PSX-PRO

It's for PlayStation. Get it? For P-l-a-y-S-t-a-t-i-o-n



Save £££££'s
See page 4 for special offer details

Tunnel B1

Cheesy
Think peas, think mice

PO'ed
Jumpers for goalposts, frying pans for weapons, enduring image, isn't it?

Q/back Club
In't American footy brilliant? There's, like, field goals and touch downs 'n' that

Chessmaster 3D
Today I've been mostly eating - various traditional chess pieces

NFL Gameday
A top game of American footy - which was nice

A distant relative of Obi Wan - it's a tunnel frenzy

PSX

IDG MEDIA
PSX-Pro Issue #7
June 1996 £2.95

ALSO: NHL FACEOFF, EXTREME PINBALL, TRACK & FIELD

PSX-PRO ISSUE #7 JUNE 1996

OH GORRR...

NOT ENDORSED BY SONY



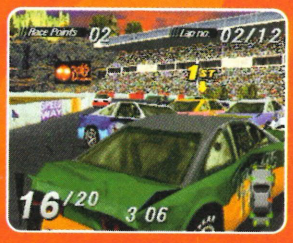
"THE

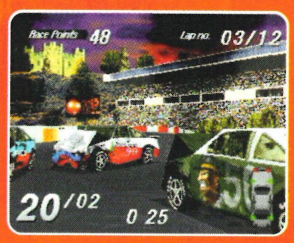
DEFINITIVE

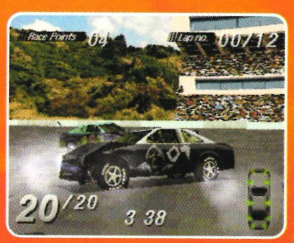
DRIVING GAME ON ANY SYSTEM"

COMPUTER AND VIDEO GAMES

Destruction derby







" " and "PlayStation" are trademarks of Sony Computer Entertainment Inc.
Psygnosis™ , Destruction Derby™ and wipEout™ are trademarks of Psygnosis Ltd. © 1995 Psygnosis Ltd.



"THE BEST

RACING

GAME ON PLAYSTATION"

MAXIMUM

wipEout"

TM







PlayStation



PlayStation

Welcome to PSX-Pro, the magazine where the staff dress up as a group of useless, Scottish, drug-addled low lifes in a vain attempt to mask the fact that they are a group of useless, English, drug-addled low lifes.

With the European Computer Trade Show over, and the massive E3 beginning in Los Angeles as this magazine hits the shelves, now is the time we find out just what software is in store over the next 12 months. What does Sony have up its massive corporate sleeves? Is the Doom follow-up, Quake, going to get a PlayStation release?



PSX-Pro
IDG MEDIA

Spotting

And if so, when? How much more juice can be squeezed from the PSX, and who'll be doing the squeezing?

You'll have noticed the free Datel credit card on the front of this issue, and we urge you to use it! Every serious gamer needs cheats and plenty of memory, and at the prices we're offering, you'd be a fool to miss out.

Stick with PSX-Pro and we'll see you right...

Reviews 08

It sickens some of us to see an American Football game as Game of the Month, but when something's this ream, you have to admit that **NFL Gameday** deserves its 9/10. Turn the page and find out why we love it so much



THE CHESSMASTER 3D pg4



NFL GAMEDAY p10

It's just a pity **The Chessmaster 3D** isn't quite as good. But hey, never mind. Chess is a fine game, and at least Mindscape has made the effort

Features 30

Ever controvo/on the fence boy Alex Lee blows the lid off the mystical thang they call the ECTS with his **ECTS - What Went On And That** feature



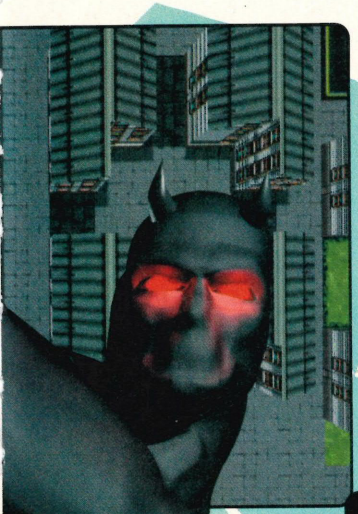
ECTS FERTURE p42

The **Retrospect Special** shows you how lucky you are if you're unable to remember the bad old days of 1981, 1986 and 1991. Blimey, they were bad, and no mistake

CONTENTS

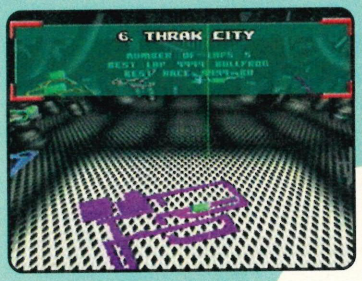
PSX

Previews 74



GRAND THEFT AUTO p72

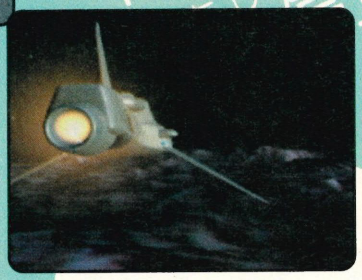
Big Money Games – Blazing Dragons and Firo & Klawd are the two titles BMG is pinning its hopes on after the dire Off-World Interceptor. Thankfully, these have big-time potential



HI-OCTANE p64

Game Guides 66

It's a hints and tips fest, with **Magic Carpet**, **Hi-Octane** and **Worms** just three of the many games featured in the section where we show you how to play games reamly



FADE TO BLACK p64

News 102

Ocean and **Infogrames** have merged. **Tekken 2** is reviewed properly next month, **Sato City** is on its way, and **Olympic Soccer** gets a mention

Regulars 56

A brand new feature emerges this month! The aptly titled **'Round Yours** invites you to invite us 'round yours – p46.
The ever-controversial **Tape Debate** has the PSX-Pro staff getting het up about the future of home videogaming – p48.
A record is set for the number of **Competition** prizes this ish – they're spread over a massive four pages, starting on p50.
Manga vids are coming out of our ears as well, so don't forget to enter this competition on p56.
The Forum sees Steve McNally having a rant on p100.
Subscribe for cheap on p108 and get the mag delivered to your door for beards.
And last, but by no means most bish, comes the **Full SP** on p104

NEED HELP WITH YOUR ADDICTION?
CALL 0881 505 505.

DO YOU HAVE A PLAYSTATION HABIT? DESPERATE FOR TIPS ON RIDGE RACER REVOLUTION AND ALL THE LATEST GAMES? CRAVING FOR DETAILS ON FUTURE RELEASES AND COMPETITIONS? CALL POWERLINE. WE'RE HERE TO HELP YOU DEAL WITH YOUR ADDICTION 24 HOURS A DAY, 7 DAYS A WEEK, 365 DAYS A YEAR. ALL CALLS WILL BE TREATED IN THE STRICTEST CONFIDENCE.

PlayStation powerline 0881 505 505

"PlayStation" and "PlayStation" are trademarks of Sony Computer Entertainment Inc. "TouchTone service, calls are charged at 25p/min cheap rate, 39p/min at all other times (correct at Apr '96). Calls cost no more than £2.99. Please seek permission from the bill payer before making the call." "Adcall, P.O. Box 3000, London N20 9HR0.



Here we go again, geared up and raring to go for another set of comprehensive reviews. Read on to find out where your cash should be squandered

Revi

10

NFL Gameday

Sony's American Football game hits the PlayStation with all the force of William 'The Fridge' Perry running at full speed. All the power, teams and 'razzmatazz' you could ever want from a sports game

14

The Chessmaster 3D

Cerebral pursuits aren't for everyone, but Mindscape thinks there's room for a good chess game on the PSX. Shame this is dirt then really

18

Return Fire

After our horrendo-cock-up last month, when we only managed to print the third page of this review, we thought we'd better bring you the whole thing in full this time round! Sorry. And all that lot

22

PO'ed

Distinctly average Doom clone converted from the inferior 3DO with no attempt to make any improvements whatsoever

☆ ☆ ☆ ☆

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

26

NHL Faceoff

The second Sony American sports game this month, and if we say this made our choice of Game of the Month a tough decision, you should have an indication of how highly we rate both games

ews

30

NFL Quarterback Club '96

Another American Football game, this time courtesy of Acclaim. QB Club '96 might not be quite as good as Sony's NFL Gameday, but that's nothing to be ashamed of

34

Cheesy

Another contender for Game of the Month, this was just edged out by Sony's sports games. But don't be put off, this is one of the best platformers on the PlayStation so far

38

Extreme Pinball

Bestowed with the dubious honour of the lowest mark we've ever given to a game, this pinball affair is absolutely appalling. It should never have been released on any format, let alone the PlayStation



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

NFL Gameday

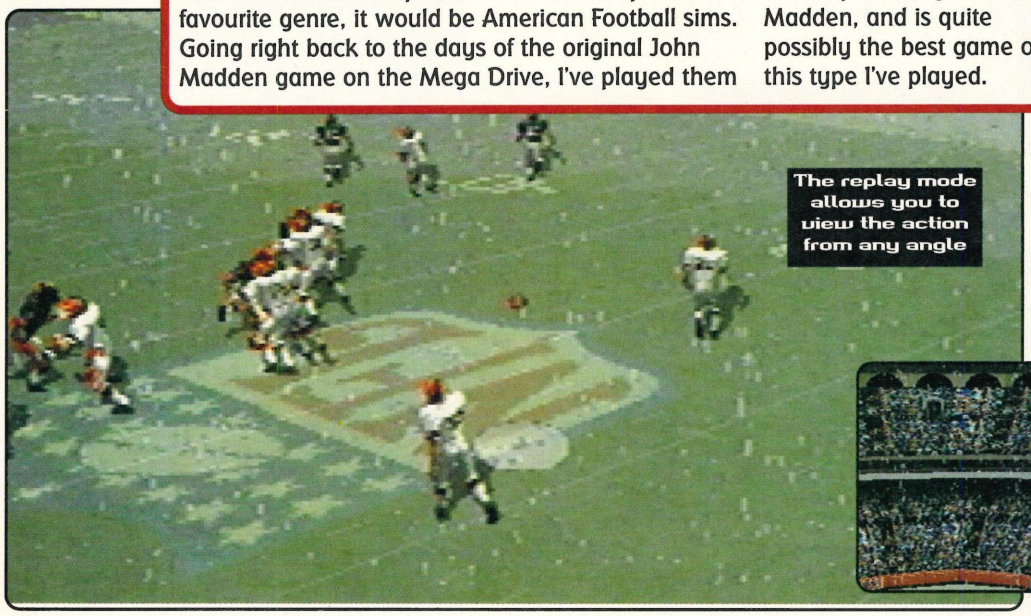
EA's Madden game is going to have to be something special if it's to knock Sony's American Football offering off its perch

by STEVE

America holds little fascination for me. Some people are obsessed with the place, convinced that it's so much better over there than it is here, but I think that's nothing more than a case of 'grass is greener' syndrome. Yet when a game based around an American sport comes out, be it baseball, basketball or American Football, it's almost guaranteed that I'll like it. Maybe that's because I get tired of the endless procession of 'soccer' games that usually fail to simulate the sport to any great degree of success.

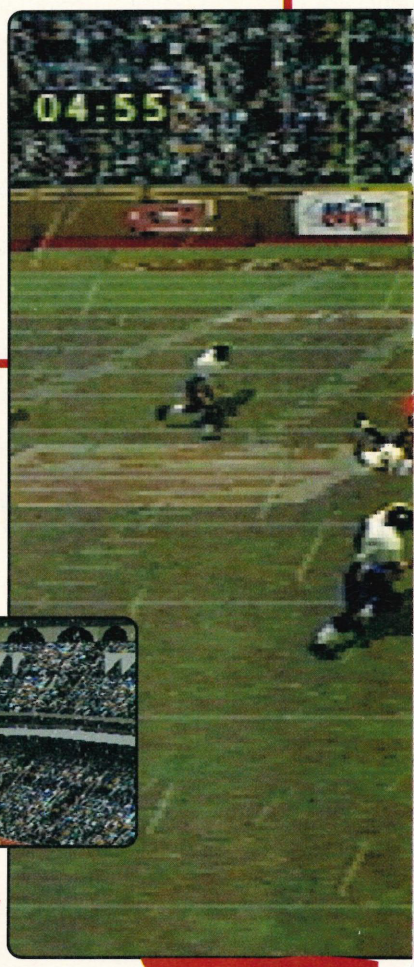
Whatever the reason, I seem to like most games based on American sports, and if I had to pick a favourite genre, it would be American Football sims. Going right back to the days of the original John Madden game on the Mega Drive, I've played them to death, and was therefore quite excited at the prospect of reviewing Sony's NFL Gameday.

When the release of PSX Madden slipped to later in the year, I was disappointed. And while I fully expect that when it comes out it will immediately install itself at the top of the pile, Sony has more than plugged the gap with this. NFL Gameday more than equals Mega Drive Madden, and is quite possibly the best game of this type I've played.

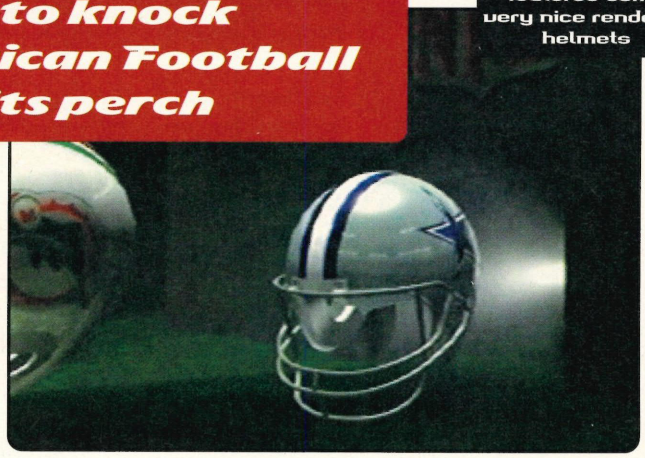


The replay mode allows you to view the action from any angle

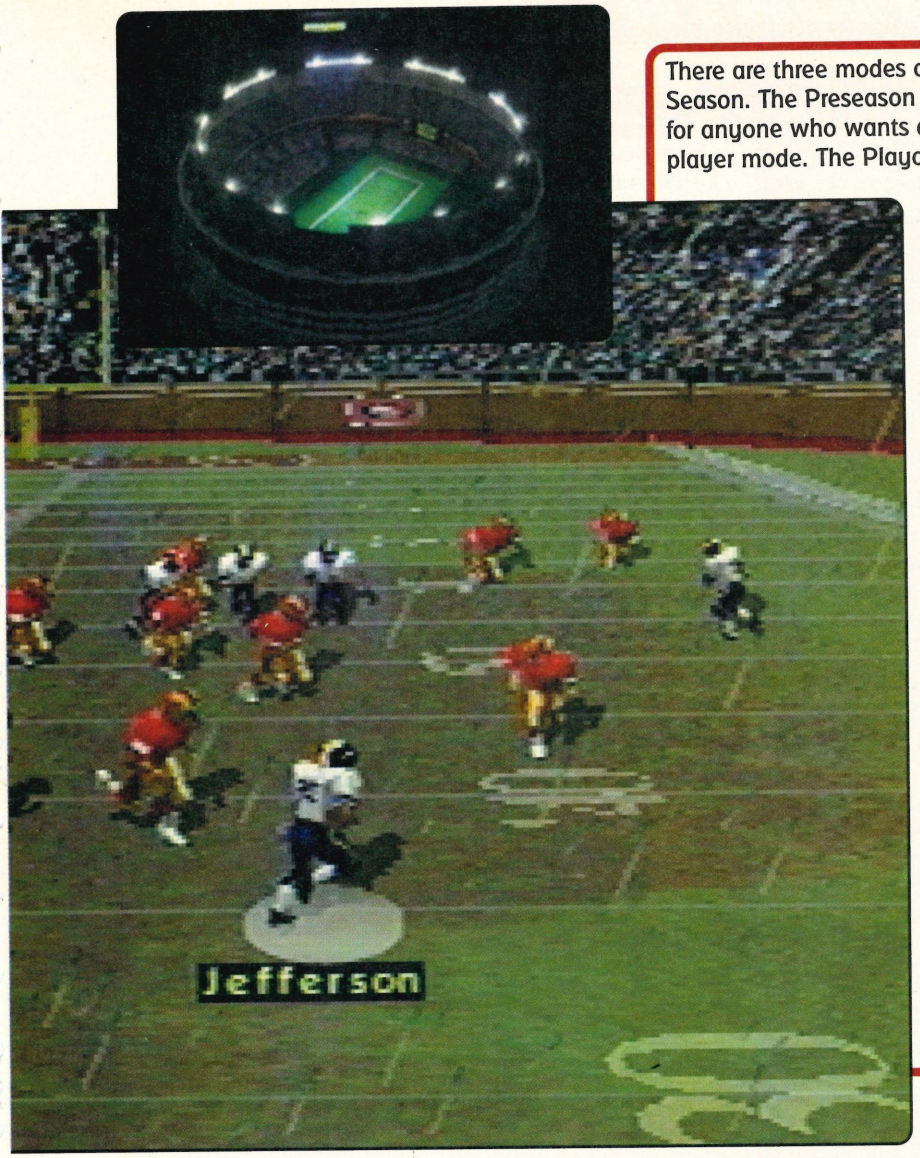








The intro sequence features some very nice rendered helmets

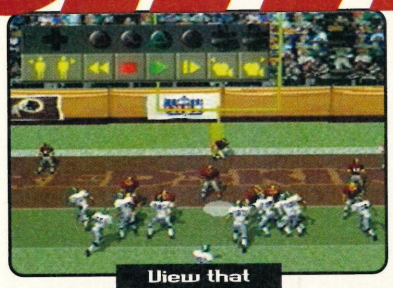


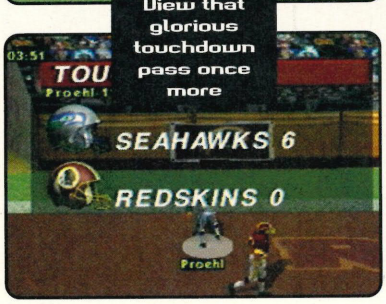
There are three modes of play – Preseason, Playoffs and Season. The Preseason option is basically a single game for anyone who wants a quick blast in either one or two-player mode. The Playoffs, as you would expect, sees you choosing a team and competing through the Divisional Championships, and hopefully on to the Superbowl. Finally, Season mode allows you to play the whole lot. This is my favourite option and taking your team right through the whole season to the Superbowl provides a real long-term challenge.

The control buttons are customisable (very handy, as being able to set your own configurations makes things so much less confusing at first), and the weather conditions (snow, rain, sun and wind – all of which have appropriate affects on the game and the way it's played), game time, difficulty level and so on are at your mercy too.

Basically, you can set up NFL Gameday any way you fancy, and this should hopefully make the game more accessible – newcomers to the sport will undoubtedly be just as confused by the rules of the game itself as they are by the way this particular version plays.

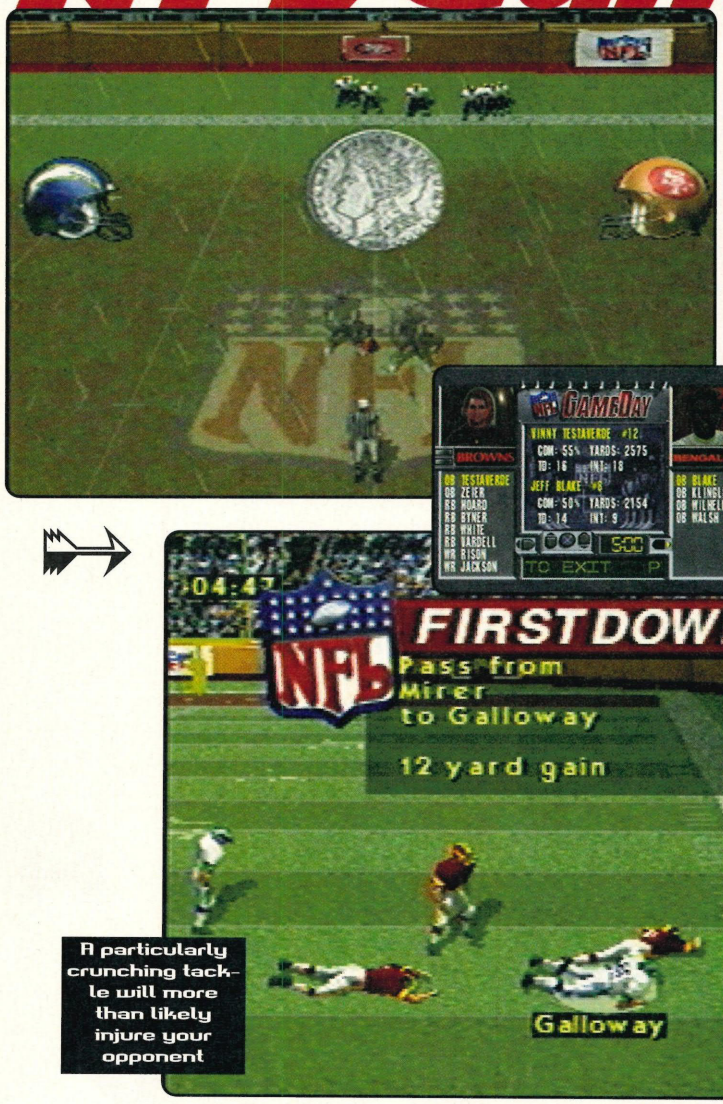
gameday







NFL Gameday



A particularly crunching tackle will more than likely injure your opponent

Playing the game turns out to be remarkably simple. You choose each 'play' using a combination of the D-pad and your four main buttons - one of which is a very handy reverse option allowing you to run every play in both directions. Once you've made your selection you're given control of a player - the quarterback if you're on offense, and any defender on defense - and once the ball is snapped, you can either let the computer control all the players until the ball is 'downed' (not much fun that way) or jump straight into the heart of the action and call the shots.

The players have all the moves you would expect - offensive players can do a short speed burst to break a tackle, and they can spin and jump (to either catch a pass or leap over a would-be tackler) or dive for the line.

Defenders can speed burst, jump, dive and strip the ball. Learning what each button does and when to use it can take time, but Madden veterans will grasp it quicker than most. If you're struggling, set your own preferences.

NFL Gameday has just about everything you could want from an American Football game on the PlayStation - with the exception perhaps of the jaw-dropping graphics and animation that we've almost become used to these days. With this small addition I'd have found it difficult not to give this a higher score, but with Madden looming large on the horizon, I'm not getting too excited just yet.

In six months or so I can't help but feel we'll look back on this effort and think, *Yes it was good, and it filled the gap nicely, but it's been done so much better now.*

As the first game of its type on the PSX, I couldn't have hoped for any more, and I suppose it's somehow fitting that Sony has set the standard for everyone else to aim at. It's going to be difficult to knock this game off the top of the pile, and it'll be interesting to see a little healthy competition in this so far neglected area of the market.

Let's not get too carried away, though. Come September and the start of the new NFL season, we'll probably all be sick to death of the things.

SUMMARY

GAME NFL Gameday
GENRE American Football Sim
SOFTWARE HOUSE Sony
PRICE £39.99

When American Football computer games are done well, they can be very enjoyable to play. NFL Gameday certainly lives up to this, and even plays marginally better than anything I've come across before. However, it doesn't do enough to be totally stunning on this new and powerful machine, but it'll more than do until something better comes along. I'm sure fans of the sport will love this as much as I do, and I'm looking forward to some tough two-player office battles over the next couple of months

GRAPHICS 8
GAMEPLAY 9
LASTABILITY 8

OVERALL 9

I WOULD HAVE GIVEN IT... 8



As complete a game as you're likely to see. American footie is a sport people love or hate, but even if you know nothing about it, Gameday offers more than your average sports sim.

"FAST FAST FAST

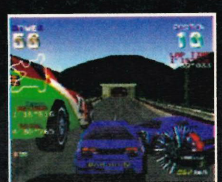
SO UP AND DOWN IT WILL MAKE YOU CAR SICK



BRILLIANT."

– C&VG 95%.

namco



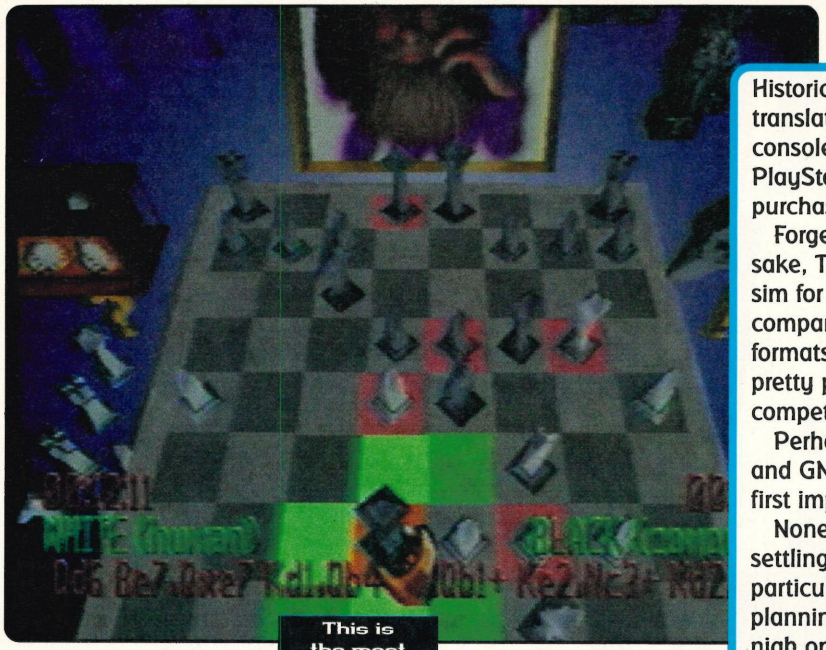




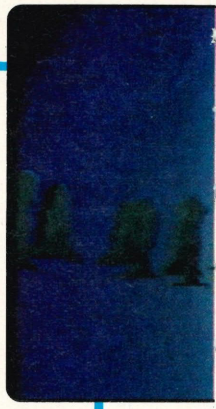


SONY

PlayStation



This is the most playable 3D view you're likely to get



Historically, board games have never translated successfully onto computers and consoles. Why buy a chess game for the PlayStation when a decent chess set can be purchased for less than £20?

Forgetting that question for the review's sake, The Chessmaster 3D is the first chess sim for the PlayStation, and thus can only be compared with chess games on other formats. As previous chess sims have been pretty pump, it hasn't really got much competition, apart from the classic Mac GNU.

Perhaps I've been spoilt, having played real chess and GNU Chess, but The Chessmaster 3D seems, on first impressions, to be almost completely unplayable.

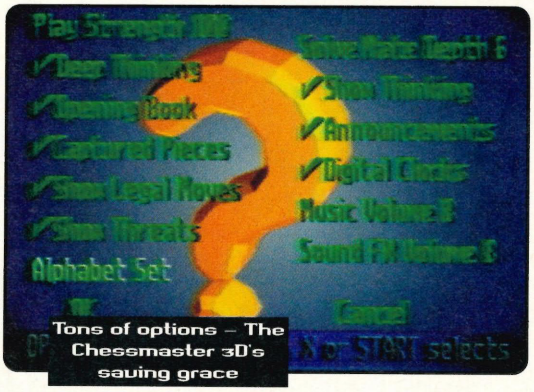
None of the 3D view angles are conducive to settling down and having a do. The default position is particularly gruesome – so off-putting in fact that planning strategies more than one move in advance is nigh on impossible.

The 2D view angle – a similar set-up to that seen on televised chess – is just about playable, although it's a little too cluttered to enable you to keep a clear head for an appreciable period of time.

The Chess



Chess – a cerebrally challenging one-on-one game of strategy and skill. But why put it on the PlayStation?

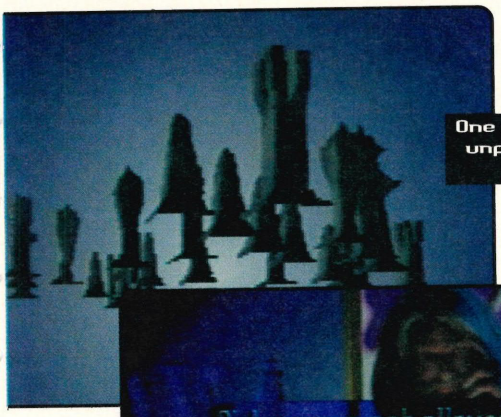


Tons of options – The Chessmaster 3D's saving grace





Yes! Check me out – I've just won



One of the many unplayable 3D angles

NOTABLE CHESS PERSONALITIES

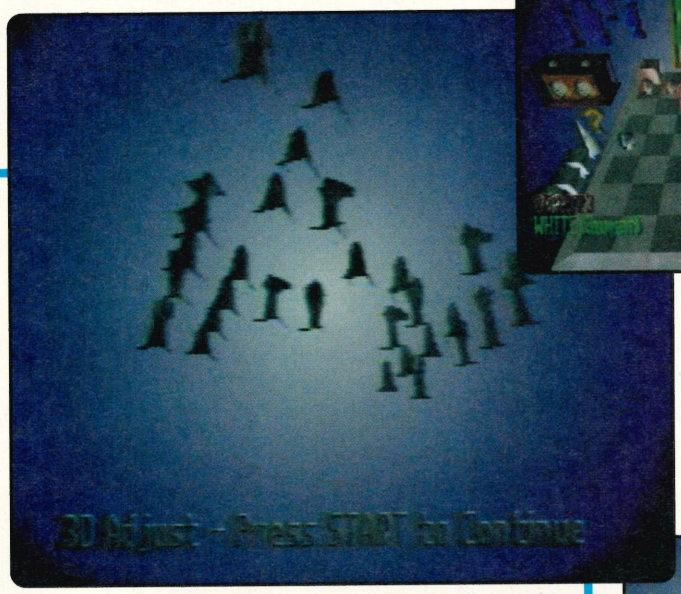
GARY KASPAROV
– The world's highest ranked player
ANATOLY KARPOV
– Leading light of the Russian chess establishment
BOBBY FISCHER
– The Beethoven of chess
PAUL ROUNDELL
– The Camper Van Beethoven of chess
MARCEL DUCHAMP
– Electronic chess artist
NIGEL SHORT
– Bespectacled British boffin

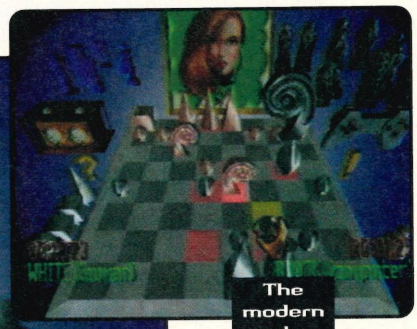




How to play chess – the Mindscape way

master 3D





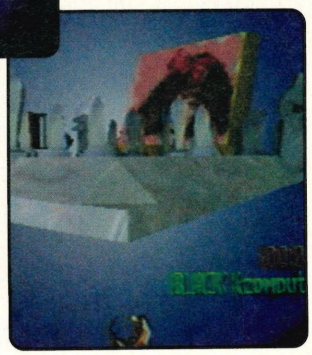
The modern set – silver and pink pieces

The default opponent in single-player mode is the Chessmaster himself. He's got a rating of 100, and must be pretty ream because he looks a bit like God/Santa. There are 12 computer players in total, all of whom are represented by a face and an obviously made-up name.

From bish girl player Sarah and country bumpkin Eb, to Rich Abernathy and the Chessmaster himself, there's an opponent for everyone – even Paul (*Which way does the knight go again?)* Roundell. I'm no Gary Kasparov, but I beat 50%-rated Chester on my first dabble, so as far as Mindscape is concerned, I'm an above average chess player. That'll do for my ego.

A helpful feature for beginners is an option to show legal moves. Whenever it's your go, you can select any of your remaining pieces and every potential journey is highlighted on the board. The brief manual doesn't go into the rules of chess in any great depth, so this will prove invaluable to novices.

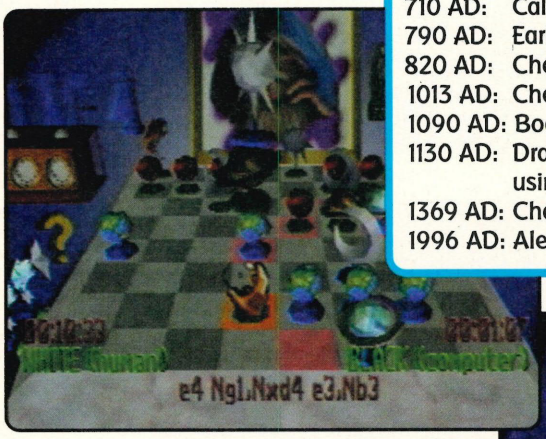
A further helpful feature is the Show Threats option. The square beneath any piece that can be captured by an opposition piece changes to red. This is handy for gaining a fuller awareness of chess, but is in no way a substitute for being taught by a good chess player on a proper board.



The Chessmaster 3D

The History of Chess

531 AD: Chess introduced into Persia from India
600 AD: First reference to chess in literature - the Persian romantic *Karmanak*
710 AD: Caliph Walid I kills opponent when he deliberately plays badly against him
790 AD: Earliest known chess piece dates back to here
820 AD: Chess introduced to Russia through the Caspian-Volga trade route
1013 AD: Chess brought to England with the Danish invasion
1090 AD: Boards with alternating light and dark squares introduced
1130 AD: Draughts - bish chess derivative - invented in south of France using Backgammon pieces
1369 AD: Chaucer writes about chess in poem *The Book Of The Duchess*
1996 AD: Alex Lee beats computer opponent in The Chessmaster 3D





The confusing Alphabet set



The Chessmaster takes me on and administers a sound thrashing

Not only are there helpful options for beginners, there are also features more suited to experienced chess players. The Set Up A Position option, for example, allows you to experiment with certain set pieces, analyse problems and examine endgame positions and potential checkmates.

That's all well and good, but there's no decent viewing angle! And when you delve further into the multifarious options, you'll find that as well as the traditional Staunton chess set, there are another five ridiculous collections of pieces.

These are so bizarre that it's almost impossible to differentiate one piece from another. A nice idea in theory, but a worthless addition, which, I'm forced to concede, is exactly what The Chessmaster 3D is to anyone's PlayStation game collection.

When the endgame dawns, it's difficult to work out exactly who The Chessmaster 3D is aimed at. Come to think of it, there can't be that many people who'd play PSX chess in preference to another PlayStation game. Nor can there be any chess players - beginners or otherwise - who'd prefer to look at a badly presented board on a screen rather than a real chess board.



Nice idea - badly executed

SUMMARY

GAME The Chessmaster 3D
GENRE Chess Sim
SOFTWARE HOUSE Mindscape
PRICE £39.99

The PlayStation's first chess game is let down by abysmal presentation. There isn't a 3D angle that's comfortable to play, and the 2D view is spoilt by a terrible choice of colours and the needless clutter of letters and numerals around the board. The Chessmaster 3D, however, does have option and action menus which allow for in-depth gameplay beyond just playing against the computer at different skill levels. The trouble is, unless you've got a chess board set up alongside throughout, it's a royal pain in the backside. The PlayStation doesn't need chess, and chess certainly doesn't need the PlayStation.

GRAPHICS 4
GAMEPLAY 5
LASTABILITY 5

OVERALL 4½

I WOULD HAVE GIVEN IT... 4



Frankly, chess is best played without the aid of a computer. The 3D view doesn't work and the 2D view is still the best for computer chess. On the plus side, there are tons of options.

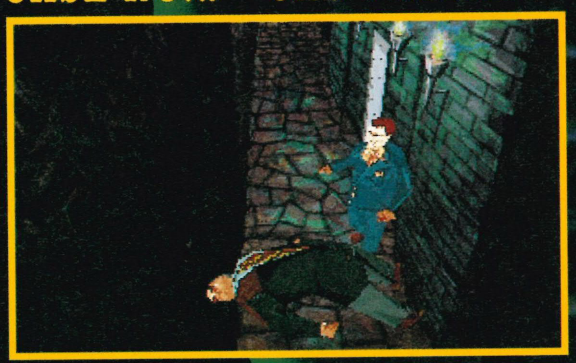
INVESTIGATION HAS NEVER BEEN SO MYSTERIOUS...

Jack is Back

THE FILES

24th December, 1924
Hell's Kitchen, California ...
"I made it across to the other platform, almost tripping over something en route. Taking a closer look I realised with horror that it was Ted. Ted Striker, my best, maybe my only friend. He'd always been dead laid back, but this was the worst I'd ever seen him... What a place to die, buddy. Somehow I know that this was not the last nasty suprise awaiting Edward Carbny, Supernatural Private-Eye..."

CASE NO.2 "OLD FRIENDS"



The continuing adventures of Edward Carnby can be found in: ALONE IN THE DARK™

THE TRUTH IS OUT NOW

PlayStation Magazine STARPLAYER

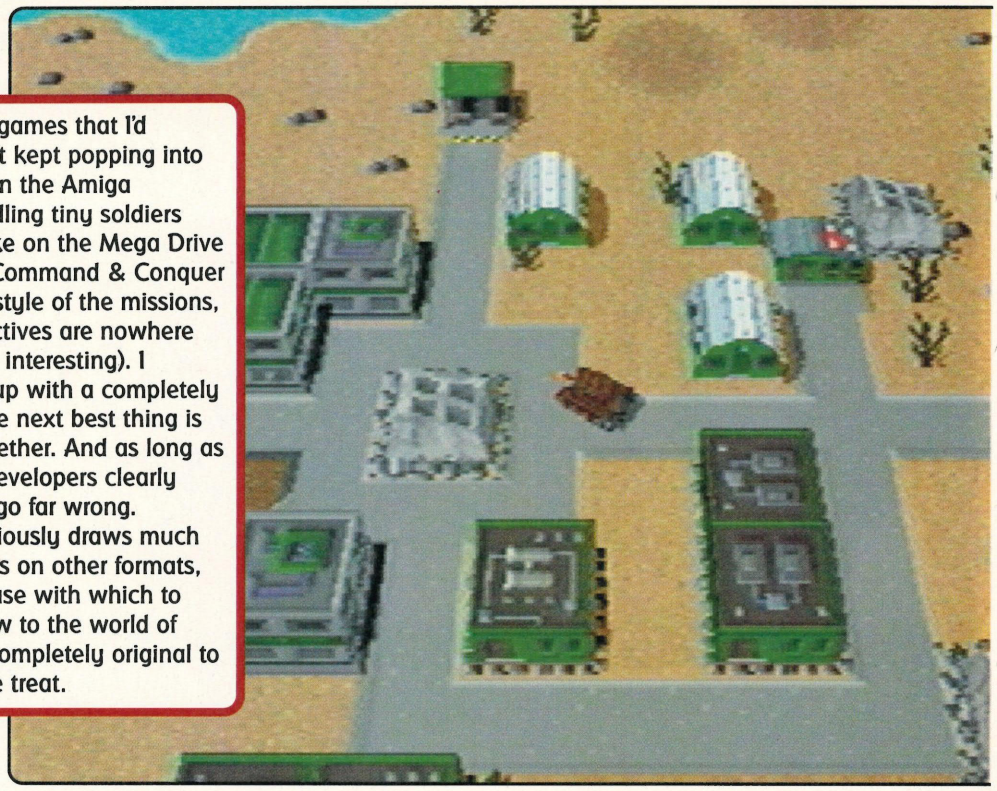
SEGA SATURN

PlayStation

INFOGRAMES

Infogrames Ltd., 14 Smedley Street, Clapham, London, SW4 6PF. Tel. 0171 738 8199. Web site: http://www.infogrames.com

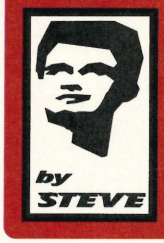
Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Alone in the Dark is a trademark of Infogrames Multimedia.



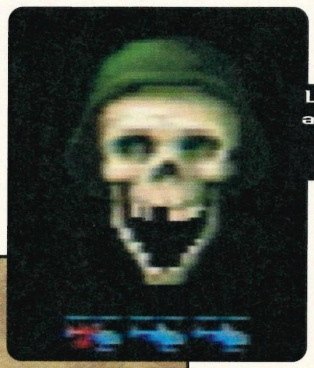
Whilst playing Return Fire, games that I'd encountered in the past just kept popping into my head. Cannon Fodder on the Amiga (probably because of the killing tiny soldiers aspect), Desert/Jungle Strike on the Mega Drive (for obvious reasons), and Command & Conquer on the PC (because of the style of the missions, although Return Fire's objectives are nowhere near as complex, or indeed interesting). I suppose if you can't come up with a completely original game style then the next best thing is to merge previous ones together. And as long as you do it well, which the developers clearly have here, then you won't go far wrong.

Although Return Fire obviously draws much of its inspiration from games on other formats, as yet there is no PSX release with which to compare it. So, if you're new to the world of games, it's all going to be completely original to you, and you're in for a rare treat.

Return

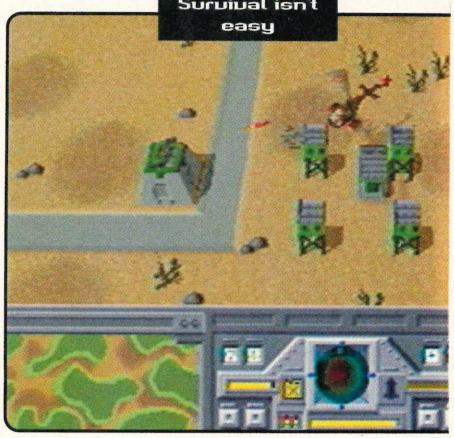


If you borrow game styles from all over, you'll likely end up with something of a mish-mash. Like this

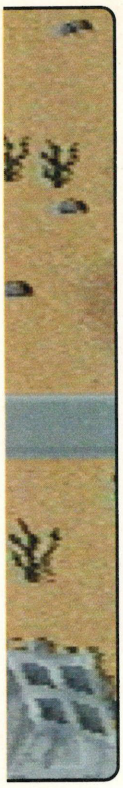


Lose a vehicle and you'll meet this mocking skeleton



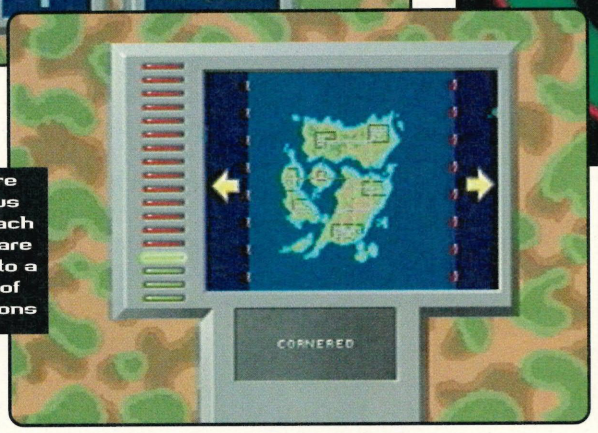


I find the helicopter the most difficult vehicle to control. Survival isn't easy





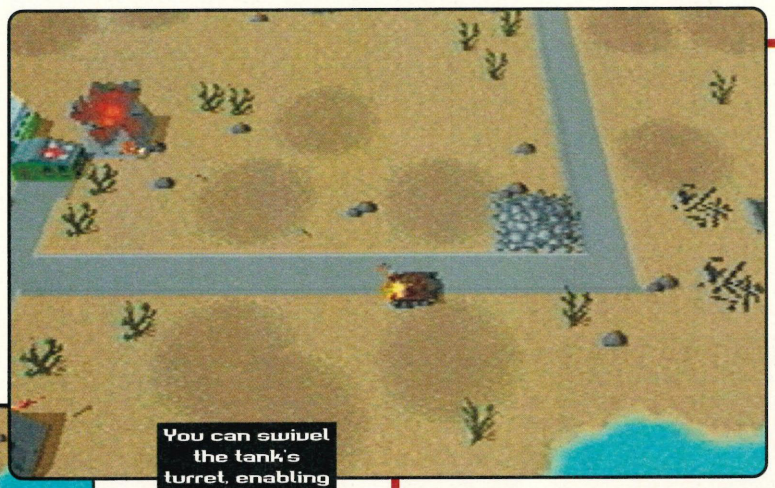




There are numerous stages, each of which are divided into a number of sub-sections



Fire



You can swivel the tank's turret, enabling you to drive in one direction and fire in another. Very handy



The game is mission-based, but unfortunately, all the separate tasks you are set have the same goal. This is a real shame, because it surely wouldn't have taken that much extra time and effort to add a little variety and generally spice things up.

To progress through every stage, you need to utilise the vehicles at your disposal – three each of helicopters, tanks, armoured troop carriers and jeeps. Enemy buildings, gun positions and ground troops must be mercilessly destroyed until you uncover the hidden flag. This must then be collected (by jeep only) and returned to your base so you can move on. This is fine while you're learning the basics of the game, such as how to control each vehicle type, but once you've got to grips with all that, you're yearning for something new that unfortunately isn't there.

The only thing that really changes during the proceedings is the difficulty level – not a problem in any type of game other than those that are mission-based, and if you've been paying attention, you'll know that's exactly what Return Fire is.

Return Fire





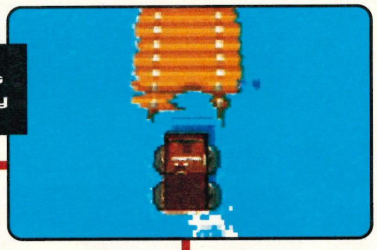
You can return here to refuel

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



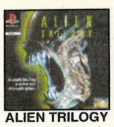
Yep, sorry to be so unoriginal, but the truth is that this is a good game with only average graphics. It would have won a bigger place in my heart with a few ideas of its own.

Sadly, every mission has the same goal





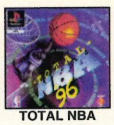
Virtually everything is destructible – even the walls



ALIEN TRILOGY
34.99
SAVE £10



ACTUA SOCCER
34.99
SAVE £10



TOTAL NBA
38.99
SAVE £6



MAGIC CARPET
34.99
SAVE £10



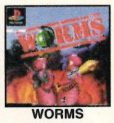
NEED FOR SPEED
37.99
SAVE £7



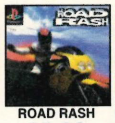
X-COM
29.99
SAVE £15



DOOM
34.99
SAVE £10



WORMS
31.99
SAVE £8



ROAD RASH
35.99
SAVE £9

9.30am to 8pm Mon-Sat
10am to 5pm Sunday
01279 600204
Fax 01279 726842 (we'll fax back)
HEAVY discounts HUGE range
Credit terms subject to status
Regular Colour Club Magazine
Extra XS Coupon discounts

www.reserve.co.uk
The Special Reserve Discount Club

PLAYSTATION CD's

• = NEW ITEM

3 DECATHLON ... 33.99
3D ARCADE TANK BLAST ... 37.99
3D LEMMINGS ... 34.99
3D TACTICAL SHOOTER ... 37.99
A-TRAIN • ... 38.99
ACTUA GOLF ... 38.99
ACTUA SOCCER ... 34.99
ADIDAS POWER SOCCER • 38.99
AGILE WARRIOR ... 33.49
AIR COMBAT ... 37.49
ALIEN TRILOGY ... 34.99
AQUANAUTS HOLIDAY • ... 38.99
ARCADE GOLF ... 37.99
ASSAULT RIGS ... 38.99
BLAM! MACHINEHEAD • ... 40.99
BRAINDEAD 13 • ... 33.49
CHEESY ... 37.99
CHESSMASTER 3D ... 33.99
CHRONICLES OF SWORD • 36.99
CRITICOM ... 36.99
CYBER SLED ... 37.49
CYBERSPEED ... 33.99
DEADLY SKIES ... 36.99
DEFCON 5 ... 38.99
DESTRUCTION DERBY ... 38.99
DISCWORLD ... 37.49
DOOM ... 34.99
EXTREME PINBALL ... 37.99
EXTREME SPORTS ... 38.99
FIFA SOCCER 96 ... 31.99
FORMULA 1 • ... 38.99
GALAXIAN 3 • ... 36.99
GEX ... 38.99
GUNSHIP 2000 ... 33.49
HEXEN ... 32.99
HI OCTANE ... 37.99
ICE AND FIRE ... 32.99
IMPACT RACING • ... 36.99
INTERNATIONAL SUPERSTAR SOCCER DELUXE • ... 36.49
INT'L TRACK AND FIELD • ... 36.49
JOHNNY BAZOOKATONE ... 33.99
JUMPING FLASH ... 38.99
JUPITER STRIKE ... 36.99
KILEAK THE BLOOD ... 27.99
KONAMI LINKS (GOLF) • ... 36.49
KRAZY IVAN ... 38.99
LOADED ... 38.99
LONE SOLDIER ... 31.99
MAGIC CARPET ... 34.99
MICKEYS WORLD
OF ADVENTURES ... 38.99
MICRO MACHINES 3 • ... 36.99
MORTAL KOMBAT 3 ... 40.99
MYST ... 38.99

NAMCO MUSEUM VOLUME 1
SEVEN CLASSIC ARDADE HITS ON ONE CD • ... **38.99**

NBA IN THE ZONE • ... 36.49
NEED FOR SPEED ... 37.99
NFL GAME DAY • ... 38.99
NFL QUARTERBACK CLUB 33.99
NHL FACE OFF • ... 38.99
NHL ICE HOCKEY 96 ... 35.99
NOVASTORM ... 32.99
OFF WORLD INTERCEPTOR 34.99
OFFENSIVE ... 37.99
OLYMPIC GAMES • ... 33.99
OLYMPIC SOCCER • ... 33.99
ON SIDE ... 36.99
PANZER GENERAL ... 33.99
PETE SAMPRAS TENNIS • ... 36.99
PGA TOUR GOLF 96 ... 35.99
PHILOSOMO ... 37.49
PRIMAL RAGE ... 35.99
PROJECT OVERKILL • ... 36.49
RAGING SKIES • ... 38.99
RAW PURSUIT ... 36.99
RAYMAN ... 34.99
RESIDENT EVIL • ... 39.99
REVOLUTION X ... 36.99
RIDGE RACER ... 38.99
RIDGE RACER
REVOLUTION • ... 38.99
RISE 2 - RESURRECTION ... 36.99
ROAD RASH ... 35.99
SHELLSHOCK • ... 40.99
SHOCKWAVE ASSAULT ... 35.99
SKELETON WARRIORS • ... 36.99
STARBLADE ALPHA ... 37.49
STARFIGHTER 3000 ... 36.99
STREETFIGHTER ALPHA ... 36.99
STRIKER 96 ... 32.99
SWAGMAN • ... 40.99
SYNDICATE WARS ... 37.99
TEKKEN ... 41.99
THEME PARK ... 31.99
THUNDERHAWK 2 ... 39.99
TILT ... 32.99
TOP GUN ... 36.99
TOSHINDEN 2 • ... 38.99
TOTAL ECLIPSE TURBO ... 33.99
TOTAL NBA ... 38.99
TRANSPORT TYCOON DE 34.99
TRUE PINBALL ... 37.99
TUNNEL B1 ... 37.99
TWISTED METAL ... 38.99
VICTORY BOXING • ... 36.99
VIEWPOINT ... 35.99
VIPER ... 37.99
VIRTUAL GOLF • ... 40.99
VIRTUAL OPEN TENNIS • ... 36.99
WING COMMANDER 3 ... 36.99
WIPE OUT ... 38.99
WORLD CUP GOLF ... 33.99
WORMS ... 31.99
X-COM ENEMY UNKNOWN 29.99
X-MEN CHILDREN OF ATOM 36.99
ZERO DIVIDE ... 34.99

PLAYSTATION PERIPHERALS

ASCII CONTROLLER 21.99
STYLED FOR COMFORTABLE USE
FIRE INFRA-RED

JOYPAD SYSTEM ... 29.99
INCLUDES 2 JOYPADS & RECIEVER BOX. RAPID FIRE AND THUMB CONTROLLER. REQUIRES 4 X AAA BATTERIES (NOT SUPPLIED)

G-FORCE COMMANDER SUPER JOYPAD ... 16.99
6 AUTO AND TURBOFIRE SELECTORS

LOGIC 3 ARCADE STICK 39.99
4 SPEED AUTOFIRE, 3 SPEED SLOW MOTION

DUST COVER ... 7.99

SAVE £5
PHASE 9 CYCLONE JOYPAD 17.99
FULLY FEATURED AUTOFIRE, TURBOFIRE & SLOW MOTION

SAVE £10

SAVE £10

PS PROPAD CONTROL PAD ... 21.99
8 BUTTON CONTROLLER WITH PROGRAMMABLE AUTOFIRE AND SLOW MOTION

SAVE £8

SONY CONTROLLER 26.99

LINK CABLE ... 13.99
ALLOWS TWO PLAYERS, WITH THEIR OWN PLAYSTATION & TV TO PLAY AGAINST EACH OTHER

SCART LEADS
- VIA COMPOSITE OUTPUT **9.99**
- VIA RGB OUTPUT ... **24.99**

SONY MOUSE ... 29.99
WITH DESIGNER MOUSE MAT

SONY MULTI TAP ... 28.99
FOR CONNECTION OF 1 TO 4 CONTROLLERS

SONY SMART CARD ... 21.99
ALLOWS YOU TO LOAD AND SAVE GAME DATA

SAVE £10

SATURN + CONTROLLER ... 229.99
SATURN + CONTROLLER & PANZER DRAGOON ... 249.99
SATURN + CONTROLLER & VIRTUA FIGHTER 2 ... 259.99
SATURN + CONTROLLER, PANZER & VF2 ... 279.99
3DO + CONTROLLER & FIFA (SCOOP PURCHASE) ... 89.99

All prices include VAT and carriage to MOST UK mainland addresses.
WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.

1 MONTH TRIAL MEMBERSHIP JUST £1

ONE YEAR MEMBERSHIP £7.00 (UK) £9.00 (EC) £11.00 (WORLD)
Buy one item as you join for a year and we'll give you a choice of great FREE gifts. Over 250,000 people have joined. Over 330,000 transactions in 1995. Members are under no obligation to buy anything. Our regular club magazine contains a staggering selection of products, many at below trade price. Hundreds of pages of information on our internet site at www.reserve.co.uk. Amazing club shops at Chelmsford, Essex and Sawbridgeworth, Herts. PC repairs & upgrades at Sawbridgeworth (e.g. your 486 to Pentium by mail). No Quibble return policy £4 min or 2.5% - see the club magazine for details.

Overseas orders must be paid by credit card
Hardware items (battery or mains) are only supplied to the UK mainland
Overseas surcharge £2.00 per software item or **25%** on other items

PSX PRO

(BLOCK CAPITALS please)
Name & Address _____

_____

_____ Postcode _____

Phone No _____ Machine _____
Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (1 Month only £1)

item _____

item _____

Please use this box to add any **optional** fast delivery charge
1st Class Post 50p per posted item or **£3 hardware**

ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O./Access/Creditcharge/Switch/Visa £

CREDIT CARD _____ SWITCH
EXPIRY DATE _____ SIGNATURE _____ (ISSUE NO. _____)

Mail Order address. Cheques payable to:
SPECIAL RESERVE
P.O. BOX 847, HARLOW, ESSEX, CM21 9PH

Inevitably some games listed may not yet be available. Please phone to check availability. SAVE = Saving off full retail price. Inter-Mediates Ltd. The Maltings, Sawbridgeworth, Herts. Prices may change without prior notification. Sent to press 18.04.96 E & O.E.

GOLDSTAR 14" COLOUR TELEVISION WITH REMOTE CONTROL



SAVE £75

- MADE IN U.K • REMOTE CONTROL
- HIGH BRIGHTNESS TUBE • SCART SOCKET
- 40 PROGRAM MEMORY
- 120 MINUTE SLEEP TIMER • FULL FUNCTION ON-SCREEN DISPLAY

GOLDSTAR 14" COLOUR SCART TELEVISION ...124.99

FREE WHEN YOU JOIN OR RENEW FOR A YEAR OR MORE



At the same time as buying any item
GUYVER 1 MANGA VHS
Other offers available. Overseas members add £2 postage

SAVE £40
OFF THE COMBINED RRP OF THESE SUPER PLAYSTATION DEALS*
ALL OUR PLAYSTATION DEALS INCLUDE ONE CONTROLLER AND PLAYABLE DEMO CD

PLAYSTATION LINK deal' ...309.99
with EXTRA CONTROLLER (rrp £29.99) + SCART LEAD + LINK CABLE (rrp £38.98)

PLAYSTATION SMART deal' 299.99
with SMART CARD (rrp £29.99) + SCART LEAD (rrp £9.99)

PLAYSTATION X-COM deal' 299.99
with X-COM FULL GAME (rrp £44.99)

PLAYSTATION DOOM deal' 304.99
with DOOM FULL GAME (rrp £44.99)

FREE FAST DELIVERY ON PLAYSTATIONS & SATURNS

PLAYSTATION WITH EXTRA CONTROLLER 289.99
EXTRA CONTROLLER (rrp £29.99)

or SAVE £23 on the stand-alone PLAYSTATION WITH ONE CONTROLLER AND DEMO CD 276.99

ATARI LYNX + BATMAN RETURNS GAME JUST ...£29.99

4MB RAM for PC, 72 pin, 32 bit ONLY ...44.99

A division of
SOFTWARE PLUS
Britain's largest independent specialist retailer of computer games.
Established 1981

SOFTWARE FIRST

TEL: 01268 725500
Fax: 01268 590076
Email: SPLUS5STAR@MSN.COM

FREE POSTAGE FOR UK
OVERSEAS POSTAGE Europe – £2.00 Rest of World – £3.00
ALL PRICES INCLUDE VAT
CREDIT CARDS not charged until day of dispatch
ORDER 24 HOURS a day
NEXT DAY SERVICE available £4.00

PLAYSTATION TITLES

A TRAIN ... 36.99
ACTUA GOLF ... 34.99
ACTUA SOCCER ... 34.99
ADIDAS POWER SOCCER ... 36.99
AGILE WARRIOR ... 34.99
AIR COMBAT ... 36.99
ALIEN TRILOGY ... 34.99
ALONE IN THE DARK JACK IS BACK ... 36.99
AQUANAUTS HOLIDAY ... 36.99
ASSAULT RIGS ... 37.99
BATTLE ARENA TOSHINDEN ... 36.99
BIOLOGICAL WARFARE ... Call
BLAM MACHINE HEAD ... 36.99
CASPER ... 37.99
CHESSMASTER 3D ... 33.99
CHRONICLES OF THE SWORD ... 34.99
CRITICOM ... 34.99
CYBERIA ... 37.99
CYBERSLED ... 33.99
CYBERSPEED ... 30.99
D ... 36.99
DAWN OF DARKNESS ... 33.99
DEADLY SKIES ... 36.99
DEATHTRAP DUNGEON ... Call
DEFCON 5 ... 37.99
DESCENT ... 37.99
DESTRUCTION DERBY ... 36.99
DISCWORLD ... 36.99
DOOM ... 34.99
DUNGEON KEEPER ... Call
EXTREME PINBALL ... 34.99
EXTREME SPORTS ... 39.99
FADE TO BLACK ... 34.99
FIFA 96 ... 32.99
FORMULA 1 ... Call
FRANK THOMAS BIG HURT BASEBALL ... 32.99
G POLICE ... Call
GALAXIAN 3 ... 34.99
GEX ... 34.99
GOAL STORM ... 35.99
GUNSHIP 2000 ... Call
HARDBALL 5 ... Call
HEAVY HEAT ... Call
HI OCTANE ... 34.99
HORNED OWL ... Call
IMPACT RACING ... 36.99
IN THE HUNT ... 33.99
INT CHAMP SOCCER ... 34.99
JOHNNY BAZOOKATONE ... 30.99
JUMPING FLASH ... 36.99
JUPITER STRIKE ... 36.99
KILEAK THE BLOOD ... 32.99
KRAZY IVAN ... 37.99
LAST DYNASTY ... Call
LEMMINGS 3D ... 34.99
LOADED ... 38.99
LONE SOLDIER ... 33.99
MAGIC CARPET ... 34.99
MICKEYS WILD ADVENTURE ... 34.99
MORTAL KOMBAT 3 ... 38.99
MUSEUM PIECE 1 ... 36.99
MYST ... 0.00
NBA 96 ... 36.99
NBA IN THE ZONE ... 34.99
NBA JAM TOURNAMENT EDITION ... 33.99
NBA LIVE 96 ... 34.99
NEED FOR SPEED ... 34.99
NFL GAME DAY ... 36.99
NFL QUARTERBACK CLUB 96 ... 37.99
NHL 96 ... Call
NHL FACE OFF ... 36.99
NOVASTORM ... 32.99
OFF WORLD INTERCEPTOR ... 32.99
OFFENSIVE ... 31.99
OLYMPIC GAMES ... 36.99
OLYMPIC SOCCER ... 36.99
PANZER GENERAL ... 33.99
PARASITE ... Call
PARODIUS ... 35.99
PGA EUROPEAN TOUR ... 34.99
PGA TOUR GOLF 96 ... 34.99
PHILOSOMA ... 37.99
POED ... 36.99
POWER SPORTS SOCCER ... Call
POWERSERVE ... 33.99
PRIMAL RAGE ... 36.99
PRO PINBALL ... Call
PROJECT OVERKILL ... Call
PROWLER ... Call
PSYCHIC DETECTIVE ... 34.99
RAGING SKIES ... 36.99
RAIDEN PROJECT ... 33.99
RAPID RELOAD ... 32.99
RAVEN PROJECT ... 33.99
RAW PURSUIT ... 36.99
RAYMAN ... 36.99
RESIDENT EVIL ... 39.99
RETURN FIRE ... 34.99
RETURN TO ZORK ... Call
REVOLUTION X ... 37.99
RIDGE RACER ... 36.99
RIDGE RACER REVOLUTION ... 36.99
RISE OF THE ROBOTS 2 ... 37.99
ROAD RASH ... 34.99
ROBOPIT ... 33.99
SAMPRAS EXTREME TENNIS ... Call
SENTIENT ... Call
SHELL SHOCK ... 34.99
SHOCKWAVE ASSAULT ... 34.99
SILVERLOAD ... Call
SKELETON WARRIORS ... Call
SLAYER ... 33.99
SPACE HULK VOTBA ... 34.99
SPYCRAFT ... Call
STAR TREK GENERATIONS ... Call
STARBLADE ALPHA ... 34.99
STREET FIGHTER ALPHA ... 34.99
STREET FIGHTER THE MOVIE ... 31.99
STRIKER 96 ... 33.99
TEKKEN ... 38.99
THEME PARK ... 34.99
THUNDERHAWK 2 ... 36.99
TILT ... 32.99
TIME COMMANDER ... Call
TOP GUN ... Call
TOSHINDEN 2 ... 36.99
TOTAL FOOTBALL ... Call
TOTAL NBA 96 ... 38.99
TRANSPORT TYCOON ... Call
TRUE PINBALL ... 33.99
TUNNEL B1 ... 33.99
TWISTED METAL ... 37.99
VICTORY BOXING ... 34.99
VIEWPOINT ... 34.99
VIPER ... 33.99
VIRTUAL GOLF ... 36.99
WARHAMMER SHADOW OF RAT ... 33.99
WARHAWK ... 38.99
WING COMMANDER 3 ... 39.99
WIPE OUT ... 37.99
WORLD CUP GOLF ... 31.99
WORMS ... 33.99
WRESTLEMANIA ARCADE ... 37.99
X COM ENEMY UNKNOWN ... 29.99
X MEN CHILDREN OF ATOM ... 37.99
ZERO DIVIDE ... 34.99

HARDWARE & ACCESSORIES

PLAYSTATION CONTROLLER ... 21.99
PLAYSTATION LINK CABLE ... 18.99
Used to connect 2 or more Playstations for multiplay)
PLAYSTATION MEMORY CARD ... 17.99
PLAYSTATION MOUSE ... 22.99
PS GAME PAD 8 ... 19.99
(Playstation pad with auto-fire)
PS SUPER PAD ... 15.99
(Standard Playstation type Pad)
PLAYSTATION MACHINE & 1 PAD ... 279.99
PLAYSTATION PICK-A-PACK ... 304.99
"(Playstation machine, 1 Pad & Any Game of your choice)"



Sony Playstation Pick-a-Pack

Sony Playstation PLUS ANY GAME

£304.99

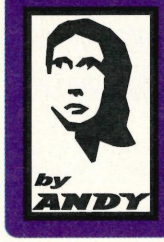
Plus £4.00 courier charge. Only available in the UK.

IF YOU CAN'T SEE WHAT YOU WANT PLEASE CALL. NEW STOCK ARRIVING DAILY

Telephone Orders: Mon to Fri 9.30am-7pm. Sat & Sun 10am-4pm. Order Answerphone at all other times. Please send Cheques/POs to:

PO'ed

Time Warner's Doom-like PO'ed is a 3DO conversion featuring madness, mayhem and deadly kitchen implements



by ANDY

Time Warner is responsible for handling the release of this 3D blaster which has been developed by Any Channel. You find yourself at the centre of the Doom-style first-person perspective action in a futuristic world ruled by aliens. There are 25 levels, each offering a unique challenge and hiding so much more than meets the eye.

The 3D texture-mapped levels are reminiscent of every game we've seen since the advent of id's genre-busting PC classic, with aliens aplenty in need of a good blasting.

The enemies take on numerous forms, ranging from stereotypical aliens to absolutely absurd creatures. The type of alien you are attacking determines how many hits it will take to drop.

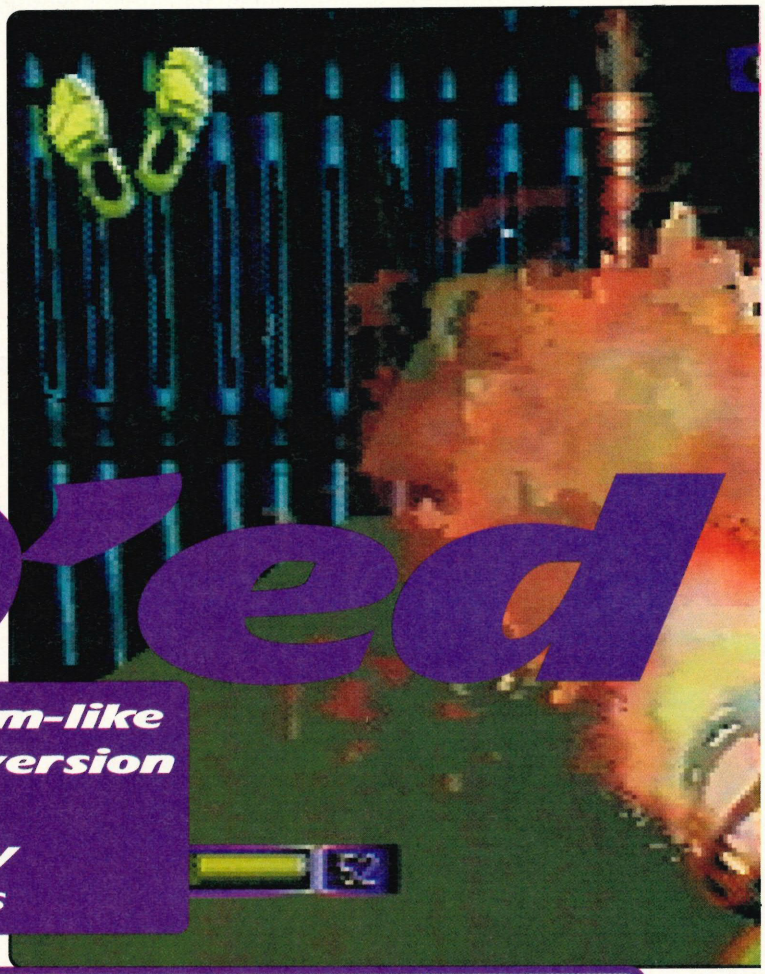
You begin the quest as a cook, with nothing more than your trusty frying pan as a weapon. Wield it as menacingly as you can and swipe out at any enemy you happen to stumble across. The blood will begin to flow as your kitchen utensil hits home, but there's unlikely to be any washing up to do later, so you don't have to worry too much about the mess you're making.

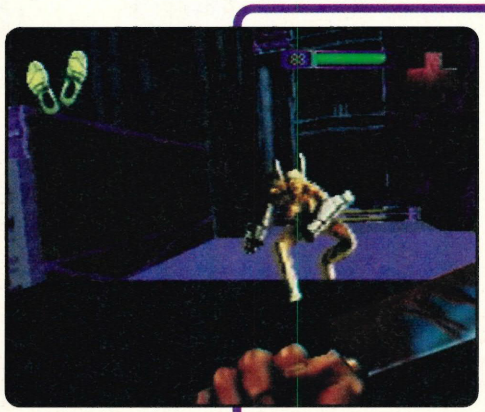
The frying pan is your default weapon, but can be improved upon by collecting icons to give you a flame thrower or a rocket launcher. Ammo doesn't come easily for some weapons, so it's best to use it sparingly.





Left: Some jet pack antics Right: Your arsenal





There are three skill levels, and these determine the number of enemies you will encounter and how many hits they take before finally croaking.

To help things along, you can save your game using a memory card or note down a lengthy code for a restart. Unfortunately, you will begin again with the same energy allocation, so if you're running low as you complete a level, the chances of completing the next are slim - even with the password!

With over 10 different weapons and a challenge not seen since the conquest of Everest, PO'ed should be the game that everyone is waiting for. However, there are a couple of niggling faults which detract from the overall game. For instance, the difficulty is set at an incredibly tricky level, and a few of the walls appear to twitch from time to time.

But most annoying of all are the hidden staircases, which you come across purely by accident. There's nothing more annoying than hammering about aimlessly looking for something which you know exists but can't be located. To help you find your way around the maze-like levels there is a map option available. It's a good job this is included, as there's more to this game than meets the eye.

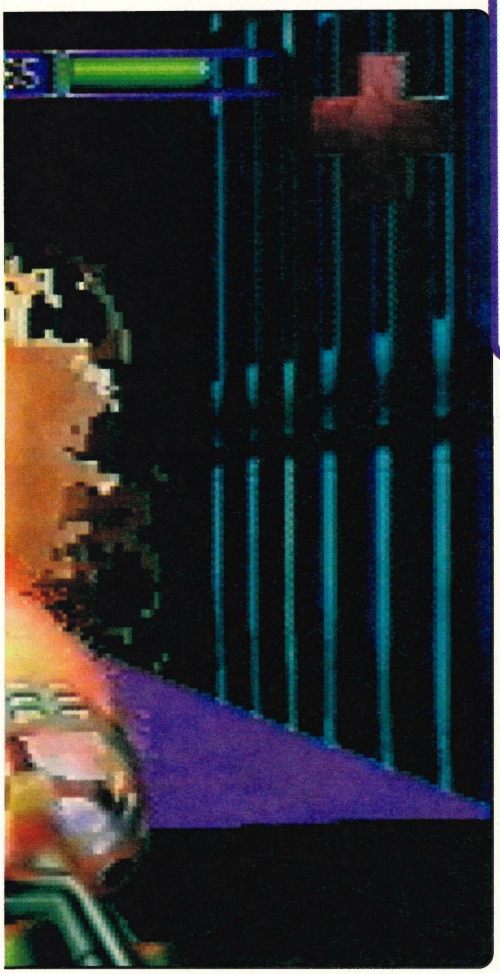


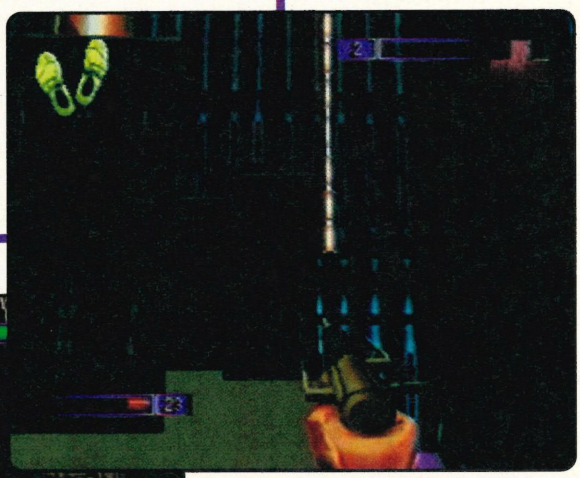
As there are only 25 levels to play, the challenge has been upped to intense proportions. You can play for hours at a stretch and still make next to no progress through the stages. PO'ed is one of those games in which you will be caught out by things you reckon you've already sussed out in previous attempts.

The environments change frequently, and there is plenty of variation in terms of alien attackers to keep things as interesting as possible.

A touch which takes the whole game away from the Dooms and Alien Trilogys of this world is the addition of a jet pack. This allows you to become airborne for a bird's eye view or an aerial assault.

Another over the top addition is the option to use a power drill. Once located, this weapon is terribly effective, and makes the gore in Doom and other such releases look like kid's stuff. There's more blood flying around here than is healthy, to be honest. Even the screen becomes covered in the stuff until it's difficult to see what's only a couple of steps ahead of you.





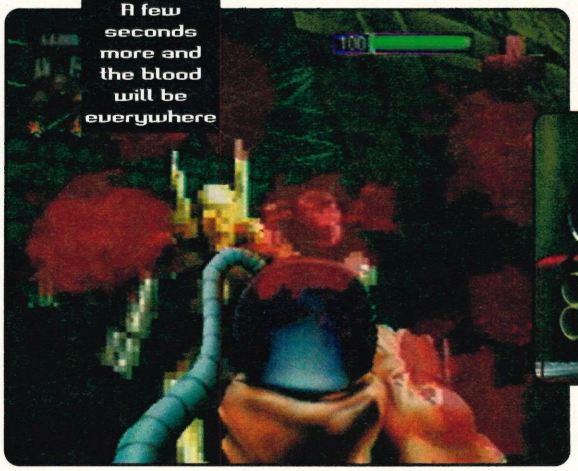




The butcher's knife is an early weapon you'll locate. It's one better than the frying pan



Here's the very messy drill in action. A few seconds more and the blood will be everywhere





PO'ed

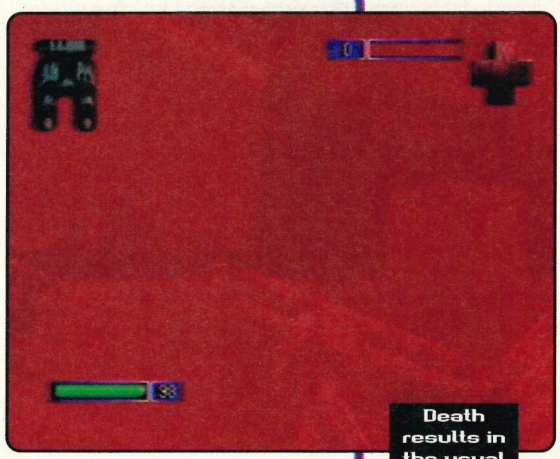


The 3D graphics are actually quite a treat

Controlling your character is a little hit and miss. Your footwear determines your travelling speed, and although this makes certain jumps possible, it still takes some getting used to.

Considering the number of weapons at your disposal and the variation involved, PO'ed lets itself down because you can learn exactly where the aliens and power-ups are located. However, this is a fault of many blast'em-ups, so it's by no means a unique fault. Intelligent enemies should have been included from time to time to spice up the action.

PO'ed has several enjoyable elements, but due to a number of graphical glitches and the seemingly endless nature of certain parts of the proceedings, it doesn't quite reach the dizzy heights that it is so clearly capable of.



Death results in the usual reddening of the screen

SUMMARY
GAME PO'ed
GENRE Shoot'em-up
SOFTWARE HOUSE Time Warner
PRICE £39.99

PO'ed is apparently a slang saying for pi**ed off, and to be quite honest, the annoying faults in the gameplay and the minor graphical problems left me in such a state. Although it is potentially a very enjoyable festival of all things blastworthy, with some impressive sound effects and plenty of variation in the levels, it doesn't quite hit the mark. Ultimately, a game of PO'ed will leave you feeling disappointed and frustrated. There are much better similar games available.

GRAPHICS 7
GAMEPLAY 7
LASTABILITY 9

OVERALL 7

I WOULD HAVE GIVEN IT... 7



by PAUL

Yep, a score of seven seems fair enough for a game which lacks any ideas of its own, but uses those of others well enough. Looks too much like an Amiga game to be considered special.

CRITICOM™

CRITICAL COMBAT



"THE GRAPHICS ARE EXCELLENT, THE ANIMATION GORGEOUS, AND THE PRESENTATION THROUGHOUT QUITE BREATHTAKING... CRITICOM IS A VERY, VERY INTERESTING GAME." PlayStation Plus

"AT LAST, A BEAT 'EM UP WITH A DIFFERENCE... A BLOODY GOOD GAME." Play Magazine

"CRITICOM IS A STUNNER... A CHALLENGING COMBAT GAME THAT ONLY REVEALS ITS DEPTHS WITH TIME." PlayStation Magazine

"VERY SATISFYING INDEED... AN EXCELLENT FIGHTING GAME." PSX-Pro









VIC TOKAI more gameplay

Virgin INTERACTIVE entertainment

- Revolutionary character upgrades.
- Power-up with awesome new weapons and projectiles as you progress through the ranks.
- Earn additional crunching combo moves as your combat skills develop.
- Spectacular Hollywood style cinematics.



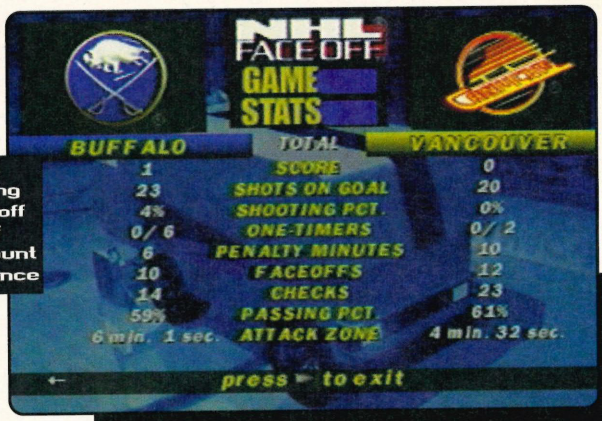
Hits the Streets... Early April Price... £44.99

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

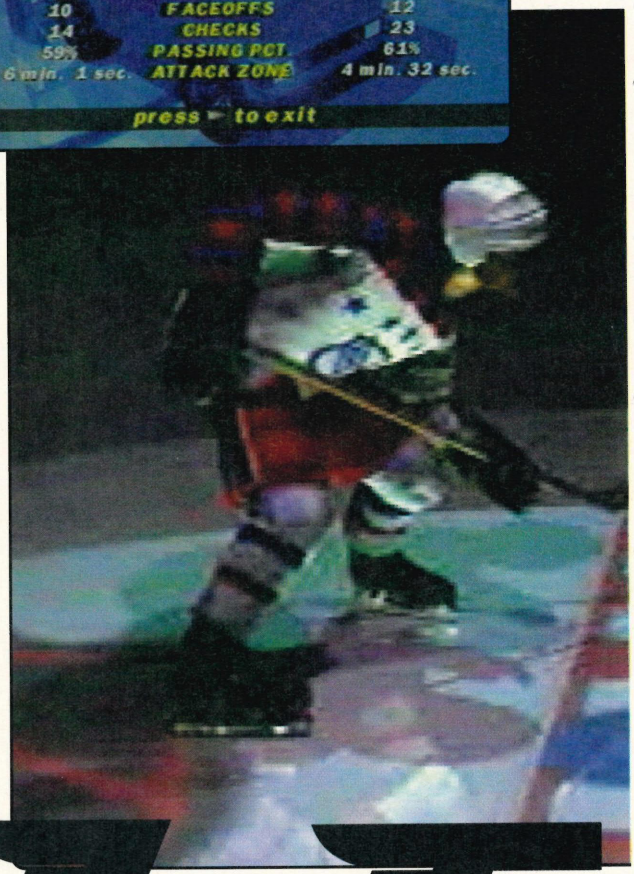
Distributed by Virgin Interactive Entertainment, 2 Kensington Square, London W8 5RB Tel 0171 368 2255

PlayStation™





Left: Winning a faceoff is of paramount importance



NHL Faceoff is a rare treat. The PlayStation seems to handle the sports sim with incredible ease, and this month's NFL games and almost every month's NBA efforts are proof of the fact.

With more varied sports now cropping up, it's inevitable that there will be a few dud efforts appearing, but for the time being we'll just have to put up with some more quality software with which to while away the hours. Shame.

NHL is fast, furious and undoubtedly the best ice hockey game to appear on any format. The most impressive thing about it is the fact that you don't have to be a fan of the sport to appreciate exactly what's on offer. The rules are simple to suss if you don't already know them, and you'll be skating like a pro in no time at all.

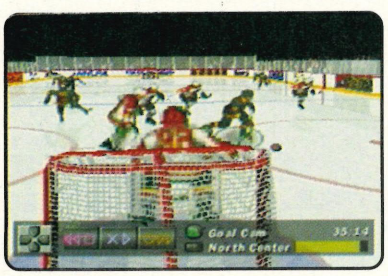
NHL is big business in the States, but with the sport's rising popularity over here, it's bound to do some serious business if there's any justice in the world.

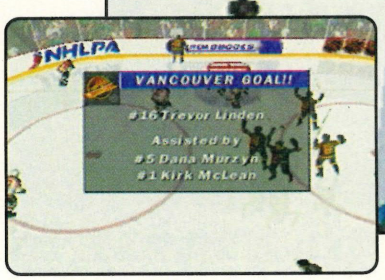
NHL F

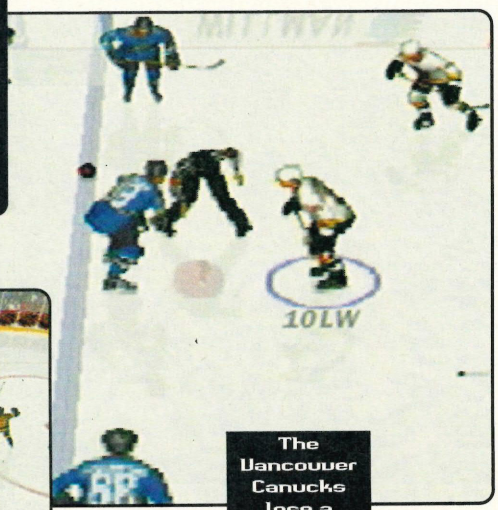


by ANDY

Ice hockey is set to become as huge an attraction here as it is in the States. Sony has its fingers crossed anyway







The Vancouver Canucks lose a faceoff

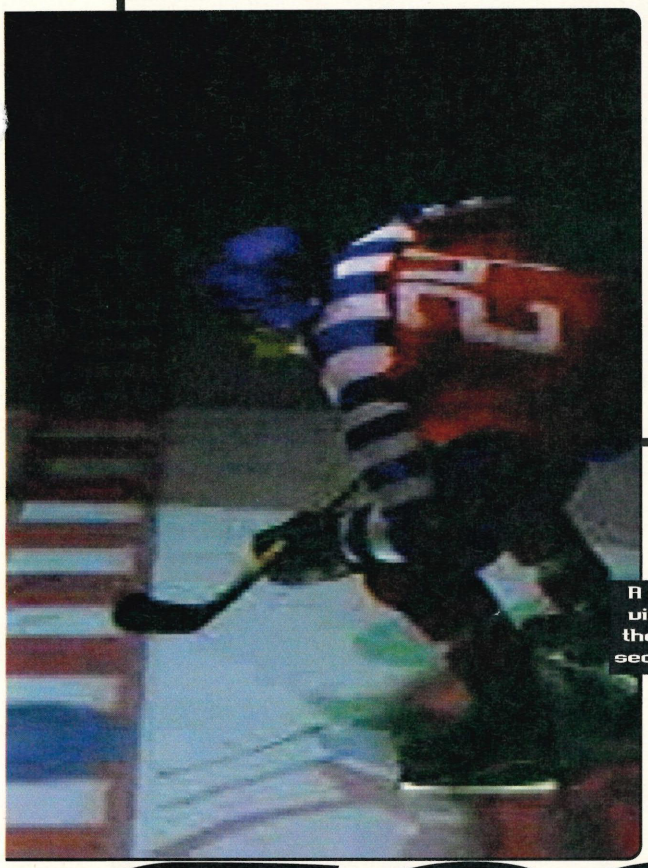
faceoff

As this is an NHL licence, only the North American teams are included. There's no Manchester Storm or Durham Wasps or whatever, but you can't really blame the developers for concentrating on the American mass market.

Sony has done its utmost to bring one of the world's most violent and frantic sports into your home. And with a great deal of style too!

The intro rolls and the flags of the previous winning teams hang from the roof. Then it's time to decipher the options. There are so many of them it's almost overwhelming. You can choose the length of the periods, which team to play as, who your opponents will be, and also which rules apply. This means you can have a realistic simulation or a more arcade-style event.

You also have the opportunity to play in the league, playoffs or have a simple friendly match. Thankfully, there is a two-player game included to bring that added element of competition to the proceedings.

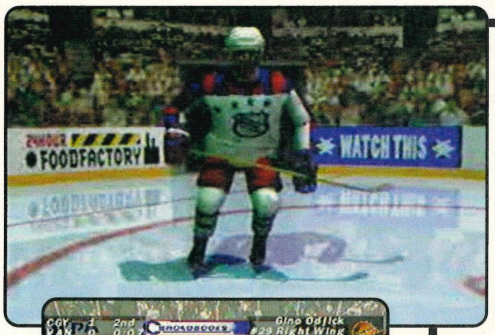


A quick view of the intro sequence

This bloke is one of the fastest skaters in the game









Controlling your team is just about as simple as anything can be. You use a combination of the D-pad and just three of the fire buttons. Each button has its own action, whether it be speed-up/tackle, pass or shot. The square also determines which player you control while you defend the opposition's attacks.

Graphically, the players are as realistic as they come, whether you are watching proceedings from a distance or down at ice level. The view can be altered to your own preference, which isn't an essential part of the game but does round things off if you're the sort of person who's a completist.

What's instantly apparent is the fact that the speed of the players is near perfect in comparison with the real thing. All the NHL players are included, with actual photographs and full statistics provided. Nothing has been left out, and that's why NHL Faceoff is just about as good as it gets. It's difficult to imagine anybody coming up with anything to rival its supremacy.

NHL Faceoff

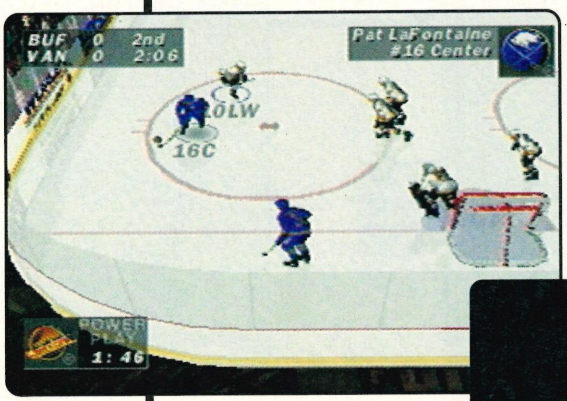
Other additions which make this so special are the sound effects. They must surely have been recorded from a match itself, as they're very realistic. The sounds of skates on the ice, the crowds cheering, the puck hitting the sideboards, and most importantly of all, the cheesy hammond when a goal is scored, are all highly reminiscent of the real thing.

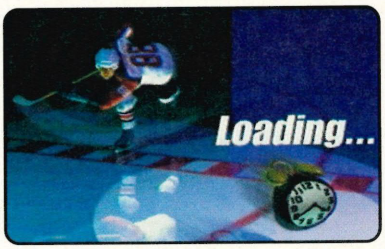
Goals may be replayed from any angle, which proves that everything that could possibly have been included in this game is here. Whether in a single or two-player game, the adrenaline rush will still be fast and frantic.

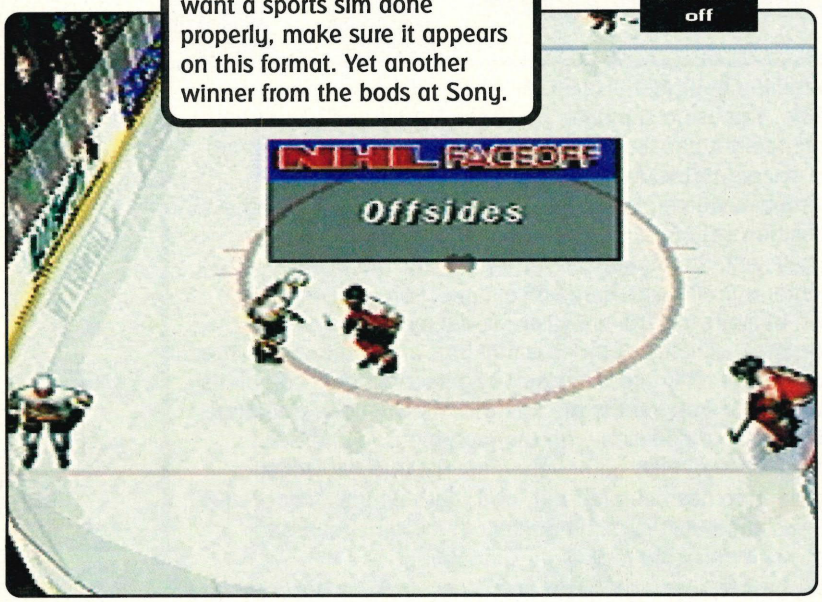
NFL Gameday just nudged this aside for the Game of the Month award, but Faceoff is still a great example of quality software. This is one for the player who prefers to just sit down and have a play, as opposed to having to spend hours sussing out strategies and such.

All in all, the PlayStation has proved yet again that if you want a sports sim done properly, make sure it appears on this format. Yet another winner from the bods at Sony.









The offsides can be switched off

SUMMARY

GAME NHL Faceoff
GENRE Sports Sim
SOFTWARE HOUSE Sony
PRICE £39.99

For my money this would be Game of the Month, but since the voice of the majority rules here at PSX-Pro, it was pipped to the title by yet another great Sony release, NFL Gameday. Fast action, stats for everything, simple controls, stunning graphics and a complete listing of team players, make this a must for sports fans everywhere. Addictive, instantly playable and visually stunning, NHL Faceoff is guaranteed to have you coming back to the rink for more.

GRAPHICS 9
GAMEPLAY 9
LASTABILITY 9

OVERALL 9

I WOULD HAVE GIVEN IT... 8



It looks great, but the sport of ice hockey doesn't transfer to the world of computer gaming quite as well as American Football. A score of eight is therefore more appropriate.

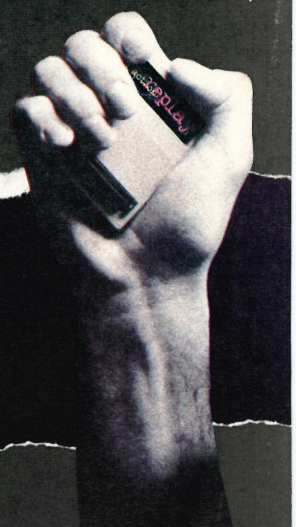
get more from your playstation

jump higher
BIGGER
faster
punch harder
live forever
skip levels
better
more

action replay puts the power in your hands

- live longer, punch harder, run faster, jump higher
- hundreds of built-in cheats for the latest blockbusters (and the best of the rest)
- memory manager - packs up to ten times more game saves into standard memory cart
- optional PC link-up for the ultimate hacker
- add more cheats as new games are released

PlayStation version £54.99



Available from

all good computer and video games stores

or direct from

Datel Direct, Govan Road, Fenton, Stoke-on-Trent ST4 2RS.

Tel: 01782 744707. Fax: 01782 744292. Website and Email HTTP://WWW.DATEL.CO.UK.

Allow £2.00 p+p.

PLAYSTATION IS A TRADEMARK OF SONY COMPUTER ENTERTAINMENT INC.

NFL Qua Clu

Quarterback Club '96 takes the American Football battle into overtime with a last second field goal

by STEVE

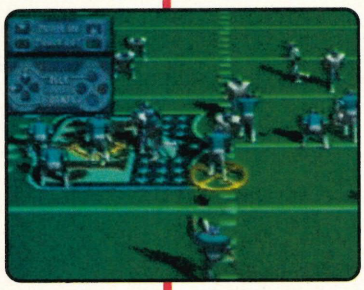
The original NFL Quarterback Club games on the Mega Drive took a novel approach to the sport. There was a straightforward game of American Football in there, but a lot of the time was spent practising with your quarterback – throwing at moving targets and other such exercises.

This has been left out of the '96 version, and I'll admit to being a little disappointed. However, it's easy to see that the game itself has been improved drastically from the slightly ropey match sequences seen in the earlier efforts.

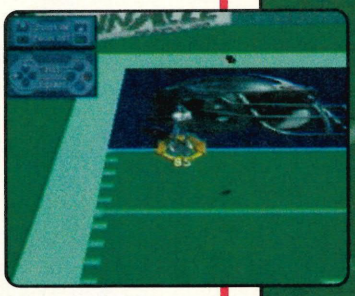
There's a season option, along with playoffs and exhibition games, plus the chance to take part in some classic matches. To be honest, this last feature will probably mean very little to most of us in this country, but it's in there if you want it.

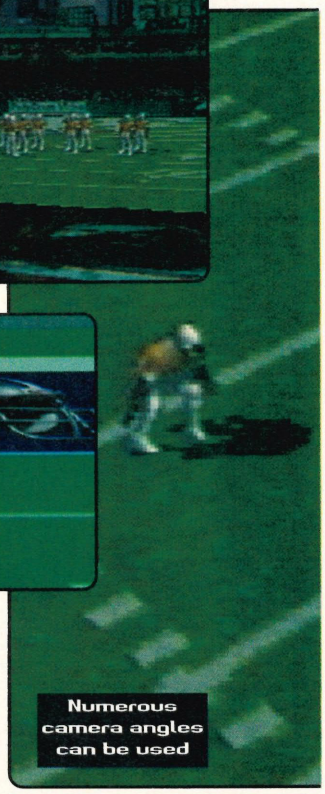
There are extensive options allowing you to customise virtually everything to your specifications (including weather conditions and even day or night matches), and the more arcade-like feel will undoubtedly win this a lot of fans.

It's a lot better presented than Gameday, with referees calling the penalties and a much more user-friendly play-calling system. Quarterback Club will undoubtedly suit the more casual player far more than Sony's game will.

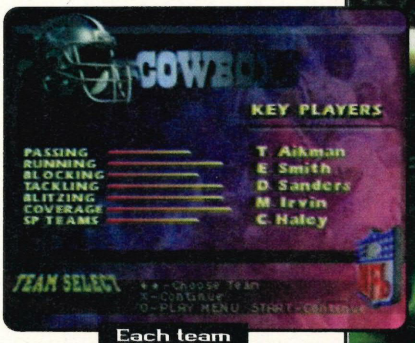




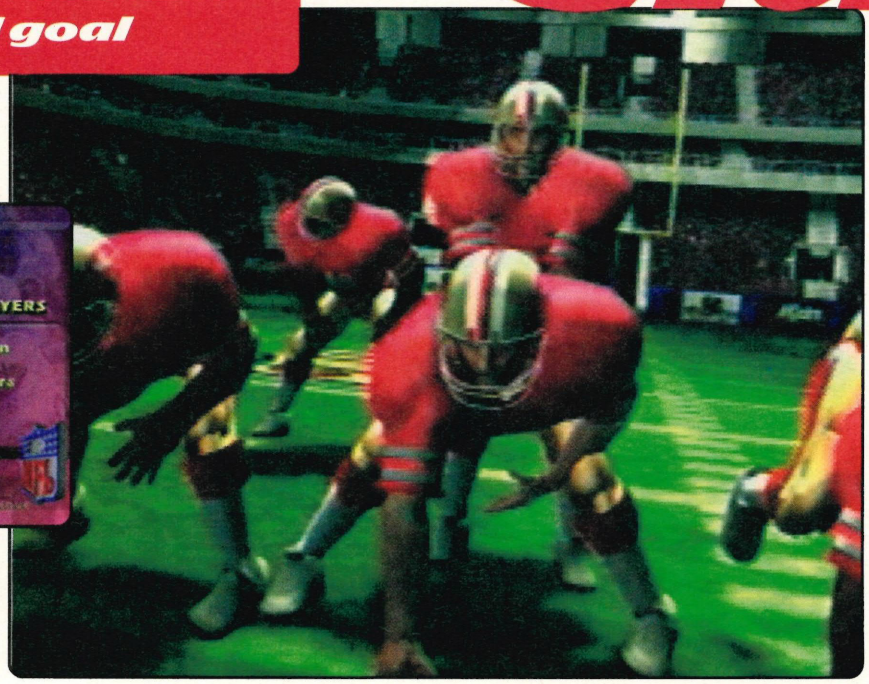


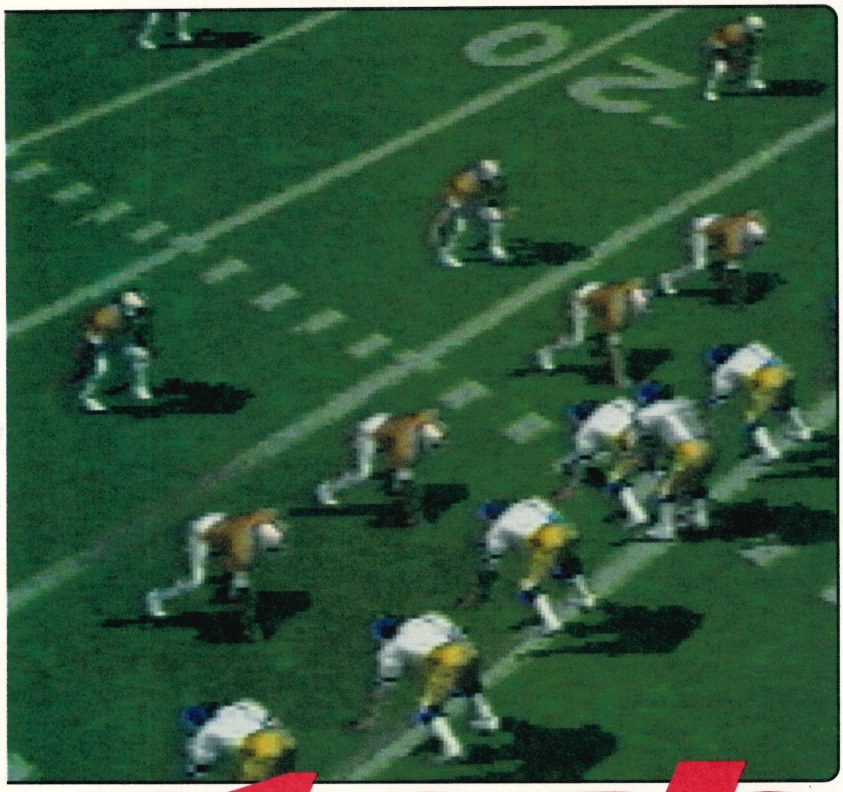


Numerous camera angles can be used



Each team has a number of key players

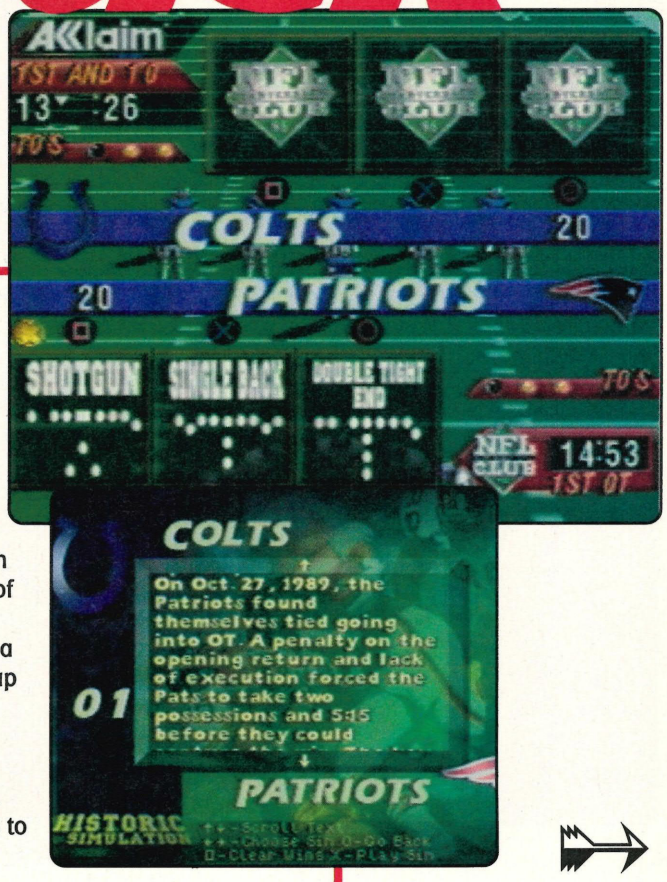




Playing NFL Quarterback Club '96 turned out to be quite difficult, because I had just spent a fair amount of time with Sony's Gameday. At first I found myself pressing all the wrong buttons at crucial times, and ended up diving a couple of yards forward instead of doing a speed burst, or changing defensive players instead of diving to make that crucial last gasp tackle. At this point I couldn't see any way that I was going to like this anywhere near as much as Gameday, but it sort of crept up on me, and before I knew it I was loving every minute.

It's inevitable to draw comparisons between these two American Football games, even though they are quite different in a lot of areas. For instance, there's much more exciting action in this one, with long range touchdowns occurring quite frequently. Obviously this has been done at the expense of realism, and aficionados of the sport will mark this down firmly in the negative points column.

rterback b '96



One thing I remember about the earlier versions of QBC is that the graphics were a bit dodgy. Sadly, this has been carried over to the PlayStation. The players still look like they've been pasted onto the background, and the rain and snow effects are pitiful when compared to the superb way in which they are implemented in Gameday.

Fortunately, the game plays well enough, and almost makes you forgive its aesthetic failings. Stick it on Rookie mode for your first few goes, and with liberal use of the speed burst and some running to the outside, you should soon learn the technique of breaking tackles with a subtle change of pace. Move up the difficulty levels and this skill will become invaluable as the defences step up a gear and start putting in a few bone crunchers. You'll find that the hard yards are made up the middle, but the big gains almost always come out wide.

It's surprising how many people get sucked into passing on every down in American Football games – possibly because a short gain doesn't satisfy their lust for glory – but Quarterback Club offers enough of a reward from all plays to tempt players to vary their offence.

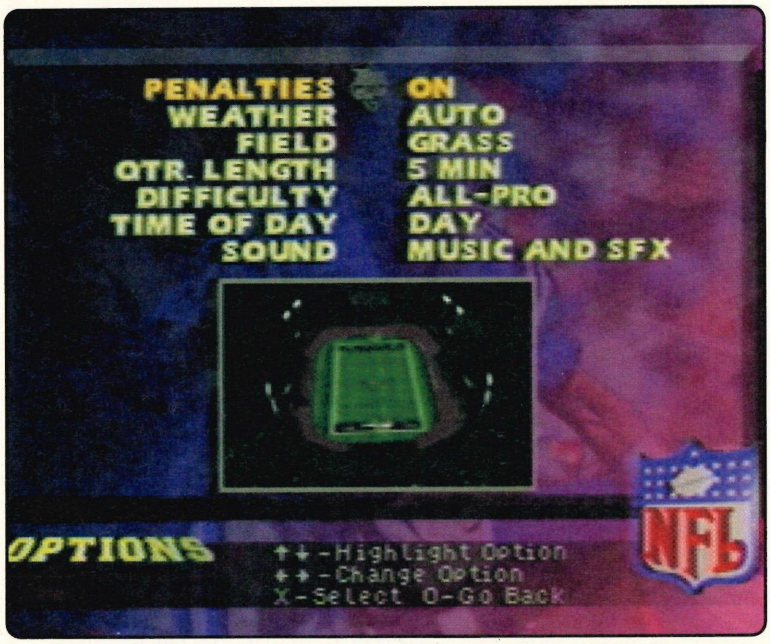
NFL Quarterback Club '96

The passing plays in this game are possibly the best we've seen yet. The speed at which a passing play has to move to be successful is far more realistic than anything I've experienced before. The quarterback is hurried by the defence, and is often forced to shovel out a pass long before he's ready.

You can't beat the feeling when you time a play to perfection – the ball meets your receiver without him having to break his stride, and he can accelerate away from the trailing defenders.

Unfortunately, I feel that there are just too many big plays in each game. This leads to high scoring affairs that just aren't realistic. Admittedly this will only be a problem for people who've been brought up on the likes of Mega Drive Madden, and the new generation of players will probably find that this new blend of action and realism suits them to a tee.

Personally, I'm sticking with NFL Gameday. At least I am until PlayStation Madden comes along!




Running down the outside can prove very fruitful



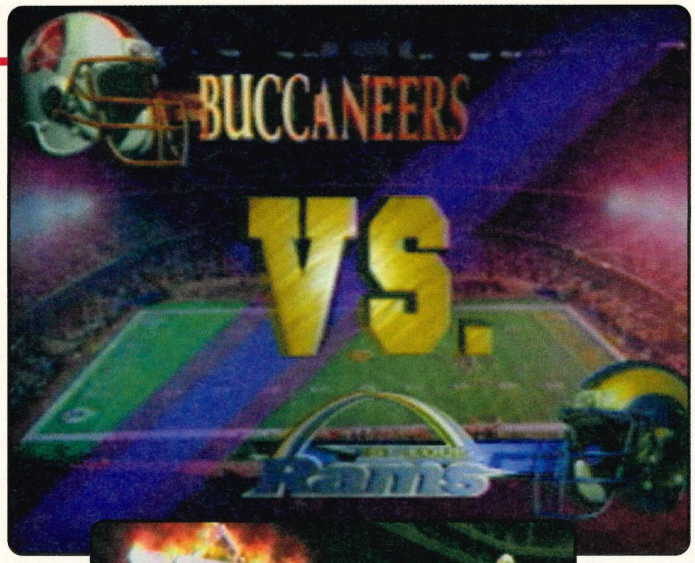
Win regularly throughout the season and you could end up in the playoffs

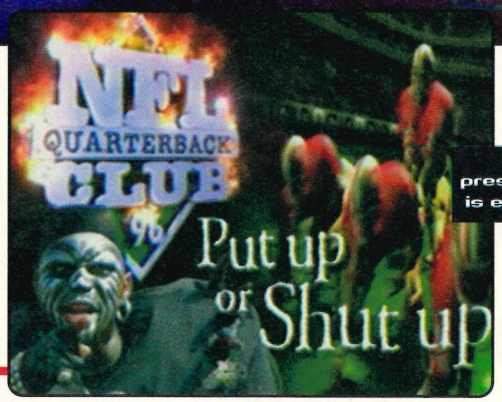


The Simulation option is certainly an original concept. It takes an important historical moment, such as an exciting comeback, or a last-minute winning score, and allows you to re-enact it and change the course of history. Of course you can choose to be either team, and maybe even overturn a particularly heartbreaking defeat that your favourites suffered at the hands of your most bitter rivals.

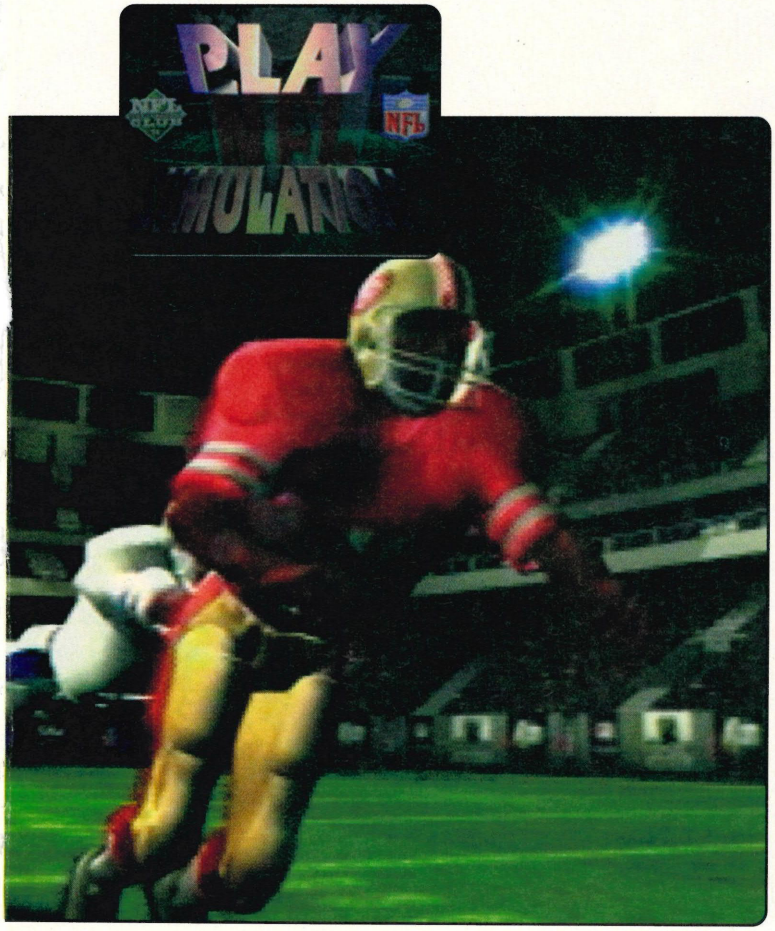
This option might well be a good and fairly original concept, and may mean a lot to people in America, but in Britain, where the sport isn't quite as popular, I'm sure most people will choose to play either a straight exhibition game or compete in a full season. It's nice to have the option, though, and it does go a long way to setting it apart from the other games which will soon follow.

All the teams are in there (including the expansion franchises), so as far as American Footy games go, it's pretty complete. The only decision you're going to have to make between the two games we've seen this month is whether you prefer realism or more arcade-style action. But whichever game you decide to plump for, you can rest assured that you won't be disappointed.





The presentation is excellent



SUMMARY

GAME NFL Quarterback Club '96
GENRE American Football Sim
SOFTWARE HOUSE Acclaim
PRICE £39.99

It's a shame that this game came in at almost the same time as NFL Gameday. It's still a fine effort, though, and two games of this quality in one month is more than American Footy fans could have ever dreamed of. The only things holding Quarterback Club '96 back are its dodgy graphics and the slightly over the top sense of action – something which I feel should always come second to the tactics and strategy of play-calling in an American Football game.

GRAPHICS 7
GAMEPLAY 8
LASTABILITY 8

OVERALL 8

I WOULD HAVE GIVEN IT... 8



by ALEX

In slightly sad fashion I'm giving this the same score as Steve, but for different reasons. As a gridiron sceptic, I prefer the exciting action elements to the tactical side of things.

Platform games come and go at a rate similar to new Manchester United shirts, but most of them are little more than a rehash of the best features of the last three or four popular ones. Cheesy is different. For one, it has a main character that you can quite easily envisage going on to star in a long running series of money-spinning games for Ocean – as Mario and Sonic have done for Nintendo and Sega.

That aside, it's the astonishing variety between the levels that should see the Cheesemaster go on to great things. A multitude of gaming styles – admittedly linked by some fairly run of the mill platform levels – constantly urge you on to see just what comes next. These range from bungee jumping spider levels, banana skin surfing sequences, an outrageously fast runaway mine cart section, and even a stage where you have to take the controls of a UFO.

It's this constantly morphing game style that puts Cheesy right up there with the likes of Rayman and leaves stuff like Gex floundering in its wake.







Cheesy

He's the biggest star since Rayman, and he's here to breathe new life into the platform game

by STEVE

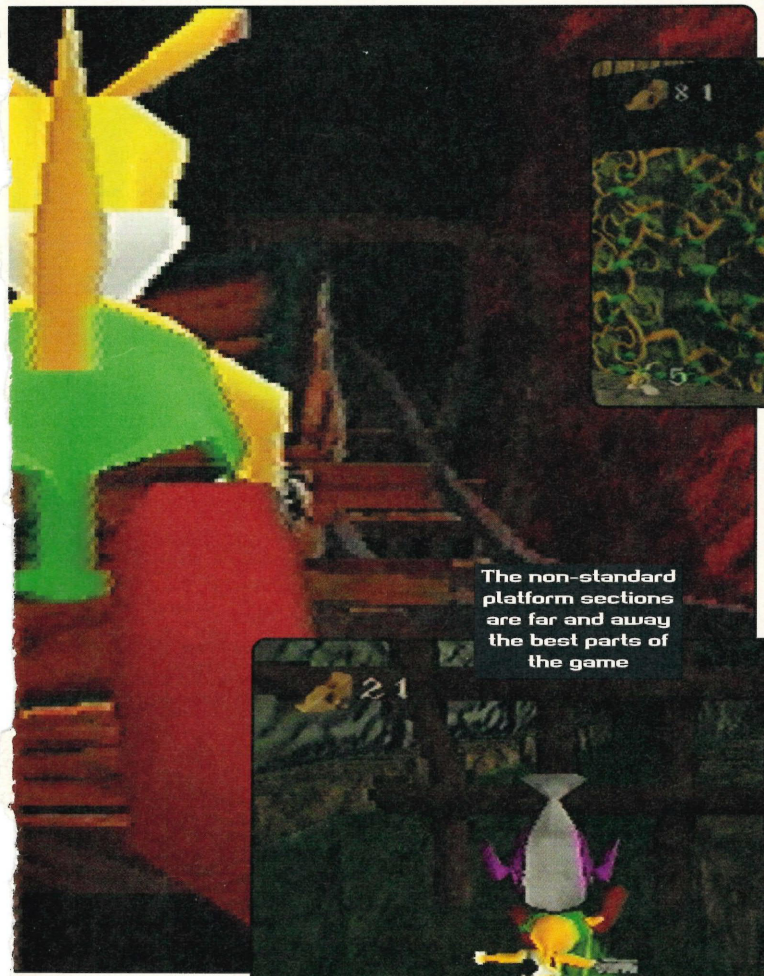




As you'd expect, end-of-level bosses confront you at the end of each level







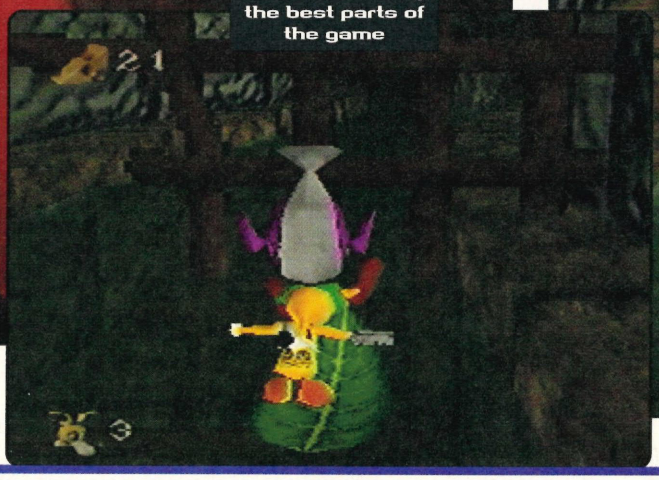




Surfing through the sewers on a leaf can be a highly treacherous experience



The non-standard platform sections are far and away the best parts of the game



You play the part of Cheesy, who has been captured by a crazed scientist and imprisoned in a dark, gothic castle. To complete the game you must defeat all the creatures which inhabit the mansion and, as you go, collect the ingredients of a teleportation spell.

The basic game structure is standard platform levels followed by innovative, original sections that are completely different to the ones you've just been playing. The thinking behind this is fairly straightforward. Obviously it would be difficult to program a decent sized game that is also completely original, so Ocean has got around this by making about half of the game fairly standard, with the enticing carrot of the special levels constantly dangled in front of the player.

The result is a massive game that struggles to constantly maintain its odd flashes of brilliance. However, we shouldn't be too critical, because an obvious effort has been made to try and produce an original platform game, and that's something we don't see very often these days.

Cheesy



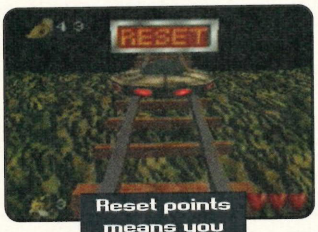


At times it does get difficult to stick with Cheesy during the less original sections. When I was going around the outside of the tower, for instance – a particularly infuriating section – I was all for packing it in there and then. But I just couldn't, simply because I'd enjoyed playing the runaway mine cart level so much. This game is not without its faults, but once you start playing, it's very difficult to stop.

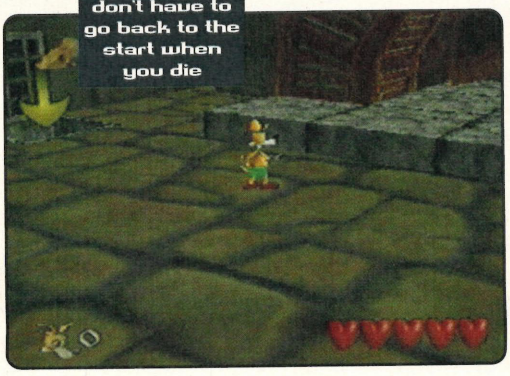
If I could change one thing about Cheesy, I would have to make the 'in-between' levels that little bit shorter. The game would be far too small without them, but I can't help feeling that they're just getting in the way.

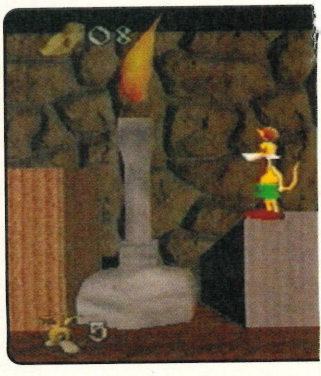
Ocean is hoping that Cheesy will create a new benchmark for games by combining classic gameplay with new innovations. And while I don't think it quite manages this over the 30 levels of platform action, I certainly like the ideas the programmers have tried to incorporate. If other publishers opted for more originality in their games, I certainly wouldn't be complaining.





Reset points means you don't have to go back to the start when you die





If you just can't get enough of Cheesy, you have the chance to show off your gaming skills every weekday morning on Sky One as part of the children's morning show, Boiled Egg and Soldiers.

It's one of those 'call in and play using the tones on your phone'-type things, where players have to help our yellow-skinned hero through a perilous game section complete with killer aliens, deadly poisons and scurrilous insects.

This TV tie-in is a major coup for Ocean, and goes to show just how good the game is.



Cheesy doesn't look much like a mouse to me. In fact, he's much more like a deformed dog

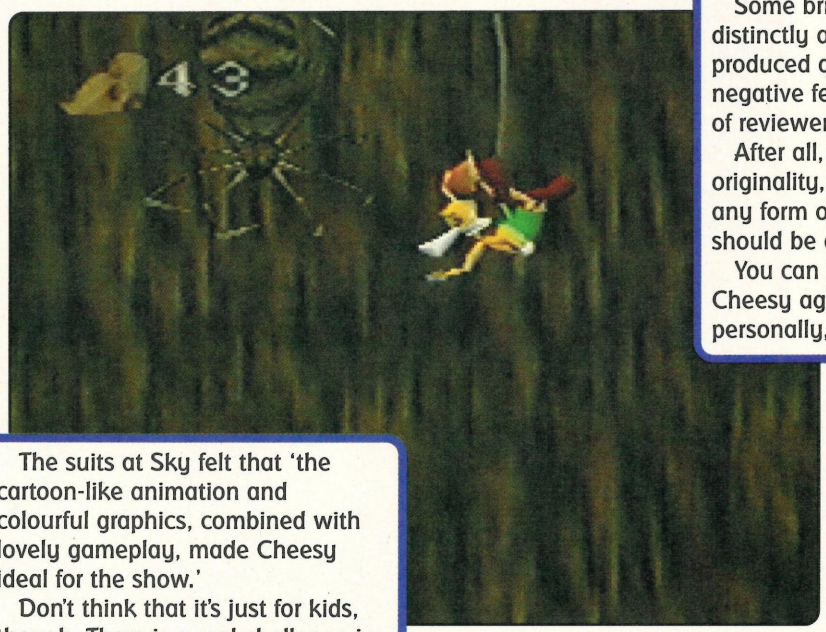
Okay, so it's not the best platform game you'll ever play, but it's certainly right up there with the cream of the crop. In fact, if it wasn't for a few dubious moments and a couple of examples of dodgy programming, this could well have been my favourite PlayStation platformer to date. Despite its faults, it does a fine job of challenging Rayman for the previously undisputed spot at the top of the pile.

Cheesy is pretty much an essential purchase for all fans of this type of game. It looks great (apart from a few occasional rough edges on the main sprite), it plays extremely well for the most part, and is undoubtedly a game that you will be playing for a long, long time to come.

Some brilliant ideas alongside some distinctly average ones have, in this case, produced a game that would produce negative feelings from only the most cruel of reviewers.

After all, in a market that's so starved of originality, even in this 32-bit day and age, any form of innovation is something that should be applauded very loudly indeed.

You can rest assured that we'll be seeing Cheesy again in the near future, and personally, I'm looking forward to it.

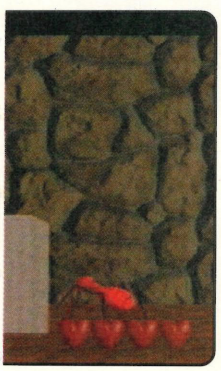


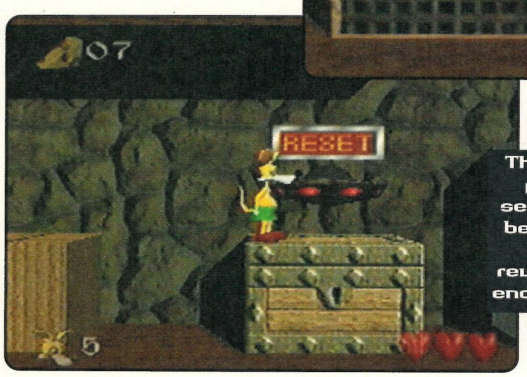
The suits at Sky felt that 'the cartoon-like animation and colourful graphics, combined with lovely gameplay, made Cheesy ideal for the show.'

Don't think that it's just for kids, though. There is a real challenge in there, and no matter how good you think you are, Cheesy will definitely test your mettle.

At times I was literally pulling my hair out due to the infuriatingly difficult nature of some parts of the game, but the lure of those new sections just kept pulling me on for one last go.







The straight platform sections can be tiresome, but the reward at the end is worth it

SUMMARY

GAME Cheesy
GENRE Platform
SOFTWARE HOUSE Ocean
PRICE £39.99

Cheesy gets nine – the same mark as UBISoft's Rayman – simply because it's equally as rounded and polished as the French effort. Both games are difficult and provide excellent value for money. You're guaranteed to see something new if you buy Cheesy, whether you've played loads of platformers or not, and that makes a refreshing change. It's great fun to play, and if things go well, Cheesy could quite conceivably become the PlayStation's Sonic the Hedgehog.

GRAPHICS 8
GAMEPLAY 9
LASTABILITY 9

OVERALL 9

I WOULD HAVE GIVEN IT... 8



Although Rayman is the ultimate as far as PlayStation platformers go, Cheesy comes a close second. There's enough variation in there to warrant a closer look.

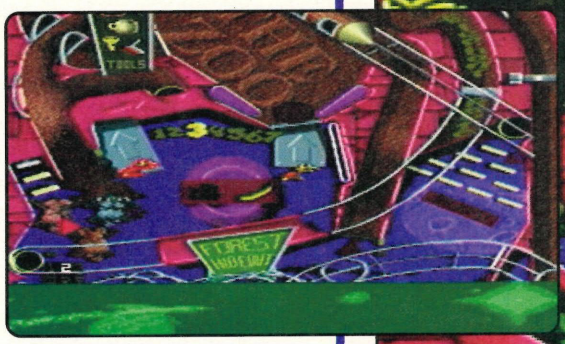
Just one of the 'mightily impressive' looking tables on offer



Stick 'ly Bad' in the middle of the title of this game and you'd be a lot closer to an accurate description of Extreme Pinball. If my memory serves me right, this was little more than an average shareware product on the PC a few years back, and it seems to have had little or no improvements made to it for its release on the PlayStation.

There are four tables - enough to satisfy anyone who can be bothered playing it for any significant length of time - but they're all a bit too similar for comfort. For the record, they are Urban Chaos, Monkey Mayhem, Medieval Knights and Rock Fantasy, but they're all pretty samey, no frills tables, the likes of which experienced gamers have seen many times before on other formats.

This is what sticks in the throat more than anything, to be honest. Pinball was done better than this on the Amiga - of all machines! - about four years ago, and this really shouldn't be the case. I wonder if the people at Epic MegaGames (programmers of the original) are happy with this (or if they've even seen it), because if they are then they've got a lot to learn about what PSX owners expect.

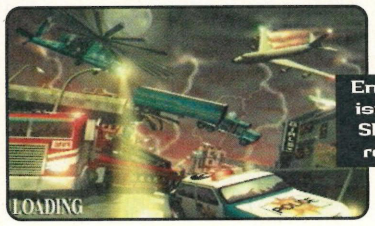


Extreme Pinball

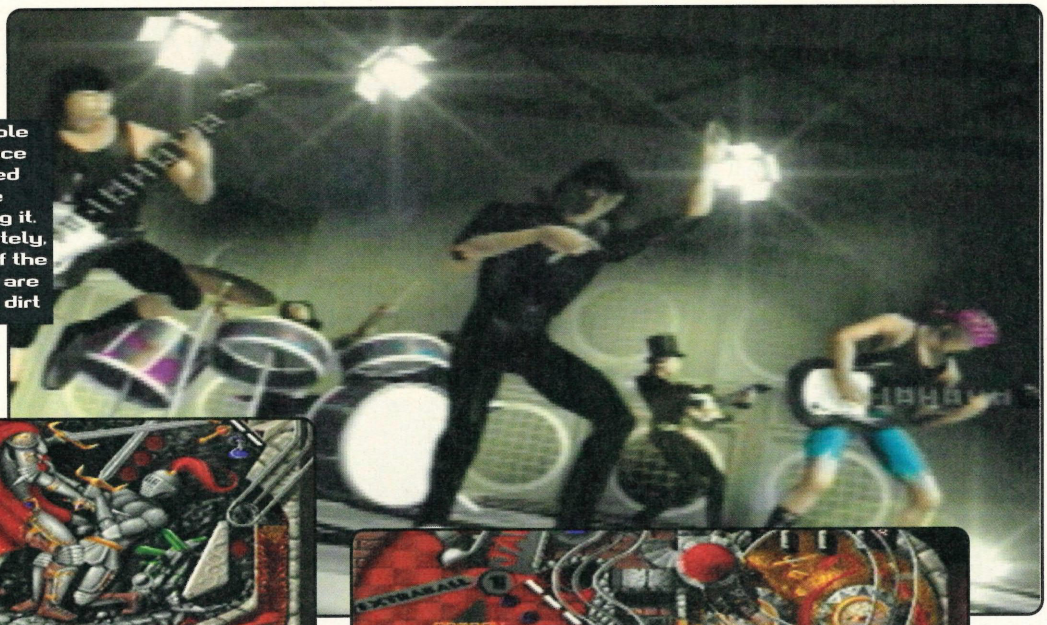


by STEVE

EA has spent years building a reputation for releasing quality games. So what's with this rubbish?

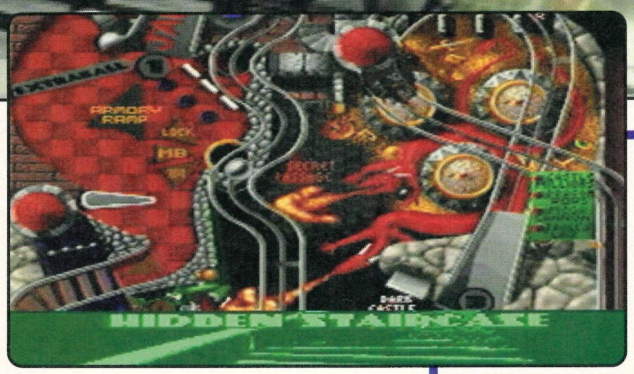


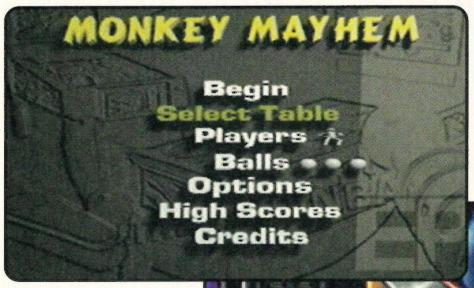
Enticing isn't it? Shame really



Each table has a nice rendered image preceding it. Unfortunately, the rest of the graphics are absolute dirt









Learning where all the bonuses are hidden is essential



In theory, the tables aren't exactly badly designed. They each have their own little story, which is nice (although I do object to the use of the term 'mondo points' in the manual), but there are none of the graphical touches and special effects which are so much in evidence in games like Virgin's Tilt and Empire's Pro Pinball. This makes it all fall decidedly flat.

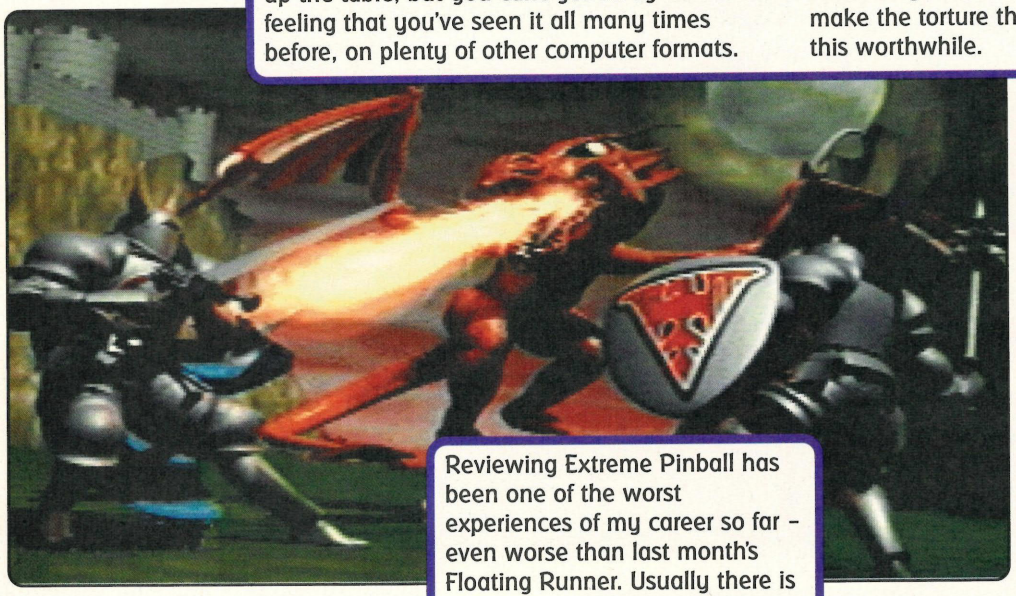
Add to this the fact that even this primitive form of pinball game is badly flawed, and already I'm struggling to find much, if anything, on the good side.

The ball seems to float up the table rather than roll, making for a very unrealistic experience, and the flippers – or more accurately the control of the flippers – leaves you feeling like you have very little part to play in proceedings. This is surely an essential aspect of any pinball game, seeing as that's pretty much all you have to do.

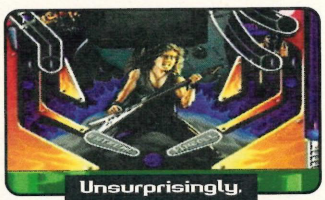
Extreme Pinball

Speed is another big problem. 'Lumbering' is a good description of the action in Extreme Pinball, and while it may match the speed of real-life pinball quite accurately, it doesn't do enough to keep players interested for long. There are a lot of bonusy type things along the way - as you'd expect - and flippers half-way up the table, but you can't get away from the feeling that you've seen it all many times before, on plenty of other computer formats.

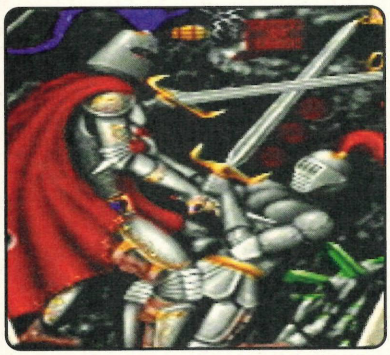
The manual infers that there could be some ultimate reward on each table if you persevere long enough, but there was no way I could have sat through much more than I did, and therefore I can't really justify or dismiss the claim. Even if there is some sort of pinball climax to be had on each table, unless it's absolutely incredible, there's no way it can make the torture that you're put through playing this worthwhile.







Unsurprisingly, this is linked to the medieval table



Reviewing Extreme Pinball has been one of the worst experiences of my career so far - even worse than last month's Floating Runner. Usually there is something that you can cling on to and be positive about, but with this I'm at a complete loss. I can't imagine why anyone would want to buy it, unless they hadn't read a review, and I can't see anyone who has the misfortune to buy it playing for very long, regardless of the expense they have incurred.

Electronic Arts has been one of the most prolific producers of top quality games over the years, but it seems to be really struggling to get to grips with the PlayStation. Extreme Pinball is just the latest in what's rapidly becoming a long line of let-downs. Hopefully, Fade to Black and Space Hulk will turn the tide, but on current form I'm not going to get too excited just yet.



Let's make no bones about it. Extreme Pinball is appallingly bad. One of the worst games ever!

SUMMARY

GAME Extreme Pinball
GENRE Pinball
SOFTWARE HOUSE Electronic Arts
PRICE £39.99

You won't have heard much about Extreme Pinball, and there's a very good reason for that. EA's PR department knows how poor the game really is, and simply didn't bother publicising it through the normal channels of magazine previews and news pieces. And who can blame them? I'll be amazed if Extreme Pinball doesn't get panned across the board. Let's face it, the marks it is likely to get are hardly going to convince many people to buy it. This deserves to receive PSX-Pro's lowest ever score.

GRAPHICS 6
GAMEPLAY 3
LASTABILITY 2

OVERALL 3½

I WOULD HAVE GIVEN IT...3



An easy thing to say after such a damning review, but this is the worst kind of trash. If only 100 copies are sold then EA will surely have recouped its development costs and more.

Denmark's Christmas tree formation collapses!

Don't get crushed in the rush. Order your copy of PC Football today



PC Football is a special collectors edition PC magazine dedicated to football

Features:

- **Free CD** packed with exclusive demos, plus all of the major footy games ever released
- **Free wallchart**. A huge poster for you to fill in scores and follow the home teams throughout Euro '96
- Exclusive **Terry Venables interview**. Read what the boss man of England thinks about his chances
- Complete guide to the grounds and the teams taking part in **Euro '96**
- All the new footy games **previewed and reviewed**
- Reviews of the **best of the rest**
- **Hints, tips & tactics** on the top games. Don't go grey like poor old Kevin Keegan
- Plus: best **web sites**, on-line footy, PBM, joysticks, and more

Try it out! On-line PC Football at : HTTP:\\WWW.IGD.CO.UK/PCF/

PC FOOTBALL



Price £4.99 On sale May 30

What ECTS

Sunday

The European Computer Trade Show takes place twice a year at London's Kensington Olympia.

Avid readers of PSX-Pro will know that last autumn's show was nothing more than an excuse for software houses to give things away and generally show off about how big and rich they are. This spring's ECTS, however, was a much more muted affair.

'Big players' **Virgin** and **Electronic Arts** didn't bother having stands at all, electing instead to pay PR blokes **Doug** and **Jim** to hang around the bar and hire a small boardroom in a nearby hotel respectively.

Other major software houses decided it would be best to turn up, but not bother with splashing out on expensive exhibition stands. **Philips Media** and **Grolier**, therefore, looked embarrassed in their over the top plots - **Philips** had an abomination reminiscent of Duran Duran's Wild Boys video, while **Grolier** let its dummies in dungarees do the talking.

The IDG Media contingent were holed up at the Olympia Hilton - a Daley Thompson javelin throw from the exhibition hall - so it was a case of checking in, dumping our bags and steaming into Olympia.

Usually, the first thing that hits you is a wall of computer-generated noise - the exhibitors are all vying for attention - and there's a constant, excited Tower Of Babel hubbub of accents from all over Europe. But curiously, this was not the case. The smell of kerosene (or was it the paint drying on **MicroProse's** stand?) was overwhelming - a condition not conducive to wandering around a sweaty exhibition hall deprived of natural air and light.

Appointment number one was with laid-back **Gavin White** of **BMG**. He greeted me warmly and offered me a choice of beverages. I plumped for a plastic glass of sparkling water - I'd already had a head-rushing, large black coffee on the train. The press kit consisted of a CD (featuring music as well as the usual screenshots) and a folder full of press releases.

After about 15 minutes of friendly banter, Gavin had given me the SP on **Grand Theft Auto**, **Blazing Dragons**, **Exhumed** and **Firo & Klawd** - *see Steve's preview special for further details.*

The last ECTS, six months ago, was a freebie fest, and this one set out its stall from early on. Gavin gave me the choice of a tasteful, shiny nylon press-stud fastening jacket in black or dark blue. I went for blue. I politely turned down the offer of a grey T-shirt, as I'm trying to wean myself off wearing free software house tops.

It was now time to visit the ever-jovial **Declan Brennan** of **Ocean**. The self-styled industry nut-job was in fine form, letting off a barrage of weak puns before I could let go of his chunky handshake. Thankfully, he didn't wrestle me to the ground as he is wont to do in front of *important* IDG board members.

Also appearing at the Ocean suite - oh yes, a suite (a knock-on effect of the recent *merger* with Infogrames?) - were burn-the-candle-at-both-ends **Andy Hughes**, and former Britain's Daftest Braces Award winner **Stevie '*Boom Boom Wey*' Hey**. Here, the chat was mostly about **Cheesy** - ironic given the standard of Declan's gags - and forthcoming titles **Tunnel B1** (Kenobi), **Viper** and **Untitled Tennis**.

As ever, the meeting with Ocean was a rootin' tootin' pleasure. The appointment flew over, and once I'd downed another plastic glass of sparkling mineral water, it was time to trot over to the quieter and better air-conditioned climes of the Olympia Hilton to see **Mindscape's James Morris**.

Mozzer is one of the more laid-back PR mullers I've had the pleasure of dealing with over the years. His apparent *couldn't care less* attitude is only one side of his professional mien. He's actually pretty thorough and dedicated, and has a technically sound golf swing. I had a *do* on **Supersonic Racers**, which looks miles better than anything Mindscape has done so far on the PlayStation, and a look at **Steel Harbinger** - a bit like Loaded except with (seemingly) bigger areas to explore.

Lunchtime (one o'clock) was now upon me, and it was back across the railway bridge to Olympia to meet with **Time Warner's Diedre Murphy**. It was to be the first *No Show* of the day. Tut tut. Admittedly I was 10 minutes late, but the woman who's professional integrity I'd once admired had blown me out. This was confirmed by the reception bird stating apologetically, *I think she's gone to lunch.*

I kept my cool, left my business card and sidled off to my hotel room to chill. It's well annoying to be left in the lurch in such a way, especially when you know the products you're gonna be shown are pump. So, no decent coverage for Time Warner any more...

Two o'clock was now approaching, so I braced myself for some more kerosene/paint sniffing. Even the ozone-layerless London air seemed like the finest Alpine breeze during the two-minute stroll back to Olympia. **Julia Coombes** of **Mirage** was the next entry in my diary. She's normally pleasant

'She's quite a nice looking girl - for a sprite'

James Morris, Mindscape

went on and that

The ECTS at London's Olympia Grand Hall is where European games publishers and writers get together to discuss business. Or do they? Alex Lee tells us what really goes on

enough, so I put the memory of Murphy's non-appearance to the back of my mind.

When I arrived at **GT Interactive's** hell-hole of a **Quake** stand, I was greeted by a woman wearing something she'd nicked from Betty Boo's old wardrobe. *That's not Julia*, I thought. When I enquired as to her whereabouts, it transpired that I wasn't even on her appointments list!

Oh, gooooooood. Just as I was reaching for another of my business cards, she appeared out of the darkness, clutching a posh-looking sandwich. To my delight, she offered me half - a warm ham and tomato job on that new-fangled Italian bread - ciabatta is it?

The meeting took place on the balcony overlooking the main hall, where bald patches and shoulder dandruff mounds could be spotted a mile away. The game in question was **Mayhem!**, a destroy everything epic that amounts to the inverse of Sim City. It looks like Maxis' much-lauded society'em-up, but the idea is to blast everything in sight in glorious isometric 3D.

Half-way through an important conversation, up popped Murphy with one of her mates to interrupt. Needless to say I didn't accept her explanation of, *I was around until 20 past*, because I was, and she obviously wasn't. Julia and I talked some more business for a few more minutes before I had to leave and look for Codemasters.

The Codies' double act of **Richard Eddy** and **Rachel England** was in full effect. They showed me **Sampras Extreme**, which is unfinished in the extreme. Eddy was keen to do a cover with us in the near future - you heard it here first! - whereas all England could talk about was her impending marriage to a French chef.

Old mate **Jay Dutton** of **MicroProse** was next on the list - three o'clock over at the stand that wasn't stinking of paint so much any more. Apparently, MicroProse's new boss bloke had hired a different exhibition company to set up the stand, and problems had arisen at the last minute.

Expecting an easy, breezy appointment, I calmly approached MicroProse's reception woman. However, she told me that Jay wasn't available because he had back-to-back appointments. Well thanks a lot, Jay. So much for us going back to the days of when ST Action was still alive (if not kicking). I decided to let him off, as he's generally quite ream - if a bit corporate at the edges. So that was it. Day one of the show over. One more fun-packed day of appointments left.

Monday

Monday started off well. I felt sufficiently healthy to eat a full English breakfast - a fine sign if ever there was one. One belly full of sausage, bacon, egg, beans, hash browns, mushrooms, tea and toast later, and I was set up for a good few hours of meetings with another load of PR mullers.

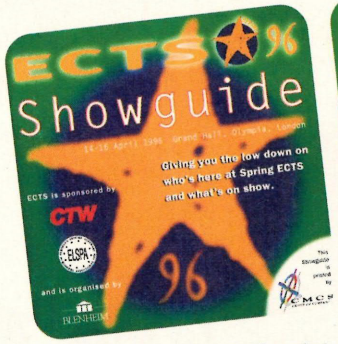
Appointment number one - thankfully in one of the Hilton's suites - was a dual job with **Alison** and **Nick** of **Empire**, two of the reamest PR monks you're ever likely to meet. I worked with Nick on the launch of the first ever dedicated Super Nintendo mag (Control) beards ago, and he's as barrel-chested as he ever was. It was Alison who took me through the impressive **Pro Pinball**, however, while Nick milled around getting stressed. After my first coffee of the day in the plush bar, I set off for Olympia to see **Bastion's Simon Byron**.

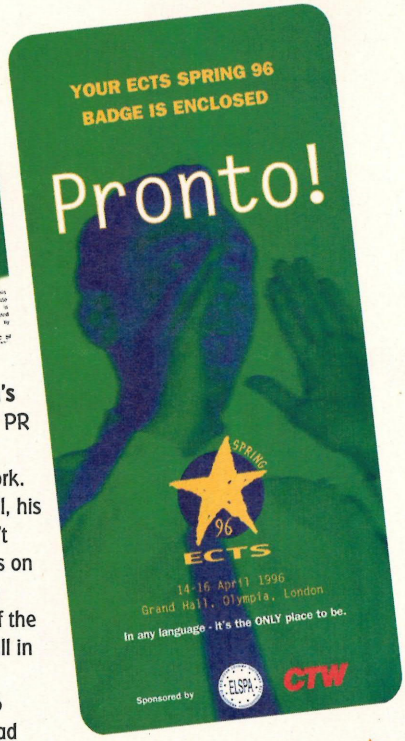
The ruddy, bespectacled fellow enthusiastically led me inside the gallery-level **Funsoft** stand to hand me a dabble on **Burning Road** - one of the few games that really impressed me at the ECTS. A homage-payer to Ridge Racer and the Saturn's equivalent, Sega Rally, it's a beauty. Particularly top are the ice courses. Not only do the cars skid around wildly (as expected), but massive shards of ice fly into your windscreen all the way round. The rain-soaked circuit was similarly exciting - the precipitation hammers down like it does on an average day in Manchester, urging you to hurtle ever forwards, ever faster.

Managing to tear myself away from the Funsoft arena, I made my way towards **Telstar's** stand, positioned pretty much slap bang in the middle of the ground floor. It was an unassuming open plan whitewashed affair displaying rolling demos of **Starfighter 2000**.

'I'll wear my Subbuteo jacket tomorrow'

Declan Brennan, Ocean





As usual, Telstar's **Keith Sloan** and **Simon Jones** were keen to push their products, and thankfully, **Onside**, **Starfighter 2000** and **Centrecourt Tennis** were of a vastly superior quality to the pump Lone Soldier – even in their various states of non-completeness.

A quick dabble on Onside – there weren't any other playable PSX games on show – filled some time, and soon I had to groove on down to **Interplay's** suite. Whether a company has a suite or a stand is often a good indication of its financial clout, unless of course the stand is, well, outstanding.

Taking a short cut across the Ocean-sponsored bar, I bumped into erstwhile young Robert DeNiro lookalike **Simon Kirrane** of **Carlton Books**. He'd already arranged to meet Interplay's **Allison** and myself at the bar. So, all we had to do was find Allison. She was at the Interplay suite as expected, so I led her to the bar where she got the drinks in. Again I was on Perrier water to rehydrate my body after the previous night's excesses at the ECTS Awards Show.

The lunchtime chat was about how to get tickets for the party to be held by **Grolier** that evening. Allison didn't have any new products to show me – it's beginning to look as though the likes of **Casper** and **Waterworld**'ll never show. Nor am I holding my breath for **VR Baseball**.

It was back to the hotel for a boardroom meeting with **EA**, hosted by **Andrea Griffiths** and a French bloke from the **Adeline** development team. After an embarrassing bout of various Gauls translating everything I said for a female French journo who wanted a copy of PSX-Pro from which to gain inspiration and generally nick the best ideas, it was down to business. Bearded product manager **Serge** took me through the PC version of **Time Commando**, a sorta sequel to Alone In The Dark with nine time zones, and **LBA 2**, an isometric adventure with eerie Prince Of Persia-possessed sprites.

By this time – about quarter to three – I was running late and had to jog back to Olympia. Serge had harped on about his products for beards, and I hadn't had the heart to cut in mid-flow.

The appointment with **Sony's Guy 'Fierce' Pearce**, scheduled for half past two, turned out to be a 'mare as well. Boasting massive floor space behind a huge PlayStation logoed curtain, the Sony stand was positioned on the gallery level, dominating an entire arched end of the enormous rectangular exhibition hall.

After pounding up the stairs, past an indeterminable number of punters hogging monitors and playing the likes of **Tekken 2**, **NFL Gameday** and **NHL Face Off**, I reached the Sony reception area. And there was no sign of Guy. Knickers. The woman at the reception hadn't seen him for ages, so I left him a note to say I'd called.

Next on the list was **Gremlin's Steve McKevitt**, one of the few PR mullers worth speaking to and having a drink with outside work. He's ream – he likes his football, his beer and his music, and doesn't suffer fools gladly. Why he gets on with me, therefore, is a bit of a mystery. Inevitably, the bulk of the conversation was about football in general, and Jack Charlton in particular. The World Cup 1966 winner and ex-Eire manager had been the guest speaker at Gremlin's do the night before, and Steve related the best moments to me in inimitable MC Kev fashion.

Eventually the conversation turned to coverage in PSX-Pro, and a top deal regarding **Actua Golf** (for the next issue, in fact) was sorted out. Again, you read it here first.

After shaking hands I made a sharp exit. I was now way behind schedule for my meeting with **Psygnosis' Mark Blewitt**. Fortunately, he's the kinda guy who understands. He knows from IDG's transport nightmare on the day of the **Adidas Power Soccer** launch – there were massive rail disruptions which made it a proper struggle for us to get to Liverpool for the allotted time – that I make every effort in my power to get to a place. The trouble was, Psygnosis' stand was at another hotel.

I decided the best course of action would be to dash over to Psygnosis' small stand at the show, as another ex-colleague of mine, **Allie West**, reckoned he might just be there. Arse. No he wasn't. I sought solace, however, with the thought that he was probably suffering from a royal hangover. I knew this because I'd spoken to him at the ECTS awards the night before, and he was absolutely hammered. I hereby profusely apologise for not making the meeting. I have no shame.

So it was to the bar to meet the diminutive **Simon Kirrane** of **Carlton Books** (this time officially). He had his floppy-haired shadow **Ian Kenyon** in tow, but I didn't let that spoil my day.

Apart from all the PR mullers I met by appointment and who you've all got to know through reading this, an honourable mention must go to the indefatigable **Dean Landucci** of **Blue Byte**. He's the inventor of a rhyming slang phrase based on a certain Scottish football league side, but sadly lost his voice – which is gravelly at the best of times – long before Monday night's **Grolier**-related festivities began.

Alex Lee made all this up as a space-filler cos some PR muller couldn't be arsed sending him a game on time

MANNERINGS
SOUND AND VISION

OFFICIAL PLAYSTATION CENTRE

SONY PLAYSTATION CONSOLE...£289.99

Actua Soccer	£37.99	Revolution X	£38.99
D	£38.99	Road Rash	£36.99
Defcon 5	£39.99	Shockwave	£36.99
GEX	£36.99	Tekken	£41.99
Krazy Ivan	£39.99	Viewpoint	£36.99
Magic Carpet	£37.99	Wing Comm III	£39.99
Need for Speed	£37.99	Controller	£24.99
NBA In The Zone	£38.99	Memory Card	£21.99

FREE CATALOGUE
EXPORT WELCOME

TEL: 0181-422 2070/2778
FAX: 0181-423 8567
ORDER BEFORE 3pm FOR SAME DAY DESPATCH

SHOWROOM & ORDERS TO
MANNERINGS SOUND & VISION
21/22 STATION PARADE, NORTHOLT ROAD
SOUTH HARROW, MIDDX. HA2 8HG

Visions

Part Exchange Specialists

★ LARGE SELECTION OF NEW RELEASES AND BACK CATALOGUE ★
★ UK AND IMPORT ALWAYS AVAILABLE ★

★ Playstation and Saturn Game Rental Only £1.00 per day!
★ Large numbers of new and used games in stock.
★ Saturn Convertors only £24.99.

Ring our Tel/Fax Games Hotline (7 days) for details.
Visions, 728 King Lane
Leeds LS17 7BA
Open until 9.30pm

TEL/FAX
0113 261 3424
AFTER HOURS
0374 651703
Next day delivery

eclipse
HOME ENTERTAINMENT LTD
THE CONSOLE SPECIALISTS

BLACKPOOL'S OFFICIAL PLAYSTATION DEALER
USED GAMES BOUGHT FOR CASH OR TAKEN IN PART-EX
NEW AND USED GAMES & CONSOLES STOCKED IN DEPTH
GAME & CONSOLE RENTALS - ON A 'TRY BEFORE YOU BUY' BASIS - AVAILABLE WITHIN THE FYLDE COAST AREA ONLY

PLAYSTATION SATURN ULTRA 64 3DO M2

CALL STEVE ON: (01253) 392300
6 BEECH AVENUE, BLACKPOOL, LANCS. FY3 9BD (OFF NEWTON DRIVE)

POSTAGE & PACKING	
UK	- INCLUDED
EUROPE	- £ 2.00
REST OF WORLD	- £ 3.50

Premier Mail Order

TEL : 01268 271172
FAX : 01268 271173
CIS : 100307-1544

Please Send Cheques/POs Made out to Premier Mail Order or Visa/Mastercard/(Switch + Issue No) & Expiry Date to:

Dept:PSX6 9-10 THE CAPRICORN CENTRE, CRANES FARM ROAD, BASILDON, ESSEX SS14 3JJ

Mon-Fri 9am-7pm Sat&Sun 10am-4pm. Some titles may not be released at the time of going to press.
Most titles are despatched same day, but can take up to 28 days. VAT is included E&OE

PLAYSTATION

3D Lemmings	35.99
ACTUA SOCCER	**37.99**
Agile Warrior	32.99
Air Combat	35.99
ALIEN TRILOGY	**34.99**
Assault Rigs	37.99
Cheesy	35.99
Cyberia	32.99
Cybersled	34.99
D	**33.99**
Dawn Of Darkness	33.99
Defcon 5	37.99
DESCENT	**32.99**
Destruction Derby	37.99
Discworld	34.99
DOOM	**34.99**
DUNGEON KEEPER	**34.99**
ESPN Games	37.99
Extreme Pinball	37.99
FIFA 96	37.99
Gex	29.99
Goal Storm	35.99
Hi Octane	37.99
Internations Champ Soccer	35.99
Johnny Bazookatone	34.99
Jumpin Flash	37.99
Jupiter Strike	34.99
Kileak the Blood	35.99
KRAZY IVAN	**37.99**
Loaded	39.99
Lone Soldier	36.99
MADDEN 96	**37.99**
Magic Carpet+Hidden Worlds	37.99
Mortal Kombat 3	39.99
NBA 96	37.99
NBA In The Zone	34.99
NBA Jam Tournament	35.99
Need For Speed	37.99
Novastorm	35.99
Offensive	35.99
Off World Interceptor	36.99
Panzer General	30.99
Parodius	36.99
Philosoma	31.99
Powerserve	35.99
PGA 96	**37.99**
Prowler	37.99
Psychic Detective	37.99
Raiden Project	35.99
Rapid Reload	35.99
Rayman	36.99
Revolution X	33.99
Ridge Racer	37.99
Road Rash	37.99
SPACE HULK VOTBA	**34.99**
Streetfighter the Movie	35.99
Striker 96	34.99
Shockwave Assault	37.99
Starblade Alpha	34.99
Tekken	40.99
Theme Park	37.99
Thunderhawk 2 - Firestorm	37.99
Toshinden	37.99
Total Eclipse Turbo	35.99
TOTAL NBA	**37.99**
True Pinball	32.99
Tunnel B1	32.99
Twisted Metal	37.99
Viewpoint	37.99
Viper	33.99
Warhawk	37.99
Wipeout	37.99
WING COMMANDER 3	**41.99**
World Cup Golf	34.99
Worms	35.99
Wrestlemania	37.99
X Com Enemy Unknown	33.99
X Men Children Of The Atom	34.99
Zero Divide	35.99

PSX HARDWARE

SONY PLAYSTATION (PAL)	289.99
Interact PS Gamepad 8 SV1102	19.99
Interact PS Superpad SV1103	16.99
Logic 3 Control Station Pad	15.99
Logic 3 Station Master Pad	17.99

SATURN

Bug	34.99
Clockwork Knight	30.99
Clockwork Knight 2	29.99
Cyber Speedway	29.99
D	36.99
Dawn Of Darkness	33.99
DAYTONA	**44.99**
Digital Pinball	29.99
DUNGEON KEEPER	**34.99**
FIFA 96	37.99
Galactic Attack	34.99
Gex	29.99
Hang On Gp 95	34.99
Hi Octane	37.99
Inter Victory Goal	34.99
Johnny Bazookatone	29.99
Mansion Of Hidden Souls	32.99
Mortal Kombat 2	39.99
MYST	**34.99**
Mysterious Realms Of Lore	29.99
NBA Team Tournament	38.99
NHL Hockey	32.99
Off World Interceptor	34.99
Panzer Dragoon	44.99
Parodius	34.99
Pebble Beach Golf	34.99
Revolution X	32.99
SEGA RALLY	**44.99**
Shell Shock	32.99
Shockwave Assault	34.99
Street Fighter The Movie	31.99
The Horde	27.99
Theme Park	37.99
Thunderhawk 2	34.99
Titan Wars	27.99
Tunnel B1	33.99
Victory Boxing	39.99
Viewpoint	34.99
Viper	33.99
Virtua Cop	34.99
Virtua Fighter	24.99
VIRTUA FIGHTER 2	**44.99**
Virtua Hydlide	34.99
Virtua Racing2	29.99
Wing Arms	34.99
WING COMMANDER 3	**38.99**
World Cup Golf	29.99
World Series Baseball	29.99
X-Men Children Of The Atom	37.99

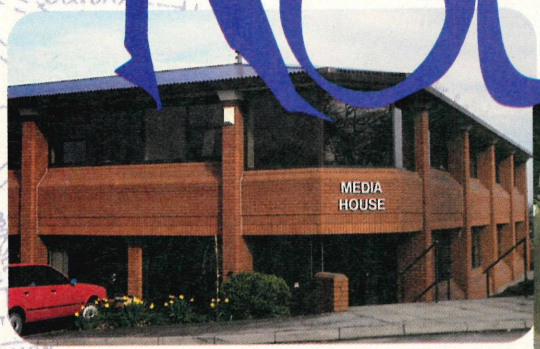
SATURN HARDWARE

Eclipse Arcade Stick SV462	25.99
Eclipse Pad SV461	18.99
Super Pad SV460	9.99
Logic 3 Explorer Pad JT482	9.99
Logic 3 Terminator Pad JT483	10.99
Logic 3 Voyager Pad JT481	11.99

Here's your chance to invite the PSX-Pro team to your home, challenge them to a game on your PlayStation, and get your picture in the mag. All you need to do is fill in the form and hope for the best. Read on for more details of this once in a lifetime opportunity!



'Round Yo



'Round ours – Media House

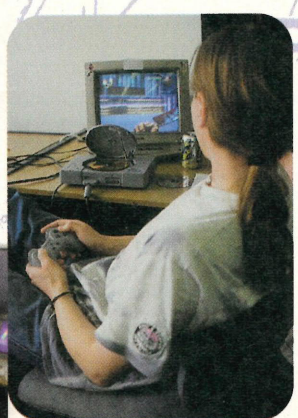


Important discussion





Trying to look busy

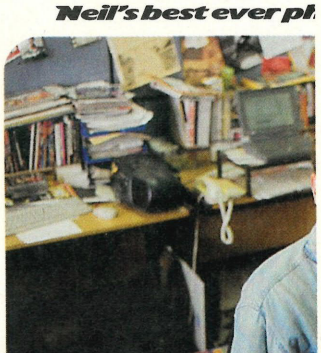


Playing a game in laid-back fashion



Getting the exclusive review

Neil's best ever pl



FEATURE



Urs

This month's 'Round Yours takes place right here in the PSX-Pro office, to give you some idea of what to expect when we call round. First, fill in the form on the right-hand page. Don't leave any section blank, as the most imaginative amongst you are the most likely to have us appear on your doorstep. We'll then judge who's put forward the best case for us popping in, armed with a camera and a PlayStation.

Once we've decided who the lucky punter is, we'll give you a bell to arrange a date that's convenient to us all. This'll give you enough time to breeze around with a vacuum, clean the windows, have a wash, prepare the food and lay the table.

Oh yes, you didn't reckon we'd come all the way to your house and not expect some ream scran did you? Everything you do when we're there will gain a special PSX-Pro 'Round Yours rating. The friendliness you display towards us, the meal you prepare for us, the general smartness of your gaff and, most importantly, your PlayStation gaming skills will all be noted and displayed in a future issue of PSX-Pro.

Naturally we'll repay your kindness and hospitality by leaving you a big bag full of PSX-Pro souvenirs and PlayStation-related goodies for your troubles. Special spot prizes will be given away for stuff like the most bizarre pet, the nicest looking sister, and the weirdest wallpaper.

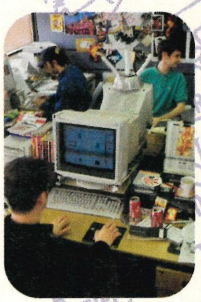
So what are you waiting for? There's no closing date for entries, but the sooner you send in the form to our Freepost address, the more chance you'll have of us coming round one day. We'll have a 'do' on your PlayStation, eat your food, then feature the whole thing in a later edition of PSX-Pro. Yep, you get your 15 minutes of fame as predicted by Andy Warhol.

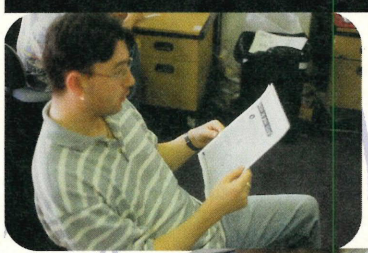
Remember, we'll be taking pictures and asking awkward questions the whole time, so get plenty of sleep the night before and spruce yourself up before we get there. Incidentally, if you happen to be under 16, make sure you get your parents' permission before you go inviting us round.



Looking blankly at the posters



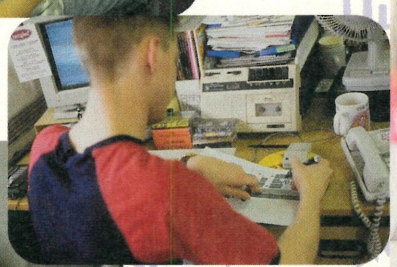




Such a busy working environment



False smile alert! False smile alert!



ioto



Name .....

Address .....

.....

.....

Age .....

Tel .....

Proposed meal .....

Nearest railway station .....

Favourite games .....

.....

Unusual thing(s) about house .....

.....

.....

Will videogame ever become an 'part of the

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:
A living room in suburbia

Debator:
Alex Lee

Debatees:
Paul Roundell
Steve McNally
Neil Jackson

Non Debatee:
Andy Sharp

Alex Lee: Will videogame systems ever become an accepted 'part of the furniture'?
Paul Roundell: I think they're important per se – in their own right. I think they're becoming as important as television or videos or any other form of home entertainment.
AL: Is that because home videogame systems are getting cheaper?
Steve McNally: Andy's talking on the tape debate! Quick...
Andy Sharp (looking at Roundell): I was just taking the piss out of you. Ha ha!
PR: They're becoming more commonplace – a more accepted mainstream form of entertainment.
AL: If the government banned videogames, what sort of impact would that have?
PR: It would make a difference to the software companies. As a person who doesn't think he's obsessed with videogames, I'd be disappointed if there was a ban on them. Apart from the fact we'd all lose our jobs...
AL: What would you do instead of playing videogames?
PR: I'd read more books. Since the new year I've read more books and played less videogames.
AL: If there weren't any videogames, would kids grow up to be more rounded people? Or has the advent of videogames helped develop kids into reamer adults?
PR: I think the older generation who didn't have videogames are neither more rounded nor ranker than us.
AL: Will videogames and all that surrounds them ever become as popular as, say, pop bands or film actors?
PR: I certainly hope not, because of the ranksters who inhabit the industry. You don't get idolised record producers...
AL: The likes of Mario and Sonic have been worshipped by several hundreds of thousands of kids.
PR: The games themselves are remembered, but I don't think many kids are interested in Sonic any more.
AL: In a few years time, are we going to be faced with the same situation as now, where only a small percentage of young adults and teenagers know about videogames?
PR: I think games'll come into

our homes more – consoles will come and go with new ones taking their place. I think the PC becoming more affordable will bring games into the homes of people who were less likely to play games.

AL: Will the proliferation of the Internet increase awareness of computer games and break down the *spod* image? Will computer games always be stigmatised?

PR: As home computers become more affordable, more people will buy the odd game – even if they bought their computer for something else.

AL: So eventually there's going to come a point where it'll be acceptable for every household to have a machine which is capable of running videogames?

PR: That's a definite *yes*.

AL: Why would loads of people have PCs? TVs and videos are purely for leisure purposes.

PR: For the sake of technology. People think, *I might as well have one*.

AL: So the role of the consoles is a secondary one?

PR: In making the playing of videogames mainstream, I think so. I think there'll always be more stigma attached to the likes of the PlayStation because they're *only games machines*, whereas you can justify getting a PC more even if you just want to play games.

AL: Will that attitude ever be broken down?

PR: It's more acceptable to the *adults* because a PC does other stuff as well, and no-one sees beyond the walls of your house to know what you're doing with it.

Neil Jackson: You can't compare videogames to the telly, because the telly's a fountain of knowledge that keeps you constantly up to date.

AL: It's not, because the telly's on and you just watch it. You can interact with consoles. If TVs can be accepted as *fountains of knowledge* then surely PCs and consoles should be?

NJ: The TV's a window on the outside world, so even the loneliest bast can watch it and feel part of the community. But if you're playing a videogame, you're on your own.

AL: It's only a window on the outside world insofar as it's what the news networks fancy showing you and which TV shows the TV channels decide to buy.

NJ: It doesn't matter whether it's realistic or not, it's still a window on the outside world.

PR: It's not realistic. It's a window into some fantasy place, isn't it?

NJ: I reckon once virtual reality gets to a certain level of realism, it'll completely take over. If a VR set-up can recreate life to the point where the experience is indistinguishable from reality, who's going to want to stick with the drudgery of everyday living? I think games and consoles have gone as far as they're gonna go and the percentage of people playing videogames won't increase. The market's found its level. Some people want to play videogames, some people don't.

AL: Every kid being born into today's society is going to grow up with videogames, so there's no reason why the market shouldn't expand even further. It's today's over-40s who are most likely to bad mouth games.

NJ: Priorities change as well. As you go through your teenage years you think games are quite ream, but as you get older you realise that they're not as good as you once thought. Software companies have had to make redundancies recently because they convinced themselves their market was going to grow and grow. It isn't.

SM: I don't think videogames are as important as computers. Games will always be of secondary importance to people who buy PCs. I don't think the console market'll grow much bigger. It's always going to be mainly kids.

AL: Not everyone needs a home computer.

SM: I can't see the stigma surrounding consoles ever disappearing. You can't admit to your business colleagues that you're buying the latest console, but you can admit to a PC.

AL: So it's seen as a young kid's plaything rather than a geeky thing?

SM: Yeah, I think so. At least with a PC you can pretend you're more *grown up*.

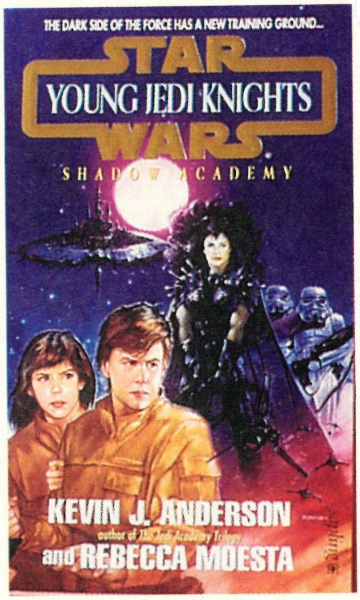
systems accepted furniture'?

Tape Debate conclusion #4
Videogame systems will never become an accepted 'part of the furniture' so long as they're seen as playthings for the young. However, none of us at PSX-Pro are exactly whippersnappers, so what's our excuse? In a few years' time, consoles'll be as oft-seen as tellies and videos. We hope.



1) Win five copies of BMG's awesome platformer Gex
How many main sprite lizards appear in Gex?

2) Five right rivetin' reads from a galaxy far, far away in the shape of Young Jedi Knights books
How many movies make up the Star Wars trilogy?



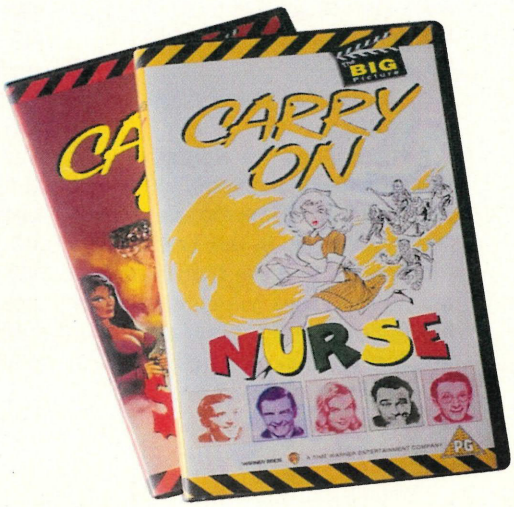
PSX-Pro
Competition Overload

Everyone's a

Entry is fr



3) Win an invite to a party that's already happened! But what an invite...
How many sides does a vinyl record have?



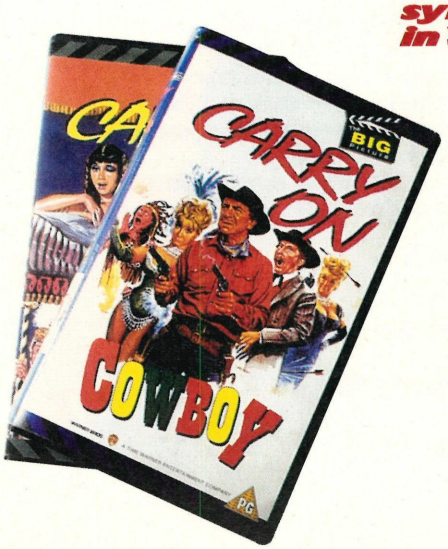
4) Win one of six chunky Euromax Cyclone PSX joypads
How many joypads do you need for a simultaneous two-player game?



winner baby?

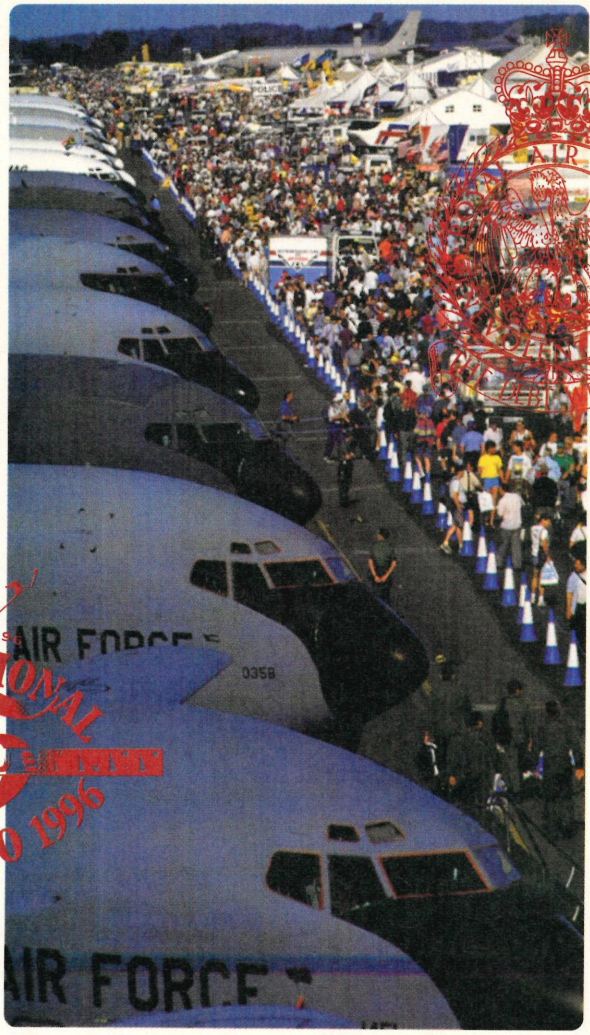
ee!

5) Five sets of the Carry On Collection from Warner Home Video could be yours
How many syllables are there in Syd James?



6) Warm your nether regions with one of five pairs of Bottom boxer shorts
How many bottoms does the average human have?





7) Five pairs of Fade To Black jeans and five Fade To Black jackets up for grabs
How many words are there in Fade To Black?



8) Win a bottle of Loch Ness water
How many monsters are there believed to be in Loch Ness?

Win 15 pairs of adult tickets to the International Air Tattoo

How many wings does a standard aeroplane have?



9) Warner Home Video's The Outlaw Josey Wales — win five of 'em (over 18s only)
How many syllables are there in Clint Eastwood?

Send entries to DEPT IAT 717, Silver Jubilee Airshow Competition, RAF Benevolent Fund Ents, PO Box 1940, Fairford, Glos GL7 4NA

I am aged 18-30[ ] 31-46[ ] 47+[ ] 51+[ ]

☐ DATA PROTECTION ACT 1984 From time to time the Royal Air Force Benevolent Fund Enterprises may wish to send you details of other events and services which they feel may be of interest to you. Please tick the box if you do not wish to receive this information

Answer.....

Name (Mr/Mrs/Miss).....

Address.....

.....

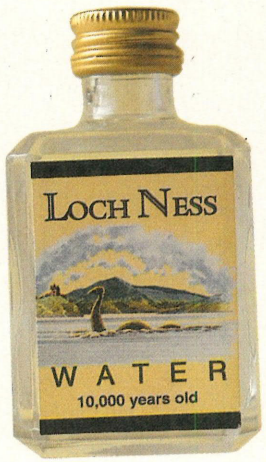
.....

Postcode.....

Entry i



10) One of five hard hitting Tyson: The True Story vids from Warner Home Video could easily be yours
How many boxing gloves does Tyson wear during a fight?





11) Win one of five copies of Chasers on Warner Home Video by answering this rock-hard question
How many vowels are there in Chasers?



12) We must give away Five Rob Roy MGM/UA videos
How many sporrans go on a kilt?

13) What might have happened if Hitler had won? Find out with one of five Fatherland vids from Warner Home Video
How many balls did Hitler have?

s free!

PSX

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

Name

Address

Age

Telephone no

	One	Two	Three
1	○	○	○
2	○	○	○
3	○	○	○
4	○	○	○
5	○	○	○
6	○	○	○
7	○	○	○
8	○	○	○
9	○	○	○
10	○	○	○
11	○	○	○
12	○	○	○
13	○	○	○

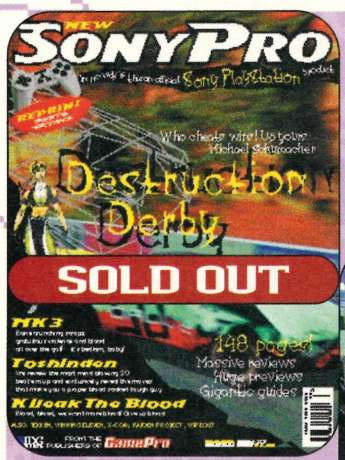
○ Tick this box if you do not wish to receive promotional material from other companies

Send your entries to our freepost address below

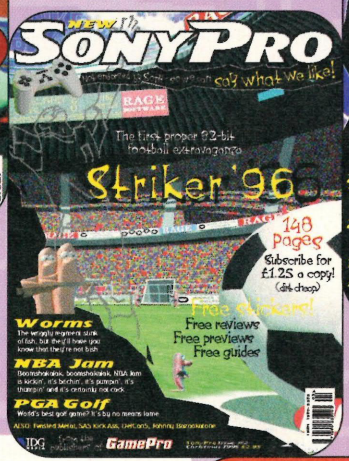
Everyone's a Winner
FREEPOST
PSX-Pro
Media House
Adlington Park
Macclesfield
Cheshire
SK10 4YB

PSX-PRO BACK ISSUES OFFER

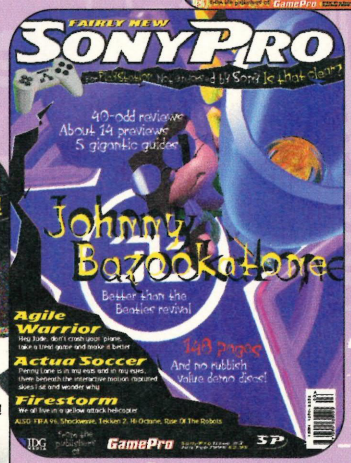
Back Issues



ISSUE ONE
November/December 1995
Cover: Destruction Derby
Inside: Tekken, Toshinden, Mortal Kombat III, Rayman, Discworld, Jumping Flash, Rapid Reload, Ridge Racer



ISSUE TWO
Christmas 1995
Cover: Striker '96
Inside: Worms, NBA Jam, PGA Tour Golf '96, Prime Goal, WWF Wrestlemania, Parodius Deluxe, Total Eclipse Turbo



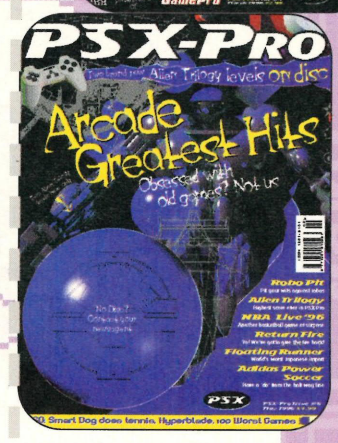
ISSUE THREE
Jan/Feb 1996
Cover: Johnny Bazookatone
Inside: Actua Soccer, Agile Warrior, Firestorm, ESPN Extreme Sports, 3D Lemmings, CyberSpeed, Twisted Metal



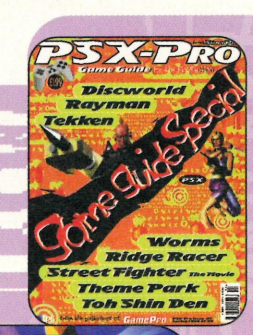
ISSUE FOUR
March 1996
Cover: Zero Divide
Inside: Street Fighter Zero, Criticom, Rise 2: Resurrection, Total NBA '96, Panzer General, D, Off World Interceptor



ISSUE FIVE £4.99
April 1996
Cover: Reloaded
Covermount: CD featuring playable demos of Actua Soccer, Actua Golf and Loaded
Inside: Shellshock, Descent, Ridge Racer Revolution, Toshinden 2, Need For Speed, Magic Carpet, Namco Museum Vols 1&2



ISSUE SIX £4.99
May 1996
Cover: Arcade Greatest Hits
Covermount: CD featuring playable demo of Alien Trilogy
Inside: Primal Rage, Floating Runner, Adidas Power Soccer, Psychic Detective, Robo Pit, Return Fire, NBA Live '96



GAME GUIDE SPECIAL
Inside: Discworld, Rayman, Tekken, Worms, Ridge Racer, Street Fighter - The Movie, Theme Park, Toh Shin Den

SUBS HOTLINE for credit card holders
Tel: 01625 878888
Fax: 01625 879967

PSX02 ☐ Issue No 2: Striker £2.95
PSX03 ☐ Issue No 3: Johnny Bazookatone £2.95
PSX04 ☐ Issue No 4: Zero Divide £2.95
PSX05 ☐ Issue No 5: Reloaded £4.99
PSX06 ☐ Arcades Greatest Hits £4.99
PSXGG ☐ Spring: Game Guide £1.99

Name .....

Address.....

.....

.....

.....

Postcode .....

Daytime Tel .....

Payment enclosed. Send this form to: PSX-Pro Back Issues, IDG Media, FREEPOST (SK3038) Macclesfield, Cheshire SK10 4NP

☐ Tick here if you do not wish to receive promotional material from other companies

This is you...



...you need to find her...



...avoid these people...







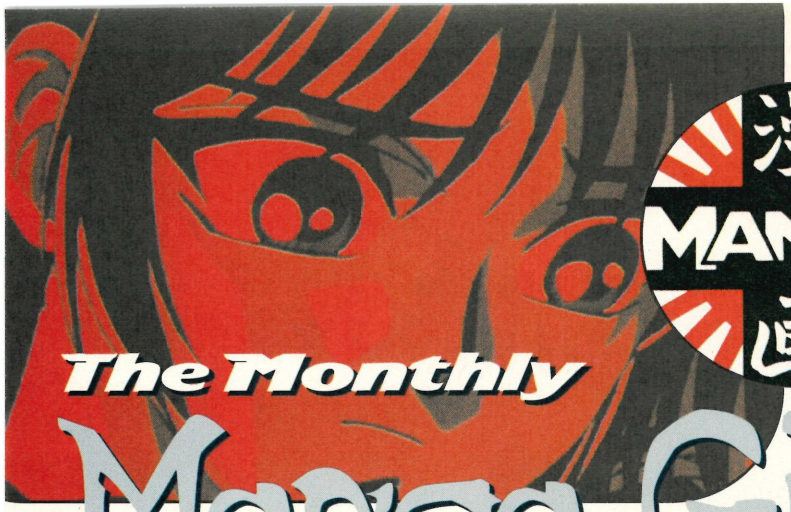




...and stay alive

GamePro

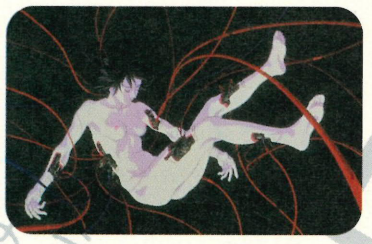
Buy this month's issue of GamePro and you'll receive all the survival tips you need to get around the mighty Resident Evil on the PlayStation. Plus, you'll be one of the first people to read the world exclusive review of Sampras Extreme PSX, Ridge Racer-beater Burning Road, Ultimate MK3 and many other next generation pieces of eye-pleasing fun. It's on sale May 25, so don't miss out. Your life depends on it!



The Monthly Manga Giveaway

When **PSX-Pro** promises, it delivers. We promised you Manga goodies every month, and here we are again with a lorry load of animation just waiting to be jammed into your VCR. And all at no price whatsoever - you don't even have to buy a stamp!

This month we're giving away 15 copies of the latest Manga video smash hit, Ghost in the Shell. It heralds a new dawn in Manga animation, and has gained the admiration of major Hollywood players. Terminator director James Cameron hailed it as, *The first truly adult animation film to reach a level of literacy and visual excellence.*



Released last year to a rapturous reception in Japanese mainstream cinemas, *Ghost* is set in a Japan of the future where mind control is the way to ultimate power. One man in particular seeks to rule the world, and has the computer skills to achieve his aim of crashing stock markets, influencing terrorists, and probably even ordering pizza from the sleazy confines of his keyboard controlled world.

Of course, someone has to stop him, but the more the government uncovers, the more they themselves appear to be the manipulators. Or something.



To win a copy of this vid, answer the questions below and we'll do the rest.

1: Ghost in the Shell is about:
a/ A spooky crustacean
b/ An evil cybergenius

2: James Cameron thinks it's:
a/ Great
b/ Pump

3: To win this film you have to:
a/ Be 15 or over
b/ Just tell us you're 15 or over

1 _____

2 _____

3 _____

Name _____

Address _____

_____

_____

_____

Age _____

Tel _____

Monthly Manga Giveaway – May
Freepost, PSX-Pro, IDG Media, Adlington Park, Macclesfield, Cheshire, SK10 4YB
Entries to be in by May 31

☐ Tick here if you do not wish to receive promotional material from other companies

New Generation Consoles

PLAYSTATION IMPORTS
Tekken 2
Resident Evil
Darkstalkers
Chronicles of Sword
VR Soccer
Total NBA '96
Return to Zork
Olympic Summer Games
Skeleton Warriors
Legacy of Kain
Kingsfield 2
Impact Racing
Return Fire
Warhammer Fantasy

PLAYSTATION IMPORTS
Streetfighter Alpha
Ridge Racer Revolution
Motor Tool Grand Prix 2
Galaxian 3
King of Fighters '95
Rockman X
Toukon Pro Wrestling
Williams Arcade Classics
Jumping Flash 2
Irem Arcade Classics
Burning Road
Lots of back catalogue games in stock, new and secondhand

SATURN IMPORTS
Ultimate Mk3
Earthworm Jim
Darkstalkers 2
Legend of Thor
Sonic Wing Special
Irem Arcade Classics
Fatal Fury 3
Rockman X
Panzer Dragoon 2
Guardian Heroes
Skeleton Warriors
Major Damage
King of Fighters '95
Streetfighter Alpha

American Super Nintendo Games
We have a large range of American Super Nintendo Games e.g.
Yoshi's Island
Chrono Trigger
Earth Bound
Final Fantasy 3
Killer Instinct
Secret of Manar 2 (Jap)
Luffia 2
Doom
Secret of Evermore
Breath of Fire 2
Donkey Kong 2
Mario RPG (US)
Super Puyo Puyo remix (Jap)
Dragon Warrior 5
100's of other games in stock.
Part Exchange Welcome.
American SNES games a Speciality.
Now in stock - Sega Saturn, Sony Playstation, 3DO & Neo Geo.
Play all the latest Japanese & US Saturn Games on your UK Saturn.
Call for details.

N64 available from 23rd June

Looking for a back-catalogue game? We have over 5,000 in stock at discount prices! Phone for a full list.

3 The Parade, Stonegate Road, Leeds 6 4HZ Tel: 0113 230 6007 Fax: 0113 268 8936

Open Monday - Saturday 11-7, Sun 12-6

NUMBER ONE FOR MAIL ORDER & SERVICE

We specialise in:
Mega Drive, SNES, Neo Geo CD, Sega Saturn, Sony Playstation, Virtual Boy, Ultra 64, Import Video CD

Also Specialise in Japanese Animation, Martial Arts films, Hong Kong films & Ex-rental films

We will beat any price in the West Midlands

ZONE VIDEO

First with all JAP imports

Now in stock... Saturn: X-Men, Virtual Fighter 2, Virtual Cop, Sega Rally, King of Fighter '95, Fatal Fury 3
Playstation: Ridge Racer Revolution, Street Fighter Alpha, Dark Stalkers, Biohazard, Goeman 3, Tekken 2

ZONE VIDEO, 336 Londonderry Road, Warley B69 9MP & 334/336 Oldbury Road, Whiteheath, Oldbury, Birmingham B65 0QJ

Tel: 0121 511 1436 & 0121 561 4550 Fax: 0121 544 7041

DUKINFIELD CONSOLES

SONY PLAYSTATION

£289

Inc. 2 pads

- Super Nintendo from £39.99
- Megadrives from £39.99
- Megadrive Games from £5
- Super NES Games from £10
- Sega/Nintendo/Sony/Amiga etc.
- Bought/Sold/Exchanged
- Unbeatable prices with a massive collection of Games to choose from.

PlayStation

Credit facilities now available

Specialist in Import H/w & S/w First with all Imports

TELEPHONE YOUR OFFICIAL PLAYSTATION OUTLET ON

0161 343 3634

OR CALL IN

DUKINFIELD CONSOLES

71 KING STREET DUKINFIELD

OPEN 7 DAYS

See INSTORE demonstration unit

MICRO SONIC

SEGA 3DO PlayStation Nintendo ATARI

Joysticks – Pads, Disks HD, Disk Boxes, Mice, Mouse Mats, etc.

GAMES & CONSOLES
• BOUGHT • SOLD • EXCHANGED

OPEN 7 DAYS A WEEK TILL LATE

TEL/FAX: 01473 213132

66 NORWICH ROAD, IPSWICH

---

full Circle

Hotline 0171 388 7880
Fax line 0171 388 0419

Full Circle Direct.
58 - 60 Fitzroy St
London W1P 5HT

DIRECT

LIGHTS! CAMERA! ACTION!



60 MINUTES OF UNADULTERATED PLAYSTATION MAYHEM EVERY MONTH!!

Yes - that's right, for only £4.99 incl p+p (much less by subscription) you'll receive a professionally produced hour long VHS tape containing in-game action of all the Japanese, US & UK releases in any one month together with exclusive previews too!
Playstation Taped is the perfect way of keeping up-to-date with everything PSX and shows far more than any magazine screenshots ever will. So, whether you're a frequent or not so frequent buyer of Playstation games you should not be without Playstation Taped!

We also offer a first class mail order service at hard to beat prices, dealing in all import and UK titles and for a limited period only, all orders received for games & accessories will receive issue 1 of Playstation Taped absolutely free!!

SUBSCRIBE

The easiest and cheapest way to receive Playstation Taped!
Subscribe for 6 months at £24 or 12 months at £39 all inc p+p (that's as little as £3.25 per copy!!)
Not only that but all subscribers get automatic Full Circle Direct membership, giving you discounts and special offers on many Playstation products.

GAMES LIST & PRICES

JUMPING FLASH II	JAP	69.99	GALAXIAN	JAP	69.99
IREM ARCADE CLASSICS	JAP	69.99	DOUBLE DRAGON	JAP	69.99
MEGAMAN X	JAP	69.99	KING OF FIGHTERS 95	JAP	69.99
MOTOR TOON GP II	JAP	69.99	CIRCUIT BEAT	JAP	69.99
DRAGON BALL Z II	JAP	69.99	TEKKEN II	JAP	69.99
DYNASTY WARS II	JAP	69.99	GRADIUS DELUXE PACK	JAP	69.99
RESIDENT EVIL	US	CALL	KILLING ZONE	JAP	69.99
GALAXY FIGHT	UK	39.99	PRO-ARCADE JOYSTICK	ACC	32.00
DESCENT	UK	39.99	HYPER CONTROLLER	ACC	19.99
STARFIGHTER 3000	UK	39.99	ARCADE CONTROLLER	ACC	14.99
STREET FIGHTER ALPHA	UK	CALL	INFRA RED CONTROLLERS	ACC	34.99
CHEESEY	UK	34.99	MEMORY CARD	ACC	19.99
CYBERIA	UK	CALL	SYSTEM LINK CABLE	ACC	14.99
PRIMAL RAGE	UK	39.99	SCART CABLE	ACC	14.99
X-MEN CHILDREN OF THE ATOM	UK	39.99	CONTROLLER XTENSION CABLE	ACC	7.99
RESIDENT EVIL	UK	CALL	S-VIDEO CABLE	ACC	14.99

FULL CIRCLE DIRECT, 58-60 FITZROY STREET, LONDON W1P 5HT

Name & Address (Block Caps Please) .....

..... Post Code .....

Telephone (Day) ..... (Evening) .....

Membership No. (if applicable) .....

Please rush me issue 1 of Playstation Taped. I enclose Cheque/Postal Order for £4.99 ☐

I wish to subscribe to Playstation Taped for 6 months. I enclose Cheque/Postal Order for £24.00 ☐

I wish to subscribe to Playstation Taped for 12 months. I enclose Cheque/Postal Order for £39.00 ☐

I would like to order the following item(s):

ITEM		PRICE
Postage is FREE for all items shipped in the UK. Overseas customers add £2.00 per item and £12 for 6 months subs and £24 for 12 months subs.	P + P	
PLEASE MAKE CHEQUES PAYABLE TO FULL CIRCLE DIRECT	TOTAL	

£5 OFF

When subscribing for 6 or 12 months & ordering any other product together, deduct £5 from the total price.
i.e. 12 month sub & memory card @ £39 + £19.99 = £58.99
less £5 = £53.99.

Playstation Taped is a wholly independent product and is in no way endorsed by Sony Computer Entertainment Inc. All Copyrights and Trademarks are recognised
We pride ourselves on providing a swift efficient service and all orders are dispatched within 24 hours - Guaranteed!

Memory like a ZX81, but keen to know what was happening this month five years ago, 10 years ago and 15 years ago? Turn on, tune in and drop out to the monthly PSX-Pro retro special



June 1991

In The Videogame Arena

The Mega Drive was launched in Britain this year and enjoyed steady, if unspectacular, sales. The SNES, however, was still only available on import from Japan, and was known as the Super Famicom.

At The Flicks

1991 was definitely the year of the Costner. The Kevster made his big bucks in *Robin Hood: Prince Of Thieves* and *Dances With Wolves*. The Arnieheimer came back for more punishment in *Terminator 2*, except this time he was the good guy.

On Video

June 1991 was the month when videos went mad. Now firmly back in vogue with buyers and renters alike, it seemed that anyone could make a video. Vids on knitting, stamp collecting, Mars and origami were just some of the mind-bogglingly bizarre titles available for public consumption.

In The Charts

Color Me Badd's appalling *I Wanna Sex You Up* barged its way to the number one spot on June 8, only to be usurped three weeks later by Jason Donovan with the equally atrocious *Any Dream Will Do*.

In Fashion

Inspired by the release of *The Godfather III*, fashion went all smart for summer '91, with smart dinner suits for the blokes and long, flowing dresses for the chicks. Men's hair was nowhere without copious smearings of Brylcreem, whereas girls had to sport 'big' hair, long, pretend pearl necklaces and daft hats.

In The News

June '91 saw one of Prince William's 'mates' crack him over the head with a golf club. England beat the West Indies at home for the first time in 22 years at Headingley, Leeds. Margaret Thatcher, then Tory leader, announced her intention to retire at the next general election.

June 1986

In The Videogame Arena

All was quiet in home videogaming and arcade land because the thing to be seen playing was undeniably *Trivial Pursuit*. Not only did it sell by the truckload, it reawakened family interest in board games. *Monopoly*, *Cluedo* and *Scrabble* all enjoyed mini-revivals.

At The Movies

Michael Keaton, erstwhile star of zombie/ghost thang *Beetlejuice*, donned black cape and utility belt for the new *Batman* movie. *FX - Murder By Illusion* also graced the cinemas at the time, but was overshadowed by the hype surrounding the Dark Knight.

On Video

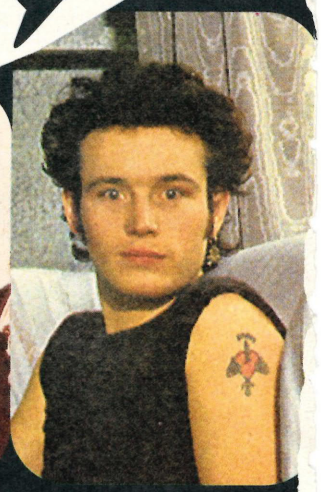
Video rental and retail was pretty quiet due to the emergence of multiplex cinemas and a reduction in seat prices. The most videoed TV shows were much as they are now - *EastEnders*, *Coronation Street* and *The Bill*.

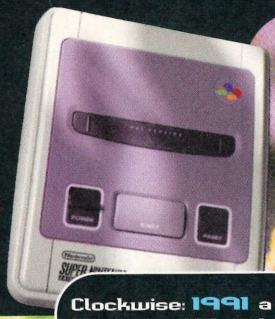
81

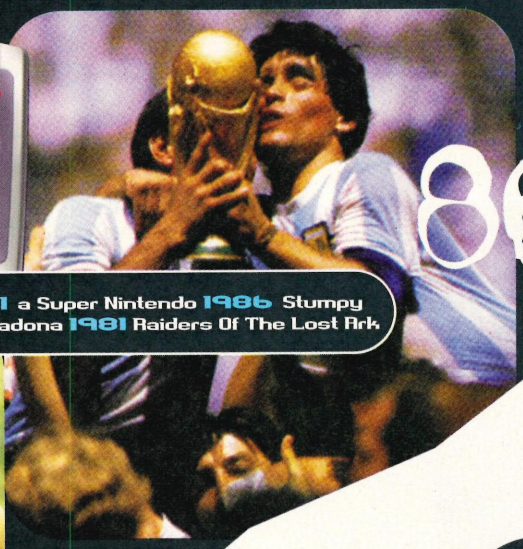
Retrospe

81









Clockwise: 1991 a Super Nintendo 1986 Stumpy Argie cheat Maradona 1981 Raiders Of The Lost Ark



86 81 Special

In The Charts

Doctor & The Medics' ridiculous cover of *Spirit In The Sky* got to number one. Simply Red's *Holding Back The Years*, Spitting Image's *The Chicken Song*, and Peter Gabriel's *Sledgehammer* all made the Top 10.

In Fashion

Flat top haircuts and rolled-up tartan jeans were all the rage. Girls also 'dressed down' in jeans and jumpers. The ubiquitous Doctor Martens boot and shoe was coming back big time, along with Converse baseball boots.

In The News

Ex-deputy leader of Liverpool council Derek Hatton was expelled from the Labour Party on June 12. Seventeen days later, Argentina clinched the World Cup, helped on their way by stumpy, handballing cheat Diego Maradona.

June 1981

In The Videogame Arena

Clive Sinclair's ZX81 was the machine of the day. A tiny membrane keyboard held 1K of memory. Best game? 3D Monster Maze.

At The Flicks

For Your Eyes Only, starring Roger Moore as James Bond, and *Raiders of the Lost Ark*, starring Harrison Ford as Indiana Jones, were this year's blockbusters.

On Video

The only videos worth watching in June '81 were pop ones. *Stand and Deliver* by Adam & The Ants was a kitsch classic, and Toyah's *I Want To Be Free* took ridiculous haircuts and urban decay to their furthest extreme.

In The Charts

Stand and Deliver lost its number one position to Smokey Robinson's *Being With You*, which in turn was replaced by *One Day In Your Life* by Michael Jackson.

In Fashion

The Phil Oakey flick, for lads and chicks, was the 'in' hairdo. Stretch jeans were worn incredibly tight, and you wouldn't be laughed at for wearing a white suit, white slip-ons and a pink tie.

In The News

Shergar won the Derby and eight IRA members shot their way out of Crumlin Road prison in Belfast.

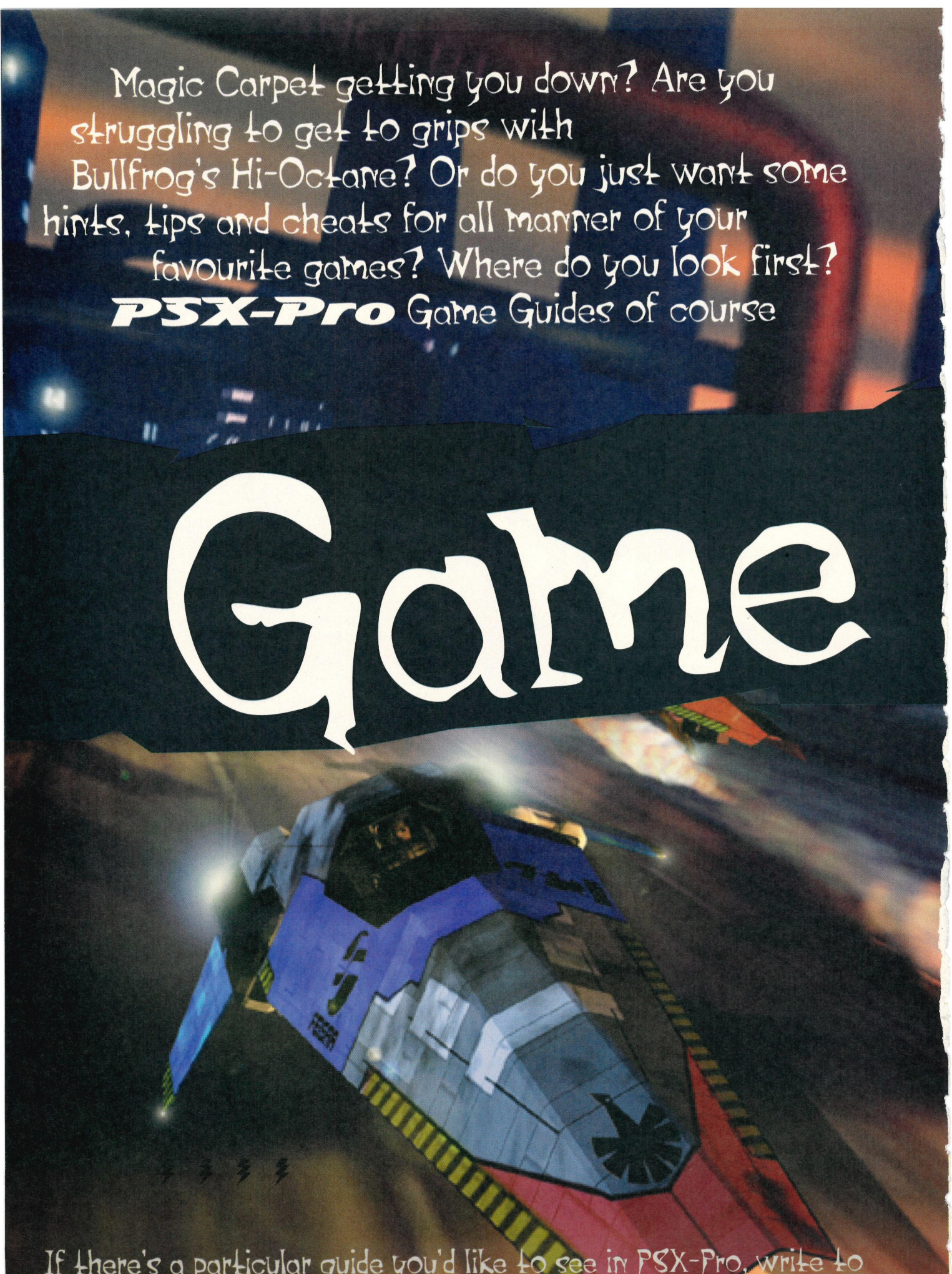


From left: 1981 Tom Baker (Dr Who), Stuart Goddard (Adam Ant) and Toyah

Alex Lee reckons he's dead trendy, but the truth is, all the trends he likes are dead

Magic Carpet getting you down? Are you struggling to get to grips with Bullfrog's Hi-Octane? Or do you just want some hints, tips and cheats for all manner of your favourite games? Where do you look first? **PSX-Pro** Game Guides of course

Game



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

Guides

62

Magic Carpet

One of the toughest games to get into, and one of the most rewarding if you manage it. This is well worth sticking with until you get to grips with all its intricacies. With that in mind, we've compiled this comprehensive guide to getting off the ground and maybe even taking a castle or two

64

Hi-Octane

Andy Sharp pulled on his driving gloves with a mission – to play Hi-Octane until he knew it inside out and then pass on the fruits of his knowledge to you loyal PSX-Pro readers. Here are two pages that should ease your woes as far as this racer is concerned

66

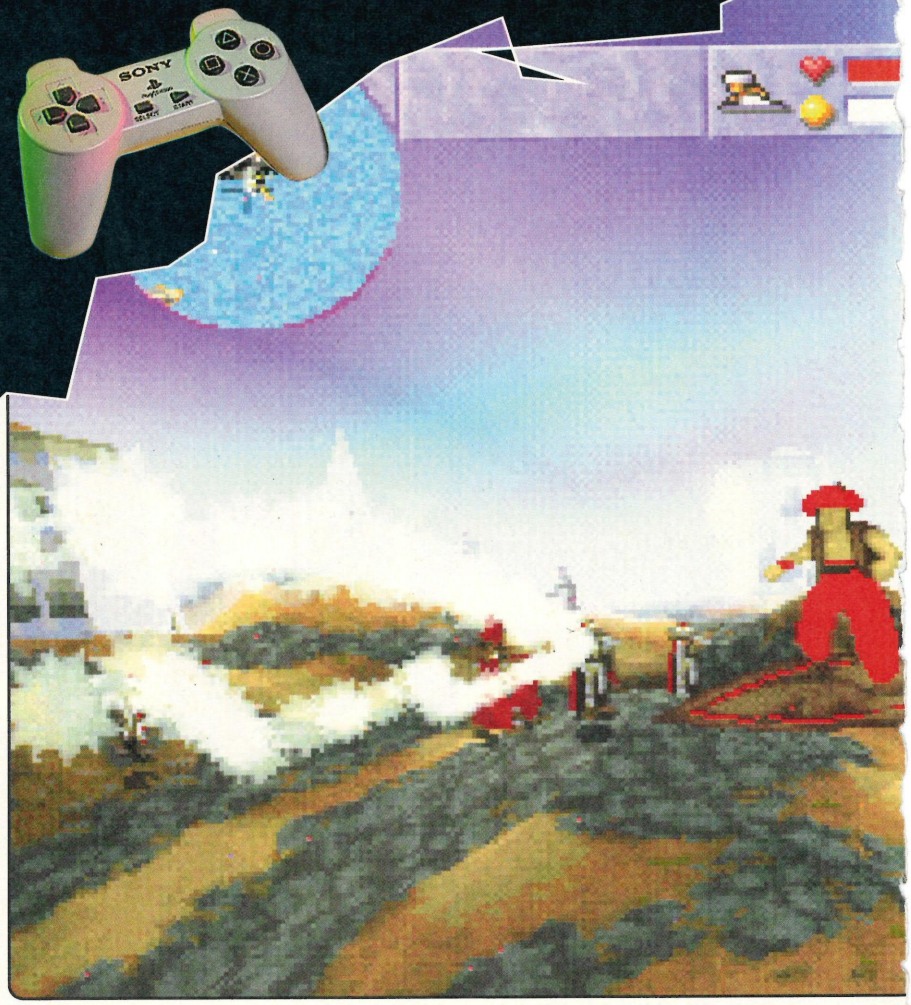
Hints 'n' Tips

Yet more Club Doom stuff and nifty little cheats for Total NBA '96, Worms, Assault Rigs and Loaded. Basically, we've got just about everything you could ever want to know about how to succeed with the minimum of effort

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

Magic Carpet

If getting to grips with the fundamentals of carpet flying is becoming a chore, these helpful hints for beginners should really get you started



General Tips for Beginners

The first 10 levels of Magic Carpet have a learning curve that the smart player will take immediate advantage of. In fact the first five levels should be viewed as a sort of training ground for wannabe wizards, as they're perfect for honing your skills as a carpet flyer – the most important facility a player can possess, even above spell casting.

Use the opportunity these early levels present to train yourself in flying, and be prepared to play them again and again until you are competent enough to despatch the early opponents with ease. Another thing to concentrate on during the initial phase of the game is learning to switch spells as quickly as possible. This skill will save your life many times.



Flying Tips

As learning to fly the carpet with a great amount of skill and cunning is vital to your overall success, you should try and follow these guidelines in order to become proficient as quickly as possible:

(1) Learn to use the left and right strafing buttons properly, and they will become invaluable assets. They can be used in conjunction with the backward and forward buttons to pull off some amazing moves during play.

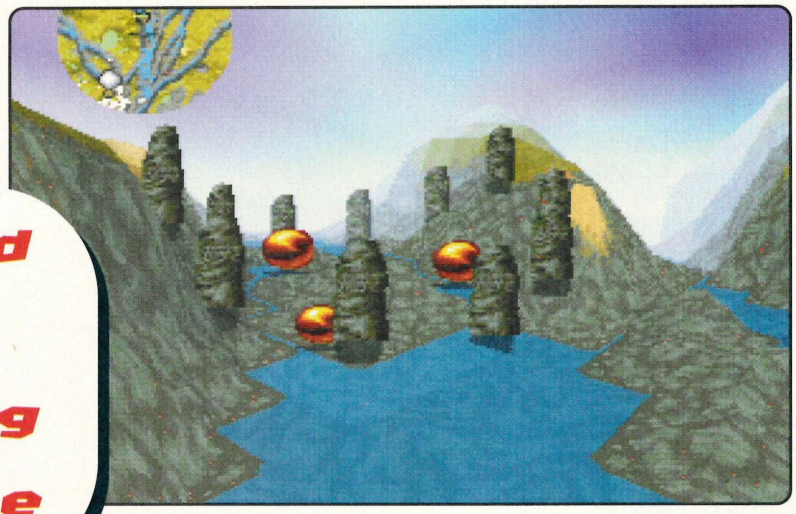
(2) When attacking a castle, always use the left and right strafe buttons. This will allow you to fly sideways around the castle whilst shooting offensive spells at it. An approach of this type prevents the castle's archers from targeting you with any accuracy.

(3) For extremely quick turning to the left, use right strafe and backwards together. For turning right, press left strafe and backwards. This should give you a big advantage.

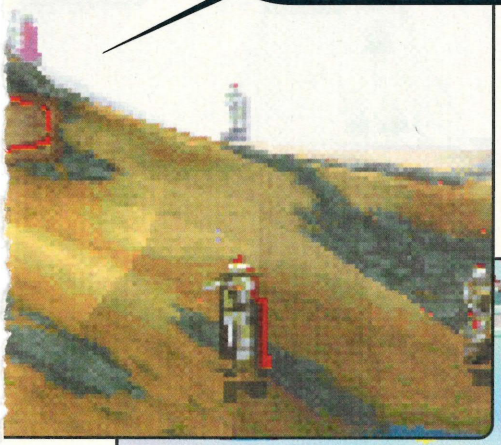
(4) Learn to use the landscape to your advantage and you can gain quite a lead over other players. For example, if a rival's castle is positioned at the foot of a mountain, hide behind the mountain and take pot shots at it (the castle, not the mountain).

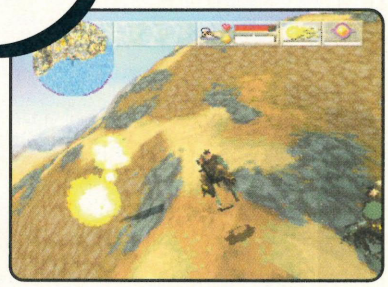
The archers won't be able to hit you with their arrows, and the only way the rival can get rid of you is to leave his castle and fight



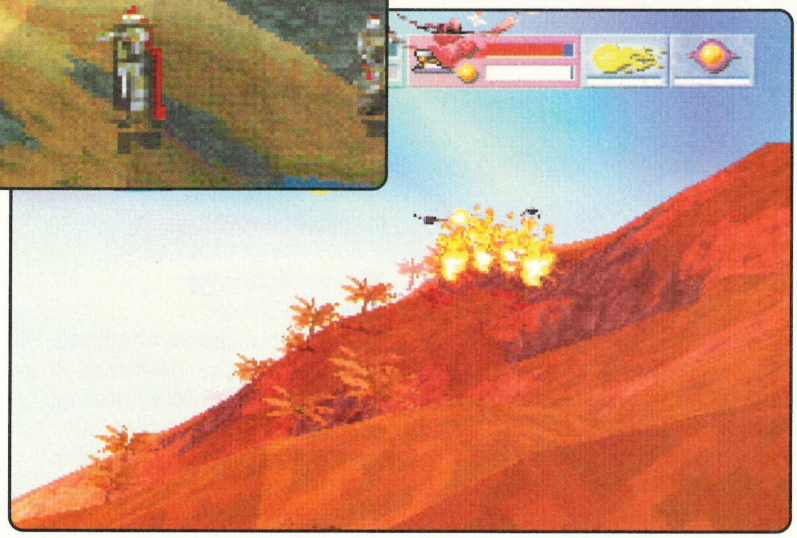


You need more than a poxy flying rug to beat this game









you in the open, on equal terms.

If you ever find a spell or some manna in a crater that is too steep to fly down, use the carpet like a skateboard. Fly in a downward spiral around the walls of the crater and you should get to the bottom with no problems.

(5) Sometimes you will come across deep pits in the land that just aren't wide enough to fly down. If you wish to get to the bottom of these, just come to a complete stop over the pit. When you are totally motionless, you will begin to sink downwards.

Use the left and right strafe buttons to position yourself properly, and you will eventually reach the bottom of the pit and collect whatever is in it.

Be careful, though. If you're moving forwards and backwards and you hit any of the pit walls, you will be sent shooting back up to the surface and all your hard work will have been for nothing.

(6) If you find yourself running short of manna, fly around the level possessing all the buildings you can. This can sometimes yield huge amounts of manna.

(7) Never build your castle close to a wall or another player's castle. Your castle should always be built with expansion in mind, so always have enough space around your first stage castle for the next six stages, regardless of whether you think you will be powerful enough to build it to such a size. Walls are permanent fixtures and cannot really be moved unless you have enough manna for the crater spell.

Hi-Octane

Bullfrog's Hi-Octane is quick, simple to play, and occupies the ground somewhere between Wipeout and Ridge Racer. Fed up with failure? Look no further





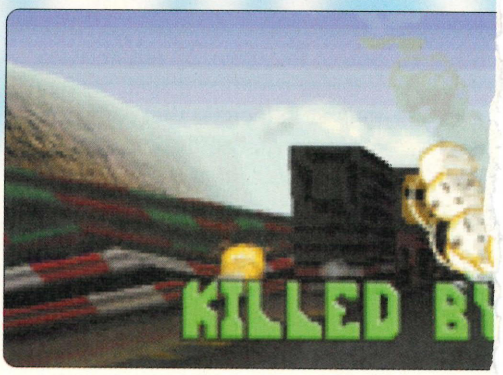
- The most important tip for Hi-Octane, as indeed for all racing games, is that the courses must be memorised from beginning to end. Your progress will be made simpler if you learn exactly when to begin - and end - your turns.
- You don't have to stick to the roads themselves, and there are numerous short-cuts you can discover throughout. The vehicles themselves hover above the ground, so even a road which looks impassable could in fact turn out to be a potential short-cut. Other routes can be discovered by blasting walls.
- Since the vehicles hover above the ground, they do not react in the same way a car would while cornering. They will need to be steered into corners early, using the sideways momentum to carry you round. Some counter-steering while exiting a corner will ensure that you achieve a far quicker exit from the bend.

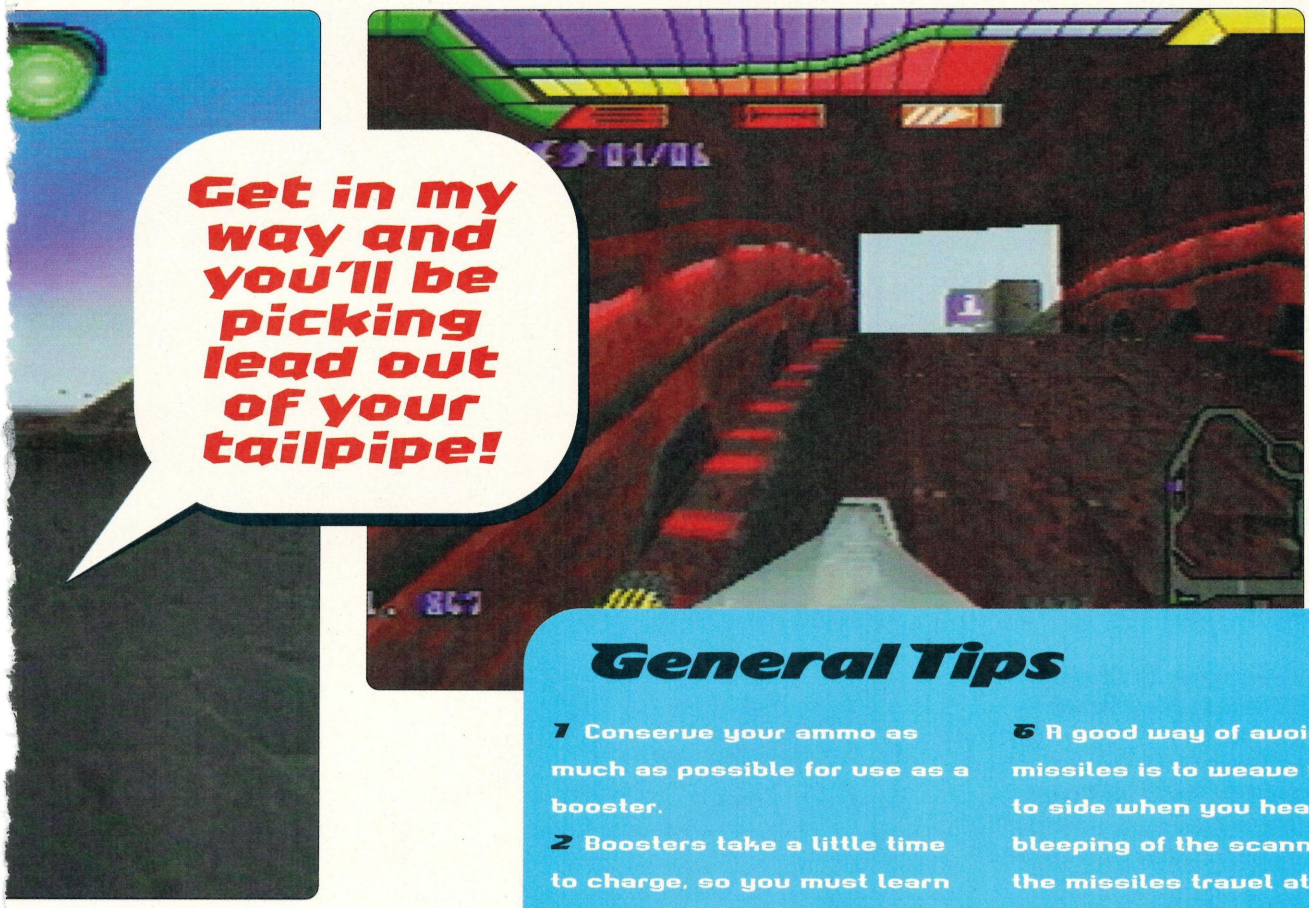
Weapons

- Each of the vehicles carries a mini-gun and a missile launcher as standard. The mini-gun has infinite ammo and therefore comes in very handy, although the damage it causes is limited. Each barrage releases thousands of bullets, but if it's used too much, the barrel will overheat and you must wait until it cools before recommencing firing. For this reason, it's best to use the mini-gun in short bursts only.
- The missile launcher is capable of mass destruction, and can take opposing vehicles out with the minimum of fuss. Just a couple of accurate shots will destroy them, regardless of their energy status. This weapon uses up valuable ammo, so try to time your strikes so as not to waste the shots. You will achieve greatest accuracy on the tracks' straights.

Avoiding Gunfire

- There are a couple of options open to you here. The simplest is to hammer the brakes, making your opponent overshoot and pass. You are now in a position to counter-attack. The only

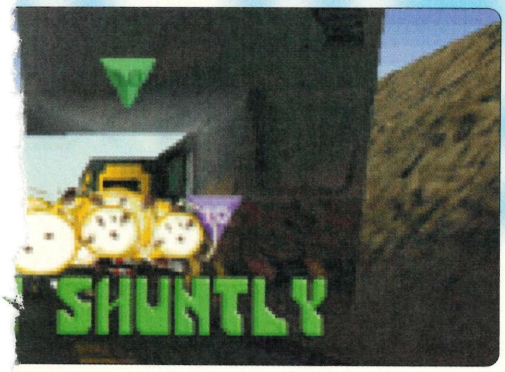




drawback to this method is that you may lose some valuable places in the race.

- Alternatively, you can make a quick 360-degree turn. This generally results in a turning battle which in the end still uses up valuable time.

Whichever method you choose, it's a case of avoiding the gunfire or be wiped out and carried to the pits to be repaired.



General Tips

1 Conserve your ammo as much as possible for use as a booster.

2 Boosters take a little time to charge, so you must learn exactly when to prime them. They're best used on a straight or on jumps around a lot of the courses.

3 While in the air, try pulling off a 360-turn to increase your overall rating. If someone is close behind, try a 180-turn to blast them out of the contest.

4 When behind another racer, wait until you have a full lock before opening fire. This will give them less of a chance to avoid your attack.

5 Another option available is to hit the brakes as you approach a jump so your opponents blast past. They can then do nothing about avoiding your mini-gun fire as they float through the air.

6 A good way of avoiding missiles is to weave from side to side when you hear the bleeping of the scanner. Since the missiles travel at high speeds, they have difficulty adjusting their path after a sudden change of direction from you.

7 You can get away with not locking fully onto a target on a straight by lining yourself up manually before finally letting rip.

8 The fastest laps on circuit one involve jumping off the second hill from the start and clearing the gate that opens and closes. Take a hard right through the short cut and boost through the shield straight to give yourself times under 300.

9 Don't forget to keep an eye on the fuel gauge!!!! You don't want to get yourself stranded.

Hints 'n' Tips

More tips, more hints, more helpful guides to ease your troubled gaming rides, on a hot hot day in a cold cold place, so get that sad look off your face. And all that lot



Ridge Racer Revolution

Do you know these funny cheats for Ridge Racer Revolution? asks probable illegal immigrant Christophe Forget of Beckenham. We didn't mate, but now we do.

1. To access the secret 4x4 cars, you need to shoot all the aliens in Galactic Dancing using the following method:
When the game is booting, hold L1, R1, down, triangle and select. Hold on until all the aliens are dead. On the selection screen the cars look normal, but everywhere else in the game (replay, demo and races) the cars are 4WD versions of the usual ones. Because you killed all the aliens using this cheat, you also have all the other cars at your disposal.

2. To do skid races, choose Time Trial, hit start and then hold down accelerate and brake until your engine starts. The race will begin as usual, but before three of the bends you will see a message, declaring 'Spinning Point!'. At these places you will slide. A little car will then hammer across the screen with your score, and your race total will be displayed during replays. The score appears to be related to the speed of a spin, though a 360 will earn you loads of points.



Assault Rigs

Codes aplenty from Pudsey reamsters, the Briggs Brothers:

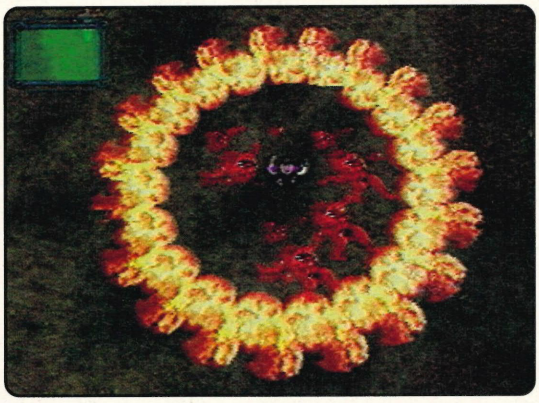
Nextegen	■,X,■,X,▲,■
Thisway	▲,■,■,●,●,▲
Joyjoy	▲,■,▲,▲,●,▲
Noddy	■,▲,▲,▲,X,▲
Wastelands	▲,■,●,●,X,■
Vertigo	X,■,■,■,●,▲
Gemtower	▲,■,X,■,▲,▲
Bridge	■,▲,■,X,▲,X
Obliterate	▲,▲,●,■,X,■
Arena	▲,▲,X,▲,●,■
PBM	● ,■,▲,▲,▲,●
Ramps	▲,■,●,X,▲,■
Oasis	▲,▲,X,■,■,X
Halls	●,X,▲,▲,▲,▲
Coaster	●,■,●,●,●,■
Mine	▲,▲,▲,●,▲,■
Lookup	■,●,■,X,▲,■
Deadline	X,X,■,X,▲,●
Fort	X,■,X,▲,▲,■
Stairway	▲,■,▲,■,▲,▲
Parkalot	■,■,▲,●,■,▲
Zamoon	●,X,X,X,X,▲

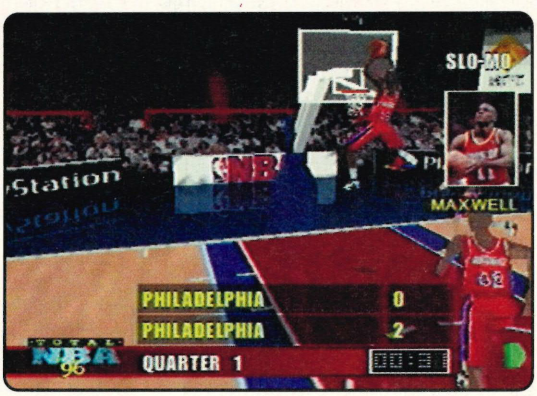


Loaded

To implement the follwing codes, press pause. When 'Pause' appears, hold down L1 and L2. After a few seconds, with these buttons still held down, press the following conbinations for the cheat of your choice: (To use the cheat, highlight it and press **X**)

Restore health: ➡,➡,⬅,⬇,⬇,⬆,▲,●
More ammo: ⬇,➡,●,⬅,➡,●
Power-up: ➡,⬇,➡,▲
More lives: ⬅,⬇,➡,▲,■,X,●
Skip level: X,R1,▲,R1,■,●,R2,R2,X,■,▲,X



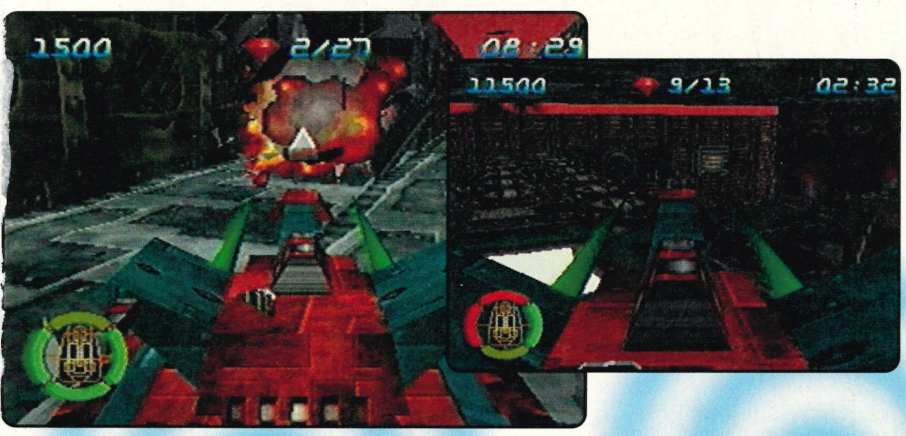


Total NBA '96

To play the All Star Weekend in Sony's tremendous Total NBA '96, this is what you do:

Choose exhibition match then, when in the exhibition screen, press and release these buttons in order: R1, L1, R1, L1, R2, L2, R2, L2. If this is done correctly you'll see 'Allstar' written underneath Qtr Length, and then you're away.

That's from Adrian Campbell of Victoria, Australia.



Shootme	▲,■,■,▲,▲,▲	Pushoff	●,▲,X,▲,X,▲
Wild	▲,●,▲,▲,●,■	Perimiter	X,▲,▲,X,X,■
Oilrig	■,●,●,X,●,X	Spiral	X,▲,▲,X,▲,■
Rightway	X,●,■,▲,▲,■	The castle	■,▲,■,▲,■,X
Wastetwo	■,●,■,▲,▲,■	Fortress	■,X,▲,X,X,▲
Dodge	▲,■,●,X,●,●	Liftsahoy	▲,X,▲,●,■,X
Air	■,●,X,●,X,▲	Pushme	●,X,▲,●,▲,■
Jump	●,■,X,▲,●,▲		
Room 101	▲,■,X,●,■,X		
Firepower	X,X,▲,X,X,■		
Wave	X,●,■,●,●,■		

And finally, for an infinite shield, try: ⬅,X,⬅,X, ⬅,⬅,X,➡,X,➡,X,X



Hints 'n' Tips

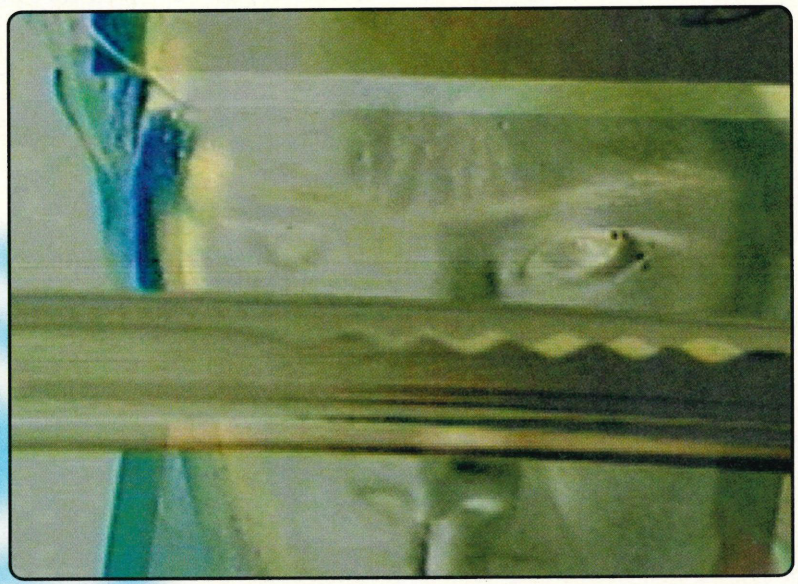


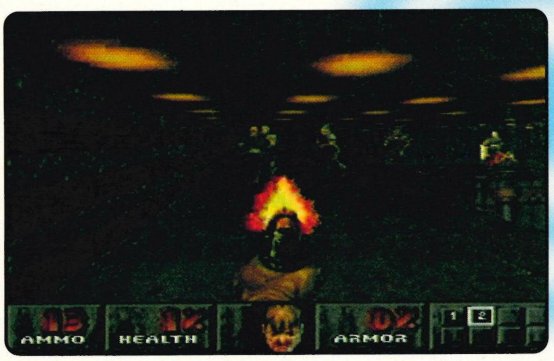
Wipeout

Turbo Start is achieved by pressing **X** just before the orange light goes off (Stinks of Mario Kart to us). Again, cheers to 'Mark' of Club Doom tip fame.

Worms

Alleviate this bowel irritant by drastically reducing your sugar intake. Alternatively, try this: Go to Worm Options, then Game Options, then move your cursor off Exit and press **X**,■,■,**X**,■, ■,**X**. You can now select the mini-gun, banana bomb and sheep at will. Or so says Essex lad Brian Milton, at any rate.





Doom

How to get to Club Doom without resorting to cheating, from our good mate 'Mark' of no apparent address. It's located in the suburbs and is, he claims, a complete arse to get to. At the exit (the black wall), quickly open the wall and then leg it back to the far right of the green lava. Follow the lava, and Club Doom awaits...

Toshinden

Upon reading your review in issue five, says Gary Smith of Stevenage, *I thought I'd help you out with your little problem concerning Uranus and Master.*

Both these fighters can be yours if you are hard enough to defeat the computer in one-player mode on level six or greater – it's as simple as that.

How about access to the two ultra-secret fighters in Bat 2? When you've finally got hold of Master through the above cheat, complete the game using him on level six, and both of the fighters are yours. Here's a little insight into both men:

Sho – Back from the original game to hammer whoever gets in his way. Super-hard mamba.

Vermolion – Wears a dark full-length cloak, carries a double barrel shotgun and a hand pistol, and is by far the hardest and best character in the whole game.

Cheers Gary, something special may be on its way to you. Or not.

GAMEplay

PRICE! CHOICE! QUALITY! SERVICE!

THESE HAVE MADE US ONE OF THE LARGEST SUPPLIERS OF COMPUTER GAMES IN THE COUNTRY !!

THE WORLD'S MOST POWERFUL CONSOLE AT BRITAIN'S LOWEST PRICE £276.99

INCLUDING POSTAGE





ALL PLAYSTATIONS COME WITH ONE SONY PAD AND A PLAYABLE DEMO CD FEATURING 6 GAMES

PRICES INCLUDE FREE NEXT DAY DELIVERY TO MOST AREAS IN THE UK (SUBJECT TO STOCK)

Unlike some of our competitors we only sell genuine UK machines, not European imports. All machines are fully guaranteed by Sony and we offer full after sales support. If your machine develops a fault we will COLLECT IT FROM YOUR DOOR FREE OF CHARGE

SONY PLAYSTATION PLUS ACTUA SOCCER	£303.99
SONY PLAYSTATION PLUS DOOM	£299.99
SONY PLAYSTATION PLUS NEED FOR SPEED	£303.99
SONY PLAYSTATION PLUS WORMS	£299.99
BUY AN RGB SCART CABLE AT THE SAME TIME AS A PLAYSTATION FOR JUST	£11.99
BUY A MEMORY CARD AT THE SAME TIME AS A PLAYSTATION FOR JUST	£18.99
BUY A SECOND PAD AT THE SAME TIME AS A PLAYSTATION FOR JUST	£9.99
BUY A LINK-UP LEAD AT THE SAME TIME AS A PLAYSTATION FOR JUST	£14.99

COMING SOON ON THE PLAYSTATION


SPACE HULK DUE JULY


FADE TO BLACK DUE JULY


DUNGEON KEEPER DUE JULY


TOP GUN DUE JUNE


F1 DUE JULY


RIDGE RACER REVOLUTION DUE MAY


ADDIDAS POWER SOCCER DUE MAY


OVER-KILL DUE JULY


3D DECATHLON DUE JULY


NHL POWER PLAY DUE JUNE


DIE HARD TRILOGY DUE AUGUST

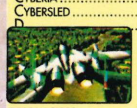

RESIDENT EVIL DUE JUNE

UK PLAYSTATION GAMES


ALIEN TRILOGY


D

3D LEMMINGS	£34.99
ACTUA GOLF	£36.99
ACTUA SOCCER	**£36.99**
ADDIDAS POWER SOCCER	£CALL
AGILE WARRIOR	£36.99
AIR COMBAT	£35.99
ALIEN TRILOGY	**£36.99**
ALONE IN THE DARK 2	£35.99
ASSAULT RIGS	£36.99
BLAM! MACHINEHEAD	£36.99
CASPER	£35.99
CHESSMASTER 3D	£32.99
CRITICOM	£36.99
CYBERIA	£33.99
CYBERSLED	£32.99
D	£36.99


DEADLY SKIES


DESCENT

DEADLY SKIES	£36.99
DEFCON 5	£36.99
DESCENT	£34.99
DESTRUCTION DERBY	**£36.99**
DISCWORLD	£36.99
DOOM	**£35.99**
ESPN EXTREME SPORTS	£37.99


GEX


HI OCTANE

EXTREME PINBALL	£36.99
FADE TO BLACK	£36.99
FIFA '96	**£34.99**
GALAXY FIGHT	£33.99
GEX	£33.99
GOAL STORM	£35.99
HI OCTANE	£25.99


ACTUA SOCCER


FIFA SOCCER


NAMCO MUSEUM

IMPACT RACING	£36.99
JOHNNY BAZOOKATONE	£36.99
JUMPING FLASH	£37.99
JUPITER STRIKE	£36.99
KILEAK THE BLOOD	£33.99
KRAZY IVAN	£36.99


MAGIC CARPET


MYST

LOADED	£37.99
LONE SOLDIER	£32.99
MAGIC CARPET PLUS	£36.99
MICKEY'S WILD ADVENTURE	£37.99
MORTAL KOMBAT 3	£39.99
MYST	£37.99
NAMCO MUSEUM	£36.99
NBA IN THE ZONE	£36.99
NBA JAM T.E.	£29.99
NBA LIVE '96	£35.99
NEED FOR SPEED	**£36.99**
NFL QUARTERBACK CLUB	£32.99
NOVASTORM	£37.99


NBA LIVE '96


NEED FOR SPEED


STREETFIGHTER ALPHA

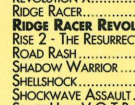

THEME PARK

OFF WORLD INTERCEPTOR	£32.99
ON-SIDE	£35.99
PARODIUS	£37.99
PANZER GENERAL	£33.99
PGA GOLF '96	£34.99
PHILOSOMA	£37.99
PO'ED	£CALL
POWERPLAY HOCKEY	£CALL
POWERSERVE TENNIS	£34.99
PRIMAL RAGE	£33.99
PRO PINBALL THE WEB	£CALL
PSYCHIC DETECTIVE	£36.99
RAIDEN PROJECT	£34.99
RAVEN PROJECT	£CALL
RAYMAN	£36.99
RESIDENT EVIL	£CALL


TRUE PINBALL


WIPEOUT

RETURN FIRE	£CALL
RETURN TO ZORK	£CALL
REVOLUTION X	£36.99
RIDGE RACER	£36.99
RIDGE RACER REVOLUTION	**£37.99**
RISE 2 - THE RESURRECTION	£36.99
ROAD RASH	£36.99
SHADOW WARRIOR	£37.99
SHELLSHOCK	£36.99
SHOCKWAVE ASSAULT	£34.99
SPACE HULK V.O.T.B.A.	£36.99
STARBLADE ALPHA	£36.99


WING COM 3


X-MEN

STREETFIGHTER 3000	£36.99
STREETFIGHTER ALPHA	£35.99
STREETFIGHTER THE MOVIE	£32.99
STRIKER '96	£35.99
TEKKEN	**£39.99**
THEME PARK	£34.99
THUNDERHAWK 2	£37.99
TILT	£32.99
TO SHIN DEN	£37.99
TOTAL NBA '96	**£37.99**
TOTAL NBA LIMITED EDITION	£38.99
TRUE PINBALL	**£34.99**
TWISTED METAL	£37.99
VIEWPOINT	£35.99
VIRTUAL GOLF	£36.99
WARHAWK	£37.99
WWF WRESTLE MANIA	£29.99
WIPEOUT	£37.99
WING COMMANDER 3	**£37.99**
WORLD CUP GOLF	£33.99
WORMS	£34.99
X COM - ENEMY UNKNOWN	£29.99
X MEN CHILDREN OF THE ATOM	**£35.99**
ZERO DIVIDE	£34.99


TWISTED METAL


WORMS


ZERO DIVIDE

JOYSTICKS



ASCII ARCADE JOYSTICK	£45.99
ASCII SPECIALISED JOYPAD - WITH TURBO-FIRE, AUTO-FIRE & SLOW MOTION FUNCTIONS.	**£28.99**
JOYPAD EXTENDER CABLE	£7.99
MOUSE	£24.99
MULTI TAP	£28.99
OFFICIAL SONY JOYPAD	£23.99
PHASE 9 CYCLONE PAD ERGONOMICALLY DESIGNED PAD WITH EXTRA TURBO-FIRE, AUTO-FIRE AND SLOW MOTION	**£16.99**
TECHNOPLUS TURBO JOYPAD REPLICA SONY JOYPAD WITH EXTRA TURBO-FIRE AND AUTO-FIRE FUNCTIONS	**£14.99**

OTHER ACCESSORIES

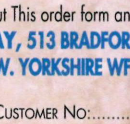


MEMORY CARD	£19.99
RGB SCART CABLE - IMPROVES SOUND & PICTURE QUALITY. ALLOWS YOU TO CONNECT TO A SPEAKER/HI-FI SYSTEM FOR USE ONLY WITH TV'S WHICH HAVE A SCART SOCKET	£12.99
AV SCART CABLE - IMPROVES SOUND QUALITY ONLY	£7.99
LINK CABLE	£17.99

MAD CATZ STEERING WHEEL

COMES COMPLETE WITH GEARSTICK AND FOOT PEDALS. SUITABLE FOR USE WITH ALMOST ALL DRIVING AND FLIGHT GAMES, EG WIPEOUT, NEED FOR SPEED, RIDGE RACER DESTRUCTION DERBY, AIR COMBAT, ASSAULT RIGS & FORMULA 1

£64.99



SPECIAL OFFER !! BUY A MAD CATZ STEERING WHEEL AND GET £3 OFF ANY DRIVING GAME

RELEASE LIST

FOLLOWING IS A LIST OF PROVISIONAL RELEASE DATES FOR FORTHCOMING RELEASES. PLEASE REMEMBER THESE ARE INTENDED AS A GUIDE ONLY AND WE CANNOT BE HELD RESPONSIBLE FOR ANY CHANGES OR DELAYS.

3D DECATHALON	JUNE/JULY
ADDIDAS POWER SOCCER	END MAY
BRAINDEAD 13	JULY
CHEESY	19TH JULY
DEADLY SKIES	JUNE
DIE HARD TRILOGY	AUGUST
ELEVENTH HOUR	JULY
FADE TO BLACK	5TH JULY
GUNSHIP 2000	19TH JULY
HORNED OWL	JULY
MOTOR TOON GP2	AUGUST
NHL HOCKEY '96	SEPTEMBER
OFFENSIVE	26TH JULY
POLICENAUTS	JUNE
RAW PURSUIT	EARLY JUNE
RESIDENT EVIL	END MAY
SAMPRAS EXTREME	JUNE/JULY
SIM CITY 2000	JUNE
SPACE HULK	5TH JULY
SYNIDCATE WARS	JULY
TOSHINDEN 2	JULY
TRANSPORT TYCOON	14TH JUNE
TUNNEL B1	28TH JUNE
VAMPIRE HUNTER	JUNE
VIPER	28TH JULY

TOP TEN

COMPILED FROM GAMEPLAY SALES 1/4/96-21/4/96

1	NEED FOR SPEED
2	ALIEN TRILOGY
3	MAGIC CARPET
4	ACTUA SOCCER
5	TOTAL NBA
6	WING COMM. 3
7	TEKKEN
8	WORMS
9	D
10	DOOM

Things to do with your free GAMEPLAY CATALOGUE:
No. 1 Hold it above your head and run down the road screaming **"Order from Gameplay" "Order from Gameplay"** Be amazed at how many people will come to visit you baring gifts such as grapes and get well cards.
GET A LIFE!!
Make some friends! Get a Gameplay Catalogue!!

FREE MEMBERSHIP-All Prices include VAT.

01924 473157 SALES HOTLINES OPEN SEVEN DAYS A WEEK

- LINES OPEN 9AM-8PM MON-FRI, 10AM-7PM SAT, 10.30AM-4PM SUN. ANSWERPHONE ALL OTHER TIMES.
- ORDER BY CREDIT CARD, CHEQUE, POSTAL ORDERS OR CASH (PLEASE SEND CASH IN A REGISTERED ENVELOPE FOR YOUR OWN PROTECTION).
- NO QUIBBLE RETURN POLICY-IF YOU ARE UNHAPPY WITH YOUR PURCHASE FOR ANY REASON, SIMPLY RETURN THE ITEM IN PERFECT CONDITION WITHIN 48 HOURS OF RECEIPT BY RECORDED DELIVERY AND SUBJECT TO A FEE (10% OR MIN £4), WE WILL SWOP IT FOR ANOTHER ITEM.(THIS OFFER APPLIES ONLY TO ITEMS LISTED IN OUR MOST CURRENT ADVERTS AND EXCLUDES ITEMS BOUGHT TO ORDER).

FAX ORDERS ON - 01924 420060 (24 HOURS A DAY)

- ORDER WITH CONFIDENCE FROM ONE OF THE LARGEST DISTRIBUTORS IN THE COUNTRY - OVER 500,000 GAMES SUPPLIED SO FAR!
- WE PROVIDE ONE OF THE FASTEST DELIVERY SERVICES AROUND, 2-3 WORKING DAYS MAXIMUM ON GAMES, NEXT WORKING DAY ON MACHINES. *(PLEASE ALLOW 7 DAYS FOR CLEARANCE IF SENDING A CHEQUE & CALL TO CHECK AVAILABILITY BEFORE ORDERING)*
- 1ST CLASS DELIVERY FREE OF CHARGE U.K. MAINLAND. OPTIONAL NEXT DAY DELIVERY £4.00. PLEASE ORDER BEFORE 3PM TO ENSURE IMMEDIATE DESPATCH.
- 1000'S OF TITLES AVAILABLE, IF YOU CAN'T SEE THE ITEM YOU WANT, PLEASE RING AS STOCK ARRIVES DAILY. SOFTWARE AND ACCESSORIES AVAILABLE FOR ALL MACHINES

Please ring to confirm availability before ordering as many special offers are limited stock & some games may not yet have been released.

GAMEplay

Cut Out This order form and post to: **GAMEPLAY, 513 BRADFORD ROAD, BATLEY, W. YORKSHIRE WF17 8LL**

NAME: ..... CUSTOMER NO: .....

ADDRESS: .....

POSTCODE: ..... SIGNATURE: .....

TEL: ..... FAX: .....

ITEM	PRICE
	£
	£
	£
	£
	£
	£
	£
P&P	£
TOTAL	£

Postage is **FREE** for all games shipped within the U.K. Overseas postage - £2.50 per software item. Optional NEXT DAY DELIVERY available for £4.00. Please order before 3pm to ensure immediate despatch.

CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐

Cheques payable to 'Gameplay'. Prices correct at time of going to press. E & OE.

CARD NO. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐/☐☐ ISSUE NO. ☐☐ (SWITCH ONLY)

PS7(6)



As developers gear up for the PSX's second Christmas, we take a look of some of the stuff you'll be seeing in six months or so. Better start saving now!

72
BMG Round Up
Yet another basketball game, a Python-esque adventure, and the world's first joyride'em-up form just part of BMG's stunning line-up for the rest of the year

76
Steel Harbinger
Cyborgy bird running around saving the human race – or so Andy says, anyway

Prev

78
Konami Links
Arcade-style golf which we're sure Konami would admit isn't its best forthcoming release. But then, the competition's fierce

80
International Track & Field
32-bit update of everyone's favourite athletics game is guaranteed to turn heads

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



82
MLBPA Bottom of the Ninth
Another Konami game, this looks like it could be the baseball game to beat. Motion-captured players and an easy control system make MLBPA a joy to play

84
Fade to Black
EA is hoping that this, one of the biggest games ever on the PC, will herald an upturn in its flagging PSX fortunes

88
Mayhem!
Mirage and GT Interactive take Sim City, bung in a load of action, and twist the concept around totally in this aptly titled pseudo-strategy epic

90
Supersonic Racers
With the emphasis firmly placed on fun, Mindscape is hoping that this can become the PlayStation's Micro Machines

92
Space Hulk
Better graphics, mission structure and a refined gameplay engine are just some of the features EA has lined up for this classic game given a 32-bit work over

94
Transport Tycoon
Don't be put off by the dull subject matter. MicroProse and Sid Meier have made building up and maintaining your own successful railroad business surprisingly engrossing

iews

96
Tunnel B1 & Viper
Two totally different games using exactly the same graphics engine. And when you see them, it's easy to see why. These two Ocean efforts could turn out to be the most eye-pleasing PlayStation titles yet

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





BMG Interactive may not be amongst the biggest names in the hi-tech world of PlayStation gaming, but with a line up as strong as this, all that could be about to change

Big money

Firo & Klawd

Firo, one of 'New Yak's' finest Orang-u-tan police officers, and Klawd, a streetwise cat, team up for this platform/arcade adventure that looks as though it might just be different enough to cause quite a stir amongst PlayStation owners.

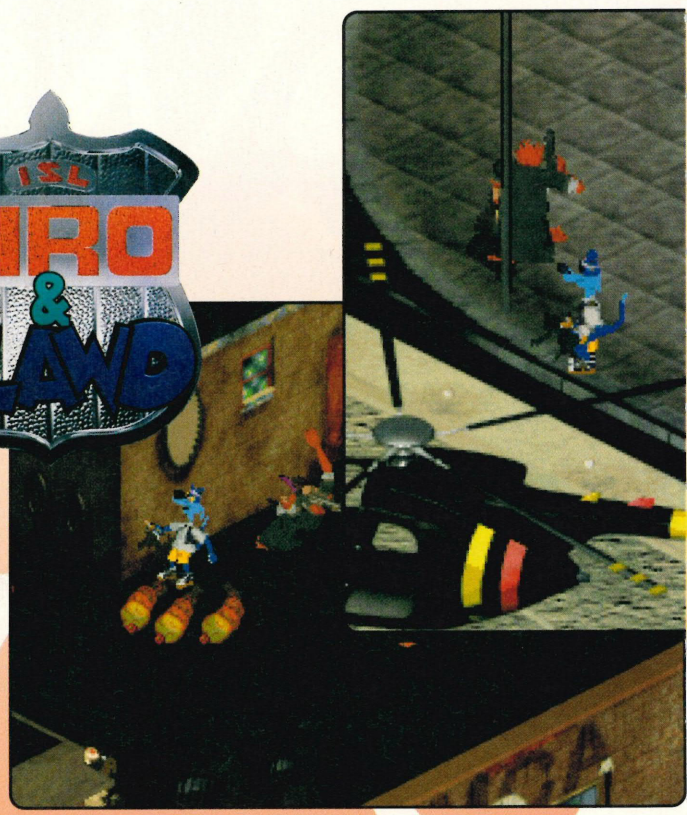
It's from the same people who brought us the Dizzy series, so there should be no worries on the gameplay front. And what's more, it's looking pretty impressive too.

As Firo or Klawd (or both in a two-player game – no need for a link-up cable by the way), you'll have to fight your way through alleyways, junkyards and building sites. Doesn't sound too difficult? Well, all the while, you'll be ducking bullets and returning fire and insults as you power your way past the city's most notorious mobsters.

The ultimate aim of the game is to reach the Kingpin's luxurious mansion and unmask the city's top criminal mastermind to the world.

At present, little is known about how the game will actually play, so we'll have to wait and see how it turns out before making any sort of judgement. But going off looks alone, Firo & Klawd could well turn out to be one of the surprise packages of next Christmas.







games



Blazing Dragons

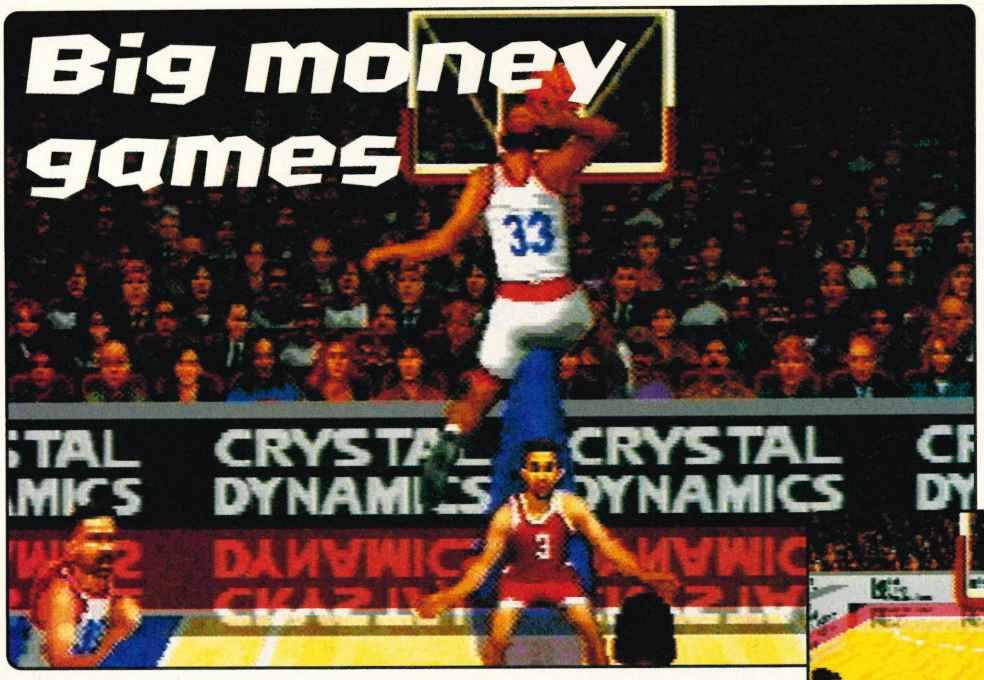
Crystal Dynamics has been working closely with Monty Python comic legend Terry Jones to bring Blazing Dragons to the PlayStation this autumn. This somewhat warped graphic adventure has been dredged from the very depths of Jones' imagination so, as anyone familiar with his work will know, it's going to be a very strange game indeed.

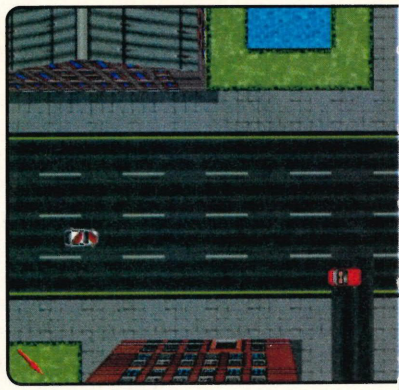
Based around the television cartoon series of the same name (debuting on British screens with 13 half-hour episodes around the time of the game's launch), it's a hilarious adventure set in the time of King Arthur.

The hero of the piece is Flicker, a young dragon who must travel the countryside solving puzzles in order to defeat Sir George's most evil invention, The Black Dragon. Of course, Sir George is ready for you, and has laid numerous traps along the way. These tend to break up the thought process more than anything, and mainly take the form of 'wacky' arcade sequences that will test your reactions just as hard as the puzzles test your brain.

Blazing Dragons is looking spectacular, even at this early stage, and with over three and a half hours of comedy dialogue and over 3000 individual animations, plus the creative talents of Terry Jones and Nelvana (one of the world's top animation houses), it's hard to see how this one can fail.

Big money games







Slam 'N' Jam '96

The basketball onslaught is set to continue this summer. Barring any development slip-ups, BMG intends to release Slam 'N' Jam '96, endorsed by none other than Kareem Abdul-Jabbar and Magic Johnson, in July.

Based on the hit 3DO release of last year, it's been souped-up to take full advantage of the PlayStation's extra power. It's full five-on-five action at high speed – with no slow-down – and is the closest a game has come to the real thing in this respect. That's not to say it will be the best to play, because as we all know, it's sometimes a little difficult to tell what's going on in this type of game if it's not programmed quite right.

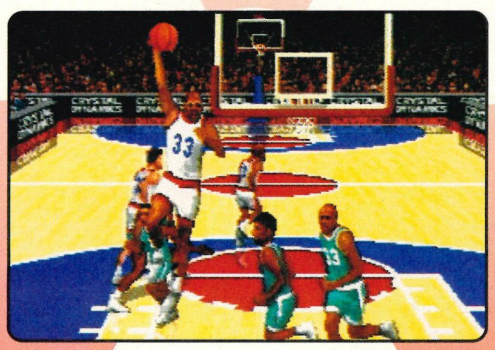
All the signature moves of the two headlining stars will be in there, complete with no-look passes, rim-bending dunks and 'thunder jams'.

You'll also be able to view the action from multiple angles, or just sit back and watch the game as it unfolds, accompanied by the commentary of CNN's top commentator, Van Earl Wright.

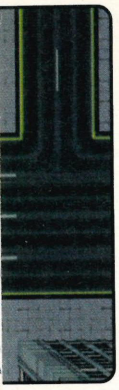
It's difficult to judge a product of this type without actually sitting down and spending some real time with it, but on paper it certainly seems to be a good game. A wealth of statistics and a full CD quality soundtrack should complement the game's speed and playability nicely, thus making Slam 'N' Jam '96 one of the big hits of the summer.











Grand Theft Auto

DMA Design is the Scottish development team responsible for what was possibly the biggest videogame sensation of all time. Love them or hate them, DMA was responsible for the Lemmings that dominated the early part of this decade, and has never been responsible for a game that could be described as less than brilliant.

That's what makes Grand Theft Auto so exciting. That and the fact that it looks so unusual. You can play as either a desperate getaway driver hammering through the streets with the cops in hot pursuit or, alternatively, if you're more of the law abiding type, you can drive for the filth. But let's be honest, we'll all be going for the joyriding option won't we? (Or is that just me?)

GTA is all about the thrill of the chase, and seeing as it's not your car, who cares if you wreck it? In fact, if you do end up writing your mobile off, why not car-jack some other innocent motorist and leave them fuming on the sidewalk as you screech off in constant search of that adrenaline rush.

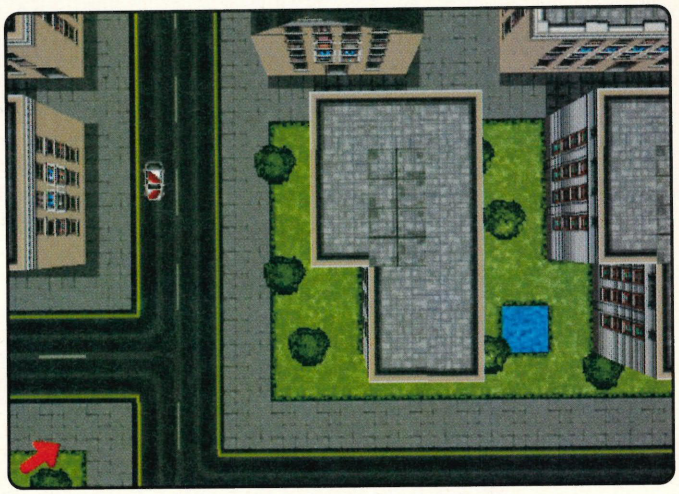
And don't worry about causing a pile up or two behind you in the process, because there's nothing guaranteed to slow the police down more than some twisted metal.

Even I can see that Grand Theft Auto is treading on morally dangerous ground, but hopefully the option to chase rather than be chased will satisfy the do-gooders, and DMA Design will be allowed to rewrite the gaming rule book.

It's not out until October kids, so you've got plenty of time to get in some real-life practice before then. Or then again, maybe not.

ALSO FROM BMG...

As if all this isn't enough, there are a couple more interesting looking titles on the way from BMG. Ganymede merges the speed and skill of driving and flying with the strategy of battle to create a uniquely fun experience. Rocket Jockey sees you racing around death trap laden courses against ruthless competitors. It sounds like a cross between jousting and Rollerball to us



Steve McNally thinks it's about time more games featured criminal behaviour instead of all this 'rescue the lovely princess' nonsense



Exhumed

It's a Doom clone. Andy said last issue that it's unlikely anyone's going to be able to improve on Acclaim's stunning Alien Trilogy, but BMG is having a go thanks to this replica with a difference. There's a great story behind the game, and success will only be achieved if you can use your mind as well as your reflexes.

As you play you are guided by the dead Egyptian King Ramses, whose grave has been robbed of all its treasures. His mummified remains hold the key to restoring the future of mankind and saving us from the interference of the dark alien forces that are at work. Your task is to return the mummy to its resting place, but you'll have to work out all the clues and dispatch the evil beings if you are to finish the game.

As you can see from the screenshots, Exhumed looks exceptional, and if a game engine can be thought up to match, Alien Trilogy may have some serious competition as early as September of this year.





Loaded brought Gremlin's vision of the ultimate shoot'em-up experience onto the PlayStation early, and it received favourable reviews. Now, Mindscape is about to bring its challenger into the ring

Harb Wire

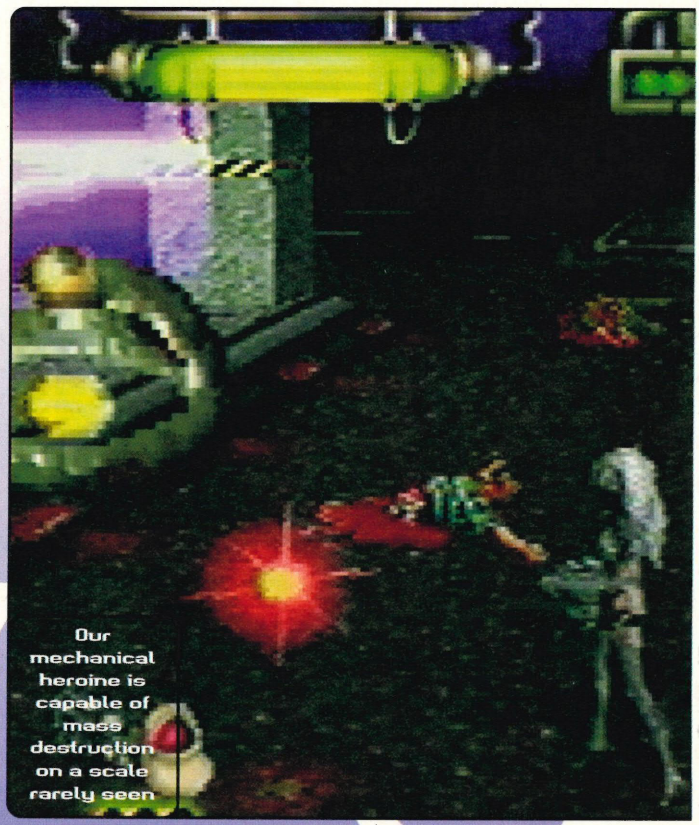
The summer is usually a rather dull time in terms of game releases, but with Steel Harbinger due for an August launch, there is at least something hitting the shelves during this normally dry period.

It will come as no great shock to learn that the Earth has come under attack from an alien virus, distributed via meteorites in advance of an invasion. The contents of these 'space rocks' invade every life form, turning plants into flesh eaters and people into mechanised wrecking machines.

Only one person can save the Earth, but the woman in question is already infected with the alien virus. However, with some careful guidance from her scientist father, she sets about trying to clobber the alien invasion before it takes hold. You are in control of this female harbinger of destruction, and set out to clear the areas of enemy threat and prevent her from becoming 100% mechanoid.

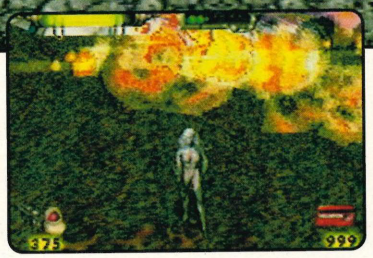
Whereas Loaded was limited in terms of the areas you could explore, the non-linear design Mindscape has gone for with Steel Harbinger opens up a larger environment for you to wander around. You also have the ability to enter and explore multi-storey structures.

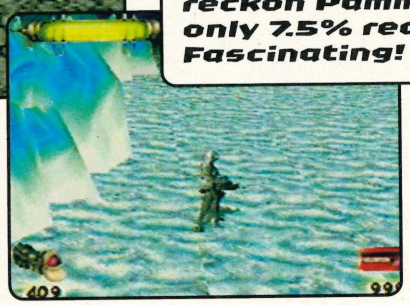
It's so vast in fact that there's a game map of the USA with detailed cityscapes in which to do your thang. On top of this, Steel Harbinger also incorporates many differing locations, from the frozen landscapes of



Our mechanical heroine is capable of mass destruction on a scale rarely seen



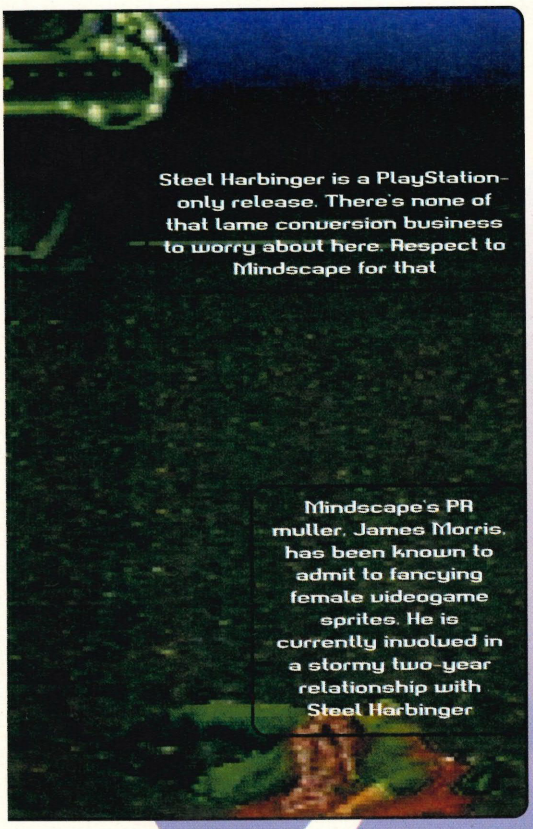




Barb Wire Fact...

Steel Harbinger's female character looks not too unlike Pamela Anderson in that Barb Wire flick. The difference being that Steel Harbinger is 100% artificial, whereas we reckon Pammy is only 7.5% real. Fascinating!

Andy Sharp reckons being partially artificial is something which is no bad thing. It didn't do Douglas Bader any harm did it? Or Robocop come to think of it



Steel Harbinger is a PlayStation-only release. There's none of that lame conversion business to worry about here. Respect to Mindscape for that

Mindscape's PR muller, James Morris, has been known to admit to fancying female videogame sprites. He is currently involved in a stormy two-year relationship with Steel Harbinger

Antarctica to the dizzy heights of the moon. What more could you possibly wish for?

There are numerous weapons with which to thwart the enemy advances. There aren't any surprises here, however, with the usual machine guns and heat seeking missiles all available.

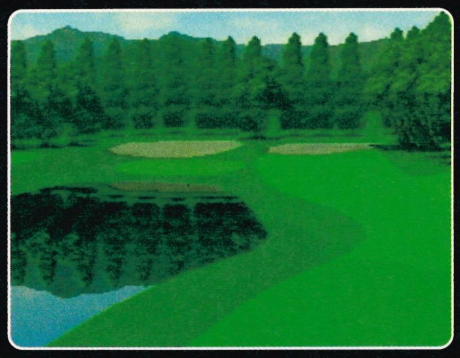
Your arsenal is by no means the only hardware you have at your disposal. Some stages will involve tanks, hover transporters and large battle rigs blasting the enemies away like it's an everyday event. Which of course it is for our plucky heroine.

As with Loaded, you only have the ability to fire your weapons in the direction you're facing/travelling. But, unlike Gremlin's blast fest, you can jump in the aforementioned armoured vehicles and hammer around to your heart's content.

Varying the view angle can be advantageous in any game, and it's good to see that this feature has not been forgotten here. Basically, you can tilt the angle of view to your preference, depending on exactly how much of the action you wish to see.

Occasionally, your character appears to have been just slapped into an environment, whether you're supposed to be there or not. When the game is finally released, however, this problem should be rectified, leaving a quality blast'em-up that will mean your summer days will never be the same again. Well, that's the idea anyway.





Strewth, said the Aussie golfer. It's a 'mare thinking of golf intros without mentioning Pringle v-necks, plus fours and the 19th hole. Come on, let's get a few schooners in and have a barbie. Oh, ** it - that'll do**

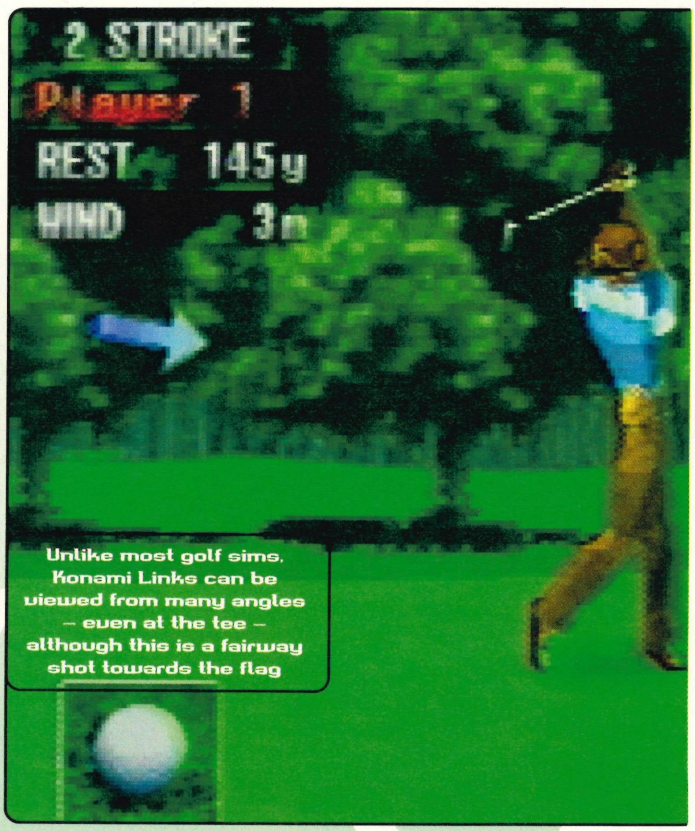
OFF the cuf

This month's Forum features a good old rant about the (lack of) quality of PlayStation games, and this preview could well go down that road. Or, more precisely, down the weed-ridden gravel path that forms part of the *out of bounds* area.

The fact of the matter is this - at the time of writing, Core's Scottish Open Golf hasn't yet materialised, nor has Gremlin's Actua Golf. So far, the only golf games reviewed in PSX-Pro - PGA '96 and World Cup Golf - have been under par, as it were. As an aside, why do people say they're feeling under par, when to achieve an under par score in golf is a good thing?

PGA '96 is saved by the sheer weight of options, set-ups and game modes, whereas one-course World Cup Golf's only redeeming feature is that it can be switched off. PGA '96 uses some of the PlayStation's capabilities in presenting a full-motion-video action sequence and career history of several top golfers, but lacks the superb gameplay of its 16-bit predecessors. World Cup Golf is nothing more than a straight conversion of a flawed PC game.

And so to Konami Links. The game that claims *You'll soon realise that crushing the ball will have little impact if your touch around the green bites.* Yeah, whatever. Hello? That must mean that even if you're capable of leathering every tee-shot greenwards, your chipping and putting skills have to be spot on for success. It's no wonder no-one can string a coherent



Unlike most golf sims, Konami Links can be viewed from many angles – even at the tee – although this is a fairway shot towards the flag



GOLFING FACT...

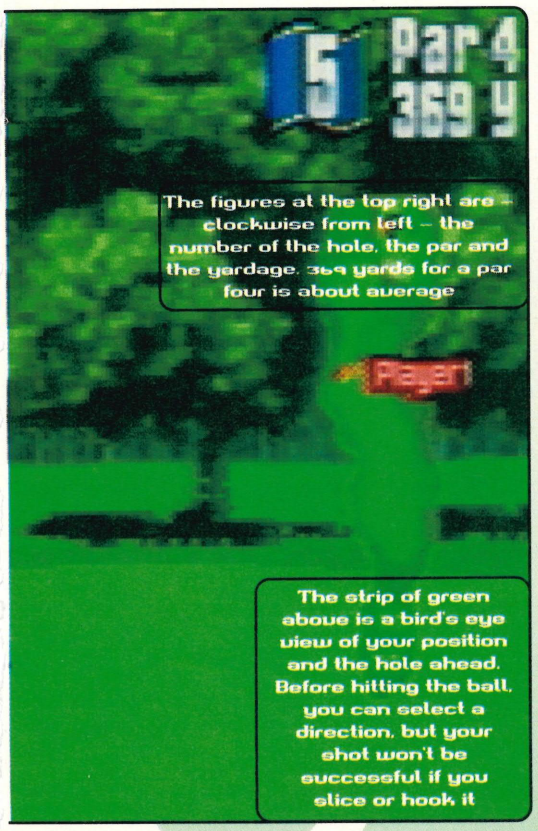
German golfer Bernhard Langer once hit a shot out of a tree. Oh, well done





F golf

Alex Lee once went round Manchester's Platt Fields putting green in 70... days



The figures at the top right are – clockwise from left – the number of the hole, the par and the yardage. 369 yards for a par four is about average

The strip of green above is a bird's eye view of your position and the hole ahead. Before hitting the ball, you can select a direction, but your shot won't be successful if you slice or hook it

sentence together any more when people are coming out with yank-influenced stuff like that.

For want of a comparison, Konami Links looks more like Actua Golf than any of its other PlayStation peers, but still manages to retain an arcade feel. Six arcade-style characters – ranging from a bald Freddie Mercury lookalike to a Chun Li barely covered in a tartan mini-skirt/jacket combination – all show off Konami's own Japanese motion-capture capabilities.

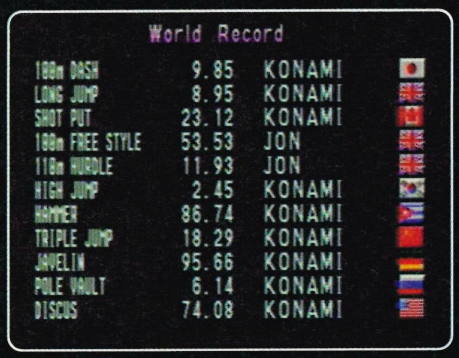
Although there's still some pseudo-shoddy scenery *build* on the hole fly-bys, there are some treat reflections going on in the water hazards – an attention to fine detail overlooked by all other PlayStation golf games so far. The arcadey look, for which the massive motion-captured players are mainly responsible, gives way to a pretty complex set of controls and choice of camera angles.

Driving the ball cleanly is fairly difficult at first, as two moving crosshairs need to be lined up in the centre of the ball. And this is after you've checked your stance and predicted both the ball destination and wind strength. You may also start from a handicap of up to 40, although this may be changed to 36 by the time the game goes in for final approval.

Konami Links will go head-to-head with Actua Golf, even on this early showing. If, like us, you're interested to see which game will come out on top, make sure you don't miss out on the August issue.

Konami Links





Ten years have passed since Track & Field took the arcades by storm. Now an all-new improved offering is warming up for a renewed challenge, and it's looking like a gold medal contender

On your ma

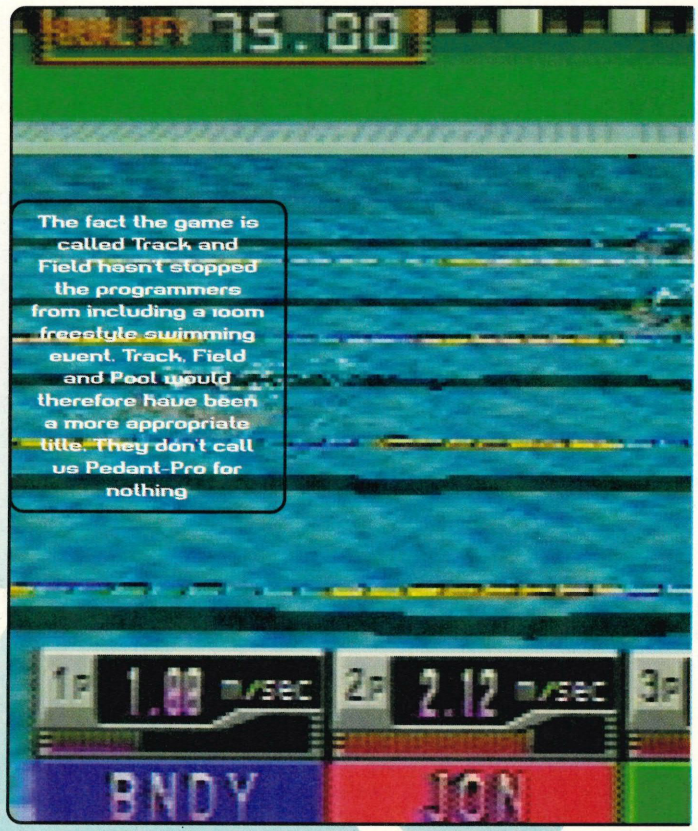
With the Olympics just around the corner, Konami has updated the classic Track & Field for gamers new and old. Anyone who remembers the old versions on other formats will know exactly what to expect from this latest effort.

Incorporating a wide range of sporting events, from the 100 metre sprint to freestyle swimming, the competition is always guaranteed to be tough.

What made Track & Field such a success was its simple gameplay and responsive control system. A minimum of buttons are required, but a fair amount of skill doesn't go amiss either. Judging the exact moment to jump or release the ball/hammer will take a little time, and the more you play, the closer you will be to breaking the world record.

Before beginning a tournament you must pick the country you wish to take to sporting success. This will determine exactly how well you fare at certain events – you may be unstoppable on the track but a flop in the pool. This adds another element to the proceedings, as only players who are willing to adapt to their team's strengths will succeed.

To bring the whole thing bang up to date, the characters are all motion-captured, with the views changing for different events and replays. The sounds are also state of the art, and a vast improvement on the older versions. That's right, this is no Namco Museum or Arcade Classics. It has been stripped to the bone and



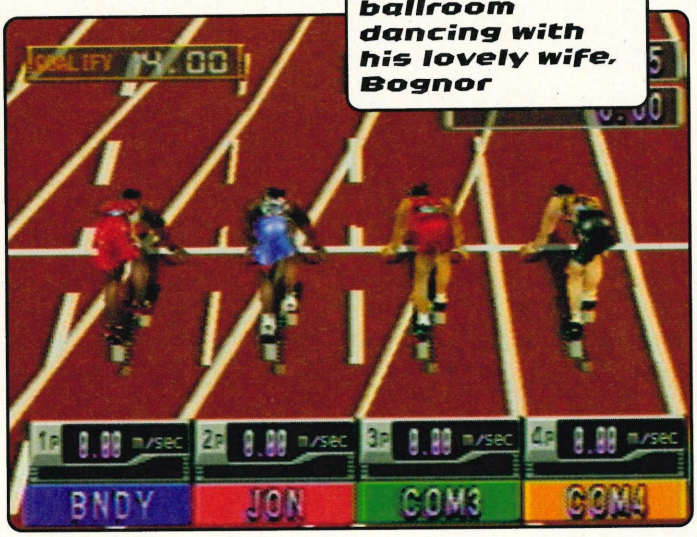
The fact the game is called Track and Field hasn't stopped the programmers from including a 100m freestyle swimming event. Track, Field and Pool would therefore have been a more appropriate title. They don't call us Pedant-Pro for nothing



ATHLETIC FACT...

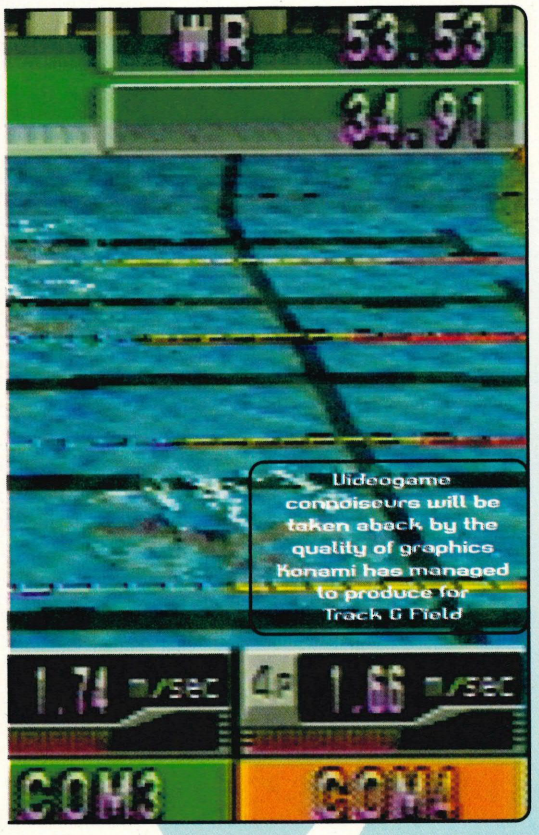
Sprinter John Regis has the smallest ears in the world and is the cousin of footballer Cyrille Regis. Away from the track he enjoys ballroom dancing with his lovely wife, Bognor





rks

Andy Sharp was never a dab hand at athletics at school, but he was a truly incredible swimmer. Now he's just rubbish



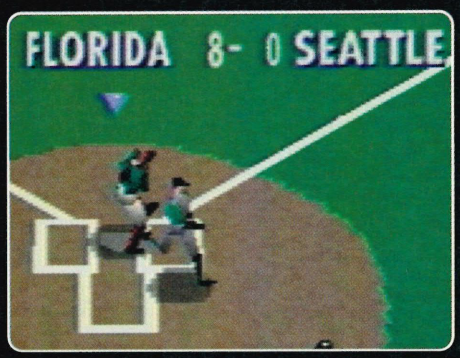
built up to cater for today's gamesplayer.

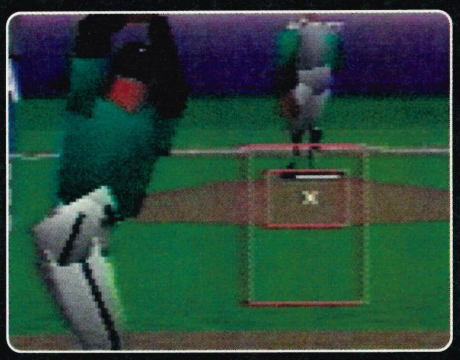
One aspect of Track & Field which will be stuck in everyone's mind is the rhythmic hammering of the keyboard to build up strength or speed, and this is still included for nostalgia freaks. Get those knuckle joints oiled for some seriously frantic button tapping. Ah, the good old days are here again.

Where Track & Field differs from the majority of PlayStation releases so far is that up to four players can participate in the 12 different events. The overall winner will be the player who gains the most points, and if you can get the maximum number of players involved, it should turn out to be a grand battle for supremacy.

However, don't worry if you can't muster the full complement of players, as any gaps will be filled by computer opponents who are there to push you to your limits. These too will differ in skill and strength, depending on the relevant country and event.

This muscle-toning treat should be taking the world by storm very soon indeed, and you should keep your eyes peeled for the full review in PSX-Pro.





With basketball sims already taking the PlayStation market by storm, it's time for that other great American sporting stalwart to stake its claim for gaming fame

Pitch battle

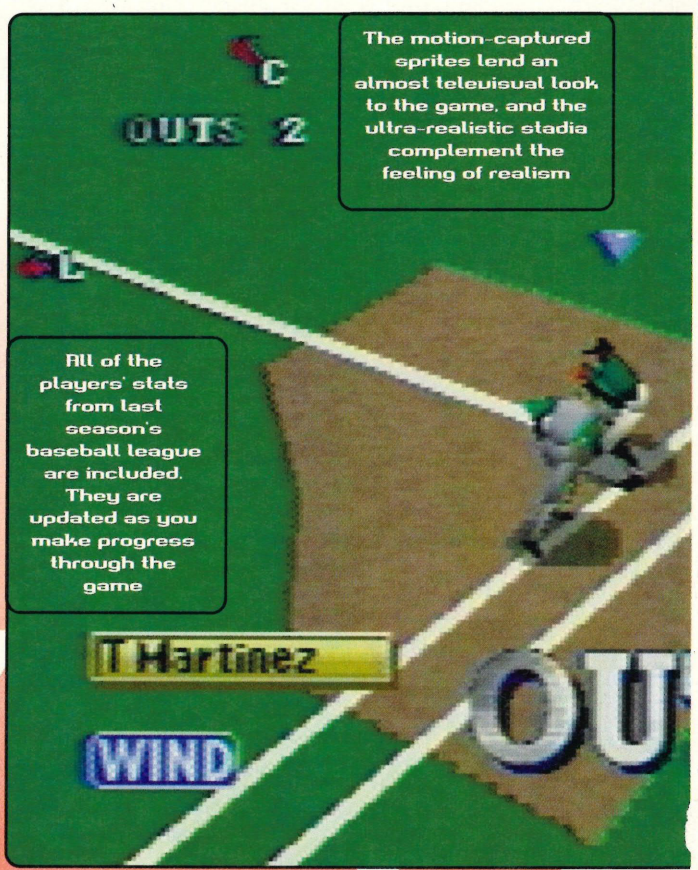
Arcade freaks may recognise this effort as a close relation of the *Powerful Pro Baseball* coin-op. Konami has now acquired a licence of sorts, in the tongue-twisting form of the Major League Baseball Players Association, to present us with the majestically titled MLBPA Bottom of the Ninth.

Baseball has never really lit up the games market in quite the same way that its American stablemate basketball constantly has, despite having threatened to do so for a number of years – titles such as TV Sports Baseball and the RBI series have done decent business on both the eight and 16-bit platforms.

The massive drop in US baseball attendances, the player strikes (how can they be expected to survive on those paltry seven-figure salaries?) and the emergence of the new Stateside 'soccer' league hasn't deterred Konami from putting its weight behind this product. And a good thing too, because *Bottom* looks ream at this stage. Motion-capture is the new big thing for '96, and Konami has grasped it with both hands – the massive sprites move fluidly in awesome stadiums.

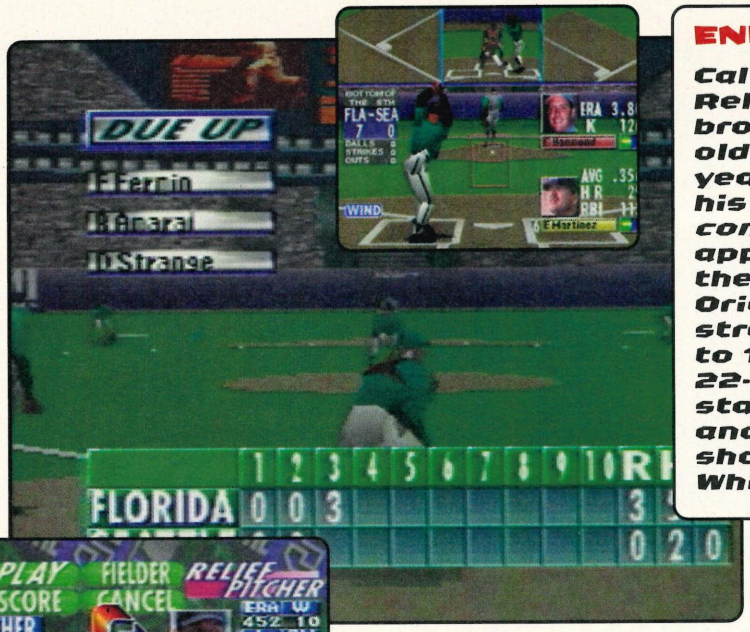
Not only do the players themselves move fluently, but they're realistic too – a point which Konami is keen to point out. A pitcher with a distinctive action or a batter with his own trademarked style will perform – or at least move – as they would in real life, complete with whatever idiosyncrasies they possess.

Control-wise, it would appear to be shaping into a user-friendly affair. A choice of pitches are available,



The motion-captured sprites lend an almost televisual look to the game, and the ultra-realistic stadia complement the feeling of realism

All of the players' stats from last season's baseball league are included. They are updated as you make progress through the game

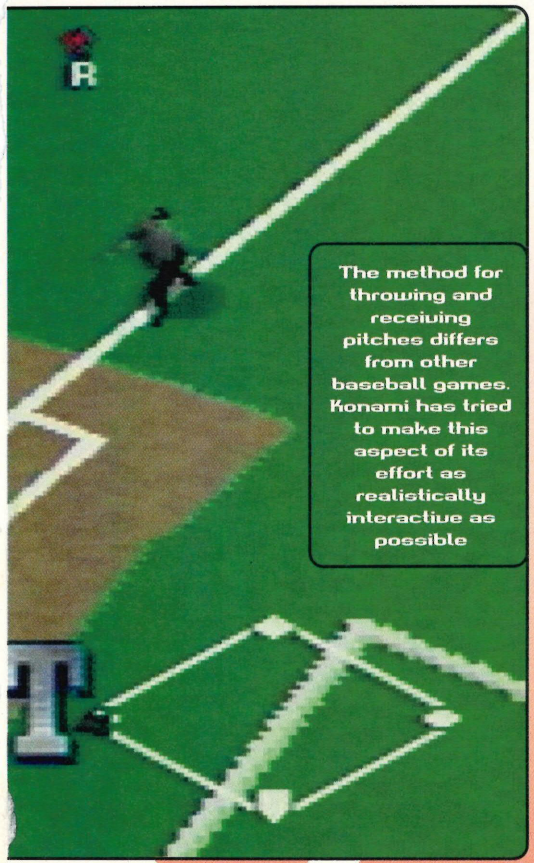




ENDURO FACT...

Cal 'Johnny Reliable' Ripken broke a 62 year-old record last year by making his 2131st consecutive appearance for the Baltimore Orioles, a run stretching back to 1978. He got a 22-minute standing ovation, and Bill Clinton shook his hand. Which was nice...

Paul Roundell has been to two baseball matches, sat through 20 innings for a total of over seven hours, and has witnessed just two home runs



The method for throwing and receiving pitches differs from other baseball games. Konami has tried to make this aspect of its effort as realistically interactive as possible

depending on the abilities of the different pitchers at your disposal, and with the multi-buttoned joypad, a wicked curveball is just a simple press away.

The batting section features a small square which hovers above the plate, the idea being to strike the ball the moment it enters the square. It isn't as easy as it sounds (for one thing, the ball might not enter the square at all), because the pitches fairly zip from the mound, and in all likelihood will be behind you in a split-second.

A commentary runs throughout each game, peppered with typical American effervescence and wild over-enthusiasm – just the kind of thing to get you in the mood for a resounding homer. Although it's unfinished as yet, Bottom of the Ninth sounds absolutely brilliant at this stage.

Game length can be tailored to suit your attention span, so a nine innings drearathon can be avoided if you're a beginner who is about as likely to hit the ball as you are to make the draft cut for the NY Mets. Also, for those who hate to take a thrashing, there will be an annihilation option whereby a win will automatically be awarded to a team which takes the lead by a set number of runs.

All the real baseball stadiums are in there, though unfortunately we can't confirm whether there's any entertainment during the 'seventh innings stretch', because no-one has played it that far as of yet. But they will. Oh, they will.





PC-PlayStation conversions have been notoriously poor so far, but Electronic Arts' Fade To Black looks perfectly poised to redress the balance with a vengeance

One man on a l

Not to be confused with Visage's wondrous 1981 hit record Fade To Grey, EA's Fade To Black – the sequel to Flashback – is universally loved by PC gamesplayers.

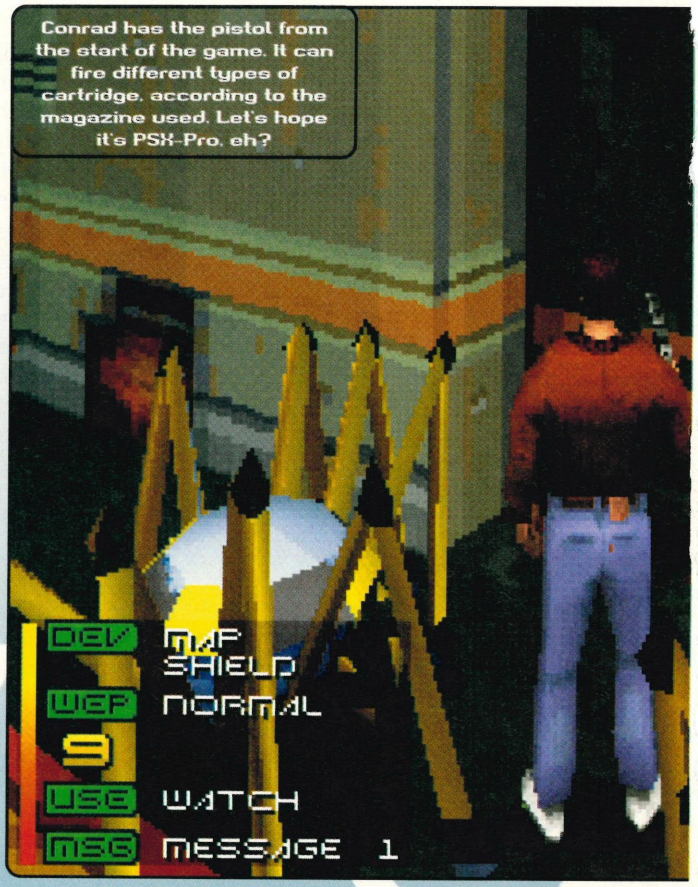
Readers of PSX-Pro, however, know by now that direct conversions from PC to PlayStation can be dodgy in the extreme. Wary of conversionitis, it was with suspicion that the PSX-Pro team loaded up the PlayStation preview version. Assured by EA that it's around 80% complete, Fade To Black – developed in France by the respected Delphine team – nevertheless looks a bit ream. And that's no lie.

Leading PC mag PC Home gave Fade To Black 92% last October, and GamePro's Will Sargent rates it as 1995's best PC game.

The action takes place in the future – the year 2190 to be precise. PlayStation games are often set in the future, just so the programmers don't have to spend beards creating realistic scenarios. A cynical attitude? Maybe. If anyone has any ideas on why development teams insist on creating futuristic environments, write to PSX-Pro at the usual Freepost address.

B(l)ack to the action... The solar system has been invaded by an alien race called Morphs. Anyone remember Take Hart? Ho-ho.

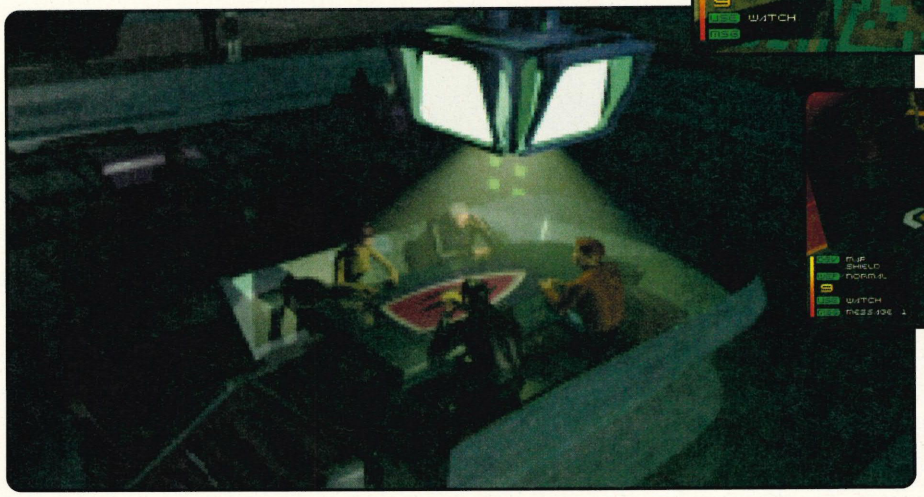
The Morphs are creatures whose metabolism allows them to adopt any shape that takes their fancy – like the new s(c?)hmoo of fondly remembered cartoon fame. They are controlled by auxiliary brains which are in turn governed by master brains.



Conrad has the pistol from the start of the game. It can fire different types of cartridge, according to the magazine used. Let's hope it's PSX-Pro, eh?

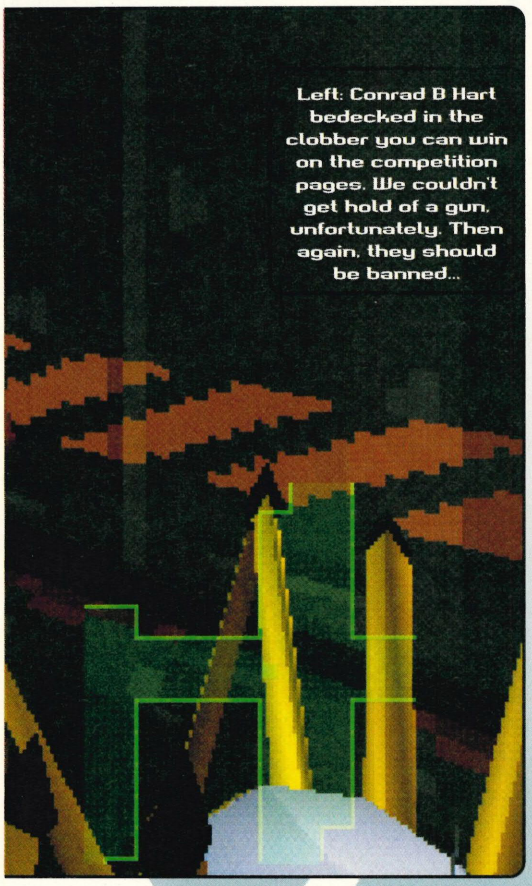








onely platform



Left: Conrad B Hart bedecked in the clobber you can win on the competition pages. We couldn't get hold of a gun, unfortunately. Then again, they should be banned...

The master brains are enormo-creatures who inhabit the core of the planets they've colonised. The Morphs found Conrad – the star of the piece, and whose clothes you can win on the competition pages – inside a drifting spaceship. Bringing him out of hibernation, they keep him captive in a lunar prison. Conrad meets John O'Connors, and the two friends make their escape on board a goods carrier.

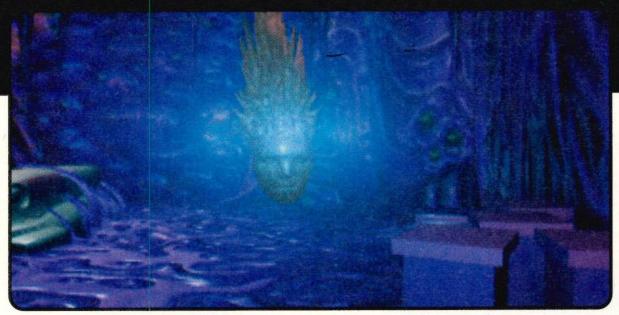
Unfortunately, the Morph interceptor ships give chase. They're about to blow them to kingdom come when the two buddies discover a transporter beam in the nick of time. Phew! Where would the game be if they copped it? By the way, have you noticed how no-one ever goes to the toilet in space?

Conrad arrives on Shadow, an orbital base belonging to the Mandragore – a resistance movement. He finds out that John O'Connors is one of the leaders and meets Sarah, his boss.

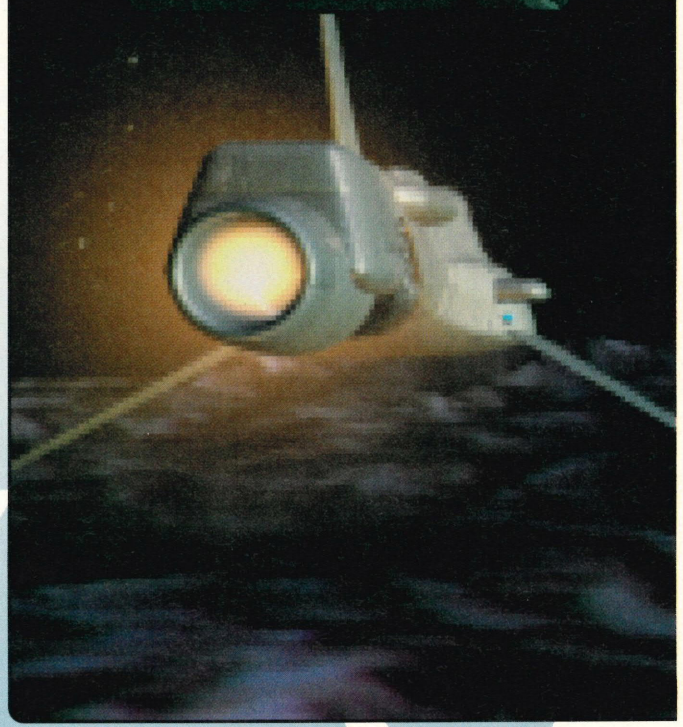
Thanks to information received from scientist Morph prisoners, Conrad and the resistance fighters learn that the enemy are preparing a new weapon allowing human brains to be remotely controlled from a massive antenna mounted on a Morph cruiser. Conrad boards the vessel to try and sabotage the antenna, but he fails. He then bumps into Ageer, a being who can help him escape.

Ageer leads Conrad to Pluton (which is a bit like Pluto, except pretend). On arrival, he meets the Elders and finds an abandoned city created by a civilisation which disappeared thousands of years ago.

One man on a lonely platform







The Elders - one of whom is Ageer - abandoned their physical bodies when they knew scrapping the Morphs was futile, and took refuge inside an indestructible pyramid to protect their fragile spirits. The Elders swear they'll help Conrad to repay him for saving Ageer.

The Morphs, who've been tracking Conrad all the way, reach Pluton, seize the pyramid and take it to a Morph mother ship controlled by Zaarch - an auxiliary brain. Conrad teleports onto the mother ship in order to find the Elders. However, he ends up in the centre of the anti-matter reactor that supplies the ship, and he must use a special repair bubble to return to the inhabitable sector.

During his quest, Conrad overhears a discussion between Zaarch and John. He susses that John is a super-Morph spy who has taken the appearance of the late O'Connors to hide his true, evil identity.

John tells Zaarch that he has sabotaged Shadow and it's about to be destroyed. Conrad, however, finds the

FADE TO BLACK PC VERSION REVIEW...

Flashback fans will certainly not be disappointed with this latest effort. Great story, great animation, great gameplay - all the ingredients for another classic to follow in the successful footsteps of the previous hit - 92%.

Daz Evans, PC Home, October 1995





Alex Lee insists that the new romantic music era was the best. Oh it was

pyramid, and does a runner with it en route to Shadow, to warn his friends.

When Conrad touches down on Shadow, the base is being attacked by Morph ships, but he still manages to berth. Amid the chaos he tries to reach the centre of the station in order to defuse the explosives that John planted earlier...

If that hasn't whetted your appetite for Fade To Black, nothing will. It's always a good sign when a PC-PlayStation conversion takes a while to produce, as proven by the fact that quick conversions such as CyberSpeed and Hi-Octane never quite cut the mustard in their PSX incarnations.

Fade To Black has been in the offing for a good few months, and if the promised enhancements such as the improved control system and faster, smoother animation are delivered, PlayStation owners are in for a rare treat. Exclusive review next month. Until then, have a 'do' on the competition pages to win Conrad's jeans and jacket.

Fade to black
Also released on: PC CD-Rom





If levelling an entire city to the ground, leaving nothing more than smouldering piles of rubble in your wake is your kind of thing, then GT Interactive could have just the game for you

Utter Chaos

The fact that it's called Mayhem! should give you an indication of the gameplay style developer Mirage has chosen for this action/strategy shoot'em-up which is to be published by GT Interactive in September.

Set on Earth some time in the future, the existence of the entire human race is under threat. A force of biomechanical creatures originally created by humans to do menial work has rebelled, killing many people and forcing those who are left into underground hideaways and orbital space platforms. One such platform, Satnet, hovers over the city where the game is set. From a control room within Satnet, the player (ie you) takes the role of a hired mercenary whose task it is to rid the city of the biomech stranglehold and render it safe again for human habitation.

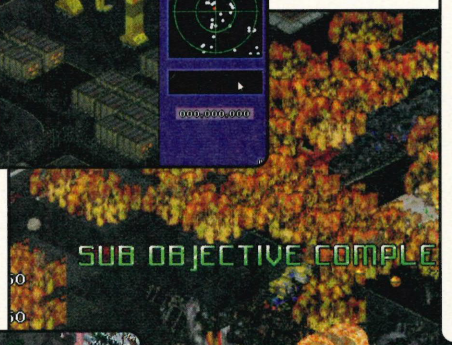
It's sort of like a reverse Sim City but played at a much faster pace. The game is mission-based, and the objectives include locating and destroying key installations and biomech creatures. To give you some idea of the size of the game, there are five zones - Airport, Industrial, Docklands, Urban and Central Business District - each of which is divided into five maps containing one mission. Plus, to provide added longevity, there are three difficulty levels. When you see the size of even a single zone you know that, if you manage to get into it, you're going to be playing Mayhem! for quite some time.

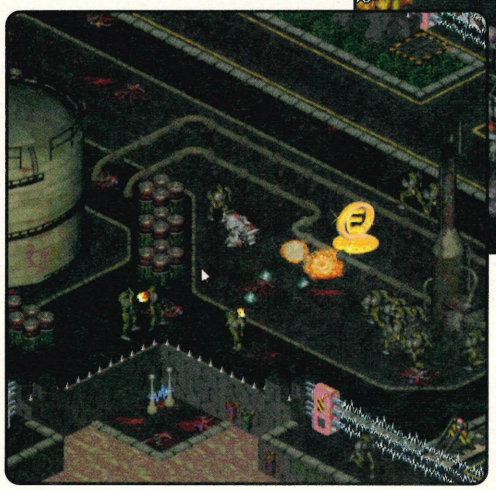


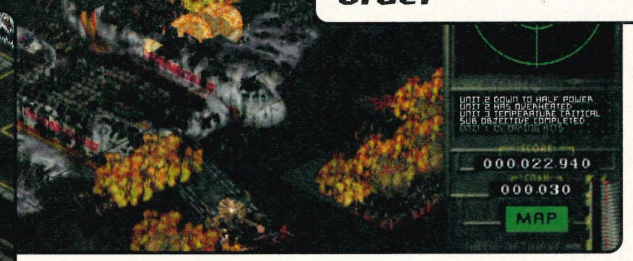
There are many different types of enemy roaming around the now uninhabited Earth, and to get the upper hand you're going to have to inflict massive civilian casualties

In each mission you will be given a specific strategic target. But, as everything on screen is destructible, almost any object is fair game









HANDBAGS AT THREE PACES FACT...

Publishers Domark and GT Interactive had a little bit of a tiff recently over the name 'Mayhem!'. It seems that Mirage had trademarked the name for this GT published release, thus scuppering Domark's plans for a game called Total Mayhem. A hurried retitling was in order

Steve McNally was never really all that successful at Sim City - he's a big fan of urban decay



On the PC version there will be two distinctly different methods of play, but at the moment it's undecided as to whether both will be viable on the PlayStation. Obviously there's a one-player mode, and the PC will have a 12-player networked 'Death-Match' option. While linking up 12 PlayStations is as unfeasible as it is unlikely, it's not inconceivable that a two-player link-up death-match could be incorporated. This would be a major bonus, because the gameplay seems to lends itself so well to multi-player action.

One of the best aspects of the game has to be that absolutely everything on-screen is destructible. However, it may not always be in your best interests to go around blasting everything in sight, and you should always keep your strategic mission target and ultimate goal in mind.

There are thousands of enemy creatures and hundreds of weapon types you can use to destroy them. There are also countless numbers of puzzles to be solved, and enough variety to make you feel as though you're playing 10 games all rolled into one.

Add some 3D spacial sound effects to enhance the atmosphere, full CD audio and highly intelligent computer opponents, and you should have a very challenging and original PlayStation game.

Looking at some of the stuff we've been getting in for preview recently, it's looking like PSX owners could be in for a very happy year indeed.

Mayhem!
Also released on: PC CD-Rom





The serious old PlayStation lets down its hi-tech hair for once, as the four-wheeled action takes a comic turn for the first time, thanks to Mindscape's cartoon capering

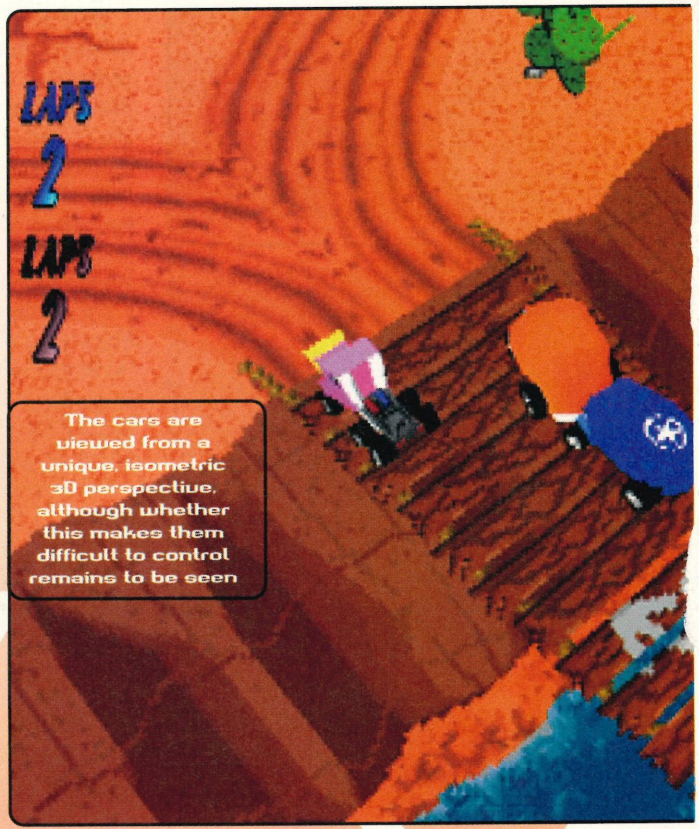
Fast as a b

The first two games of note to hit the PlayStation – Ridge Racer and Tekken – set the tone of what was to come, namely excellent graphics and a speed and fluidity of sprite movement hitherto unseen. To some extent they set another precedent too, that of 'serious' software.

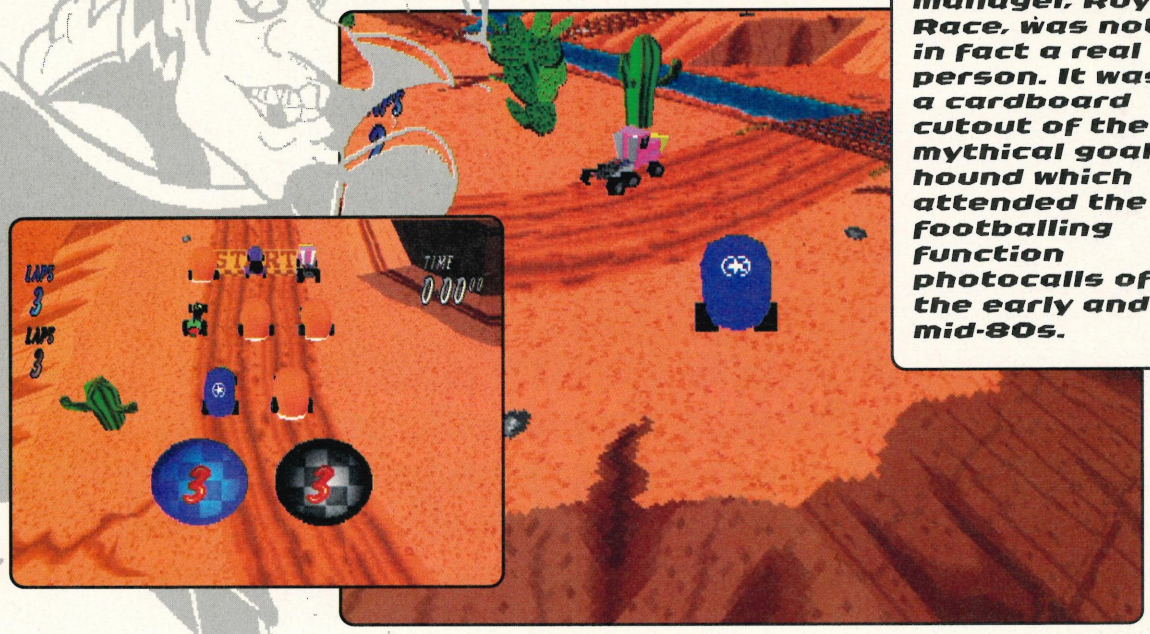
Despite the many fine releases since the PlayStation's launch last September, few – if any – games have provided us with even a hint of humour, and it was beginning to seem (gasp!) as if developers and publishers were attempting to create a new generation of stern-faced twenty-something gamers. The people behind Mario Kart didn't give a toss about image, and that childish SNES effort remains one of the finest games of all time. Basically, the software biz needed to get a grip, and thankfully, it has done. The awesome Amiga port Super Skidmarks is on the way, while Mindscape offers us this little number.

Supersonic Racers comes with no pretensions (plenty of claims mind, the truth about which we'll uncover in a later issue), and sets out its stall from the off, with the press blurb providing an unashamed description of *2D cartoon graphics*. It's programmed by Supersonic Software, whose pedigree is unquestionable, since its last effort was the smash hit Micro Machines 2.

Described as a *fast action animated raceway*, Supersonic Racers appears to be an attempt to hark back to the roots of honest-to-goodness gameplay, with



The cars are viewed from a unique, isometric 3D perspective, although whether this makes them difficult to control remains to be seen

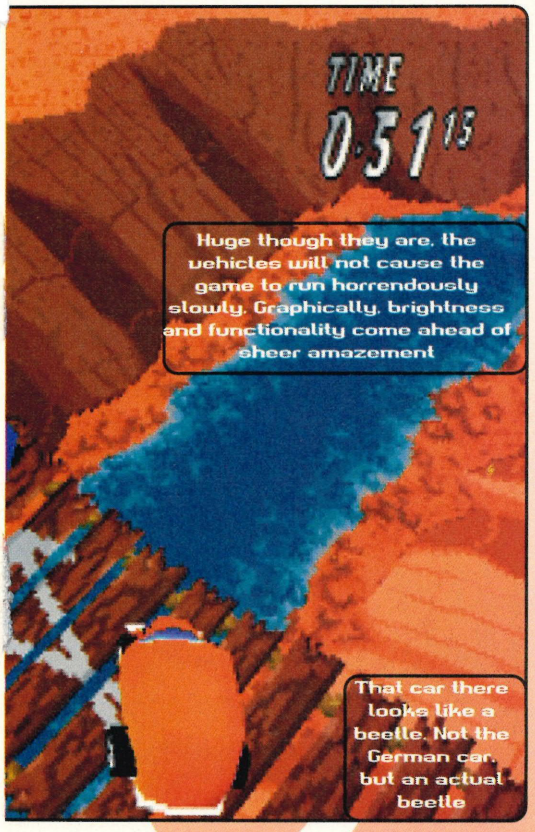


RACE FACT...

Melchester Rovers' player manager, Roy Race, was not in fact a real person. It was a cardboard cutout of the mythical goal hound which attended the footballing function photocalls of the early and mid-80s.

qst

Paul Roundell modestly refutes claims that he's supersonic, though he readily admits to being something of a chump



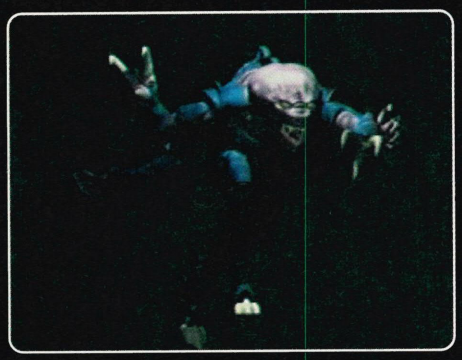
loads of tracks and numerous comedy characters thrown in for good measure. Each racer comes complete with his or her own vehicle, customised with a number of exclusive gadgets. All the add-ons will need mastering if success is to be achieved.

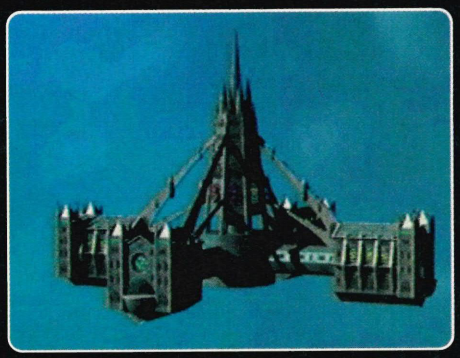
The graphics may indeed be simplistic by certain standards, but each car has been rendered to a state of polished perfection. The tracks are impressive too, and are presented from a new and apparently user-friendly point of view, strangely akin to Jap platformer Floating Runner as reviewed in last month's issue.

The environments change throughout the game, and each comes with its own set of tracks. A card Mindscape is playing close to its chest is the actual car control, and little comment other than *Astounding* and *Never before experienced* is being made by the Sussex-dwelling outfit. It's less tight-lipped about the sound though, and top fx are promised.

Basically, SR is set to be the very antithesis of your accepted PlayStation racer, and each of the 30 tracks will offer any number of potential pitfalls. Hopefully Mindscape will remember that this is a racing game at its core, and that no amount of gimmickry is worth the sacrifice of speed and racing excitement. That said, it's all shaping up in a very promising fashion. And, offering eight-way play through various fancy peripheral gadgetry, Supersonic Racers should certainly appeal to the egomaniacal mate-impresser.

Supersonic Racers
Also released on: PC CD-Rom





Last year, Space Hulk - Vengeance of the Blood Angels was released to much acclaim on the 3DO. This year it's the turn of the PlayStation to play host to the Genestealers

Don't make

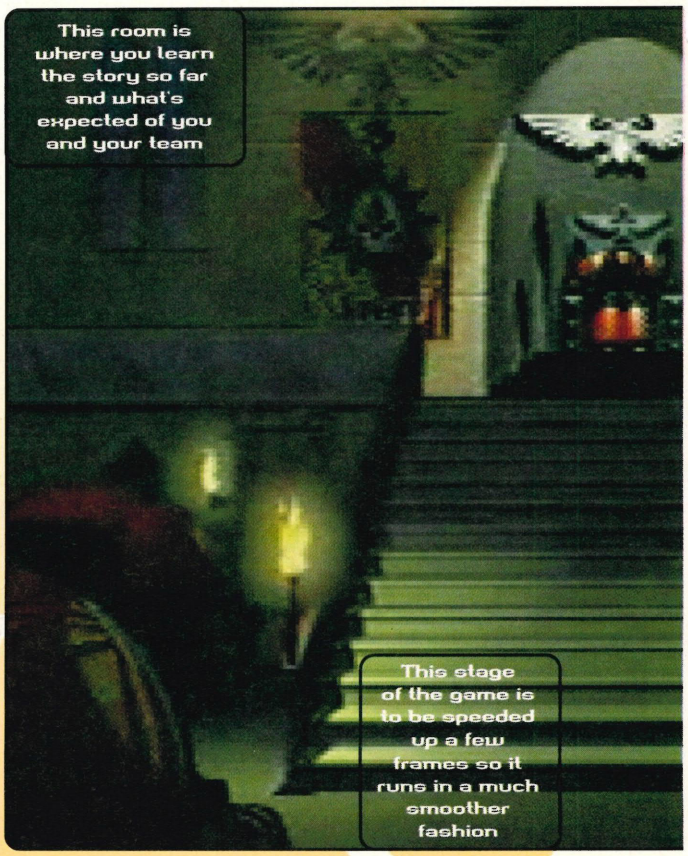
It's early days in the development of this version of the Games Workshop classic. At this stage it has plenty to recommend it, with a first-person perspective, 3D Doom-esque view added to elements of strategy and team work.

The whole game involves you completing pre-determined missions on board a huge derelict spacecraft - the 'Hulk' of the title. Closing doors, defending strongholds or just blasting the Genestealers aside is all in a day's work for you and your team. You see, there's a whole group of your mates to think of besides yourself. It's a case of you scratching their backs and them scratching yours.

Eventually, when you become fairly proficient, you will be able to send your team out to do part of your dirty work or defend areas already claimed by your men. For this reason, Space Hulk is no clear cut Doom clone. Call it Doom with brains and you're closer to the mark.

Your ultimate goal is to board a Hulk which is racing towards the Imperial Planet Delvar III, and divert it from its collision course through level after level of pure battling and strategy. On board this Hulk there are Genestealers, second and third generation Genestealer Hybrids, Psychic Magii and the mighty Patriarch. All these bizarre and deadly creatures will be doing their utmost to stop you in your tracks.

EA has striven to make things as atmospheric as possible without losing the overall gameplay. As a

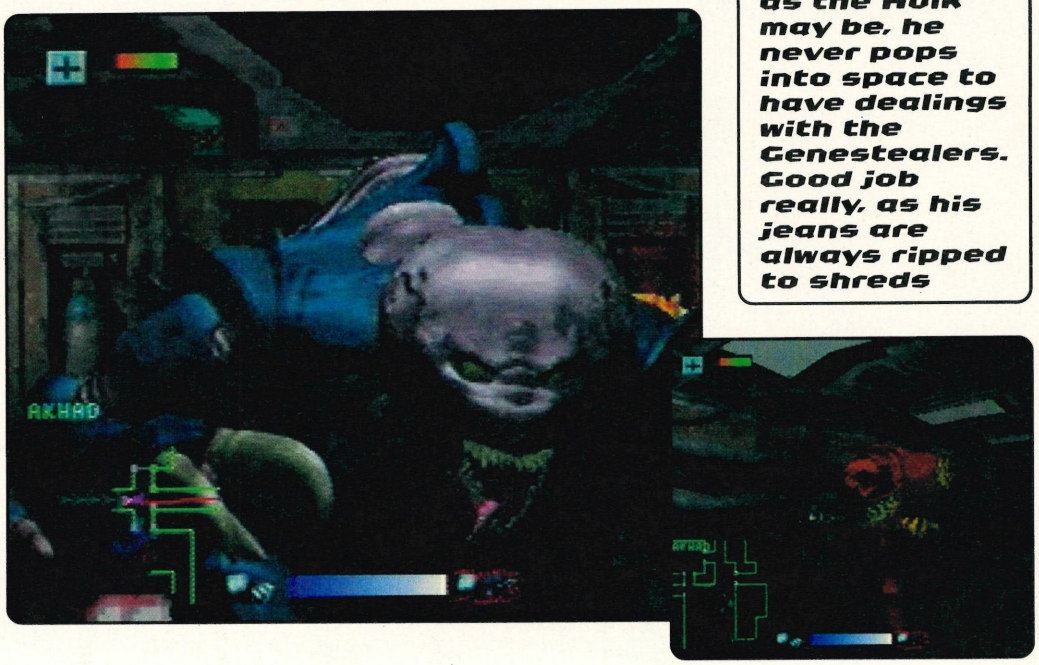


This room is where you learn the story so far and what's expected of you and your team

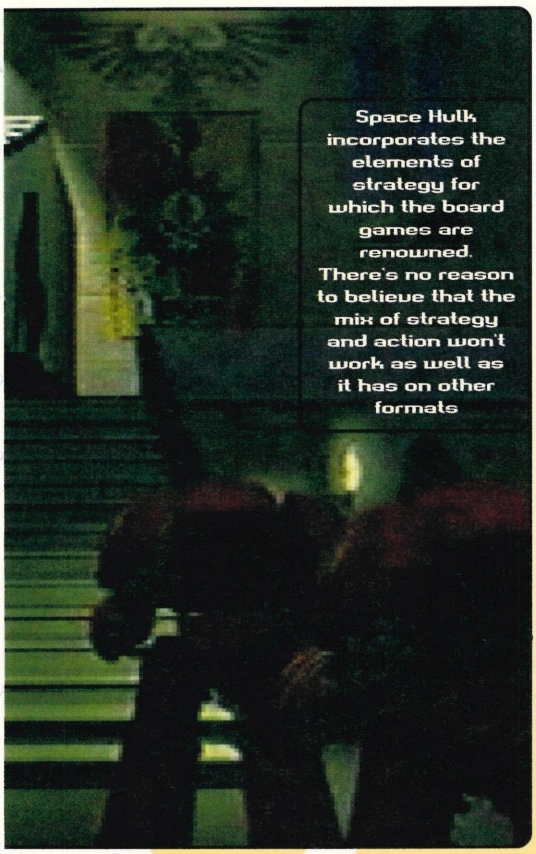
This stage of the game is to be speeded up a few frames so it runs in a much smoother fashion

HULK FACT...

As incredible as the Hulk may be, he never pops into space to have dealings with the Genestealers. Good job really, as his jeans are always ripped to shreds



me angry



Space Hulk incorporates the elements of strategy for which the board games are renowned. There's no reason to believe that the mix of strategy and action won't work as well as it has on other formats

Andy Sharp has never been in space and he ain't no hulk, but he doesn't let that bother him

result, there are blood-stained walls and floors, and numerous other touches to make things seem that bit more intimidating.

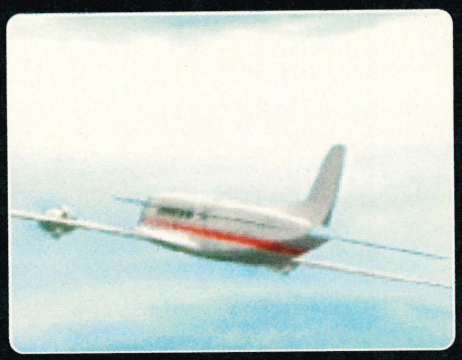
There's also an FMV sequence which uses the PlayStation's graphical capabilities to the full. This is an addition to the versions released on other formats, and details exactly what's occurred and what you must do to reverse the terrible situation you find yourself in. After this you're on your own.

There are two doors which you may enter before beginning your task, and your choice determines the form the game will take. One door will take you straight into the thick of the action, whereas the other gives you the chance to get to grips with different types of missions in several training modes. This is a good way to get into the swing of things and get used to working with your team.

EA is looking for a late summer/autumn release date for Space Hulk, and if all goes to plan, there's no reason why this conversion won't be as popular on the PlayStation as it has been on other formats.

Space Hulk
Also released on: PC CD-Rom, 3DO





In the wake of the excellent X-Com, MicroProse is tinkering with another of its PC smash hits to provide more grey matter-testing fun for the discerning cerebral gamer

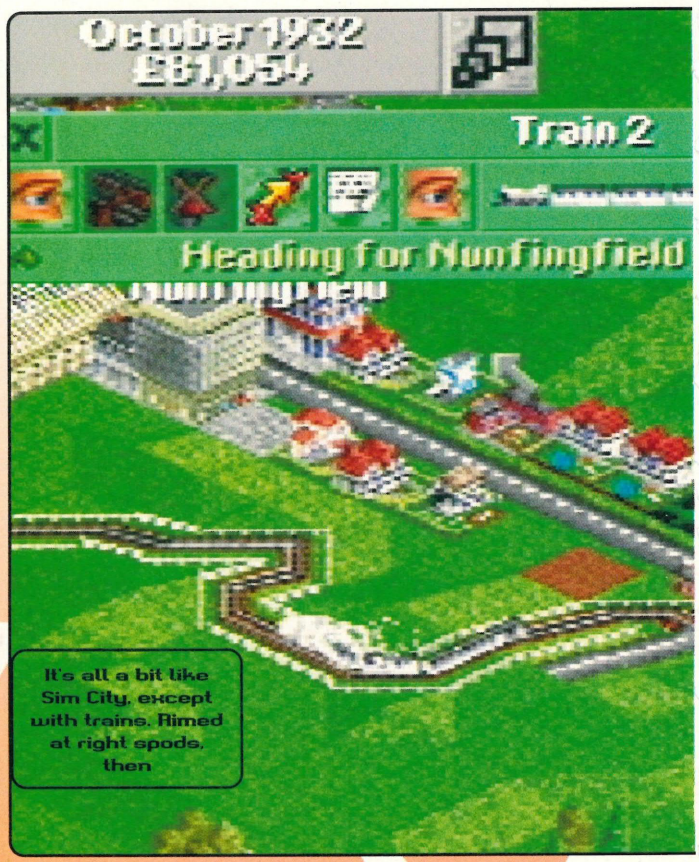
Motorised M

The year 1930 was by no means a seminal period in history. The inaugural World Cup was won by Uruguay and several people were injured in an elephant stampede during the Lord Mayor's Show in London. But, that apart, this particular segment of time had little to offer in the way of... anything ream.

It was, however, a time when the still-fledgling road transport industry was on the verge of major change. The jerry-built roads were being overhauled with tarmacadam, and the rapid development of the internal combustion engine was for the first time being matched by the motor designers in Detroit. And, er, Coventry. Probably. Now MicroProse kindly offers you the opportunity to hop aboard this bandwagon of old and construct the kind of transport system that dreams are made of. To become, in short, a Transport Tycoon!

A time constraint of 100 years is set, the idea being that from your starting point of the distant past, you will take control of an ineffective, outmoded transport system serving a number of communities, and make it into a super-efficient method of goods-and-people distribution running between several large, thriving cities. Needless to say, a lot of effort and a little luck is required to achieve your goal.

Adopting an isometric angle akin to the classic Sim City 2000 (which may make a belated PlayStation appearance later this year), and not unlike Mirage's Mayhem! – the latter of which's reliance on destruction

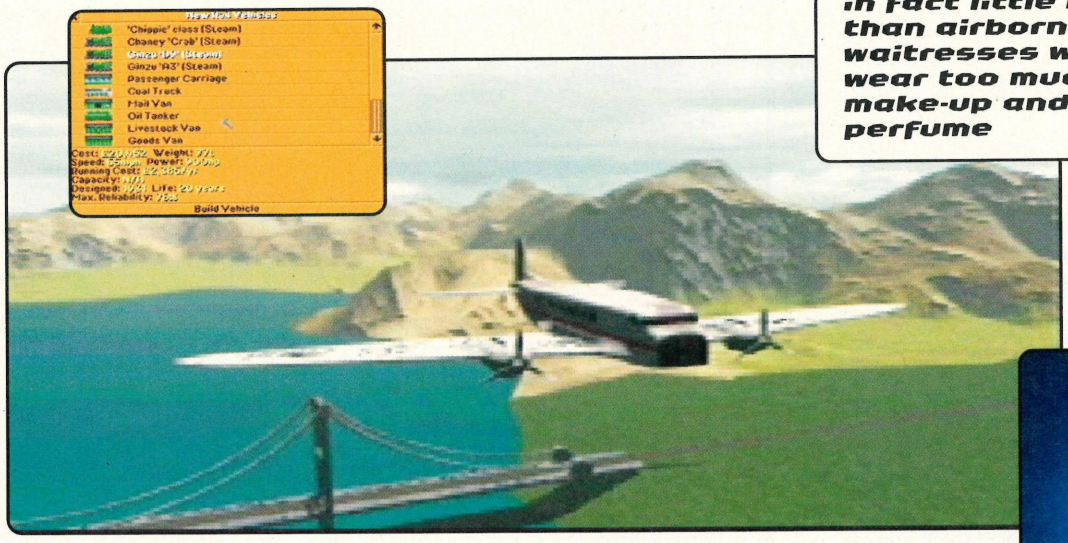


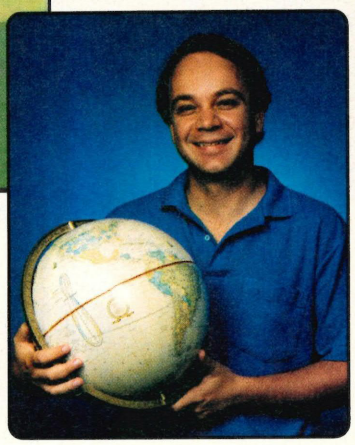
It's all a bit like Sim City, except with trains. Aimed at right spods, then

Paul Roundell lives in Rawtenstall, a tiny Lancashire village devoid of any road, rail, air or sea links

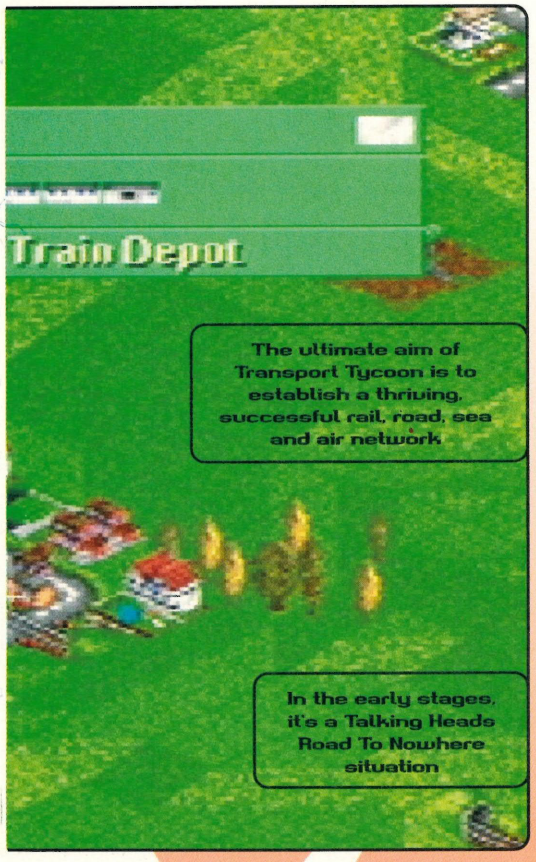
TRANSPORT FACT...

Despite their haughty manner and constant vanity, air stewardesses are in fact little more than airborne waitresses who wear too much make-up and perfume





illionaire



IF YOU SEE SID...
Sid Meier is the inspiration behind Transport Tycoon, despite having played no part in its production. Sid, or 'Sid', is the MicroProse US creative maestro behind successes such as Civilization, Colonization, F-19 Stealth Fighter and more

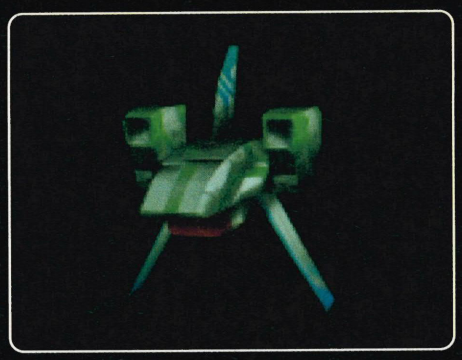
is this game's antithesis - Transport Tycoon presents a richly detailed graphical overview of the play area. It also demands that attention is paid to each system of transport in equal measures in order that progress is made and the cities develop successfully.

Few transport links exist at the outset, and as you build upon the randomly generated beginning, things will inevitably go wrong. Trains crash, ships sail empty, and the constant thunder of monster trucks causes the roads to crumble. Fortunately, the ultra-flexible control system allows you to make just about every decision, from the placement of an airport to the employment of bus conductors, though it's difficult to plan for the devastation of a hurricane or flood.

As the years pass by, bigger and better items become available, though your tight initial budget means careful fund management will be required. High fares will deter potential customers, leading to absenteeism from work and the onset of economic depression, whereas provision of cheap transport

Transport Tycoon
Also released on: PC CD-Rom





Ocean has been far from anonymous in terms of PSX releases so far. Now it's gearing up for a wildly hot summer with not one but TWO 3D products of alleged outstanding quality

Ocean's a p

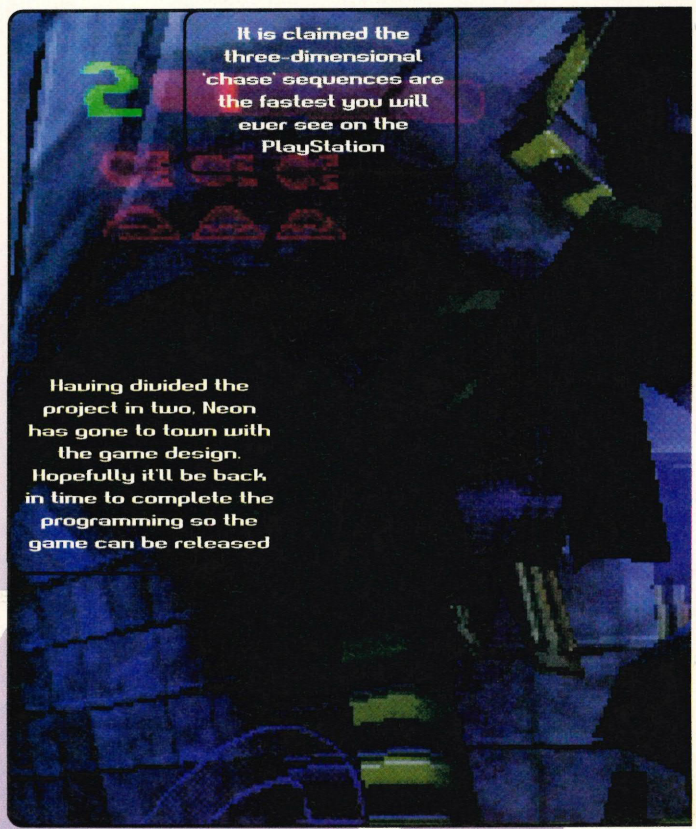
Tunnel B1 Now that sounds like a working title given to a game for development purposes while the programmers or subsequent publisher devise a more suitable and/or catchy name. And guess what? It is! Developer Neon Products approached Ocean several moons ago at an ECTS show with the seed of a game which it was hoped the Manchester-based gamesmeister would bring to the shops.

Frankly, the blokes at Ocean weren't overly impressed with what they saw - an admittedly fast moving shoot'em-up-cum-race game which couldn't seem to make up its mind what the hell it wanted to be. The story goes that Ocean declined to option the game. Undeterred, Neon Products went away with its hybrid, determined to make the idea work.

The two parts of the unnamed game were, of a fashion, being developed independently of each other, and for the sake of ease, referred to as B1 (the 'racy' bit) and B2 (the 'shooty' bit). Realising the potential of what it had on its hands, Neon decided to divide this mixed-up game and create two separate products.

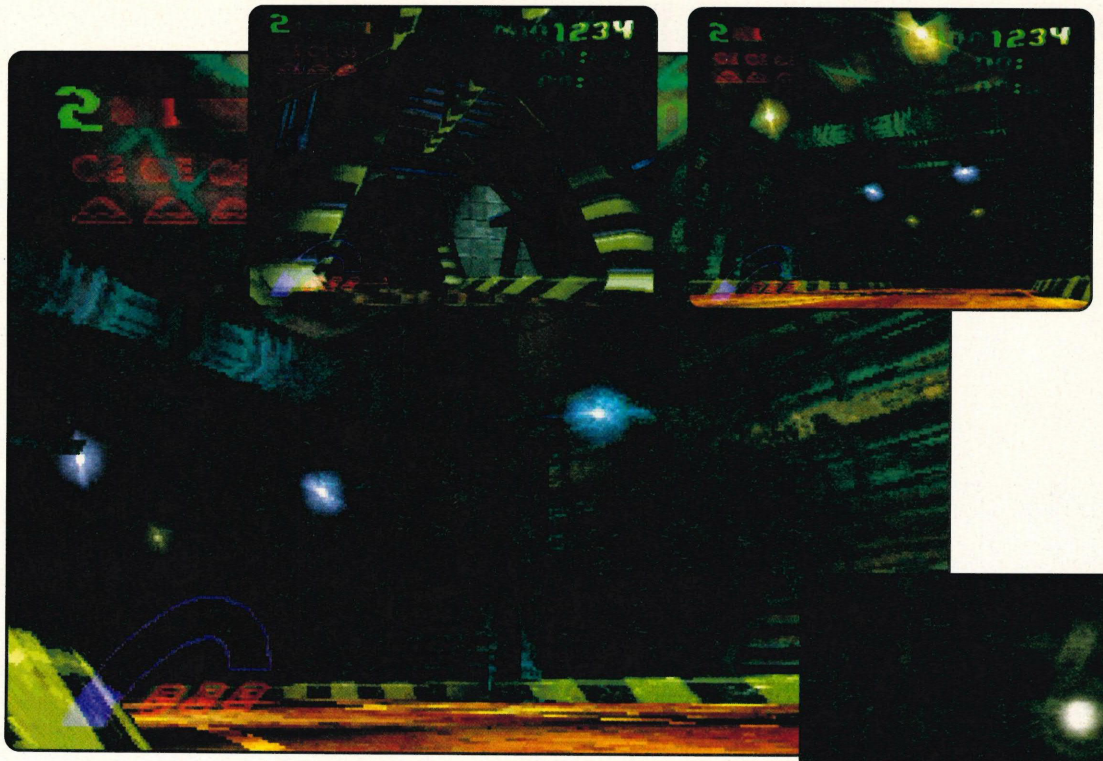
Viper and Tunnel B1 were born, Ocean loved them and the rest is history. No-one seems sure why a 'proper' name was never found for the racy bit when B2 became Viper, but there you go...

Viper is a helicopter shoot'em-up, of which there have been dozens over the last decade or so on



It is claimed the three-dimensional 'chase' sequences are the fastest you will ever see on the PlayStation

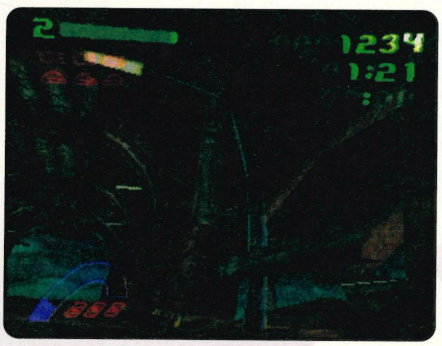
Having divided the project in two, Neon has gone to town with the game design. Hopefully it'll be back in time to complete the programming so the game can be released

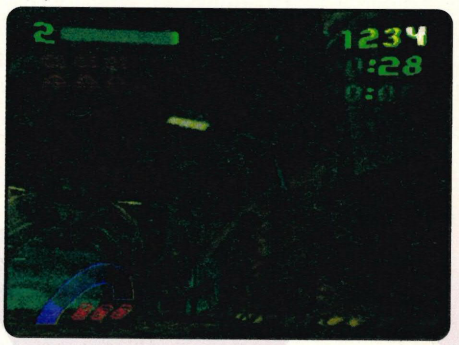


art of it



Throughout the mazy tunnel section you will constantly draw the fire of... thangs





just about every machine from the BBC to the PC. Naturally, Ocean assures us that this one is different. And, having seen screenshots, the likes of which are scattered around these four pages, it's extremely difficult to disagree. Innumerable man hours have gone into the design of the craft alone (there are several, all of which will be available to fly), and the background graphics are on a scale that, we are informed, has never been seen before.

Neon has gone all-out to make its games 'Big' in every sense, and the 3D engine used in Viper and B1 has itself been in development for over two years. So impressive is it technically, that even Sony is having a bit of a drool, with one spokesman stating (of Tunnel B1), *It already represents the next generation of software for the Sony PlayStation.*

Ocean's a part of it







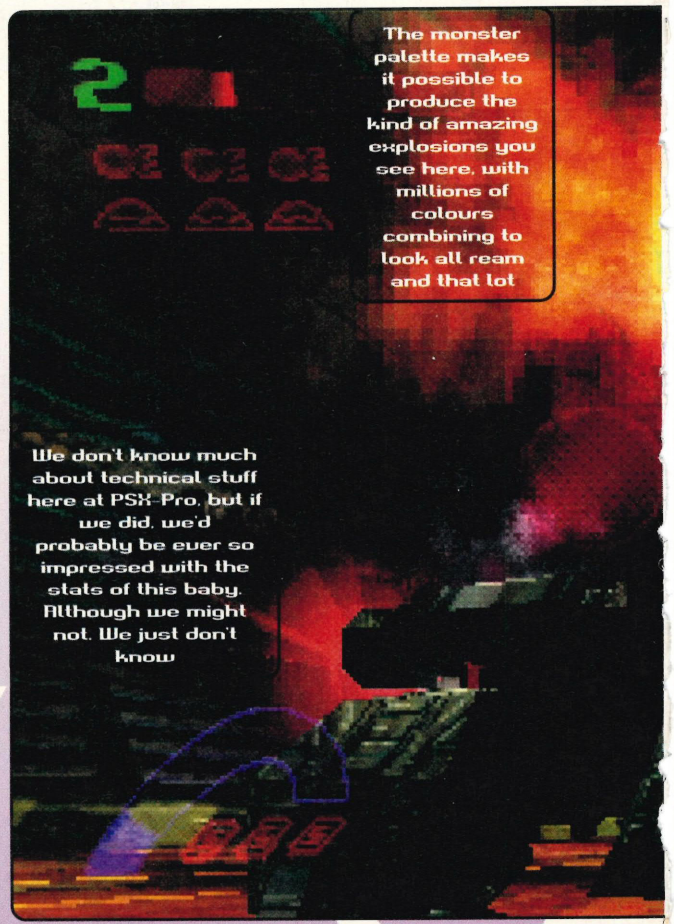
Viper is a story of silent alien control. The outer-worlders have secretly infiltrated Earth, and under our unsuspecting noses are slowly wiping out the human race. With a *blah blah* here and a *blah blah* there, the upshot is that the world needs saving. By a man. In a helicopter. In other words, you. But what's more important is the way it plays and looks, and with a cinematic soundtrack and dozens of enemy drones in similarly hard gunships, it should play like an absolute treat – though to find out for sure you'll have to wait until after the release of...

...Tunnel B1, which we've already mentioned in passing, and in which you remain firmly on the ground. Almost. Actually, in the time since its conception, this too has become a shoot'em-up, though perhaps it's unfair to pigeon-hole it as such. Anyone who's played and mastered both Wipeout and Alien Trilogy will have a head start with Tunnel B1, because the way it works is kind of a cross between the two.

Set largely underground, you're in a vehicle which moves at a fantastic pace through narrow corridors and huge ante-rooms in a massive three-dimensional environment. If anything, it actually moves *too* fast at this stage of development, and at times it's difficult to distinguish your arse from your elbow, even without the intervention of the inevitable baddies.

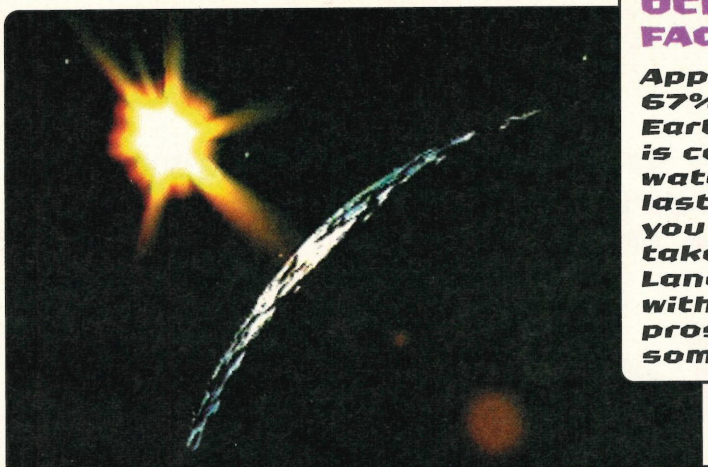
In this case, the baddies – in enemy vehicles – are the minions of a deranged genius in possession of a weapon of planet-destroying potential. Five main sections make up the game, with the action taking place in mazy tunnels, sewers, a chemical plant, industrial site, and last, the city. Each one has its own graphical set, and different enemies make progress difficult, especially since the large, sprawling map makes for easy disorientation.

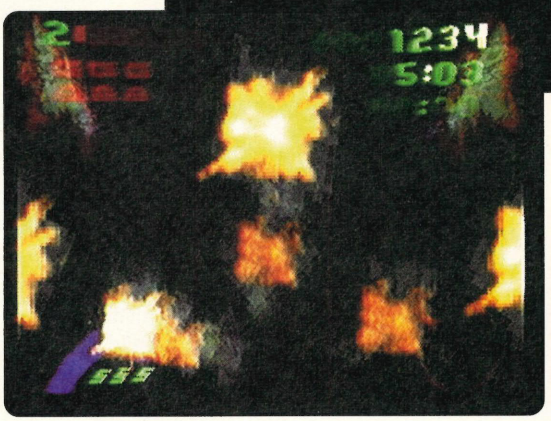
For those with A1 hand-eye co-ordination and a penchant for stomach-twisting speed-fests, Tunnel B1 looks like being right up your street. More pedestrian gamers would be well advised to pack the liversalts before going near either effort.



The monster palette makes it possible to produce the kind of amazing explosions you see here, with millions of colours combining to look all ream and that lot

We don't know much about technical stuff here at PSX-Pro, but if we did, we'd probably be ever so impressed with the stats of this baby. Although we might not. We just don't know

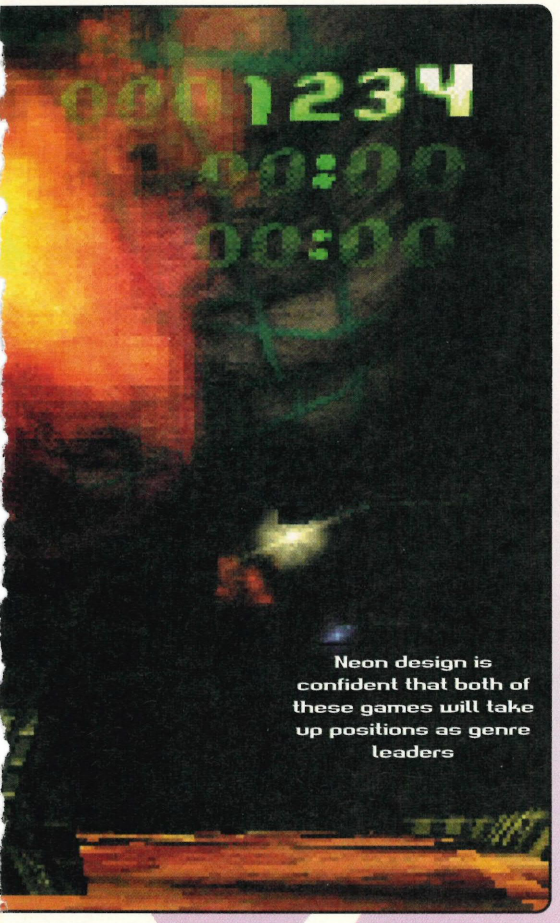






OCEAN FACT...

Approximately 67% of the Earth's surface is covered by water, yet after last summer you still can't take a bath in Lancashire without fear of prosecution. Or something



Neon design is confident that both of these games will take up positions as genre leaders

Paul Roundell bears comparison with a Viper. Not because he's slimy, as everyone claims, but because he's slick and dangerous



MEET THE GANG

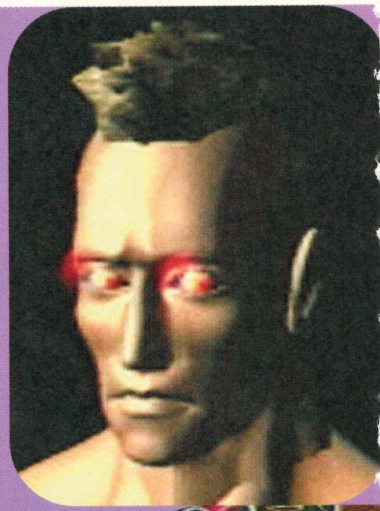
'Cos the boys are here. Or at least, Mr. Nutz is. Oh yes, Neon is no console newcomer, and enjoyed a degree of success long before the PlayStation was around, courtesy of this Ocean-published multi-format platformer. Currently in its third year, Neon is staffed by a load of johnny foreigners, the most important mullers being: Michael Buttner, Anthony Christoulakis, Jan Jockel, Peter Thierlof, Boris Triebel and Matthias Wiederwach. Check out the amusing names. Not that we hold that against them. No way.

Tunnel B1, Viper

Also released on: PC CD-Rom

Steve McNally discusses the merits - or otherwise - of the PlayStation

Is it ju



Tekken is just one of many 3D polygon beat'em-ups to appear on the PlayStation. And it won't be the last!

We're well aware that as a PlayStation magazine, we're expected to be ultra-positive towards the machine that keeps us all in a job, even if in our heart of hearts we're asking some pretty serious questions. And let's be honest, there can be no more serious question than: **Has the machine itself been a let-down?** From a personal point of view I'd have to say that yes, it has. So far at least.

Occasionally, when considering a topic for the Forum, we've simply chosen something controversial in order to provoke a response from our readers (take the Cabbage Nation piece for instance). But not in this case.

Machine loyalty can be fierce, in some extreme cases leading to hatred of other machines and their owners. So, I'll be surprised if we get anything other than a lot of 'how dare you's!', but we think we've got a point.

Where's the innovation? 32-Bit was supposed to herald a revolution in gaming, but all we seem to have seen is a load of polygon beat'em-ups and PC conversions that, when all's said and done, leave me wondering what all the fuss is about.

What would you say is the best PSX game to date? If you were to go off our marks then it's Alien Trilogy (scoring a massive nine-and-a-half), followed by any number of games that have scored nine. There can be no denying that Trilogy is a fine game, but when everything's stripped away, it's nothing more than a Doom clone with added atmosphere, and the game's engine has been done a hundred times better in the forthcoming PC game Duke Nukem 3D. If that's the best the new technology can offer, and it's already been bettered on older formats, then I'd class that as let-down material.

At least I would if I believed that was all the machine had to offer. I think the problem really lies in one of two areas. The more unlikely of the two is that the developers are now totally bereft of new ideas. The well has been drained dry over the last decade or so, and now all we can expect are rehashes of old classics. More likely though, is that many developers are still struggling to get to grips with the PSX, and over the next 12 to 18 months, we should see a steadily increasing trickle of jaw-dropping games starting to come through.



I suppose if you think about it, even though it's dying off now, the SNES is seeing some of its best stuff late on in its lifetime. This is because, as developing games for a machine becomes more routine,



Alien Trilogy may well be very impressive, but it's nothing new

st us?

programmers can spend more time on ideas and techniques rather than the hard graft.

When all's said and done, I think Sony has done a job on us, and a very good one at that. We've been told how much the machine is, we've listened, splashed out our money, and now don't want to believe any different.

It's not that I don't think the PlayStation has the potential to be incredible – we've already seen glimpses of the awesome power the machine possesses, and I'm sure that in a year and a half we'll be playing the best games we've ever seen outside an arcade – but at the moment I think some of the praise that's being lavished on it and its games is a little bit over the top.

The Forum is designed to provoke debate and initiate some feedback from our readers, so hopefully a good number of you will feel strongly enough about what I've said to put pen to paper. All I ask is this: Before you do write anything, just sit down for five minutes and actually think – are the games that much better than the ones I used to play on my old machine?

Maybe it is just us. Maybe the luxury of being able to skim the cream off the top and only buy the best games tips the scale in the PlayStation's favour, and we're just bitter because we have to take the rough with the smooth – the Extreme Pinball with the NFL Gameday. Either way, it'll be interesting to see which way the opinion pans out.



The most playable game we've seen is Worms. Doesn't exactly push the machine to its limits though, does it?



Extreme Pinball represents the PSX's lowest moment to date – by a long way



Wing Commander 3 is nothing more than a direct PC conversion

Dear PSX-Pro

What the hell is it with this tendency to look back at old games as if they were somehow better than the incredible next generation stuff like Rayman, Toshinden and Wipeout? Machines like the Amiga, Spectrum, Mega Drive, Super Nintendo and Saturn are thankfully dead and buried.

Gone are loading times that enable you to make a cup of tea whilst waiting, such as on the Amiga. Gone are the one-colour graphics that make you think your TV tube's gone, a la the Spectrum. Gone are the gimmicky characters of Mario and Sonic. Gone are games with simplistic graphics and sound effects ported over from an average digital watch. If, of course, you own a PlayStation.

It's time these saddos of yesteryear took off their rose tinted frames and embraced the next generation gaming experience. Leave the games of the past buried in the past.

Congrats on a great mag! The Gremlin CD was the best on any PlayStation mag, and kicks seven shades of *pits* and *flats* out of the Other PlayStation Mag's CD!

Eddie Smith, Stoke

PSX-Pro replies

So long as the decent, brand new releases continue to massively outweigh the *old* compilations and show sufficient innovation and originality, there's no great problem with a bit of nostalgia. After all, one man's meat is another man's mad cow disease.

Dear PSX-Pro

Last month I read with interest Mr Ed's (Alex Lee's) comments about the forthcoming demo disc, and I remember thinking, *I don't see the word 'free' anywhere.* I went to the newsagent today in search of issue 5. There I found the one thing that is beginning to annoy me – the way the price has risen to £4.99. I know you have to cover costs, but why aren't the software companies paying for it? Free advertising is it?

I am not protesting about the disc itself. Younger readers who may not have the finances available to buy every single game they want will benefit for sure. But what about those readers who may already have purchased Actua Soccer, Actua Golf etc? They have to pay over the odds now for the privilege of reading their favourite mag. Another mag retails at £2.75, and when they had a demo disc the price only rose to £3.99.

I will continue to buy your magazine because it is an excellent publication. However, out of protest, the fiver remains in my pocket this month. I look forward to reading other views.

Nick Wilkins, Surrey

PSX-Pro replies

When the Gremlin disc issue came out in the shops, neither Actua Soccer or Actua Golf were yet on sale, so no readers could possibly have purchased them before the mag appeared. The deal that we struck with Gremlin was mutually beneficial. The disc on the *other* mag you mentioned only featured a single level of one game, and the mag had 116 pages.

The issue of PSX-Pro in question has three playable demos, 116 pages and a 20-page supplement. We rest our case.

Dear PSX-Pro

Thank you for bringing a new ray of light into the tired world of videogame mags. Sony has been kind enough to send out demos to all registered PlayStation owners as well as keeping Europe up to date on news and not waiting too long between Jap and UK releases. Also, Sony has been backing Blockbuster all the way on a rental system which I have used. But, best of all, thanks to better marketing and better mags (especially yours), the PlayStation's releases have been on time.

However, despite Sony's true magnificence in its first computer venture, it has slipped up in one major area that has spoilt videogames ever since they started – game sequels.

These follow-ups to games lower the value of the original effort, meaning that to swap the original game for a good one is very hard. Sony has allowed too many sequels already (I own the original Battle Arena Toshinden).

This is the PlayStation's only flaw. Surely totally new games are a better bet than running out similar sequels?

Ian Gardner, Boston

PSX-Pro replies

As discussed in last month's Tape Debate, sequels are only produced when the original game is any good. Unfortunately, so long as mugs like us (the PSX-Pro team) exist, and we're prepared to buy sequels, then they'll keep on coming.

Dear PSX-Pro

I agree with Jason R Burgess (issue 5) in that you should aim the magazine at a slightly older audience. I'm also in my 20s, and so is everyone I know who owns a PlayStation.

If you want to dramatically boost sales of your magazine, then bring it out earlier. Like most people, I buy the first magazine produced for the next month. It may not be any good, but it keeps me up to date on the latest games.

'If you want to drama
your magazine, th

Finally, by far the best game ever produced on any computer/console is Wipeout. It deserves a 10, without doubt.
Simon Leigh, Portsmouth
P.S. Can you please never use the word *ream* again, as it is very sad and frankly makes me cringe.

PSX-Pro replies
PSX-Pro is written to appeal to the broadest PlayStation-playing audience possible. As a 20-odd year-old bloke, you're not likely to socialise with people way outside your peer group are you? Try taking a broader perspective.

PSX-Pro adheres to a very tight schedule, and when it hits the news shelves, it's guaranteed to be as up to date as other PlayStation mags – if not more so.

If sufficient people write in asking us to drop the word *ream* – you're the first one to complain about it – we will. Until then, it stays. *Ream!* **(reader's voice).**

Dear PSX-Pro
My mate bought a Japanese PlayStation when they were first available in the UK. He paid £600 for it and he travels or sends away for import games, which again he pays for through the nose.

However, the other day I went around to see him and he showed me how he can run a UK game on his import machine. Was this a wise thing to do, or is he wrecking his PlayStation as I suspect?
Dave Flynn, London

PSX-Pro replies
We've edited your letter to protect other people who fancy trying your mate's technique to play British games on Japanese machines. His method severely reduces the life of PlayStations – and we should know, because we do it all the time!

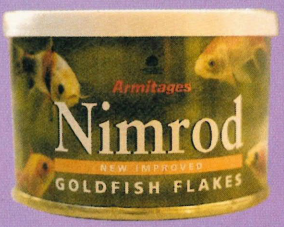
Dear PSX-Pro
Rahsazan lib. was established in 1994 for information development according to international periodicals. So, due to receipt of acknowledgement for some selected periodicals from Stamm Verlag GMBH in Germany, your publications are recognised appropriate for our library.

Due to our insufficient information about the contents and price of your periodical, we are forced to request you to send a sample copy with order form for starting our subscription along with sending an invoice – as soon as possible. Thank you in advance and wishing you prosperity.
Ali Satari, Iran

PSX-Pro replies
Er... yeah, mate. Whatever. The stuff's on its way.

When deciding on which next gen console to buy, I got two promotional videos from high street stores and watched them. Both appealed to me immediately, and if I had had the money at the time, I would have bought both. However, if no video had been available for the PlayStation, I would have bought the Saturn without thinking twice. It pays to shop around.
Christopher Kerr, West Lothian

PSX-Pro replies
Sound advice.



Nimrod Of The Month
Dear PSX-Pro
Having spent my cash on issues 1-4, I went down to my local shop to get issue 5. To my shock I found a coverdisc and a new price of £4.99. It's not that I mind paying £5 for a mag, it's just that I own an American PlayStation so the disc is just a waste of time.

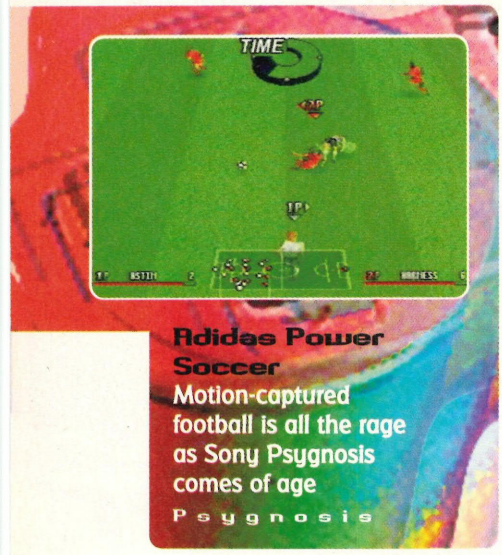
Coverdiscs with playable levels of games are okay if you want them, but if you don't, why should you have to pay an extra £2.04 for something you will never use?

£2.95 is a fair price for your mag, so if we have to have demos, make them free. Or at least compatible with UK/US/Jap PlayStations.
Steve, No address

PSX-Pro replies
Stop contradicting yourself. If you don't mind paying £5 for a mag, buy it and give the disc away to one of your more informed mates who owns a British PlayStation. Then you'll realise the error of your ways when you see what you're missing.

tically boost sales of
en bring it out earlier'

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



Adidas Power Soccer
Motion-captured football is all the rage as Sony Psygnosis comes of age
Psygnosis



Actua Golf course discs - to follow 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 - motion-captured, tennis treat - Gremlin
Adrenaline Factor - cyber-punk strategy/shoot'em-up
Adidas Power Soccer (PSX6, 9/10)- fine footy game - Psygnosis
Aeon Flux - action game set in pressurised environment - Viacom
Aftermath - platform shoot'em-up complete with action replays - Interplay
Aftershock - 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 (G.O.M. PSX6, 9.5/10) - 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 technology, it is possible to program micro machines. oh, ream - Core
Blazing Dragons - mythical creatures, but no knights - Crystal Dynamics
Bubble Bobble - old games shovelled onto a black cd. hmm... novel - Acclaim
Casper - ghost film licence - Interplay
Castlevania - The Bloodletting - all-new dracula epic - Konami
Championship Pool II - updated pool game - Mindscape
Chaos Control - find yourself in charge of a right old mess - Infogrames
Cheesy - mouse'em-up - Ocean
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 Interactive Studios
Criticom (PSX4, 7/10) - spin-around 3D fighter - Virgin
Crusader - no remorse. breeze around without feeling guilty - EA
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
Darklight - surreal gear. how can a light be dark? - EA
DarkNet - students sucked into the net become virtual cyber beings - ASC
Dark Seed II - 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 - 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 - racing game that 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
Floating Runner (PSX6, 4.5/10)- 3d platform effort - Xing
4x4 Gear 'n' Guts - off-road racing - ASC
Fox Hunt - interactive movie game - Capcom
Frank Thomas Big Hurt Baseball - baseball sim - Acclaim
Freelancer 2120 - strategic cyber-punk action in realistic power-packed adventure - ASC
G-Police - 3d futuristic rozzer sim - Psygnosis
Gears n Guts - a jeep game that looks very much like all the 3d stuff seen on the playstation so far - Gremlin

Gex (PSX5, 8/10) - lizard swiping tail 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 - reminiscent of inferno, but easier to fly - 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
Hexen - doom-like thang, but meant to be better - GT Interactive
Hi-Octane (PSX3, 7/10) - 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

Gex
When a lizard becomes lovable, it's obvious that the game in which it stars can't be that bad
B M G

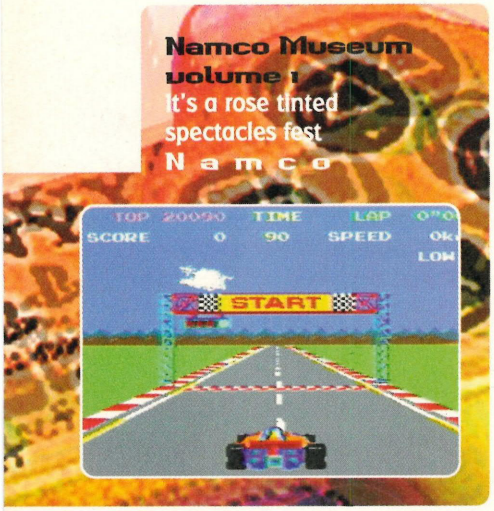




Kileak The Blood
A smooth Doom-perspective shooter that owes its success more to suspense than frantic blasting action
Sony

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
NBA Live '96 (PSX6, 8/10) - Johnny-come-lately basketball sim - EA
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 Gameday - stop bringing out american football games! - Sony
NFL Quarterback Club '96 - life-like american footy sim - Acclaim
NHL Face-Off - if you're not careful, the puck'll take your face off - Sony
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
Policenauts - a strange hybrid of police and astronauts - Konami
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 (PSX7, 7/10)- 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 (PSX6, 7.5/10) - sherlock holmes goes all cerebral - EA
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 - we think it's a 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 (PSX6, 7/10) - 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
Robo Pit (PSX6, 6/10) - feeble beat'em-up - Altron
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



Street Fighter: The Movie - the game of the movie of the game - Capcom
Street Fighter Zero (PSX4, 8/10) - surprise - Capcom
Striker '96 (PSX2, 8.5/10) - footy sim - Warner Int
Suikoden - manga influenced rpg - Konami
Shellshock (G.O.M. PSX5, 9/10) - serve a tour of duty with superfly guys - 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 - Gremlin
Soviet Strike - a bit like desert strike, except colder - EA
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
Syndicate Wars - arcade action and strategy through 360 degrees - EA
Swagman - totally immersive gaming experience - 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 breaking beat'em-up series - Namco/Sony
Theme Park (PSX2, 7.5/10) -classic strategy fest - Bullfrog
Thunderhawk 2 (PSX 3, 8.5/10) - helicopters with impressive explosions and carnage - 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 - action adventure - Electronic Arts
Titan Wars - titanic combat shooter set in a3d universe - Crystal Dynamics
TNN outdoors Bass Tournament '96 - catch fish without getting smelly fingers - ASC
Toki Meki Memorial Forever - a teenage boy looking for his dream girl - Konami
Tomb Raider - third-person action adventure - 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
Tunnel B1 - fast-as-you-like 3D search and destroy with no pixels - Ocean
Twinbee puzzle game - bizarre pop 'n' twinbee caper - Konami
Twisted Metal (PSX2 7/10) - 3d street racer - Sony
V-Max - futuristic racer with spaceships - Mindscape
Velocity - action game - PF Magic
Viewpoint (PSX3, 8.5/10) - next gen zaxxon - EA
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
Williams Arcade's Greatest Hits (PSX5, 8/10) - nostalgia, defender-style - Williams
Wing Commander 3 (PSX5, 7/10) - multi-media affair, with mark hamill - EA
Wipeout (PSX1, 9/10)- super-fast racer - Sony
World Cup Golf (PSX4, 5/10) - worst golf game - US Gold
Worms (PSX2 G.O.M. 9/10) - pure 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 - super-heroe beat'em-up- Capcom
Zeitgeist - gratuitously blast away spaceships - Acclaim
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

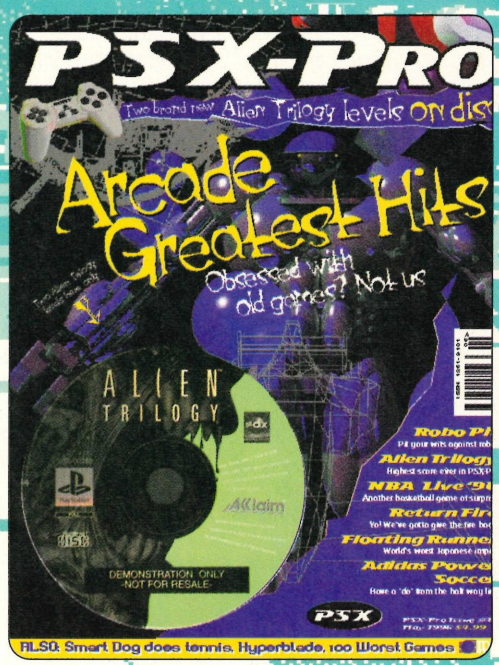


PSX-PRO

SUBSCRIPTION OFFER

Best value PlayStation magazine

12 issues only £20!



SUBS HOTLINE
for credit card holders
Tel: 0151 357 1275
Fax: 0151 357 2813

Now available to overseas readers

FREE CD when applicable

£20 (uk) gets you the following

- ☆ **12 monthly magazines**
- ☆ **ALL covermounts, including CD demos**
- ☆ **Delivery to your door—one week before on sale in shops**

subscribe

PSX-PRO
UK ONLY

How to subscribe and save £££s

YES I would like a one-year subscription to PSX-Pro - the most subversive and best UK PlayStation magazine

- ☐ 6510 UK 12 issues for £20
- ☐ 6520 Europe 12 issues for £40
- ☐ 6530 Rest of world 12 issues for £55

Name.....

Address.....

.....

.....

.....

Postcode.....

Daytime Tel .....

Payment enclosed. Send this form to: Database Direct, FREEPOST, Ellesmere Port L653EB (no stamp is needed if posted in the UK)

SUBS HOTLINE for credit card holders

Tel: 0151 357 1275

Fax: 0151 357 2813

☐ Tick here if you do not wish to receive promotional material from other companies

Use the Force

Guess who's coming to the PlayStation for dinner? Only the biggest and best games producer around, that's who! Yes, finally, LucasArts has confirmed that it'll be releasing a large proportion of its past, present and future line-up of stunning games on the PSX.

First up is a conversion of PC favourite Rebel Assault II. In the past this game has been criticised for lacking in the gameplay department, but as interactive movies go, it's difficult to think of a better one. And with George Lucas owning LucasArts and the Star Wars name, an army of PlayStation owners are guaranteed to go rushing to the shops.

Then there's Dark Forces, another Star Wars game, but this time more in the Doom mould. This was also phenomenally popular on the PC, and there's no reason to think the PSX version will be any different, as players battle it out to the final showdown against the Empire's latest, most deadly weapon, The Dark Trooper.

Myth Adventures is based around Greek Mythology, and stars Hercules and his buddies in this light-hearted two-player arcade-style game. With the fate of ancient civilisation hanging in the balance, players battle countless gods, mythical creatures and other assorted bad guys throughout the game's vast field of play.

And finally for now, the blindingly fast classic sports game Ballblazer has been totally redesigned to take full advantage of the latest technology. We've no release dates for any of these games as of yet, but we'll keep you well informed.



Return of the Jack

You may have seen the import version of Tekken 2 reviewed in other magazines, but we've held back simply because we don't believe the vast majority of our readers would want to know about a game which is still a couple of months away. Unless of course you're willing to pay a ridiculous import price.

We'll be bringing you a comprehensive review of the British version in our very next issue, and, having played the Japanese release, we can tell you that it's going to be well worth the wait.



STOP PRESS

• Time Warner Interactive is a far simpler name for a publisher than Warner Interactive International, but the latter is what the company will be calling itself from here on in. Probably.

• The PSX version of Earthworm Jim 2 has been officially scrapped.

• With the onset of a professional football league in the USA, BMG has secured the rights to develop a Major League Soccer game. Over the next four years, it hopes to develop and market several titles based around the MLS teams and players.

• Warp, the Jap developer of recent Acclaim release D, has suspended development of all PlayStation titles indefinitely as a result of a rift with Sony regarding distribution.

• European software giant Ocean has merged with the French publisher Infogrames. This won't change things too much, as the merged companies will continue to work independently, albeit with a far greater range of programmers and, more importantly, the financial clout to ensure enormo-projects. Both firms are hoping for a greater profile in worldwide sales. With this merger they now have the



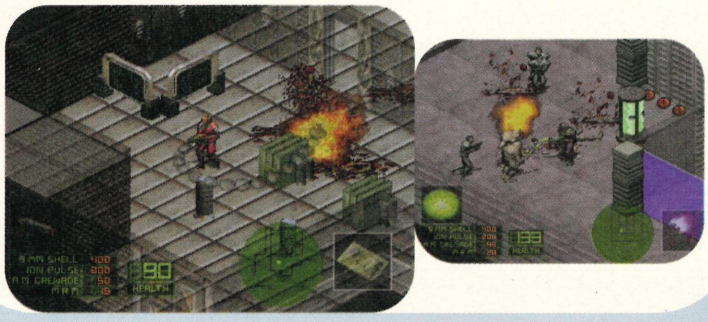
Double take



We had a quick look at Project Overkill back in issue four when we previewed Konami's forthcoming line-up, and now we've got some new screenshots for you to drool over. A brand new action game is promised, utilising some of the best special effects and visual treats the next generation has to offer.

Konami's aim is to deliver the most realistic action blaster ever.

The programmers felt they had to aim at the over-15 market to fulfil this goal, so expect lashings of blood, gore and more than likely an age restriction slapped on this one. For example, many doors are opened by scanning the retina of authorised personnel, so to get through to certain areas, you're going to have to remove a certain part of a victim's anatomy and carry it around with you!



On your marks

US Gold is the lucky publisher to tie up the Atlanta Olympic licence in this country. As a result, we are about to see two sporting products hit the shelves this summer.

The first is the obligatory athletics sim, which will undoubtedly be involved in a sprint finish to the line with Konami's very promising International Track & Field.

Whatever the competition, US Gold is boasting the most comprehensive listing of events ever in a game of this type, with just about every major event represented.

Olympic Games will consist of the following events: 100 metres, 400 metres, Long Jump, Triple Jump, High Jump, Pole Vault, Discus, Javelin, Hammer, Swimming, two shooting events (Rapid Fire Pistol and Skeet Shooting), Archery, Weightlifting and Fencing.

At this stage it doesn't look as though the developers are favouring motion-capture, so Olympic Games should be distinctly different to Konami's effort - graphically at least. Rest assured it'll be out just before The Games begin.

resources to compete with established big names such as Acclaim and EA. Both companies already have a high profile in Europe, so things are looking good. Ocean is set to release two huge titles this year - Tunnel B1 and Viper - and Infogrames will be unleashing Chaos Control and Knight's Chase.

• Telstar has a string of developers working away on numerous projects. It has just signed up the talents of new development houses Abstract and Quickdraw, both of which employ personnel recently departed from leading developers. Abstract features ex-Sensible staff and Quickdraw can call upon the talents of former Probe, Sega and Vivid Image employees. These are in addition to the other six teams Telstar has already signed up. The fruits of this new coalition will be seen in Elite's Onside and Krisalis' Starfighter 3000.

• Probe, the developer responsible for Alien Trilogy, has been locked behind closed doors for aeons working on the Die Hard Trilogy. EA has scooped up the rights for its release. The game will feature three different sectors from the movies - a 3D blast viewed from above, a standing shoot'em-up not unlike Virtua Cop, and a driving sim.

Looks real.

#1 Pete Sampras



Gold medal football

Cashing in on its Atlanta 1996 Olympic licence, US Gold is tenuously tying in a football game – that would obviously have come out anyway under a different name – called Olympic Soccer. Football isn't exactly the most prominent Olympic sport, but who cares as long as the game's a good one? And US gold is confident that it will be.

This should have everything you could need from a footy game, including 32 teams from around the globe, a state of the art true 3D engine, and a slick combination of motion-capture and key-framing, leading to ultra-realistic player animation. Plus, there's a full running commentary provided by Radio 5 Live's Alan Green, who apparently brings his own unique style to the game and easily surpasses the wooden, repetitive commentary of other games (their words, not ours).

Expect to see Olympic Soccer hitting the shops in June (around Olympic time).





NEWS

Right near Steve's house

Granada Studios Tour is having a bit of a shake up, and one of the new attractions it's planning is something called Web Central. In a shameless bit of self-promotion, we're mentioning it because it's sponsored by our sister magazine The Web. Visitors to Web Central will be able to 'surf' the Net to a variety of sites (including IDG's own), and it'll no doubt be really good. We reckon you should go along and check it out.

Kung fu fighting

Last Ninja, the mega hit from the 80's, is one of two titles currently being developed by System 3 for Philips Media. Due to hit the PC around Christmas this year, PlayStation owners will be forced to wait until the first quarter of 1997 to see the results.

The team will be keeping true to the original, with all of the characters, locations, action and adventure from the 80's smash hit being recreated.

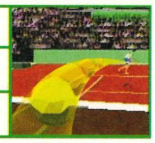
Also on the cards is the game which brought System 3 into the games world a decade ago – International Karate. This will go under the new name of Bloodlust. More news as and when we get it.

Sounds real.

#2 SAMPRAS EXTREME™



Feels real.



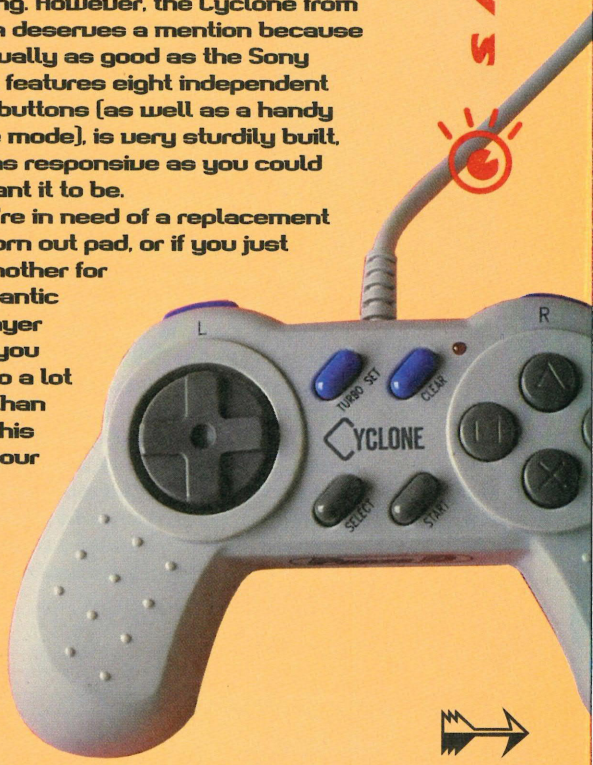
#3

24.06.96

Whirling dervish

We're always a bit sceptical about new PlayStation joypads, because the official one is so good there never seems much point in anyone else bothering. However, the Cyclone from Phase 9 deserves a mention because it is actually as good as the Sony effort. It features eight independent joypad buttons (as well as a handy autofire mode), is very sturdily built, and is as responsive as you could ever want it to be.

If you're in need of a replacement for a worn out pad, or if you just need another for some frantic two-player antics, you could do a lot worse than check this out at your local games store.



Core blimey!



Never one to be left out, Core Design is also working on three new titles for release in the third and fourth quarters of this year. Swagman is a puzzle adventure where you must guide the characters Zak and Hannah on a magical quest to rescue the Dreamfly – and the 10 members of her Dreamflight (the fairies that make good dreams) – from the evil clutches of the Swagman.

Tomb Raider is a state of the art, third-person perspective action adventure game featuring complete freedom of movement throughout real-time 3D levels. The aim is to locate and recover an ancient artefact known as 'The Scion'.

Finally, Ninja is an isometric 3D beat'em-up with over 50 fighting moves to learn. You are also faced with the task of mastering the art of magic as you face progressively harder challenges in the form of demonic armies and dark magic.



All three are looking impressive, and you can rest assured that the respected Core seal of approval will be stamped on each one before they hit the shelves later in the year.

PlayStation



SAMPRAS EXTREME TENNIS™

#4

The Smash Hit

SAMPRAS EXTREME™

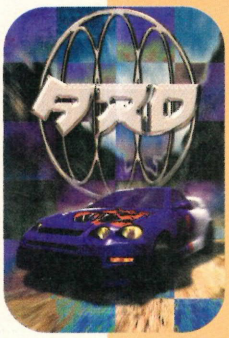
24.06.96

It's real.

© The Codemasters Software Company Ltd. ("Codemasters") 1996. All Rights Reserved. Codemasters, Sportsmaster, and Sampras Extreme Tennis are trademarks being used under license by Codemasters Software Company Ltd. " " and "PlayStation" are trademarks of Sony Computer Entertainment Inc.

Worthy of Merit?

Merit Studios unveiled three quite interesting projects at the ECTS a month or so ago. ICR is billed as the 'zaniest, wackiest, most downright crazy road rally ever', but don't let that put you off because it actually looks quite good!



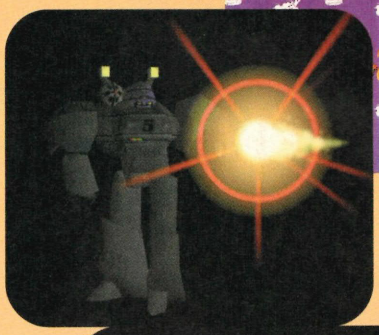
It's very much in a Wacky Races style – something which has been tried many times, but never successfully – and with a cast of amusing comedy characters from which to choose, it's looking more than a little promising.

Next up is another racing game – AR Drivin', or possibly just ARD – but this time in a more serious vein. You have to race across several different continents, powering your way through rain, fog and snow and avoiding the specific perils of each terrain (including volcanic eruptions!).

Finally, there's Sato City, a gritty cyber thriller set in a dark and brutal future. The game is a curious hybrid of action and adventure, in which you must control a character called Skinner who's stalking his prey in all manner of dark and mysterious locations. There'll be full speech throughout, and all the locations are fully rendered and packed with allegedly stunning animation.

All three games should be out during the course of the summer, and we'll preview and review each one just as soon as they become available.







Next month

Chicks with no gear on? No, seriously, scantily-clad if you're lucky. To be honest, it's gonna be more of the same. More reviews, more previews, more hints 'n' tips and more features. Which is exactly what you want. You told us so in your recent flood of letters. On a more specific note (f sharp – ho ho), Sony's Tekken 2's gonna be reviewed properly, as is Gremlin's Actua Golf. Virgin's Resident Evil and Powerplay Hockey will also be given a mark out of 10, accompanied by the likes of Core's Virtual Golf, Empire's Pro Pinball and JVC's Victory Boxing. BMG's Blazing Dragons and Slam 'N' Jam will be making an appearance in the preview arena, along with Funsoft's Burning Road and JVC's Sea Bass Fishing. As for the rest, you'll have to wait a month. We daren't give away any more information because everyone seems to be doing nothing but rip off our mag at the minute. Take it easy for now.

ALEX

PSX-Pro Team

SonyPro was brought to you by:
This Lot
Ed: Alex Lee (alexl@idg.co.uk)
Art Ed: Fiona Howarth
Deputy Ed: Paul Roundell
Reviews Eds: Steve McNally, Andy Sharp
Production Ed: Neil Jackson
Contributors: Jim Eagers, Gaz Adams, Will Sargent

That Lot
Country Manager: Richard Hease
Managing Director: Ian Bloomfield
Publisher: Denise Wright
Circulation Director: David Wren
Sales & Marketing Director: Steve Darragh
Advertising Manager: Carol Ann Barrett
Marketing Manager: Steve Tagger
Advertising Exec: Gaynor Sinclair
Ad Production: Barbara Newall
Scanning: Mark Forbes, Paul Richardson
Production Manager: Sandra Childs
Production Assistant: Karen Wright
Systems: Dave Stewart, Nic Moran

PSX-Pro was written and designed at:
IDG Media
Freepost (SK3038)
Macclesfield
Cheshire
SK10 4YE
Tel: 01625 878888
Fax: 01625 879967
July issue of PSX-Pro out June 20

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!	☐	☐
PLAYSTATION IS THE BEST GAMES CONSOLE IN THE UNIVERSE	☐	☐

ACCESSORIES

1.	SONY JOYPAD	£24.99
2.	SONY MEMORY CARD	£19.99
3.	SONY MOUSE	£24.99
4.	SONY CARRY CASE	£19.99
5.	SONY LINK LEAD	£19.99
6.	SONY EURO SCART CABLE	£34.99
7.	PDL AV SCART CABLE	£19.99
8.	NEGCON PAD	£44.99
9.	ASCII PAD	£24.99
10.	ASCII JOYSTICK	£49.99
11.	JOYPAD EXTENDER LEAD	£7.99
12.	STEREO PHONO LEADS	£4.99
13.	PHONO SCART CABLE	£7.99
14.	RF UNIT FOR UK PSX	£24.99
15.	ANTISTATIC MAT & CD CLEANER	£4.99

WE HAVE THEM IN STOCK

Official UK Sony PlayStation



SONY COMPUTER ENTERTAINMENT

DOWN TO EARTH PRICE £279.99

HERE IS JUST A SELECTION OF SOME OF THE GREAT TITLES AVAILABLE

ACTUA SOCCER	39.99	MORTAL KOMBAT 3	39.99	TRUE PINBALL	39.99	POWERSERVE TENNIS	X-MEN C OF ATOM
ACTUA GOLF	39.99	TEKKEN	39.99	TILT	39.99	DESCENT	ZOOP
ALONE IN THE DARK	39.99	PANZER GENERAL	39.99	TWISTED METAL	39.99	ALIEN TRILOGY	ZORK NEMESIS
CHESSMASTER 3D	39.99	PARADIOUS	37.99	WARHAWK	39.99	AGILE WARRIOR	NBA IN THE ZONE
DESTRUCTION DERBY	39.99	PGA GOLF '96	39.99	WING COMMANDER 3	44.99	BATMAN FOREVER	SCOTTISH OPEN
DISC WORLD	39.99	PRIMAL RAGE	39.99	WIPEOUT	39.99	CASTLEVANIA	MAGIC CARPET
DOOM	36.99	RAIDEN PROJECT	37.99	WORMS	37.99	COOLSPOT 3	TOY STORY
EXTREME SPORTS	39.99	RAYMAN	39.99	WORLD CUP GOLF	37.99	CREATURE SHOCK	ZERO DIVIDE
ELEVENTH HOUR	39.99	RIDGE RACER	37.99	SAMPRAS EXTREME TENNIS	39.99	DARK STALKERS	CLAYFIGHTER
FIFA '96	39.99	RIDGE RACER REVOLUTION	39.99	BOXERS ROAD	39.99	DRAGONS LAIR II	TOH SHIN DEN 2
GOAL STORM	39.99	ROAD RASH	39.99	THUNDERHAWK 2	39.99	INCREDIBLE TOONS	RESIDENT EVIL
HI OCTANE	39.99	SHOCKWAVE ASSAULT	39.99	JOHNNY BAZOOKATONE	39.99	MOTORTOON GP	ADIDAS POWER SOCCER
KRAZY IVAN	39.99	STARBLADE ALPHA	39.99	ONSIDE	34.99	MYST	CRITICOM
LOADED	39.99	STRIKER '96	39.99	PROJECT OVERKILL	39.99	NASCAR RACING	NAMCO MUSEUM 1
LONE SOLDIER	34.99	MICKEY MANIA	39.99	X-COM ENEMY UNKNOWN	39.99	RISE OF THE ROBOTS 2	AH-64D LONGBOW
MADDEN '96	39.99	VIEWPOINT	39.99	TOTAL NBA '96	39.99	SHREDFEST	FADE TO BLACK
MICRO MACHINES 3	39.99	ASSAULT RIGGS	39.99			SLAYER	TOP GUN
NHL HOCKEY '96	39.99	THEME PARK	39.99			STREET FIGHTER ANIMATED	DEFCON 5
						SYNDICATE WARS	EARTHWORM JIM II
						WARHAMMER	NEED FOR SPEED
						WATERWORLD	INT CHAMP SOCCER

OTHER TITLES

VERY SPECIAL OFFERS

FREE STEREO PHONO LEADS with every game ordered.
AV Scart Cable ONLY £14.99 when purchased with game.
Joypad Extenders 2 for £9.99

playstation DIRECT ltd

MAIL ORDER DIRECT ON

01442 279700

217 LONDON ROAD • APSLEY • HEMEL HEMPSTEAD • HERTS HP3 9SE
PRICES SUBJECT TO CHANGES WITHOUT NOTIFICATION E & OE

Cheques/Postal Orders payable to:
Playstation Direct Limited

Postage & Packing
SONY PLAYSTATION MACHINE £5.00
Software and Accessories FREE

10 TELEPHONE LINES
Open 10 a.m. - 7 p.m.

Access MasterCard VISA SWITCH

ALSO AVAILABLE AT WOOLWORTHS

NOW AVAILABLE FOR PLAYSTATION AND SATURN!



C&VG - 96% "The Capcom boys done good."

Play Magazine - 93% "A cracking conversion that offers more hard-hitting appeal than MK3."

Gamesmaster - 93% "Pretenders step aside!"

Playstation Plus - 90% "The speed, graphics, sound and sheer playability just make it for me."

Virgin Interactive entertainment

SEGA SATURN™

PlayStation

CAPCOM

Street Fighter Alpha™-Warriors' Dreams © CAPCOM CO., LTD. 1995. All Rights Reserved
Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.