
PSX-Pro
THE PLAYSTATION MAG
Let's face it - it's the only PlayStation mag worth buying
FREE STARFIGHTER BADGE
Tekken 2
Six page special! First full review
Galaxian 3
So we all missed Galaxian 2, then?
A Train
What a title! What a game!
Aquanauts Holiday
Join the 32-bit answer to Jacques Cousteau
Space Hulk
You wouldn't like him when he's angry - in fact in space no-one would hear you scream
Starfighter 3000
The review of the game of the badge
Track & Field
Swimming, running, throwing, the lot
PSX
IDG MEDIA
PSX-Pro Issue #9
August 1996 £2.95
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PSX-PRO ISSUE #9 AUGUST 96 ENGLAND £, HOLLAND 1
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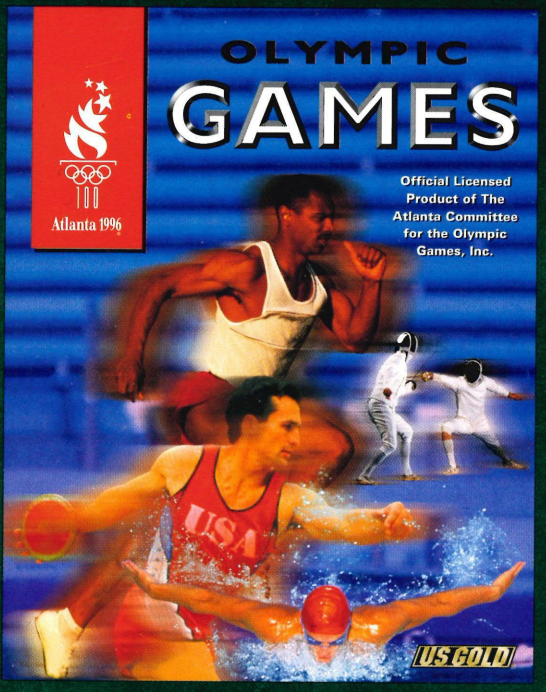
live the spirit

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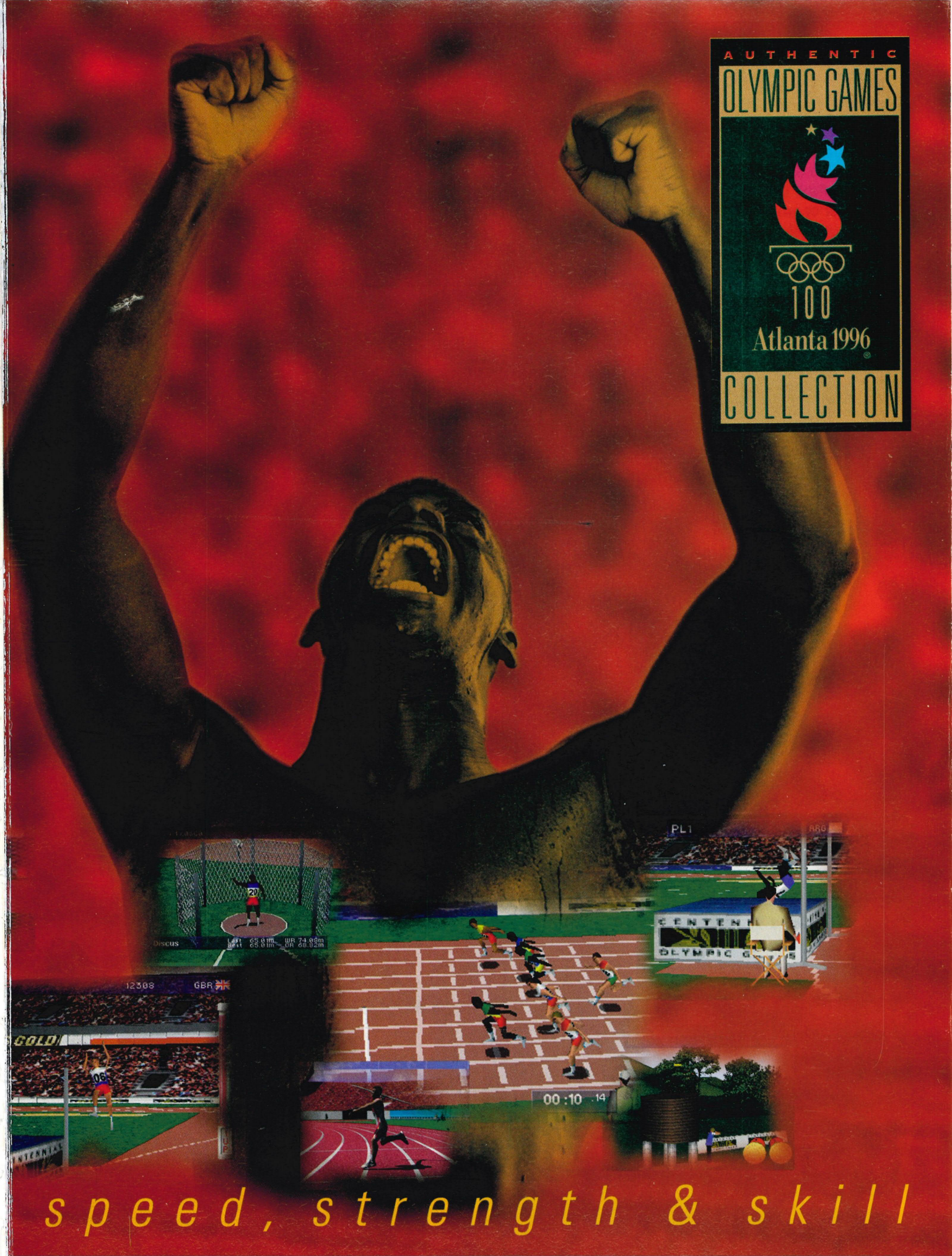
AUTHENTIC

OLYMPIC GAMES

100

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COLLECTION



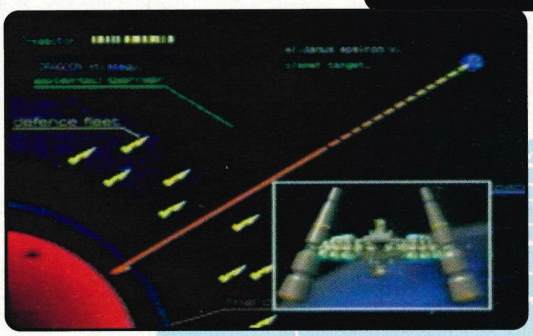
speed, strength & skill

Reviews 08

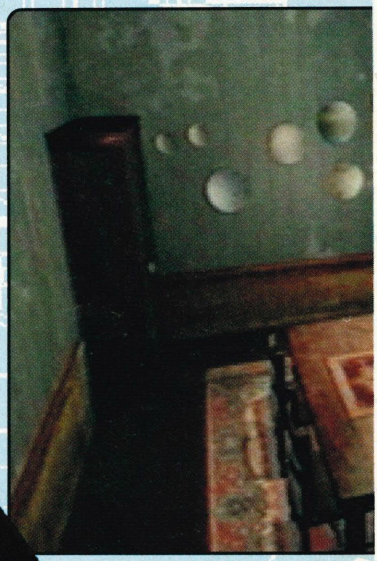
The original scored a whopping 9/10 in the first ever ish of PSX-Pro (a.k.a. SonyPro), but is the sequel better or what? We're talking about **Tekken 2** by the way and it's Game Of The Month



TEKKEN 2 p08



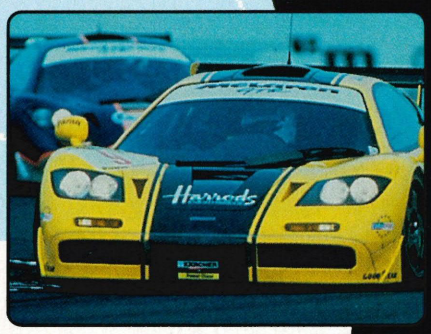
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RESIDENT EVIL PS+

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PSX-PRO

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PSX

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WipEout 2097 - Arguably the biggest sequel to hit the PlayStation - at least it will be when it comes out. Check the preview first for details



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Resident Evil is one of the toughest adventure games on the PlayStation. Make that *was*. Six remarkable pages followed by indispensable **hints n tips**

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Tell you what, this month's news is top. **JVC**, **Sony**, **Viacom New Media**, **Empire** and **GT Interactive** are causing the biggest ripples in the PSX world right now



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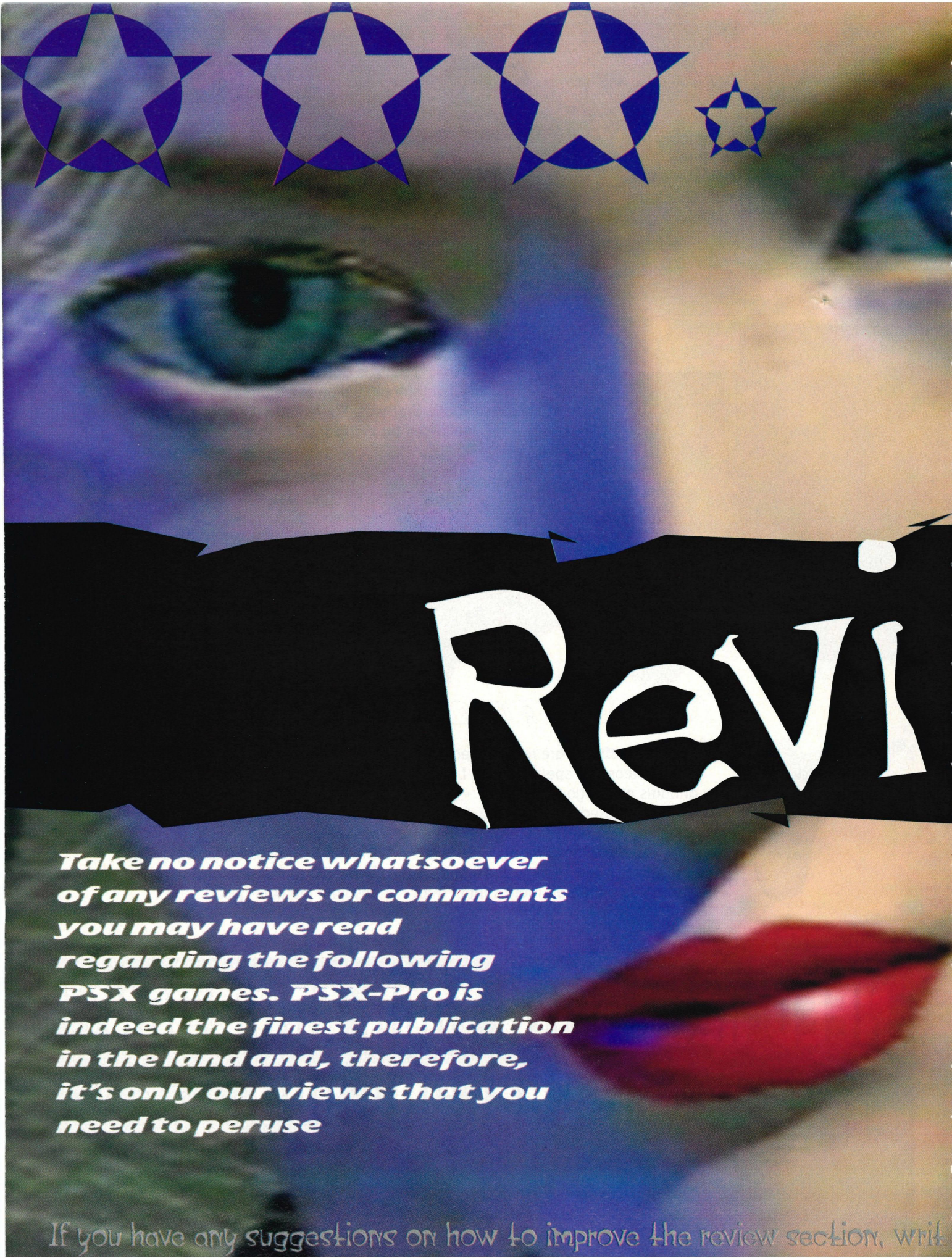
The **Competitions** are ream. Check this out - videos, 3D specs and old Look-In annuals are all going for nowt - **p50**.
If you've missed any **Back Issues** of PSX-Pro, then you're daft. Order them now, cos there aren't many left - **p52**.
In the **Forum** this month, you'll find something a little bit more surreal than you may have expected - **p90**.
If we get any more letters, then the Post Office will probably go on strike again. But they'll be back eventually, so keep on sending 'em in - **p92**.
The **Full SP** keeps on growing - **p94**.
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Revi

Take no notice whatsoever of any reviews or comments you may have read regarding the following PSX games. PSX-Pro is indeed the finest publication in the land and, therefore, it's only our views that you need to peruse

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

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Namco has produced a stunning and superb sequel to its iron fisted pagga bonanza, and we give it the thumbs up. For a more in-depth view, read the bloody review for God's sake!

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ews

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Konami makes us cream red, white and blue as it brings all the fun of the Olympics into our lives! Hurrah!

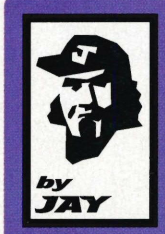
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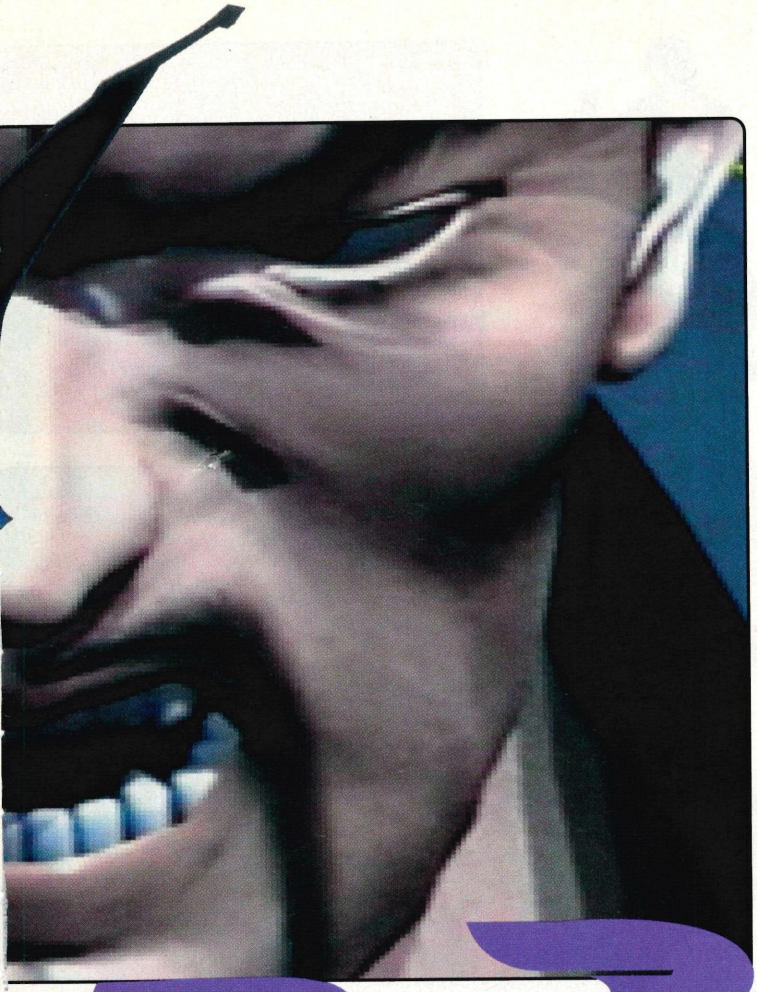


Tekken Kingo



The wait may have been long and painful for some, but worry not, Namco's sequel to the best game on God's green earth has finally arrived! Hurrah! Wayhey!



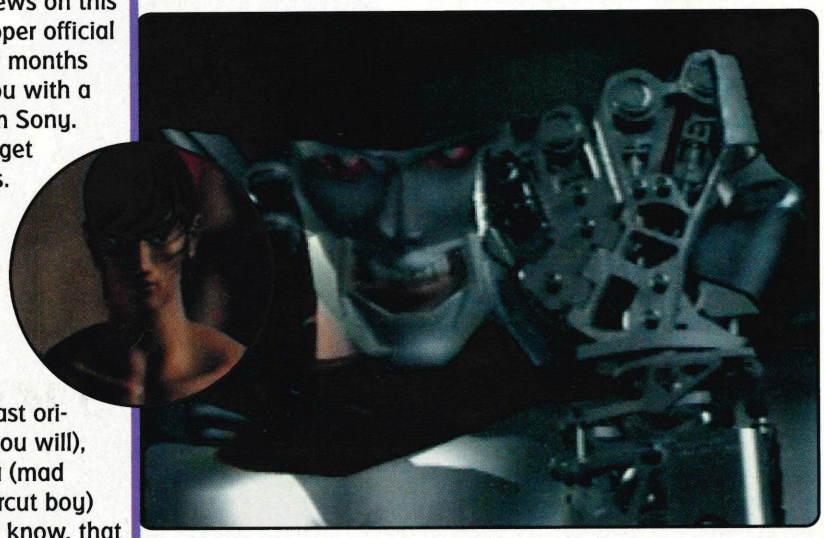




n2
f the Iron Fist

Okay, you might have read about fifty-odd reviews on this product so far, but believe us, this is the first proper official review. We've been sitting on our copy for a few months now, waiting until the time was right to treat you with a full, in depth review, and of course, the nod from Sony. Okay? Right, now that's been cleared up, I can get on with telling you how treat this game really is.

Tekken 2 is Namco's stunning sequel to the one that came before and as far as the entire gaming globe is concerned, it's a beauty. Ten selectable characters are at your disposal; Heihachi (the final boss from the first game), Law (the Bruce Lee bloke), Nina (that foxy English robobabe), Michelle (the one that looks like a native American indian), Jun (new superfast oriental chick), Lei (a polygonned Jackie Chan if you will), King (the bloke with the lion's head), Yoshimitsu (mad metallic ninja warrior), Paul (Bart Simpson's haircut boy) and the new and improved version of Jack (you know, that robot bloke). The game also offers several other hidden combatants with which to play with.

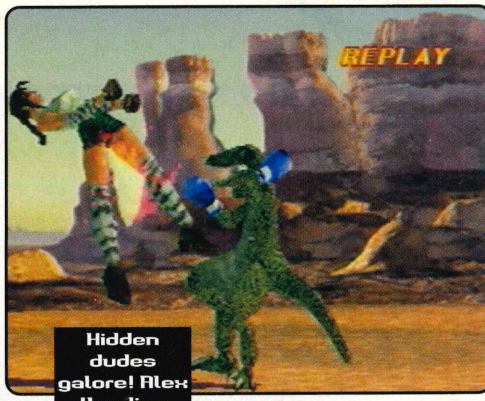


Tekken 2



The aim of the game is simple; smash your opponents' head into the ground before he does it to you, claim victory under the guise of good versus evil and then walk away happily. Differing options are just a finger touch away and include such technological delights as Arcade mode, Team Battle mode, the good old Versus mode, Time Attack mode, Practise mode and Survival mode. All of the above are pretty self-explanatory, so I won't waste time, money and page space discussing them, let's just say that they're all fun to play around with, but it's the Versus or the Arcade mode that you'll be spending most of your free time knocking about on.

Fans of the original will be pleased to hear that most of the fighters' special moves have been enhanced, plus they've all been given a couple of new manoveres to master too. The graphics and audio do their job quite sufficiently, and to be honest, everything looks an absolute dream. The characters have become more fluid, adding that ever-needed touch of realism to the game, plus the quality of the main sprites are jaw-dropingly good. The gameplay is identical to the original and although some of you maybe thinking "Why should I fork out on a rehashed version of the original?", let me reassure you that this baby is well worth the coinage.

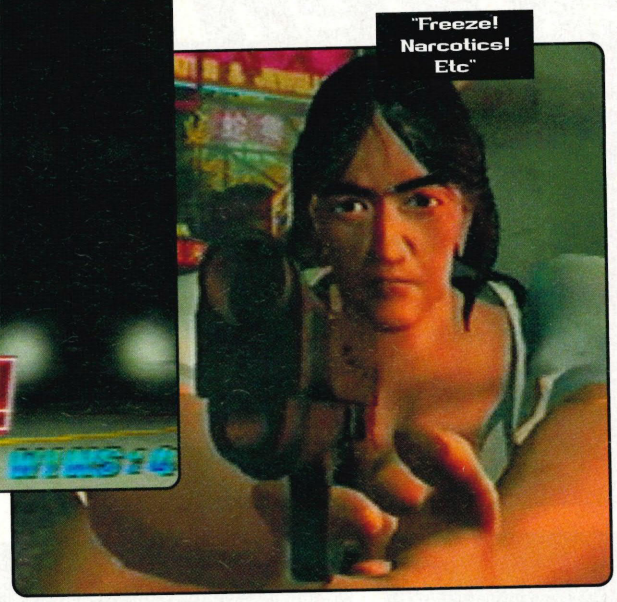


Hidden dudes galore! Alex the dino and kung fu Bruce kick ass, big time!







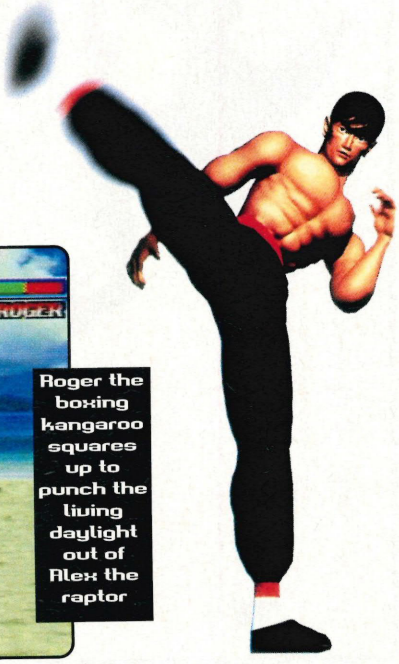


Everything is improved. Namco have taken a benchmark in fighting games, taken it back into the workshop, polished it up, added a few new bits here and there and released something just as awesome and immediately addictive as the first. Taking a broad view on the product; there's so many hidden moves tucked away inside you won't believe it, bigger and better characters have been added, there are bags of fresh eye-pleasing backgrounds, Kazuya comes back into the game in the form of both himself and the devil, there's a whopping handful of new fighters, plus secret ones, there's an angel at the end - you can even play the game as either a kangaroo or a boxing-gloved Raptor for Christ's sake!!! What more do you want?

All in all in it's the most realistic, fast and best fighting game on the block. Forget the original, in fact forget all other fighting games that have come before it, Tekken 2 takes them all to the cleaners and still leaves stains on their undergarments. For so long now gamers have been gagging for something to better the mighty Street Fighter, and in my personal opinion, they need look no further. There's a new master in town, and his name is Tekken 2. Come and have a go, etc.



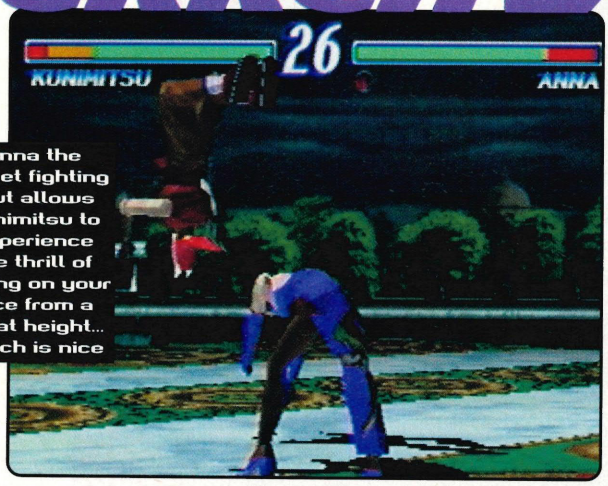






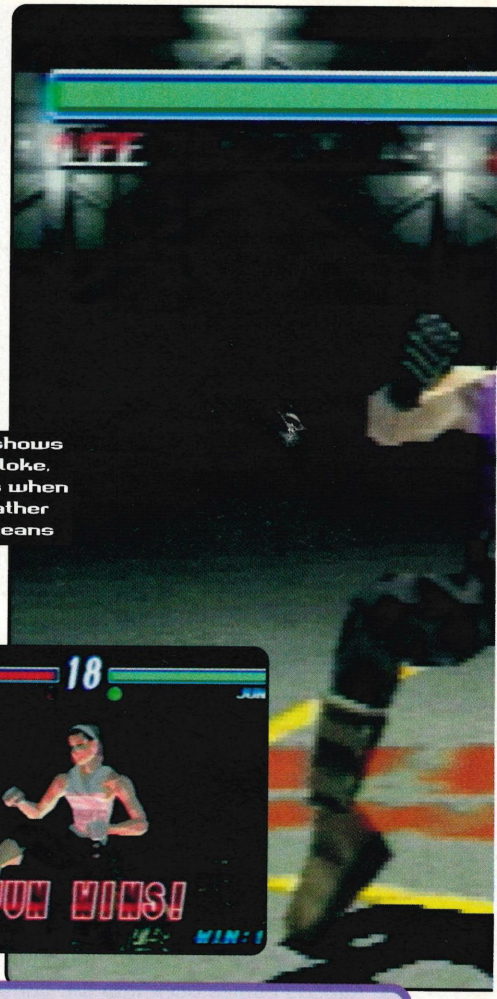
Roger the boxing kangaroo squares up to punch the living daylight out of Alex the raptor

Tekken 2



Anna the street fighting slut allows Kunimitsu to experience the thrill of falling on your face from a great height... which is nice





Hidden bloke, Lee, shows the other hidden bloke, Baek, what happens when you laugh at his rather tasty snow-wash jeans







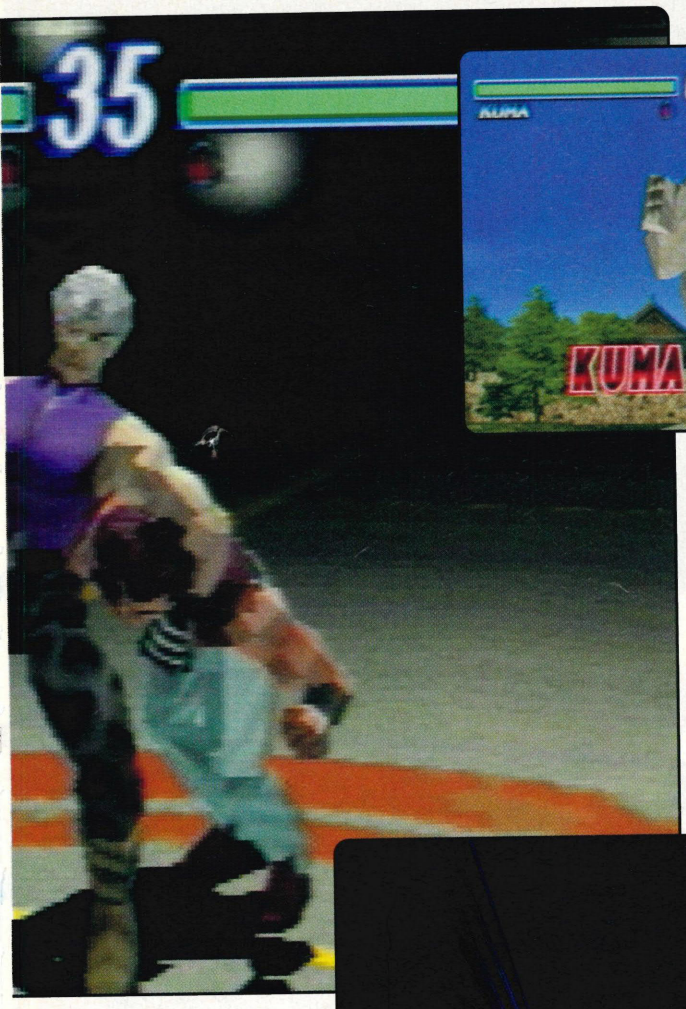
All that hidden character malarkey

As with the original, if you battle your way through the entire selectable Tekken squad and beat Kazuya and the evil Devil Kazuya, you'll be rewarded with one of the hidden characters. For example, if you complete the game with Yoshimitsu, when you return to the character select screen, you'll find the bonus fighter Kunimitsu there waiting to be selected. Here's how to get the guys you want:

Play as	Bonus player
MARSHALL LAW	BAEK
NINA WILLIAMS	ANNA WILLIAMS
JACK-2	PROTOTYPE
JACK	YOSHIMITSU
KUNIMITSU	JUN
WANG	HEIHACHI
LEE	LEI
BRUCE IRVIN	PAUL PHOENIX
KUMA	MICHELLE
CHANG	GANGRYU
KING	ARMOUR KING

Now, after you've done all that lot, you'll probably notice that there are a few blank spaces in the character line-up in two player mode. One of these spaces is home to the jurassic Raptor, Alex and his kangaroo pal Roger. Now, in arcade mode you'll only be able to select Alex, but if you grab a pal and get him/her to select Alex too, he'll turn into Roger the boxing kangaroo once to start the first bout. Don't ask us why, it just happens.

As for the remaining spaces, well one of them is for Kazuya and the other is for Devil Kazuya and Angel. How to enable these final three characters is easy. Just complete the game using Baek and you'll get Kazuya. Then complete the game using Kazuya and you'll be rewarded with Devil Kazuya. As with the Alex/Roger business, both Devil and Angel reside in the last box, so you can only select them both in two player mode. Easy eh? Well it is if you know what you're doing. Like us for example.

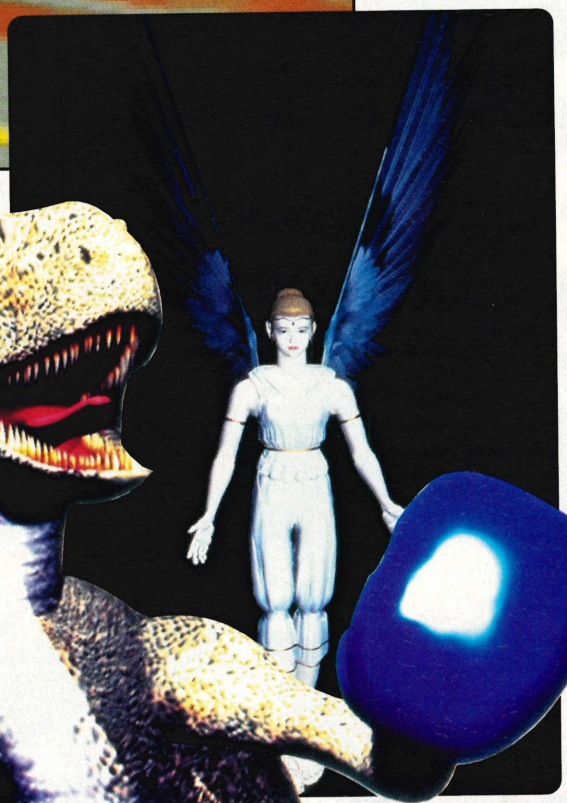








Here she is! supreme battle babe, Angel in all her heavenly glory! Hallejulah! Praise the Lord! Etc!



SUMMARY
GAME Tekken
GENRE Beat'em-up
SOFTWARE HOUSE Sony
PRICE £44.99

This game is the dog's proverbials and deserves to sell more copies than Bryan Adams' "Everything I Do". It doesn't matter if you've bought the original because this blows it clean outta the water and stands supreme against any piece of combat software you'd care to mention. Get this and you'll never need to buy another beat 'em up in your life again. That is, of course, unless Namco whack out Tekken 3 before the ozone layer completely bursts and we all end up with terminal skin cancer. Ho hum...

GRAPHICS 9
GAMEPLAY 10
LASTABILITY 8

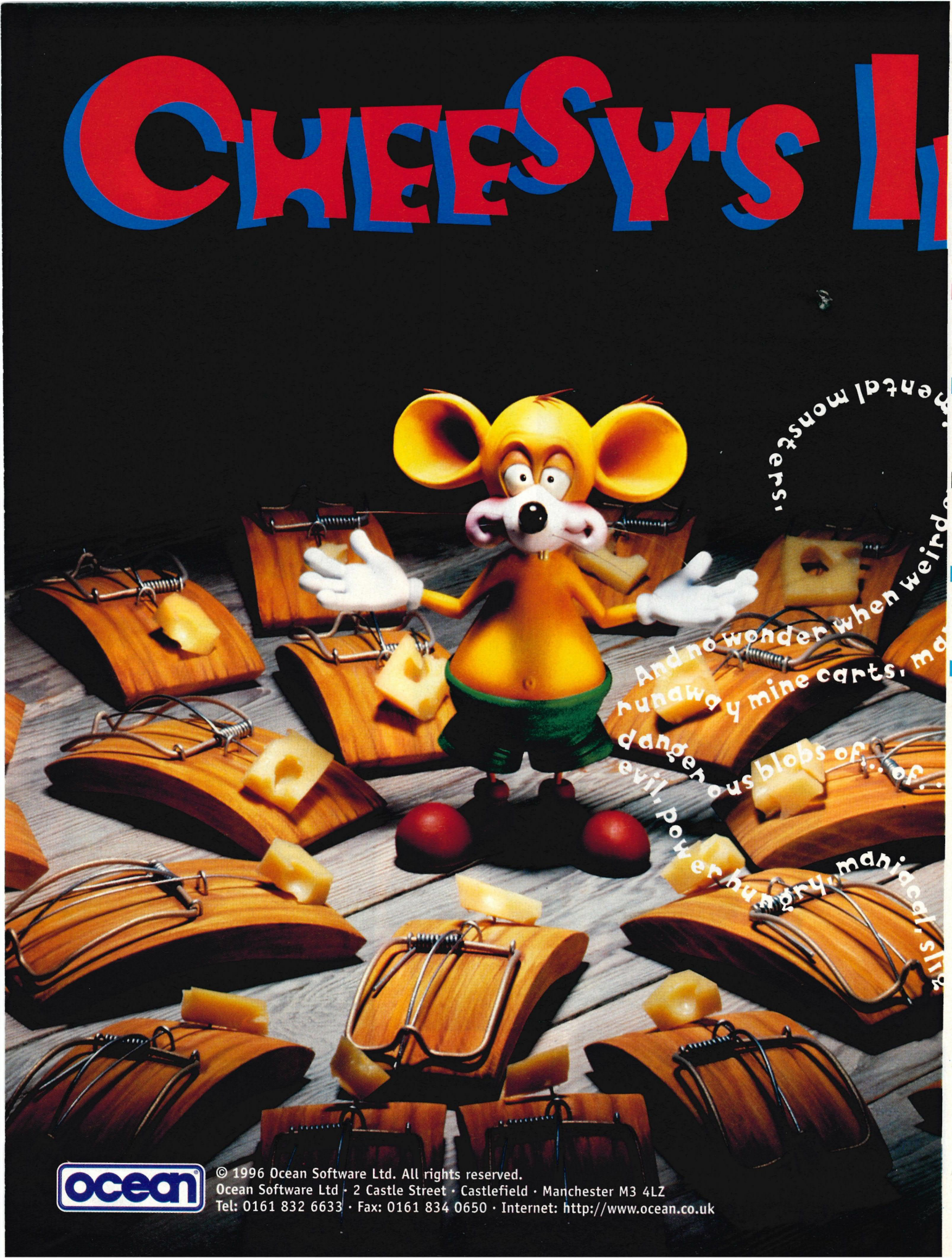
OVERALL 9½

I WOULD HAVE GIVEN IT... 9



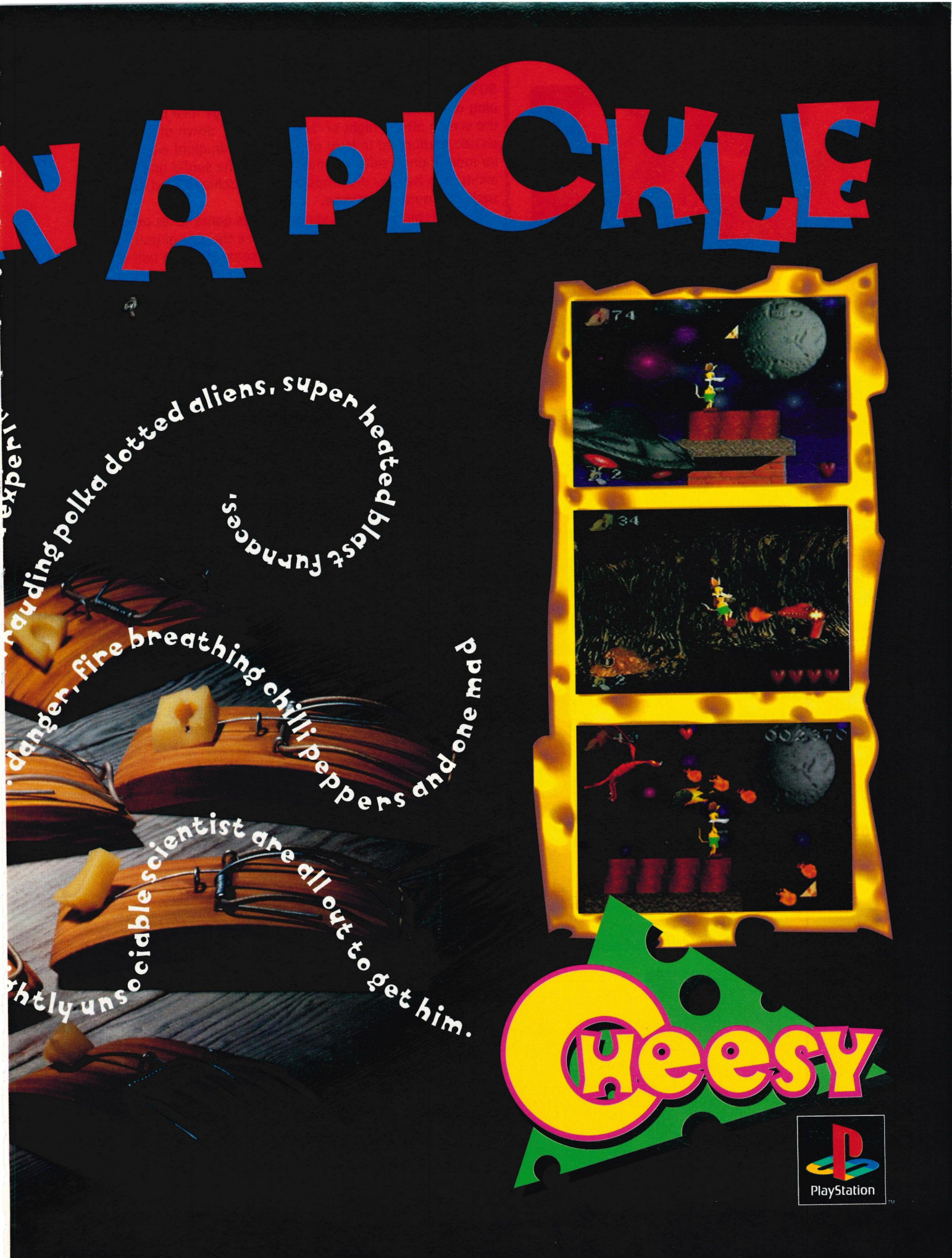
I didn't like the look of this but after I'd had a go it was difficult to get me off the thing! Far superior to the original in almost every way and the most infectious two player game ever!

CHEESY'S L



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N A PICKLE


...exper...
...rauding polka dotted aliens, super heated blast furnaces,
...danger, fire breathing chilli peppers and one mad
...htly unsociable scientist are all out to get him.
74
34
Cheesy
PlayStation



Swirling, colourful graphics disguises the somewhat limited gameplay

Actually, this is the game which has been filling up arcades for the last year or so, and most definitely not the bish old 80's dinosaur that used to afford a very poor view of the play area due to the proliferation of teenage love juice on the screen after a night of "heavy petting" down at the local arcade, performed in front of a bevested druglord who made far more money selling photographs of the sordid and frantic event than he ever did emptying the machines. And as such, has quite a pedigree.

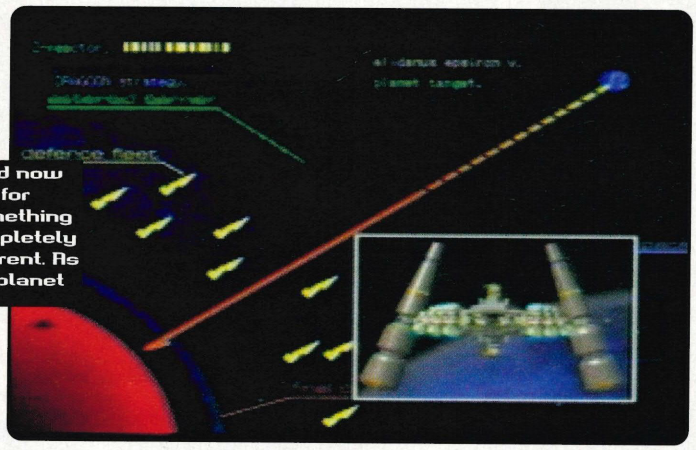
The fully blown arcade version of this game takes up an area of floor space approximately twice the size of your average lounge, featuring six swivel seats for up to half a dozen competitors, ear-splitting sound and the kind of super-fast, colourfest graphics allegedly responsible for the convulsions and subsequent deaths of a number of children of a less sturdy disposition just a few months ago. It's monster, and Namco is brave indeed to attempt to emulate the style of gameplay offered by such a huge machine.

Galaxi



The 80's revival continues, with an arcade classic updated for the Next Generation





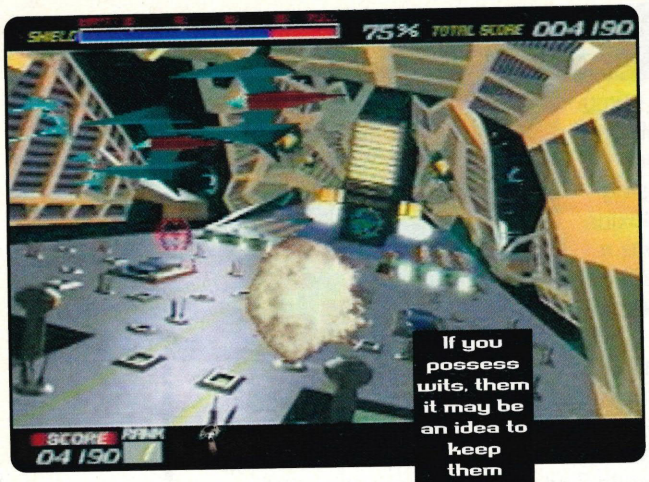
And now for something completely different. As in, planet



Ah. Now where's that drawing board kept, since I must return







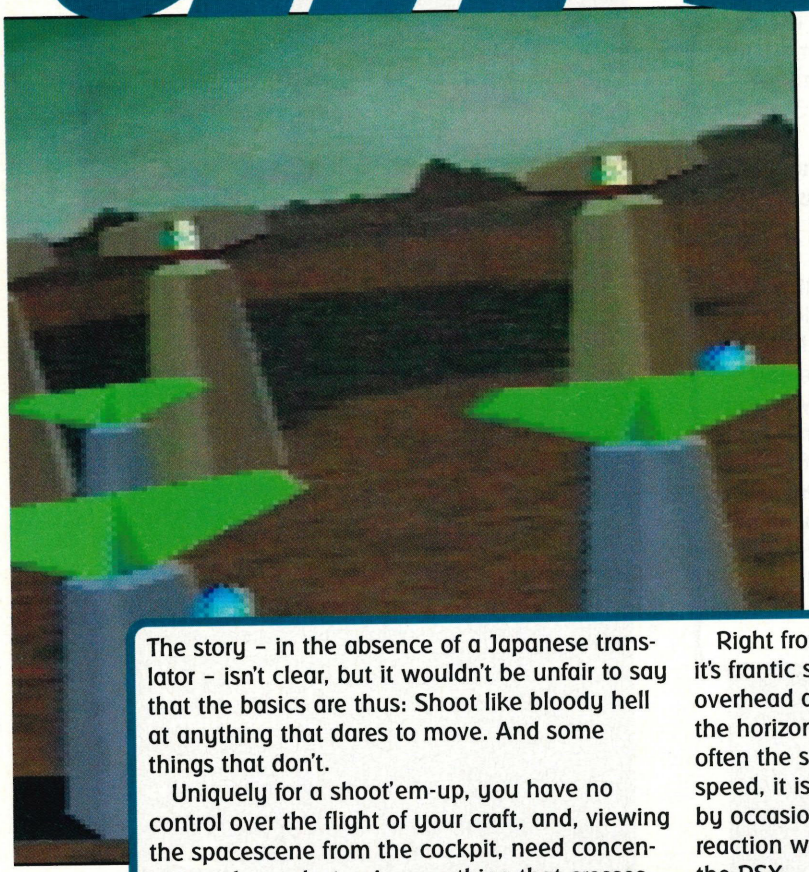
If you possess wits, them it may be an idea to keep them about you



an 3

Strange weather they have up here in space







The story – in the absence of a Japanese translator – isn't clear, but it wouldn't be unfair to say that the basics are thus: Shoot like bloody hell at anything that dares to move. And some things that don't.

Uniquely for a shoot'em-up, you have no control over the flight of your craft, and, viewing the spacescene from the cockpit, need concentrate only on destroying anything that crosses your path. Shooting is done by means of a crosshair which, when lined up carefully (actually you're given a quite generous margain of error) will with the flick of a button, perform the dual task of "offing" an enemy and cranking up your points tally.

Right from the beginning of the very first level it's frantic stuff, with enemy craft gliding in from overhead and coming straight towards you from the horizon, firing like the proverbial billy-o, and often the screen is almost full. With this kind of speed, it is perhaps wrong to be disappointed by occasional slowdown, but it's a natural reaction when using a machine as powerful as the PSX.

Quite aside from achieving your mission objective, it's important to keep a constant eye on the shield level, because when this reaches zero – and it does so disturbingly quickly on anything but the easiest of the three settings – it's game over.

Galaxian 3





A couple of well timed shots at the killer jellies will see you through to the next level

In a move away from the old two dimensional alien-dropping styleé, Galaxian 3 (There was a Galaxian 2?) is a true 3D experience not entirely unlike the simulation rides at various ream theme parks where you hammer around from side to side, believing for all the world that you really are in a obstacle-riddled asteroid field on the outer reaches of the galaxy. Except of course you don't do much in the way of hammering around, what with playing it on a telly at home.

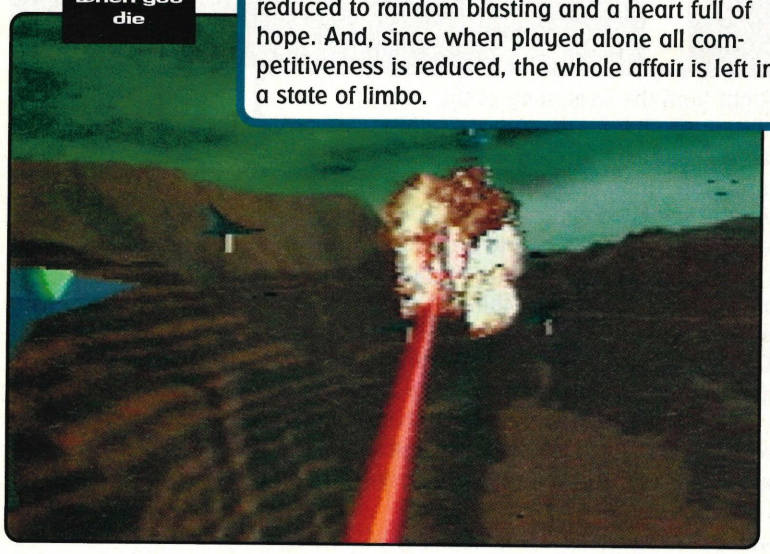
But speaking of televisions, the programmers have created their game with a true multimedia experience in mind, and offer the choice of *normal* or *widescreen* modes.

Although this Namco import version is quite widely available, Sony are currently considering the release of Galaxian in an official capacity. A decision will be reached during the Summer, and if it does go ahead then the only major change is likely to be the subsitution of good old English for the madcap Japanese voiceover. That, and the fact that it will run on a British machine.

Valiantly, this arcade conversion has a stab at recreating the competitive reamness of the multiplayer option, and caters for up to four players through use of the Multitap adaptor. And it's here where the problem with Galaxian 3 becomes apparent.

Even in one player mode it's difficult to keep constant track of where your crosshair is located. Partly it's because of the number of moving things on the screen, which is almost a nice problem to have; but it's also due in part to the lack of attention paid to the way in which the colours blend together. A remedy is forthcoming by simply firing a couple of missiles, thereby allerting you as to the location of your weapon-firing equipment, but with more than one player this is made more difficult because of the confusion caused by more than one weapon firing. With a full house taking part the game is reduced to random blasting and a heart full of hope. And, since when played alone all competitiveness is reduced, the whole affair is left in a state of limbo.

In space, no-one much gives a bugger when you die





SUMMARY

GAME Galaxian 3
GENRE Shoot'em-up
SOFTWARE HOUSE Namco
PRICE Import

It's difficult to criticise an effort which looks so good and moves so fast, but the creators of Galaxian 3 have kind of shot themselves in the foot with their own damned cleverness. Quickly tedious as a one player game, and incrementally confusing with up to four, this effort falls between a rock and a hard place in that it tries to thrill everyone, and ultimately succeeds in wetting the pants of no-one at all. Shame really, but here's to Galaxian 4

GRAPHICS 8
GAMEPLAY 6
LASTABILITY 5

OVERALL 6½

I WOULD HAVE GIVEN IT... 5



by Steve

Looks great, plays like a dog. If your idea of gamplay is moving a red square round the screen and pressing X a lot then buy it. Personally I can think of better ways to spend my time/money

LAST YEAR 32-BIT GAMING WAS BORN...
...ONLY NOW CAN IT BE CHRISTENED



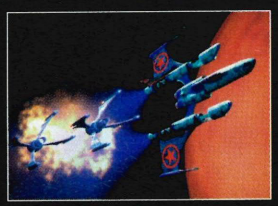
STARFIGHTER 3000

"THE REASON YOU BOUGHT YOUR 32-BIT GAMES MACHINE"

"Ultimate Future Games Magazine"

FIRST REVIEWS:

● CD-ROM GAMES - 92% ● PC POWER - 90% ● PSX PRO - 8½/10









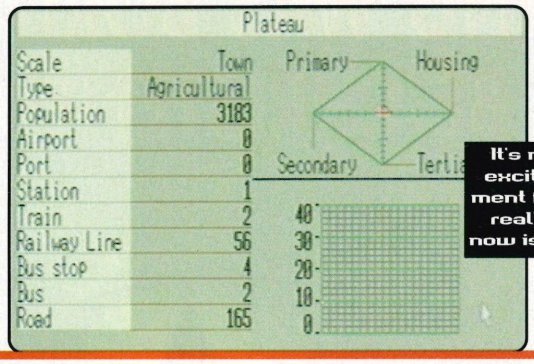
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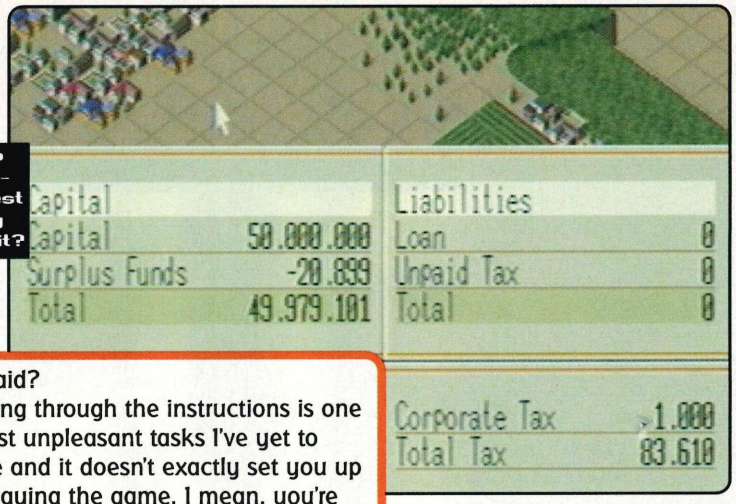
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PlayStation

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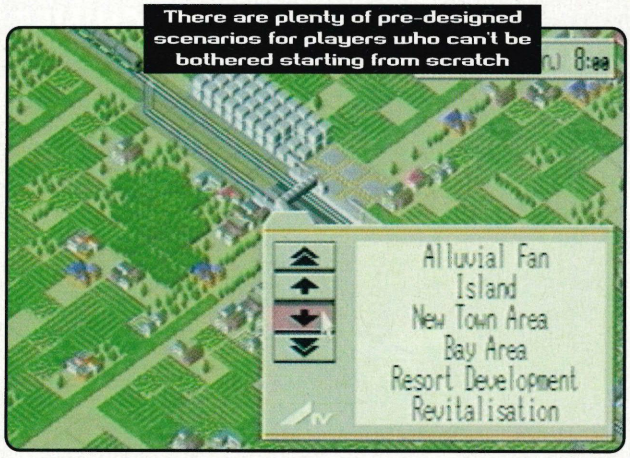
It's no excitement fest really now is it?

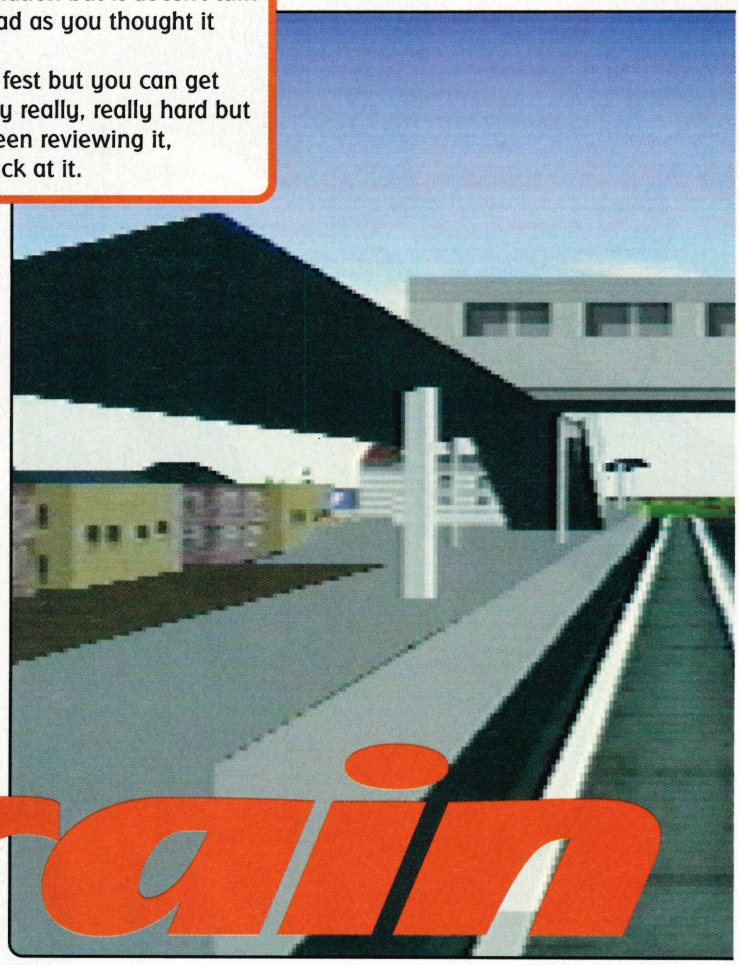
Now I'm not saying the idea behind A Train is dull or anything, but I really was struggling not to slip into a coma while I was reading the manual, which, unfortunately is essential. Just picking a phrase at random from it should illustrate the point nicely. "Banks loan money for terms of 1, 2 or 3 years. Since interest rates go up or down somewhat depending on the economy of your city, it is best to borrow as much as possible when interest rates are low; check peridoically for rate changes." That's about as exciting as it gets. Enough said?

Ploughing through the instructions is one of the most unpleasant tasks I've yet to undertake and it doesn't exactly set you up well for playing the game. I mean, you're not exactly looking forward to it by any stretch of the imagination but it doesn't turn out to be quite as bad as you thought it was going to do.

It's no excitement fest but you can get quite into it if you try really, really hard but I doubt, had I not been reviewing it, whether I'd have stuck at it.

There are plenty of pre-designed scenarios for players who can't be bothered starting from scratch

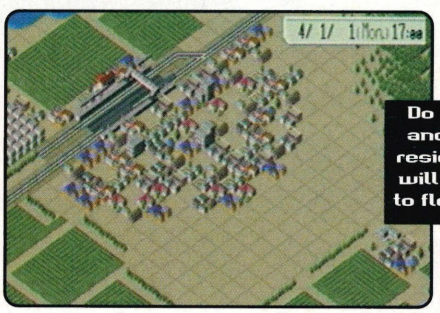




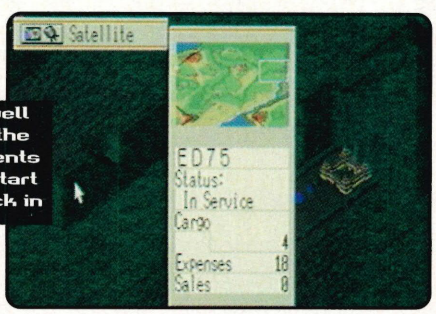
ATrain

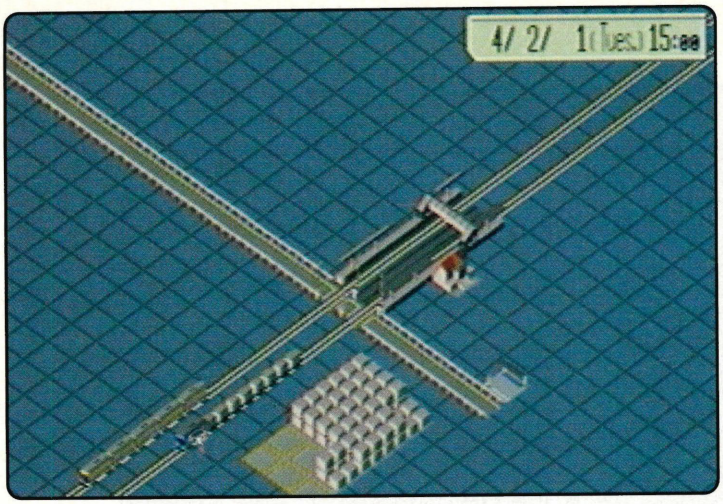


Looking for fast action, thrills and excitement? Then you had better look elsewhere



Do well and the residents will start to flock in



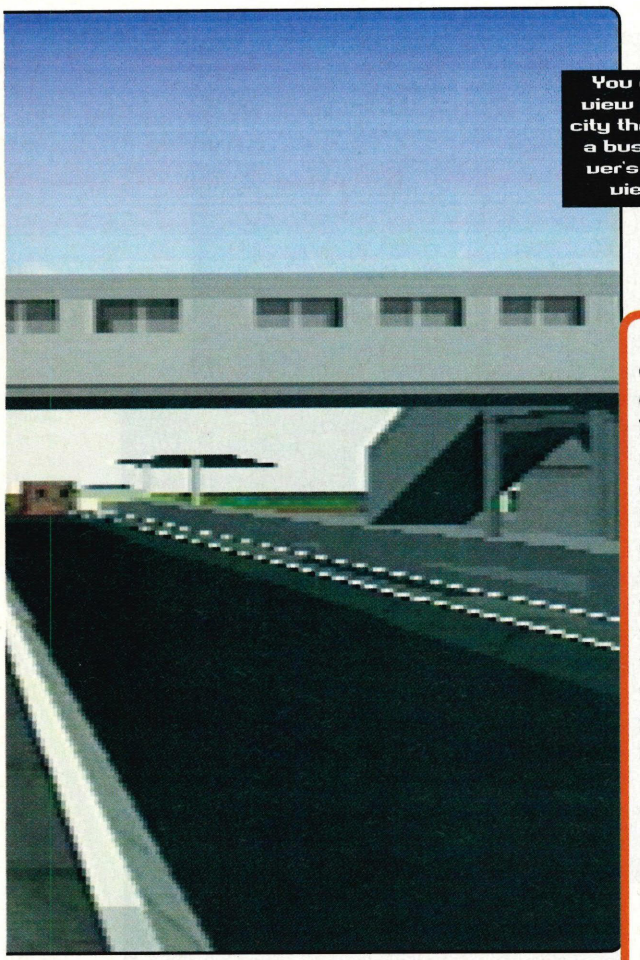


Basically you're supposed to build a town with a thriving and vibrant economy (so, dispense with any Conservative leanings you may have then) with, at its heart, a powerful rail network driving your industries. There's a lot more to it than just setting up a railway (you have to worry about roads, buses, buildings and so on) but as the name suggests, you won't get anywhere if you get the design of this one key element wrong. Rail transport is the all-important factor.

Frankly I haven't got the first idea about what makes a good transportation network, so my hamfisted attempts were somewhat embarassing to say the least, but after a couple of hours I was enjoying having a go, even if I wasn't really getting anywhere fast.

As I'm sure you've noticed, it's not what you might call entirely pleasing to look at (as is the norm with strategy games I suppose). In fact, it's pretty dire to be honest, and this is something else that doesn't urge you to carry on playing when you get bogged down in all the detail.

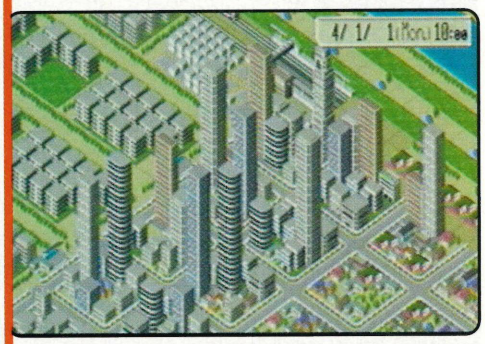
If it had looked all nice then maybe I'd have felt better towards it, I doubt it, but it doesn't anyway and playing this was far more of a labour than a pleasure. And it certainly wasn't a labour of love I can tell you.

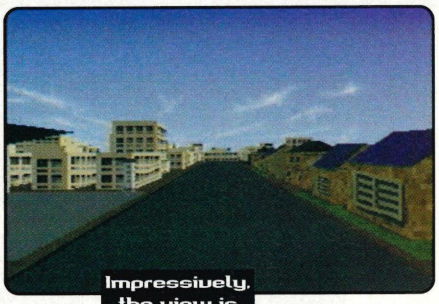


You can view your city through a bus driver's eye view

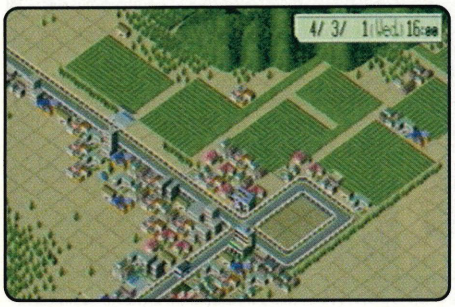
I realise that in a game such as this detail and complexity and very important aspects but I personally found the sheer number of things you had to contend with in A Train overfacing. Even something as simple as laying down a few train tracks (the fundamental part of the game) throws up many troublesome problems such as whether the land is suitable, whether it's already owned by someone else (in which case you'll have to pay more for it) and you even have to worry about the slope up or down.

This may all be fine once you've got used to the basics but when you're just getting up and running and building things up it can really get on your nerves. I suppose games like this appeal to a certain type of person though, and generally speaking they're the sort who's prepared to really get stuck in and put some serious effort in for their rewards. I am to a certain extent but A Train required far too much from me to make the effort worthwhile.





Impressively, the view is actually of the very city that you have built up. Nice touch



A Train

Hopefully this is just a warm up for Maxis and their big one will turn out to be the forthcoming Sim City 2000 which, at first glance would seem equally unsuitable for the PlayStation. That's probably A Train's biggest problem actually. This was a fairly big hit on the home computers but then the market for those is very different.

Without a mouse the D Pad makes control a pain and the extra control device is highly recommended. But then if you haven't already got one and want to play this then you're pushing the price up above sixty quid and I really don't think it's worth anywhere near that ridiculous amount of expense.

For a heavy duty strategy game player they might just get enough out of it to satisfy themselves, but I doubt that many others will find it worthwhile. There's a nice little view your city in 3D from a bus bit but it's hardly action packed and, although is pseudo-nice to look at it doesn't enhance the gameplay in any way.



Obviously you'll need somewhere for your residents to live



It's coming on nicely. Get it right and A Train can be highly satisfying



With dedication you too could build a town as good as this

SUMMARY
GAME A Train
GENRE Strategy
SOFTWARE HOUSE Sony
PRICE £44.99

It's just too much for me and I'm sure it will be too much for the vast majority of PSX owners out there. This is heavy strategy where not a lot happens and, unless you like looking at seemingly endless lists of numbers you aren't going to get much enjoyment from A Train. Plus the controller makes things more difficult than it already is so unless you've got a mouse and fall among the small category who will like this you'd be well advised to spend your money elsewhere.

GRAPHICS 5
GAMEPLAY 5
LASTABILITY 7

OVERALL 6½

I WOULD HAVE GIVEN IT... 8

by Paul

Not as involving as X-Com, but superior to Theme Park, A-Train is an absorbing game which, while admittedly low on excitement, offers rewards in spades for perseverence

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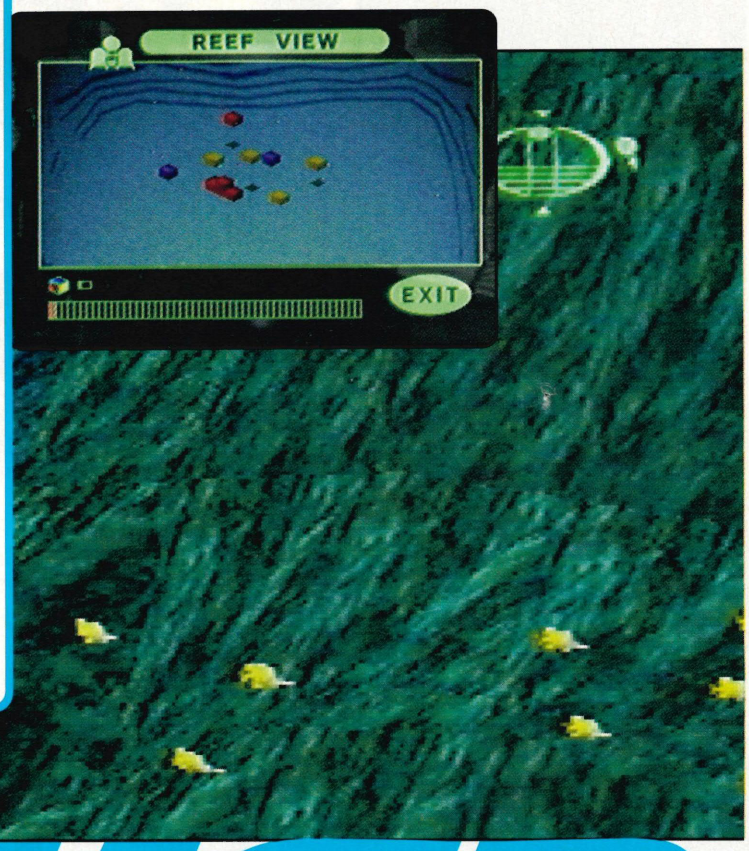
SONY COMPUTER ENTERTAINMENT

PlayStation

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So just what are Sony saying about their latest game? "Whole new experience", they claim. "Unlike any video game you have ever experienced", they superlatise. "Mould-breaking", they continue, and it doesn't end there. In short, what Sony are telling us is that Aquanaut's Holiday is a videogame product the like of which we have never quite seen before, and by that token are making a similar claim to almost every other software publisher with just about every game released. In fairness though, Sony have a point.

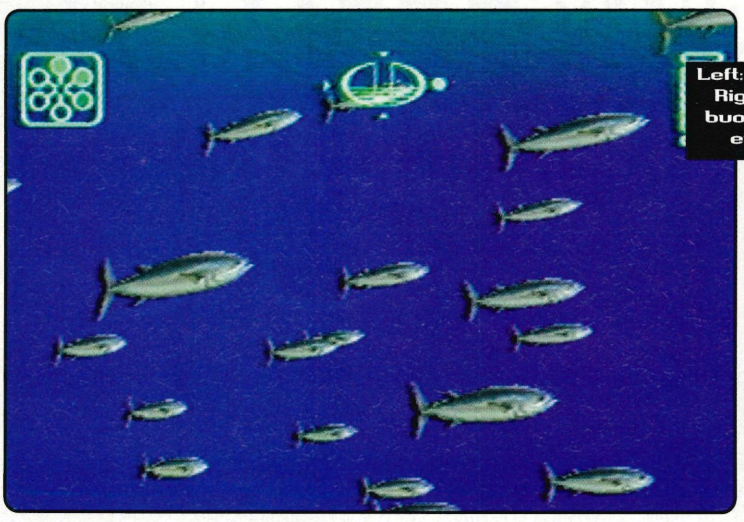
Aquanaut's Holiday is pointless and proud. It comes *sans* the usual baggage of score, targets or indeed an overall aim, though can't quite let go of things as far as plot goes. You're a super-talented oceanographer with a bad case of burn out (original if nothing else!), assigned to a task designed largely to act as a recuperative measure. You must – and this is a quote – "survey a specific area of sea and build a reef", which sounds more like a Busman's Holiday than anything else. There's no deadline, no pressure, no interference from anyone, and unfortunately, very little enjoyment.



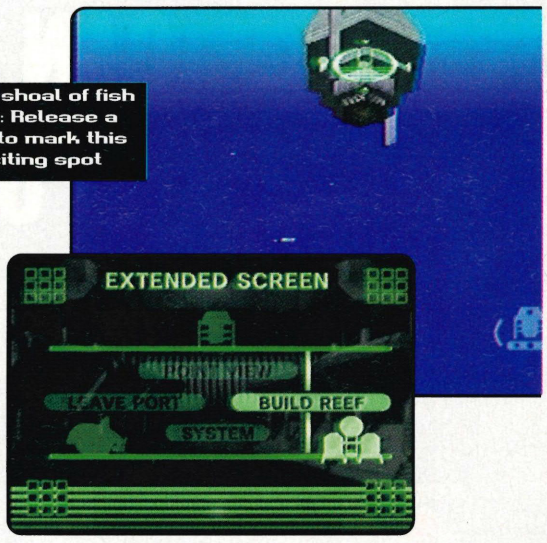
Aquan Ho

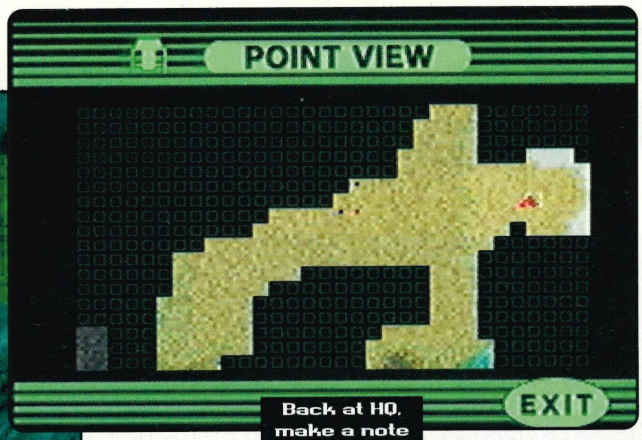


Peace out man! That's the message from Sony as they present us with a strange excercise in relaxation



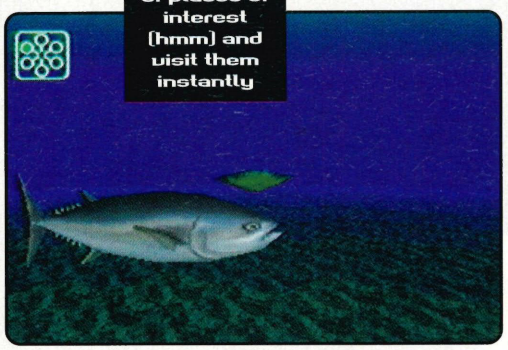
Left: A shoal of fish
Right: Release a buoy to mark this exciting spot







Back at HQ, make a note of places of interest (hmm) and visit them instantly



aut's liday

For the most part the game is played from within the confines of your *submersible*. With this craft at your disposal and with a handy *undersea base* in which to collate and ponder the information you collect, you have free range to explore as much of the *undersea world* as you like. And basically, that's it.

Sony are pushing this as a form of *interactive relaxation*, the idea being that the eager participant arrives home after a hard day's work/double maths, bangs a CD in the console and chills out to the soothing sounds and lazy, absorbing gameplay.

With this being the sea, all manner of bizarre creatures exist in cohabitation, and in Dr. Doolittle fashion, it is possible, with research, to acheive some degree of rudimentary communication.

Sounding the sonars of varying pitch with which you are equipped will elicit different responses from the numerous types of life, and expertise with these can mean a healthy collection of reef life.



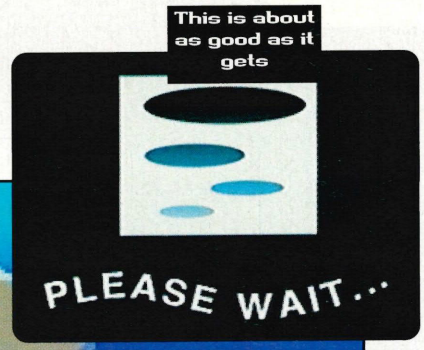


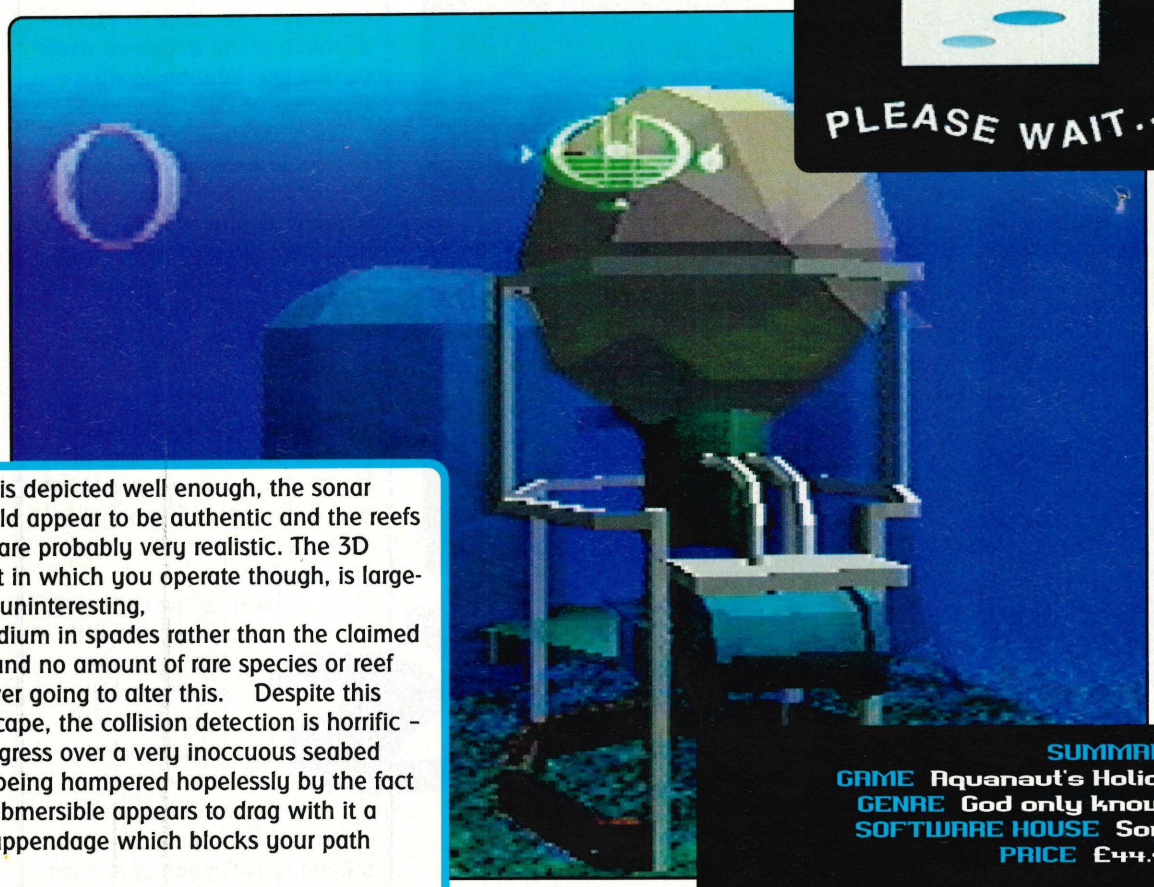
Reefs. Now these are important. These are the main - ahem - pleasure areas of the game (or piece of interactive entertainment, or whatever you want to call it) around which most of the *action* takes place, and, because you are in charge of the whole operation, can be generated anywhere. Reef planning is done back at Underwater HQ, and once again the sea life responds according to which types of reefy bits you use. (Hey - this isn't being written by a marine biologist you know).

Knowing the best place to place a reef isn't overly important. There's no limit to the amount you can build (or the size you can build them to), and if one lies unvisited for any amount of time then it's a simple matter to find a new place and begin afresh. As you travel across the seascape, interesting places can be marked using a buoy, and revisited instantly by way of a couple of deft button presses back at HQ.



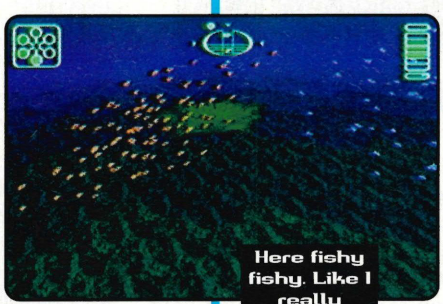
Aquanaut's Holiday





The sea life is depicted well enough, the sonar sounds would appear to be authentic and the reefs themselves are probably very realistic. The 3D environment in which you operate though, is largely bare and uninteresting, providing tedium in spades rather than the claimed relaxation, and no amount of rare species or reef growth is ever going to alter this. Despite this barren seascape, the collision detection is horrific – at times progress over a very inoccuous seabed undulation being hampered hopelessly by the fact that your submersible appears to drag with it a monstrous appendage which blocks your path every few minutes.

In keeping with their intended mood of ambience and well being, the programmers have decreed that a two player mode takes the form of a co-operative affair. All very well for the likes of FIFA Soccer where each person controls a set of players, but sitting beside a friend, and steering a mini-sub while he sporadically presses a shoulder button to emit a sonar blast is not exciting. It is not humourous. It is not relaxing and it is not remotely enjoyable. It is, in keeping with the rest of the game, boring and pointless.



Here fishy fishy. Like I really cared by this point



SUMMARY
GAME Aquanaut's Holidai
GENRE God only knows
SOFTWARE HOUSE Sony
PRICE £44.99

It's unfair to crticise originality, so we won't. This is an attempt to create a different kind of experience for the PlayStation gamer by way of dispensng with speed, noise and garish colour in favour of a more subtle way of passing an hour or so. It's a new idea, and credit for that. But it's a bad idea that translates into a formless affair offering almost nothing – certainly not your money's worth because, let's face it, if you're that worldweary, it doesn't cost a penny to lie down on your bed.

GRAPHICS 5
GAMEPLAY 2
LASTABILITY 2

OVERALL 2½

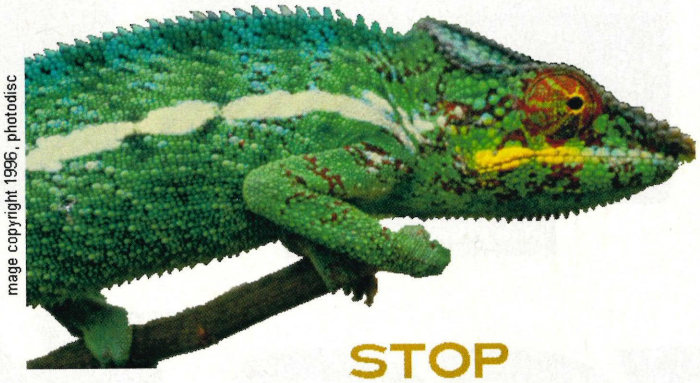
I WOULD HAVE GIVEN IT... 4



The free thang you get with the PlayStation where the Manta Ray swims around and the odd shoal breezes past is better animated, has more gameplay and is reamer than Aquanauts

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THE ART OF ADAPTION



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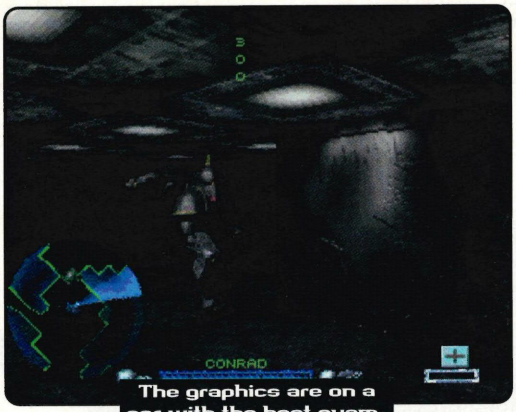
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The graphics are on a par with the best examples in the Doom genre



SpaceH



by STEVE

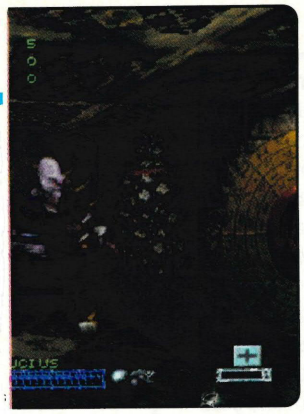
An under rated game on other formats, EA hopes its PSX twist on the Alien inspired will do a lot better



You are in control of a team of Space Marines, drafted in to board the hulks and eliminate any Genestealers that may be lurking aboard. It wouldn't be so difficult if they remained in hibernation but the psychic energies of you and your team inevitably trigger their senses and they wake up to make your life very difficult indeed.

Your team (actually sometimes you get a lone mission but more often than not there are upwards of two or three marines to boss about) is given a specific mission, be it collect a useful artifact, burn down a particularly active area or even just sweep through the ship clearing all areas.

The nucleus of the game engine is similar to that of the Doom style games but if you're expecting all out action you're going to be disappointed. For the first few missions you can get away with actually controlling the marines physically but as soon as you step up a single difficulty level you'll be doing most of your work on the planning map.





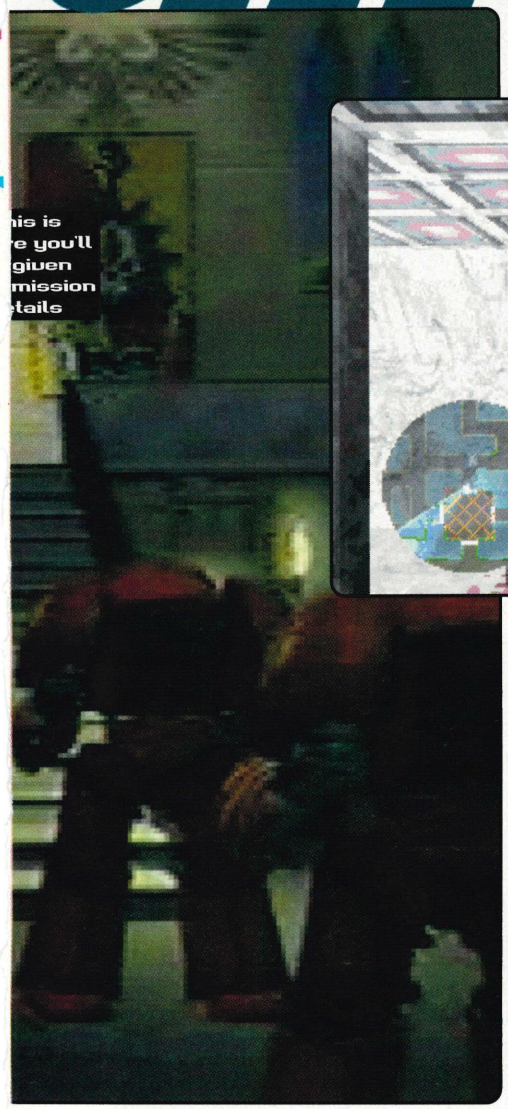
High on atmosphere, Space Hulk will send a shiver down your spine and more than likely give you a headache from all the quick thinking you are called on to do.

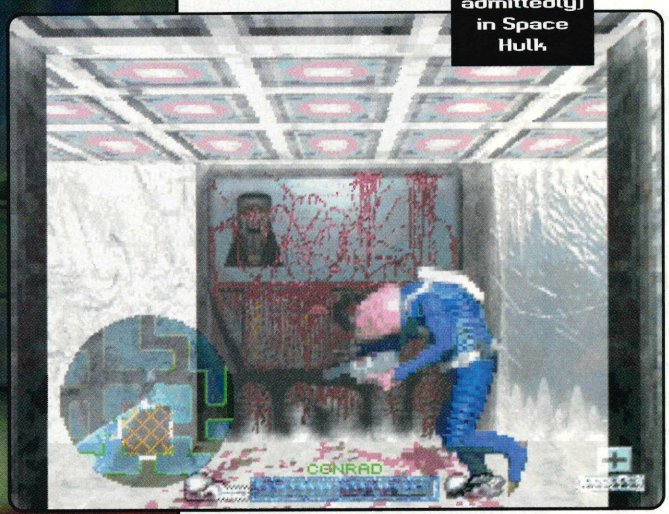
But before I get ahead of myself and into the review it's general overview time.

With the advent of warp drive mankind was able to explore the furthest reaches of space. Journeys that would, in the past have taken several thousand years were now possible in weeks (or something like that anyway). Of course this meant that if something went wrong in deep space the crews would have no way to get help and in many cases died thousands of light years from home leaving their ships derelict - the space hulks of the title.

These ships became the havens for a vicious race known as the Genestealers who would hibernate aboard them until the ship drifted into populated space, at which point they would awake and wreak havoc on the nearby planets.

ulk



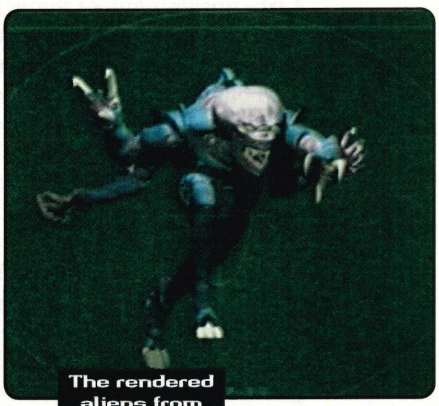


There's a lot of blood and mutilation (mainly of aliens admittedly) in Space Hulk.









The rendered aliens from the intro sequence are highly impressive

Space Hulk

I have to say that the voice over to the game is very annoying. The actors are poor and the things they say are at times cringeworthy both in content and the way the line is delivered. It spoils the atmosphere to an extent but, what with this being tense in the extreme anyway it just about gets away with it.

Space Hulk is essentially a strategy game and goes a long way to proving that games that make you think are necessarily always deathly boring (as was the case with A Train). The mix between action and strategy is almost perfect - the speed never becomes ponderous. Maybe if all strategy games could manage a similar effect then maybe the genre wouldn't have the dull reputation that games like Panzer General have saddled it with. The graphical style will attract many new fans who I reckon will be pleasantly surprised once they get over the shock that they haven't bought the latest Doom clone.



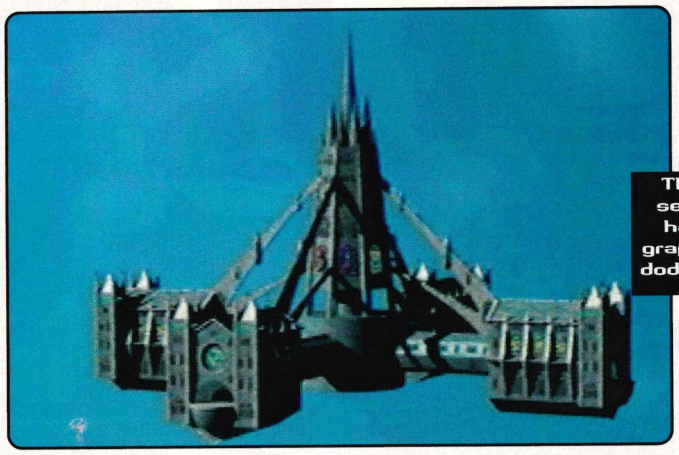


The map is where you direct your troops and dish out the vital instructions that will ultimately mean the difference between success and failure in each mission. Your planning time is limited however to keep the game moving along at an acceptable pace and to stop you spending hours meticulously working out your strategy.

This is governed by a timer at the bottom of the screen. As you give your instructions the blue bars gradually diminishes and as soon as it disappears completely you know all hell is about to break loose.

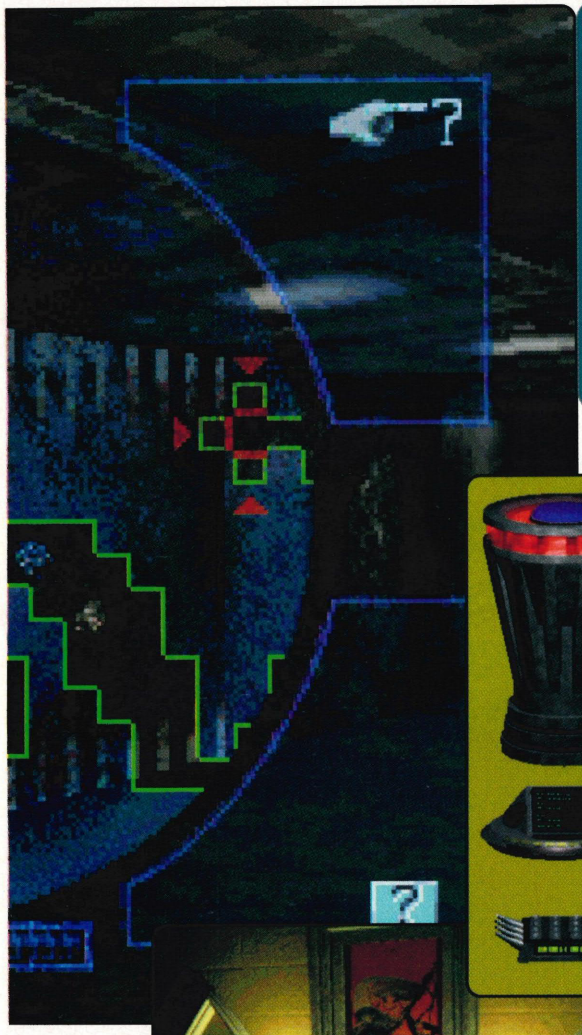
You can tell the marines to carry out all sorts of actions. For instance you can position one at the end of a corridor and tell him to wait there, looking along the passageway to make sure no aliens can attack you from behind. You really do have to think about what you're doing though because it's quite difficult to find an area where you can back your soldier up against a wall so that he can only be attacked from one direction. Leave him open on all sides and he really is going to be easy prey for any Genestealer that happens to wander by while his attention is focused in another direction.





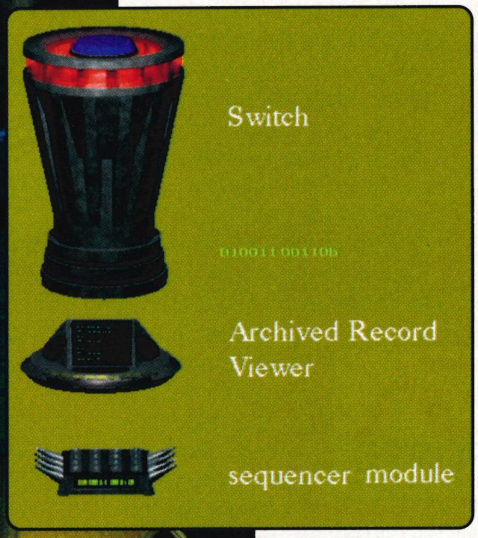
The intro sequence has nice graphics but dodgy acting

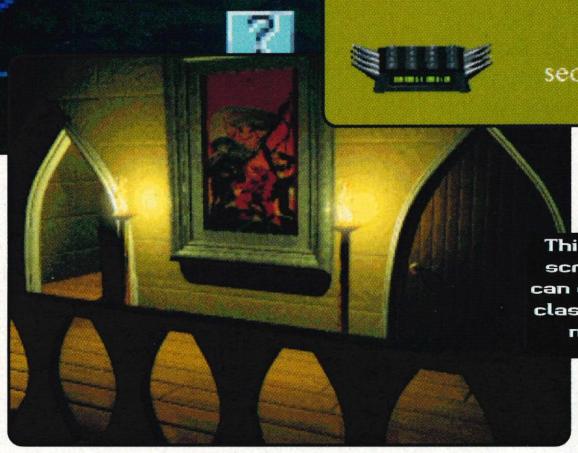




I like Space hulk a lot, and I believe that anyone who gives it a chance will like it as well, but the reaction of other members of the team suggest that not everyone is prepared to spend the time on it that is necessary to get any kind of enjoyment from it.

Comments like 'I hate that game', and 'I can't believe how slow it is' could be heard over my shoulder while I was playing and unfortunately that's the attitude that it is going to have overcome to achieve large scale success. It looks good, plays well (with a nice blend of thought and action) and gives any player a long lasting challenge that only becomes boring when it becomes a touch too difficult on some of the later missions. If I had to make a decision on whether to spend forty quid on it or not then personally I wouldn't hesitate. It's as enjoyable a game as I've played in a long while and I don't care what anybody else in the office may have to say about that.





This is the options screen where you can choose between classic, historical or new missions

SUMMARY
GAME Space Hulk
GENRE Arcade strategy
SOFTWARE HOUSE EA
PRICE £44.99

The biggest problem Space Hulk will encounter is people's attitudes. When they find out it's essentially a strategy game a lot of people will decide that it's not for them and that's a shame because this is undoubtedly the inevitable exception to the rule. You can't fault it graphically and there is enough action and strategy in there to satisfy most people, which, along with a ton of atmosphere make it one of the best options around at the moment in my humble opinion.

GRAPHICS 8
GAMEPLAY 8
LASTABILITY 8

OVERALL 8

I WOULD HAVE GIVEN IT... 7



I take on board what Steve says, but I'm afraid I'm "One of those people", and it's a little too pedestrian for my liking. Excellently presented and with real long term appeal though

The 24

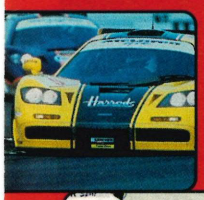
The Le Mans 24 hour race is the oldest and most prestigious car endurance competition. Alex Lee brings you the true report of this year's event and briefly mentions EA's Andretti Racing 97 – the whole reason for him being there

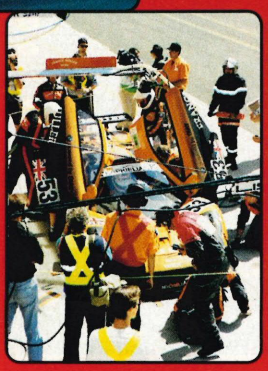


Le Mans is as glamorous as Pussy Galore – the drivers love it, the pit crews love it and the chicks love it. It's the loudest, longest and most lap-mungous car race going, bar the *Lee-McNally A34 on the way to work challenge* every morning.

Put up for the Friday night in the Regency Court hotel – the place where the tramps hang out when there's no room underneath the arches – a dishevelled crew of British magazine journalists had to somehow make it to Victoria station for 5:15 am – yup, the middle of the night unless you're an insomniac milkman.

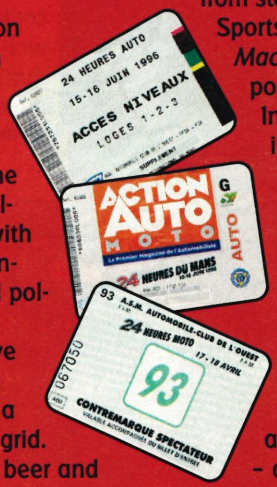
After a few short minutes of introductions and small talk it became painfully evident who the object of derision would be for the rest of the trip. Someone called Giles, who works for FHM and Just Seventeen, was the bloke who's brain would start working if he only stopped talking. Forgetting him, however, the rest of the crowd were generally okay even though some of them worked for rival mags.





Not in the slightest bit interested and want to know about the game? Okay, after a shaky flight on a small propeller-driven plane – upon which cakes and buns were provided to take our minds off the turbulence – and a couple of coach journeys we finally arrived at Le Mans where it was as hot as a Brit PlayStation with a Jap power lead in it.

I donned my grey sweatshorts (a gift from the thunder-thighed Nick Walkland out of Empire Interactive) and was soon wowing the chicks with my pasty-white, football-scarred legs. The good news was that rather than slum it in one of the packed blood-boilingly hot grandstands with sweaty, garlic and onion-eating ticket-buying hoi polloi, EA had shelled out £20,000 for an executive suite positioned directly above the pit lane with a top view of the starting grid.

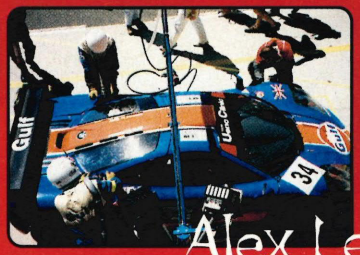


Ream. Free food, free beer and fast cars. And a couple of monitors linked up to PlayStations playing Andretti Racing 97. So, to the game – more on the race later – maybe. The EA Sports division has signed an exclusive agreement with the motor racing Andretti family – Mario, Michael and, ahem, Jeff (like Ken out of Bros or the bloke with the curly hair out of Right Said Fred).

Signing the deal means that EA has been able to spend plenty of *quality time* with the Andrettis. So much so that Andretti Racing 97 has exclusive interviews with Mario and Michael, whereas Jeff lends his expert advice in-game.

Presented like a telly show, ABC Sports' and ESPN's racing broadcast duo Derek Daly and Bob Jenkins provide race reports from start to finish and Fox Sports bloke James *Sex Machine* Brown shakes his post-race thang. Offering Indy and Stock car racing, Andretti 97 boasts 18 tracks, of which four are simulations of real 'uns – Vancouver, Toronto, Australian Gold Coast and Australian Thunderdome. Crashes – the reason why non-car enthusiasts watch motor racing – are depicted in detailed 3D with parts flying off in spectacular fashion. Tom Stone, vice president of EA Marketing, is a happy man. 'We have worked closely with Mario, Michael and Jeff to develop the most comprehensive 32-bit racing simulation that will completely immerse consumers into the world of racing.'

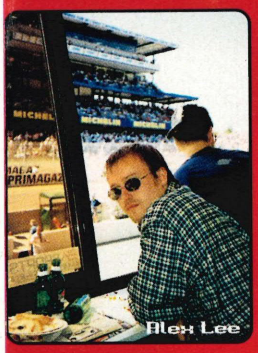
Getting onto the important gameplay bit – as well as single player, there's a split screen one-on-one and a four player option using two PlayStations and a multitap. Three camera angles are selectable and a picture-in-picture feature



Alex Lee now has bag

Tour Tech





allows drivers to find out where the lead car is, switch to an external view to check for damage or monitor cars behind through the rear view mirror. That's it for the game for now – this is only a pre-pre-view/feature after all – find out further exciting information on it in next month's PSX-Pro. Until then, you'll have to make do with hearing about the rest of the Le Mans trip.

Le Mans '96 started an hour before it usually does – 3pm French time, which is an hour ahead of us. The reason? Obvious – England v Scotland was due to kick off at 4pm French time. The powers that be at Le Mans wanted a full stadium to witness the deafening, ozone-layer puncturing start, rather than have a good few thousand pile over to the large, dusty field nearby to watch the match live on a ten-foot square screen.

It was no great surprise, however, that a large contingent from the Electronic Arts trip made the twelve minute trek from the suite to the field of dreams. And dust, perspiration and beer. Two mint goals from the glorious England XI silenced the once mouthy, now mute token Jock contingent.

Meanwhile, back on the race-track, one of the Porsche teams driven by some German blokes was building up a healthy lead.

EA PR Bloke Fact

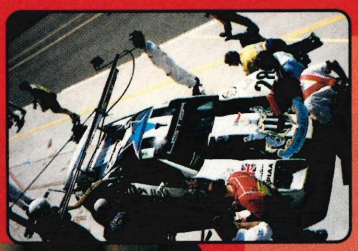
Nick Malaperiman of EA has three nicknames – Bog, Batwings and Charlie



Apparently. And that's how it finished, after twenty-four gruelling hours tearing around the eight and a half mile circuit. Check any bland car racing magazine for accurate details.

As far as the trip was concerned it was generally ream – Electronic Arts looked after us well in the face of some logistical nightmares and, at the end of the day – three o'clock Sunday to be precise – it was free. Yup, everything was paid for by EA – the international software publisher with more corporate muscle than the Muscle Corporation. Andretti '97 reviewed in PSX-Pro October.





A Day and a bit at Le Mans

04:35 Sat June 15 – Barefoot hotel manager wakes us up by banging on our doors
05:15 The bleary-eyed meet at Victoria railway station
05:45 Coach leaves for Southend – conversation strained
06:15 Arrive at Southend – hangovers kick in
07:30 Converted cargo plane takes off for Tours, France
09:05 Arrive at TAT airport amid sporadic bursts of laughter
09:30 Check in at posh hotel in Tours
09:35 Eat breakfast. Never mind l'escargot and legs du frerg, where's the croissants?
10:00 Set off on coach to Le Mans
12:30 pm Arrive at Le Mans. Miss interview and photo opportunity with Mario Andretti who's been waiting for us for hours. EA's Nick Malaperiman, who's just lost a 90 minute battle to pacify him and convince him we're worth holding on for, considers the option of suicide
13:00 Find executive suite after half an hour's walk through shoe life expectancy-reducing dust
13:05 Start drinking heavily and eating rice sandwiches
15:00 World's nosiest race commences – if I could think I wouldn't be able to hear myself
17:45 England beat Scotland 2-0 on big screen in front of 1,000 English people
21:00 Still as hot as the devil's ass, it's time to leave for a pleasant evening meal
23:00 First course served – Malaperiman starts chuckling a lot
00:01 Sun June 16 – Sweet served, presented with tasty leaves
04:35 Arrive back at hotel knackered. Go to sleep
11:00 Travel back to Le Mans to see the end of race
15:00 Race ends. Blank notepaper, cakes etc get chucked from suite window onto crowds below



Edited Highlight

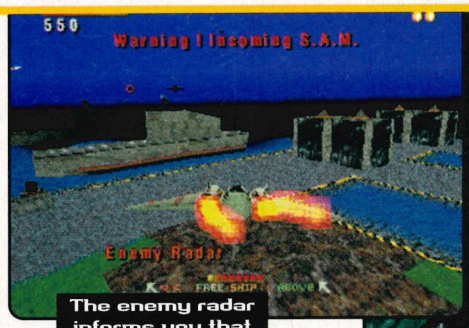
A Newcastle t-shirt got hurled from the suite next to ours. Five nimrods had a massive fight over it – a fat bloke who was sweating so profusely stunk of salty urine won what amounted to a dirty piece of wasting after a ten-minute tug-o-war during which time he lost his hat, his Walkman and had his pockets picked

gs under his eyes the size and shade of coal sacks

Except Top Gun of course - that was good. And Gunship - you couldn't moan at that. And Agile Warrior. And Magic Carpet was okay too.

Oh alright, so there has been AN ABSOLUTE REAMLOAD of really good flight simulations on the PlayStation to date, and Telstar are hoping that their product joins the list. There, how's that? Satisfied?

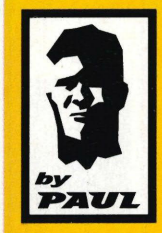
The way in which StarFighter 3000 differs from other games of this kind though, is that, on the face of it, it contains far less limitations than most. Conducted in an entirely artificial environment designed to test the skills of prospective *FedNet* pilots (more of those later - possibly), the programmers have free range to design whatever landscapes or obstacles they want without having to bother too much about the limitations of reality. If they want an immense space ship with laser cannons and a force field generator, or a super-quick future-looking miniature craft painted green which can only move up and down, then they can have them. It all makes for a more varied style of game, and that can only be good.



The enemy radar informs you that there is an incoming S.A.M on its way. Oh bugger

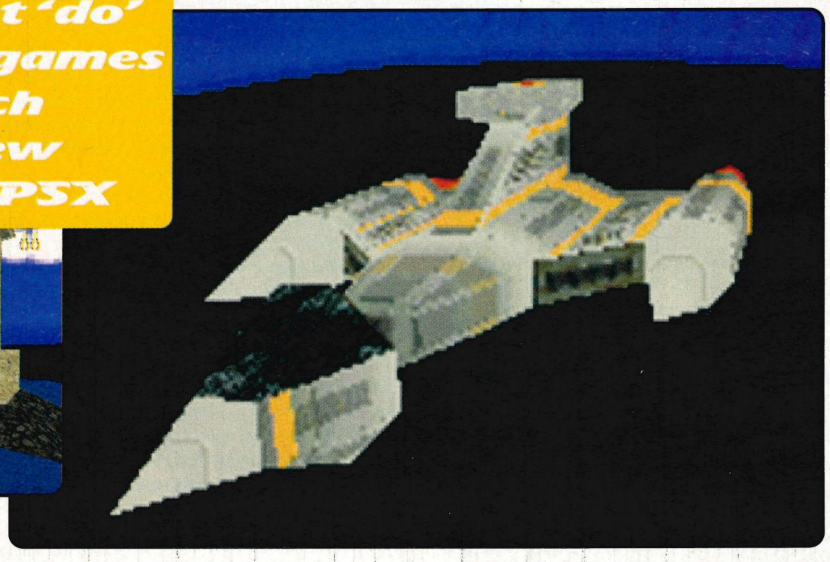


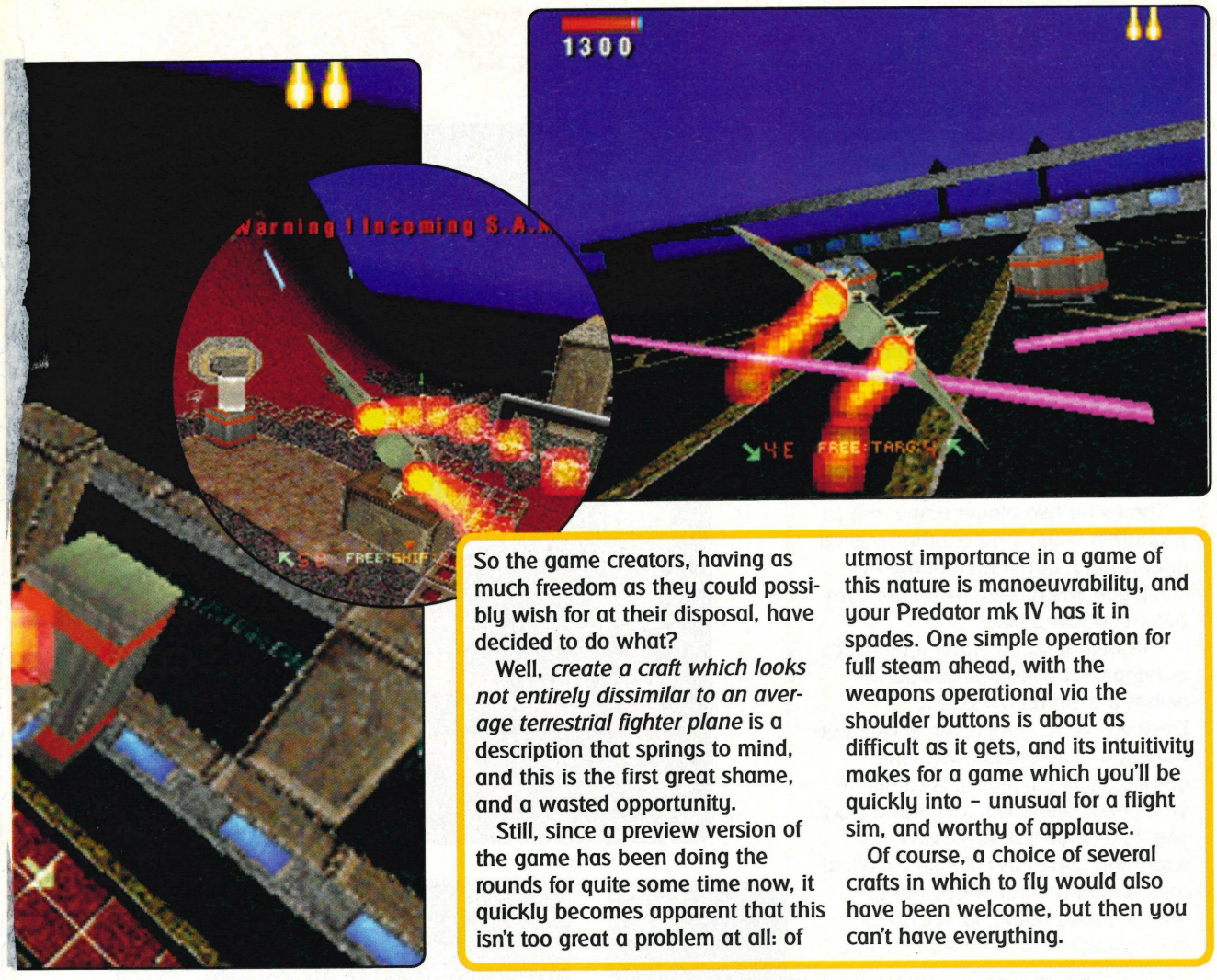
Starfigh



Telstar is about to have a valiant 'do' at the flying games genre of which we've seen few decent 'uns on the PSX







So the game creators, having as much freedom as they could possibly wish for at their disposal, have decided to do what?

Well, *create a craft which looks not entirely dissimilar to an average terrestrial fighter plane* is a description that springs to mind, and this is the first great shame, and a wasted opportunity.

Still, since a preview version of the game has been doing the rounds for quite some time now, it quickly becomes apparent that this isn't too great a problem at all: of utmost importance in a game of this nature is manoeuvrability, and your Predator mk IV has it in spades. One simple operation for full steam ahead, with the weapons operational via the shoulder buttons is about as difficult as it gets, and its intuitivity makes for a game which you'll be quickly into – unusual for a flight sim, and worthy of applause.

Of course, a choice of several crafts in which to fly would also have been welcome, but then you can't have everything.

ter 3000

What StarFighter 3000 does offer is a choice of camera angles. The default is an *over-the-shoulder* affair from just above and behind your craft, with the option of moving into the cockpit for a more intimate feel of the action. The shoulder view works just fine as far as hammering around in the sky goes, and is by far the better option for pulling off treat aerial stunts which the cyberchicks just love. And that lot.

The numerous missions upon which you embark vary wildly in terms of length and difficulty. At first, with a little practise, nothing is overfacing, and your tasks are straighforward: dock with the mothership, blow up a couple of buildings, and that kind of thing. Your weapons are relatively puny and the enemies in your path are along the same lines. With progression, complications set in in the menacing shape of much trickier foes, and extra weapons are required in order to steer well clear of the morgue, and these are available through a number of bonus stages.



Here we are on our way to blow up Camelot, or something

Starfighter 3000

As the man says, it isn't all fight, fight, fight. For part of the time your primary concern will be to defend a given section of vector from enemy attack, and this is where a touch of thought and strategic planning is needed. An excellent innovation - albeit a small point - is Telstar's pyramid system of mission selection. You begin at the bottom, and having completed one, are given a choice of a numbeor of others which you can tackle in any order. all of this second tier must be completed before you progress upwards and onto an even larger choice.

There's no two player game, which is another shame, ad another wasted opportunity, but in may of the missions you will receive help from computer controlled allies.

This help may be either requested, or happened across as you sortie across a plain on a mission. Destruction of... whatever, is well portrayed, and in keeping with the game's graphical polish. A couple of well aimed shots will take out a truck, say, in a small but impressive explosion, whereas it'll take excellent aim from numerous shots, not to mention nifty flying, to see off an enemy craft or land based structure.



"Bandits at twelve o'clock," roars the pilot. "Excellent, we've got a good half hour until then" replys the cheeky gunner. Boom, boom, etc...





Below, your aircraft seems to engage with Buck Rogers' spare 'knockabout' motor



SUMMARY

GAME Starfighter 3000
GENRE Strategy/Shoot'em-up
SOFTWARE HOUSE Telstar
PRICE £39.99

The missions vary in terms of expectation, if not in a graphical sense. The control method is good, it's decent to look at and the sound is more than acceptable. StarFighter 3000 has been in development for quite some time on various formats, and comes as a surprise hit on the PlayStation, where competition is fierce. It could have been better with the odd tweak and the chance to play against a mate, but is nontheless perfectly playable and highly recommended as it stands.

GRAPHICS 8
GAMEPLAY 8
LASTABILITY 8

OVERALL 8½

I WOULD HAVE GIVEN IT... 5



Yes I admit I haven't played it as much as Paul and he's obviously got far enough into it to find its good points, but PlayStation games are about instant gratification. This has none.

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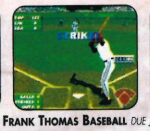

GENSO SUIKODEN DUE AUGUST


F1 DUE JULY


RAGING SKIES DUE SEPT

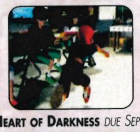

DIE HARD TRILOGY DUE SEPT


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FRANK THOMAS BASEBALL DUE JULY


TUNNEL B1 DUE SEPT


BURNING ROAD DUE JULY


HEART OF DARKNESS DUE SEPT


RESIDENT EVIL DUE AUGUST

TOP TEN

Compiled from Gameplay sales 1/6/96 - 23/6/96

1	RIDGE RACER REVOLUTION
2	NEED FOR SPEED
3	ALIEN TRILOGY
4	ADIDAS SOCCER
5	STREETFIGHTER ALPHA
6	DOOM
7	DESCENT
8	ACTUA SOCCER
9	X COM
10	TRUE PINBALL

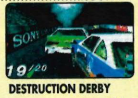
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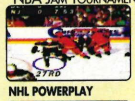

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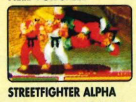

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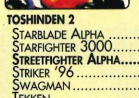

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PS7(8)

Internati Trac

Track & Field is an arcade legend. Konami are about to make it a PSX one too

by PAUL

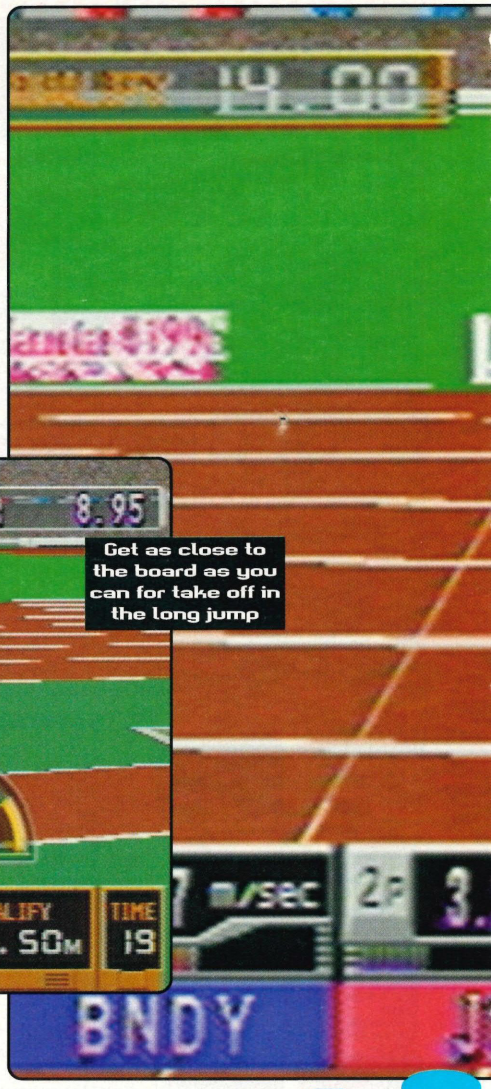
The four yearly spate of Olympic releases has come around again because, obviously, the Olympics has come around again. And this year, of the two games that have come out there's not a lot to choose between them.

Both have similar gameplay styles (wild, frenzied button bashing), both have similar events (the usual athleticy stuff), and both are superb multi player games but a lot less enjoyable on your own. Konami's game has a couple of major points in its favour though that could well lend it that extra edge needed to come out on top. Firstly there's a lot of tradition behind the Track & Field name. Basically, anyone over the age of twenty will remember it from their childhood when it was undoubtedly the biggest arcade machine around for a long, long time, and in sales terms this is a big plus. Secondly, and I'm sure US Gold wouldn't disagree, this game looks a lot better because of some of the most impressive motion capture I've seen.



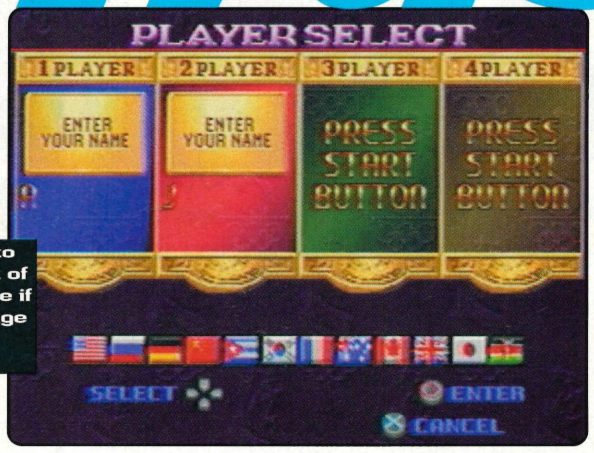
Get as close to the board as you can for take off in the long jump







You get to have a bit of a celebrate if you manage a good victory







Tonal k & Field

International Track & Field features ten of the more traditional Olympic events, the full list being 100 meters, 110 metres hurdles, Javelin, Discus, Shot Putt, Pole Vault, High Jump, Hammer, Long Jump and Triple Jump and all are played in a similar fashion. Events like the 100 meters and swimming are mainly just thrash away at the buttons as quickly as you can and hope to get to the finish line first.

It's in events such as the throwing, jumping and hurdling that you have to employ a little more technique. I'll use the Shot Putt as an example to demonstrate the point. To start an attempt you bash away at the circle and triangle buttons as fast as possible to build up as much power as you can and then as the athlete begins to turn in the circle an arrow will start to sweep across the screen. The key to a good 'putt' is to time your movements so that the angle of throw (achieved by pressing and holding down X) hits optimum as the arrow moves to the centre of the circle. It's all in the timing and after a lot of practise it all starts to become second nature.

It's dead simple to get to grips with really, and if anything I've made it sound more complicated than it actually is.





The hurdles test your hand eye coordination

International Track and Field

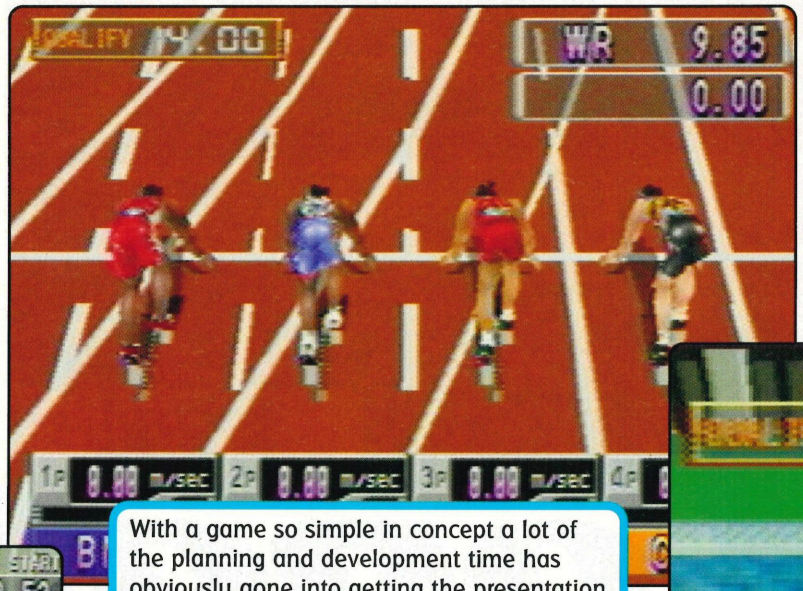
You probably won't notice at first because you'll be too busy concentrating on your button bashing but this is an incredible looking game, and Konami are definitely setting the standard that other motion capturers should be looking to attain (their baseball game, done using the same technique is also stunning).

It's the incredible realism (both in movement and look of the athlete) that make this stand out from the crowd and give it the nod over Olympic Games. Each team has several different athletes competing in different events (I think there are three - one for running and jumping, one for swimming and a hefty one for throwing) and each athlete has been fully motion captured to make it ultra realistic. Also impressive is the stadium (and pool) in which the events take place in front of a big crowd. The programmers have looked closely at the set up of a real venue and modelled their game closely on it, right down to where the judges are positioned.

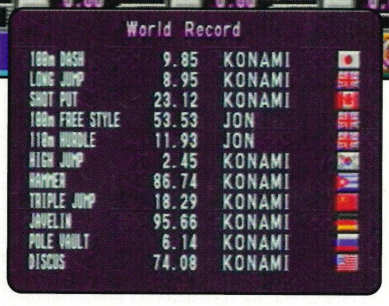


You can play the ten events in any order you choose





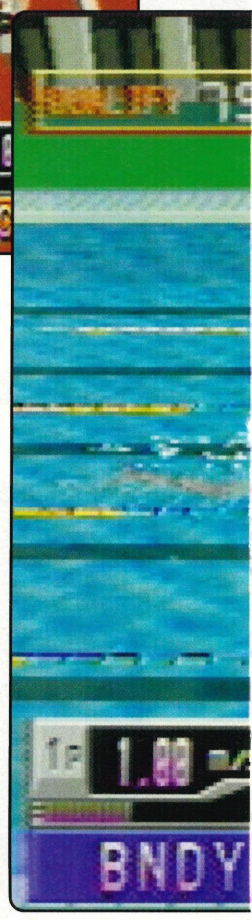


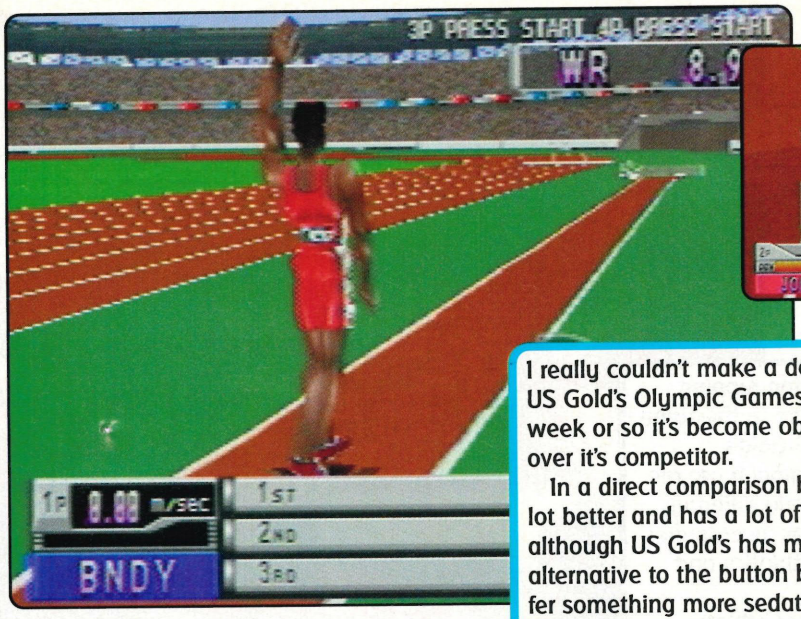


With a game so simple in concept a lot of the planning and development time has obviously gone into getting the presentation just right. Apart from the graphics the sound is also just about perfect. The large crowd is excited/excitable and behave in just the way you would expect them to.

A nice touch for example is when preparing for a jumping event such as the high jump the crowd will start to clap slowly to help you with your rhythm. I could never actually imagine that working but it happens in real life and creates the right atmosphere for the game as well.

I have to say it though, as a one player game this really isn't much more than a good game. It'll occupy your time for a short while but it soon becomes a bit tedious once the quest for world records has lost its appeal. As a two player game though (or four with a multi tap) it's a very different prospect and ranks right up there with the very best games on the PSX to date (yes, even Worms!).







It's easier to qualify on lower difficulty levels

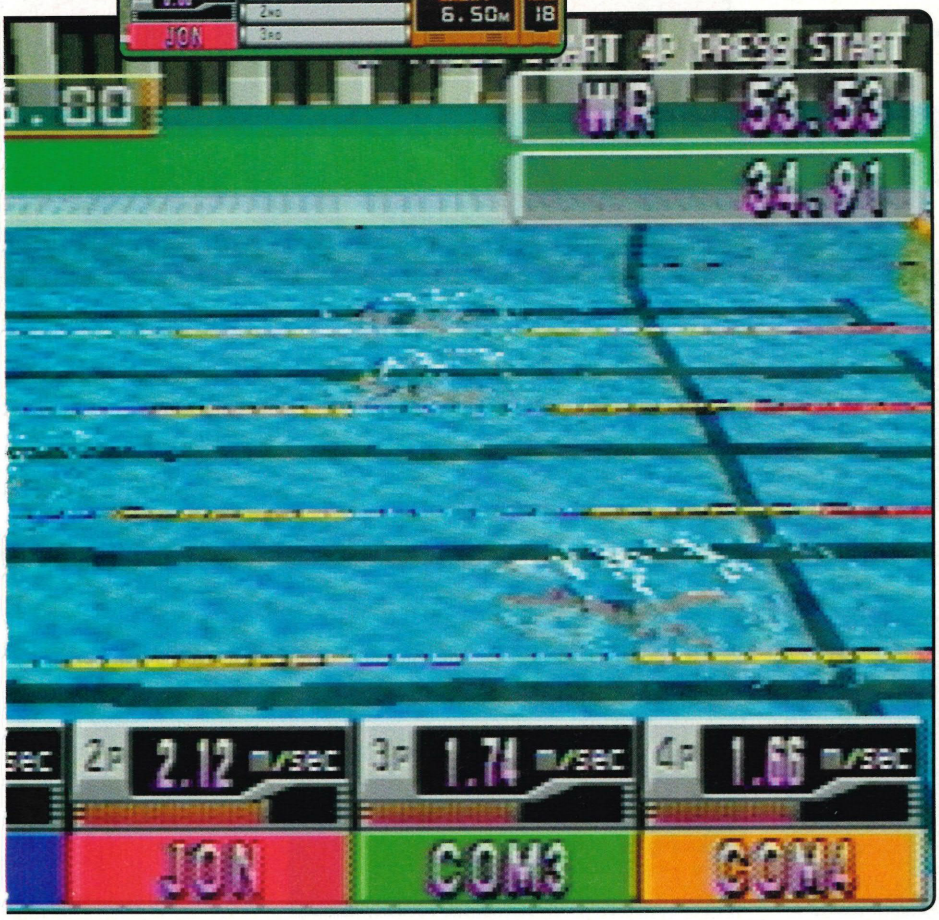
I really couldn't make a decision whether I prefered this or US Gold's Olympic Games for quite some time but after a week or so it's become obvious that this has a definite edge over it's competitor.

In a direct comparison between the two Konami's looks a lot better and has a lot of history behind the name and although US Gold's has more events and also offers a handy alternative to the button bashing method for those who prefer something more sedate, it just lacks that little something extra that constantly drags you back to Track & Field.

So which one would I recommend you should buy? Well, I'd have to say go for this one simply because it's that little bit better in just about every department - graphics, presentation and most importantly playability.

Olympic Games is by no means a bad game, in fact, far from it, but the old hands really have let their experience shine through in crafting one of the most enjoyable games I've played in a long while.





SUMMARY

GAME International Track & Field
GENRE Sports Sim
SOFTWARE HOUSE Konami
PRICE £39.99

I suppose there could have been more than ten events, but then I'm just being picky for the sake of it because I can't think of anything else bad to say. I thought it was going to be a close run thing between the two athletics games we've looked at this month but the whole team, having played both for a considerable time are unanimous that this is the better option by a surprisingly large margin. A more than worthy successor to the legendary Track & Field and the best athletics game around.

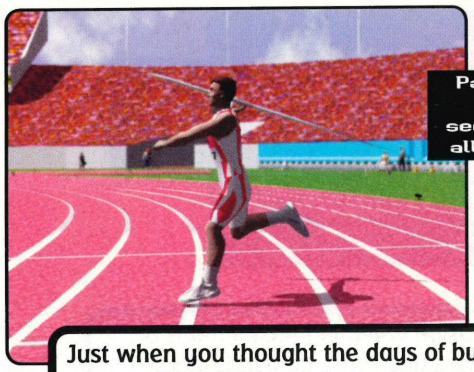
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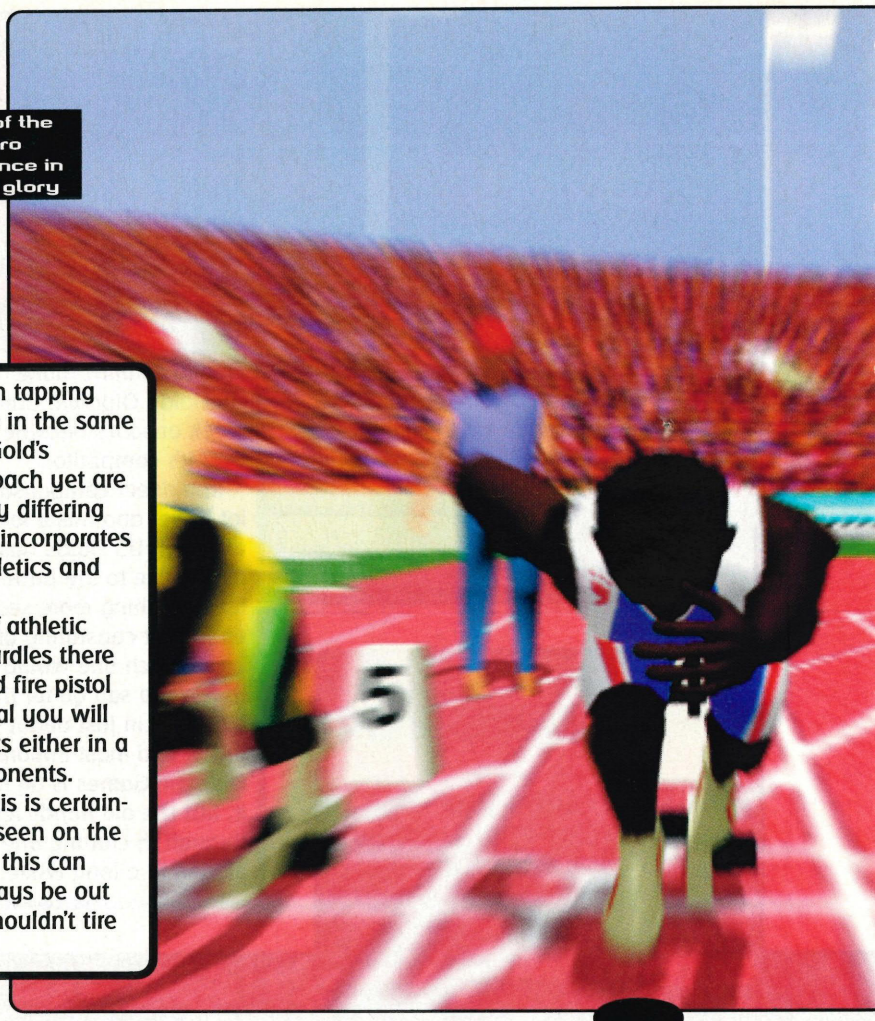
I WOULD HAVE GIVEN IT...10



... based on a three or four players using the Multitap, because as far as pure videogame enjoyment goes, it is unsurpassable. Slightly less appealing in single player mode though...



Part of the intro sequence in all its glory



Just when you thought the days of button tapping were well and truly gone, we receive two in the same month - Konami's Track & Field and US Gold's Olympic Games. Both are similar in approach yet are completely individual attempts with vastly differing skills required. US Gold's Olympic Games incorporates other events rather than the standard athletics and freestyle swimming.

So as well as having the usual range of athletic events such as the Javelin or the 110m hurdles there are also shooting events such as the rapid fire pistol or the age old archery competition. In total you will compete in fifteen strength sapping events either in a single player game or with 8 human opponents.

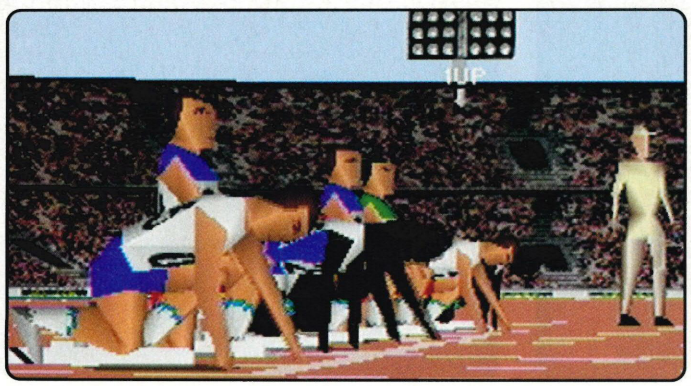
There's something for everybody and this is certainly one of the most competetive offerings seen on the PlayStation so far. With so much on offer this can keep you occupied for ages. You will always be out to better your best and this is why you shouldn't tire of this for a long long time.

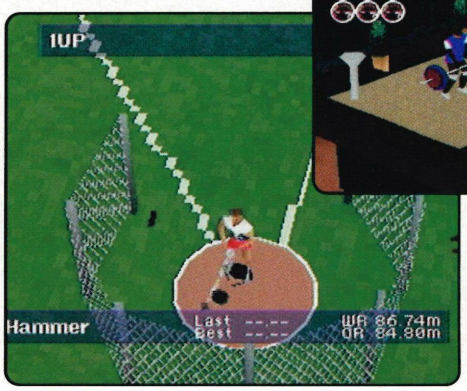
Olympic



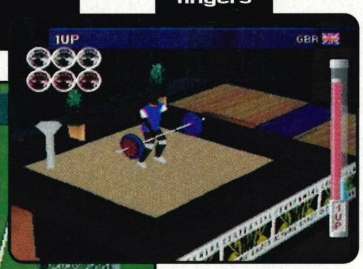
by ANDY

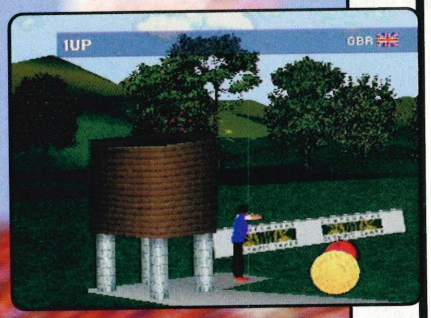
The Olympics is the arena in which to gain glory — US Gold now showcases its second Olympic sports title to the world

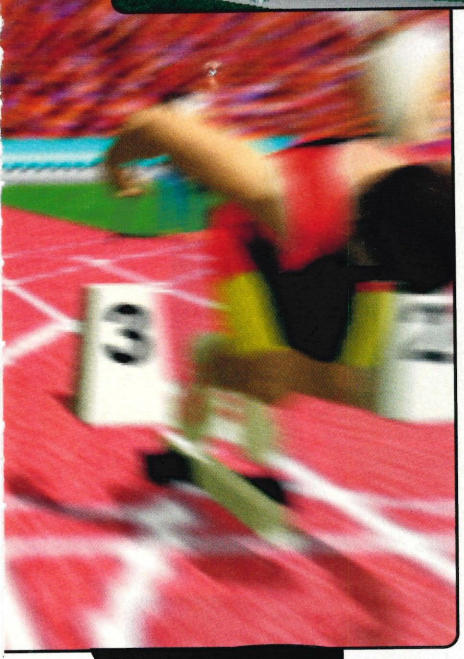




The weightlifting really is a hefty challenge for the fingers







As with their Olympic Soccer US Gold have opted not to use the motion capture option and this means the competitors may not look too realistic but they move fluidly and are capable of contorting into many realistic positions during the course of the events. So for this alone US Gold deserve some credit, it shows you don't need to be too adventurous graphically to come up with quality goods.

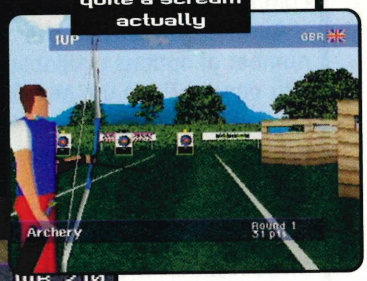
Once again we have a game which relies heavily on its gameplay and luckily Olympic Games has toned this to make it ridiculously simple and addictive.

Your player's power is controlled by tapping two buttons consequtively to build up momentum. If this poses too much of a threat you can also configure this so you only use one button for the power and one for the release point and angle.

This is of course cheating in the eyes of us here at PSX-Pro so doesn't come into any contest when we play. It just means that this player has an unfair advantage and this just isn't on.



The archery is quite a scream actually

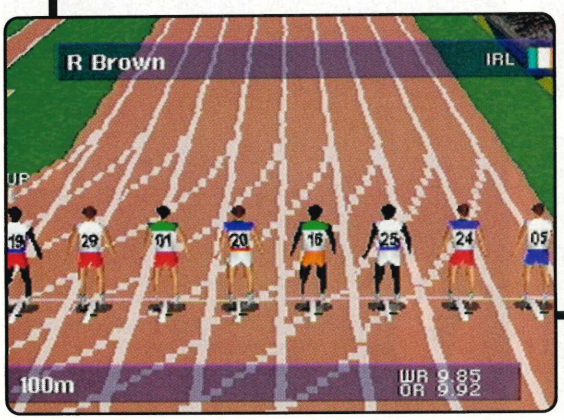


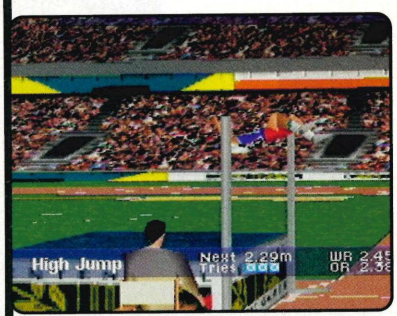
Games

Some events will obviously take plenty more time to adapt to than others and this is where the whole game comes into its own. To master an event takes some time but while you can become an absolute dream at some, others will have you struggling like never before. This in turn comes into play in a tournament where a few people are involved. It will seem odd that some people can sail through an event that you struggle in and vice versa. So it all evens itself out at some stage.

If there's a problem with Olymic Games it's the fact that some events are far too simple to master. A record can be broken with your second attempt and then you've already reached your limit. Occassionally there are events such as the weightlifting which does require plenty of button tapping and skill. You do actually feel like you've been in some kind of competition due to exhaustion.

Other events are sometimes a little hit and mis in terms of the skill required but this in turn can also add to the feeling of competition.



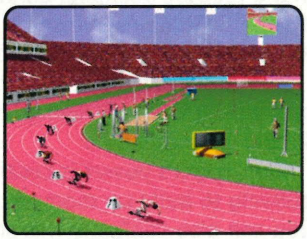


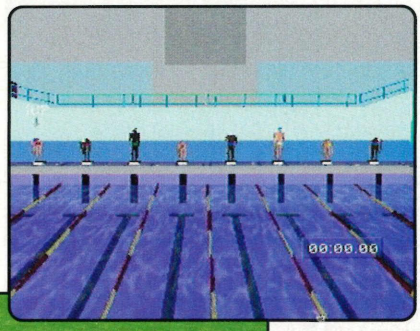
Olympic Games

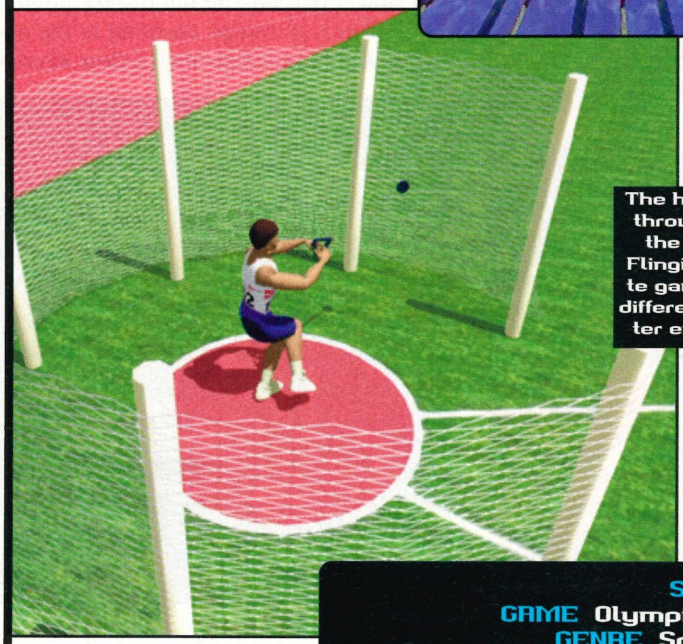
For sound effects there are the usual crowd cheers and the rest but there's also commentary courtesy of Radio Five's Alan Green the same chap who did the voices on Us Gold's other recent release Olympic Soccer.

Where this game differs from Konami's Track & Field is that you can take part in the Olympics against the entire globe. The computer will take the control of the other players in the tournament but be warned. Switch off the computer players otherwise you will have to sit through dozens of computer attempts.

Another difference is the number of options available to any player. There are arcade challenges where you can only fail in three events, olympic games where you try your skill at the whole lot or practice modes amongst others. In these respects there is more on offer in Olympic Games - not to mention the extra events but for sheer quality Konami's effort pips this at the post.



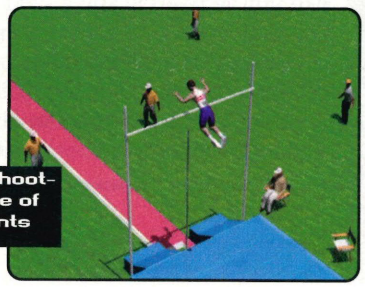




The hammer throw from the intro. Flinging it in te game is a different matter entirely







The rapid fire shooting (left) is one of the best events

SUMMARY
GAME Olympic Games
GENRE Sports Sim
SOFTWARE HOUSE US Gold
PRICE £39.99

US Gold have done themselves proud with their two Olympic titles. The controls and options are simple to grasp and this is exactly what's required. Graphics are also pretty impressive and do question the need for motion captured characters. Apart from a few niggling problems in terms of the controls being too simple so records can be broke regularly and the masively annoying problem of sitting through numerous computer efforts if you fail to switch them off this is a rare treat.

GRAPHICS 8
GAMEPLAY 9
LASTABILITY 8

OVERALL 8

I WOULD HAVE GIVEN IT... 8



It's always a 'mare agreeing with Andy, cos it makes him feel clever and important. Although there's a greater diversity of events than Track & Field, they're too easy to master.

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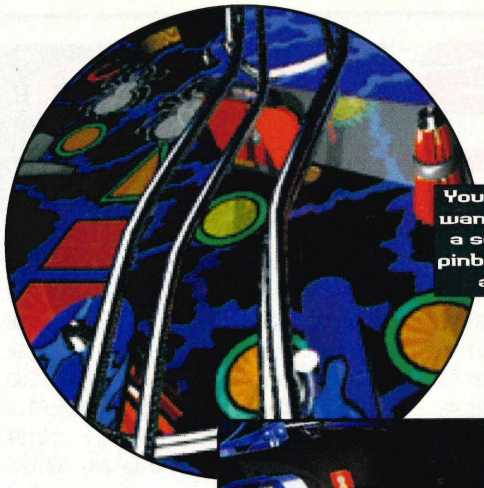
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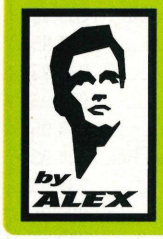


You'll never want to play a scrolling pinball game again





Pro Pi

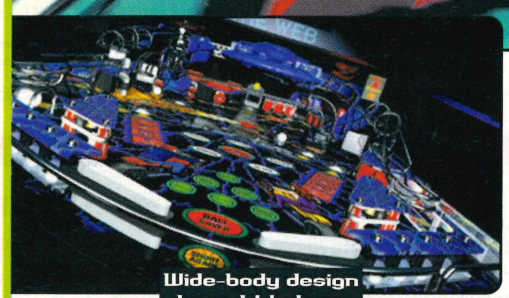


No whores and no spiders, just a singularly ream pinball simulation

Pro Pinball: The Web (PP), unanimously creamed over on the PC, is all set to hit every bonus area going on the PlayStation. Empire's artists and 3D modellers have worked with Silicon Graphics to faithfully represent the view angle you get when playing on a real pinball table. PP features multiple view angles to play with, all offering a slightly different perspective from in front of the table. As the table contains tons of features such as ramps, lanes, bumpers, targets and lights, it's not immediately apparent where to aim your benkers*. Then again, if you own a massive telly like me (which I won), you won't have any problem at all with any view angle.

No matter which view you select, however, a small sepier dot matrix window is displayed at the top end of the table. Scores, bonuses, 3D animations and sub-games appear in this rectangular window, heightening the realism, gameplay and general excitement. The sub-games are simple blast-everything affairs, using the left and right flippers to destroy the targets exactly as you'd expect from a modern pinball machine.

*Fly talk for small iron ball



Wide-body design brought to bear on screen

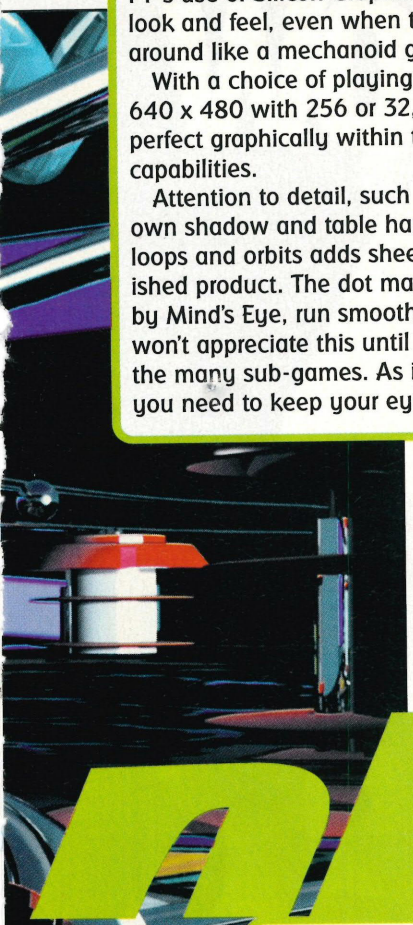
PP's use of Silicon Graphics gives the game a lush look and feel, even when there's six balls flying around like a mechanoid game of Pang.

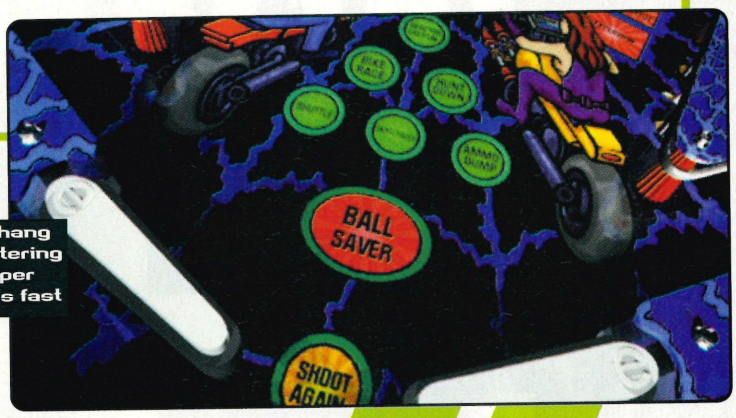
With a choice of playing with resolutions of up to 640 x 480 with 256 or 32,000 colours, PP is near perfect graphically within the PlayStation's current capabilities.

Attention to detail, such as each ball having its own shadow and table hardware including ramps, loops and orbits adds sheen to Empire's highly-polished product. The dot matrix animations, created by Mind's Eye, run smoothly although you won't appreciate this until you've played the many sub-games. As in real pinball, you need to keep your eye on the ball and the bonus areas or else your game'll be over quicker than an England cricket innings.

PP features a host of play modes. If you shoot the centre sinkhole, for example, missions are activated in which you must shoot at specific targets around the table in a limited time.

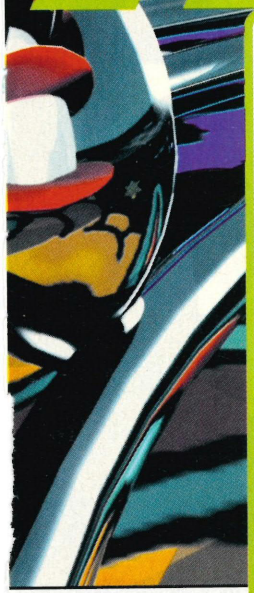
The Space Station Frenzy, Bike Race Challenge, Fast Frenzy and Ultimate Showdown are just four of the many game modes in which the odd sly tilt – performed by tapping the shoulder buttons – never goes amiss.





The whole thang runs at a blistering 60 frames per second. That's fast

pball



The challenges not only separate the cloggers from the wizards but also illustrate the skill levels required to become a proper high-scoring champion. Mindless bashing of the flippers gets you nowhere fast and the table locks up if you hit the tilt three times in any one visit. Mastery of the third flipper, positioned half-way up on the left, is vital.

As mentioned before, there's also multi-ball modes up to six balls – the first time this has been attempted on the PlayStation – and you'd think the programming was a piece of cake given how well it works. Other modes of play include combos when passing from ramps to lanes, powers and numerous other hidden features to discover.

Many a review goes by with only a fleeting mention of the sound. Introducing the exception to prove the rule. PP boasts no less than twenty soundtracks created by Bruce Foxton (ex-The Jam, now Stiff Little Fingers) and Jake Burns (Stiff Little Fingers) exclusively for the game.

The PP soundtrack is one of the best you'll ever hear on a PlayStation game, regardless of your musical taste. Interactive speech, recorded by four professional voice actors, pipes up throughout the game, announcing bonuses and game modes.

SUMMARY

GAME Pro Pinball: The Web
GENRE Pinball Sim
SOFTWARE HOUSE Empire
PRICE £44.99

Before now we've had the ream True Pinball and the rank Extreme Pinball. Pro Pinball: The Web's one table is better than any that the aforementioned titles can offer. The six-ball multi-ball feature is nothing short of wondrous and the real-life gameplay of pinball has been transferred successfully onto the PSX. Technically ream in terms of graphics and realism, it may have scored even higher had there been more than one table. Nevertheless, it's possibly the best PC to PSX conversion of 1996.

GRAPHICS 10
GAMEPLAY 9
LASTABILITY 8

OVERALL 9

I WOULD HAVE GIVEN IT... 8


by Andy

Although it has everything going for it in terms of speed, graphics and the rest only one table is a bit of a rip off. Taken in terms of the one table it just about deserves an 8.



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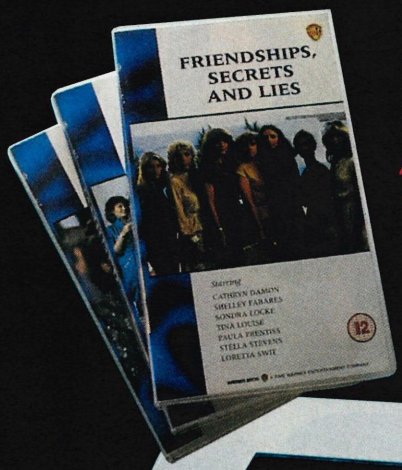
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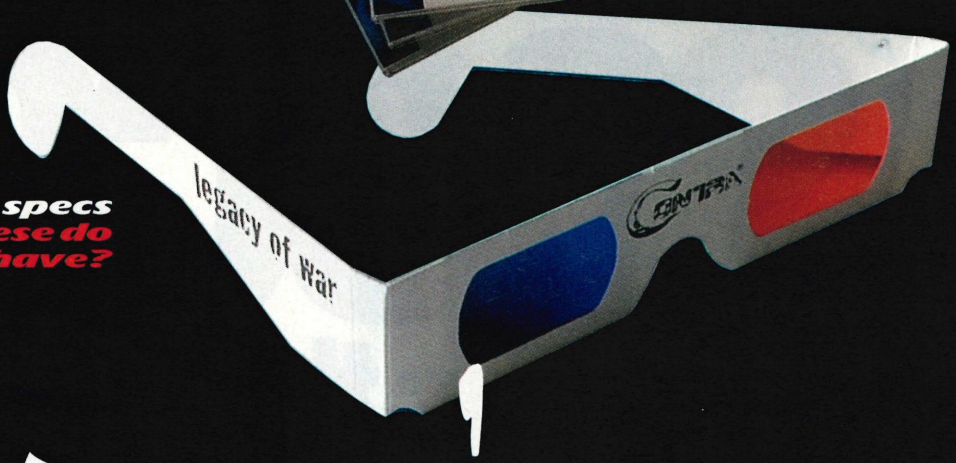
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15 is a multiple of what number?



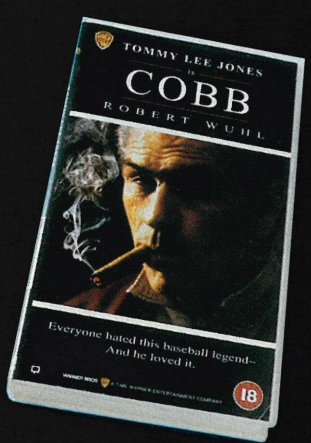
3) Win a set of three treat uplifting vids
Three multiplied by two equals what?



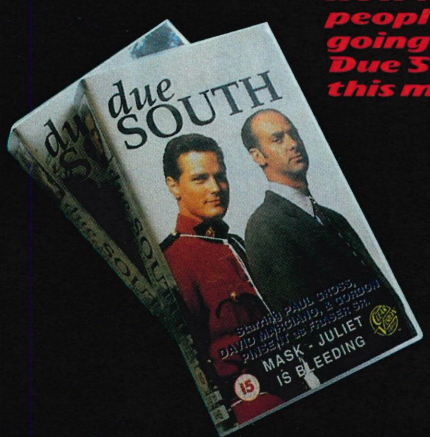
2) Win a pair of 3D specs
How many of these do you reckon we have?

Everyone's a wi

Entry is fr



5) We've got a load more Due South videos to give away to five lucky people
How many people are going to win Due South vids this month?

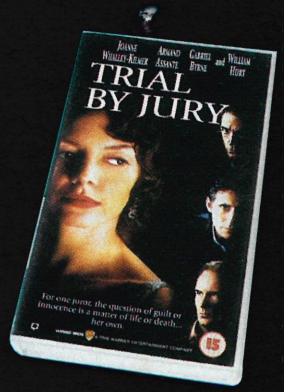


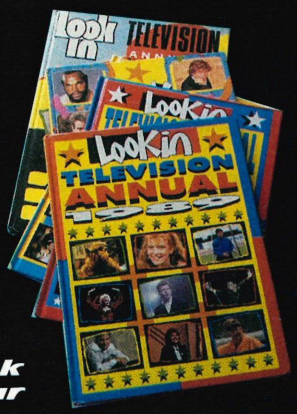
4) Five copies of Cobb up for grabs
How many cigars is Cobb smoking on the video cover?



PSX-Pro Competition Overload

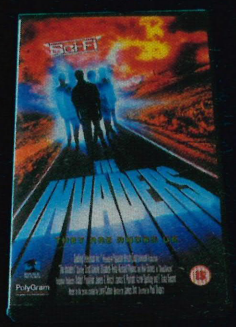
6) We've got five copies of Trial by Jury to give away
If half of a trial jury were killed in a freak accident, how many members would be left?





7) Check out your fave celebs with comedy 80's haircuts in these 'valuable' old Look-In annuals
We've got six annuals to give away - how many copies is that?

8) The Invaders are comin' at ya
How many invaders are there in a quintet?



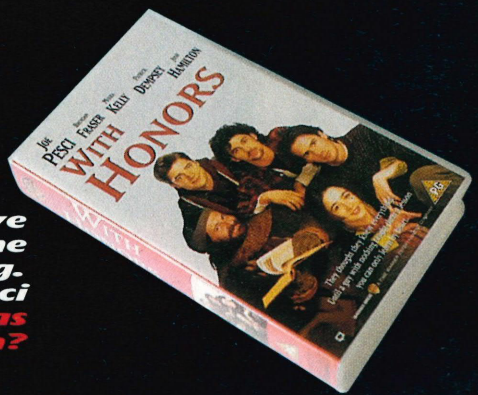
nner baby 9

ee!



9) A set of six classic war films is up for grabs. For the winner every afternoon can be a Sunday afternoon!
How many 'Fatal Missions' did The Dirty Dozen undertake?

10) Top baseball action, Auntie's Sporting Bloomers style
On average, how many hours does a full nine innings of baseball last?



11) Win one of five copies of some American college thing. Starring Joe Pesci
How many Oscars has Joe Pesci won?

PSX

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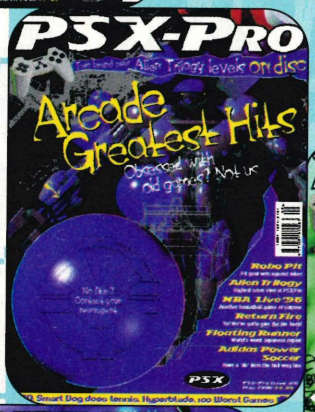


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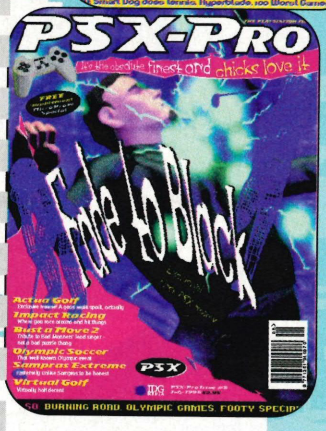
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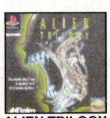
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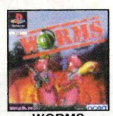

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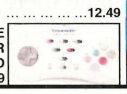
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Resident Evil

Virgin's gory release is sure to have you tearing your hair out so we decided to sit down and plough through the halls until we found the secret behind it all



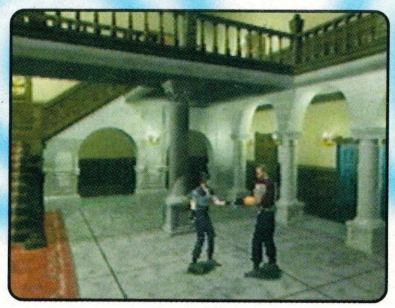
If you say "What is it?" again I'm going to pop you one. Got it?

1. From the off you will have to follow Barry into the banquet room. Collect the Wooden Emblem from above the fireplace and exit the room through the door on the right. In the hallway go to the left towards the dead end. After the rendered sequence run back into the banquet room. The zombie will follow and Barry will take care of the slow moving zombie.



2. You then head back into the main hall and discover Wesker has wandered off. Barry and yourself search the main hall and when Wesker doesn't show you decide to set off separately to find out what's going on. Barry hands you the lock pick.

3. Head back into the hallway through the banquet room and up the long hallway. Go into the room at the top left and round to the bookcase and push it away. There is a sheet of music there so take this and head back to the piano and use it. You will play the notes and a hidden doorway will open. Step into this room and take the gold emblem. Swap this with the wood emblem and head back to the banquet room. Put the gold emblem in the space left by the wood emblem and the granfather

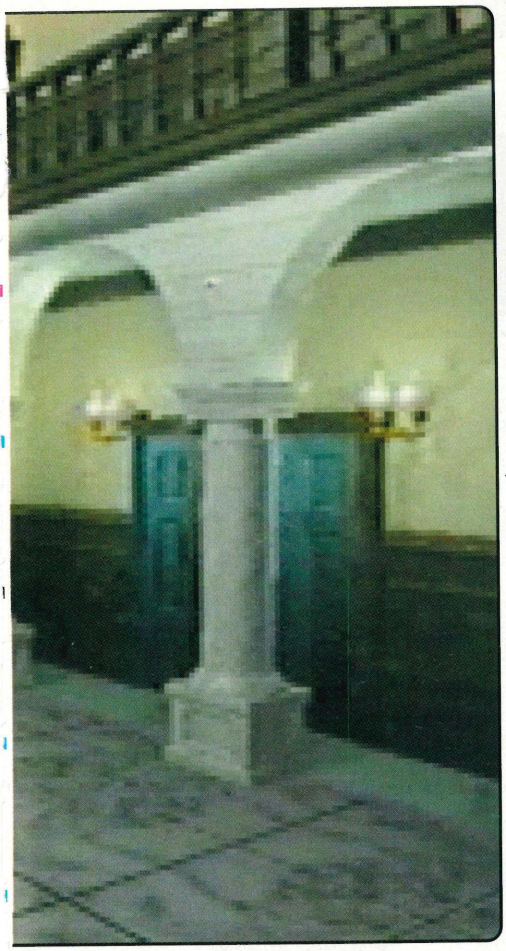




clock will move aside. You can now pick up the mansion key containing a carving of a shield.

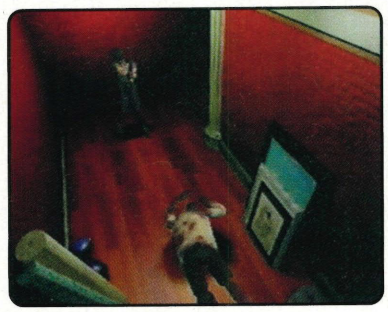
4. Head out into the main hall again and across through the large doors on the other side. Push the steps towards the statue in the centre of the room. Climb the stairs and take the map of the first floor. Now head into the room on the left pushing the chest aside.

5. In this room there seems to be a



corpse on the floor. Don't be fooled as it will grab you when you get too close and maul your ankles. You can either blast it using your pistol or slip past on the extreme right. On the shelves behind is an ink ribbon. This is used for saving your game. You must first find a typewriter to do this.

6. Go out of this room and back into the room with the statue in. Pick the lock on the other door





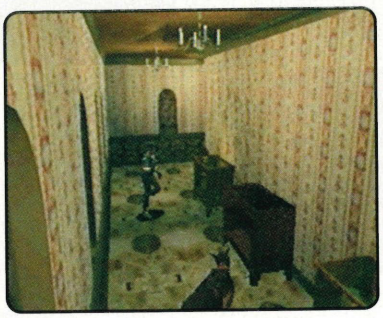
and you will enter another corridor. Two dogs will crash through the windows. If you've got the ammo you can shoot them so they don't hinder your progress later on. If not you can give it legs down the hallway and out of the other door. One of the chests does have an ammo clip hidden beneath it. It must be pushed aside first however.

7. This twisting hallway holds some green herb (for extra health if you've lost some) and if you go through the room in the centre into the far door you will be able to pick up the shotgun. Unfortunately when you take this the exit to the hallway is locked. The roof will begin descending to crush you. A rendered sequence follows and Barry saves you from certain doom. Alternatively you can wait until you've collected the broken shotgun before entering this phase and swap the guns around to prevent the roof descending. It doesn't make much difference.

8. Next you should leave the hallway and enter the door immediately to the right. Follow the corridor and turn right just before the stairs. Kill the zombie by shooting it from point blank range at the head with the shotgun. One shot should be enough to remove its head. The room here contains a chest which you can leave items in or retrieve. Put the combat knife into the chest and take the clips for the pistol. To the right of the chest is a bag of chemical. Take this with you when you leave the room.

9. Next it's time to collect the Botany Book from the next floor. Head to room 4, pick up book and then exit this room the way you came in. If you haven't already done so kill the zombies and follow the hallway round. This will bring you to the stairs for the main hall on floor one. Barry will be here. There's another rendered sequence here. He'll give you acid rounds for a bazooka.

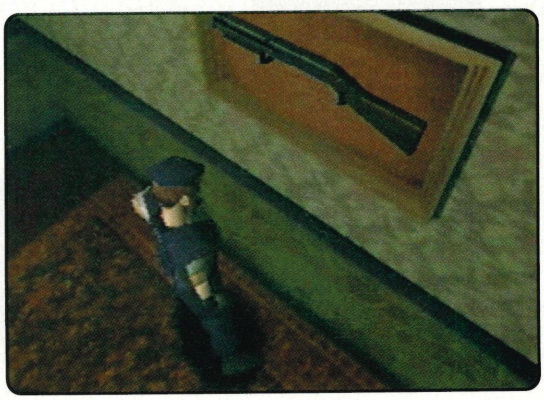
10. Head to the door on the same wall and enter the corridor. Go to the end of this and through the door at the end. The remains of Forrest is here and when you walk



to him the bazooka will be by his side. Watch out for the crows. Head out again and head across the main stairway and landing.

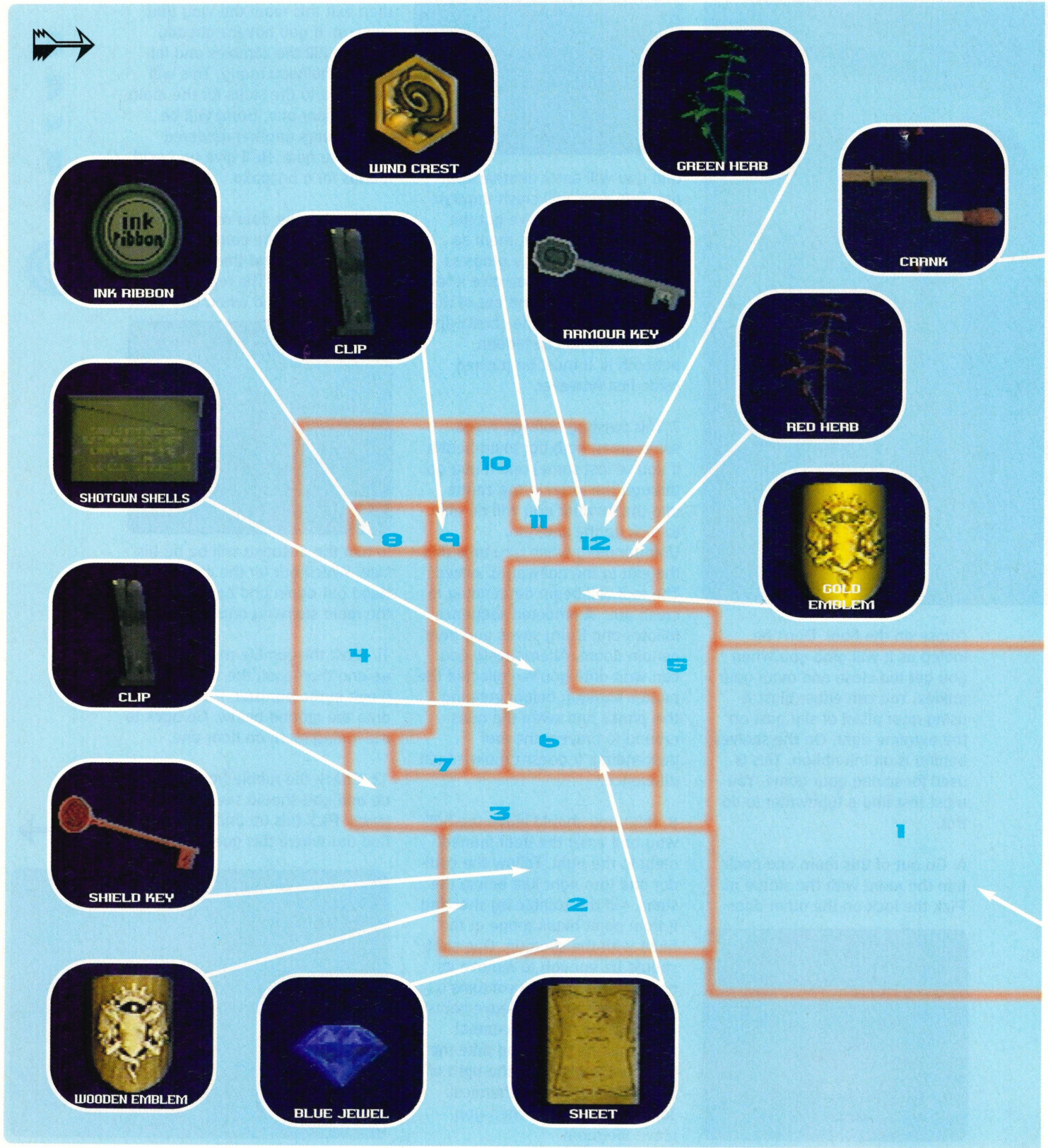
11. Blast the zombie near the statue and then push the statue to the break in the banister. Push it off onto the ground below. Go back to the dining room on floor one.

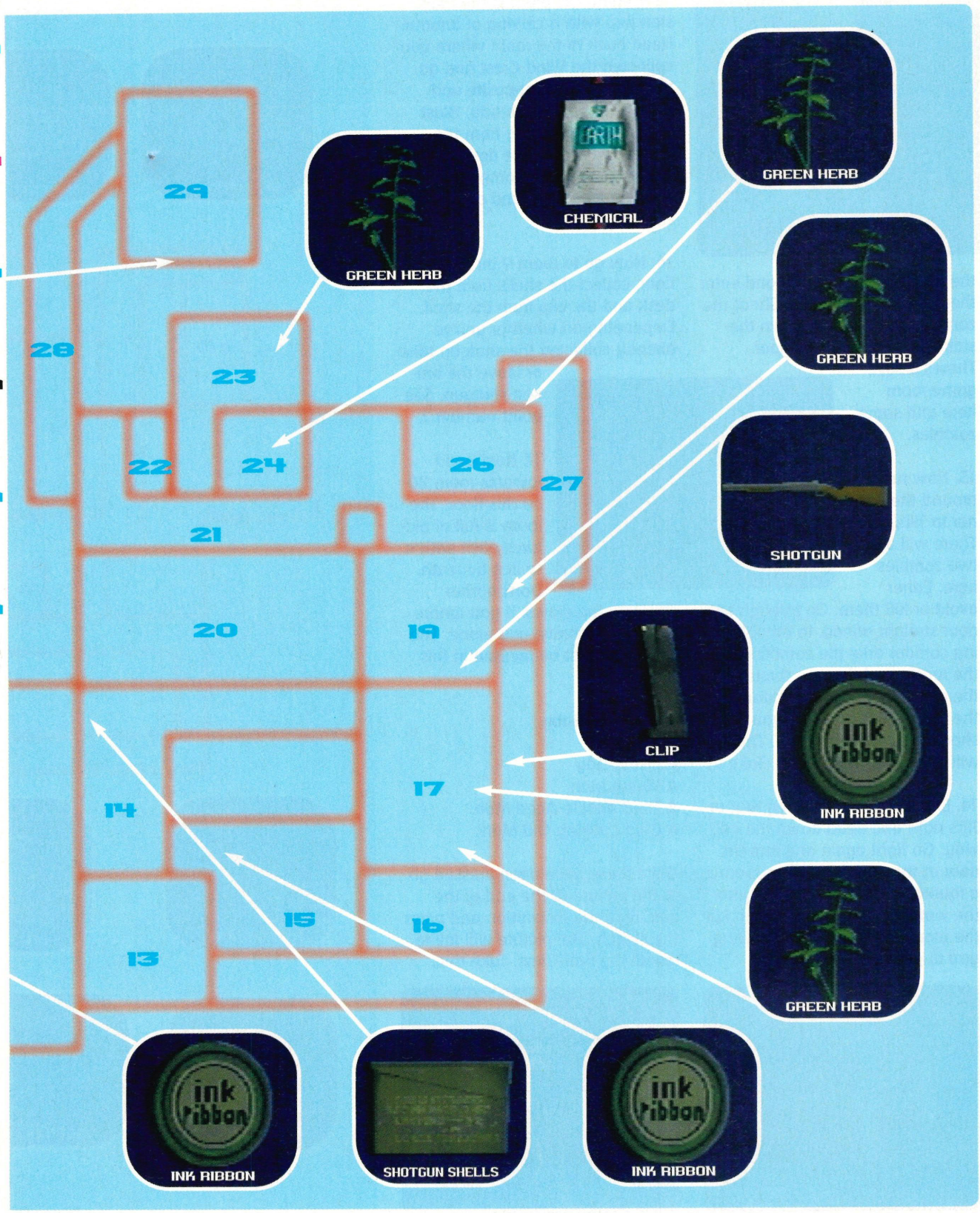
12. Check the rubble from the statue and you should see a blue jewel. Pick this up and it's time to find out where this goes. Return to



Resident Evil






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GREEN HERB
CHEMICAL
GREEN HERB
GREEN HERB
SHOTGUN
CLIP
ink ribbon
INK RIBBON
GREEN HERB
ink ribbon
INK RIBBON
SHOTGUN SHELLS
ink ribbon
INK RIBBON

Resident Evil



the dining room balcony and enter the door at the far right. Shoot the zombies here and go down the staircase to the ground floor. There's a save game room here and some zombies.



13. Now run around the corner to Jill's right. There will be two zombies here. Either avoid or kill them. Go through the door straight ahead. In the following corridor take the zombie out in the recess and then go through the doorway there. The statue of the tiger inside is where you should put the blue jewel. This will reveal the Wind Crest. Take it.

14. Exit the room and then turn to Jill's right and head down the hallway. Go right again and into the door at the end. Inside this room is a fountain. Put the chemical into the water pump by the door to kill the plant in the fountain allowing you to pass by unharmed.

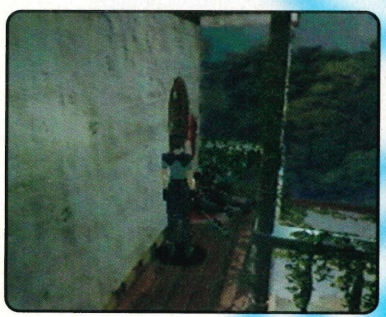
15. Behind the plant is the mansion key with a carving of armour. Head back to the room where you collected the Wind Crest and go through the door opposite and have your bazooka ready. Blast the zombie emerging from the closet and search the desk. There's the keeper's diary, some shotgun shells in the closet and an ammo clip on the bed.

16. Now go to room 9 on the first floor, collect the shells from the desk and the clip from the shelf. Depending on whether you've already collected the shotgun take or leave the broken shotgun. See point number 7.

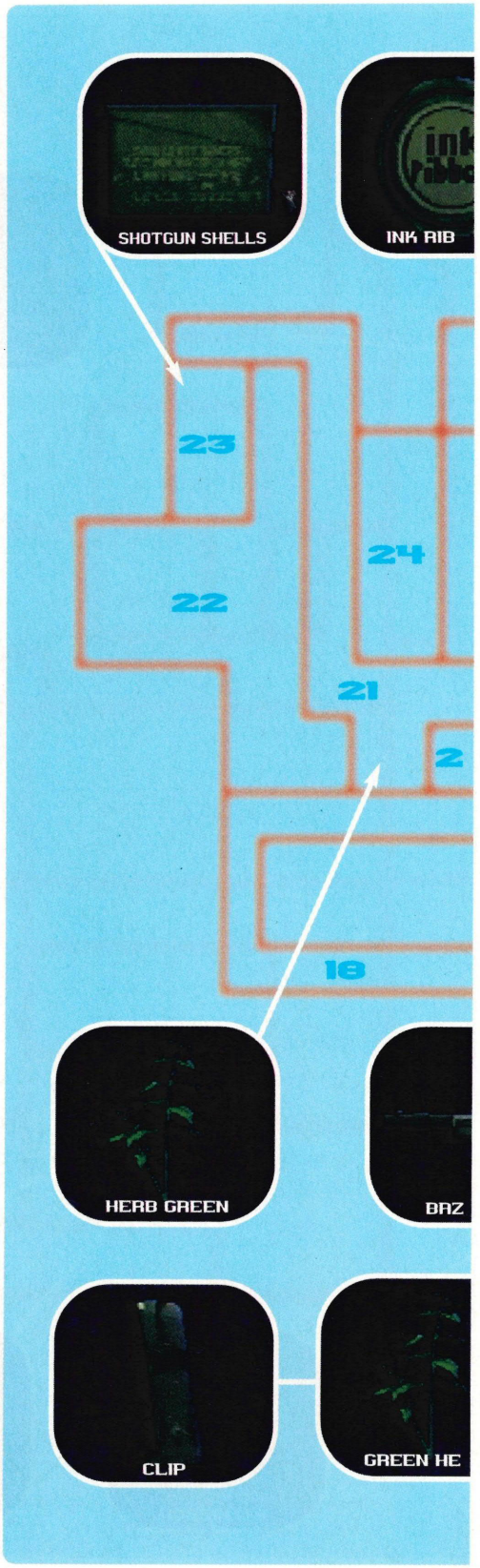
17. Next head towards room 20 on this floor. The room is full of pictures each with a switch beneath. Don't bother shooting the crows. If you ignore them they'll leave you alone. The switches must be pressed in this order:

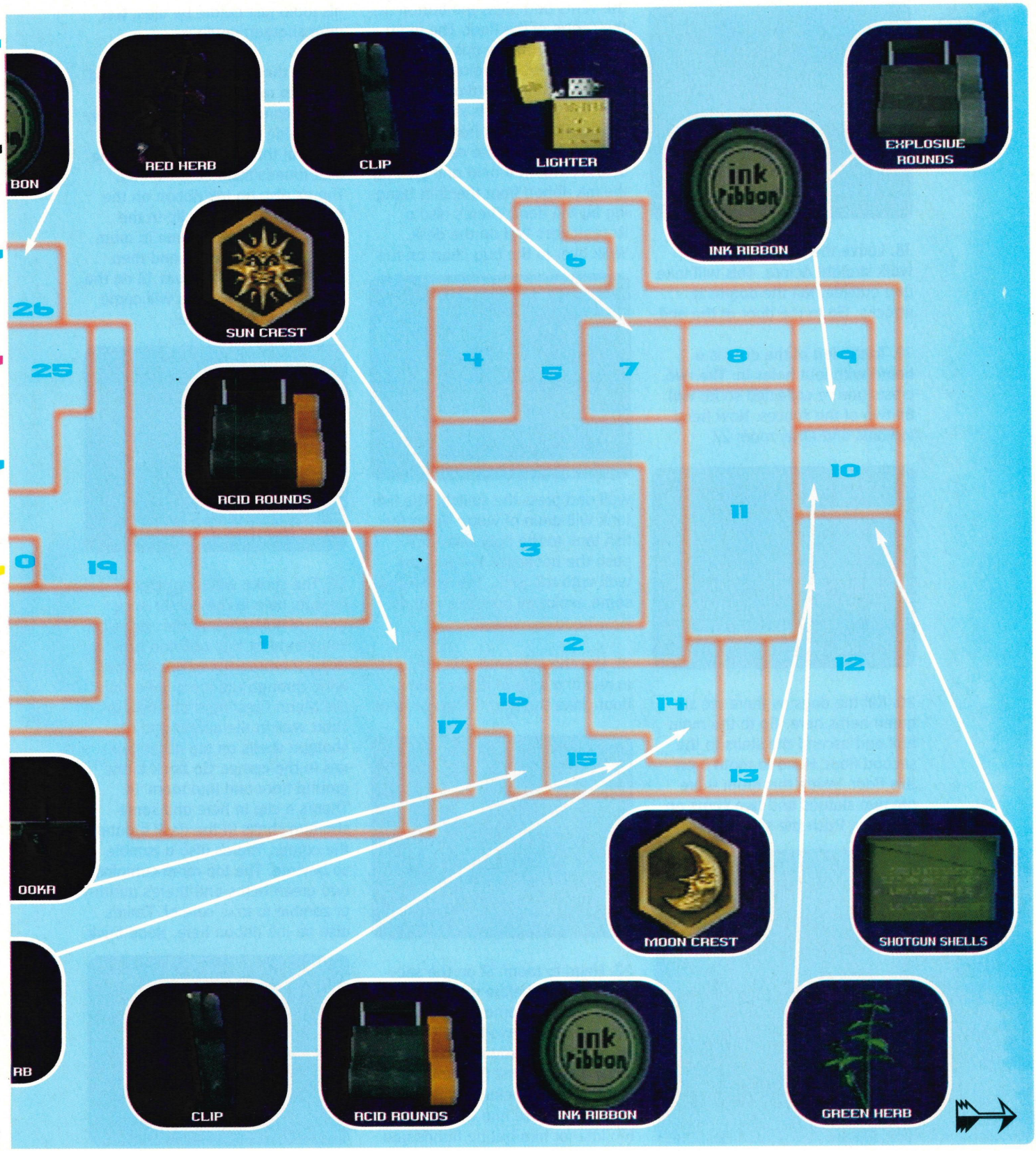
A Newborn Baby
An Infant
A Lively Boy
A Young Man
A Tired Middle-Aged Man
A Bold Looking Old Man

Once these have been pressed go to the picture at the end of the hall, read the inscription and press the switch. The picture will fall to reveal the Star Crest. Take this.







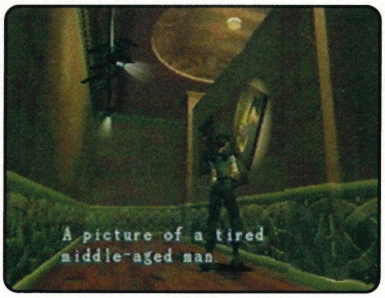

BON
RED HERB
CLIP
LIGHTER
INK RIBBON
EXPLOSIVE ROUNDS
SUN CREST
ACID ROUNDS
26
25
6
4
5
7
8
9
10
11
3
0
19
1
2
12
16
14
17
15
13
OOKA
MOON CREST
SHOTGUN SHELLS
RB
CLIP
ACID ROUNDS
INK RIBBON
GREEN HERB

Resident Evil

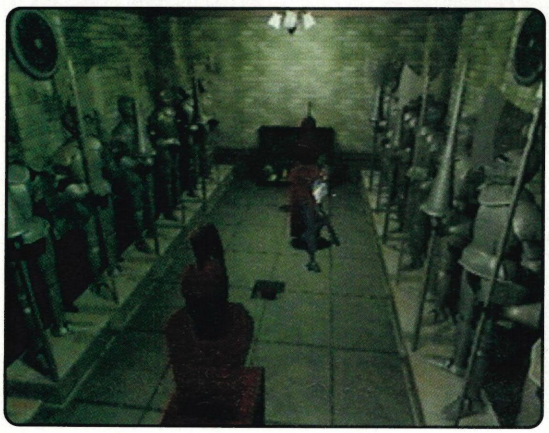


18. Leave the picture room and walk straight across. This will take you outside. Kill the dog as it attacks. Go to the door at the end.

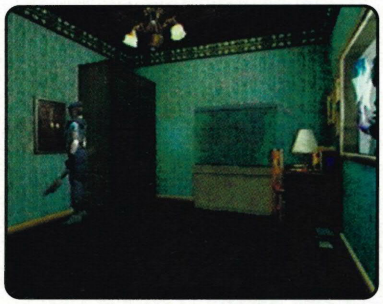
19. To the left of the door is a board with four holes in. The two crests you've collected so far will fill two of the spaces. Now head towards and enter room 27.



20. Kill the dogs as there are six green herbs here. Go to the main hall and ascend the stairs to the second floor. Head to room 3 on this floor. Inside this room there are two statues and two vents on the floor. Push the statues over

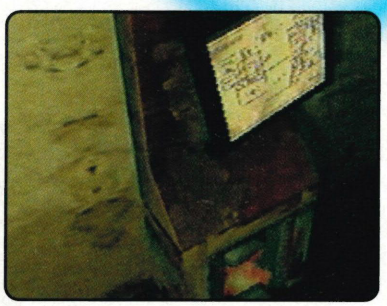


the vents and press the button in the centre of the floor. The room will fill with poison gas if the vents aren't covered. The glass on the display cabinet will drop. Inside here the Sun Crest is situated. Next get the lighter from room 7 and the clip from the corner. Go across to room 9 next and pick up the ink ribbon from the shirt hanging by the door. There's also a Researcher's Will on the desk. Walk over to the bug chart on the



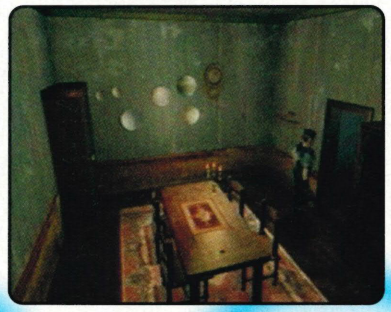
wall and press the switch. The fish tank will drain of water. Push the fish tank to the right and then push the bookcase towards the wall with the tank. This will reveal some explosive bazooka rounds. Now head to room 10.

21. Use the lighter on the fireplace to reveal a map of the second floor. Take this and the green herb.



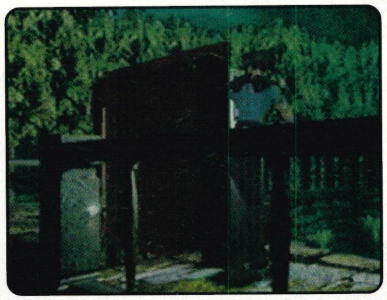
22. Head to room 12 on the second floor but before you reach this room you will come across Richard from Bravo team lying injured on the ground. Rush to room 8 on the first floor and collect the serum before rushing back to Richard. Give him the serum. It's too late for him but he hands you his radio just before he dies. Get your shotgun ready.

23. Kill the zombie to Jill's left and step into room 14. Use the lighter on the candles and push the bookcase aside to reveal the hidden room. In this room there are some acid rounds inside the cabinet. There's also an ink ribbon on the table and an ammo clip in the cabinet. Save your game in room 24 on the floor below and then head back towards room 12 on the second floor. Here you will come across the huge snake.



24. The snake will only appear from its hole in the corner once you are halfway into the room. You can blast it to oblivion now using the bazooka or run like the wind through the room collecting the Moon Crest from behind the short wall in the corner and the shotgun shells on top of the barrels in the corner. Go back to the ground floor and into room 14. There's a clip in here and some shotgun shells in the desk around the corner. There's also a zombie so beware. The top room contains two green herbs and there's another zombie to take care of. There's also an ink ribbon here. Head back



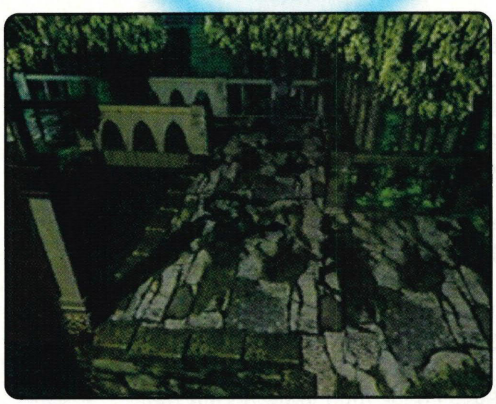


outside to room 28 and put the final two crests in place to unlock the door.

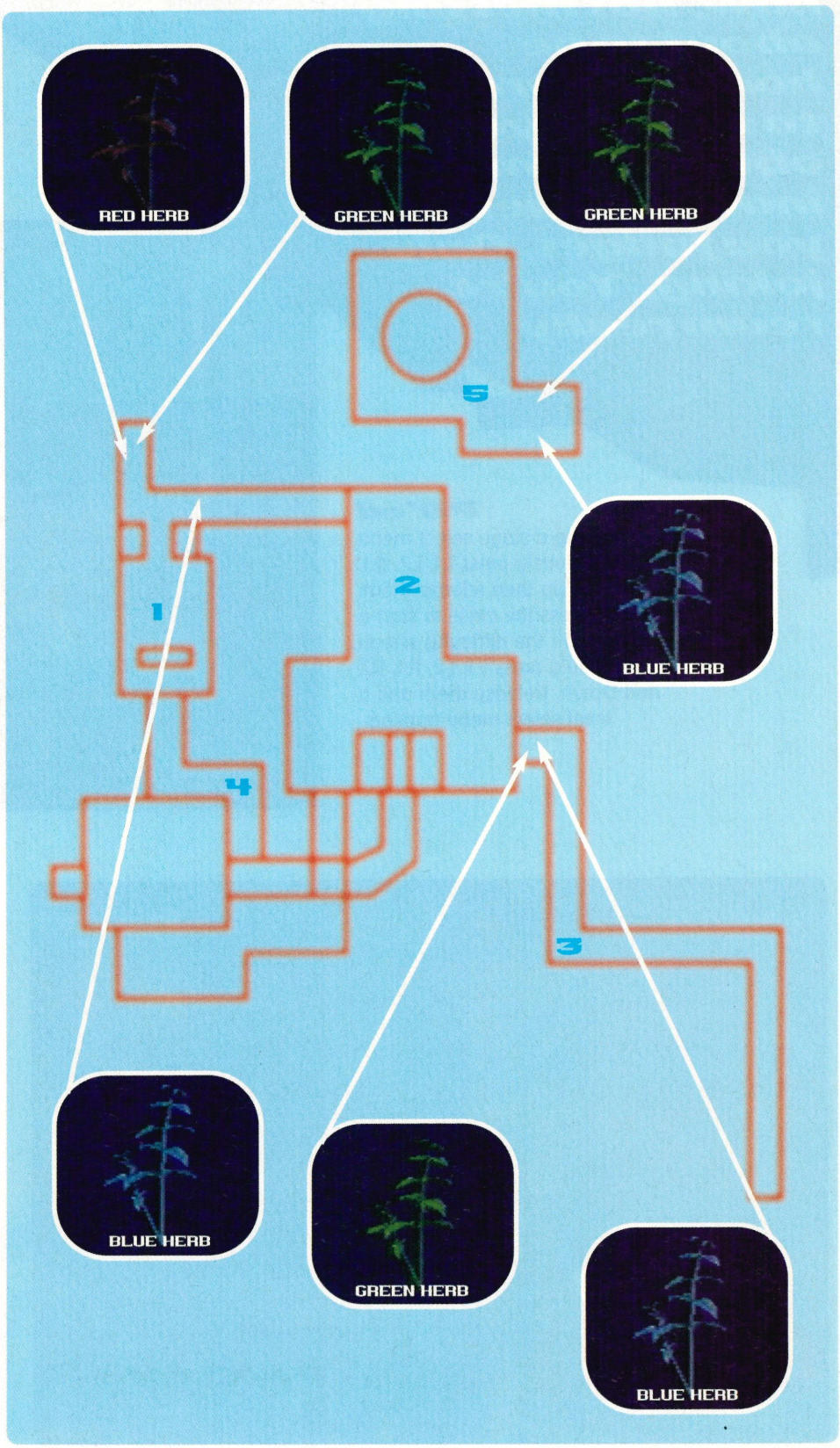
25. Inside room 29 push the steps to the shelves, climb them and grab the crank from the shelf. You can now step outside.

26. There are more dogs to care of here so fire at will. There are all three coloured herbs here also. Get the map of the garden from the alley to Jill's left. Now head to the gate to reach the pool.

27. Follow the walkway round to find the crank slot and use the crank. This will empty the pool allowing you to cross. Vipers will fall from the trees so run as quickly as you can to the lift. Take the lift down. Shoot the dogs at the bottom. Head to the opposite gate.



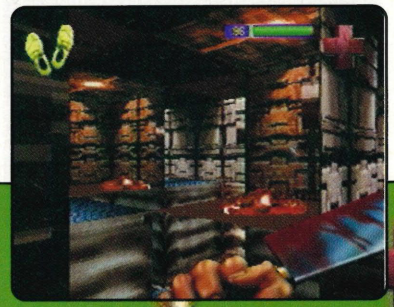
28. Next you should shoot the dogs if you've got plenty of ammo or just run for it if not. Follow the path until you come across another door. Next month we'll take an in depth look at what's inside!

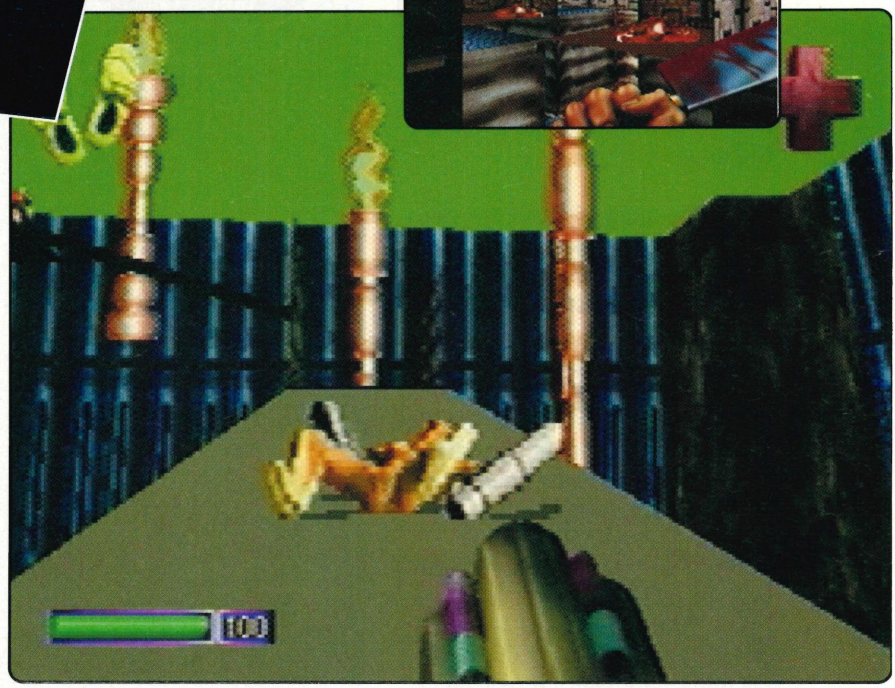


Hints 'n' Tips

Right! Here we go now, not messing about to be honest. More tips to sort out your obvious gaming inadaquacies, you fadges. Only joking, You're ream really







PO'ed

To bring up a stage select menu simultaneously press L1, L2, R1, R2 and Up then release them. Next press the circle to start a game. On the difficulty screen simultaneouly press L1, L2, R1, R2 and Down. Release them and a level select menu appears.



Assault Rigs

To obtain all weapons and invincibility these codes should be entered during the game while it's not paused.

Invincibility- ⬅, ➡, ⬅, ⬅, ➡, ⬅, ➡, ➡, ⬆, ⬇, ⬆, ⬆, ⬇, ⬆, ⬇, ⬇.

All weapons- ⬅, X, ⬅, X, ⬅, ⬅, X, ➡, X, ➡, X, X

These codes only work during the level you're currentlY playing, but can be entered at any stage on any level.



Alien Trilogy

On the password screen enter 'GOLEVL' followed by the number of the level you wish to play. The words 'Cheat Enabled' will appear on the screen just so you know it's worked. You cheats! CHEATS!!



Gex

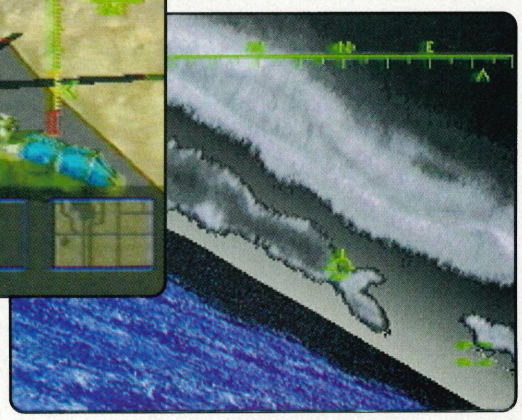
Cemetery 1- SVZFKHGP
Cemetery 2- BXRFYHGP
Cemetery 3- ZVTCYHGP
Jungle 1- KXVKRHKP
Jungle 2- CVHCSHKP
Jungle 3- SVKLPHKP
Jungle 4- CVBLPHKP
Toonville 1- RVTCSHGP
Toonville 2- XVVBRHKP
Kung Fu 1- YTCHPHKP
Kung Fu 2- ZTDHPHKP
Kung Fu 3- DXVGRHKP
Rezopolis- GYVYRHKP
Final Battle- PZYPRXYL

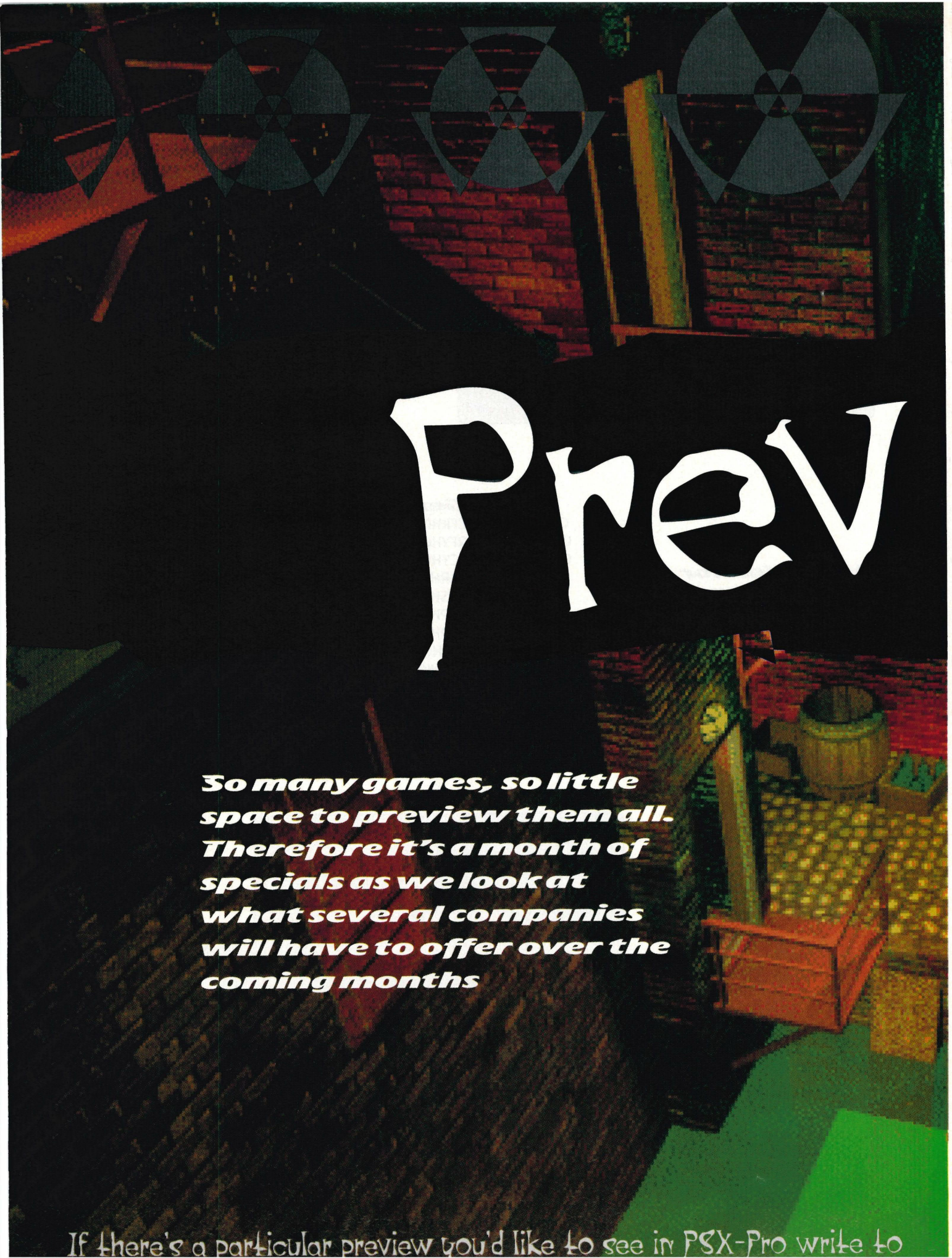
Agile Warrior

Pause the game and tap these combo for the effect of your choice.

Debug info- ←, ■, ■, ■, ■, ↑, ▲, ▲, ▲, →, ●, ↓, X, L2, R2.
Maximum fuel and armour- ←, ■, ■, ■, ■, ↑, ▲, ▲, ▲, →, ●, ↓, X, ▲, ▲, ▲, ●
Invincibility- ←, ■, ■, ■, ■, ↑, ▲, ▲, ▲, →, ●, ↓, X, ▲, ▲, ▲, ■
All Missions available- ←, ■, ■, ■, ■, ↑, ▲, ▲, ▲, →, ●, ↓, X, ▲, ▲, ▲, ↑, ↑, ↑.
Summon B1 Bombers (first mission only)- ←, ■, ■, ■, ■, ↑, ▲, ▲, ▲, →, ●, ↓, X, X, X, X, X, X.
Enable ground crash- ←, ■, ■, ■, ■, ↑, ▲, ▲, ▲, →, ●, ↓, X, ■, X, X, ■
Turn off display- ←, ■, ■, ■, ■, ↑, ▲, ▲, ▲, →, C, ↓, X, R1 and L1 simultaneously.
Cheryl Marie Boudreau dance- ←, ■, ■, ■, ■, ↑, ▲, ▲, ▲, →, ●, ↓, X, ↓, X, ↓, X, ↓, X, ↓, X, ↓, X
All weapons- ←, ■, ■, ■, ■, ↑, ▲, ▲, ▲, →, ●, ↓, X, R1, R1, R1, R1, L1, L1, L1, L2, R2, R2, R2, R2, L2, L2, L2, L2 All missions complete- ←, ■, ■, ■, ■, ↑, ▲, ▲, ▲, →, ●, ↓, X, Select, X, X, X, Select, ▲, ▲, ▲, Select, X, X, X







Prev

So many games, so little space to preview them all. Therefore it's a month of specials as we look at what several companies will have to offer over the coming months

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

iews

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Sony Special
Not content with bringing you the best games machines Sony Computer Entertainment also seem intent on bringing you the best games. We have a shufty

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Psygnosis Stuff
How does Wipeout 2097, Destruction Derby 2, Discworld 2, Monster Truck Rally and a Lemmings platformer sound to you? And all on six pages!

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Virgin Line Up
Alex takes a look at what Virgin have in the pipeline, most notably Spot Goes to Hollywood and Black Dawn, the sequel to Agile Warrior

80
GT Interactive
Yet another Doom game - Final Doom (let's hope so) and PC sensation Duke Nukem 3D are just two of the games forthcoming from GT

82
Telstar Titles
A sporty look to Telstar's products these days. Complete Tennis and Onside get the once over here

84
Konami Round Up
Current office favourites Konami aren't resting on their laurels after Track & Field and continue their quest for world domination with several strong titles

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





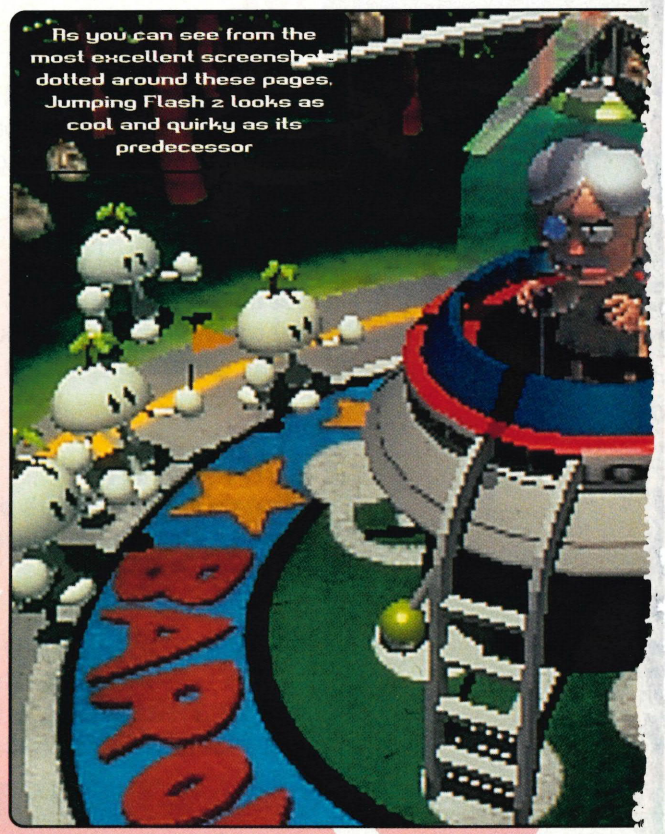
'Metallic rabbits seek magical Muu Muus! The Baron is begging Shiyakusho! The entire planet is trapped inside a huge bottle!' - What is Sony on about? Actually, it's more like what is Sony on...

Revamped Ro

For many PSX gamers, Jumping Flash was probably the first title ever to grace their superb new games machine in its infancy. Also, jumping Flash was probably the first title ever to be completed on said machine. Why? Because it was way, way, way, way, way too easy. Sony read the reviews, comments and jeers, took them all to heart and went back into the development offices and started work on a bigger, better, brighter and harder version of their robotic rabbit bonanza.

Since then, many months have passed and now Sony are ready to release this revamped beastie onto a rather unimpressed and unsuspecting Joe Public. So, should we ignore this forthcoming 3D platform treat and tar it with the same brush as the original or should we welcome it with open arms and give the old boy the benefit of the doubt? Well, we've given it a go, a fair crack of the whip as they say, and we concluded that this baby is worth a second look. Sony have done their homework and have managed to produce something that addicts and excites the player as much as the first version, but this time it's much, much, much better all round.

For example, each playable world has been increased in size as well as being made more challenging. Extra bitmapping has been added to the graphics, including enhanced sections of depth-cued graphics (you kow, the stuff that gives you that feeling



As you can see from the most excellent screenshots dotted around these pages, Jumping Flash 2 looks as cool and quirky as its predecessor







RANK WABBIT FACT

Believe it or not, the original Jumping Flash was crowned 1995's most Revolutionary Game Of The Year, despite being way to easy even for the most educationally unsound gamers

botic Rabbit!

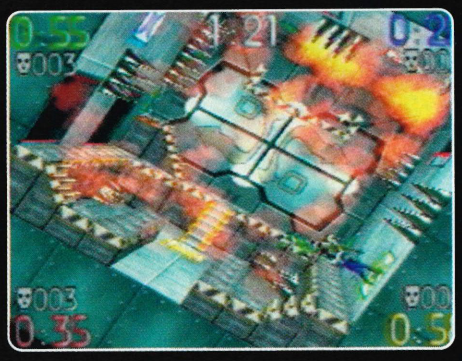
Jay's dad used to go to school with Dave out of Chas 'N Dave, before their single "Rabbit" hit the charts. Or did he?



of height and distance). Weather effects are in here to such as rain, sun and snow - there's even an underwater section too! The bonus rounds have been extended to double the longevity, combo scores are now given for jump attacks, especially multiples and an end-of-level score breakdown allows the player to have more feedback from the game and lets you feel that little bit more involved. Interactivity with the environment has also been touched up, allowing players to hop onto mono-rails, bounce the night away on one of many trampolines, climb ladders, throw yourself down water slides and toss yourself into catapult blocks - all for the love of the game! Jumping Flash was an amazing game, albeit a tad too easy, but it was treat, and deep down you know it was.

Now the sequel has arrived and it's looking more impressive than the original, and it's been given a good old poke in the difficulty department too - which is nice. It looks and sounds promising, let's just hope Sony don't break these promises when Jumping Flash 2 finally gets a UK release later this summer.





It looks fantastic and plays like an absolute dream. Activision could well have collared the best multi player action strategy game since Worms. No - since the SNES' Super Bomberman

Have a Blas

Blast Chamber is one of those games that, unless you've actually played it, is very difficult to understand the ideas behind it. It's very complicated to explain the game's mechanics to the uninitiated.

The game is set in a rotatable 3D cube and allows up to four players to challenge each other in a pressure packed race against time. The idea is to stay one step ahead of aggressive opponents as they manoeuvre their character through an intricate maze of obstacles, obtain control of a powerful, pulsing crystal and place it into the appropriate transmitter before a deadly time bomb strapped to them is triggered. The premise is simple - get the crystal and drop it on someone else's transmitter to knacker up their time allocation or drop it on yours to add to your time total.

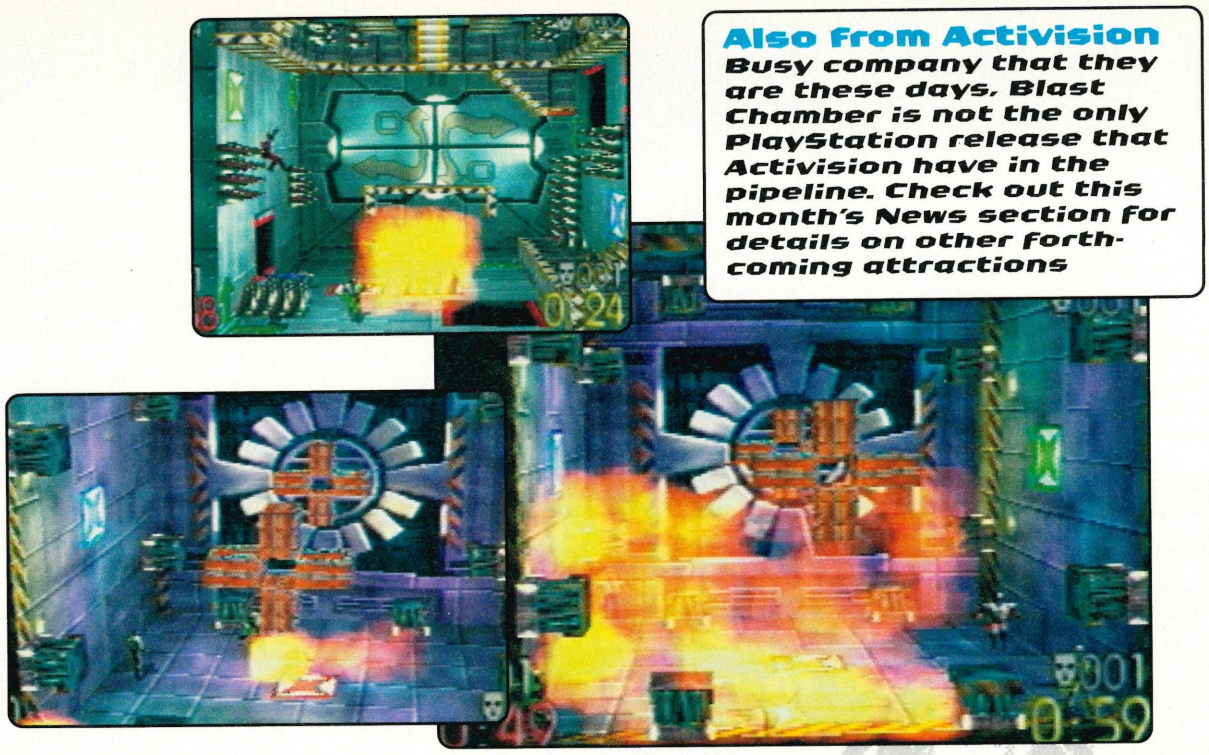
Using speed, dexterity and concentration to defeat their opponents, players must run up and down stairs, jump across catwalks and swing from ropes as they attempt to retrieve the crystal and keep it away from their opponents.

Players are challenged to avoid traps and strategically rotate the cube in order to maintain control of the crystal and keep their opponents off guard.

As with all good multiplayer games Blast Chamber can be configured in many different ways to suit all players, but just as important is the one player mode and Activision are keen to ensure that this is up to scratch as well.



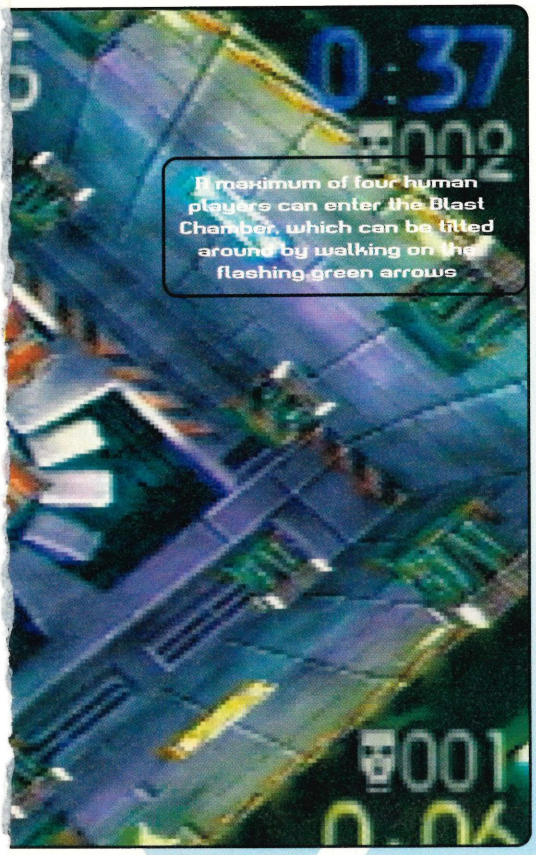
The Blast Chamber in which the action takes place. To be called something daft in France cos it sounds like 'chambre' which means 'bedroom'



Also From Activision

Busy company that they are these days, Blast Chamber is not the only PlayStation release that Activision have in the pipeline. Check out this month's News section for details on other forth-coming attractions

Steve McNally's house, which is in close proximity to Manchester city centre, shook violently as a result of the 'blast' from the recent IRA bomb outrage



A maximum of four human players can enter the Blast Chamber, which can be tilted around by walking on the flashing green arrows

In single player mode players can compete against the clock in up to 40 different, complex Blast Chamber designs compared to approximately 20 in the multi-player mode.

This not only gives the individual player a long lasting and enjoyable challenge, but also provides an incentive for the hardened multi player gamers to have a crack on their own as well.

In puzzle/strategy games a lot of the time the look is neglected (as in Worms), and, although Team 17's classic proved that, if the gameplay is good enough many people will choose to ignore the *next generation-ness* of the graphics, Activision have succeeded in making their game as pleasing to the eye as it is to the mind.

The environments will be fully animated and each character will have a variety of realistic, ultra responsive athletic moves to perform to keep the action fast and frantic.

There are also plenty of amusing little touches (like the smoke trails from your characters pants as he nears the end of the timer on the bomb strapped to his person) and all in all, it seems at this stage as though it will be difficult not to like Blast Chamber.

It should be out in good time for the Christmas rush and with a four player mode this enjoyable - without the need for relying on a mate to bring another PlayStation and monitor 'round- it might be time to start adding a multi tap and some extra controllers to your pressie list.

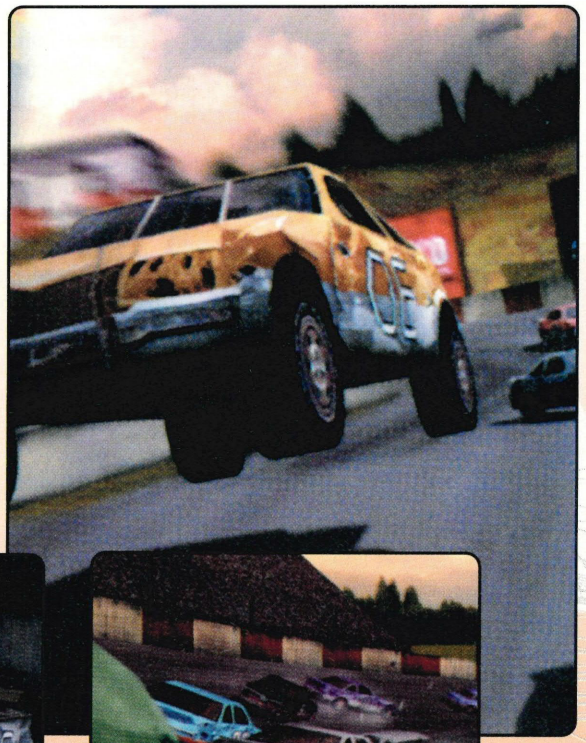


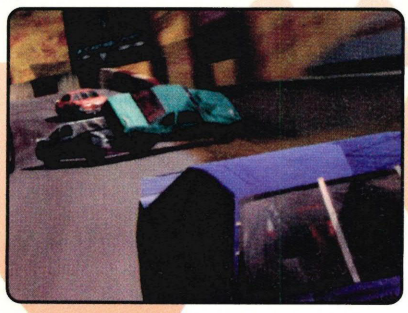
Liverpool's premier PSX developer is about to bounce back into your lives with an abundance of scorching software. Have the scouse marvels come up trumps once again? Read on and find out

Fury across

Destruction Derby 2

Kicking off Psygnosis' second wave of PSX pleasure is the sequel to last year's stunning helter-skelter smash'em-up Destruction Derby 2! After a brief spell in the Liverpool based garage, DD2 now boasts new tracks complete with added width, length and superb high jumps and banked corners to allow faster racing action, improved graphics and sound and a new Championship mode. Fans of the Total Destruction mode in the original will be chuffed to hear that there's now a Stunt 'N' Smash construction kit built in. What this means is that you can now rig up breath-taking stunt moves with your motor to try and gain maximum damage on your beloved car. According to Psygnosis' press releases, Destruction Derby left a lot of questions. Destruction Derby 2 has all the answers. I guess we'll just have to wait and see won't we?



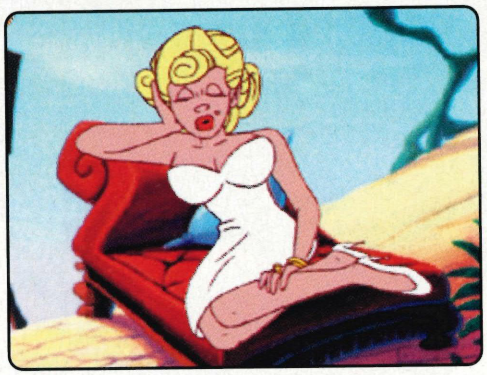




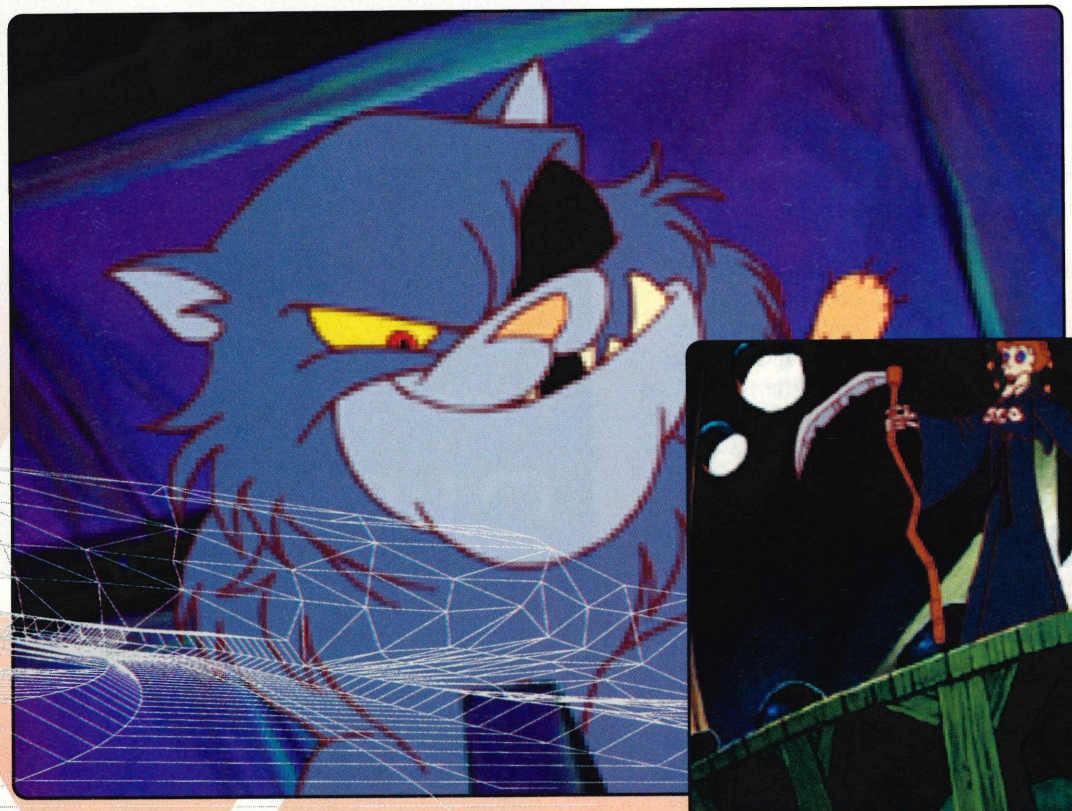


Discworld 2
Missing Presumed...?

Another one of the PlayStation's earlier titles is going through a sequel process down in Liverpool. Terry Pratchett's Discworld series gets enhanced once more as the incompetent wizard Rincewind and his many friends and foes drag you deeper and deeper into the crazy world of Ankh Morpork for adventure, fun and laughter. Believe it or not, Death has gone missing. During his absence, Rincewind ends up donning the long black cape and swinging his scythe and the inhabitants of Ankh Morpork are more than a tad worried! Once again, Eric Idle supplies his voiceover talents, as do Kate Robbins, Rob Brydon and Young Ones hippy Nigel Planer.



the mersey



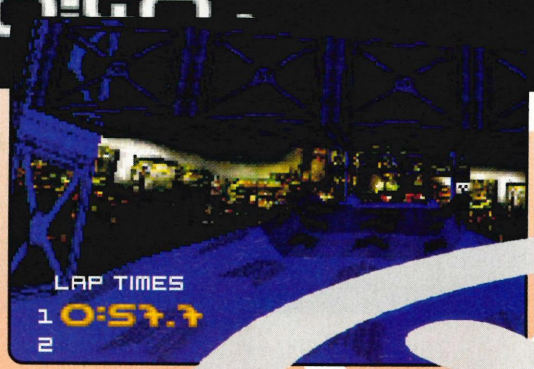
Fury across the mersey











Wipeout 2097

Considering Psygnosis' forthcoming line-up consists mainly of stunning sequels, it'd be a mistake if the fastest PSX racer around wasn't given another go, especially as it's the one game that catapulted both Psygnosis and the PlayStation into everyone's hearts.

Wipeout 2097 (or Wipeout XL, if you're on the other side of the Atlantic) gives you more of the same - and then some! Vastly improved graphics including eye boggling light sourcing and shading make this title look vastly superior to the original, as do the vast array of super-powered weapons now at your fingertips whilst racing around the twisty-turny tracks of your dreams. An enhanced arcade feel has been added, along with up to 12 race opponents on the track at any one time, plus new race classes, pit stops, ships and check points, all of which adds up to what simply has to be the ultimate next generation anti-gravity experience. This one's gonna be bigger than the last time, so prepare yourself for the ride of your life!

Sequels aren't the only thing going on in the Psygnosis camp. Their developers are busy beavering away at several brand new original titles. Here's a quick rundown on what to expect from the laser-guided liver birds later on this year...







Lomax in Lemming Land

Yes! The Lemmings aren't dead yet! This time around you control just one of the little blighters. Lomax, to be precise. The idea isn't to guide them all through obstacles or off cliffs and into exits, oh no, this one's a platformer! Little Lomax is animated beautifully and set against lush extravagant backdrops, where in true platform game style, he must do battle with oncoming oddities, pick up all things good and stay alive throughout the entire proceedings. Finally a challenger for the mighty Rayman? Only time will tell.







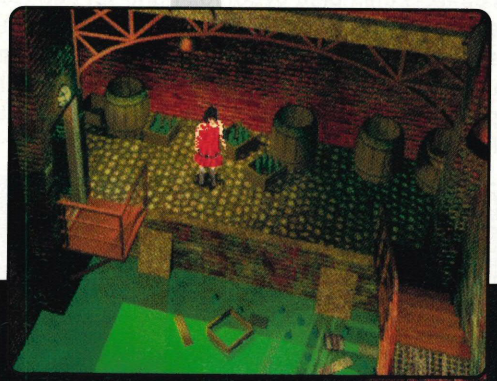


Fury across the mersey

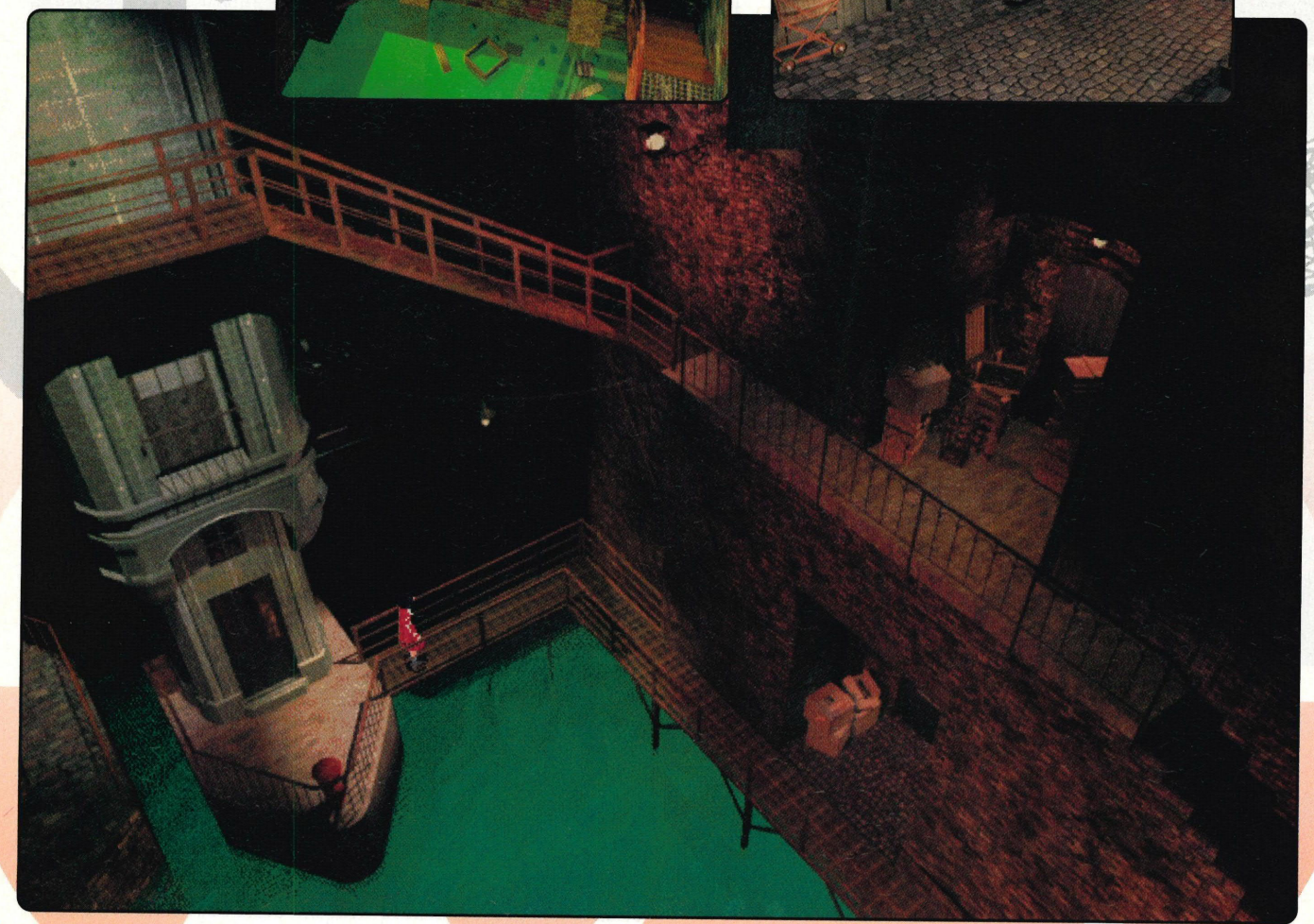
City of the lost children

Based on the acclaimed French movie of the same name, City Of The Lost Children is a bizarre and enchanting puzzle adventure, weaving head-scratching riddles with an intriguing plot adapted from the film's script. Even the movies artistic director, Marc Caro, has lent a hand in creating the game so it's as complex and looks as beautiful as the movie does. All the in-game music has been kindly supplied by none other than Angelo Badalamenti (he did all the movie soundtrack in case you don't know him from Adam) and the game has been produced to incorporate a gradual learning curve, so it basically gets a lot tougher the further you progress through the spooky city of the missing kids.



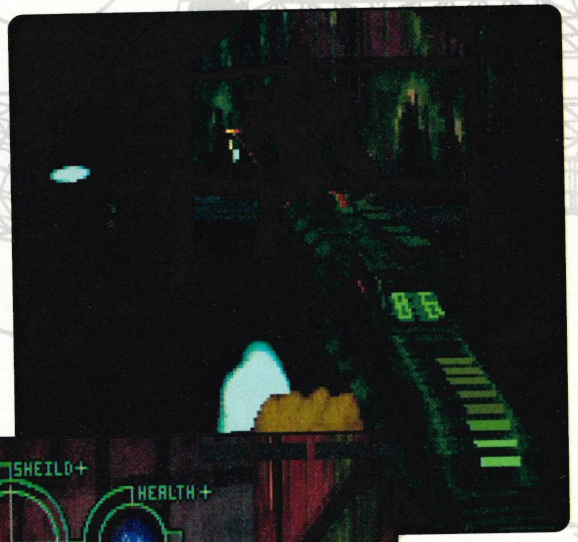






SALES FACT

Wipeout 3 Destruction Derby have sold over one million units across the globe to date. Blimey

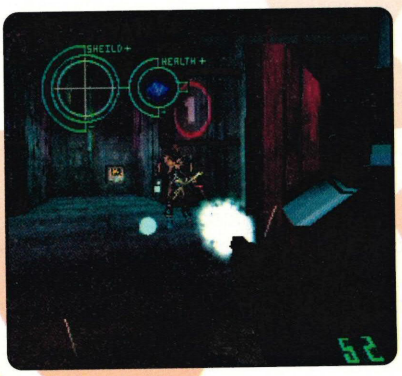






Psygnosis wooed the crowd at last month's E3 show with its awesome video tunnel displaying all the titles you see before you. Interesting eh?





Tenka A 3D realtime environment awaits you as you strap yourself into Tenka's shoes in this forthcoming tale of an evil government, genetic experiments and huge whopping missile launchers. As a member of the militant resistance group Twisted Freak, it's up to you to uncover the dark secrets that are hidden inside the heavily secured World Government building deep in the heart of a futuristic New York. Non-pixelated enemies are around every corner, as are collectable items of destruction and hundreds of quirky puzzles to test your wit and wisdom. Tenka is only the working title for now, so this may get released under another monicker, but rest assured, we at PSX-Pro will give you the Full SP on Tenka and all the other up and coming Psygnosis titles when they're good and ready for public consumption. Hold onto your hats, the boys from across the Mersey are gonna blow you and your PlayStation sky high later this year.

Psygnosis Round-up

Also released on: Write in and ask us if you really want to know



Virgin Interactive Studios in Irvine, California, houses the Burst development team. One of Virgin's many multi-million dollar operations, tons of PlayStation titles are currently on the production line

Burstin' ou

Spot Goes To Hollywood

A massive hit on the 16-bit formats, a testament to its all-over reamness given the tin of sardine-like platform genre of the time, Cool Spot was a genuine competitor to Mario and Sonic. Virgin is fully aware of the lack of quality platform PlayStation releases and is set to give the Raymans and Cheesys of this world a run, jump and fling for its money.

Mark Kelly explained what Spot Goes To Hollywood is all about. *There's diverse gameplay in that there's walkabout levels, there's shooter levels, to mine carts, to climbing stairs in the bell tower. It all happens in a Hollywood setting, so you have a pirate section, an adventure section, a sci-fi section and a horror section as well as other bonus areas.*

The intro to Spot features the OJ chase, viewed from a camera high in the sky. The plot has been inspired by Forrest Gump. There's spoof Hollywood parody posters on the wall as you enter the cinema - Raiders, Nightmare Before Christmas and Star Wars.

The emphasis isn't on the Spot game character being a product, it's about him being a cool guy. For each world, you see another introductory film.

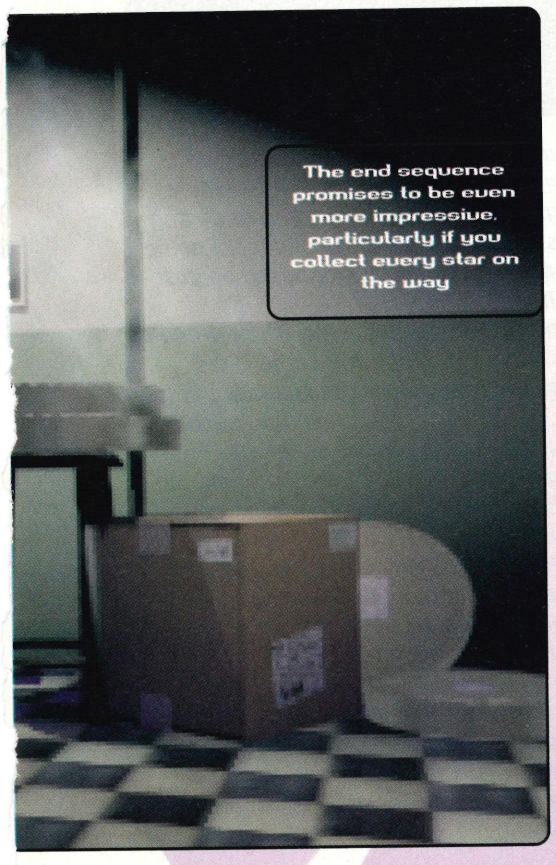
There's six levels to each world - the number of items you find decides the percentage completion of the game. If you reach 100% - by collecting five stars in every single level - you'll see a different ending to

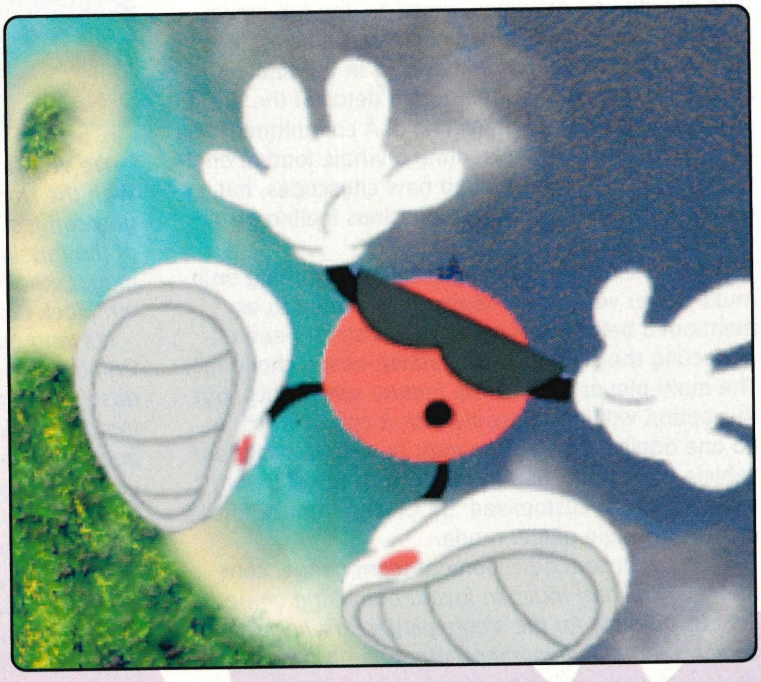


Everything in Spot Goes To Hollywood has a cinematic theme (of surprise) and this bit sees our circular scarlet hero getting into a tangle in the projector room



tta virgin





the one you'll see otherwise. If you do collect all the stars, you're treated to a ten minute movie which shows how Virgin built the backgrounds, how the animation was done, it shows how the team at the studio work – what goes into the whole thing basically.

Burstin' outta virgin



Propaganda

Propaganda is primarily a single-player mission-based Twisted Metal-like drive through a depressing Orwellian/Huxleyan vision of the future. Although some of the cities further into the game give a first impression of beauty, there's a constant undercurrent of evil and discontent.

The walls of the large, partition-divided office in which the project is coming together are covered with quality line drawings, sketches and full-blown posters of early renders depicting the vehicles, locations and buildings that will appear in the final version of the game. The attention to detail of the design concepts is obviously painstaking. A commitment has been made not only to creating a whole load of original components within brand new cityscapes, but also to create a nagging subconscious feeling of gloom and doom.

Virgin Interactive Studios is currently working on a multi-player version of Propaganda, although as mentioned before the emphasis has so far been on perfecting the single player mission-based challenge. The multi-player version will feature same cities, but this option will let you could pick a city in which to go one against one in. You may be able to pick your vehicle too, rather than make do with the standard car – a vicious, customised '57 Chevy – you're forced to steal in single player mode.

Ronny Johnson, development team gadge, commented: *I'm very much in favour of making games as cool as possible for the single player. We have nine vehicles. In a (development) team of ten people, there's always gonna be certain people leaning towards different things. It's gonna be fast and it's gonna be hard.*

The cities aren't grid-based. The first city is gonna be the most easy to understand what you have to do, who you have to deal with etc.



We've crammed as much in as we possibly can. With the single, multi and arcade options – where you can just drive around without having to do any of the missions – you can get a hell of a lot of gameplay. Lethe is a terrestrial prison city based on eastern block architecture.

It's very grim, very oppressive – the whole world of Propaganda is kind of like that, but Lethe is the absolute epitomy of it, so we've got factories pumping out smoke, which may or may not be cremating people. As you drive around in the car of the oppressed, you'll find police forces against you, big armoured trucks and fuel carriers all chasing you around. Lotus is a cross between Hong Kong and Las Vegas. It's a pleasure city where you send soldiers from the frontier wars for a break. There's Utopia, the capital city which is very nice and shiny. Finally, there's a secret underground city which is part of the evil underground empire.

The premise that we're working on is that this is an alternative slightly in the past. It's, like, 1950, in an unspecified place where world war one never stopped. The industrial engines of war kept going and started churning out this type of world.

Black Dawn

This sequel to Agile Warrior (8.5/10, PSX-Pro ish 3), takes Virgin's military aeroplane mission-based shoot'em-up into the social world of the two-player game. Using a vertical split screen, players will be able to go into battle against the terrorists together or otherwise just blast each other to shrapnel.

One of Agile Warrior's few criticisms was that the aeroplane didn't really handle like one. This is being addressed as well as the mission element. Many gamers found the missions just too hard. In Black Dawn, the missions will be easier but a whole load of programming tweaks should ensure that gameplay and lastability won't suffer as a result.



As good old Andy Sharp remarked, *Black Dawn's a much better name than Agile Warrior.* For once, he could be right.



VIRGIN INTERACTIVE STUDIOS FACT

Although based in California, all the employees are Scots. Most of them anyway. Well, maybe two. Or perhaps just the one. He could be Irish, like...

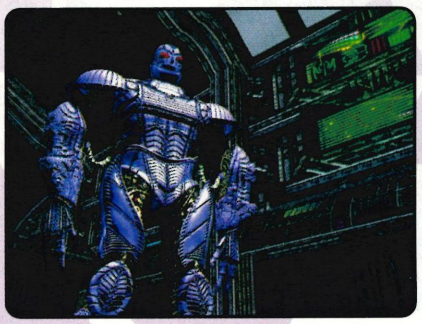
Alex Lee has managed to write this whole preview without resorting to weak virgin gags



Everything's contracted into these cities and in between them there's just miles of no-man's land - a wasteland where all the junk is thrown in. There's clusters of savage people living there, scavenging whatever they can get. You have to go through the middle of this hell-hole to get anywhere. The only transport between the cities is by air and that's not available to the masses. It's kept for those in power, so no-one's getting between anywhere freely. Our hero decides he's gonna take the dirty low road and fight his way through the scavengers. We're trying to make it feel as if you're in the fifties, but a little more savage, a little more hard. On the control of the vehicle, we wanted it to be easy. We wanted it to be fun, exciting and very fast-paced. We don't want you to struggle, pressing loads of buttons and crap like that. We want it to be natural. You're steering, skidding, hand-brake turning around corners... all this kind of stuff, shooting off guns, rockets and what-not to try and take out all these guys that are after you.

Grid Runner

Virgin's Super Bomberman 2 went down a treat with SNES gamers who'd been blown away by Hudsonsoft's frantic bomb-dropping original. Featuring characters that looked like helmet-wearing Japanese Lego men, the idea was to leg around a maze collecting bombs and other power-ups to fry the asses of your opponents. Grid Runner takes Super Bomberman into the 32-bit age. Using an elevated, pseudo-isometric 3D view angle (reminiscent of the 10, there's no room for cute cartoon characters as the mood is altogether more apocalyptic. At the time of writing, there's a two player horizontal split screen mode as well as the single player jaunt. The idea's a great one - updating a 16-bit classic that is - but the unique selling point of Super Bomberman was that four players could play on a single screen at one time. Hopefully, the Burst development team won't lose sight of this as they near their development deadline.



Virgin Roundup

Also released on: PC CD-Rom

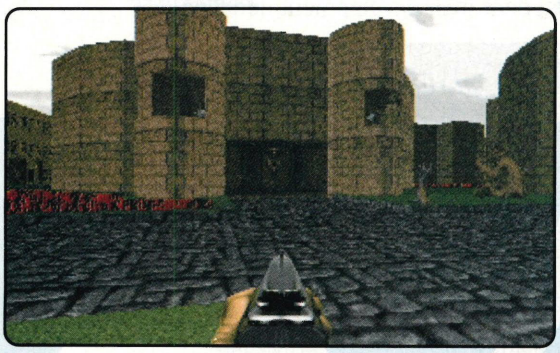




Anyone interested in a spot of running around with a big gun, annihilating everything and everyone you see, just for a daft laugh? GT Interactive is, and the idea is that you find it attractive too

A bigger bet





Final Doom You may have thought you'd heard the last from those boys at id now that big mama Quake on its way, but no, they've gone and knocked out another addition to the Doom family tree to tide you over until Quake actually arrives for your console.

The story is as similar as ever; you shoot everything that moves, stay out of the radioactive waste, open doors, find keys, stay alive and hit the exit asap. So what's new?

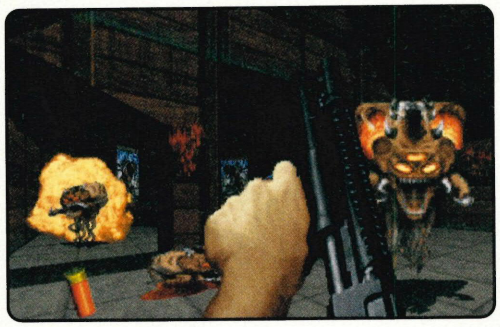
Well, you've got two new and exciting 32 level versions - that's a total of 64 brand new bits to romp around in if you're a bit slow with your maths - and all the same much-loved and adored items of destruction are in here too. Chainsaws, pistols, shotguns, bigger shotguns, BFGs - the works.

All of which do what they're supposed to and they're just as much fun to play around with as the actual things themselves - allegedly. The levels are said to boast harder puzzles, even more beasties to pummel and even bigger bosses to blast until they're all just a big bloody pulpy mess on the corridor floor.

Yes, it's the same old stuff, and yes, it may look slightly similar to what you've seen before, but it's Doom, it's a beauty and it'll do very well thank you until Duke Nukem 3D turns up. Speaking of which, there just might be something on Duke Nukem 3D on the next page.

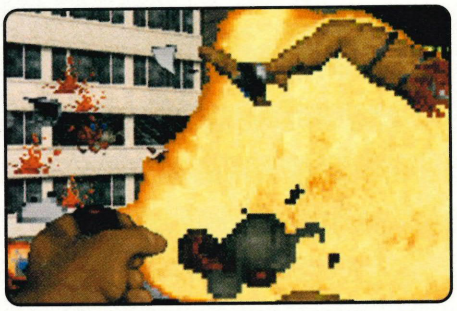
Duke Nukem 3D

Yes, this year's biggest PC smash is coming your way soon! Aliens have landed in Los Angeles and they're kidnapping the city's population of lovely ladies and it's up to you, as our new nuclear-age hero, to save the planet. 3D Realms are the boys responsible for this stunner, and by using the addictive gameplay that made the likes of Doom so popular, they've created a blast of a game which many people in the gaming community now regard as the benchmark in 3D blast 'em up action. This baby is due out some time before Christmas, giving you just enough time to save your hard earned cash. If you fell in love with the PSX version of Ultimate Doom then you're gonna cream over this updated version of the best PC title around. Come get some, etc...



NUKE FACT

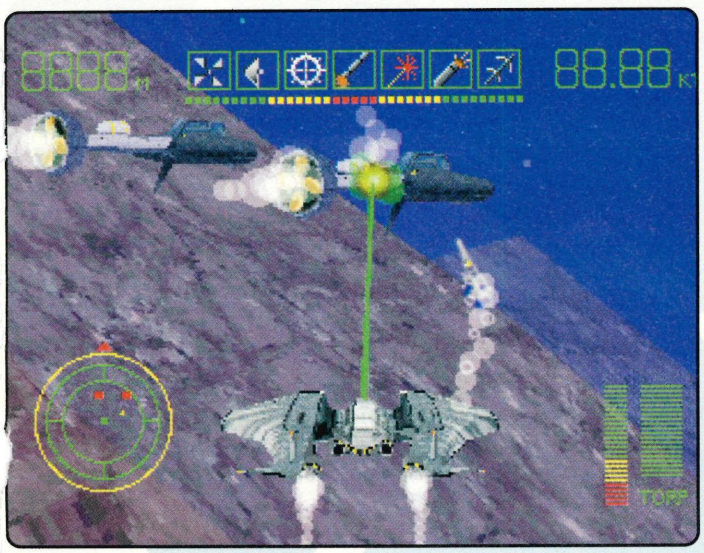
At the recent E3 show in L.A. GT stunned the crowd with their very own Duke Nukem babe. Stunning is not the word...



ter blaster?

Alex Lee, who didn't write this, can be seen in GT's Final Doom press advertising. He's one of the happy looking blokes stood next to the hearse





Tiger Shark casts players as the commander of a heavily armoured submarine attack craft capable of battle above and below the ocean's surface, who has been assigned to save the world from a rogue Russian submarine commander on the rampage. Using a high-tech arsenal of advanced weaponary, players must hunt down the rebel sub and destroy it before the world is obliterated. Featuring true-to-life environments, Tigershark also incorporates smooth flowing battle sequences and scaling for seamless game play excitement.. Finally, although we haven't any screenshots as yet Robotron X needs a quick mention. As some of you may remember, Robotron involves you pegging it around saving hostages from various oncoming nasties. It can get frantic and completely furious at times, and now that it's been given a new coat of paint, Robotron is even more addictive than it was all those years ago.

GT Interactive special

Also released on: PC CD-Rom (probably). Are you arsed about other formats?



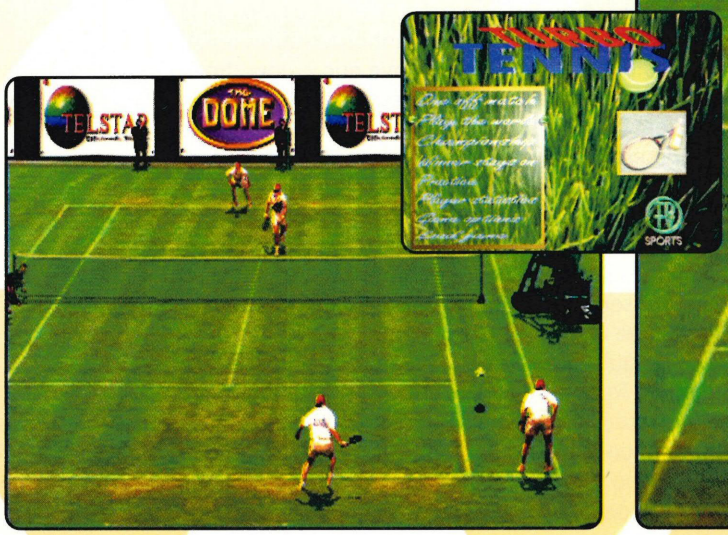


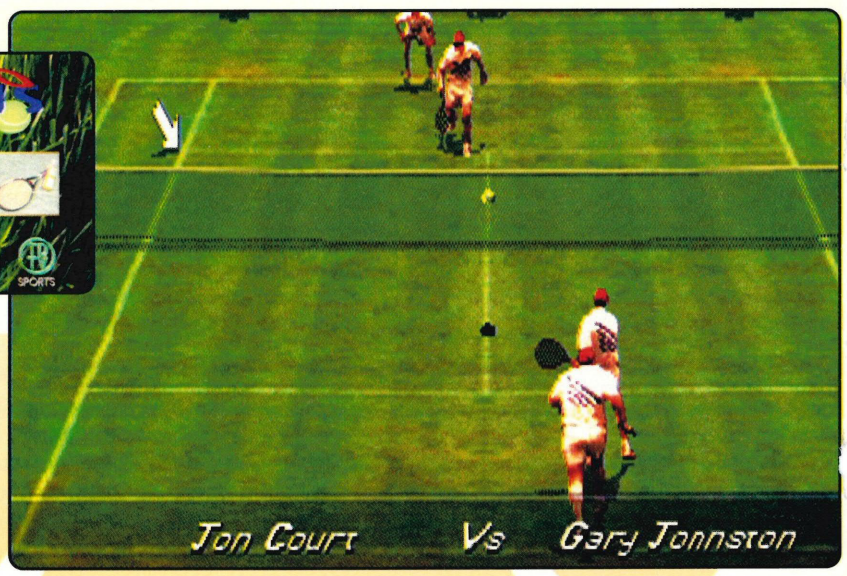
With Wimbledon here and the European Championships already been and gone, Telstar has plans to send the long sporting summer interactive with this pair of ballsy efforts

Sporting su

Davis Cup Complete Tennis is set to break the mould. Every other successful tennis game has relied on the players' imagination as far as atmoshpere goes, with cartoon graphics being as good as it gets in the visual department. This has always worked well enough, and the SNES' Super Tennis remains a legend almost half a decade after its release, but as we stand on the brink of a new century (or something) with more powerful machines than ever at our disposal, Telstar feel that the time has come to update the image of the tennis sim.

Photorealistic courts are the way forward, they tell us, and to this end will be ulilising these next generation ultra-real bash arenas in what they claim will be the *complete* tennis game, both in terms of graphics and gameplay.







SPORT FACT

Paul is set to approach Rupert Murdoch soon with his idea for a new sport which would make ideal television: Royal Bashing. What you do, is you get a massive stick, and ...

Onside As if we needed another footy game Telstar have also got one in the pipeline and they reckon that there's never been a game like Onside, a cunning combination of football and football management.

You'll be able to choose from any of the top teams in the four European leagues (English, Italian, German and French) and then decide where your own personal strengths lie.

Are you the nimble fingered, games playing genius type who would be better off doing your talking on the pitch, or are you more of a manager sort who couldn't use a D-pad if your life depended on it? Or maybe you're a bit of a smartypants who thinks they're the best at both aspects in which case you can opt for a player manager's role. In Onside the footballing world really is your oyster.

You are in complete control of both the game and the way the game plays. Incorporated are transfer deals, friendlies, training tactics and cup ties but these only make up a small percentage of what Onside is really all about.

There will be over 7000 frames of animation in the finished game to ensure things run as smoothly as possible along with unlimited camera angles that allow you to view the game from virtually anywhere (including a first person perspective and a bizarre balls eye view!)

There will of course be complete in game commentary (although I'm not sure who by yet) and the interesting opportunity, when playing as a manager to view the whole game, just the edited highlights or even simply the final score.

Providing they can improve the pretty poor looking in-game graphics Telstar should do well with this riding on the back of post Euro '96 football fever.

mmer

Paul likes cricket and Steve's a rugby fan - won't someone program a game for them please?

In all, 24 courts from around the world are to be represented and recreated in minute detail, the graphical quality apparently allowing for superbly fluid sprite movement and unbelievably authentic-looking shots. Programmed by old hands The Dome - better known so far for their sterling work on the Amiga - DCCT does not let up on the innvations there.

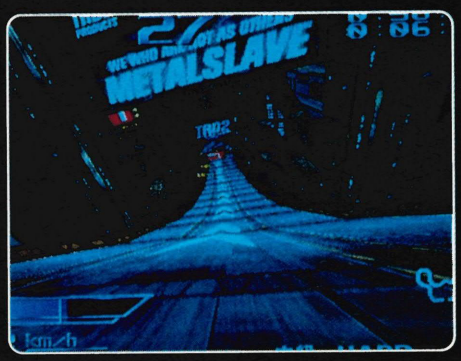
Also, for the first time in a PlayStation tennis game, there will be a split screen option so that all human competitors (up to four in the case of a doubles match) can operate throughout the game from behind the players' shoulder.

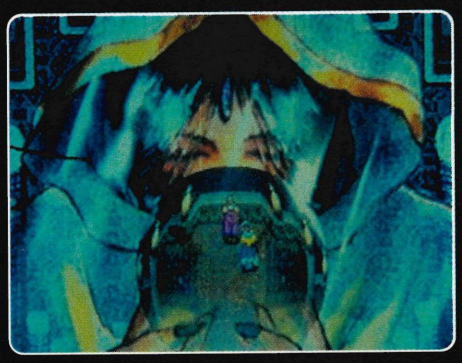
Whether this heighten or reduces the gameplay remains to be seen, but with yet another unique feature in the shape of the fabled *winner stays on*, originality is certainly the watchword.



Onside, DCE Tennis

Also released on: PC CD-Rom





Fresh from its astonishingly good International Track & Field and buoyed by its fantastic looking baseball game, Konami looks to be on the brink of something very big

Turning Jap

Suikoden The Japanese and Americans love their RPG's but many of them never seem to filter through to over, as is proved by the distinct lack so far of a PSX role player. There are plenty in the pipeline though, one of them being Suikoden from Konami's American division.

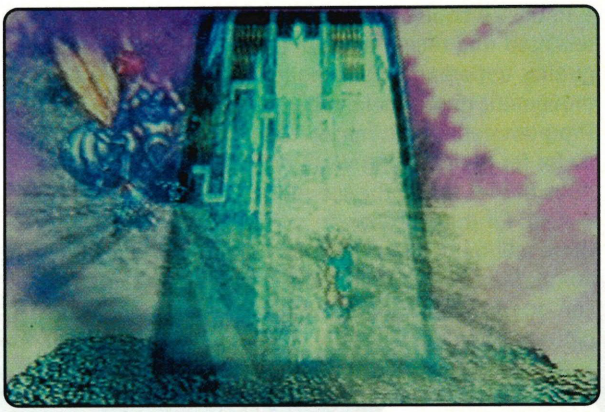
It's already been a massive hit with Japanese PlayStation owners and there's nothing to suggest that it won't have the same impact over here.

The developers claim there's a totally engrossing quest at the heart of this epic drama and, beneath all the flahy 32 Bit technology and 3D and 2D texture mapped graphics lies an authentic RPG that's too good to miss.

In addition there are three types of battle – one on one, party vs party and army vs army, offering plenty of fast paced action full of awe inspiring spells, enemies and special attacks.

There's to be over 100 characters, each with their own unique looks and specific traits, to interact with and Suikoden promises to provide literally dozens of constantly evolving characters and personalities to keep the game moving forward and interesting.

Don't expect a charming story and loads of fairies in this though. Suikoden pulls no punches when it comes to battle, because, being set during a civil war there are bound to be deaths and injuries on both sides of the conflict.





Broken Helix

Details are thin on the ground about this Fade to Black-esque adventure but we thought the chance of bringing you a couple of early screenshots of this fantastic looking game too good to miss.

It's more action oriented than EA's classic adventure but the essential ideas are quite similar and it also draws influences from some popular American science fiction tv programmes. I've heard it described as a cross between Doom and Fade to Black and let's face it, if it takes the better points from those two then it won't be half bad.



KONAMI FACTS

Since Track & Field, also by Konami, arrived in the office, none of us have stopped playing it. If Road Rage plays anywhere near as fast as the demo at the Los Angeles E3 it'll knock Wipeout sideways. The literal translation of the Japanese word Konami is 'big time respectful video gaming company'

Steve McNally thinks these games are all well and good, but where's the baseball game? That's what he'd like to know

Japanese

Road Rage

Based on the apparently popular arcade machine known as Speed King - Road Rage gives the player the opportunity to experience the incredible feeling of floating on air in a state-of-the-art hovercraft.

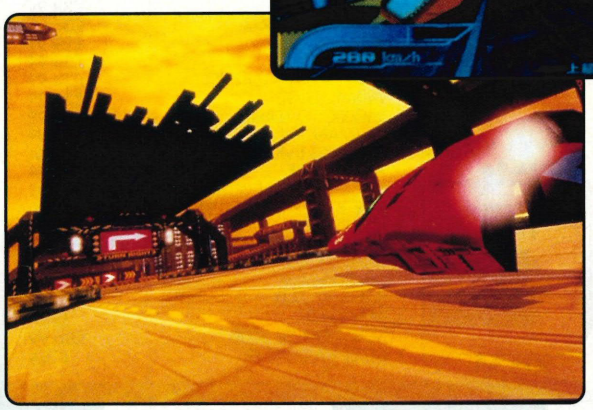
Not just that though, but also travelling at the speed of sound, manoeuvring through challenging race courses and experiencing all of this action in unbelievable 3D environments. Konami reckons it's so realistic, and such a thrilling experience, that it's being dubbed as a racing simulator ride simply because the term *game* isn't grand enough.

All the same super speed sensation has been retained from the arcade plus there are some added bonus elements designed to enhance the racing excitement and further hone gamers' hovercraft driving ability.

Additions to the arcade include extra cars to drive, more courses to choose from and even more controls to intensify the challenge, provide more racing variety and allow more 'boost' and maneuverability of the vehicles, making the PlayStation version of Road Rage an even more powerful racing experience.

You'd be forgiven for thinking this looks a lot like Psygnosis' Wipeout, because it does, and a pretty spectacular battle should ensue when this goes head to head with the sequel to one of the most popular PlayStation games so far.







TOMMO!

THE ADVENTURES OF JOHN AND BILL (PART ONE)

JOHN: YOU LOOK TROUBLED BILL WHAT'S THE PROBLEM?

BILL: WELL JOHN THE PROBLEM IS I,M SICK OF PAYING OVER THE TOP PRICES FOR MY MAIL-ORDER GAMES AND I DON'T WANT TO PAY A CLUB MEMBERSHIP FEE EITHER!

JOHN: YOUR PROBLEMS ARE SOLVED BILL, FRET NO MORE!

BILL: WHAT DO YOU MEAN JOHN?

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BILL: JOHN YOUR A SAVIOUR... GIVE ME THEIR NUMBER!

IF YOU'VE GOT A FRIEND LIKE BILL TELL THEM TO..

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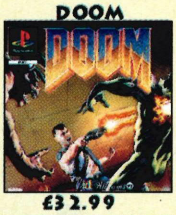


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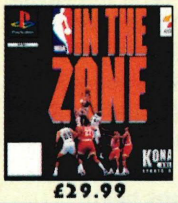
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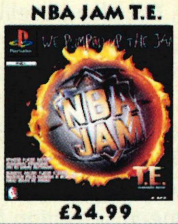
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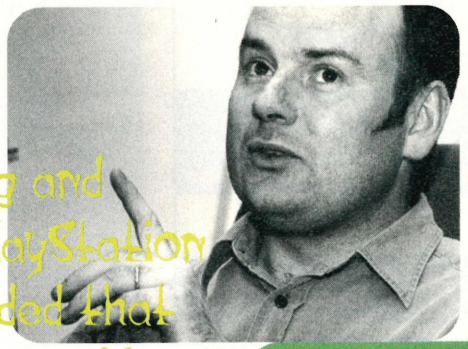
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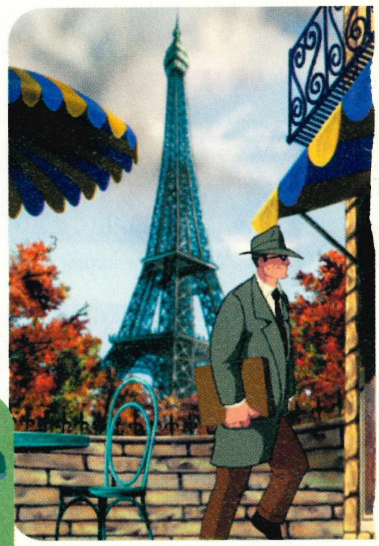
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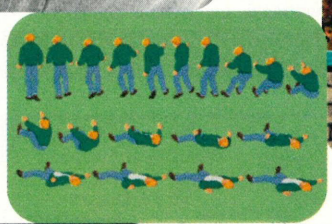


Up the re





With racing, kicking and punching the dominant PlayStation pastimes, Sony has decided that it's time for adventure, and has enlisted the help of some old hands to bring you Broken Sword





We don't want to ram history down people's throats, declared Charles Cecil, ramming history down my throat on a sunny afternoon in the beautiful city of York. *We pride ourselves on the playability above all else, but the basic premise of the game is based on fact, and while we've added enough to make an adventure, we haven't distorted the truth.*

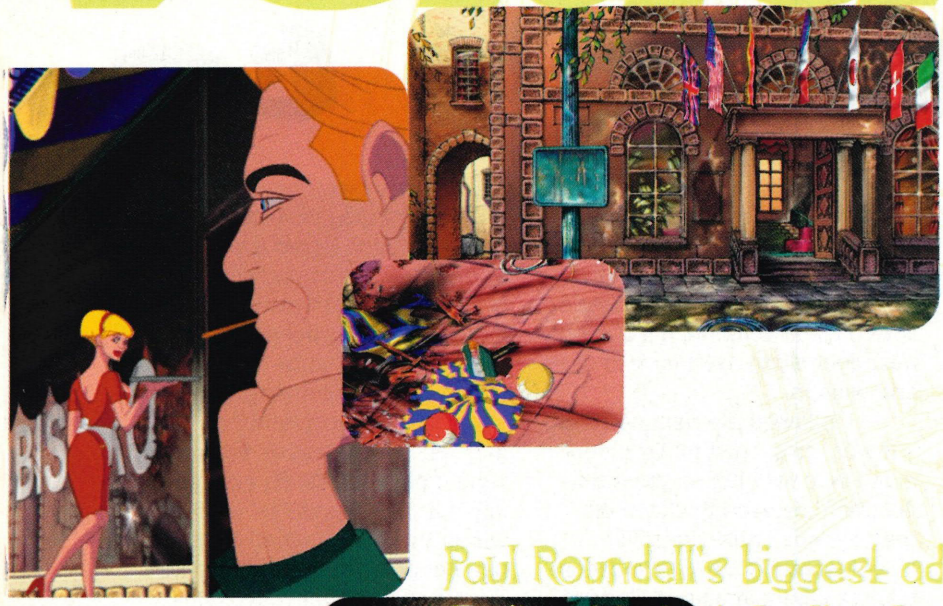
The game is Broken Sword, and Charles Cecil is the Managing Director of Revolution Software, developers of what will be only the PlayStation's second adventure, and the first one designed specifically with the machine in mind (Discworld was a direct and hasty PC port, as anyone at Revolution will be happy to point out).

Porting isn't Revolution's style however, and their portfolio suggests that the York developers are anything but hasty. Since their formation half a decade ago, the self-proclaimed adventure kings have produced just two games – *Lure of the Temptress* and *Beneath a Steel Sky*. Both were recognised as excellent adventures, claiming respective places at the top of the software charts, and it was with Steel Sky that Revolution realised the advantage of working with 'outsider' professionals. They drafted in celebrated graphic artist Dave Gibbons to add texture to the graphics and to produce a collectable manual. With Broken Sword, Revolution's ambitions have expanded both with the size of the project and the employment of more outsiders. Their eye for minutiae remains vigilant. *Our expertise is in computer game design*, says Charles, *And we're very good at what we do*. Charles, however, concedes that to produce a truly stunning game it is necessary to fully embrace multimedia, and to this end the further expertise of more and more outsiders is required.

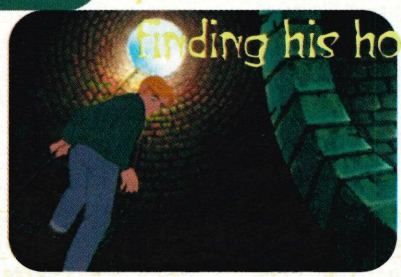
There are around four hundred separate pieces of music in the game, he says. *In order to build atmosphere and introduce a level of ambience, we have employed the services of Barrington Pheloung, who really is one of the best composers in the business.* Barrington is the man responsible for the music in, amongst others, Inspector Morse, and the Julie Delpy film Truly Madly Deeply. The programmers sent him video-



volution



Paul Roundell's biggest adventure to date was finding his hotel after leaving the pub in York



tapes of certain sections of the game with time-coded segments marked out for music. Through playing the game, Barrington got a feel for what kind of soundtrack (dramatic, comedic, suspenseful etc.) was needed for each particular part, and the result - hope Revolution - is a seamless, cinematic feel throughout.

But back to the history lesson. To be fair, Charles' exuberance towards the concept of the game appears to sum up the Revolution attitude of total immersion in whatever they do, and his carefully researched knowledge of the Knights Templar is testament to this.

Knights who? Knights Templar - pseudo-mythical, super-powerful, killer monk millionaires of centuries ago who are said to have held many artifacts from the time of Christ, and a deep, dark secret which - and I quote - *if revealed, would undermine our fundamental view of Christianity itself.* Deep.

Thankfully, the Revolution team have used this legend for little more than setting the scene to Broken Sword, and despite the heavy and serious subject matter, the game itself remains lightheartedthroughout. Graphically, it is - obviously, perhaps - their most polished effort to date. With Broken Sword they continue a tradition of producing an adventure game script in the form of a short novel first, *To test its credibility, and to look for holes in the plot*, says Charles. So intent are they on creating realistic dialogue, that this time around the game was edited by a senior BBC Writer and Script Editor.

With the power of the PlayStation at their disposal, the programmers have been able to let themselves run riot with the graphics too: multi-layered parallax moving at different speeds in the foreground *and* background adds a great deal of depth (literally!), and by choosing a character style somewhere between human and caricature, they are free to move their sprites around the screen as they wish without worrying about the constraints of realism.

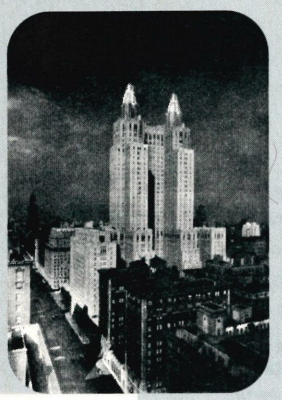
Revolution believe that this, their most ambitious project to date (over £1M spent on development) is set to elevate Sony's finest to a new, mature level of existence.

Alex Lee jumps into his Tardis and asks

Where's it all going to

Only the other day I was cruising around deep space (nine) in my Tardis when for no apparent reason I stopped off in the centre of Manchester with the co-ordinates set at July 16 2097. Nothing much had changed - except everything seemed to be an exaggerated version of what it's like today.

Manchester City Centre circa 2097AD



All the kids were wearing Man United tops - although there were at least 12 different designs and colour combos I could see. Oasis were still selling well, even though they had all died. Boddingtons advertisements, dazzling through the drizzle, dominated the otherwise drab skyline and Coronation Street had been re-titled Coronation Space Station.

After pocketing my Tardis - it's one of the new, silver, fold-down ones - I embarked on a five-hour mission to seek out new consoles, new games and new peripherals. I was to boldly go where no lawnmower man had gone before. Before finding an arcade, I thought I'd check out the toy department in Kendals.

Kendals '96 is like a posh Lewis's/Debenhams where people like me are frowned upon when they enter. They wouldn't even let me into Kendals 2097. A bloke on the door told me I had to have a card to get in. Not knowing what he meant, I sloped off round the corner and watched someone else stick a credit card into a slot in the next door along, wait for it to open and walk in.

I followed the next person in - it was easy, I just told the doorman I was with her. In the future, doormen are even thicker than they are now. After the silver-haired woman that I'd followed in told me where to go and slagged off my body-warmer, I made my way inside. The ground floor, which was covered in sand to give a summer ambience, stunk of fish and chips, salt and vinegar and candy floss. By the time I'd reached the lift, however I'd been sprayed by about 14 different aftershaves by these blokes who looked like cybermen.

I had to blag my way into the lift as well. Apparently, it turns out that everyone's got a single credit card that basically does everything. The richer you are, the more things you can do and everywhere you go costs money which is automatically deducted from your card. I got out of the air-conditioned lift, which had been piping out a slow, somehow soothing synthesised version of The Ace Of Spades by Motorhead.

Thankfully, not a great deal had changed in the world of toys. Cuddly dinosaurs were again in the ascendancy, although the favourite soft toy was still far and away the bear. Board games-wise, Monopoly, Cluedo and various versions of Trivial Pursuit still dominated the silver shelves. But they weren't what I'd come for. So where were the consoles?

To my abject horror and disgust, all three consoles available were a bit small, fiddly and generally not that impressive. And only two of them were silver! Console number one, which I shall name Zygote so I don't get sued, was racing green, shaped like a tiny flying saucer (about two inches high with a three inch diameter) with a texture not unlike hard polystyrene. The carts, which weren't carts as such, were surprisingly heavy minuscule vitamin supplement-like capsules. I'd hate to see what would happen if a young kid got hold of a mouthful of these. Suppose he'd freak and start shooting everyone.

The games for Zygote retailed at £499 each and were presented in tubes the size of which you'd expect to see a whisky bottle inside rather than titchy cylindrical cart. Best of the bunch from what I could see was Phaster - an arcade-perfect race game set in prehistoric times. Man has just discovered the wheel and the idea is to steam down mountain sides, hurling rocks at everything from woolly mammoths to sabre-toothed tigers while trying to gain an advantage over your

end?

cannibalistic opponents whose only aim in life is to chew your ears off and suck your eyeballs out. Zygote's joypads were pseudo-ream, though - cordless, they fitted snugly into either hand (left-handed and right-handed versions were available for the same price - £249 each) and pretty responsive. Made out of the same weird material as the console, they seemed pretty sturdy too - which is lucky because I hurled one of them to the floor after being cannibalised for the fourth time on the trot.

None of the shop assistants, dressed in obligatory silver, seemed remotely bothered however. One of them was picking his nose, another was scratching his backside and a third was polishing her nails - like I said before, nothing had changed that much.

Onto console number two, the Embryo (again, the name's been changed to protect the innocent), and if anything this was even more impressive than the Zygote. A simple square design in black exactly the same size as a CD single case, the Embryo also sported cordless d-pads, again in black but covered in sponge similar to that seen on expensive goalkeepers' gloves.



The armadillo joypad, supplied with the Phetus-P640

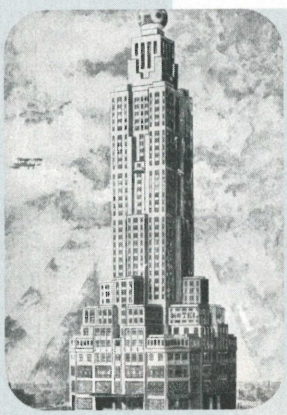
I was eager to have a 'do', so I pushed a teenager aside and he told me where to go. In a future world where so many things were silver, his silver tongue had nothing more to offer than the most basic traditional 'go forth and multiply' two-word insult. Back to the Embryo and its flagship title Glyde 2097BC - a prehistoric hang-glider simulation which had to be played wearing 3D contact lenses. It was wild - by the time the third pterodactyl had bashed into me, I was on my knees, the sweat pouring off my forehead.

I wanted one! But how could I pay? I didn't have one of the all-encompassing credit cards that everyone needed to live on, only a battered Switch card with a £200 overdraft, an AA membership and a British Association of Journalists card. But before trying to buy an Embryo and a copy of the Glyde 2097BC double-sided CD game, I needed to play-test console number three, the 640bit Phetus-P640.

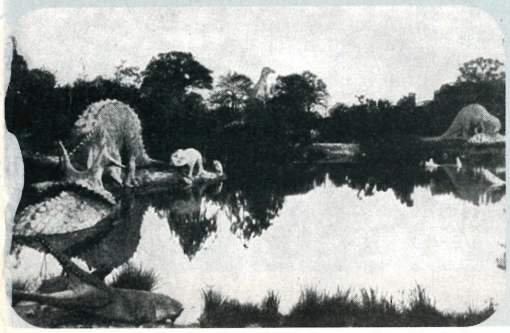
As I reached for the d-pad, the bulkiest, silveriest and most armadillo-like of which I had seen today, I heard a noise from my pocket - my Tardisphone was ringing. Knickers. I pulled it out, pressed the appropriate button and it was my publisher Denise Wright on the line.

'Alex - The Forum needs doing. Get a move on,' she said, impatiently tone. Bum. I had to get back to 1996 and do some proper work. If any of you have any flawed visions of the future and wish to share them, then write in to the usual address. If not, then write in anyway suggesting a decent topic for the Forum.

Kendals, circa 2097



Screenshot from intro of Phaster



Dear PSX-Pro

I am writing to you to complain to you concerning the Alien Trilogy covermount disc in PSX-Pro issue 6 and your bold statement in the text on page 4 -

1) Two completely new levels, specially created for PSX-Pro! WOW! I thought.

2) Two massive levels which are not included in the game! FANTASTIC! I thought.

3) They've been specially programmed for us and you! EXCELLENT! I thought.

Although I already own the game and am in fact nearing completion of it, I thought of those two completely new massive levels not included in the original game and duly paid my £5.00. Imagine then my feelings when the game started and I pressed the button to open the door. EXCITEMENT? SUSPENSE? TERROR? AMAZEMENT? EUPHORIA? More like deja vu.

They wouldn't do that though would they? I thought. I moved further down the corridor - another feeling of deja vu - no surely not? To cut a long story short, this continued to the end of the first level and the second. I have played both of these levels in the original game and all your coverdisc contains are very minor differences to the original - FALSE REPRESENTATION I ASK MYSELF!!! I feel that I have been mislead in this instance, and would appreciate a suitable explanation and recompense.

I await your early reply, the contents of which will decide whether I will buy your magazine in the future.

K Voss, Gloucestershire

PSX-Pro replies

False representation? Recompense? Do we have a contentious issue here? It's looking that way. Read on...

Dear PSX-Pro

After reading your issue number six, I've written in to comment on your review of Alien Trilogy. Game Of The Month 'Yes' I thought. Game Of The Decade you said 'Wow I can't wait to play it'.

Game of the next three days as it turns out.

I completed the game in three days - a total of about 10 hours of play. I can't help but feel very disappointed with the game and the fact it wasn't pointed out how easy the game is to complete. It was good while it lasted, but that wasn't nearly long enough.

Doom took me two months to complete and I'm still playing it now in link up mode. Alien Trilogy has no link up mode - just a very short lifespan.

Ian Dean, Banbury

PSX-Pro replies

The quickest we've known someone complete Alien Trilogy is a week - so you're obviously a pretty ream gamesplayer. Or is it because all those months' practice on Doom have finally paid off? What you've got to remember, Ian, is we only have a few days in which to play any given game, take screenshots and write the review so it's unlikely we'll complete one in such a short time.

Thanks for pointing out such a fault in a release that had so far been universally accepted as a classic.

Dear PSX-Pro

Regarding the 'exclusivity' of the contents of the Alien trilogy PSX demo, I can confirm, having spoken at length with the developers Probe Software, that both levels of the demo were totally original and can not be found anywhere in the actual game. The maps of these levels were based on existing worlds within the game, but all the contents, pick-ups, enemies, missions and effects were exclusively created for this demo.

The overall concept of the demo from the outset was to provide, in just two timed levels, the total Alien Trilogy experience for your readers, whilst not actually giving away or using any specific levels from the game itself.

Simon Smith Wright, PR Manager, Acclaim Entertainment Ltd

PSX-Pro replies

Thanks Simon. Subject closed.

Dear PSX-Pro

I am writing to you to ask you if you have heard anything about Command & Conquer coming out on the PlayStation?

Chris Mikula, London

PSX-Pro replies

It will definitely be out on the PlayStation, but Virgin hasn't confirmed its release date as yet.

Dear PSX-Pro

I'm just writing to ask if you could tell me the customer hotline (repairs) for the Sony PlayStation as I seem to have a problem with the games loading and is even worse on the intro of games.

I have phoned the games hotline but they haven't helped me much. I would be grateful for your help!

Greg King, Shipdham

PSX-Pro replies

The only line we're aware of is 0881 505 505 - it's open 24 hours a day 365 days a year.

Dear PSX-Pro

First of all I would like to say that I enjoy the format of your magazine compared to other magazines covering the PlayStation and would

now like to pose a question.

Why is it that fighting games only ever cater for two players? I know there was Dragon for the 16bit systems which catered for three players but what I am actually after is a game that allows for a league table effect, so that it is possible for three or more people to be involved, whist keeping track of their individual victories.

Taking Tekken or Streetfighter as examples a chart is shown stating how many games have been won by player 1 and 2 after each bout. This is great when only two people are playing as it is easy to see who has won the most fights, but occasionally I can have up to five people playing knock-out tournaments on Tekken, which not only results in real fights over the joypad, but after a number of goes makes it impossible to see who has won the most fights overall as we don't al use different characters.

Would it not be possible to select how many players are involved in a session and the computer rotate the players to challenge the winner thus proving the outright winner and saving me a fortune in broken furniture and first aid kits.

I realise this would detract from the original version slightly but then there is no coin slot on the PlayStation and it doesn't come in a large wooden cabinet.

I have tried contacting games programmers direct, seeing as how they say they are constantly looking for new touches, but found it almost impossible to find any contact addresses.

I am therefore writing to you so I can see the response from other readers regarding this, and find out if it is just me that feels this would be a welcome addition, and as programmers obviously read your magazine I can use your pages as a medium to relay my thoughts onto them.

D Fowler, Birmingham

PSX-Pro replies

Top idea, D. Until any of the development teams implement a league table in fighting games you're going to have to settle for 'winner stays on' or alternatively going back to basics and writing a fixture list and recording each result as it happens. All the PSX-Pro team agree with your sentiments and I'm sure many readers will too.

Dear PSX-Pro

I'm a student at Lewes Priory School, East Sussex and I would like you to help me. I'm in year nine and as part of my Technology (Graphics) course I'm studying computer magazines, and as I'm a PlayStation owner I buy your magazine, as it is the most colourful and creative PlayStation magazine.

Designing my own front cover of my own computer mag is part of my project, and I would be grateful if you could send me information of the process, staff and time used to design and create the front cover of one issue of PSX-Pro.

Joe Lines, East Sussex

PSX-Pro replies

The editor chats with a few software houses to see if they've got any suitable images saved on CD, floppy disk, syquest drive or 5"x4" transparencies. The one that he and the art editor like the best gets scanned in-house. The image is then moved around/stretched/re-coloured to suit our tastes and the coverlines (the bits with words on) are then added. Lastly, the all-important spine message is typed in. Everything is done using the QuarkXpress DTP package.

NIMROD OF THE MONTH

Dear PSX-Pro

Opon reading your brill review on DESCENT i rushed to the shops with my 45 Quid's to get it to my dispare the game wasn't in the shops!! i Quickly asked the shop bloke if they had run out and when they would restock the shop bloke said "I am sorry but it doesn't come out for another month or so" This made me look like a complete idiot so i would suggest a release date be shown in the Reviews summary thus making us all looking like complete OFFICIAL SONY MAG (lit shite). thanx for reading my rather OFFICIAL SONY MAG Letter.



Adam Bear, Bristol

PSX-Pro replies

You've been after the Nimrod Of The Month title for quite some time now, haven't you? This is about the fifth 'letter' we've received from you over the last couple of months and once again you're talking out of your arse. We don't put release dates in the review summary box because they invariably slip, thus making us look like chumps.

We have absolutely no influence whatsoever over Sony or any of the third party software houses. If we printed release dates, you'd be the first to complain if any of them turned out wrong. We were assured by Interplay that Descent would be in the shops by the time the review was printed, but as you found out it wasn't. What can we do about that? Nothing.

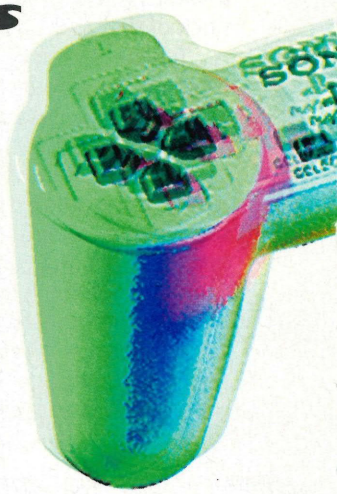
s no link-up mode

t lifespan'

PSX-Pro unveils the full list of PSX games that are out now, and those that'll grace Sony's next generation console over the next six months



Assault Rigs
Clunky-looking Battlezone thang set in harshpants 3D futurescape
Psygnosis



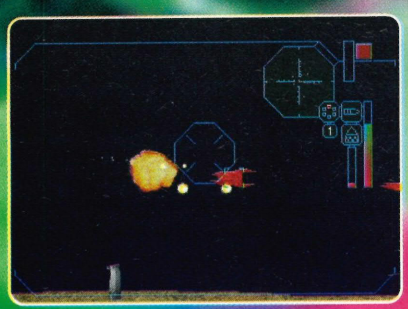
Actua Golf (PSX8, 9/10) - best golf sim to date - Gremlin
Actua Golf course discs - to follow the release of actua golf - Gremlin
Actua Soccer (PSX3, G.O.M. 9/10) - footy game using digitised chris woods and andy sinton - Gremlin
Actua Tennis - motion-captured, tennis treat - Gremlin
Adrenaline Factor - cyber-punk strategy/shoot'em-up
Adidas Power Soccer (PSX6, 9/10)- fine footy game - Psygnosis
Adventures Of Lomax - lemmings platform 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 (PSX6, G.O.M. 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
Alpha Storm - action/strategy - Psygnosis
Alpine Racer - skiing simulation - Namco
Aquanauts Holiday -jacques coustaeu'em-up - Sony
AR Drivin' - serious racer - Merit
Armed - side scrolling shoot'em-up/puzzler - Interplay
Assault Rigs (PSX4, 8/10) - tron with posh graphics - Psygnosis
Athanor - scrap with mythological creatures - Psygnosis
Ballblazer - sports game on an artificial asteroid - LucasArts
Batman Forever - movie tie-in platformer - Acclaim
Battle Arena Toshinden 2 - sequel to breathtaking original 3d beat'em-up - Takara
Beyond The Beyond - oh it's the furthest - Sony
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
Blast Chamber - odd strategy/fighter - Activision
Blazing Dragons - mythical creatures, but no knights - Crystal Dynamics
Bloodlust - reworking of international karate - System 3
Bogey: Dead 6 - deceased snots - Sony
Broken Helix - thinking man's adventure apparently - Konami
Bubble Bobble - old games shovelled onto a black cd. hmm... novel - Acclaim
Bubsy 3D - can't wait - Accolade
Burning Road - sega rallyesque racer - Funsoft
Bust A Move 2 (PSX8, 6.5/10) - puzzle game - Acclaim
Buster Bros Collection - burst a load of balloons - Capcom
Carnage Heart - bloody pumping two-chambered vessel - Sony
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 (PSX7, 9/10) - mouse'em-up - Ocean
Chessmaster 3D (PSX7, 4.5/10) - hot pawn action - Mindscape
Chronicles Of The Sword - role player - Sony Interactive
City Of The Lost Children - rendered action adventure - Psygnosis
Contra - Legacy Of War - all-new contra for PSX users - Konami
Cool Spot 3 (Spot Goes To Hollywood) - red pill grows arms and legs - Virgin
Cosmic Race - fast but too hard to control - Neorex
Crash Bandicoot - gonna be the best platform game ever - Sony
Creature Shock - scary monsters and super creeps - Interactive Studios
Criticom (PSX4, 7/10) - spin-around 3D fighter - Virgin
Crusader - no remorse. breeze around without feeling guilty - EA
Crypt Killer - hilarious kill-mummy fest - Konami



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

Dark Forces - light sabre action - Virgin
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
Destruction Derby II - sequel - 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

Defcon 5
The screenshot below isn't representative of what a pseudo-ream game this is
Millennium



Discworld II - sequel - Psygnosis
Doom (PSX3, 9/10) - bloody first-person perspective shooter - GT Interactive
Dragon's Lair II - linear tap-tap-press knightly adventure - Readysoft
Dream Knight - sleepy adventure thang - Jaleco
Duke Nukem 3D - exciting doom-style shooter - GT Interactive
Ectosphere - spooky goings-on based on clive barker novel - Virgin
Epidemic - flu breakout - Sony
ESPN Extreme Sports (PSX2, 7.5/10) - 'modern' sports racing with roller blades, skateboards etc - Sony
Exector - poor man's loaded - Japan
Extreme Pinball (PSX7, 3.5/10) - bobbins - EA
Extreme Power - assault suits and transformer-style planes - Profile
Face Off '97 - follow-up to NFL Gameday - Sony
Fade to Black - (PSX8, 8.5/10) top PC conversion - EA
Fallen, The - futuristic yank'em-up - Psygnosis
Fantasy Racing - racing game that no-one knows anything about - Gremlin



FIFA 96
Could have been so ream, but ended up as a bit of an also-ran to the likes of Actua & Adidas
Electronic Arts

FIFA Soccer '96 (PSX3, 7.5/10) - updated popular footy game - EA
Final Doom - use your imagination - GT Interactive
Fiani Round - once called Konami Links - Konami
Firo & Klawd - hilarious rpg with a cat in it - BMG
Floating Runner (PSX6, 4.5/10)- 3d platform effort - Xing
Formula One - racing sim - Psygnosis
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
Gameday '97 - follow-up to NFL Gameday - Sony

Impact Racer
A cross between WipEout and Twisted Metal - not bad at all
J U C



Gears n Guts - a jeep game that looks very much like all the 3d stuff seen on the playstation so far - Gremlin
Gender Wars - Reckon the blokes'll win - GT Interactive
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
Gunship (PSX8, 9/10) - helicopter simulation - MicroProse
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
ICR - wacky racer - Merit
Impacr Racing (PSX8, 8/10) - fast as a bast racer - JVC
In The Hunt (PSX4, 5.5/10) - pump shoot'em-up - (surprise) THQ
Incredible Idiots In Space - see morons with weapons and lotsa ugly aliens - ASC
Incredible Toons - just like an interactive warner brothers' cartoon - Virgin
Indycar Racing - less boring than nigel mansell - Virgin
International Track & Field - same gameplay as old arcade machine, but with ream tekken-like characters - US Gold
Ironman/XO Manowar In Heavy Metal- better than the title suggests - Acclaim



Island Of Dr Moreau - based on writings of HG Wells - Psygnosis
Jack Is Back (PSX3, 8/10) - first alone in the dark for the playstation - Infogrames
Jajamaru - confusing Japanese game - Jaleco
Johnny Bazookatone (PSX3, 8/10) - proved to be almost as good as its name - US Gold
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 Of Fighters - 3d street racer - 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
Kumite - The Fighter's Edge - first PSX pagga-fest to use x-ing - Konami
Last Ninja - updated Amiga classic - System 3
Legacy Of Kain - Old guy leaves something behind him - Crystal Dynamics
Legends Football '97 -another american footy thang - Sony
Lethal Enforcers 1 & 2 - two 16-bit games in one - Konami
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
Major Damage - first PXSX game to use 'monkey' technology- Capcom
Marco Polo - re-live his epic, yet rather cold, adventure - Infogrames
Marvel Superheroes - (surprise) fighting gaem with spidey, hulk etc - Capcom
Marvel 2099 - mindscape has a do at a marvel licence - Mindscape
Mayhem - going off all over - Mirage
Mazin Mahjong - what's the fascination with tiles? - Sunsoft



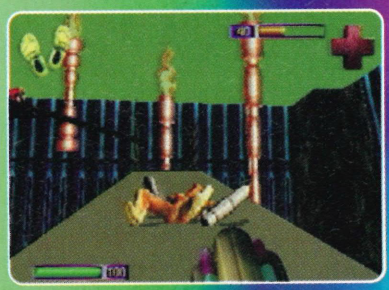
Loaded
Beautiful-looking, but a little too small shoot'em-up viewable from loads of angles
G r e m l i n

Myst
Point and click adventure that works well on the PSX
Psygnosis

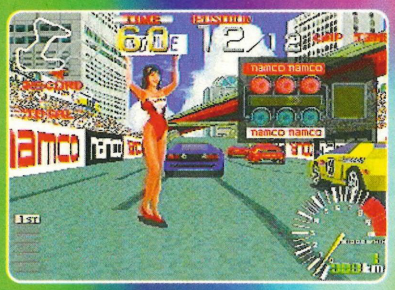


Metal Jacket - mechwarrior with buttons on - Sony
Mickey Mania (PSX5, 7.5/10) - half decent platformer - Sony
Mindscape Golf - golf game from - Mindscape
Minnesota Fats - poor pool game with added full-motion video - Data East
MLBPA Bottom of the 9th - released in Japan & US only - Konami
MLB Pennant Race - yank baseball sim - Sony
Monster Truck Rally - exciting off-road driving thang - Psygnosis
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, 7.5/10) - amazing 3d version of pc classic rpg/adventure/puzzle/strategy - Sony Interactive Europe
Myth Addventures - greek mythology arcade style - Virgin
NASCAR Racing - incredibly popular pc game - Virgin
Namco Museum Vol One (PSX5, 8.5/10) - 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, 8.5/10) - 3d polygon basketball sim - Konami
NBA In The Zone 2 - 3d polygon basketball sequel - Konami
NBA Jam Extreme - NBA Jam sequel - Acclaim
NBA Jam Tournament Edition (PSX2, 8.5/10) - arcade-perfect basketball - Acclaim
NBA Live '96 (PSX6, 8/10) - johnny-come-lately basketball sim - EA
NCAA Game Breaker - yank footy sim - Sony
Need For Speed (PSX5, 8.5/10) - quick as you like split-screen racer - Electronic Arts
NFL Full Contact - programmed by original madden bloke - Konami
NFL Gameday (PSX7, G.O.M. 9/10) - stop bringing out american football games! - Sony
NFL Quarterback Club '96 - life-like american footy sim - Acclaim
NHL Face-Off (PSX7, 9/10) - the puck'll take your face off - Sony
1996 Football - work it out for yourself - Time Warner
Ninja - 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
Olympic Games - lucrative licence, no doubt - US Gold
Olympic Soccer (PSX8, 9/10) - amateur footy fun for all - US Gold
Onside - professional footballing fun - Telstar
P.O'ed (PSX7, 7/10) - weird doom rip-off - 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 - strange hybrid - Konami
Power Hockey - playstation answer to ea hockey - Virgin
Power Serve - 3d tennis with agassi & sampras caricatures - Ocean
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: Horned Owl - essay on strange head-turning bird - Sony
Project Morph - 3d flashback sequel - EA
Project Overkill - intense military action - Konami
Psychic Detective (PSX6, 7.5/10) - sherlock holmes goes all cerebral - EA
Quake - another doom-like job - GT Interactive
Raiden Project (PSX1, 8/10) - standard v/scrolling shoot'em-up - Ocean
Rapid Reload (PSX1, 7/10) - horizontally scrolling 16-bit-style shooter - Sony
The Raven Project - win back the earth - Mindscape
Rayman (PSX1, 9/10) - testing platform game with ballz-style sprite - UbiSoft
Rayman 2 - sequel - UbiSoft
Ray Tracer - we think it's a shoot'em-up - Taito

PO'ed
Hilarious frying pan wielding though not too polished Doom wannabe. Daft title as well
Warner



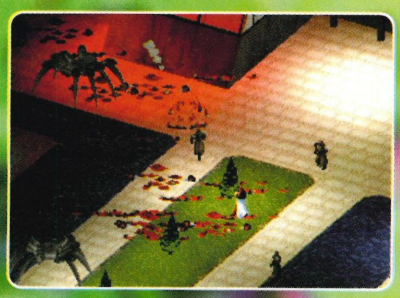
Ridge Racer Rev
Sequel to the superbly skidmarked original - but not that different
N a m c o



Razorwing - strategic 3d blaster set in a hover tank - Sony
Real Bout Fatal Fury - scrap on - Sony
Rebel Assault 2 - hopefully a decent conversion of pc incarnation - Virgin
Reloaded - the sequel to loaded - Gremlin
Resident Evil (PSX8, 9/10) - tremendous adventure epic - Virgin
Return Fire (PSX6, 7/10) - guns 'n' that - 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 - EA
Robo Pit (PSX6, 6/10) - feeble beat'em-up - Altron
Rock n Roll Racing 2 - brand new engine - sequel to old 16-bitter - Interplay
Rodney Matthews (working title) - land buggy and flying fighter effort - Psygnosis
Rugby League - 13 blokes on either side having a row - Alternative
Sampras Extreme (PSX8, 8/10) - slightly above average tennis release - Codemasters
Samurai Shodown III - scrap betweeen sword fighters - Sony
Screaming Wheels - super-fast racing simulation - JVC
Sentient - save a space station - Sony
Sex 'n' Drugs 'n' Rock 'n' Roll - looking forward to this one - Time Warner
Shanghai: Great Moments - tile game with knobs on - Activision



Shanghai: Triple Threat - tile game with more knobs on - Activision
Shellshock (PSX5, G.O.M. 9/10) - serve a tour of duty with superfly guys - Core
Shockwave (PSX3, 8/10) - defend the earth in 3d - EA
Shining Sword - animated 3D-er set in a mediaeval world - American Laser Games
Shoot Out - basketball sim - Sony
Shredfest - snowboarding featuring video clips - EA
Silverload - wild west adventure - Vic Tokai
Slam n Jam (PSX8, 8/10) - ream enough basketball sim - BMG
Slayer - ssi first-person perspective adventure - Time Warner
Slipstreem - re-done in manga style - Gremlin
Soul Edge - taking on tekken - Namco
Soviet Strike - colder desert strike - EA
Space Griffon VF-9 - hi-tech doom copy - Panther
Space Jam - more exciting than raspberry jam - Sony
Spawn - stop the mad one - Sony
Speed King - wipeout competitor - Konami
Split Realities - obscure two-faced goings on - JVC
Spud - adventure starring a potato - Alternative
Star Gladiator - beat'em-up with weapons - Capcom
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
Star Trek: Starfleet Academy - punchline: they both wipe out klingons - Interplay
Steel Harbinger - half-mutant woman walking around saving the world - Mindscape
S.T.O.R.M. - underwater action in the 22nd century - ASC
Street Fighter Animated - game of the cartoon of the game - Capcom
Street Fighter: The Movie - game of the movie of the game - Capcom
Street Fighter Alpha 2 sequel to SF Zero (depeends on what country you live in) - Capcom
Street Fighter Zero (PSX4, 8/10) - surprise - Capcom
Street Racer - next gen version of successful 16-bitter - - UbiSoft
Striker '96 (PSX2, 8.5/10) - footy sim - Warner Int
Suikoden - manga influenced rpg - Konami
Syndicate Wars - arcade action and strategy through 360 degrees - EA



Syndicate Wars
Still not out yet! One of the most eagerly awaited titles so far
B u l l f r o g

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
Tenka - ground-breaking 3D shoot'em-up - Psygnosis
Theme Park (PSX2, 7.5/10) - classic strategy - 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 Ninja - complicated fighting epic - Jaleco
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 cyber-fish - ASC
Toba! No 1 - beat'em-up- Sony
Toki Meki Memorial Forever - a teenage boy looking for his dream girl - Konami
Tokyo Highway Battle - good quality ridge racer clone - Jaleco
Tomb Raider - third-person action adventure - Core
Toon Struck - warner bros cartoon licence - Virgin
Top Gun (PSX8, 8/10) - this will take your breath away - MicroProse
Toshinden 2 (PSX5, 8.5/10) - vs beat'em-up - Takara
Total Eclipse Turbo (PSX2, 7/10) - like x-wing star wars scene - Crystal Dynamics
Total NBA 96 (PSX4, G.O.M. 9/10) - amazing basketball sim - Sony
Track & 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 - 3d search and destroy - Ocean
Twinbee puzzle game - pop 'n' twinbee caper - Konami
Twisted Metal (PSX2 7/10) - 3d street racer - Sony
Twisted Metal 2 - sequel - Sony
2Extreme - sequel to ESPN EExtreme Sports - Sony
V-Max - futuristic racer with spaceships - Mindscape
Vandals - ranksters - Accolade
Velocity - action game - PF Magic
Viewpoint (PSX3, 8.5/10) - next gen zaxxon - EA
Virtual Golf (PSX8, 7.5/10) - arcadey golf thang - Core
Virus - first-person shooter - Sony
VR Baseball - a realism-fest - Interplay
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
Werewolf: The Apocalypse - 3D isometric howl at the moon'em-up - Capcom
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)- superfast racer - Sony
Wipeout II - sequel - 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 In Your House - wrestlemania sequel - Acclaim
WWF Wrestlemania (PSX2, 8.5/10) - top grappling fun - Acclaim
X-Com - ufo, basically - MicroProse
X-Men Children Of The Atom - beat'em-up - Acclaim
XS - robotic combat lark - GT Interactive
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

Viewpoint
Incredeibly tough and finely detailed isometric shoot'em-up that's reminiscent of Zaxxon
Electronic Arts



Wing Commander 3
Steve didn't think it was that great - and he's a knowledgeable bloke
Electronic Arts

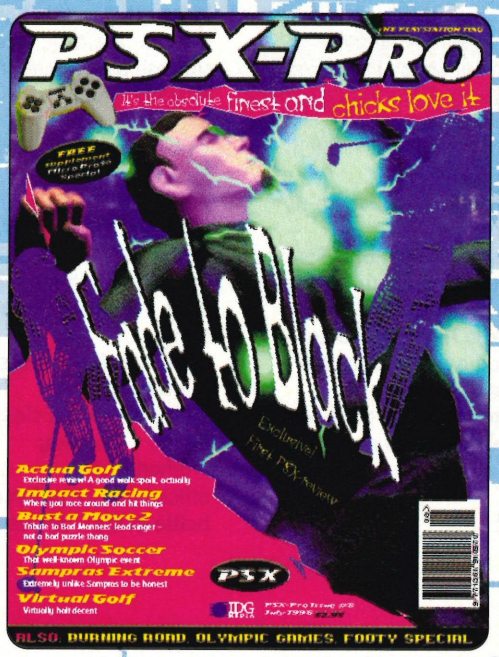


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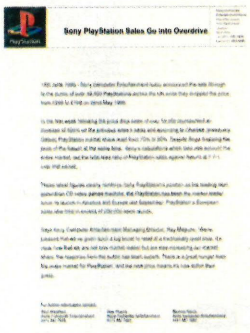
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Sony soaring


Sony PlayStation Sales Go into Overdrive

Since the price drop to £199 on May 22, over 30,000 PSXs have been sold in the UK. The PlayStation market share has gone up to 90%. Despite Sega also dropping the price of the Saturn in competition, the ratio of PSX sales to those of the Saturn stands at 7.7:1. There are now almost 750,000 PlayStation owners Europe-wide. Ray Maguire, Managing Director of Sony Computer Entertainment, commented, *We're pleased that we've given such a big boost to retail at a traditionally quiet time... we are not only market leader but are also increasing our market share... There is a great hunger from the mass market for PlayStation, and the new price means it's now within their grasp.*

The successful SAPS campaign upon which the PSX was launched has been dropped, although the hook line *Never underestimate the power of the PlayStation* remains. Now established as clear market leader, the new £900,000 ad campaign should not only consolidate the PSX's position as a vital element of home entertainment, but also kill the Saturn.

Darren Carter, Senior Product Manager at Sony CE, said, *Whereas the SAPS campaign informed consumers about the hardware and used the anti-advertising theme of 'this is why you shouldn't play it', the new TV adverts are saying 'These are the reasons why you should buy it'.*

Final funeral

In severely bad taste, GT Interactive recently organised a mock funeral procession in the East End of London. The residents of Roupell Street were curious to find a Kray-style horse-drawn hearse hanging around one hot summer's afternoon in June. Various games mag luminaries (our very own Alex Lee included) turned up wearing their best black suits in order to get their faces on GT's forthcoming press ads for Final Doom. Apart from the wreaths falling off the side of the hearse every ten minutes, the photo shoot went well. For a couple of hours, everyone felt famous as bemused commuters walked by, not sure whether to bow their heads in sympathy or hang around for autographs. There's more on Final Doom in the preview section. Look out for the review – and the adverts – in future issues of PSX-Pro.





STOP PRESS The success of Empire's Pro Pinball: The Web, reviewed earlier in this ish, was celebrated recently at the Shaftesbury Theatre, Shaftesbury Avenue London. The occasion was an evening performance of the smash hit musical, Tommy.

Shiny Entertainment's (proper) Dave Perry, the much respected producer of the Earthworm Jim series and platform masterpiece Aladdin (both on 16-bit formats), nominated Sony's ground-breaking Crash Bandicoot as his favourite game of the Los Angeles E3 show. His other favourites were Heart of Darkness (Amazing Studios), Super Mario 64 (Nintendo), Knights (Sega) and Gameboy Pocket... Thing (Nintendo).

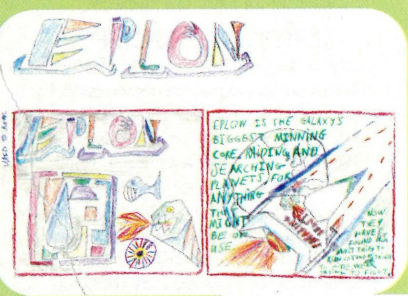
Yes, we know it's the August issue, but for the record, here are some official British software release dates supplied to us by Sony. Toshinden 2 – June 28 1996. Aquanaut's Holiday – July 96. Namco

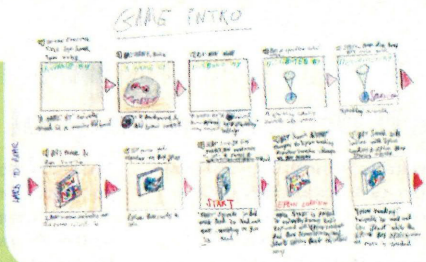


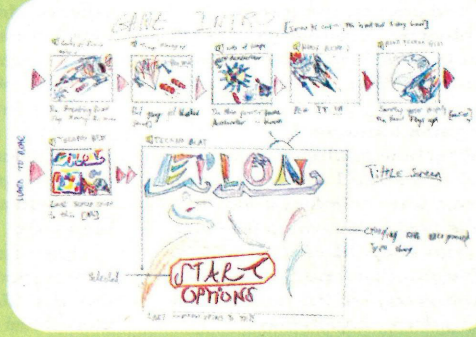


Hard to bear

To give him his dues, he's really going for it, this lad. Not content with winning the dubious honour of *Nimrod Of The Month* on this month's letters pages, Adam Bear has really excelled himself now with his new game design. He writes, *i am righting to you to let you know that I'm giving you a (photo copy) outline of a game that i call EPLON. It's basically a bit like Descent but hopefully better. i have done it in about 2 weeks so there may be a few glitches.* See what you think, readers – he's been kind enough to enclose some sketches of what he thinks his game should look like. Twisted genius or absolute nimrod? You decide. Tell us and get in PSX-Pro!







Rival to Bandicoot?



Due out in March '97, so come up with your own conclusions for the *real* release timing, Pitfall 3D adds two more dimensions to the popular platform series.

Yup, not only is it a length, depth and breadth-fest, all the action happens real-time.

Rather than using antiquated rendered sprites, Pitfall 3D is to feature detailed polygonal characters, although whether they or the game will come anywhere near rivalling the all-over brilliance of Sony's genre competitor Crash Bandicoot is another matter altogether.

Full texture mapping and shading, a feature film quality soundtrack, is non-linear worlds with hidden levels and bonus areas should quench the thirst of any 3D platform fan.

With dynamic camera angles, multiple game settings, organic worlds, earthquakes, volcanoes, caves and rivers, it all sounds royally like Crash Bandicoot. Seconds out, round one, then...



Museum Vol 1, Galaxian 3, Namco Prime Goal and AIV Evolution Global all August 96. Broken Sword, Jumping Flash 2, Tekken 2, Raging Skies all September. Crash Bandicoot – October 1996.

● Staying on the oh-so exciting subject of release dates, Activision's pseudo-Rollerball thang Hyperblade, previewed in ish 6, is now due out first quarter '97.

● Paul 'Nimrod' Roundell, erstwhile PSX-Pro deputy editor, slipper wearer, tea towel manufacturer and all-round cock, has left PSX-Pro to work on a trade magazine for casinos. We wish him all the best in his future endeavours. Oh we do.

● Pseudo well-informed yet generally dull industry *Bible* CTW recently printed a news piece about budget PlayStation software in Japan. Apparently, the first four titles – Ridge Racer, Raiden Project, King's Field II and Arc The Lad – are out now, reduced from 5800 yen (about £35) to 2800 yen (about £17). In the PlayStation world, Europe normally





Mech do with a sequel

Sequelitis infects nothing-out-on-PlayStation-yet Activision with MechWarrior 2 – the follow-up to the acclaimed SNES original.

Featuring 12 BattleMech characters and over 30 missions, MechWarrior 2 (already out on PC) is set to offer PlayStation gamers rapid-fire action, enhanced texture-mapped graphics and brand new game features.

Bobby Kotick, Chairman of Activision, stated, *With its stunning 3D graphics, realistic sound effects and exhilarating first-person gameplay, MechWarrior 2 for the PlayStation (and Saturn) takes full advantage of the next generation systems' capabilities.*

The PlayStation version of MechWarrior 2 is to plunge players into the cockpit of one of over a dozen BattleMechs tooled up big time with lasers, rockets and other futuristic harshpants armaments.

Thirty-two missions are selectable, with battles going off all over the gaff from barren desert locations to frozen tundra.

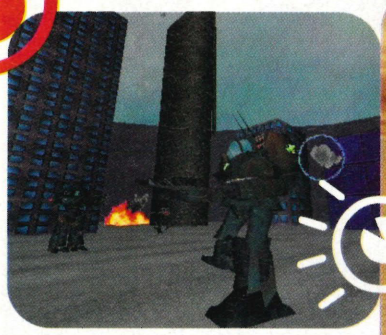
Increased frame rate, enhanced lighting effects and more detailed 3D texture mapping should contribute to some pulse-pounding gameplay, so those *in the know* at Activision reckon. We'll no doubt see. New power-ups, previously unheard of in the PC version, include invisibility, invulnerability, repairs for damaged systems and weapons, more jump jets and heat sink augmentation for faster firing.

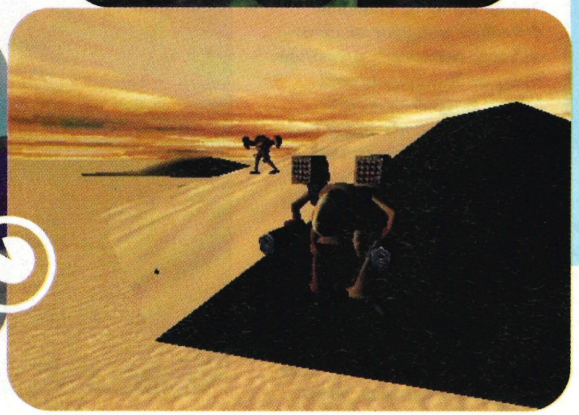
When released, hopefully in January '97, there'll be three battle missions.

Activision promises instant action so players can get into their enemy Mechs from the very beginning.

There's even going to be two career modes – players can join the Wolf Clan or the Jade Falcon clan. What more could a potential MechWarrior want? Previewed next ish, until then, here's a few screenshots to illustrate what it's all about.





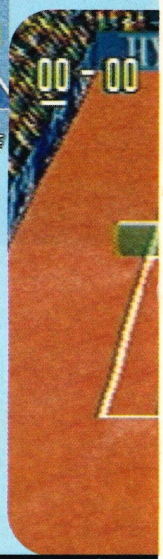




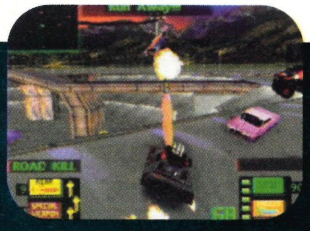
Gonna miss wimbledon

JUC's Hyper Tennis sticks firmly to the company's commitment to playability rather than full motion video and posh stuff like that. Reviewed next ish, it's a fast paced serve-and-volley'em-up currently undergoing conversion from its Japanese counterpart release. Also coming from JUC is the official release of Victory Boxing which'll also be reviewed in next month's ish. With every piece of good news, however, there has to be bad and it looks as if JUC's Bass Fishing game, already going great guns overseas on the Saturn, won't hit British PlayStations.





follows Japan's lead and the chances are that we could be seeing cheap PSX games in time for Christmas. When it's confirmed PSX-Pro'll let you know first.



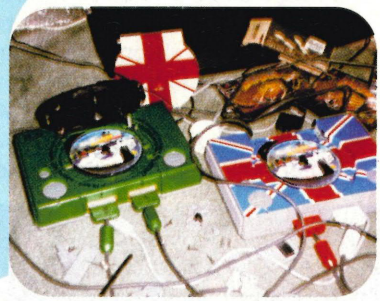
● Datel Design And Development has brought out a Playstation Memory Drive, so now you can store your game saves on floppy disk. A three and a half inch floppy disk drive storage system plugs directly into the PlayStation memory card slot. The system uses standard low price floppy disks. There are up to 15 game saves per disk – the most effective storage possible. Styled to complement the Playstation, there's full load, save and format functions. Sold with a one-year warranty, they're out now for – gulp – £79.99. If you require more information on the new





How do you mount yours?

Premier Developments, designer and manufacturer of desktop computer workstations, has two exciting new products – the Games centre and the Games Centre Plus. Both models are *desk/table-top* products built to house PlayStations and monitors. Each unit features a nylon rollered sliding shelf for quick and effortless disc swapping. The Games Centre is low-level in concept, with the PlayStation sitting on a sliding shelf. The Games Centre Plus, on the other hand, is a three-tier arrangement – your PlayStation fitting snugly in the middle. The Games Centre costs £36.52, the Games Centre Plus £48.99. If you can't wait to get your hands on one, give John Germany a call on 01487 823684.



Round yours

Two issues ago, PSX-Pro asked you to write in if you wanted us to come round your house, play some PlayStation games with you, take some pictures of the exciting events and feature it all in a later edition. At the moment, we're sifting through the replies and the first 'Round Yours from a reader's house will appear next month. Until then, you'll have to make do with a picture (above) of defaced PlayStations. Fill in the form below and send it in if you want to be in the mag.

Name .....

Address .....

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Age .....

Tel .....

Proposed meal .....

Nearest railway station .....

Favourite games .....

.....

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

.....



Some More Competition winners

J Morais, York
P Griffiths, Surrey
D Whitmore, Crewe
M Lacey, Nottingham
G Nelson, Sileby
J Parham, Havant
S Burns, Walthamstow
W Baker, Wolverhampton
I Dean, Banbury
M Reeves, Essex
L Wheeler, Mid Glamorgan
D Broughton, Marlow
M P Waller, Ipswich
S Alderson, Kirkby Stephen
S Davies, Camberly

Datel product range, email mark@datel.co.uk.

● Sim City 2000, the second in the epoch-making series on the PC and Macintosh, is hitting a PlayStation near you in September. Maxis, the software house responsible, is sticking its corporate neck out here as Sim City 2000 isn't exactly what you'd call an arcade game. Aimed at the patient megalomaniac type, the idea is to build up a thriving city over (simulated) years of investment and development. It worked a treat on the home computers, but whether it'll transfer successfully onto the PlayStation is another matter. Previewed next month.

● Newly-formed software development team Treatsoft, based in Sunderland, Tyne & Wear, is currently working on a new 3D action/adventure game. The first PSX release to use raroid shading, Kick Ass will be previewed soon.



Comin' via Viacom

Viacom is promising us four titles for Christmas – a brave move, given third party publishers' perennial suffering from delayed releases. Here's some chat on 'em for now – they'll all be previewed next month.

Deathdrome is set in – no prizes for guessing – a depressing vision of the future. It combines the split-second timing of racing with *window-making* (whatever that is) action with realistic driving/combat physics, retina-burning 3D graphics and explosive hi-energy music and sound effects.



The Divide: Enemies Within is to add to the ever-growing genre that the PlayStation has made its own – the 3D platformer. Collecting power-ups and negotiating 50 stages contained within nine rock-hard, reamly-rendered 3D environments set in primitive times is the general idea.



MTV's Aeon Flux is a real-time 3D spy action/adventure title. Playing the part of Ms Flux herself, the crack is that there's reconnaissance, sabotage and theft to be getting on with.



Finally, MTV's Slamscape is, bizarrely, an interactive music game set inside an interactive soundtrack played by alternative band God Lives Underwater.

Next Month

What shall I start with? Reviews? Okay. Blast Chamber, Jumping Flash 2, Onside, Monster Truck Rally, Duke Nukem 3D, Crash Bandicoot, F1, Hexen, Quake, Complete Tennis, Moto X, Victory Boxing and Hyper Tennis. Previews next? Alrightee – check the news section that you've either already read or brazenly skipped past. Guides? The second and final part to Resident Evil, plus hints, tips and cheats for all the most important PlayStation games. Features-wise, the first ever outside broadcast 'Round Yours comes direct from an unbelievably lucky reader's house. There'll also be a continuation of this month's Forum because I'm on a roll – that's me, next to the cocktail stick flag. And the Tape Debate might make a comeback. Until then, happy gaming – the sun's bad for you.

ALEX

PSX-Pro Team

SonyPro was brought to you by:

This Lot
Ed: Alex Lee (alexl@idg.co.uk)
Art Ed: Fiona Howarth
Deputy Eds: Jay Sharples (in)
Paul Roundell (out)
Reviews Eds: Steve McNally, Andy Sharp
Art Assistant: Gaz Adams
Contributors: Delia S Lee, Lisa Foster

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: Jane Normington
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
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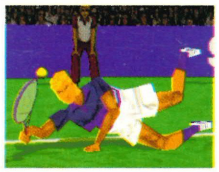
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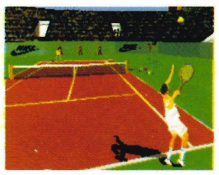


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