own new style, completely ignoring all the quality games that have gone before. It doesn't work.

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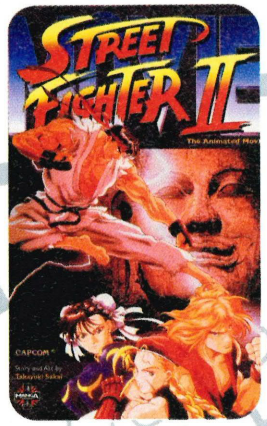


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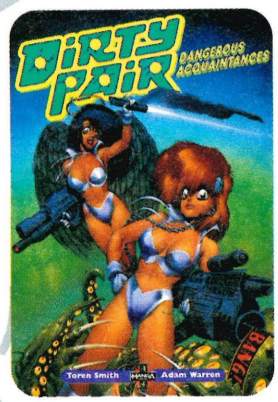


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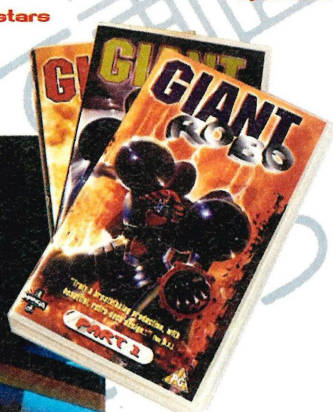
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a) Dhalsim
b) Ryu
c) Chun Li



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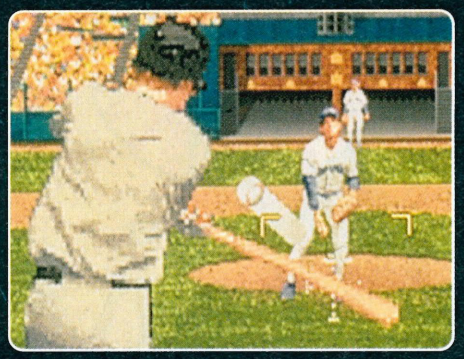
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Time Warner Interactive, purveyor of the fine Striker '96 and primordial beat'em-up Primal Rage, is chipping away a niche for itself in the ever-expanding PlayStation software market

Three-Timi

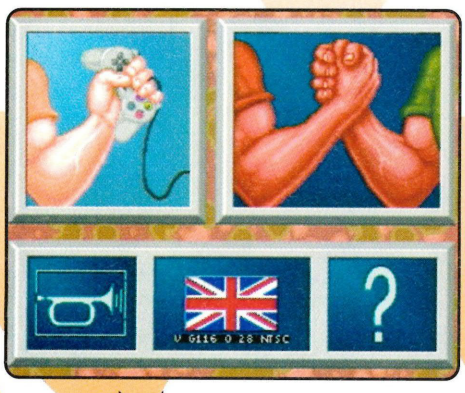
Return Fire should reach Britain in time for summer. The PlayStation version has a zoom mode to home in on the action, an improved radar system and a full-screen mode. Developed by Silent Software, Return Fire will have memory card compatibility, so there's no angry re-booting going on. Published on the 3DO by Prolific Publishing, Time Warner has bought the PC, PlayStation and Saturn rights.

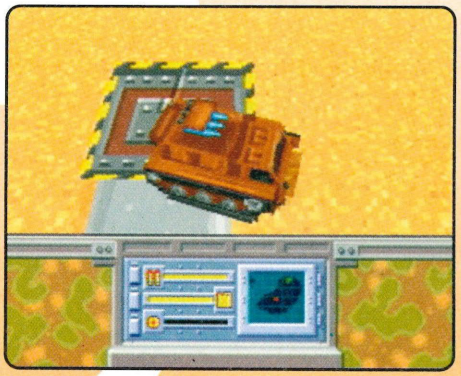
A military strategy game, the mission objectives are thus - the enemy's flag must be located, captured and returned safely to base. There's a single-player and a two-player option to attempt.

Lots of time has been spent on making the control system as simple as the game will allow. There's also some fine graphical detail, with spectacular helicopter splashdowns and crumbling battle-damaged buildings providing dramatic effects.

Differences between the various vehicles' capabilities go some way to providing gameplay depth. Helicopters fly around, tanks lumber around, armoured support vehicles breeze around, and jeeps speed around. Easy.

To create a dramatic war movie-style atmosphere, a load of classic compositions have been slung in. The Flight of the Valkyries, as popularised in the movie Apocalypse Now, and the William Tell Overture, a.k.a. The Lone Ranger theme, are just two of the awe-inspiring tracks. British release date to be confirmed at the LA E3 Show.







PO'ed pronounced *pee-owed*, rather than *poe-ed*, PO'ed is (another) 3D first-person shoot'em-up which features the amazing-sounding Infinite Directional 3D Play.

Players are lobbed unceremoniously into a hostile, futuristic world, with attacking aliens swarming all over the shop. Thankfully, it's not a case of taking 'em all on bare-knuckle-style, oh no. More than 10 weapons are available for mass alien butt-kicking purposes. There's a rocket launcher, an industrial-sized power drill, and every conceivable instrument of destruction in between.

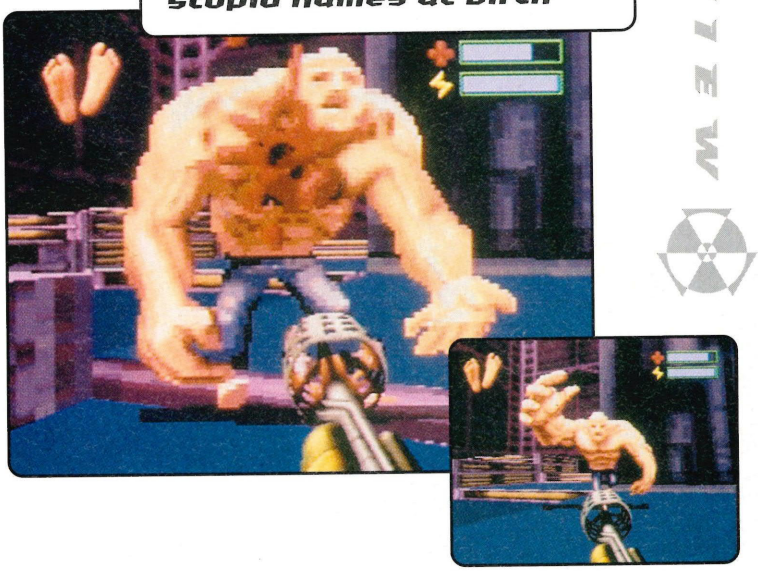
On top of all this weaponry comes a jet-pack – optional of course – that allows the alien-flee-ers to breeze around in mid-air and avoid the inevitable harshpants, extra-terrestrial enemy fire.

Developed by Any Channel, PO'ed has a grand total of 25 top texture-mapped levels to explore. There are six degrees of freedom in the vast 3D worlds – put simply, players can rotate and look up and down in the quest to splatter alien scumbags.

The unique Missile Cam promises to be a bit of a treat. This allows players to seemingly ride on the nose of the projectile and steer it right into the ugly, deformed fizzogs of the alien adversaries.

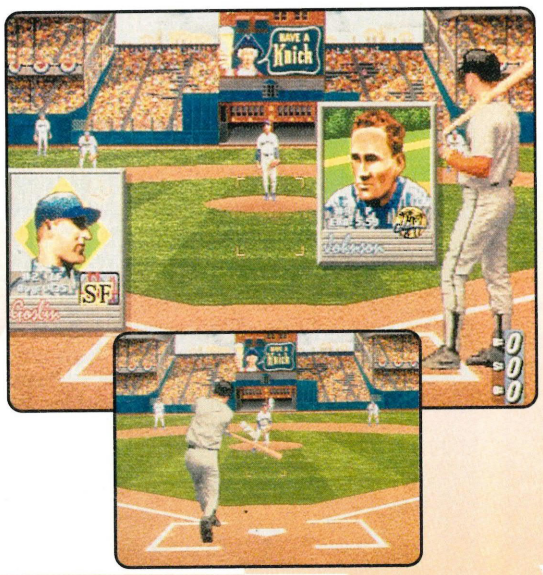
HOME RUN FACT...

Cal Ripken and Babe Ruth are just two of the millions of famous baseball players who were saddled with stupid names at birth



n9

Alex Lee reckons baseball bats have only one use - smashing in the heads of ticket touts





Hardball 5 sounds like a futuristic Rollerball-type thang, but it's just baseball. What's going on here? I'm sure British software houses aren't flooding America with cricket sims, so why don't the Yanks just leave well alone?

Time Warner reckons Hardball 5 will finally alter the British perception of baseball as a daft sport that is only good for providing the odd *camcorder catastrophe* on You've Been Framed.

Including no less than 32-track digital sound and closest-to-the-plate graphics (we'll find out just what that means in time for the review), Hardball 5 intends to be a top-notch sim.

Over 700 real-life players are in the selection pool, and 28 stadiums provide a varied backdrop for the pitching and hitting action. Thrice national Sportscaster of the Year Al Michaels sticks his sampled oar in to confirm what exactly is going on in between the on-field pagga and frenzied tobacco-chewing.

As well as the current stadiums and players, 12 old-time grounds are in there, as well as 12 all-time legendary teams – the likes of which you'll only ever see in antique sepia-tinged cigarette card collections. For the proper blandster, 40-man rosters can be built up over full 162-game seasons. Aaaargggh!

Baseball fans will be pleased to learn that Hardball 5 will be reviewed in next month's mag.

Return Fire



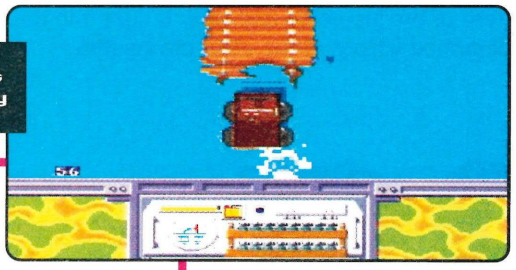
You can return here to refuel

I don't want to be too negative, but it all looks a bit 16-bit to me. A couple of people looked over my shoulder as I was playing, and asked in hilarious fashion whether I was playing on a Mega Drive.

There's also no real intro to speak of, and when you complete a mission, you get the same short piece of FMV film each time. Admittedly these are minor points, but it's sloppiness like this that lowers the overall mark and puts a downer on what could otherwise have been an excellent game.

Having said this, Return Fire has more good points than bad. One such feature is the music - a selection of extracts from rousing pieces of classical music that even the most musically uneducated player (ie me) will be able to recognise. In this month's Forum I was moaning on about how companies should use licensed pieces of music for their games rather than the dross most in-house musicians turn out, and this is a perfect example with which to argue that point. Stirring stuff indeed.

The graphics look very 16-bit



While you're playing Return Fire, you'll most likely be enjoying yourself. It's only when you sit back and think about the game, as I did, that you realise how limited it is. Time Warner has come up with a game that is captivating in the short term, but most people will tire of it before long, and very few are likely to finish it.

A couple of things could have made it so much better, and the frustrating thing is that neither of them would have been all that difficult to put right. A little more thought in the design of the missions, and a bit more work making the graphics look a little more 32-bit, and you'd have been looking at a score of eight and a half.

This is another one of those games where everyone should write to the publishers asking them to put things right with a sequel. A pseudo-wasted opportunity.

SUMMARY
GAME Return Fire
GENRE Shoot'em-up
SOFTWARE HOUSE Time Warner
PRICE £39.99

If you can forgive its somewhat repetitive nature, you'll get into Return Fire almost immediately. Forget the dodgy graphics, immerse yourself in this absorbing strategy shoot'em-up, and you'll be playing it for months. However, I'm sure that many people are going to be disappointed by at least one aspect of the game. Most of the ideas have been used many times before, but then again, what game can dispute that claim these days? You need to think long and hard about this one.

GRAPHICS 6
GAMEPLAY 7
LASTABILITY 7

OVERALL 7

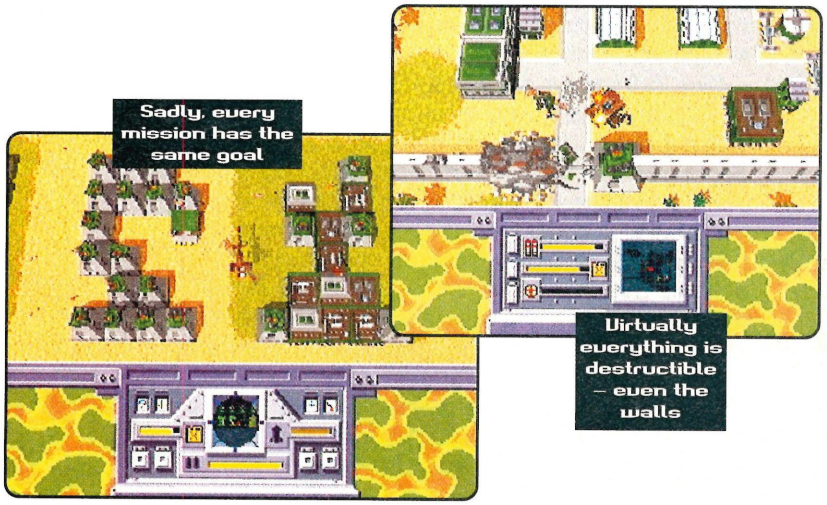
I WOULD HAVE GIVEN IT... 7



by PAUL

Yep, sorry to be so unoriginal, but the truth is that this is a good game with only average graphics. It would have won a bigger place in my heart with a few ideas of its own.

Sadly, every mission has the same goal



Virtually everything is destructible – even the walls



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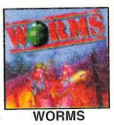
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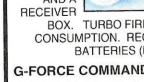
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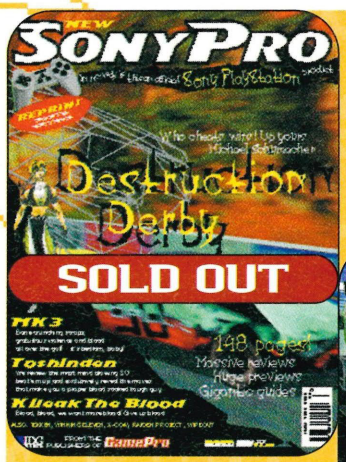
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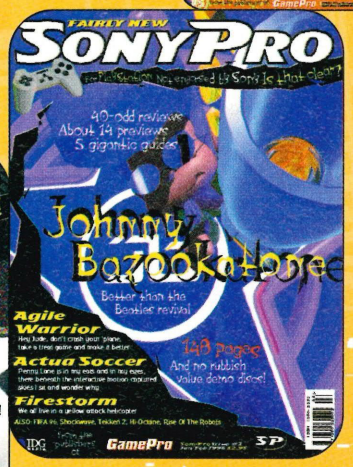
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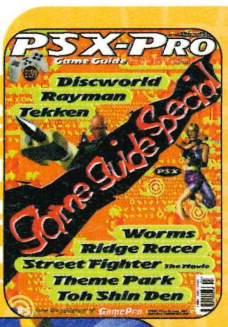
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November/December 1995
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Christmas 1995
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Inside: Worms, NBA Jam, PGA Tour Golf '96, Prime Goal, WWF Wrestlemania, Parodius Deluxe, Total Eclipse Turbo



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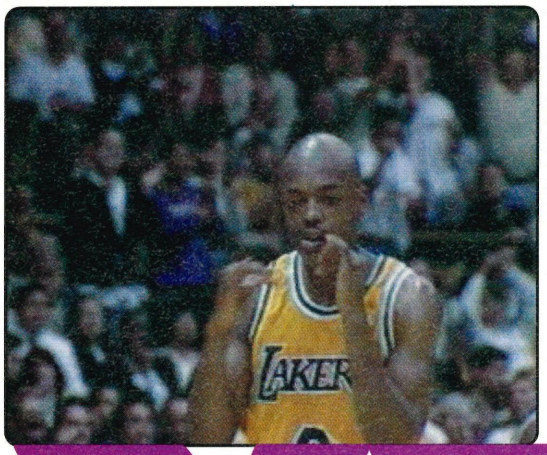
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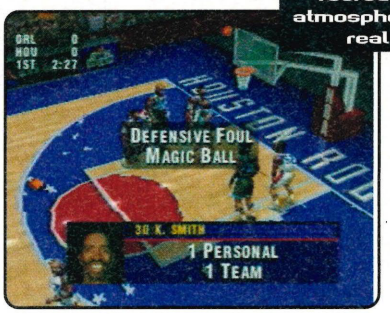
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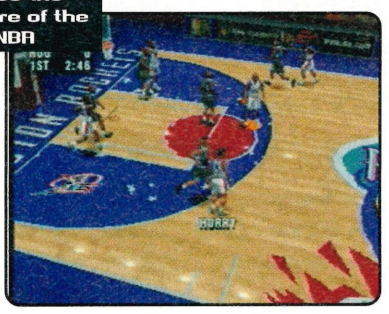
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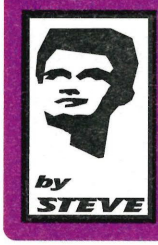




The Simulation mode accurately recreates the atmosphere of the real NBA

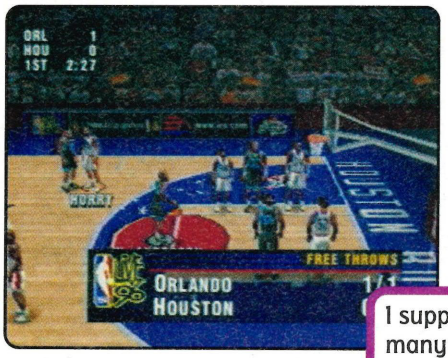


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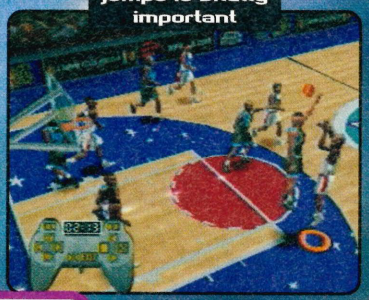


The way things are going, we'll soon have to introduce a Basketball Game of the Month

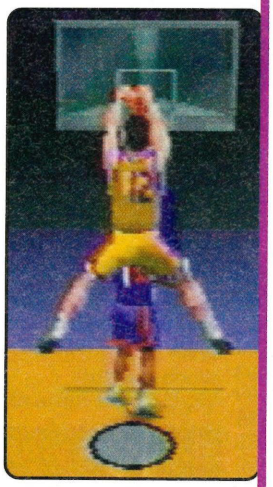
by STEVE







Timing your jumps is vitally important



I suppose it's a nice problem to have. There are so many quality basketball games out on the PlayStation right now that deciding which one to buy has to rank as the most difficult choice PSX owners have had to make yet. Should you go for the full-on excitement of NBA Jam, the technical excellence and accuracy of Total NBA, or the clever blend of the two, NBA In The Zone?

To make things even more complex, Electronic Arts has now gone and thrown its massive corporate hat into the ring with a game that has its fair share of plus points in the *this is the one you should buy* category. NBA Live '96 is a conversion of the phenomenally popular series of PC games, and is pretty much a direct port of the latest in the line.

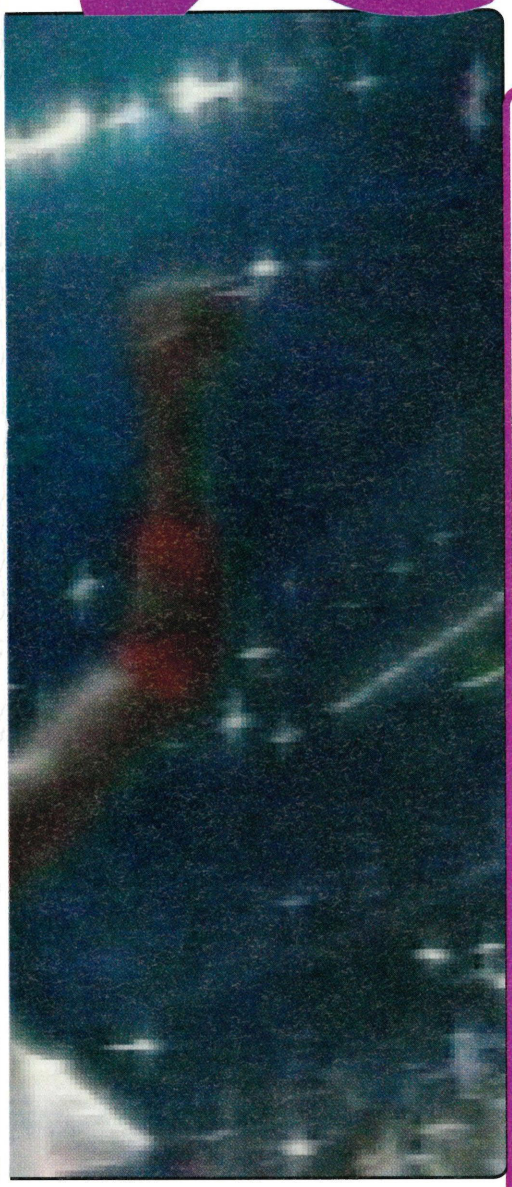
As with all the other NBA licensed games, all the stats, teams and player rosters are in there, and the option of playing in an exhibition game, full season or playoffs means that anyone who likes the style is going to get plenty of enjoyment out of this.

Two distinctly different play modes are available to suit two distinctly different types of player (as well as a custom option which lets you set up a nice balance between the two). Arcade dispenses with a lot of the technical side of basketball (back court violations, out of bounds, less serious fouls etc) and puts you straight into the heart of the action, while for the more serious players, Simulation mode gives a more accurate reflection of the real game with all rules, tactics and strategies turned on. Personally, I'll go for simulation every time, especially in Season mode, but then I'm a bit of a stickler for realism.

This is where NBA Live scores highly. While NBA In The Zone is, in my opinion, the best basketball game on the PlayStation so far, it definitely leans towards the action side of things, and there is no way to configure it otherwise. EA has solved that one problem at least.



ve '96



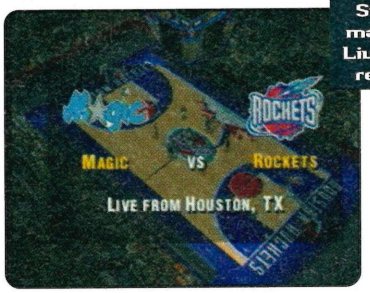
The much talked about Virtual Stadium is used to good effect for the first time here. It didn't really come off in FIFA, but in the confined, echoing halls of a basketball arena, it really does enhance the match atmosphere.

The crowd is very partisan and will cheer the home side's every move. They even sound disappointed when their favourites *miss a hoop* or lose the ball, and any spectacular move by the opposition will be greeted by, at best silence, and at worst a chorus of boos.

It's incredibly realistic, and as the camera pans and sways across the arena with the roar of the crowd ringing in your ears, you do begin to feel as if you're actually there.

These are the best sound effects in a sports game yet, and they really show off the system that Electronic Arts has been getting so excited about. Anyone who has attended a live sporting event will recognise the part the crowd plays in proceedings, and to have this incorporated in a game is a great plus point. This is the way forward for sports sims, and with EA Sports pioneering the change, you can bet that it won't take all that long to catch on.

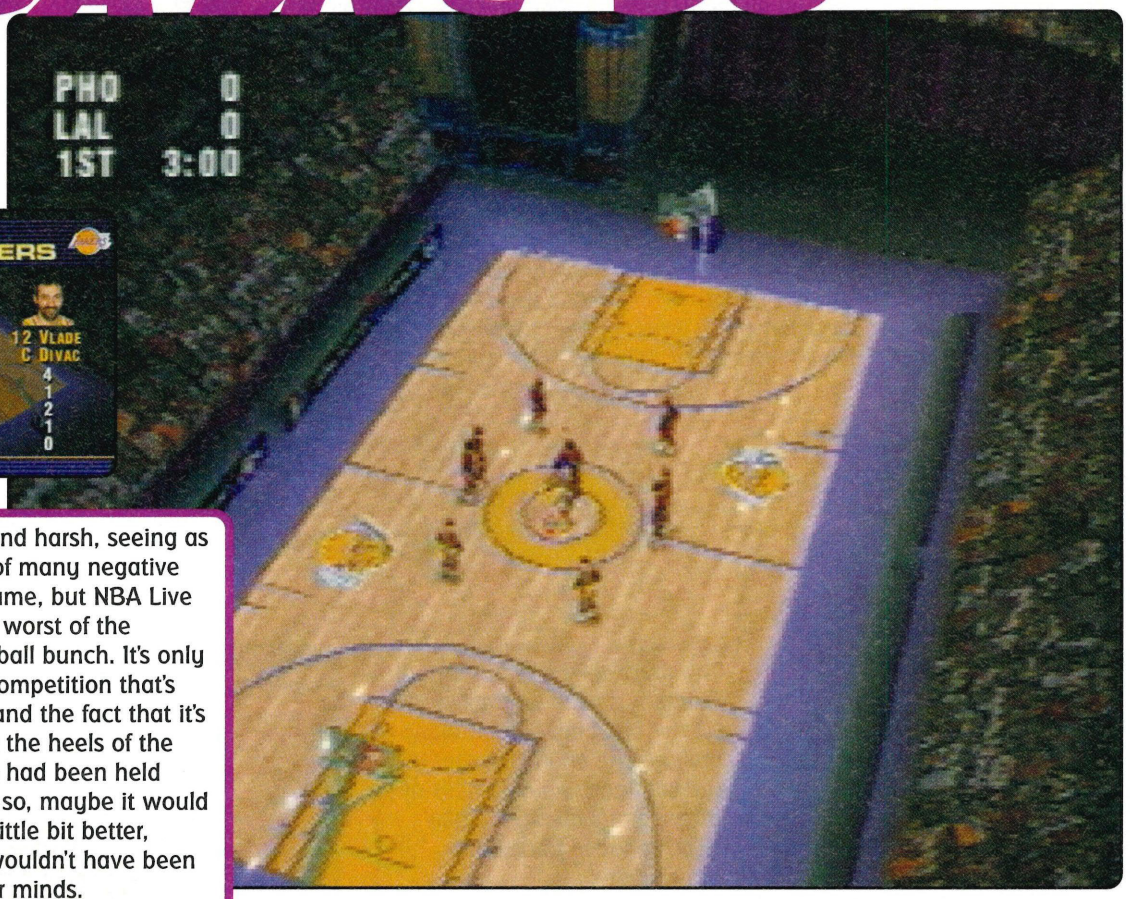




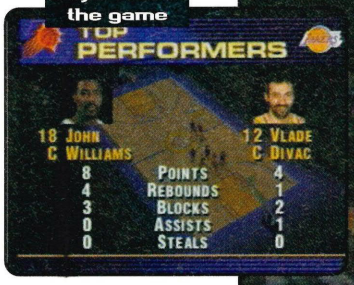
Television-style coverage and the Virtual Stadium make NBA Live ultra-realistic



NBA Live '96

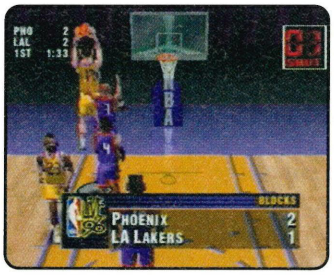


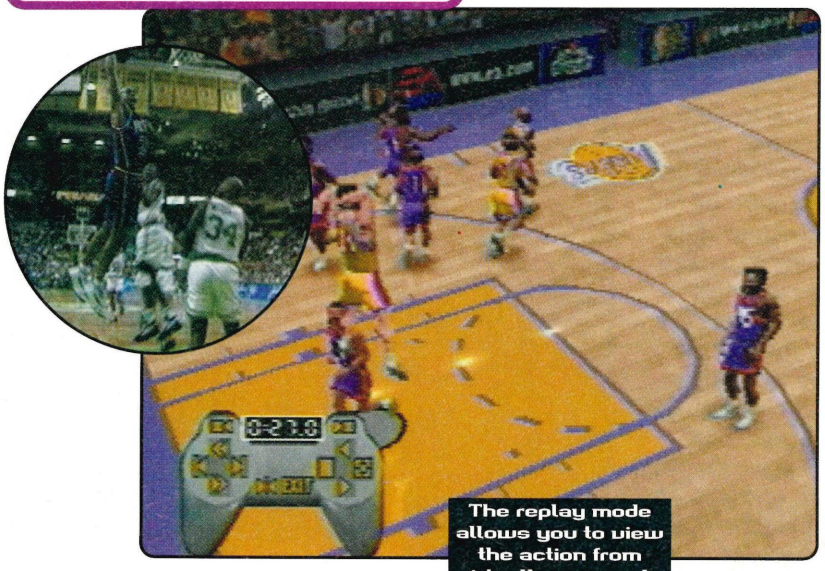
Stats play a major role in the game



This is going to sound harsh, seeing as I can't really think of many negative points about the game, but NBA Live '96 is probably the worst of the PlayStation basketball bunch. It's only the quality of the competition that's holding this back, and the fact that it's following so hot on the heels of the other games. If this had been held back six months or so, maybe it would have seemed that little bit better, because its peers wouldn't have been quite so fresh in our minds.

I hate to say it, because I really enjoyed (and indeed still am enjoying) playing this, but if you've already spent money on a basketball game for your PlayStation, this probably doesn't offer enough in the way of differences to make it worthwhile. And if you haven't bought one but are intending to do so, you'd be better off with NBA In The Zone.





The replay mode allows you to view the action from virtually any angle you wish

SUMMARY

GAME NBA Live '96
GENRE Sports Sim
SOFTWARE HOUSE Electronic Arts
PRICE £39.99

NBA Live '96 is a great simulation of an increasingly popular sport (especially in this country with the increased Channel 4 and Sky Sports coverage), and can't really be faulted too seriously in any department. However, there are a few gripes and whinges about little niggling things, and there have been so many excellent games of this type already that it's a bit difficult to get over-excited about something that's not really as good as the competition. It's almost there, but not quite.

GRAPHICS 8
GAMEPLAY 8
LASTABILITY 8

OVERALL 8

I WOULD HAVE GIVEN IT... 7



Why? More as a punishment for releasing it after two excellent basketball sims than anything else really. It's too similar to Konami's and Sony's to warrant any great enthusiasm.

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PSX-Pro

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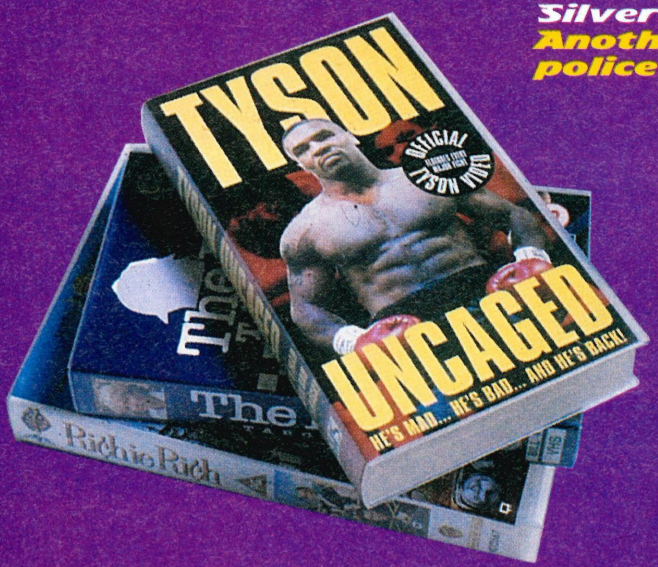


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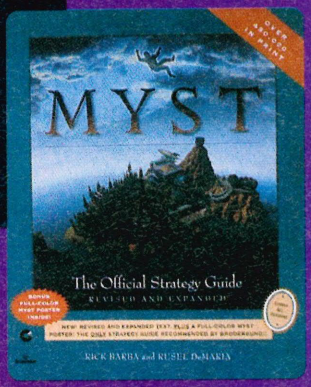
4) Home Alone star Macaulay Culkin leads the way in Warner Bros's Richie Rich. One of five could be yours.
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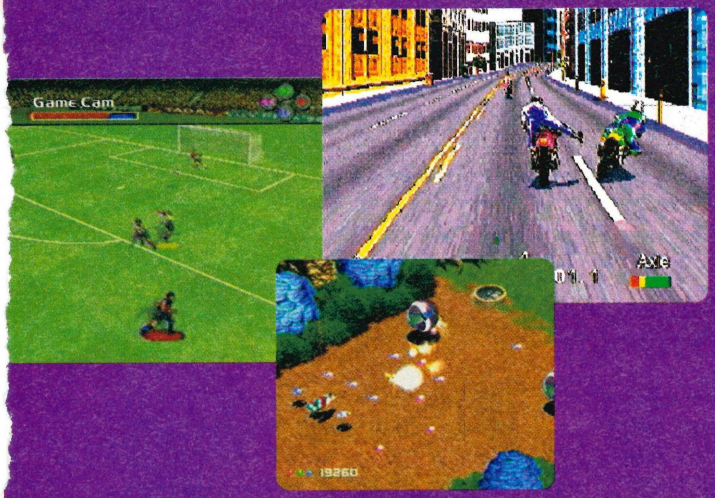
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baby 6

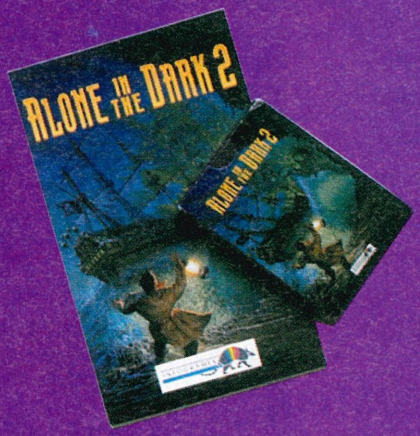
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PSX

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Does bribe corruption a final review

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

Location: The board room

Debator:
Alex Lee

Debatees:
Paul Roundell
Steve McNally
Neil Jackson
Anonymous

Alex Lee: Has anyone attempted to bribe you?
Paul Roundell: A couple of years ago we had a pre-arranged free gift on the cover of Amiga Action, and an executive from the relevant company turned up to see us. It was coming towards the World Cup, and this executive showed us a football game, took me aside and said, *What do you think?* I said, *It's very nice*, and she said, *The thing is, there's a slight problem with the free gift.* Anyway, the upshot was, in her own words, *If the game gets 90%, we can give you this free gift.* So that was a direct bribe. The game subsequently got a perfectly fair 57%, and the free gift didn't go on the front of the mag.
Steve McNally: It used to go on before we started on PSX-Pro. An *undisclosed* game got an *undisclosed* mark and there was an *undisclosed* television for the person who reviewed it.
PR: The way the whole review system is set out is pseudo-bribe-led. We've got nothing to offer them apart from the chance of getting their games stocked in shops. For instance, they'll say, *We're developing a game in America, why don't you come across and see some work in progress?* It's always good to see a game in development - although unnecessary - and the chances are, once you get it in for review, having been across to America and met the people from the publishing company, you're less likely to give it a bad mark.
Neil Jackson: Emotional bribery goes on. It's totally wrong, because it's not fair on the punters.
AL: Do you think that, generally speaking, the journos are biased towards companies that are offering them incentives?
NJ: I wouldn't put it as strongly as that, but I'd say that if you've got a good relationship with a software company, you're going to look upon their games more favourably. Even if it's a subconscious thing. That's not bribery though.
PR: Maybe games from certain companies consistently get good marks because a) they're a good product, and b) that company has a good product to shout about.
AL: Is it a case of a game getting a better mark because the software company does a better, more thorough, more professional sales pitch? Does that lead to a higher mark because they've made the effort, even if the game might not be as good as one that's just been

sent in the post?
PR: I think it does. Usually, if we get sent a game in the post, it's because the company knows it's poor. They don't care because they're expecting low marks.
AL: Do import game reviews suffer as a result? We don't understand the Japanese text, therefore people dis them more than they would if they understood the plot and what the game was trying to get at?
PR: I'm certain that doesn't happen at PSX-Pro, but people have picked up on the fact that certain other PlayStation mags give import games exceptionally low marks. I think this is mainly so that people who work on the magazine can look back on it,

ry and ffect scores?

satisfied that the average review mark isn't too high.
AL: If you were offered something ream to give a rubbish game a higher mark, would you consider it if you knew you could get away with it?
PR: It would be tempting, but then when the mag comes back and your name's attributed to that high mark, everyone knows what's gone on. So, you become either a wild blagger or someone who doesn't know anything about games and shouldn't be in the job.
AL: What about you, 'Anonymous'?
Anonymous: I'd be there like a shot if it was something proper ream! If someone offered me a grand or something I would. But no-one's likely to...

AL: I don't like it when the software mullers give it loads of emotional blackmail and say, *Oh come on, my job's on the line.* That's happened to me.
PR: This week someone said to me, *I hope you like it, cos we're mortgaging the company on this.* I'm sorry mate, but a bad game is a bad game, no matter what.
AL: I think there's more emotional blackmail than there is bribery.
SM: There's no bribery really, though. I mean, we certainly don't get bribed.
AL: It depends what you class as a bribe. I've been on a couple of trips to America with an unnamed software house, and that could be construed as a bribe.
PR: It's to keep you sweet.
AL: How do you think the relationship between software houses and journalists can be improved? There seems to be a bit of an *us and them* attitude.
PR: I've always thought there are too many people on both sides who've only ever worked in a computer game environment, and I don't think they've got any idea of anything else. They've never had to bend their backs for anything in their lives.
AL: If more people came from *outside* it would be better. Nowadays, thankfully, there are a lot more people on the PR side coming in from the cold, as it were.
PR: Things could be improved by wheedling out the rankster element on both sides of the fence.
AL: We just basically need a lot more honesty. It would be a good idea if we could spend more time with the programmers rather than the PR staff, so we get to know whether they really believe in the product or whether they're rushing it out. That way we would get to know the game more and what sort of work's gone into it.
PR: It all boils down to time restrictions.
AL: We've only got a month to review, say, fifteen games, and the most we can spend on any one is, like, three days if we're lucky.
SM: I don't think you're ever going to get totally unbiased reviews. No matter how hard you try, if you're mates with the PR person, you're not going to slag the game off.
AL: Is far too much importance placed upon the final marks?
NJ: To get a game in the shops, they have to get a certain mark, so the software companies *need* high review scores.
SM: Our marks are important, but what I don't think is right is the way the software company bosses blame our mark entirely on the PR person. They seem to forget that there's a game involved.
AL: I think that our second opinion, which we've implemented in this issue onwards, gets over that problem a little bit, although 60-70% of all games are sub-standard. That's certainly not the fault of the PR person, but their bosses don't seem to understand that. All they're bothered about is the final review score. No matter what the quality of the product, the game *must* get a high mark.

Tape Debate conclusion #6:
Andy Sharp is open to bribery, so long as it's a trip to California, a year's supply of fags or sufficient cash to pay off his ever-increasing overdraft. None of the rest of us are willing to get involved in this sort of disgraceful and corrupt activity, but no-one bothers trying to bribe us anyway. Sigh...

Retrospe

Memory like a colander, but keen to know what was happening this month four, nine and 14 years ago? Turn on, tune in and drop out to the all-new monthly PSX-Pro retro special

May 1992

In The Videogame Arena

The Mega Drive was enjoying a purple patch in May '92, with Sonic, Spiderman and Ghouls 'N' Ghosts proving very popular. The SNES, on the other hand, was still feeling its way into Blighty, with Super Probotector, Pilotwings and Street Fighter 2 its memorable early releases. The Amiga still outsold both consoles in Britain.

At The Flicks

Quiz Show star Ralph Fiennes appeared in his first major movie, A Dangerous Man – Lawrence After Arabia, while Daniel Day-Lewis, Oscar winner for My Left Foot, starred in The Last of the Mohicans.

On Video

Videos were being rented left, right and centre, thanks to nursery shocker Kindergarten Cop starring Schwarzenegger, Everybody Wins, featuring Nick Nolte, and Not Without My Daughter with Sally Field.

In The Charts

The pseudo-catchy Deeply Dippy was number one four years ago. But worse, KWS's dreadful Please Don't Go replaced Right Said Fred at the top of the charts on May 9.

In Fashion

Although the Right Said Fred brothers were bald as coots, the long, scruffy-haired grunge look was in vogue with the lads, as Nirvana's Smells Like Teen Spirit dominated the dancefloors of student unions nationwide. The fashion for chicks was much the same, except loose fitting tie-dyed dresses were worn.

In The News

The LA riots came to an end on May 2. A week later, Sunderland out-played Liverpool for the whole of the FA Cup final, but had to settle for the runners-up spot. On May 17, Mansell won his fifth Grand Prix of the season, and on May 28 David Platt signed for Juventus for £8 million.
Movie goddess Marlene Dietrich died.

May 1987

In The Videogame Arena

The Atari ST, which had established itself as a popular home computer, suddenly faced competition from the Amiga. It was to be the first of five years of Commodore dominance.

At The Flicks

Violent gangster movie The Untouchables, with Kevin Costner, Sean Connery and Robert DeNiro, and the over-arty The Sicilian, starring Christopher Lambert, were pulling in the punters.

On Video

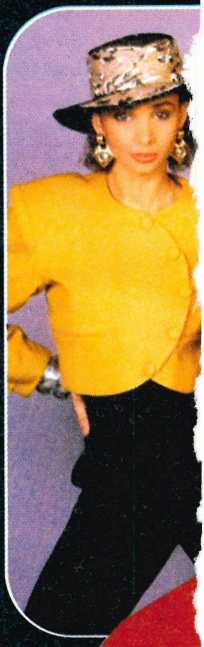
Dead film stars Marilyn Monroe and James Dean were enjoying a resurgence in popularity. This was reflected in sales of their videos, Some Like It Hot and Rebel Without A Cause.

In The Charts

Madonna was top of the pops with La Isla Bonita. However, she lost her number one position to Starship's Nothing's Gonna Stop Us Now.

In Fashion

1987 was the big year for Oxfam second-hand clobber. You couldn't turn a corner without encountering a man looking like someone out of Withnail & I or a chick resembling an extra from The Persuaders.



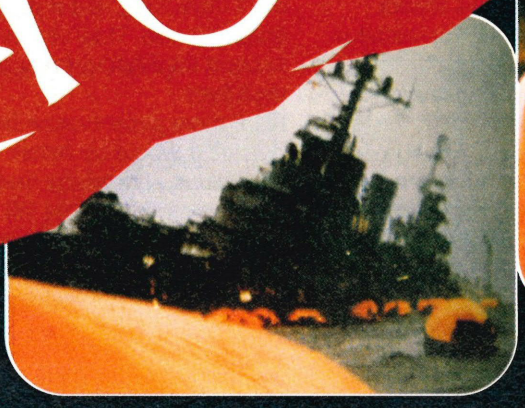
In The News

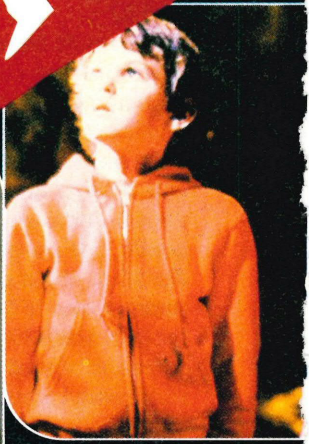
May 4 saw the launch of a government-backed anti-AIDS campaign, and a week later Thatcher announced a General Election to be held on June 11. Coventry won the FA Cup final by beating Spurs 3-2 on May 16. A daft 19-year-old German flew his aeroplane into Red Square undetected.

May 1982

In The Videogame Arena

The arcades were still proving immensely popular. Parents, however, were worried.







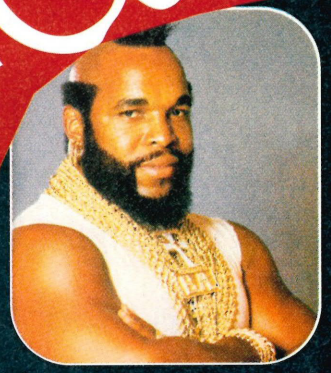


Clockwise from above: **1987** 5-Star, Aeroplane, Coronation Street, Mel and Kim, Mr T (Bottom Right)





87 Special

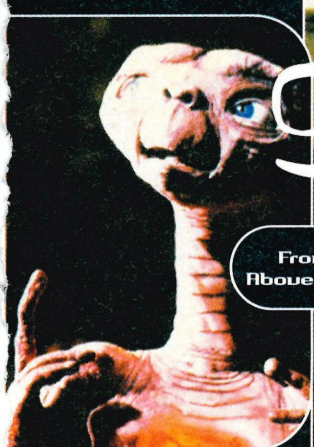


Whereas in the past their teenage sons would stand a chance of winning a few quid back on the fruit machines, they had no hope of being reimbursed for staving off waves of aliens out of Galaxian.

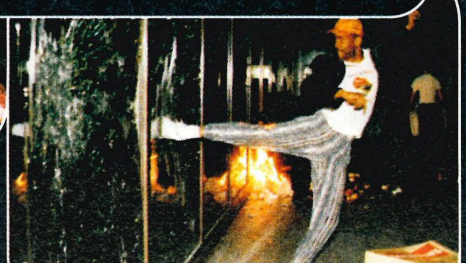
At The Flicks

A Dangerous Summer, starring James Mason, and I Ought To Be In Pictures, starring wrinkly-yet-funny Walter Matthau, were movies worth watching this month 14 years ago.





From Far left: **1982** Belgrano, ET
Above: **1992** Sophia Loren Below: LA Riots



On Video

Videos were being rented by the truckload. It was easily the trendiest thing to do on a May '82 evening. Garage and video store revenue from crisps, peanuts and chocolate sales soared as cinemas went into recession and usherettes were forced to switch off their torches.

In The Charts

Ebony And Ivory, by Paul McCartney & Stevie Wonder, was toppled by Nicole's cheesy A Little Peace. In the last week of May, this was forced off the top spot by Madness's excellent House Of Fun.

In Fashion

Stay-press trousers and Fred Perry shirts were the order of the day for lads, with hair crew cut length or even shorter. Girls wore incredibly tight skirts that they could hardly walk in, and instead of shaving their head all over, they'd leave spurious bits of hair either at the front, the back, the sides or all three. These were known as 'feathers' because of their feather-like qualities.

In The News

May saw the battle for the Falklands escalate, with hundreds of deaths on both sides. In Portugal, a man tried to attack the Pope at the shrine of Fatima. On May 28, Spurs beat QPR 1-0 in the FA Cup final replay, and on the same day Diego Maradona signed for Barcelona for £5 million.

We all wish Alex would take off his rose-tinted spectacles - they make him look like such a girl

Blast from

Worst 100 gam

Since the dawn of the computer revolution, every format has had to put up with some absolute filth or other. These games were naff at the time, and it's hard to think about them now without wincing. Film licenses and sports sims seem to crop up more often than most, but every corner of the market is covered somewhere along the line





the past es of all time

10 Home Alone
GameBoy

There are a few games featuring that Culkin brat that have made their way into our list of the worst ever games *top* 100. This isn't solely because he's an irritating kid (although you could be forgiven for thinking this), but also for the fact that shallow movies with sparse storylines don't give the programmers much to work with. Home Alone was a dull platformer with very little to recommend it. The only thing more dull than the game was the movie itself.

9 Wheelspin
Amiga

An absolute corker. No sooner have you spent time loading this blatant Skidmarks clone than you're rolling around with laughter at the absurdity of it all. The graphics are impressive enough, but after picking up the joystick and attempting to guide your car around any of the circuits, it becomes apparent that the gameplay has been left out of the package. Your car seems to hover at an impossible angle while careering aimlessly off the circuit. Absolute dross.

8 Dragon Ball Z
SNES

A gaming genre which has been bled dry on just about every format known to man is the beat'em-up. Mindless pummelling of opponents in a best-of-three contest using a range of punches and kicks is something which is just as popular today as it has been in the past. This in itself is fine, and worthy classics such as Street Fighter, Mortal Kombat, Tekken and Battle Arena Toshinden have graced many a machine. However, for every good game, there are generally at least six or seven dire programming duds. Guess where Dragon Ball Z fits into the overall scheme of things? Why they bothered releasing this, let alone the equally tiresome sequel, remains a mystery.

The 90 runners-up

Off World Interceptor Extreme - PlayStation
Battle Trucks - Amiga
Home Alone 2 - GameBoy
Hebereke Popoitto - SNES/PlayStation
Ren & Stimpy - GameBoy/SNES
Rise Of The Robots - Amiga/SNES
WWF3: King Of The Ring - GameBoy
Double Dragon - GameBoy
Jurassic Park - Game Gear
George Foreman's KO Boxing - GameBoy
Last Action Hero - SNES
Cliffhanger - GameBoy
Virtual Bart - SNES
Dragon Ball Z 2 - SNES
Lone Soldier - PlayStation
Hudson Hawk - GameBoy
Days Of Thunder - GameBoy
Dracula - Amiga
International Soccer - Amiga
First Encounters - PC
Corridor 7 - PC
Jack The Ripper - PC
Wrath Of Earth - PC
Barbie - GameBoy/NES
Road Rash - GameBoy
Wordtris - GameBoy
Mario Andretti - Mega Drive
Battle Toads - Amiga
Tube Warriors - Amiga
International Rugby - Amiga
Darkman - GameBoy
Beethoven - GameBoy
Hit The Ice - Mega Drive
Wacky Races - GameBoy
World Cup Carnival - Amstrad
Chiller - Amstrad
T2: The Movie - Game Gear
Twilight 2000 - PC
The Games - ST
Rescue Of Princess Blobette - GameBoy
Super Black Bass - SNES
WWF: Royal Rumble - GameBoy
Hunt For Red October - SNES
Lethal Weapon - GameBoy

Speed Racer - SNES
Battle Blaze - SNES
Kung Fu Master - GameBoy
Biker Mice From Mars - SNES
Last Battle - Mega Drive
Novastorm - 3DO
Power Rangers - SNES
The Pagemaster - Mega Drive
Dragon - Game Gear
Operation Europe - Mega Drive
World Cup Golf - 3DO
Race Drivin' - SNES
International Golf - Amiga
The Flintstones - Mega Drive
Mech Warrior - SNES
Alien vs Predator - SNES
Chester Cheetah - Mega Drive
Mercs - Mega Drive
World Cup Golf - PSX
James Bond Jr - SNES
Miner 2049er - GameBoy
Out Run - Amiga
Paper Boy 2 - SNES
Godzilla - NES
TMN Turtles - Amiga
Sky Destroyer - NES
Quarterback Club - GameBoy
TKO Boxing - SNES
Hard Drivin' - Mega Drive
Ariel The Little Mermaid - Game Gear
Wayne's World - SNES
WWF Wrestlemania - NES
Adventures Of Rocky & Bullwinkle - GameBoy
Team - Amiga
Kick Off 3 - Amiga
Super Tom & Jerry - SNES
Soccer Mania - GameBoy
Altered Beast - Mega Drive
Jammit - 3DO
Cool World - GameBoy
Warpspeed - Mega Drive
Godzilla - GameBoy
PTO - Mega Drive
Vanna White's Wheel Of Fortune - SNES
Gunship - Mega Drive

Top 100 Worst Games of all time

7 Street Fighter The Movie
PlayStation/Saturn

Think back if you will to the heady days of Street Fighter 2. Now remember fondly Super Street Fighter 2 and Super Street Fighter 2 Turbo. The thing about these old classics was that they added new elements and characters to each release. The gameplay was also tweaked and enhanced, and everybody loved them. Then a terrible movie was made and a game using digitised characters from said movie was licensed. All well and good so far, but wait... the gameplay was non-existent, and what's more, it looked like a poor man's Mortal Kombat. The Street Fighter series' blackest day without a doubt.

6 Game Boy Gallery
GameBoy

Owners of the aged palm pleaser waited with bated breath for Nintendo's five *classic* games on one cart. Well actually they didn't, because it was possibly the worst compilation ever seen. The gems included were originally *game 'n' watch* affairs, which were little short of turgid, slow dirt when taken away from the limited confines of your wrist. Ball, Flagman, Vermin, Manhole and Cement Factory were all as equally as uninteresting as their titles suggested.

5 Pelé Soccer
SNES

The god of all footballers endorsed this dire effort, and although it actually looked quite impressive in comparison with other SNES releases, it was one dog of a game. Unplayable, unenjoyable, and downright dreadful. Obviously centring around the Brazilian team of the 70's, it should have been the quickest, most skilful and flamboyant footy game ever seen. But it wasn't.



4 Ants
Amiga

At some stage in its life-cycle, each format manages to come up with a real dog of a release, and Ants was exactly what the Amiga world wasn't waiting for. The idea was to get each ant (of one pixel in size) across numerous landscapes. They could munch their way through certain foods, expand their numbers thanks to some pretty darned quick reproduction, and attack enemies before reaching the next differing landscape. It's simply the best!

3 Gear Works
GameBoy

Truly one of the filthiest releases of all time. Your task is to link numerous gears together to form an entire working whole. Some gears will seize up without the application of a few drops of oil, and pesky Poffins will do their utmost to hinder your progress. Gripping it ain't, and it certainly didn't work on the GameBoy. In fact, it wouldn't work on any format, simply because it's dull.

2 Last Action Hero
SNES

The movie was a relative flop at the box office, so the game had a lot to make up for. Unfortunately, a horizontally-scrolling beat'em-up wasn't what anyone needed. On top of this, it was dreadfully sluggish and difficult to control. On the whole, movie licences rate highly in the not-much-cop stakes, mainly due to them being rush-released to capitalise on interest in the film. Unsurprisingly, Last Action Hero was slated and then disappeared without trace.

1 Fur Trader
ZX81

Recollections of this particular gem are vague, but it's fondly remembered as being rubbish. Basically, you were a fur trader in Canada or Alaska or somewhere. You lived a nomadic existence with your sole income coming from the buying and selling of furs. A graphical nightmare, the only imagery was that of a blocky bed bug (you lost energy if the bed bugs bit overnight), and a load of numerical charts. So long as you used a calculator to suss out how many furs you could buy without being skint, and grabbed a pen to note down the highest and lowest values of all the furs on the market, you couldn't possibly lose! There were no other factors to take into account, so there were no surprises in store. Fur Trader - no gameplay, no graphics, no sound and no point.

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Cyberia	Project Overkill	Fire Pro Wrestling	Revolution
D	Raven Project	Floating Runner	Ridgeracer
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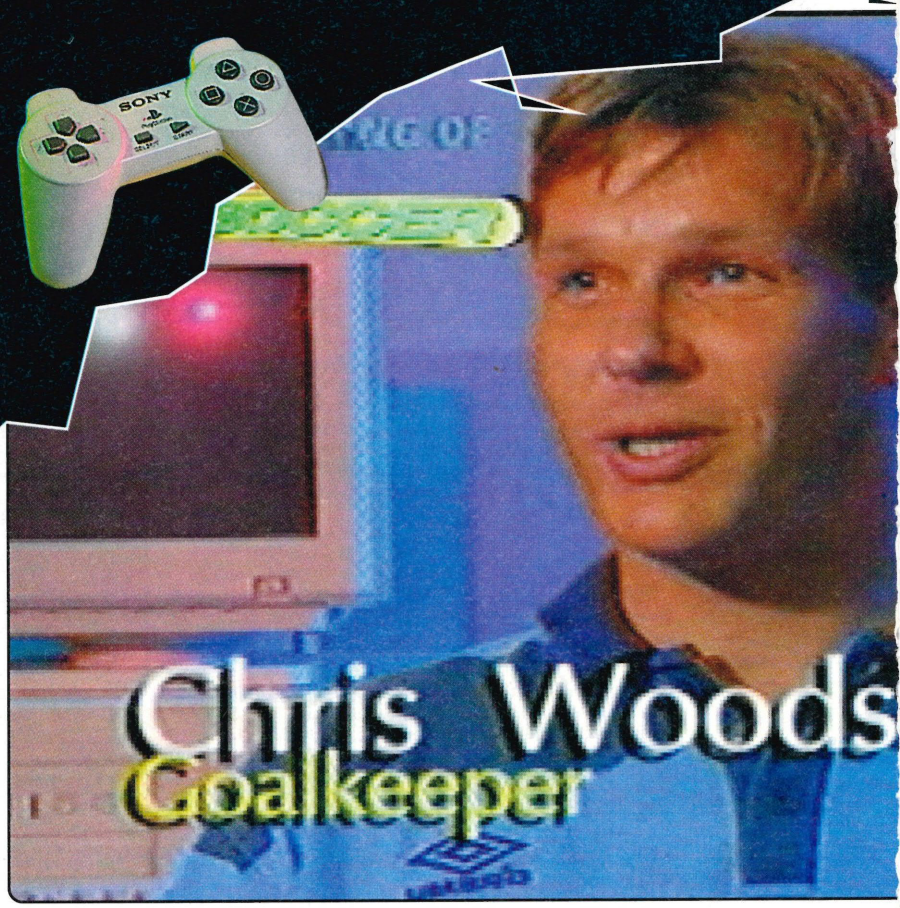
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Actua Soccer

Check out our indispensable guide to Gremlin's superb footy sim, Actua Soccer, and show Venables just how easy it is to turn England into a successful side



One-Touch Football

Mastering this technique is vital to success in Actua Soccer. Listed below are all the possible combinations and moves:

First Time Touch - This can be performed when the symbol at the player's feet is a star. Hold down the X button without touching the directional controls. When this button is released, the player will shoot at goal.

First Time Control - When the symbol at the player's feet is flashing, press the pass button. The symbol will stop flashing and the player will control the ball.

Chip Shot - Hold the square and the X button down, then release the square button to chip the ball forward. The power of the chip is determined by the length of time the button is held down.



Power Shot - Press the square button when the player is standing still.

Dummy Pass - This can only be performed when the player is standing still. Hold the X button, select a direction, then release the X button.

Disguised pass - Hold the square and X buttons, select a direction, then release the square button. This will look like a dummy, but the ball will actually be passed to a team mate who must then shoot or punt it up-field.

High Pass - Hold the square and X buttons. Release the X button to make a high pass.

Power Pass - Pressing the X button will pass the ball along the ground. The power of this pass is determined by the length of time that the button is held down. The directional pad can be used to control the direction of the pass.

Shooting

An advantage of the one-touch feature is that it allows strikers to deliver *first-time* crosses from the wing. These provide possibly the most satisfying and spectacular ways of scoring.

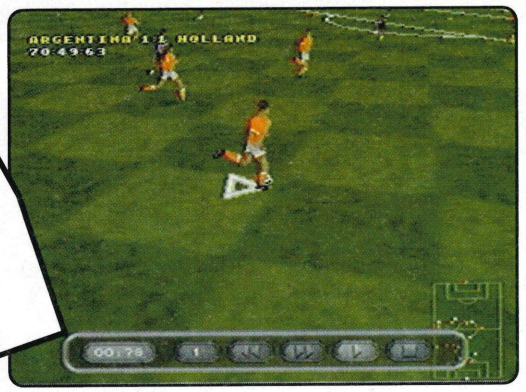
1 - Select a formation that has players on the wing (eg 4-4-2, 4-3-3 etc).

2 - When pushing forward, knock the ball out to the wing.

3 - Run with the ball to the side of the penalty area until the symbol at your player's feet turns into a square.

4 - Twist and turn in Ginola-esque manner until you lose your marker





5 - If the square is still at your feet, press the pass button once. This should send the ball floating invitingly into the box.

6 - As soon as your cross is released, press the shoot button once. This will set up the striker's first-time shot.

7 - Sit back and watch the striker volley, head or scissor kick the ball into the back of the net.

•One-touch shots are very difficult to perform from short passes. Therefore only attempt them when you have sufficient time to set the shot up.
•Try and shoot with the one-touch feature when you can. These give the goalkeeper less time to get into position, and the shots are automatically targeted on goal.
•If you have enough space, attempt the super shot (with the joypad centred).
•Always be on the lookout for rebounds from their keeper. The best time to score is when the goalkeeper is still on the floor.
•Always put aftertouch on a shot if you can. With the best keepers, aftertouch is the only way to score from long distance.

Defending

•Keep the opposition's shooting opportunities to an absolute minimum. Remember, if in doubt, boot it out!
•Look out for rebounds from your keeper. Opposing teams will always maintain an attack until the ball is in the keeper's hands.
•Don't leave yourself exposed at the back. If you're playing against a much better team than yours, or one that plays with an attacking formation, you'll need to select a formation that has a four or five-man defence.
•Always remember that you can pass back to your keeper if there's enough space. He'll boot it clear for you if he can.

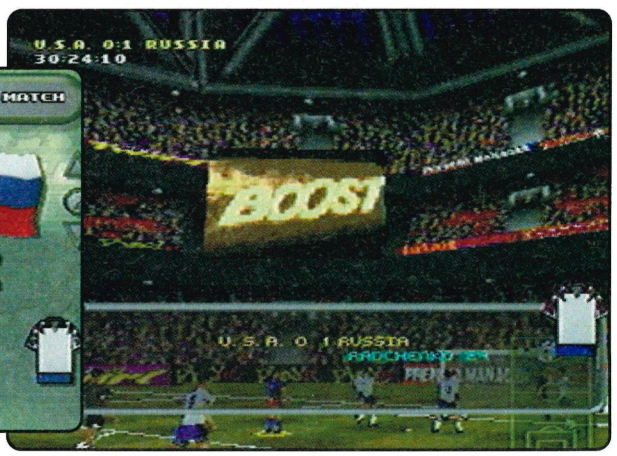
Tackling

•Try not to pull players out of position to make a tackle, especially in the penalty area. If you do, you may be leaving an opposing player unmarked. A better tactic is to hold your ground and keep your player between the striker and the goal.
•Don't lunge at every player feet first. Sliding tackles should only be used when you're sure of coming away with the ball, or as a last resort.
•The most successful approach is to run into a player (use the sprint button to help you make up the necessary ground), shouldering him off the ball.

•If you can't win fairly, Cheat!

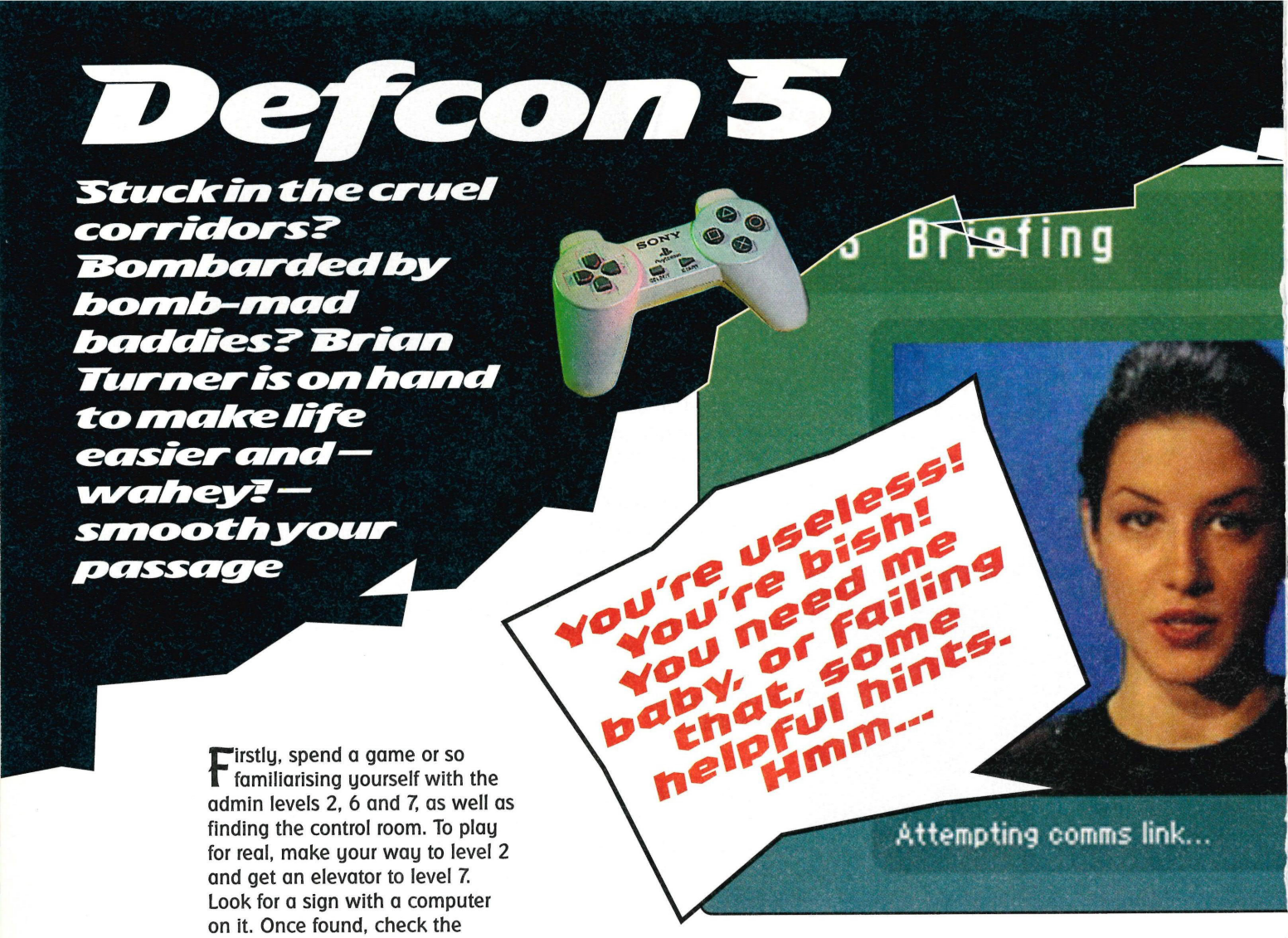
•On the title screen, press:
R2, L2, Select, Up, Left at the same time.
This allows you to play with a secret dream team (the Gremlin Showbiz XI). Amongst the ranks of this gifted unit is a highly rated No. 11 - Bazza Davies - who, for some reason, seems to cause the excitable commentator to burst into raptures of gushing praise every time he touches the ball.





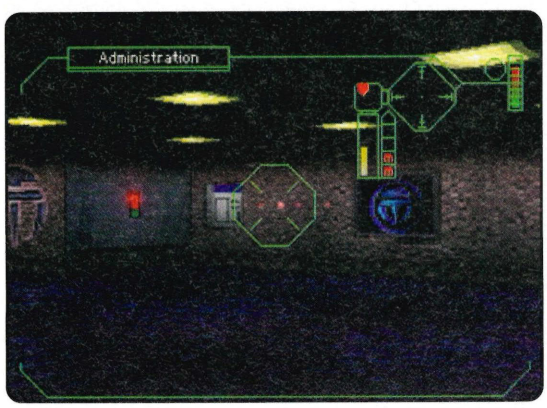
Defcon 5

Stuck in the cruel corridors? Bombarded by bomb-mad baddies? Brian Turner is on hand to make life easier and – wahey! – smooth your passage



Firstly, spend a game or so familiarising yourself with the admin levels 2, 6 and 7, as well as finding the control room. To play for real, make your way to level 2 and get an elevator to level 7. Look for a sign with a computer on it. Once found, check the passageway behind it – if it is a dead-end with the first door on the left and a further door on the right, head down to the right-hand door (ignore the others). Just in case, remember there is a VOS prompt in the left door.

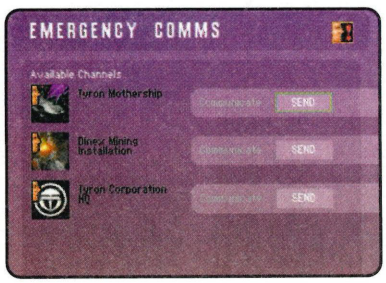
Through the right door, pick up the pad with the CD cover. Leave and get an elevator to level 6. When on level 6, look for the red sign. When you've found it (it's close to the elevators), pick up the ammo behind the sliding door in the corner, and take the second elevator to the left. This should take you down into the control room. When you exit the elevator, find the droid pad. There are two on this level, but for the sake of easiness, turn right as soon as you leave the elevator and follow the passage into an orange-lit room. You'll find the item here in the back corner. Return to the elevator and head left. You will enter a large room containing two VOS prompts, but use the furthest one as it is safer.



Enter the VOS system and go to the defence software. Activate the defence program in the pad, then go on the adjust parameters. The three lines should be made to read as follows:

Line 1 – 111111
Line 2 – 111111
Line 3 – 000000

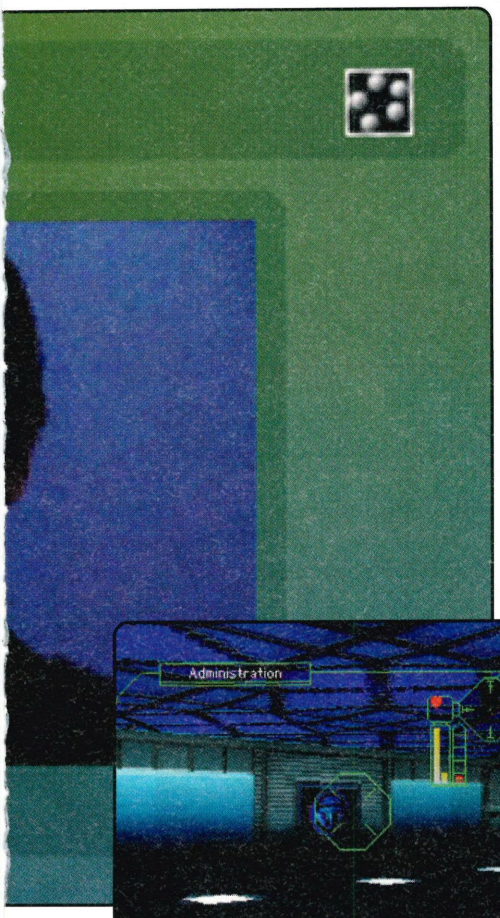
This will cause the turrets to fire both bullets *and* missiles, as well as reload automatically.

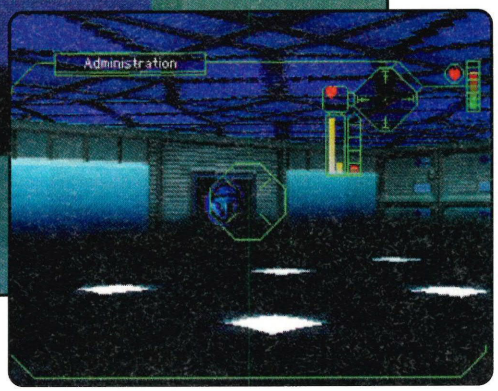


Now load up the missiles however you see fit (Brian prefers to give each a separate type of bullet to preserve stocks).

NOTE: when the turrets reload missiles, they reload grade 1 weaponry. Higher grade stocks must be loaded from the VOS.

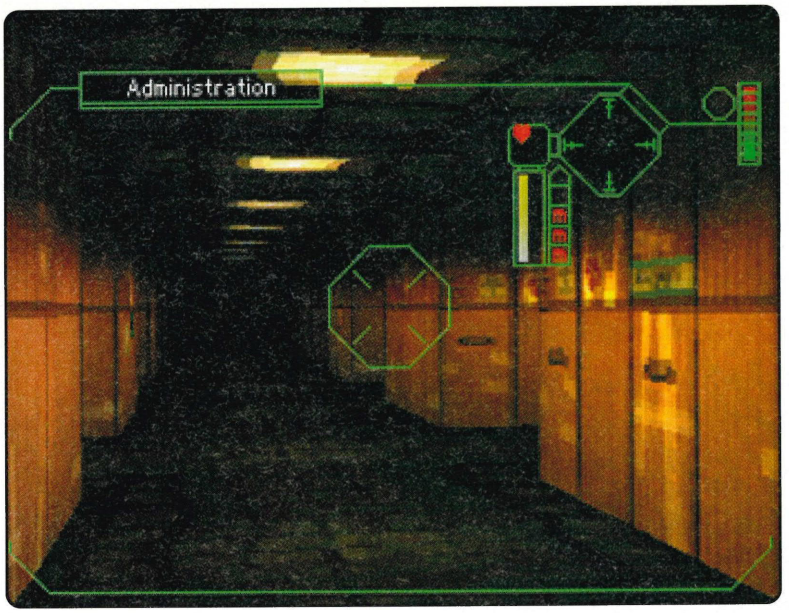
Once you've set up the missiles, set up some droids. You should be able to do this before the first space assault. If not, practise harder and leave it until after the first assault finishes. When setting up the droids, use five combat droids. Leave two of them by the





elevator which you used to access this level (one on the left, one on the right), and place another at the far left of the same passage. Put another a little above this one, and leave the other to the right of the passage which runs past the elevator. The alien robots come from the three boxes attached to the one from which your droids appear (follow that, yeah?), and they'll home in on you. No nasties will start running around the complex until the second assault, so if you've placed the combat droids correctly, they'll keep you safe for a while.

Use your sixth droid allocation for a recon droid. Use it immediately to get the white dot at the base debris map. This is the very important Shuttle Card. If you're fast enough this should all be done before the first assault. When that's finished, reload the



turrets completely. If you didn't finish setting up the combat droids, do it now - the second strike will include the badsters swarming through the base to get you, and they're not polite. If you feel like using some time after the first wave, send out a distress signal on the Comm in VOS.

Once the second wave is over, the air will probably be polluted from the battle which occurred nearby. If you've been a good shot, self-destruct your combat droids and leg it. If you stay to fire your turrets throughout the third strike, you'll damn near asphyxiate. Before you make good your escape, send out as many recon droids as you can, then head towards the LIMO.

When in the LIMO, dawdle around the hangars for fresh air. When there's no pollution warning, you'll slowly regenerate. If you try to stay at locations at the bottom of the LIMO map, you'll hopefully draw all the nasties into the domestic level. Wait for your recon droid reports.

At this stage you are waiting for a Tactical Pass and a Security Upgrade that will be registered as an *Unexpected Event* by the computa-woman. This may take a while, so be prepared to go back to a VOS to send out more recons. The control room should allow you most time on the VOS.

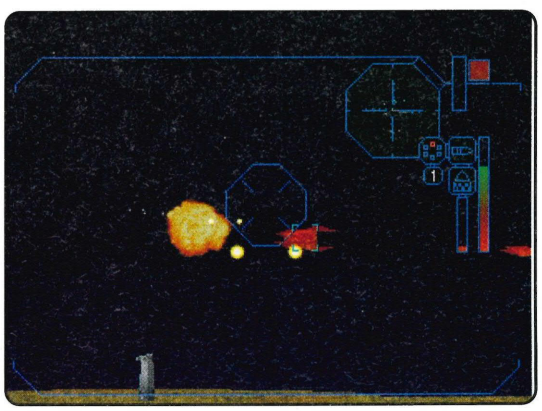
Escape back into the LIMO and wait. While waiting you can breathe life back into yourself - of a fashion - in a clean-aired hangar, or you can actually enter a turret to shoot the nasties.

When the recon droids have collected the Tactical Pass and the Upgrade Security Pass, find a VOS to receive your upgrade security status. If you must enter the domestic level (not advised), then there is a VOS easily found on level 2. However, be warned that the nasties use lifts and they will quickly home in on you.

Go to hangar A. Turn right, and a door you couldn't previously open will reveal a lift to the power level. Follow the corridor and look for a square *ring* area.

Wander about until you find the self-destruct sequence, then go back to the control room. Activate the self-destruct (in Tactical) and change nothing, then get the LIMO to hangar A.

Turn left, a door opens, and the end sequence ensues...



Hints 'n' Tips

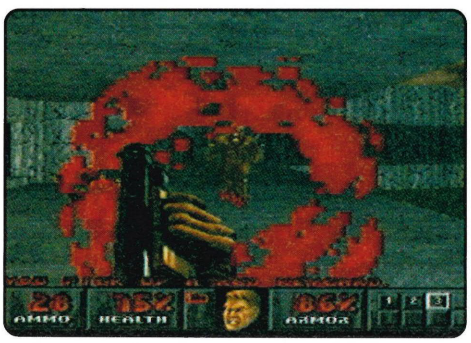
What have we got here? Level codes and monsta-smashing hints for the shoot'em-up to end all shoot'em-ups. Plus, Lemmings 3D, Johnny B and Firestorm

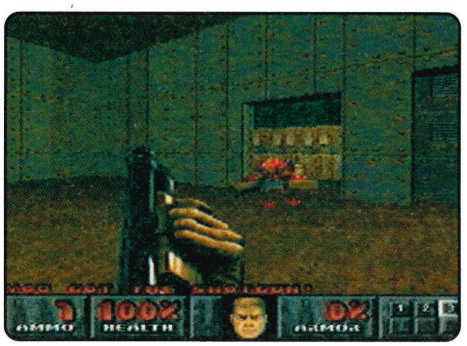


Doom

The full run-down for blokes and birds alike. For the blokes, here are the codes for the levels played in *Ultra Violence* mode:

1. Entryway *(Start)*
2. Plant HLJ2ZGJQJG
3. Toxin Refinery 4K5BL7Z953
4. Command Control 61!CM8RW64
5. Phobos Lab J6D7LCBQJG
6. Central Processing V70H6526WY
7. Computer Station 2PXCG4371Z
8. Phobos Anomaly 4X6NRZMO!8
9. Deimos Anomaly MXPO8G4MQR
10. Containment Area JQR6MJWPCF
11. Refinery D3M!F96THK
12. Deimos Lab QHZ9B29DLN
13. Command Center QOZXG2JDLN
14. Halls of the Damned LBW2!1RKRT
15. Spawning Vats J9!ZH3PHBC
16. Hell Gate 85PJYQ!820
17. Hell Keep KVW7H1FKRT
18. Pandamonium 2WBT9JKN79
19. House of Pains OFDN7LBZ97
20. Unholy Cathedral QM3WFKDSHJ
21. Mt Erebus ZCBMW!X999
22. Limbo MR75YF1KFD
23. Tower of Babel M87YYF6XDD
24. Hell Beneath BFX88R3NSQ
25. Perfect Hatred JKJNW4DQ43
26. Sever the Wicked VFXTQ!!978
27. Unruly Evil G12W4!LWPM
28. Unto the Cruel WVCKONQM8!
29. Twilight Descends XFDG693Z97
30. Threshold of Pain FFX47OLGSQ
31. Entryway *(Start Doom II)*
32. Underhalls H3WKWO!HOO
33. The Gauntlet QC4LQ71G97
34. The Focus 1NB!PKHTHK
35. The Waste Tunnels 15BWHKH!HK
36. The Crusher 4JQ76K4FMP
37. Dead Simple 05LVRGPTHK
38. Tricks and Traps N11CMHRW64
39. The Pit !YFZDOTSRQ
40. Refuelling Base !GZ9FK!FMP
41. O of Destruction 6VV7H6YKRT
42. The Factory J7QC9Y4WXY
43. The Inmost Dens GSSM!CYVVW







44. Suburbs 8GZ5MKL3MP
45. Tenements Z88YFDJDDD
46. The Courtyard J95MYMHYYW
47. The Citadel 2!!35OZCCB
48. Nirvana 8N58M898KH
49. The Catacombs 944911NSGJ
50. Barrels 'o' Fun 3S94T4XOBC
51. Bloodfalls OYY!TRLQQQ
52. Abandoned Mines S6PFGR971Z
53. Monster Condo MQQPWJ!6WY
54. Redemption Denied VGZYDN!SNP

And those hidden levels...

55. Fortress of Mystery WOZ6LDGXLN
56. The Military Base GLC!2FYTHK

And for the birds, the codes for the *I Am A Wimp* mode:

1. Entryway *(Start)*
2. Plant STTM!TR2RT
3. Toxin Refinery BYC2WHP4FC
4. Command Control LLNX5SJDLN
5. Phobos Lab J1D7ZBVQJG
6. Central Processing LLRYHTB8MP
7. Computer Station 5N!CMWX!64
8. Phobos Anomaly FGC!2TOXJK
9. Deimos Anomaly 8N!CMWO734
10. Containment Area ZX2MC45MYW
11. Refinery Q5KW4WDCPM
12. Deimos Lab DK57PG17JG
13. Command Center P9YO7R25TR
14. Halls of the Damned X1PDGZ2820
15. Spawning Vats ZJPKGZTV20
16. Hell Gate 09FTRLK478
17. Hell Keep J8V7!TGTQS
18. Pandamonium DLO765CNMP
19. House of Pains B52W4BHMMM
20. Unholy Cathedral 07CKWC648!
21. Mt Erebus F52W3PRNPM
22. Limbo 19FHQ!!978
23. Tower of Babel G7W29RRRRT
24. Hell Beneath 23HLX45N46
25. Perfect Hatred !BRF8RYBXY
26. Sever the Wicked 42NGH11VOZ
27. Unruly Evil 5V86YRDHCF
28. Unto the Cruel X!DPQX9597
29. Twilight Descends P168ZG!YKH
30. Threshold of Pain BQW4!908RT
31. Entryway *(Start Doom II)*
32. Underhalls VF93VRX3DB
33. The Gauntlet NMHDNYLR35
34. The Focus KOMS72GSZ1
35. The Waste Tunnels KHMS7G9Z1
36. The Crusher 8QV2CS8MRT
37. Dead Simple FDSK!BFKYW
38. Tricks and Traps M4HDP6B!35
39. The Pit 662D3VP7NL
40. Refuelling Base L!FGQS3Z97
41. O of Destruction V267HJKDJG
42. The Factory 2C85Q3BHBD
43. The Inmost Dens W267PH92JG
44. Suburbs 9P2V30STNL
45. Tenements TNJC165S64
46. The Courtyard D1NRG22B20
47. The Citadel DJNRG2W120
48. Nirvana 6B76TWKKDF
49. The Catacombs Y3ZYR4N3NP
50. Barrels 'o' Fun H!FGQN9387
51. Bloodfalls V51W4GXNLM
52. Abandoned Mines H7BKYDS78!
53. Monster Condo 8Z3!24HFJK
54. Redemption Denied MWRNDL1VYX

Enemies: what've they got on offer

Former Soldiers - Nothing to worry about. One well-aimed shot will take these weaklings out.
Former Sergeants - Again, easy to kill, but keep an eye on them at close range, because their shotguns can be damaging if you dils about.
Chain Gunner - Soft, but with the ability to lock on with their chain guns and take you out if you don't dispense with them quickly.

Hints 'n' Tips



Imps - The fireballs they fire can be easily dodged with practice, so make sure you learn.
Demons - Use your chainsaw to save ammo, but be careful if there are a few of them
Lost Souls - Dumb, floating skulls which literally throw themselves at you. One or two shots from the shotgun will see them off.

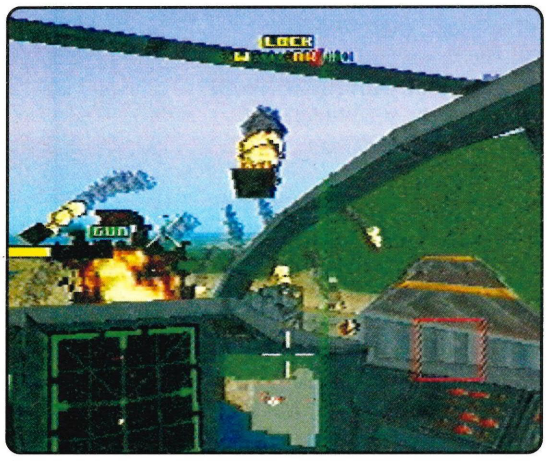
Spectre - Much the same as demons, but tricky to handle in the darkened rooms.
Nightmare Spectre - Tougher version of the Spectre. A few shots and careful dodging required.
Cacodemons -Use your chainsaw up close, or at a distance employ a shoot & dodge technique.
Pain Elemental - Blast 'em with your double barrel, and blast the skulls they spit out. If there are too many to handle, simply back off and pull out a better weapon.
Arachnotron - Takes around eight blasts with the shotgun (or three with double barrel), or three direct rocket hits. Look out for the blasts from its plasma gun.
Revenant - Similar to Arachnotron, with the added problem of homing missiles. If you're skilful you can use another demon for a shield, and if you're lucky, the two badasses will then begin fighting each other.
Mancubus - Takes 10 or more shtogun blasts and packs a punch with his weapons, so hone those dodging skills!

Knight of Hell - These guys are tough like the Mancubus, but you can easily dodge their shots - much like the Imps.
Baron of Hell - Takes up to 20 shotgun blasts or five direct hits with a rocket. A couple of shots from the BFG will finish him.
Cyber Demon Lord - This is where your skills are tested to the full. You can make a monkey out of him if you've been practising your dodging skills, and providing you're in fine health when you meet him!
Spider Demon - BFG, rockets or the plasma rifle are what you need here. The only advice is to avoid continuous blasts from the super-fast miniguns and generally *be good!*

Respect and thanxx for all of this to Alistair Flooks, Andre Rocques and our good mate W. Bably

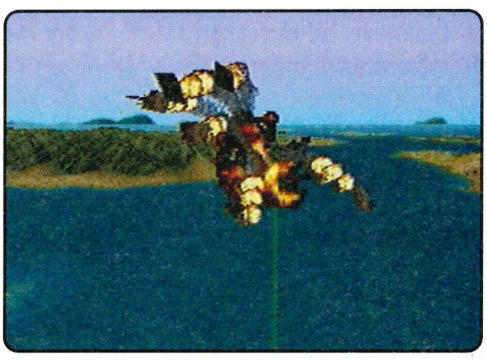
Invincible and that lot:

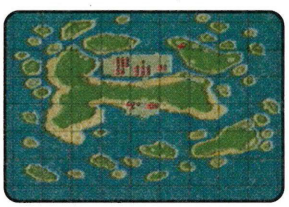
For a Doom weapon-arama, pause the game during play and press x, triangle, L1, up, down, L2, left, left.
For invincibility, press L2, down, square, R1, right, L1, left, circle.
For the geographically inept, press triangle, triangle, L2, R2, L2, R2, right for the whole map.
And finally, x-ray vision comes from L1, R2, L2, R1, right, triangle, x, right.



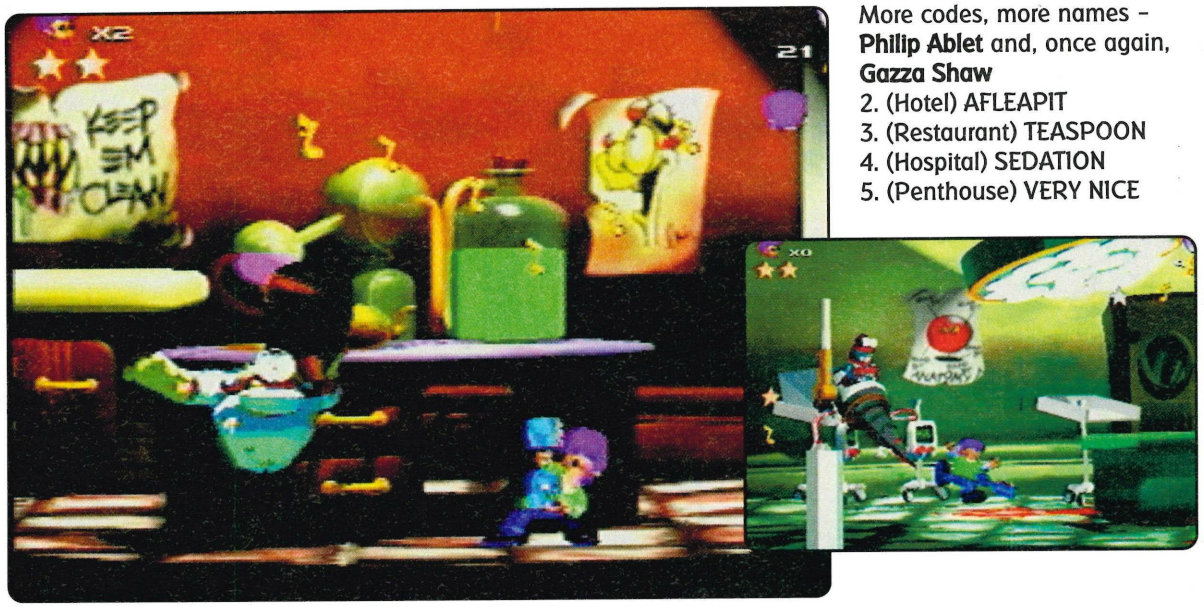
Firestorm: Thunderhawk 2

Level codes for Core's top chopper game come from Swinton's favourite son - **Gary Shaw!**
2. E3G7GVDEEFDQBD2
3. 9NGR0V85EFD6B3Q
4. O3FR0V5HEJD2BEQ
5. 6FF70V9LAJDEBKA
6. RJF70V6CAJDAB4Q
7. S3F3SV6CAJDMA4Q
8. S3F3SV6CAJDMA7A
9. JRFNSAE0MNCAAD2
10. PNFPSE9SMRCMBKA
11. ARFDS11CIVAEADA
12. LVE1S1E0TVAAB02
13. DJEDS10813AMATA
14. UBEDT1QGU7EEBR2
15. E7DT4004VBEAA12
16. KBC544E4VFEMAGQ
17. HJC9483CRJMEAKA
18. I7CK48TGRNMAAAA
19. KBCK48T4RRMMBTA
20. TRCK40T47R6EB2A
21. VFCK40SG7V6ABKA
22. OJB440TS736MBA2
23. D7B440107361AMQ
24. FNB44010326EBJQ
25. C3A440RC366AAFA
26. VBA420QS4A6MARA





Johnny Bazookatone



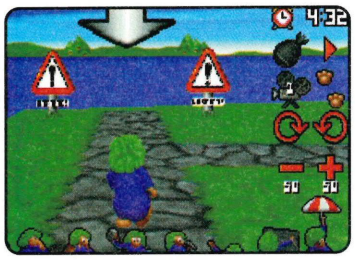
More codes, more names – **Philip Ablet** and, once again, **Gazza Shaw**

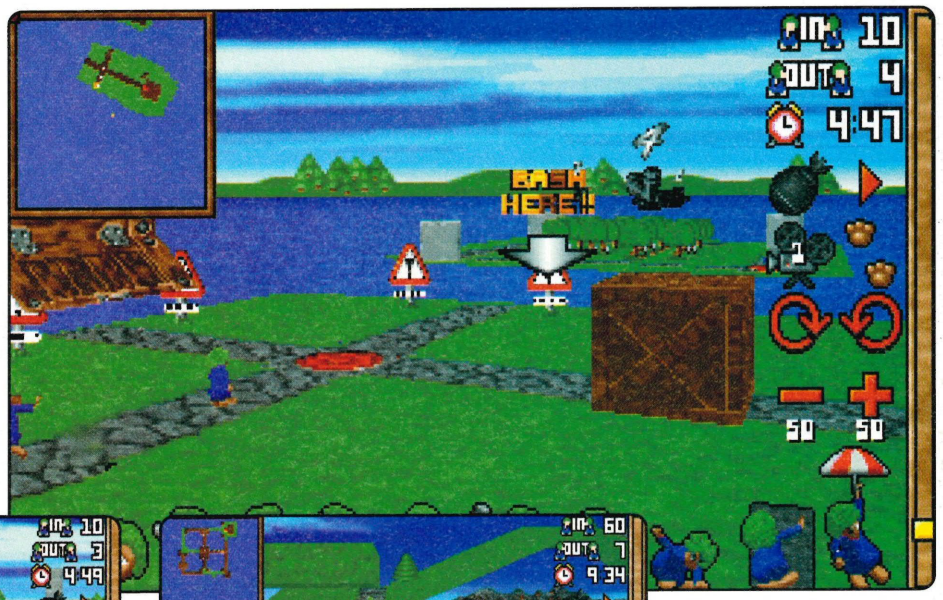
2. (Hotel) AFLEAPIT
3. (Restaurant) TEASPOON
4. (Hospital) SEDATION
5. (Penthouse) VERY NICE

3D Lemmings

And to finish the code-fest, these four beauties come from the exotically named **Andre Rocques**:

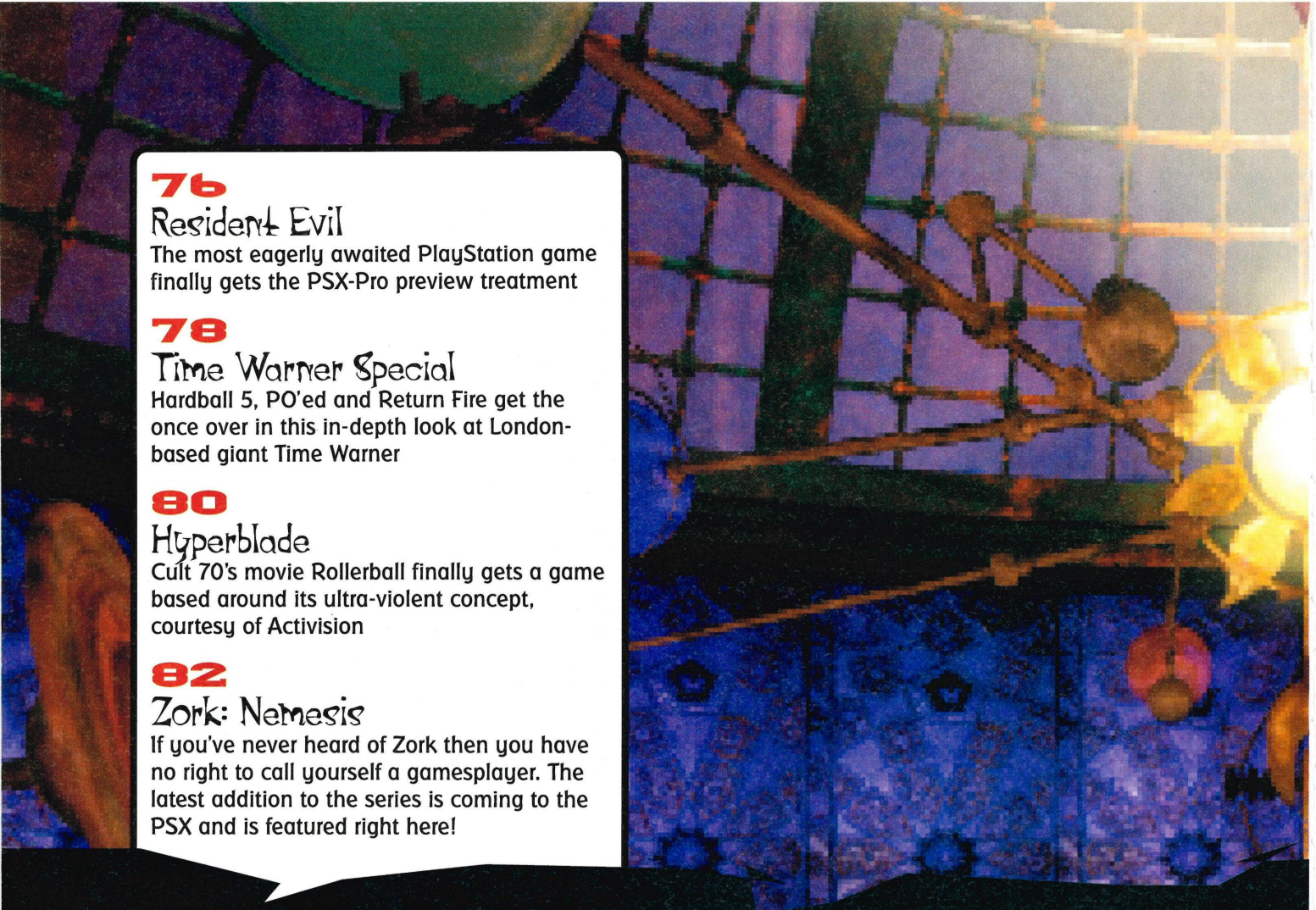
- Diallage
- Skilling
- Tarlatan
- Blandish











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Resident Evil
The most eagerly awaited PlayStation game finally gets the PSX-Pro preview treatment

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Time Warner Special
Hardball 5, PO'ed and Return Fire get the once over in this in-depth look at London-based giant Time Warner

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Hyperblade
Cult 70's movie Rollerball finally gets a game based around its ultra-violent concept, courtesy of Activision

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Zork: Nemesis
If you've never heard of Zork then you have no right to call yourself a gamesplayer. The latest addition to the series is coming to the PSX and is featured right here!

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Sampras Extreme
Tennis games have been thin on the ground so far, but all that's about to change thanks to Codemasters and the enigmatic, fun loving Mr Sampras

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

Still reeling from the unrelenting power of the reviews section? We keep the pressure on with a vicious uppercut of previews

86
F1
You can keep your Ridge Racer, F1 from Psygnosis is the one that's got us really excited!

88
Powerplay Hockey
It's an ice hockey game, so you're guaranteed lots of goals, lots of action and, most importantly, loads of fights

iews

90
Blam! Machinehead
Strange name for a strange game. Core Design steps back into the cyberpunk arena with this 3D shoot'em-up

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





More loaded with blood than Loaded, featuring more doom and gloom than Doom and Gloom, and with more mortal combat than Mortal Kombat, Resident Evil is soon to splat British PlayStations

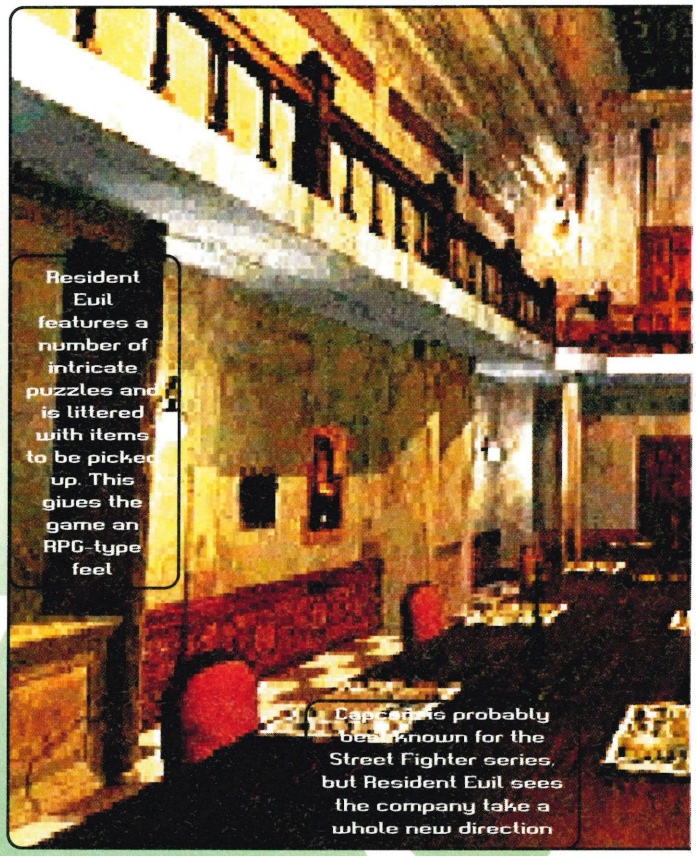
Baddy lives

Without going too much over the cross-genre top, Resident Evil (Res Ev) is a masterly attempt at a single-player strategy/action/adventure fest. We know it's ream because, unlike with the vast majority of PSX-Pro previews, we've actually played it! The only thing is, because of contractual obligations, Virgin, Res Ev's UK publisher, can't let us review the monkey quite yet.

So, without giving too much away, here's some banter about a release that really does push back the boundaries of PlayStation gameplay. Unlike the vast majority of PlayStation games that purport to be 3D, Res Ev's camera angles switch around to create realism and also add a true sense of fear and suspense as you explore new locations.

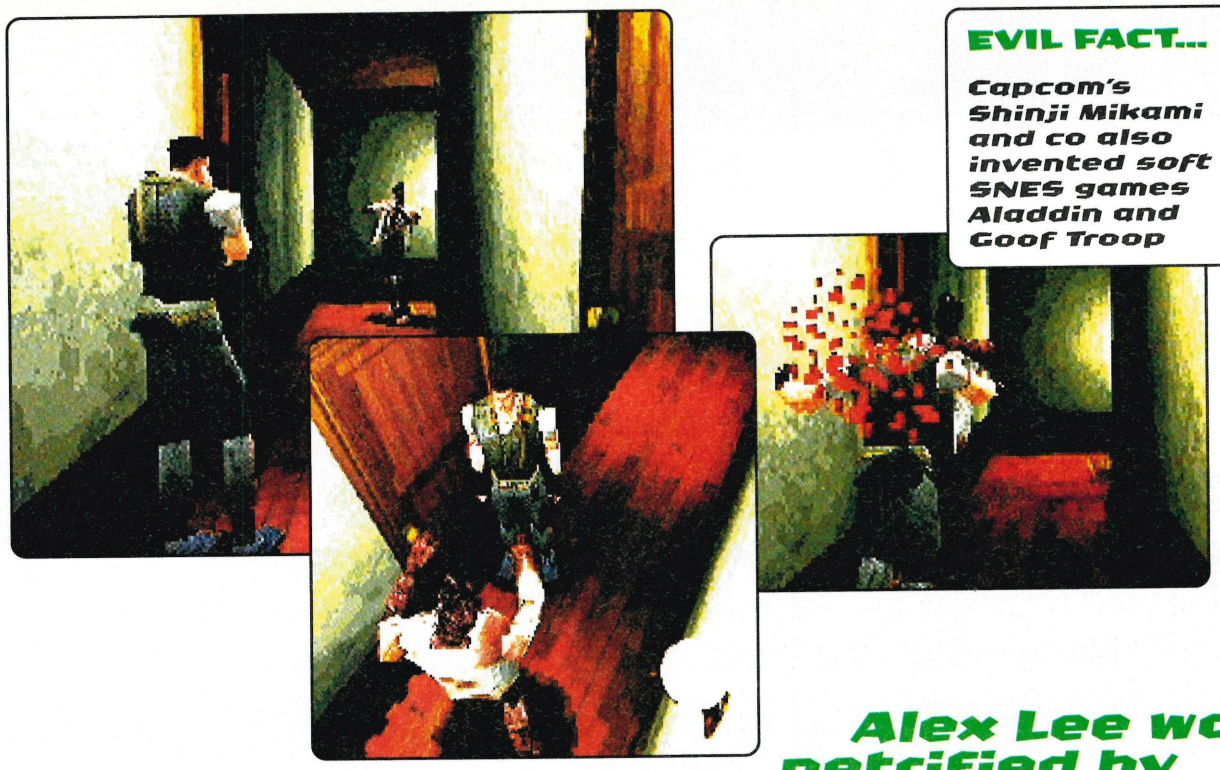
The storyline behind Res Ev is as follows:
A unit of STARS (Special Tactics & Rescue Squad) aka the Bravo Team is sent to investigate some murders at Raccoon City - a small town in the American Mid-west. Contact with Bravo Team is lost, however, so the Alpha Team has to go in to find them.

Upon landing in this godforsaken place, the Alpha Team come across a load of hideous creatures that chase them into a mansion. Inside the mansion, a gunshot goes off and the chief gadgie sets off on a solo investigation. From this point onwards, the main character - controlled by you - is on his own, having to indulge in pagga with a host of sinister baddies, including nutjob zombies.



Resident Evil features a number of intricate puzzles and is littered with items to be picked up. This gives the game an RPG-type feel

Capcom is probably best known for the Street Fighter series, but Resident Evil sees the company take a whole new direction

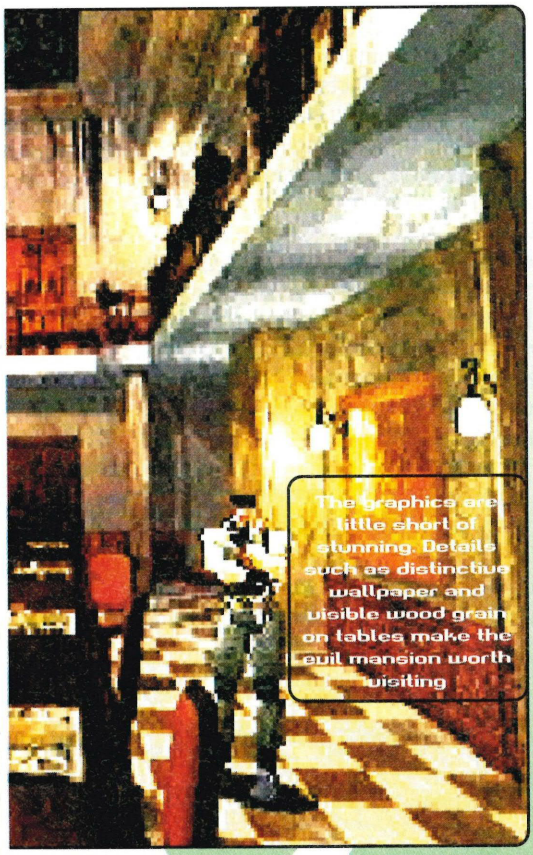


EVIL FACT...

Capcom's Shinji Mikami and co also invented soft SNES games Aladdin and Goof Troop

here

Alex Lee was petrified by Hammer Horror's Plague Of The Zombies, so he daren't even go near Resident Evil



The graphics are little short of stunning. Details such as distinctive wallpaper and visible wood grain on tables make the evil mansion worth visiting

Your ultimate goal, as the lone investigator of the Alpha Team, is to escape from the mansion while avoiding all the traps - such as crushing ceilings, poison gas-filled rooms - and enemies (described below). Some of the foes are so tough that the only way to progress is to show them a clean pair of heels. There's a choice of main character - (bloke) Chris or (chick) Jill - so the storyline can develop in two contrasting ways.

Zombies - both human and canine - crop up all over the shop to add to the fear factor. Just when you think nothing else can scare you, up jump a few giant insects and a man-eating snake to send shivers down your spine.

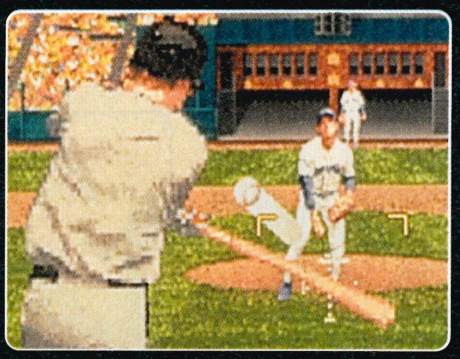
Shinji Mikami, Capcom's lead game designer, used the Italian horror flick Zombie as his main inspiration for Resident Evil. He was a bit gutted at some of the pointless plot twists and the poor quality action sequences in the movie, so he's decided to put things to rights in the game.

Fair play to the lad - he watched a movie that he liked and reckoned he could change it for the better. So what did he do? He made an interactive game out of it. See how it fares when it's reviewed next month.



Resident Evil





Time Warner Interactive, purveyor of the fine Striker '96 and primordial beat'em-up Primal Rage, is chipping away a niche for itself in the ever-expanding PlayStation software market

Three-Timi

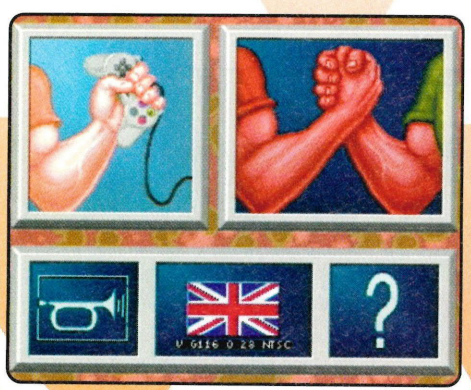
Return Fire should reach Britain in time for summer. The PlayStation version has a zoom mode to home in on the action, an improved radar system and a full-screen mode. Developed by Silent Software, Return Fire will have memory card compatibility, so there's no angry re-booting going on. Published on the 3DO by Prolific Publishing, Time Warner has bought the PC, PlayStation and Saturn rights.

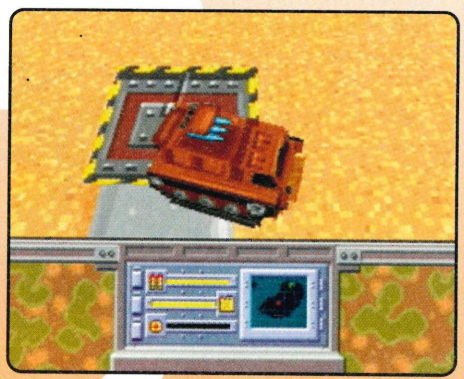
A military strategy game, the mission objectives are thus – the enemy's flag must be located, captured and returned safely to base. There's a single-player and a two-player option to attempt.

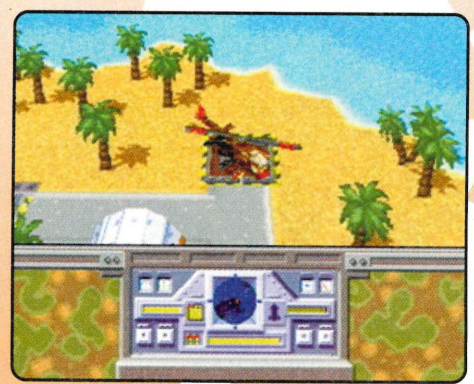
Lots of time has been spent on making the control system as simple as the game will allow. There's also some fine graphical detail, with spectacular helicopter splashdowns and crumbling battle-damaged buildings providing dramatic effects.

Differences between the various vehicles' capabilities go some way to providing gameplay depth. Helicopters fly around, tanks lumber around, armoured support vehicles breeze around, and jeeps speed around. Easy.

To create a dramatic war movie-style atmosphere, a load of classic compositions have been slung in. The Flight of the Valkyries, as popularised in the movie Apocalypse Now, and the William Tell Overture, a.k.a. The Lone Ranger theme, are just two of the awe-inspiring tracks. British release date to be confirmed at the LA E3 Show.







PO'ed pronounced *pee-owed*, rather than *poe-ed*, PO'ed is (another) 3D first-person shoot'em-up which features the amazing-sounding Infinite Directional 3D Play.

Players are lobbed unceremoniously into a hostile, futuristic world, with attacking aliens swarming all over the shop. Thankfully, it's not a case of taking 'em all on bare-knuckle-style, oh no. More than 10 weapons are available for mass alien butt-kicking purposes. There's a rocket launcher, an industrial-sized power drill, and every conceivable instrument of destruction in between.

On top of all this weaponry comes a jet-pack – optional of course – that allows the alien-flee-ers to breeze around in mid-air and avoid the inevitable harshpants, extra-terrestrial enemy fire.

Developed by Any Channel, PO'ed has a grand total of 25 top texture-mapped levels to explore. There are six degrees of freedom in the vast 3D worlds – put simply, players can rotate and look up and down in the quest to splatter alien scumbags.

The unique Missile Cam promises to be a bit of a treat. This allows players to seemingly ride on the nose of the projectile and steer it right into the ugly, deformed fizzogs of the alien adversaries.

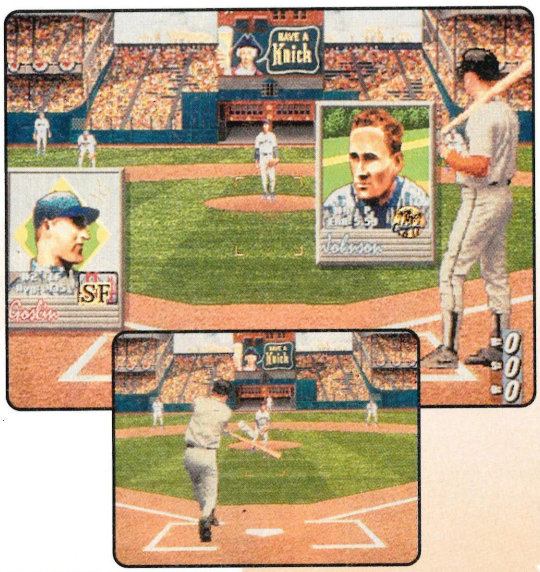
HOME RUN FACT...

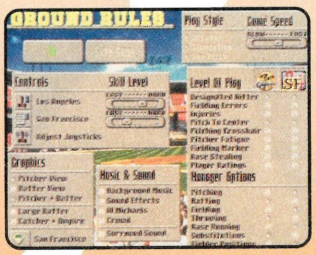
Cal Ripken and Babe Ruth are just two of the millions of famous baseball players who were saddled with stupid names at birth



n9

Alex Lee reckons baseball bats have only one use - smashing in the heads of ticket touts





Hardball 5 sounds like a futuristic Rollerball-type thang, but it's just baseball. What's going on here? I'm sure British software houses aren't flooding America with cricket sims, so why don't the Yanks just leave well alone?

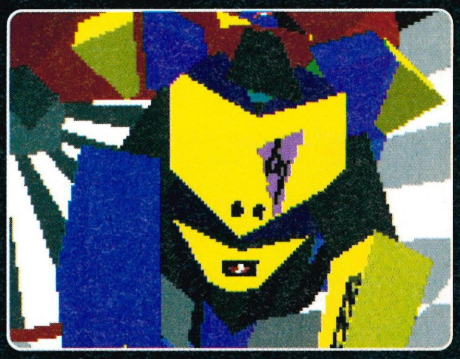
Time Warner reckons Hardball 5 will finally alter the British perception of baseball as a daft sport that is only good for providing the odd *camcorder catastrophe* on You've Been Framed.

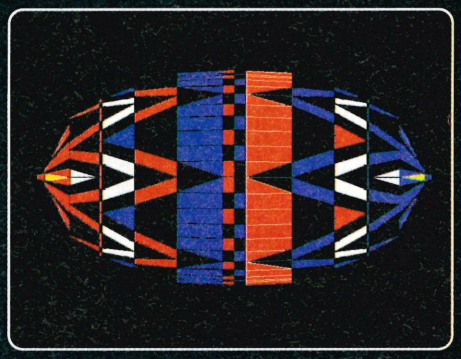
Including no less than 32-track digital sound and closest-to-the-plate graphics (we'll find out just what that means in time for the review), Hardball 5 intends to be a top-notch sim.

Over 700 real-life players are in the selection pool, and 28 stadiums provide a varied backdrop for the pitching and hitting action. Thrice national Sportscaster of the Year Al Michaels sticks his sampled oar in to confirm what exactly is going on in between the on-field pagga and frenzied tobacco-chewing.

As well as the current stadiums and players, 12 old-time grounds are in there, as well as 12 all-time legendary teams – the likes of which you'll only ever see in antique sepia-tinged cigarette card collections. For the proper blandster, 40-man rosters can be built up over full 162-game seasons. Aaaargggh!

Baseball fans will be pleased to learn that Hardball 5 will be reviewed in next month's mag.





Any self-respecting rollerskating freak will have at some stage wished they could take part in their very own 'Rollerball'. And now, thanks to the good people at Activision, they can

It's just not

You know that Coca Cola advert with the polar bears? It was done by an award winning art house called Rhythm & Hues, an organisation which has now turned its hand to creating a 3D sports simulation called Hyperblade. Activision is marketing the commercial release, and it is tentatively scheduled for September of this year.

Hyperblade is a fictional sport which takes in elements of ice hockey, rollerskating and footy, but it bears more than a passing resemblance to the cult 70's movie Rollerball. Hyperblade matches takes place in a *Hyperdrome*, where two teams of four battle it out for ultimate supremacy.

The final version of the game will allow you to pick from 12 international sides, or build a custom team of your own from a selection of over 30 different players. Once your blokes take to the arena, all you have to do is skate around with the ball and place it into the opposition's net. To do this you will need to take out your opponents and avoid a number of obstacles.

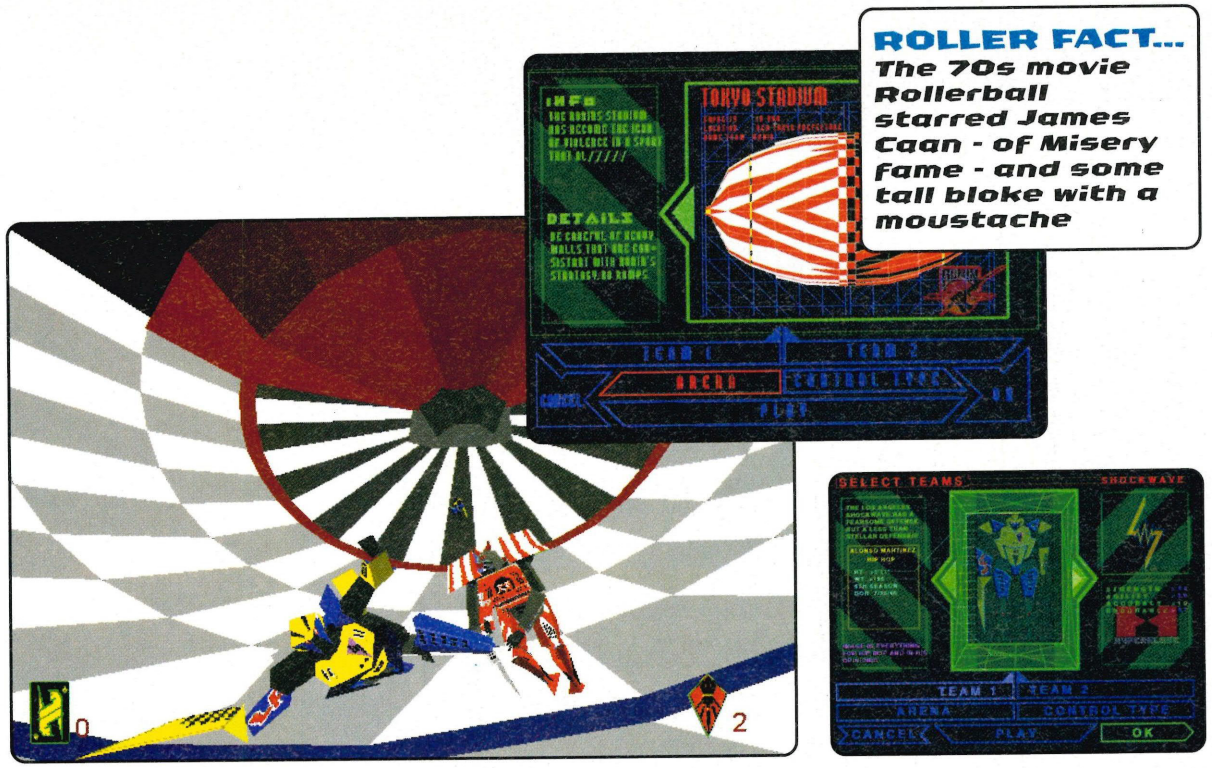
The 3D players' movements have all been painstakingly motion-captured and feature over 36,000 frames of animation. This includes the skaters' turns, kicks, flips, ducks and dives.

Each of the players can be configured to your own specifications, and your very own stunt attempts can be executed during the contests by hammering up the edges of the 'Drome and flipping 180 degrees to build up speed. This is particularly handy for knocking your

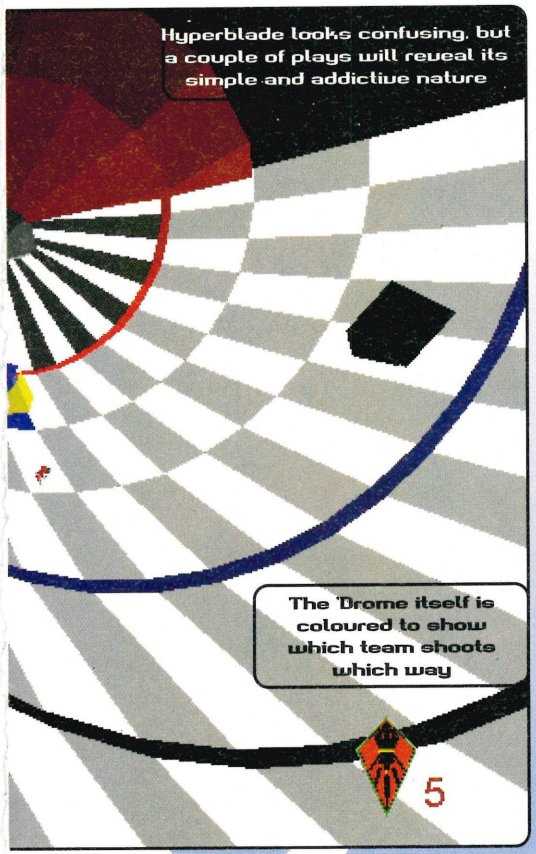


Success will be determined by the team you've chosen and your tactics

ROLLER FACT...
The 70s movie Rollerball starred James Caan - of Misery fame - and some tall bloke with a moustache



cricket!



If Hyperblade was a real sport, Andy Sharp wouldn't like to participate. He outgrew his rollerskates a long time ago

weaker, unsuspecting opponents aside for an easier advance on goal.

The arena itself is brightly coloured, with a number of obstacles such as ramps, slowzones, turnstiles and hurdles dotted around the place. How successful you are at negotiating these impediments is the difference between winning and losing - they can be either a help or a hindrance.

Incorporating some violence into the proceedings may not be a wise idea, but if you think about it, most sports have an element of physical contact.

Due to Rhythm & Hues' reputation in the field of live action commercials and computer generated imagery, hopes are high that Hyperblade will be a top quality product. At this very early stage there seems to be no reason for the company's reputation to be damaged.

For the eventual release, the gameplay will be polished and speeded up considerably. And once the fine tuning has been completed, there's no reason why this shouldn't be a classic.

Hyperblade
Also released on: PC CD-Rom





As far as the programmers of the Zork games are concerned, the PlayStation's time has come. Here's a brief look at what this expensive forthcoming Activision release has in store

Zork calling

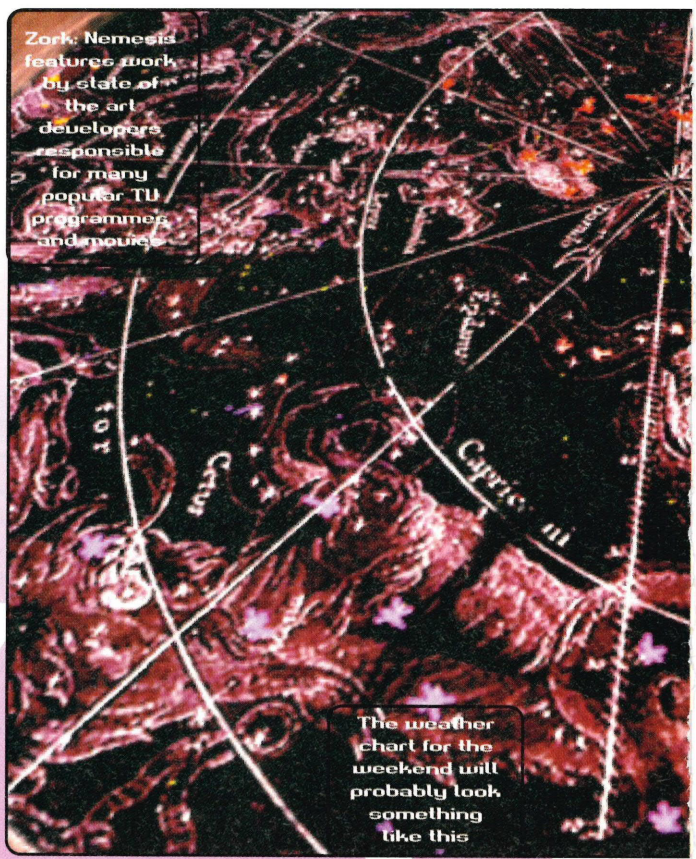
The Zork story began a long time ago - way back in 1977 to be precise - and, via the old BBCs and Amstrads of this world, it's now made it to the PlayStation.

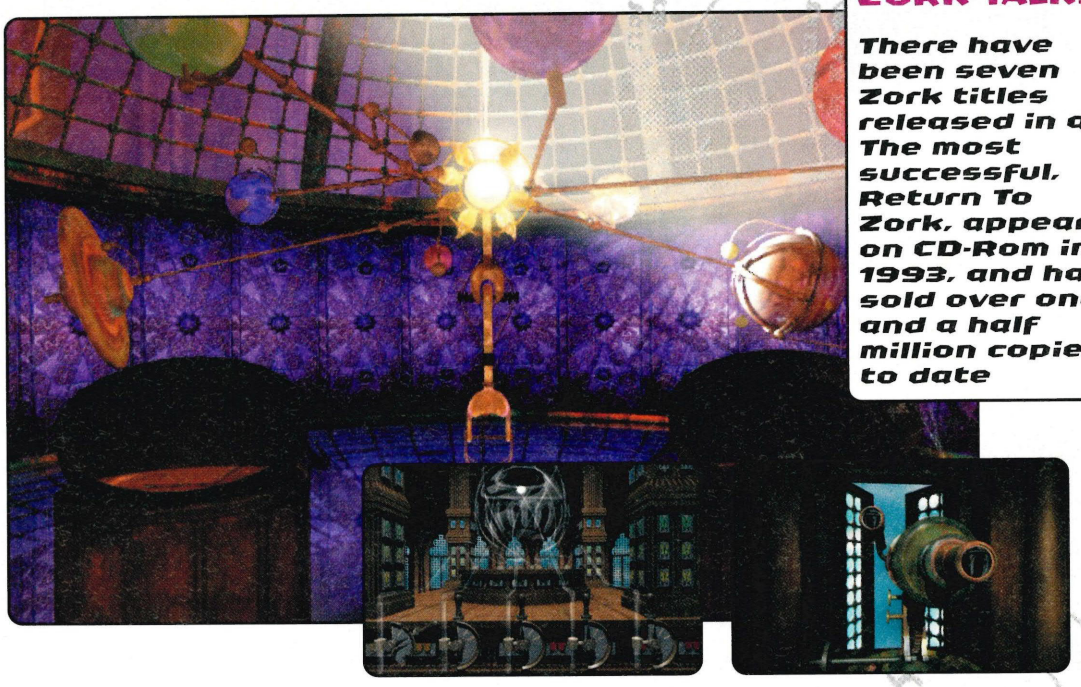
Due for an official Activision release in September, Zork: Nemesis features live action video sequences from such directors as Joe Napolitano, best known for his work on The X-Files, Murder One and Quantum Leap, amongst other things. The video sequences will feature a cast of 15 characters, 65 mind twisting puzzles, and a staggering 40 hours plus of gameplay. No mean feat.

With a release this grandiose, no expense has been spared in hiring the talents of the directors, designers, visualisers and screenplay writers. In all, over £2 million has been spent on getting everything up to scratch and running fluently.

When the final version of the game arrives, it will feature 3D surround graphics and sound. The idea is that this will enhance the player's feeling of being stuck in the centre of a strange underworld where things aren't as they seem. What's guaranteed is a plethora of puzzles. These will need to be solved before progress can be made through a desolate land ruled by an evil spirit known as The Nemesis.

The full release will contain five worlds, all created by Mauro Borrelli, a designer/director whose credits include Dracula, The Godfather III, and the naff but impressive-looking Batman Forever. The experience and



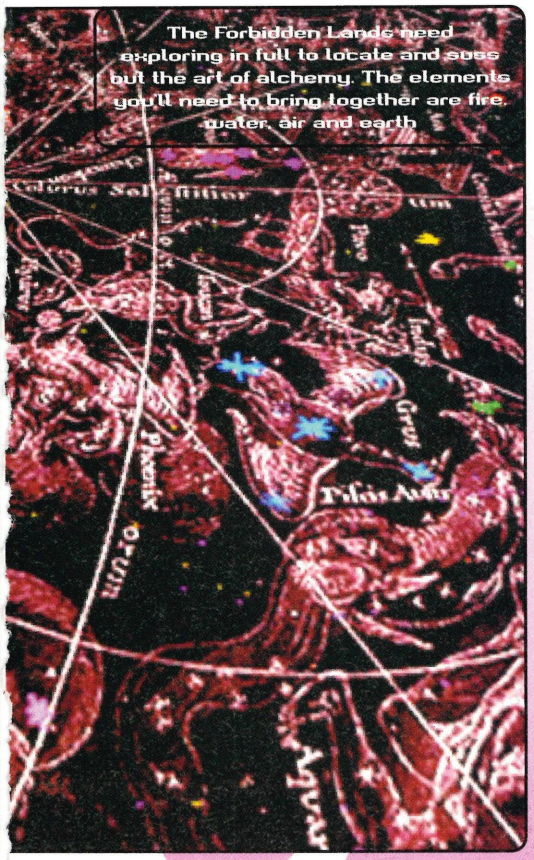


ZORK TALK...

There have been seven Zork titles released in all. The most successful, Return To Zork, appeared on CD-Rom in 1993, and has sold over one and a half million copies to date

Orson

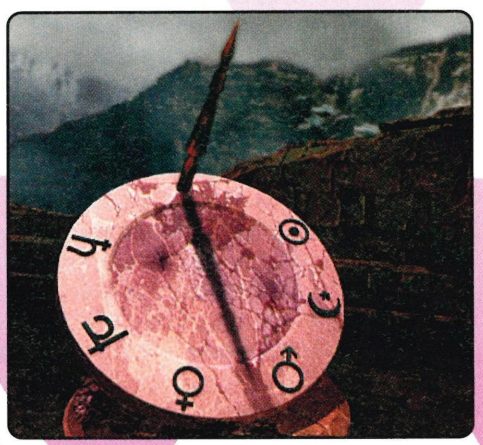
Andy Sharp once got lost in Tescos, and cites his resultant escape as his greatest adventure



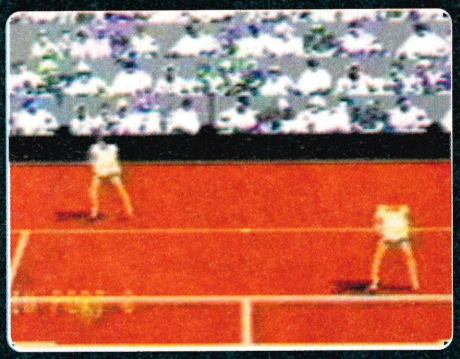
quality of the team involved in creating the five worlds and the hour of live video footage should give you some idea of the time and effort which has already been put into the project. On top of all this, Emmy Award winning art house, ReZ.n8 Productions, has been busy helping bring Borrelli's illustrations to life by creating pre-rendered 3D environments.

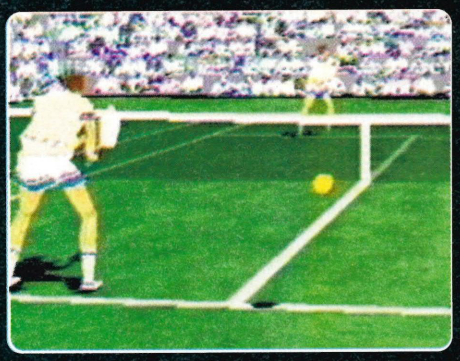
The basic idea of the game is to explore the darkest corner of the Great Underground Empire and release the four Great Alchemists from the curse of The Nemesis, who is determined to trap them forever in the Forbidden Lands. To do this you must discover the well-kept secret of alchemy, then master it to discover the Elixir of Eternal Life and find the secrets of the Forbidden Lands.

Zork fans and newcomers alike will want to take a closer look at this. No stone has been left unturned in any department of this adventure game, which should set the standard for all to follow. Check out the full review nearer the official release date for more information.



Zork: Nemesis
Also released on: PC CD-Rom





As usual, the best tickets for Wimbledon are already sold out, so Codemasters is in the process of creating a real alternative to being rained on and having to suffer the antics of spoilt prima donnas

Up yours, A

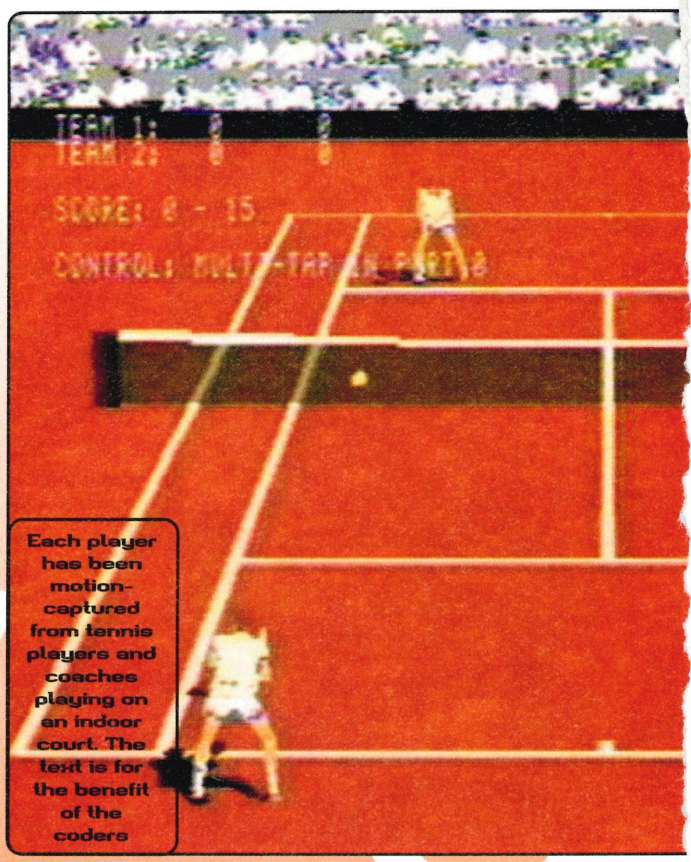
Sampras Extreme is set to follow in the motion-captured footsteps of the likes of Actua Soccer and Actua Golf. Gritty urban Yorkshire firm Gremlin isn't responsible for Sampras, however, it's the rural southern types at Codemasters who are serving it up from the quaintly named Lower Farm House in deepest Warwickshire.

Codemasters doesn't have in-house motion capture facilities, so the technology was flown in especially just to 'do' smiley boy Sampras and his opponents. Filmed at an indoor tennis centre with an eight-camera optical system, male and female tennis players and coaches had to perform hundreds of tennis shots.

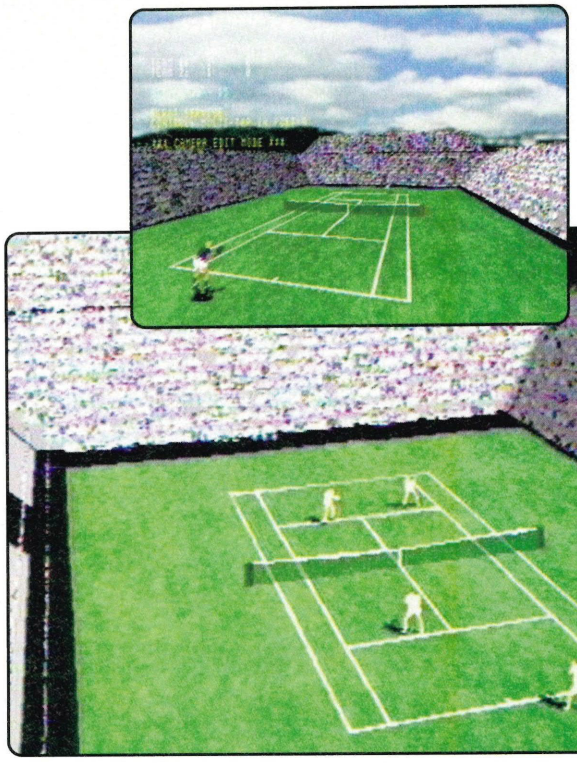
Reflectors fixed to various parts of the players' bodies were translated into motion data, and this was logged onto computer. This data was then transformed into simple models, then wire frames, then fully polygoned-up graphics. To create Sampras himself, the Codies developed a new technique combining artificial intelligence programming with accurate modelling.

When the game is finished, you'll face 24 opponents across a number of different locations. None of the courts are reproductions of real places, but the four Grand Slam stadia look pretty similar to their actual counterparts. A hidden concrete court is to be found in an American ghetto where instead of an umpire there's a beat box, and the players leg it if the feds turn up.

The seven-man development team spent beards playing popular console tennis games to see which

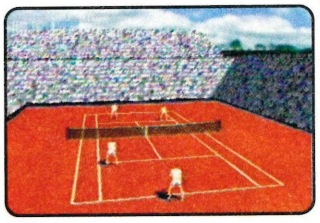


Each player has been motion-captured from tennis players and coaches playing on an indoor court. The text is for the benefit of the coders



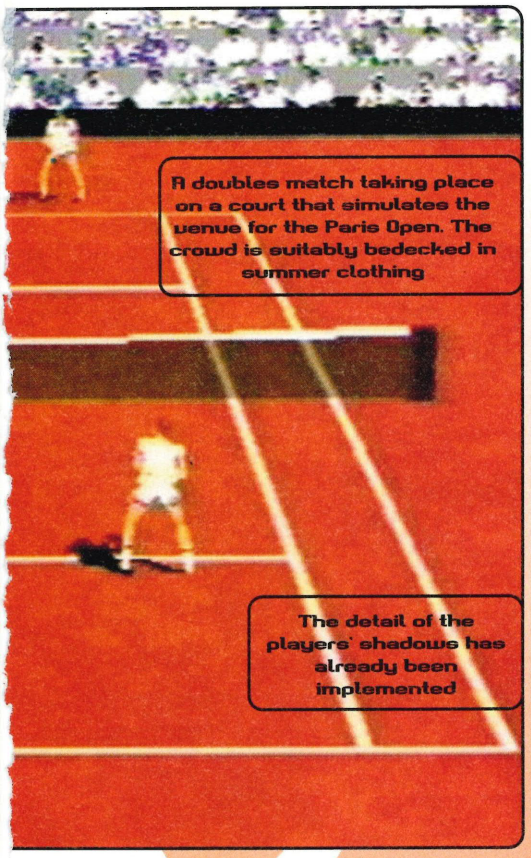
THE SAMPSTER'S CONSOLE HISTORY...

- Pete Sampras Tennis - launched June '94 on Mega Drive J-cart (four-player)
- Pete Sampras Tennis - launched August '94 on Game Gear. First portable game to feature two-player simultaneous action on one Game Gear
- Pete Sampras Tennis '96 - launched July '95, encompassing 5,000 frames of animation on a 16-bit cart



ndre

Alex Lee reckons the post bloke at work looks like Sampras, and therefore daren't play him at tennis



A doubles match taking place on a court that simulates the venue for the Paris Open. The crowd is suitably bedecked in summer clothing

The detail of the players' shadows has already been implemented

features had to be included and which could be improved upon. To this end, it's easy to hit the ball, but accuracy of shot placement is difficult to master. Instead of spending loads of development time on an unnecessarily long, memory-munching intro sequence, Sampras Extreme has been placed in the context of a Grandstand-style sports show.

Fictitious American ex-pro Jim Smash and English tennis official Major Duffer preside over the proceedings, and add some humour and context to the whole thing. The filming of this footage was a proper TV studio fest, with a TV production team ensuring that everything looked ream.

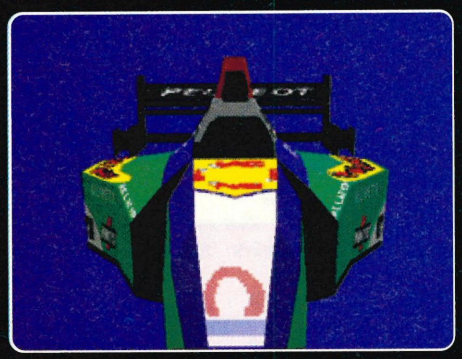
Sampras Extreme is still some way off being playable, but the control system for the serve and the multiplicity of camera angles, for example, have both been implemented. Individual player characteristics are coming along a treat too, with spectacular dives being one of the main applause-worthy movements.

On the subject of applause, there are 50 megabytes of sound samples. Hundreds of ambient crowd samples have been recorded, along with the sound of women's and men's shots (women tend to hit the ball softer). Jeering and umpiring decisions in eight different languages also add to the fun.

Due for a June release - to tie-in with the Wimbledon Championships - Sampras Extreme will signal the first volley of the PlayStation tennis war. Ocean's new tennis game is to join shortly after.

Sampras Extreme

Also released on: PC CD-Rom





What's this? A game good enough to warrant two previews in as many months? Psygnosis's second wave of PlayStation releases is to be spearheaded by what is already the best racer around

Secret form

Formula One racing is surrounded by one of the biggest myths in sport – people think it's exciting to watch. No it isn't. Two hours watching personality-less men driving cars around a track in something akin to a procession is not my idea of fun. If you're lucky you'll get maybe 30 seconds of excitement in a whole race, more if there's a particularly juicy accident, but on the whole, that's your lot. But for some reason, hundreds of thousands of people turn up to watch it live every year (even more boring because you only see each car for about five seconds a lap), making it one of the most popular 'sports' around.

Now I'm sure that actually taking part in a race is another matter entirely, and that's why my hatred doesn't spread to games based on the thing. We know that F1 from Psygnosis was previewed last month, and that it's unusual for us to look at something twice before it's finished, but I assure you we're not just filling space. There are differences and improvements worth pointing out. For starters, we've actually played the game now (last month's preview was done from screenshots and information obtained from the programmers), albeit in a very incomplete state, and it's got us worked up into a bit of a lather.

F1 features all the drivers from the 1995 season and all the circuits (which were remodelled from hundreds of hours of video footage painstakingly shot at the actual places). There are also two distinct gameplay



Obviously you won't be able to drive from this view, but the TV camera mode makes for spectacular action, especially in link-up mode



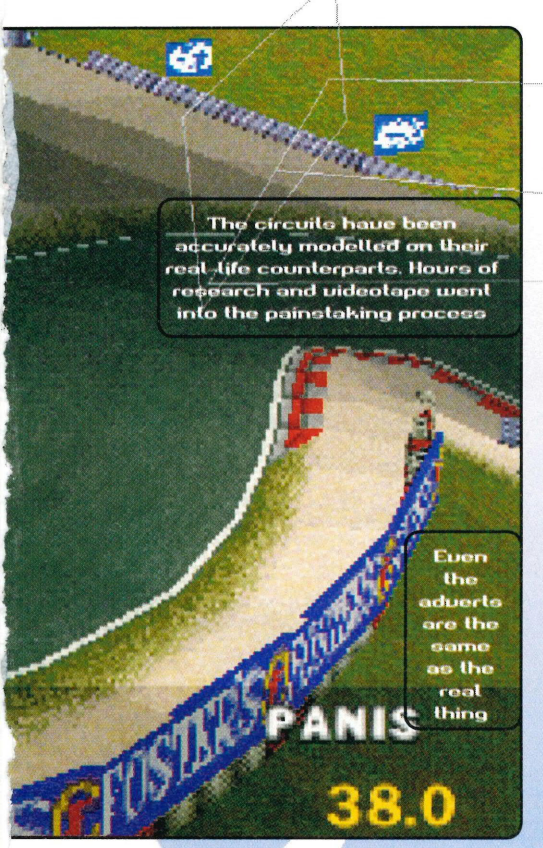


MURRAY WALKER FACT...

Despite his obvious boyish enthusiasm, motor racing 'aficionado' Murray Walker is in fact an astonishing 72 years old. This goes some way to explaining the ludicrous number of mistakes in his commentaries

ula

Steve 'Ghoul' McNally likes nothing better than a pile up at the first bend of a GP. This means he doesn't have to watch the rest of the race

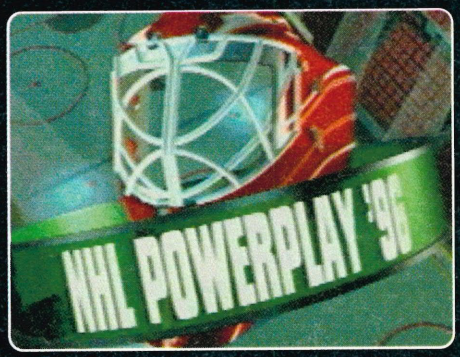


styles - arcade and simulation. Arcade is straightforward Ridge Racer-style racing, where you can really chuck the car about, slam into barriers, other cars etc, and perform unrealistic manoeuvres such as power slides and so on. Simulation is a little less forgiving, and allows you to drive anything from a single race to a full length season if you so wish. Careful driving plays a much more important role in the simulation option, as does the car's set-up.

Only the arcade mode is in anything like a finished state at the moment, but if Psygnosis chose to release the game tomorrow, I doubt there would be many dissenting voices. Twenty six fully modelled formula one racing cars and some amazing looking scenery can occupy the screen simultaneously without even a hint of any slow-down.

The cynics amongst you may think that this effect has been achieved by slowing the game down anyway so as to give the processor more time to think, but you couldn't be more wrong. When you're doing 280kph down the straight, it actually feels like 280kph. As you can see from the pictures, graphical excellence hasn't been sacrificed either, so it must simply be down to good programming.

F1 is going to be huge when it's released in July, and with sequels to both Wipeout and Destruction Derby also in the pipeline, Psygnosis is way out in front of the competition.





The world's most violent (legal) sport is slicing through the ice to a PlayStation near you. Enormo-software house Virgin is the purveyor of the first PSX blood 'n' blade'em-up

Puck off

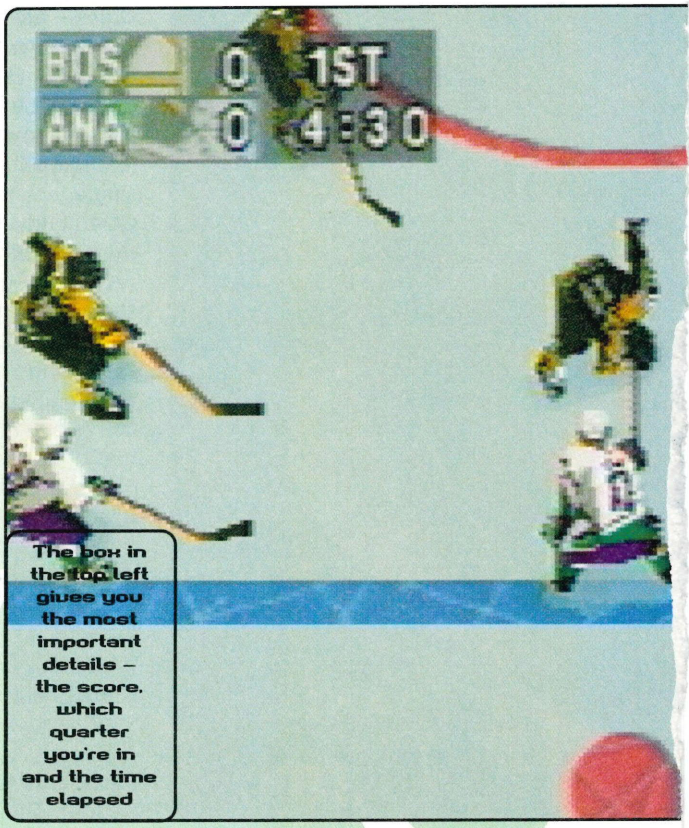
Recent newspaper and magazine reports (this is being written on March 14) suggest a huge increase in the popularity of ice hockey in this country. My local side, Manchester Storm, often pull in crowds of over 7,000 at the Nynex Arena. Considering the club was only formed about a year ago, that's some going.

With high-profile sides such as the Fife Flyers and the Durham Wasps – the latter now owned by megalomaniac Newcastle United and Newcastle Gosforth chairman John Hall – also on the up, the time's right for an ice hockey game on the world's number one console.

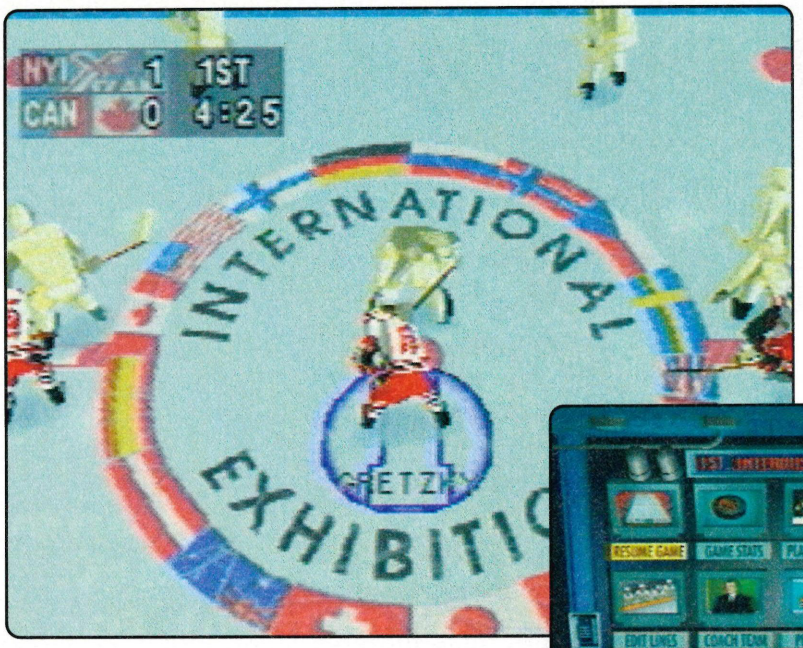
Although Powerplay Hockey doesn't stick its puck out by adding British sides to the Yankee mix – the mass market for ice hockey is still very much in Canada and America – hopes are high for strong sales figures this side of the Atlantic.

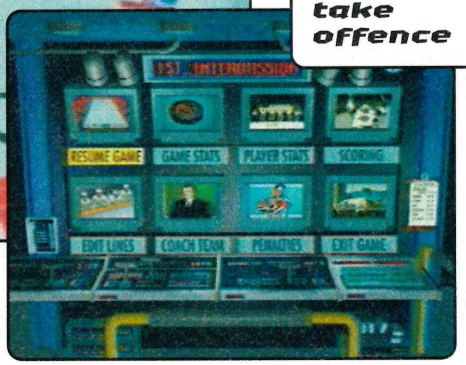
Electronic Arts' Hockey on the Mega Drive sold by the rinkload, and remains one of the definitive post-eight-bit sporting simulations, but Virgin's latest should send EA Hockey into the sin bin once and for all.

Like the excellent Actua Soccer (Gremlin) and Adidas Power Soccer (Psygnosis), the players have been motion-captured from real-life professional sportsmen to provide the ultimate in team versus team realism. Powerplay Hockey is also to boast an incredibly high level of artificial intelligence (AI).



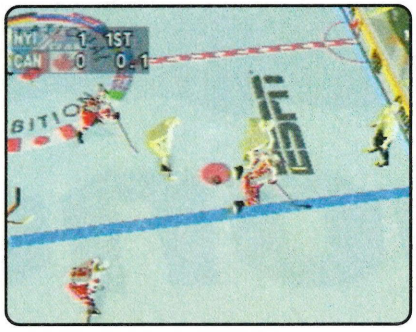
The box in the top left gives you the most important details – the score, which quarter you're in and the time elapsed



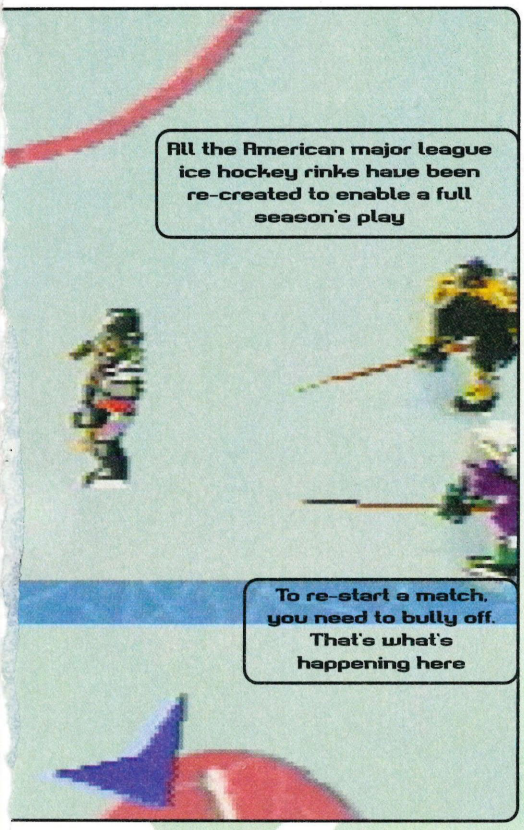


ICE HOCKEY FACT...

When the referee yells Puck off! at the start of an ice hockey match, you shouldn't take offence



Alex Lee took his skates with him to the ice rink, but the receptionist wouldn't let him in because of the fishy smell



All the American major league ice hockey rinks have been re-created to enable a full season's play

To re-start a match, you need to bully off. That's what's happening here

The development mullers at Real World Sports are happy to report that the motion-captured players not only skate into the right positions for offensive and defensive moves, but they can also look after themselves during in-game brawls!

With the aid of a multi-tap, five play modes allow up to six players to skate, slide and skid around simultaneously, although the aforementioned AI will mean that a single-player game will be every bit as enjoyable and competitive as multi-player battles.

As with any sports game aimed primarily at the Yanks (and idiots like PSX-Pro's very own Paul Roundell who have an unhealthy obsession with everything American), Powerplay Hockey is a statistics fest.

An instant replay mode, which sounds much the same as Adidas Power Soccer's, allows players to look at any in-game incident from any angle and at any speed they so desire.

All the rules are configurable too, so there's a mode for everyone - from those who reckon 'icing' is what you get on a birthday cake, to nibbers who know what type of athletic support ice hockey stalwart Wayne Gretzky uses.

Powerplay Hockey is due out on the PlayStation in June, but as always, don't hold your breath. Release dates given out by software houses these days are about as reliable as the rhythm method.

Powerplay Hockey

Also released on: PC CD-Rom & Saturn





It's the future, and things have changed. There's a new god, and he's a sweaty, lardarse pervert with a penchant for great big jugs. Yeah, so what the hell's wrong with that?

Metal bonc

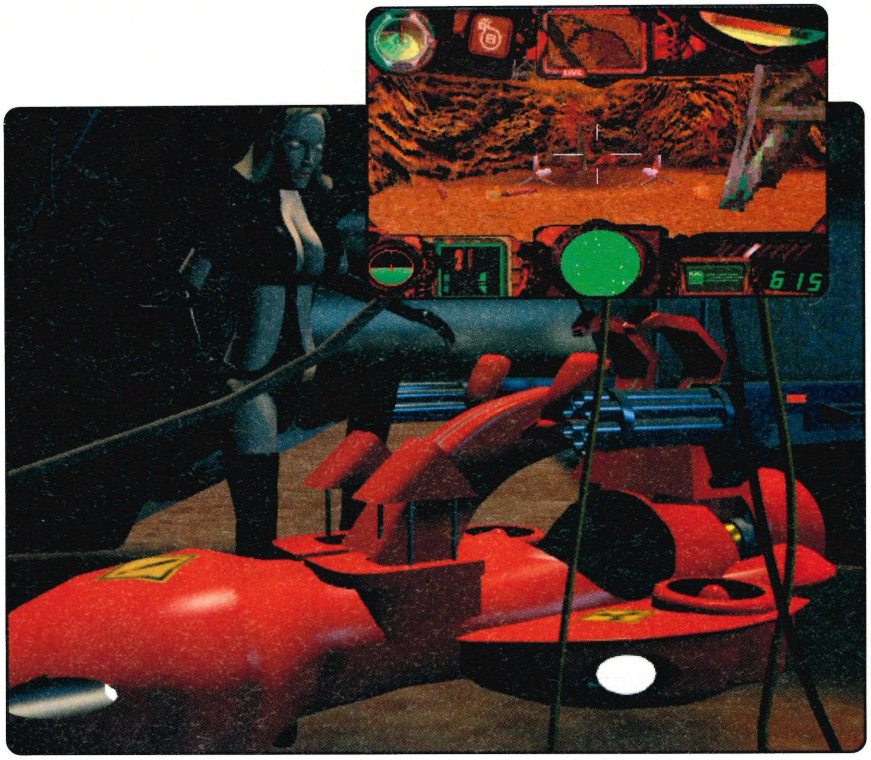
Blam! Machinehead is a game set in a very scary future. Not scary because aliens have taken over, or because nuclear armageddon looms or anything like that, but because, in Blam! Machinehead's version of the future, women are the heroes. In this case, the do-gooder is Dr Kimberly Stride, a lady of impeccable credentials both in terms of academic prowess and chest size, the latter of which is without doubt the more impressive.

For me, it's much easier to associate with her arch-nemesis, Tony 'Flabby' Defresco, a chap who, because of his general aesthetic unpleasantness, finds it hard to attract women who enjoy the kind of chest appendage sported by Dr Kim. Sick of his lack of female magnetism, the computer pseudo-genius sets about reconstituting his DNA to make himself muscular and sexy – in short, a ladies' treat.

Pear-shaped is the way it goes, and soon enough Earth becomes home to all manner of strange and scary hybrid creatures inadvertently spawned by Flabby's reckless experimentation. His so-called 'Machinehead' virus is out of control, and the planet, as you'd expect, is under threat.

That's where Kim comes in and the story begins to get a little murky. Before too long she finds herself strapped into a phallic craft (kind of gives the word *cockpit* a whole new meaning), hurtling through a futuristic landscape in search of the Machinehead Core. The craft, of course, is controlled by yourself, in a game





MACHINEHEAD FACT...

A factory owner in Paul Roundell's home town was imprisoned for involuntary manslaughter in 1993, after a worker died when his head was mangled in a machine fitted with inadequate safety equipment



The best example of machine head that Paul Roundell can think of was in a 70's sci-fi film featuring sexually active androids



Fortunately for Dr Kim, her ample frontage rarely causes a problem in these cramped conditions

which the people at Core Design describe, bizarrely, as Comic/Sci-fi.

At its heart, Blam! Machinehead is a shoot'em-up – and a 3D one at that – which sees you take control of a ship not entirely unlike the craft in Descent. All you know is that you're flying around somewhere in the former United States (not too sure how it earned its *former* status – maybe the population got so obese from burger abuse that they exploded en masse).

This ex-USA land mass is now known only as *The Grid*, a wildly complicated sprawling mixture of future and present, and it's this across which you hammer (as a bird) in your mucky-looking craft.

Core has determined that the gameplay will combine the shoot'em-up element with a fair degree of strategy, and that the product will encompass, *A groundbreaking graphical look and feel*, due to the massively powerful Silicon Graphics machine upon which the game has been created.

Blam! Machinehead is viewed from a first-person perspective, as you can see from the screenshots, but an external viewpoint is currently being tinkered around with by the programmers.

The craft's speed of movement is yet to be finalised, though the game lends itself to a slightly more ponderous approach than the labyrinthine Descent. However, Interplay's finest is a whole different kettle of fish to Blam!, therefore it isn't strictly fair to compare the two. So we won't.

Blam! Machinehead
Also released on: PC CD-Rom & Saturn

We like a good tune as much as a good game at PSX-Pro, it's just a shame that the two seem to go together so rarely. In this age of videogame revolution, why has the music been left lagging so far behind?

It all soun the

Videogames and videogame technology have come so far in such a short space of time, it's almost inconceivable. In just over a decade and a half we've gone from bouncing a square ball off a thick, movable line, to the ultra-realistic, massively complicated delights the publishers continually put before us today.

Compared to most other popular forms of entertainment, the rate of progress has been nothing short of phenomenal. Take television for instance. In the 70 years or so since the first TV sets were available, the only notable advance has been the switch from black and white to colour pictures, and with 'smell-o-vision' only a distant dream at the moment, it looks like it'll stay that way for quite some time.

So pats on the back all round then for the corporate giants who are constantly pushing back the limitations of videogaming. Now if only the developers would make full use of the gaming machines' capabilities all the time, everyone would be happy.

Forget flashy graphics and complex game designs for the time being - I've no gripes along those lines - it's something else which irritates me.

If I was asked to rate the most important aspects of a good game, it would have to be gameplay first, imagery second and soundtrack third. And it's this last part of the equation which, in the majority of cases, is so far short of the quality mark set by the other two that it's almost criminal.

Sometimes I find myself wondering whether the publishers get to the stage where they're happy with the game and are just about to send the CD away for duplication when some bright spark says, *Hang on, I'm sure we've forgotten something. I know! The soundtrack. Never mind, we'll get Dave from the testing department to knock something up. He'll be alright at it, he's always listening to one of those Walkman things.*

There's no disrespect intended to the many software company 'musicians' who've done a fine job in the past, but things are constantly moving on, and the distinct lack of quality music in games is showing up far more glaringly than it ever has done in the past. The time has come for the professionals to take over the reigns, and for the tunes which accompany the new breed of games to be of commercial release quality.

After all, I doubt whether anyone would ask Noel Gallagher to code up a few routines for a new platformer or racing game, so why are programmers asked to write music? It just doesn't make sense, especially now the games are on CD.

This neglect has only really been brought to the fore since the launch of the PlayStation. That's probably due to the fact that Sony also happens to own one of the biggest record labels in the world and can easily dip into its back catalogue with the minimum of expense, as obviously happened



Wipeout has even spawned a CD



It's funny how the most successful games so far all seem to have had music tie-ins

ds same

Steve McNally thinks it's time for change

Orbital

with Wipeout. For those who don't know, this was probably the first game to use music by 'proper' groups as in-game tunes. It worked a treat and spawned a compilation album release, but even this had its problems.

The album featured 12 tracks by well known artists, but inexplicably the game only featured three of these. The rest of the in-game music was provided by Psygnosis's own in-house music maestro, and while it was a valiant effort by the lad, it was very easy to distinguish his work from the tracks provided by the likes of Leftfield and The Chemical Brothers. Sony obviously thought so too, hence the album release - officially called Wipeout: The Music - containing nine totally unrelated tunes.

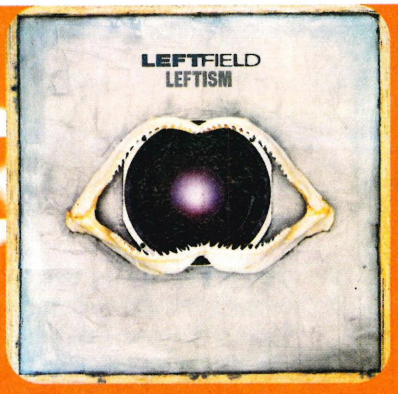
For my money it would have been far better for all of the music from the CD to have been used in the game, and I've yet to hear a satisfactory explanation as to why this wasn't the case.

Obviously not every PlayStation release is by Sony, and the smaller software companies may struggle to sign up the big name bands, but there must be ways around it. And to be honest, it's not really our problem how they do it. After all, we're the ones who are being asked to hand over 45 quid a time for the privilege of playing their games.

Perhaps some sort of deal could be struck with Sony. It would be as much in their interests as the third party developers' to see PlayStation tie-ins with top music acts, so a bit of mutual co-operation wouldn't go amiss.

Gremlin managed it with Loaded's Pop Will Eat Itself tie-in, and the music from Core Design's Shellshock was so good it was doing the rounds on vinyl long before the game was even close to completion.This proves that it can be done with a little effort.

In-game music has been an afterthought for far too long now, and I'm fed up with the same old 'plinky-plinky-beep-beep' computer music that sounds as though it's been cobbled together by ham-fisted amateurs. Most of the time it's so dire that your brain subconsciously shuts it out and you end up not even hearing it.



Sony's comprehensive back catalogue should help facilitate games/music tie-ins

Just sit down with your PlayStation and your favourite game for five minutes, and actually force yourself to listen to whatever musical atrocity is warbling away in the background as you play. I'm sure that if you do, you'll soon be thinking along similar lines to me.

As far as I'm concerned, the sooner professional musicians begin providing recognisable music for videogame soundtracks, the better. Surely it can't be too much to ask. Can it?



Techno gurus Orbital undoubtedly helped boost the sales of Wipeout

Dear PSX-Pro

I've been reading various games mags for over 10 years now, but nothing has ever prompted me into writing to one. Until now that is. After reading your review for Worms, I decided to buy it and wasn't disappointed. With four mates battling it out over various terrain, the hours simply fly by.

During one particularly ugly battle, an idea suddenly hit me. Among the bonus items within the weapons crates could be *magic powder*. Upon receiving said magic powder, the player would then be able to sprinkle this over the gravestone of a dead worm, miraculously bringing him back to life. During frantic bouts of action, players often forget where their worms have met their maker. This introduces a risk element to the game. For example, a worm from the opposing team may be accidentally brought back to life.

I hope you agree that this is a fantastic idea which would prove to be a lot of fun. Perhaps you could pass this idea on to the games developers. Finally, I must congratulate you on a great mag, especially your feature on Worms. Most inferior mags would simply have opted for a player's guide, but including the tactics employed by the games creators really added an extra dimension to the article. You have another satisfied customer whose subscription money is on its way as I speak.

James Holden, Bingley

PSX-Pro replies

It's always refreshing to receive a letter from someone who's actually bothered to read the mag, James. The magic powder's not a bad idea of yours. Paul's going to see Team 17 soon, and by the time you read this he'll have passed on your suggestion to Andy Davidson. New elements currently being tried out for Worms 2 are interactive landscapes – where battle-damaged scenery doesn't defy gravity – and, bizarrely, old ladies in boats that float around the screen. Check the news pages for further details.

Dear PSX-Pro

I would like to say that I wish the Sony PlayStation bosses would make a game similar to Sensible Soccer – a game that ain't all action, but tests your managerial skills of football. Sensible Soccer is great on the PC, so why are PlayStation owners missing out?

S Yeats, Islington

PSX-Pro replies

Time Warner, who published Sensible World Of Soccer on the Amiga, has told PSX-Pro that the Sensible programming team is currently working on *Sex 'n' Drugs 'n' Rock 'n' Roll* and *Have A Nice Day* for the PlayStation. When those two projects are finished, Sensible Soccer is a possibility.

Dear PSX-Pro

Great mag, guys! Because it's not published by that lot at Future Publishing who have contributed to *an over-populated computer mag market* by knocking out the same crap under a different name.

I think the ratings system should remain based on a marks out of 10 basis. I mean, c'mon, a games review is not meant to read like something from What Car magazine.

The PlayStation is a fantastic machine with games that should have been around years ago. At last someone is listening to the games-playing fraternity and allowing developers some form of freedom to create products tailored to consumer demands.

The basic elements are being polished up fantastically, and the end users are witnessing incredible atmosphere, refreshing music – instead of the drone-tone that used to be pushed as state of the art SFX – and playability that involves the fusion of mind and fingers.

The concept behind the games may not be original, but as long as programmers can throw in the right magical stuff and keep us hooked, what else matters? After all, punters will pay a high price for a game if they are going to be entertained and have fun. If games are too difficult, people will get fed up with re-doing the same levels. Judging by the demand for cheats, there are either a lot of rotten games-players out there, or some very frustrated ones.

At last, someone games-playing fra

We, the public, have opened our mind to the power of the PlayStation. Can Sony open its wallet and further invest in its fanbase? Will Sony have any special regional games-playing events in 1996 to keep the momentum going?

Violence is human nature – it's in our genes – and scapegoating games does not solve anything. Those who voted for the Tories are to blame. It is they who are trying to censor games and soften their appeal to that of a cuddly bear.

Tariq Aslam, Edinburgh

PSX-Pro replies

Respect for the forthright and informed opinions, Tariq. You may now get off your soapbox. Unfortunately, Sony has no plans as yet for any gaming events.

Dear PSX-Pro

I would like to know how I would be able to work in computer games

testing when I leave school this summer after taking my GCSE exams. I have already passed my maths exam, but are there any other specific qualifications I will need? Thank you for helping me with this matter.
James Darling, Warley

PSX-Pro replies
The play-testers we've met in our time have been a right mixed bunch. There aren't any specific exams you need to take, or any qualifications that will set you apart from the rest for that matter. Here are a couple of addresses you could try writing to:
Elite Systems Ltd
Anchor House
Anchor Road
Aldridge
Walsall
WS9 8PW

CentreGold Ltd
Cuckoo wharf
1-4 Lichfield Rd
Aston
Birmingham
B6 7SS
Good luck with your future endeavours, James.

Dear PSX-Pro
Seeing as I asked you to write no waffling bish in your reviews, I felt it appropriate to write no waffling bish in my letter to you. However, it seems I have failed miserably to achieve my aim and consequently written a lot of bollocks in my first paragraph. Sorry.

In reply to your Forum (ish 4) I believe the only Olympic event should be the *Toilet Challenge* that Paul Roundell strived to be so successful in at school. No doubt Mr Roundell could teach you his techniques whilst he is overcome with nostalgia.

Talking of Mr Roundell, I believe he is unfairly abused by readers and his fellow reviewers, so I have set up a SAPS-type association called PRAT. That's *Prevention of Roundell Abuse and Teasing*.

Hopefully this will gain the support of PSX-Pro readers who believe Mr Roundell has received more than his fair share of abuse.

Finally, if possible, I would like to see previews of Rollcage, Command & Conquer and Onside. Thank you very much. You are all very kind and lovely people.
John Galvin, Leeds

PSX-Pro replies
There's a very good chance that you'll find Onside in this month's preview section. Rollcage and Command & Conquer will be looked at once they're in a state we consider previewable, and Roundell will keep on being abused - he needs it.

Dear PSX-Pro
Having read your mag, I have now defected from the Sega camp and bought myself a PlayStation. I loved, and so did my three-year-old son, the sound-to-light on the demo disc. My son liked it so much that in an attempt to set the PlayStation running, he broke the disc and also ripped up my instruction book in the process.

Is there any way you could get hold of a copy of the disc (and maybe instructions) to make our house happy again?

Your idea of a coverdisc is excellent, and I for one will definitely buy it. With the high price of software, I can't afford to buy many games, and I'm sure it will help me and other readers make the right choice first time (and not waste money).
David John Potts, Stockport

PSX-Pro replies
All we can advise is that when you use the demo disc with this issue, you keep an eye on your son. It's not our policy to give out discs to solve domestic nightmares, but you could always ask the people at Sony. They've got a lot more money than us.

Dear PSX-Pro
1) You say that in issue five you will be giving away demo discs. Will this continue?
2) Have you ever considered a spot in your mag for the readers to exchange, buy or sell consoles or software? Thank you very much for your time.
Glenn Harding, Essex

PSX-Pro replies
1) The demo discs will continue as long as software houses who have compiled demos support us, and as long as they can be duplicated in time to meet print deadlines.
2) If there is sufficient demand for such a page, we'll do it. Let us know what you think, readers.

is listening to the
ternity'

NIMROD OF THE MONTH

Dear PSX-Pro
I am writing to you about you competition on your first issue and you say everboby a winner and I won JACK and Jack just left TOWN mate I WAS upset about this but you CAN MAKE me happy buy SENDing me same POSters or a TEAM 17 mug please. THANK YOU.
Paul Troop, Bristol



PSX-Pro replies
Will a can of Nimrod *new improved* fish flakes do?

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

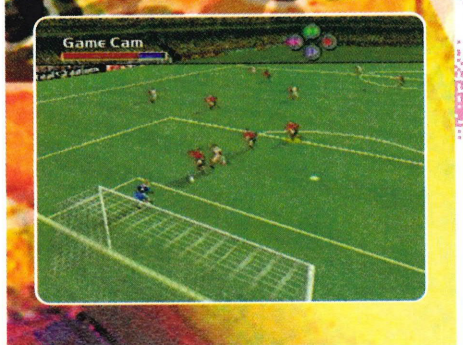




Actua Golf course discs - more courses to follow soon after the release of actua golf - Gremlin
Actua Soccer (PSX3, G.O.M. 9/10) - footy game using digitised chris woods and andy sinton - Gremlin
Actua Tennis - betty stove and fred perry are motion-captured, commentary by cholmondley-warner. maybe - Gremlin
Adrenaline Factor - cyber-punk strategy/shoot'em-up
Adidas Power Soccer - fine footy game - Psygnosis
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 Trilogy - scary bloke in alien costume - Acclaim
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 (PSX4, 8/10) - 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 - Takara
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 - ghost film licence - Interplay
Castlevania - The Bloodletting - all-new dracula epic - Konami
Championship Pool II - updated pool game - Mindscape
Chaos Control - get in charge of a mess - Infogrames
Chronicles Of The Sword role player - Sony Interactive
Cool Spot 3 (Spot Goes T Hollywood) - red pill grov arms and legs - Virgin
Cosmic Race - fast but tc hard to control - Neorex
Creature Shock - scary monsters and super creep (developed by) Interactive Studios
Criticom (PSX4, 7/10) - spin-around 3D fighter - Virgin
Cyberia (PSX4, 8/10) - 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 (PSX-Pro4, 8/10) - 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
Descent (PSX5, 8.5/10) - fully immersive spaceship thang - Interplay
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
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 Pinball - another piece of wizardry from Electronic Arts
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



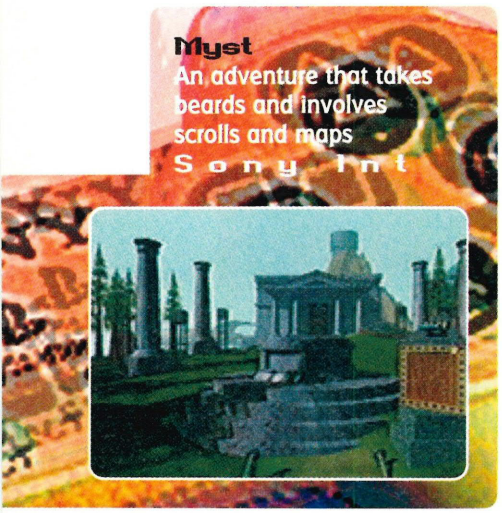
Firo & Klawd - hilarious rpg with a cat in it - BMG
4x4 Gear 'n' Guts - off-road racing - ASC
Fox Hunt - interactive movie game - Capcom
Frank Thomas Big Hurt Baseball - baseball sim using real human bone movements - Acclaim
Freelancer 2120 - strategic cyber-punk action in realistic power-packed adventure - ASC
G-Police - 3d futuristic rozzer sim - Psygnosis
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
Gex - (PSX5, 8/10) gecko lizard swiping tail to music in platform scenario - Crystal Dynamics
The Great Game - spy adventures with real actors - Activision
Gunbird (PSX5, 5/10) - standard shoot'em-up - Psikyo
Gunners Heaven - standard platform/shoot'em-up - Sony
Harbinger - action game using live action video - Mindscape
Hardball 5 - violent futuristic american football-type thing - Time Warner
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
Have A Nice Day - or 'sim america' - Time Warner
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
Hive - bee'em-up - Funsoft
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
In The Hunt (PSX4, 5.5/10) - pump shoot'em-up - (surprise) THQ



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
Magic Carpet (PSX5, 7.5) - rug'em-up - Bullfrog
Marco Polo - re-live his epic, yet rather cold, adventure - Infogrames



Mazin Mahjong - what's the fascination with tiles? - Sunsoft
Metal Jacket - mechwarrior with buttons on - Sony
Mickey Mania (PSX5, 7.5/10) - half decent platformer
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
Motorcross - get all dirty on a bike - Time Warner
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 (PSX5, 7.5) - amazing 3d version of pc classic rpg/adventure/ puzzle/ strategy - Sony Interactive Europe



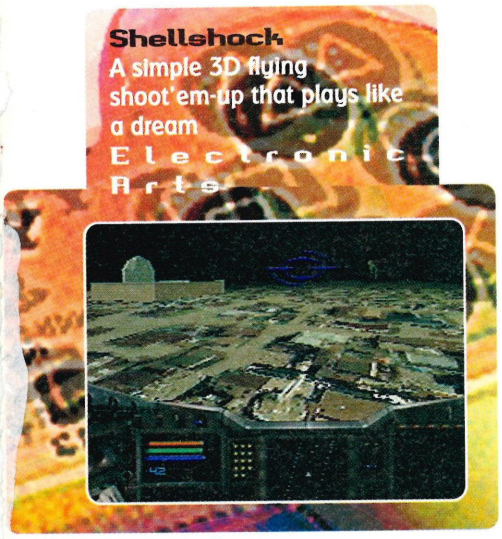
NASCAR Racing - incredibly popular pc game - Virgin
Namco Museum Vol One (PSX5, 8.5) some old arcade classics stuck on a playstation disc. Not that bad an idea - Namco
Namco Museum Vol Two (PSX5, 6.5)- some more old arcade classics stuck on a playstation disc - Namco
NBA In The Zone (PSX5, 8.5) - 3d polygon basketball sim - Konami
NBA Jam Tournament Edition (PSX2, 8.5/10) - arcade-perfect basketball - Acclaim
Need For Speed (PSX5, 8.5/10) - quick as you like split-screen racer - Electronic Arts
NFL (Working title) - american footy programmed by original madden programmer - Konami
NFL Quarterback Club '96 - life-like american footy sim - Acclaim
1996 Football - work it out for yourself - Time Warner
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 (PSX4, 5.5/10) - stomach-churning jumps over alien landscapes - Crystal Dynamics
Onside - footballing fun for all - Elite
Overkill - gory military isometric view action game - Konami
P.O'ed - weird puzzler - Time Warner
Panzer General (PSX4, 7.5/10) - ssi war game - Mindscape
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 (PSX4, 6.5/10) - many-faceted shoot'em-up - Sony
Power Hockey - playstation answer to ea hockey - Virgin
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
Resident Evil - tremendous adventure epic - Virgin



Return Fire - guns 'n' all that lot - Time Warner
Return of the... - tough guy with nunchukas - ASC
Ridge Racer (PSX1, 8/10) - racing conversion - Namco
Ridge Racer Revolution - (PSX5, 8.5/10) - another racing conversion - Namco
Rise 2: Resurrection (PSX4, 7.5/10) - this time the robots can jump over each other - Mirage
Road Rash (PSX4, 7/10) - only decent 3do game gets a timely conversion - Electronic Arts
Rugby League - 13 blokes on either side having a row - Alternative Software
Screaming Wheels - super-fast racing simulation - JVC
Sentient - save a space station - Sony Interactive Europe
Sex 'n' Drugs 'n' Rock 'n' Roll - looking forward to this one - Time Warner
Shanghai: Great Moments - tile game with knobs on - Activision
Shanghai: Triple Threat - tile game with more knobs on - Activision
Shellshock (G.O.M. PSX5, 9/10)- serve a tour of duty with some superfly 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 - EA
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
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
Starfighter 2000 - hope it's better than lone soldier - telstar
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
Street Fighter Zero (PSX4, 8/10) - another street fighter 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 - 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 - Electronic Arts
Titan Wars - combat shooter in 3D texture-mapped universe - Crystal Dynamics
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 2 (PSX5, 8.5/10) - multi-view vs beat'em-up - Takara
Total Eclipse Turbo (PSX2, 7/10) - looks like climactic x-wing scene in star wars - Crystal Dynamics
Total NBA 96 (PSX4 G.O.M. 9/10) - amazing basketball sim - Sony
Track 'n' Field - like the old one, except with motion-captured athletes - Konami
Trash It - bin'em-up - Time Warner
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
VR Baseball - a realism-fest - Intereplay
VR Pool - was a classic on the PC - Interplay
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 - (PSX5, 7/10) multi-media platformer with mark hamill - EA
Wipeout - superfast racer - Sony
World Cup Golf (PSX4, 5/10) - worst golf game - US Gold
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
Zeitgeist - gratuitously blast away hordes of spaceships - Taito
Zero Divide (PSX4, 8/10) - what rise 2 should have looked like - Ocean
Zoop - addictive puzzler - Viacom New Media
Zork: Nemesis - surreal horror story - Activision



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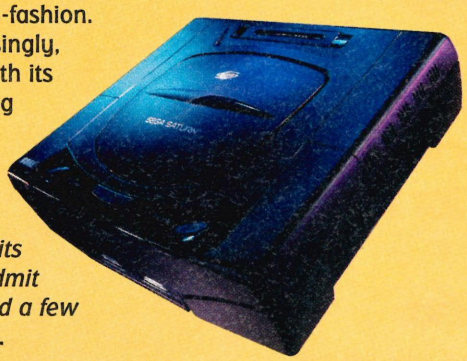
Sony takes on Sega



Cocky Sony is prepared to take Sega to the cleaners with a *We've sold more than you and we can prove it* challenge. Sony wants Sega to agree to an independent audit of both companies' hardware sales since their respective '95 launches – and has offered to pay half the £6,000 cost.

Sony reckons over 160,000 PlayStations have been sold in Britain to date, whereas Sega can only hope for 60,000 Saturn sales – at best. *We have no qualms about standing by our numbers, and hope that as a result of this, people will understand that there is some real credibility to our claims*, commented Sony's communications director Phil Harrison in smug-o-fashion.

Sega, unsurprisingly, has bottled out, with its European marketing muller Andy Mee meekly admitting, *We never said that we have sold more units than Sony – we admit they may have sold a few more units than us.*



Threes R Good

Everything starts with an E3 in Los Angeles on May 16. The Electronic Entertainment Expo is the show that all the big names in PlayStation publishing will be attending. Software giants such as Crystal Dynamics, JVC, Sony Interactive Entertainment and Virgin to name but four will be there showing off their wares to the world market.

In fact, everyone who's anyone will be there over three hectic days. PSX-Pro, of course, will be represented and will bring you the only worthwhile news report of the software world's biggest annual event.

Last year's E3, which also took place at the LA Convention Centre, was where the first seeds of PSX-Pro were sown in top secret power meetings with Sony and third party publishers.

This year's E3 will confirm PSX-Pro's position as the indispensable monthly publication for all that's worth knowing about in the hyperactive world of the PlayStation.

Around 40,000 people attended last year's E3, and even more are expected to make the journey to California this time round.

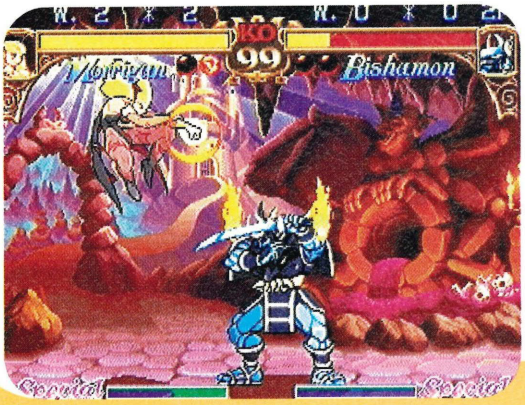
Stay with PSX-Pro for the truth about this year's E3 – a comprehensive report will appear in issue 8.

STOP PRESS

Myst, Psygnosis' massive PC adventure conversion reviewed last month, won't be out until June. Telstar's Onside is to be sponsored by McDonalds and Reebok. Peter Schmeichel, Man Utd and Denmark's titan blonde goalkeeper, is to feature heavily in the hype leading up to the European Championships. Hexen, to be released on the PlayStation, is way off being converted from the PC. A GT Interactive spokesman confirmed that it's unlikely to appear until Christmas at the earliest. One-time Amiga and PC favourite A-Train is currently on release in the USA and will be available over here before too long. At its core, it is a railroad management strategy game, and a complex one at that. It grows – depending on your success – into a town builder along the lines of Sim City 2000, which, incidentally, is also rumoured to be on its way. More 3D adventuring looms in the shape of the bizarrely titled Space Griffon. More angular than Doom, more linear than Descent, and equally as besuited as Krazy Ivan, this is one game which doesn't much care about originality, though as far as gameplay goes it's looking mighty promising. Puzzle addicts who, for reasons best

Monster mash'em-up

The PlayStation's favourite and most overdeveloped genre – the good old beat'em-up – continues apace with what looks set to be the spookiest gob-socker yet – Darkstalkers. As a direct conversion from the little known coin-op, Capcom's Darkstalkers looks not entirely different to SFII and its many derivatives, only if anything, the sprites are even bigger!



Each character is a different legendary monsta, such as mummies, vampires, werewolves, zombies and the rest. Each have their own special moves peculiar to which beastly skills they possess.

The special moves are linkable, providing you with the opportunity to pull off any number of multi-hit combos, and it is this kind of innovation (yes, we know it's in Nintendo's Killer Instinct), along with the interesting concept of a monster-on-monster battle, which might make Darkstalkers worth checking out.



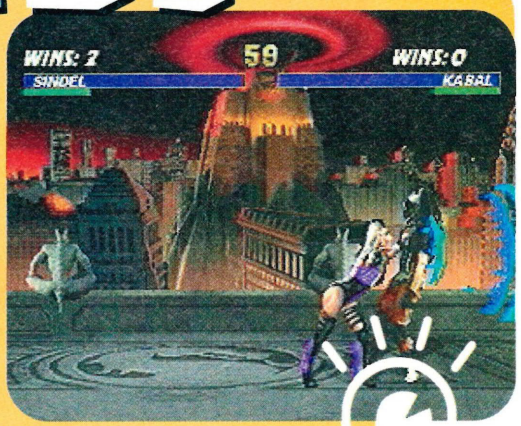


Kombat komes on three CDs

GT Interactive, publisher of the excellent Doom PlayStation package and this month's cover special, Williams Arcade's Classics, is set to rip the heart and spine out of this year's Christmas games rush. To be sold as a triple-CD boxed set, Mortal Kombat Trilogy will doubtless make all the other software houses bile green with envy.

All three Mortal Kombats will be fully playable, so not only will the delighted punters have three of the best beat'em-ups ever in one go, but people they'll be able to gauge the (lack of?) progress made between each sequel.

That would be ream enough, but GT is committed to creating a situation in which each character from every version can fight one another. Whether that extends to one incarnation of, say, Scorpion scrapping a later version of himself, we don't know as yet. But rest assured that PSX-Pro'll tell you first.



Cheesy is the mouse that roars onto the PSX

known to themselves, went ahead and bought a PlayStation, will no doubt be delighted to learn of the imminent arrival of Geom Cube. Described as Tetris from an overhead view, and proclaimed a winner by one of our American sister magazines, Geom Cube, in light of the ultra-bland Hebereke Popoitto, will have judgement firmly reserved on it here at PSX-Pro until we've seen a finished version.

Cheesy, Ocean tells us, is *the mouse that roars onto the PlayStation*. The Manchester-based ahem, softco, are currently developing their rodent-filled platformer with a view to a summer release, and promise that it will incorporate an impressive full 3D environment.

Take a look at Floating Runner, Ocean, and be warned!

GT Interactive is set to release the excitingly titled *9* in time for Christmas. It's a bit like Myst, except more exciting, and has more frames of animation. Ex-Superman star Christopher Reeve and facelift queen Cher will narrate.





All hail the revolution

A three dimensional shoot'em-up which falls squarely outside the Doom category is Acclaim's forthcoming Revolution-X. Featuring tunes from ageing sweaties Aerosmith (who also enjoy a cameo appearance in the game), Rev-X is low on story and high on violence, pitching you into various garish cityscapes with more ammunition than a prosecution lawyer in an Easy-E paternity suit.



As well as the various enemies you encounter in this multiple level blaster, just about everything else, from harmless water hydrants to rumbling military tanks, can be blown off the face of the earth. Hopefully, Rev-X can go several steps beyond the similarly themed Lone Soldier, and combine a good idea with fluent gameplay and top-notch graphics. We shall, of course, see.



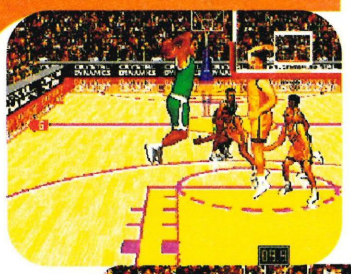
The bazfest continues

The basketball game trend seems set to continue. Left Field Productions is in the latter stages of development with its foray into the crowded genre, and the right mouthful of Slam 'n' Jam '96 Featuring Magic and Hakeem should be with us in the summer.

With two of the largest stars in basketball on board, in the shape of Magic Johnson and Kareem Abdul Jabbar, the emphasis is firmly placed on showmanship, with monster skyhooks and slick passing the order of the day.

A comprehensive strategy aspect is currently being programmed, and although the sprites are less lifelike than in other baz games, the on-court movement promises to be second to none. If that wasn't enough, Sony's own NBA Shootout, currently under development, is on its way too.

Also, Dream Team '96, due to debut in America in time for the Atlanta Olympics, will feature 30-plus teams in the Olympic Tournament mode, and offer four-player action through the magic of multi-tap. It's looking extremely good at this early stage, with graphics of almost photographic quality.







The only time I get enquiries about Saturn is when custo part exchange them against a PlayStation - Dave Philips.

PSX-Pro can exclusively reveal that Sunderland are gonna win the First Division this season.

In a bid to promote Total NBA '96, Sony Computer Entertainment is to sponsor the London Towers basketball team

Erstwhile rubbish computer show Bad Influence has been canned, although YTV is considering a re-launch, aimed at a slightly older 16-25-year-old audience.

Interplay, purveyor of last month's excellent Descent, has declared a 1,000 percent sales increase over the last 18 months. Profits are also up wildly, to the tune of a whopping great 1,500 percent.

Viewpoint, reviewed back in issue three, was finally released in Britain on March 29.

Darklight, by Electronic Arts, is the company's next big foray into the PlayStation market. More information next month.

Worms muller Andy Davidson is keeping schtum about Worms 2, so the information we eked out of him for the letters page is all there is for the time being.

A new code software thang called Q-Motion v2.0 is out. It features a completely new 16-bit compression mode for enhanced image quality. There's improved image quality on eight-bit compression, with both

A ridge too far

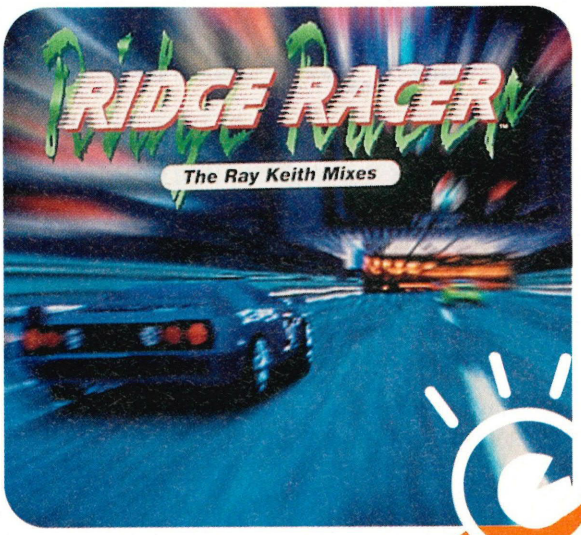
When you're reading the insert card of a CD single which claims to be *taken from the forthcoming album* Ridge Racer, you know that things have gone too far.

Ridge Racer (The Jazz Step Mix) and Ridge Racer (The Jazz Dub Mix) are clear indications of an industry gone mad, especially when you consider that this Ray Keith (who?) effort follows hot on the heels of *Tekken: The Windermere Mixes*.

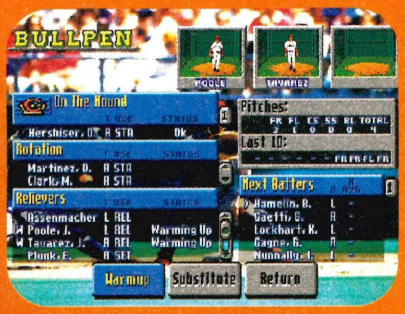
Both tracks are six-and-a-bit minutes of formless jungle/breakbeat interspersed with random game soundbites, and taken alone, are completely without merit in every musical sense.

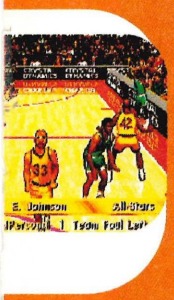
If, however, you are a fanatical Ridge Racer completist, or simply like computer game screenshots on your CD case covers, then this outrageous cash-in – available from April 22 – is the product for you.

Look out next month for hot news on J-League Winning Eleven: The Rinekar Mixes!



Many batters up!

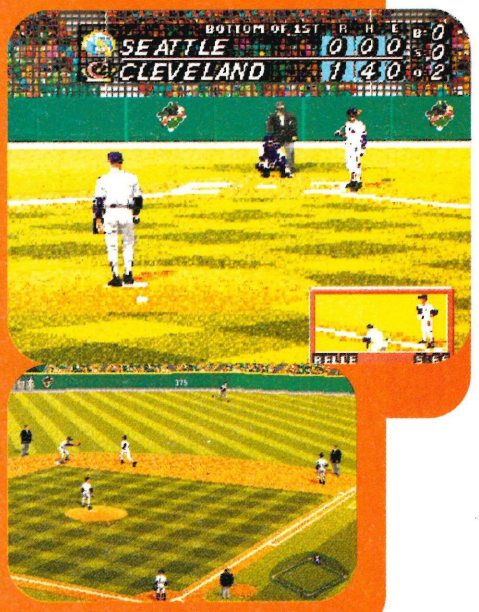




With summer just around the corner, almost everyone has a sports game of some variety on the go, and as well as Konami's Bottom of the 9th, *The Show* and *Hardball 5* are two other baseball games looking to capture the hearts of us rounders-playing islanders.

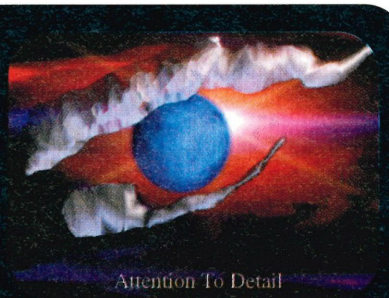
Graphically, The Show appears to have the upper hand, with photo-realistic stadia and digitised live action players. It also claims to sport a *hot new level of artificial intelligence* for a greater challenge.

Hardball 5 opts for realism in the commentary department, with veteran baseball pundit Al Michaels at the mic. This, combined with 28 current stadiums and teams, should ensure a hard fought battle for the race to sales supremacy which is, er, the home plate. Or something.

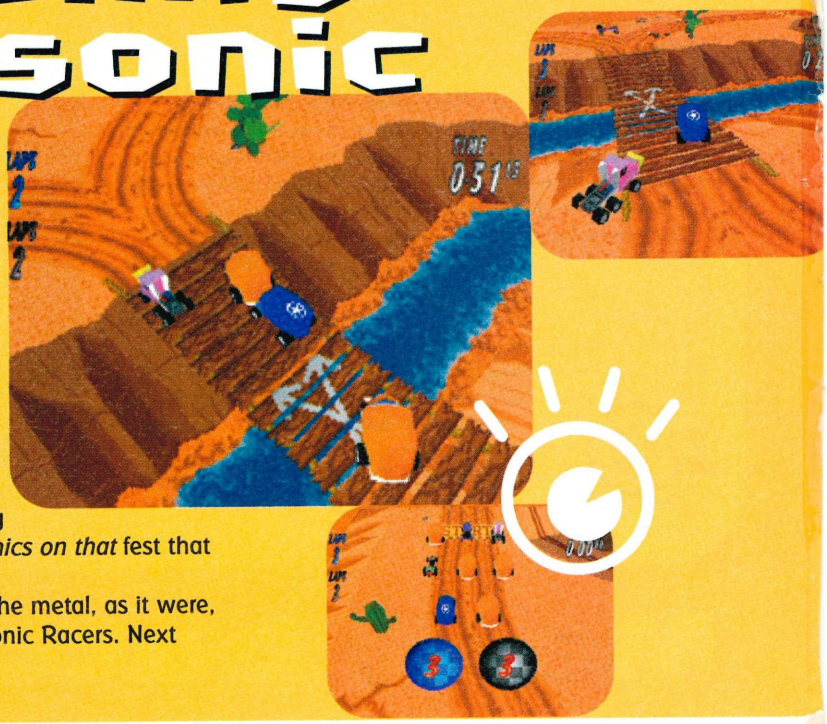


mers want to MGM Video

eight-bit and 16-bit compression in one module. Sixteen bit – rather than 24-bit – operation delivers a lightning quick decompressor, so no colour-space conversion is needed. The thang supports completely variable movie screen sizes, and the compression speed has been dramatically enhanced, thus eliminating the hassle of using multiple compression systems. This AVI-based system allows the use of professional video editing tools for in-game movies. One-off licensing means that investing in Q-Motion technology can be recouped across multiple future projects. Finally, Q-Motion v2.0 is developed, sold and supported from within the UK, so we can all have one! Oh good. We're down the shops now.



I'm Feeling Supersonic



Not content with CyberSpeed (then again, who would be?) or re-doing Mega Race and calling it Mega Race 2, Mindscape is throwing another race game into the PlayStation fray. Supersonic Racers is a Micro Machines-style multi-player (up to eight players can breeze around simultaneously) race release that should bury the corpse of CyberSpeed once and for all.

Not much is known about Supersonic Racers at the time of writing, only that it won't be as bad as CyberSpeed and will be more of a competitive human vs human thang than the single-player *Wow, look at the graphics on that* fest that the PC version of Mega Race became.

Rest assured that PSX-Pro has its pedal to the metal, as it were, and will bring you the first preview of Supersonic Racers. Next month if you're lucky, in fact.

Next month

Check us out as we massively go back on our word! Out of the 15 reviews promised on last month's next month page, only three came in! So much for our crystal ball gazing. Still, a load of other reviews arrived to save our bacon. On the subject of meat, isn't this mad cow thing a bummer? Flippin' eck — the amount of kebabs Paul Roundell gets through is ridiculous! Then again, there can't be much beef in a kebab. And you can't put his madness down to his rubbish diet. We went to McDonald's the other day and all they had was McChicken sarnies and filets o' fish! That would be like opening PSX-Pro and seeing loads of blank pages. Or something. So, until all our brains wildly explode (that is, assuming they haven't already without any of us realising), we'll go on bringing you pages full of the finest editorial and screenshots that have been fed on nothing but the most expensive organic sources. Next issue out May 9. Moo.

ALEX

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ATTENTION! TRUE OR FALSE?

Please answer the following

	TRUE	FALSE
M2 IS A MOTORWAY!	☐	☐
ULTRA IS A WASHING POWDER!	☐	☐
JAGUAR IS A BIG BLACK PUSSY!	☐	☐
SATURN IS A PLANET!	☐	☐
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