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PSX-PRO ISSUE #10 SEP 1996

PSX-PRO

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Exclusive review!

Kyuia
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Blam Machinehead
Ridiculous name, reamerama game

Time Commando
Featuring dinosaurs, spacemen & everything

Die Hard Trilogy
Complete with hilarious Willis voice samples

Jumping Flash 2
Jumping on the bandwagon 2, more like

Resident Evil Guide
Part two of the definitive guide. It's the best

PSX

IDG MEDIA
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September 1996
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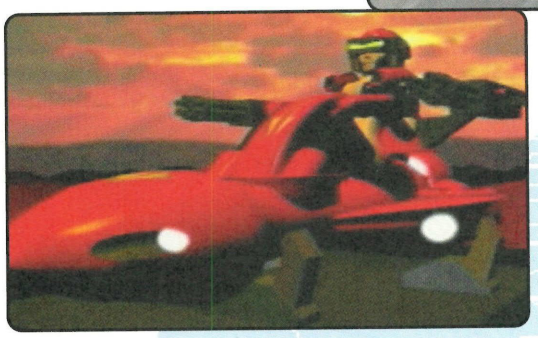
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Reviews 08

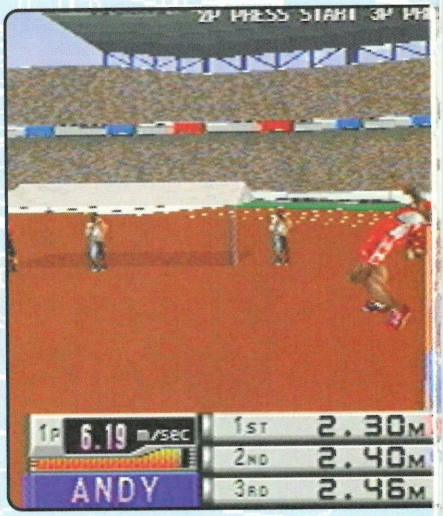
Romp through a big building with no shoes on, shoot airport personnel willy-nilly and drive like a boozed-up cabbie in this month's Game Of The Month: **Die Hard Trilogy.** There's plenty of seat-of-the-pants action ahoy as you lose your hair and become Bruce willis for the day! Just don't start singing *Under the Boardwalk*, alright?!



DIE HARD TRILOGY p08



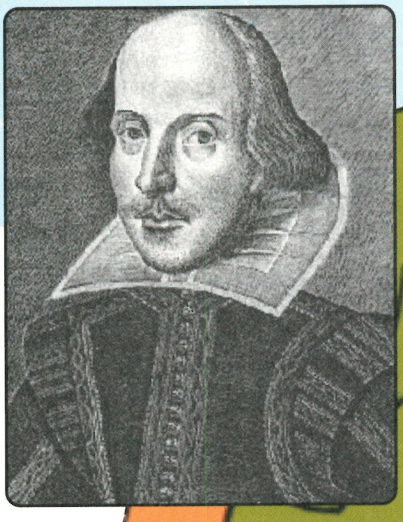
BLAM!! MACHINEHEAD p44



INTERNATIONAL TRACK & FIELD P50

Features 82

This is youur chance to win eight funky **Electronic Arts** PlayStation titles! Simply enter our fabby 1996 PSXPro Reader Survey and you could walk away with pure PSX goodness! Go on then, enter damn you! Also this month, we have Alex going all giddy and *travelling in time* apparently. It's a bit bloody stupid if you ask me, but who am I to poke fun at a big daft geordie?



GOOD OLD 'SHAKES' p82

PSX-Pro

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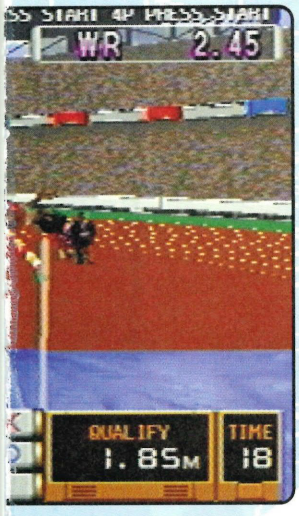
Previews 66

We take a look at Ocean's internal development team, **Tribe** and see what they've got stuffed up their collective sleeves for the months ahead. It's a damn good read as well, I can tell ya!



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RESIDENT EVIL ps4

Konami's **International Track & Field** gets pulled to bits this month and good old Andy attempts to finish off that never-ending **Resident Evil** guide. Come on son, hurry up with it! We've been waiting yonks!

News 94

Get the gossip, witness the whispers, ignore the idle chit-chat and drool over the details as the PSX-Pro team of news hungry hounds devour the inside of the worldwide games industry on a mission for exclusive banter and incomprehensible twitterings. It's a nonstop fact shop! Oh, it is!





Regulars 50

As usual, there's bags of free booty to be secured in this month's **compo** overload on **p50** Plus an additional free stuff bonanza on **p26** too! Read the latest chat on wether all you lot still dig out your consoles now the hot weather has arrived in our awesome **Tape Debate** on **p72** And - what was that? You need a *complete rundown of all the available PlayStation software in a series of media-friendly soundbites*? Then it's your lucky day, as the PSX-Pros have knocked up this **Full SP** malarkey - especially for you! It's on **p86** in case you were interested.

Erm... **Letters**, yes, good old **Letters**. They're here as well. And they're on **p86** by the way. If you're the kinda reader though, who just buys PSXPro every now and again and you've missed some of our earlier, fatter issues, then you can send off for them in the **Back Issues** section. **p52** to be precise. And erm, that's it! Nothing else for me to talk about so I'll just get back to laughing at these sad Saturn owners that have just walked into our office - *Oi! Sonic saddos! Get a life, go on! Go and play Clockwork Knight! Ha Ha! Losers, losers, losers, losers etc...*

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08
Die Hard Trilogy
Fox Interactive's debut PSX release is nothing short of stunning. More like three games of the month than just one really

16
Jumping Flash 2
You either loved it or hated it first time around and this time's no different. More of the same ridiculous robotic rabbit jumping action

20
Kyuin
This isn't half bad actually in a horrendously dated, 16bit shoot'em-up type of a way. Probably still not worth the import price though

24
Namco European Soccer
Sort of continuing the import theme, this is a European conversion of the average Japanese footy game Prime Goal Ex. Remember it? No? Didn't think so somehow

28
The King of Fighters '95
Been around for a while now but still one of the best beat'em-ups to appear on the PlayStation. Look here for more details

32
NHL Powerplay Hockey
Virgin's first sporty venture suffers at the hands of those that have gone before. Not quite as good as EA's Faceoff, but a damn fine effort nonetheless

Revi

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Expert
Not only is this an import game that will never get an official release, it's the worst import game that will never get an official release

42
Time Commando
Tired of Fade To Black? Bored of Resident Evil? Electronic Arts have a dabble at the action adventure genre through this effort that boasts a decent storyline. And puzzles

44
Blam! Machinehead
Core never lets us down and the Derby based developer gets itself yet more plaudits for this ground breaking shoot'em-up

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

A plethora of import games are reviewed this month, and that tells you one thing, that things are all quiet on the western front. So we issue a call to all European and US developers. Get your collective fingers out and give us some decent software to play

ews



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

Die Hard

One of the biggest names in films is now one of the biggest games. Is Die Hard Trilogy worthy of the hype?

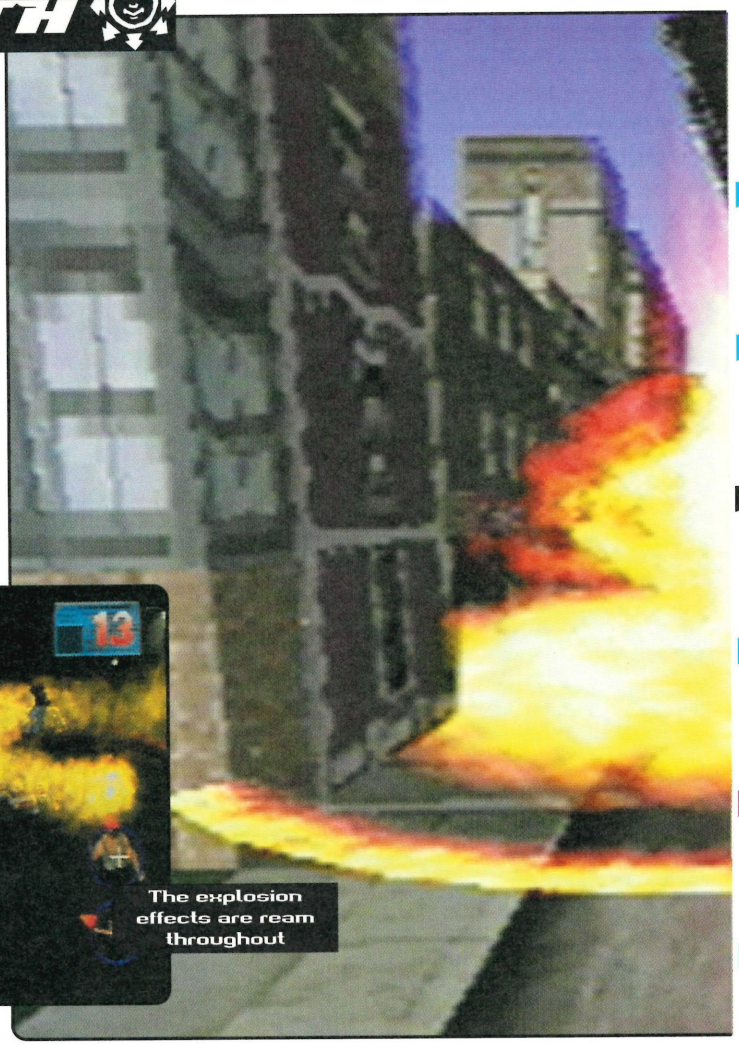
by Steve

Surprisingly, the answer to the question posed in the intro is a resounding yes. Despite any initial worries about the quality of film licenses in the past all three games in the Die Hard Trilogy are excellent and more than worthy of the famous name.

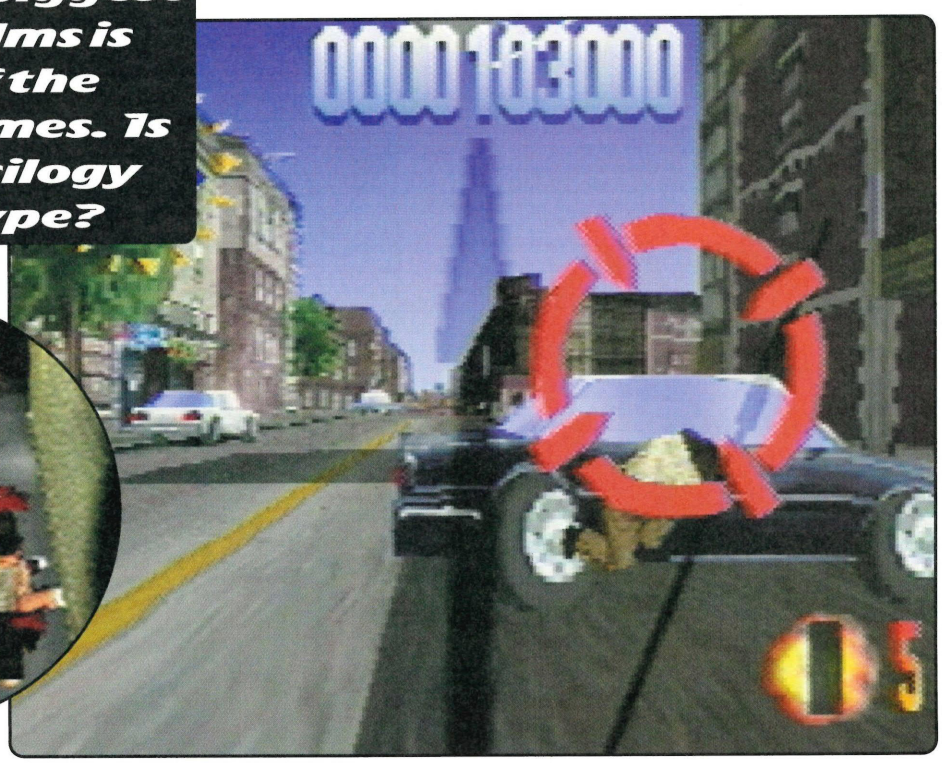
But I'm getting ahead of myself here. As the name suggests you get three games for the price of one with this, each based on the film of the same name. They follow (part of) the plot of each film loosely and will be easily recognisable to anyone who's seen the movies.

For example Die Harder is Virtua Cop style shoot'em-up in which you maraud around Dulles Airport blowing away terrorists and freeing hostages. Die Hard With a Vengeance recreates the famous action sequence in which McLane must race against time to get across the gridlocked streets of New York in a taxi, and the original Die Hard is given the Fade to Black/Doom treatment as you work your way up the Nakatomi building trying to find the hostages, the bomb, and, more importantly, stay alive.



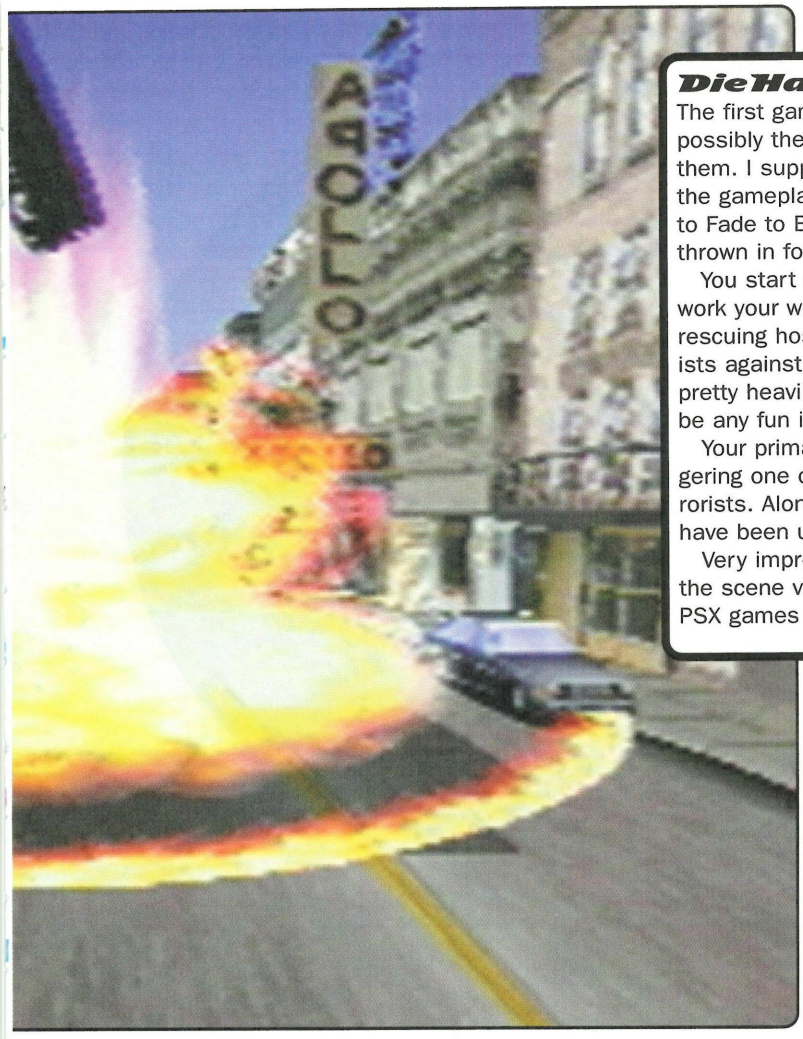


The explosion effects are ream throughout





Pile on! Pile on! Pile on!



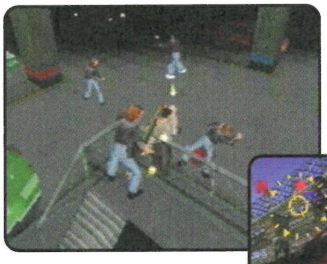
DieHard

The first game, Die Hard, based on the original film is possibly the most difficult to get to grips with out of all of them. I suppose the closest comparison I can make with the gameplay style is that it's quite similar in some ways to Fade to Black, all be it with a dollop more shooting thrown in for good measure and a lot less puzzle solving.

You start off on the bottom level (the garage) and must work your way up through each level, staying alive and rescuing hostages. There are literally hundreds of terrorists against just you so as you can imagine the odds are pretty heavily stacked in their favour. But then, it wouldn't be any fun if it was any different really would it?

Your primary goal is to escape each level without triggering one of the bombs that has been planted by the terrorists. Along the way you can free the hostages that have been unceremoniously trussed up.

Very impressively graphically this excellent opening sets the scene very nicely for what turns out to be one of the PSX games of the year so far.





Right: That was a big fly...

Trilogy





DieHarder

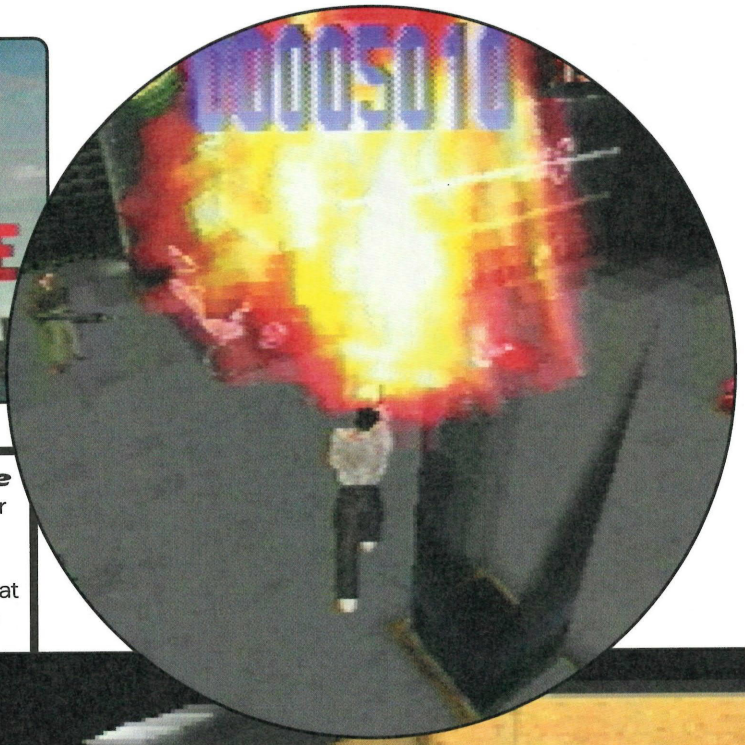
Part two of this awesome action adventure takes you on a journey to good old Dulles Airport, where - just like in the movie - John McLane has to rid the busy international airport of machine-gun toting villains. This has been beautifully converted into a first-person perspective shoot 'em up, borrowing wide swinging camera angles and the on-screen target from Sega's hugely popular arcade blaster, Virtua Cop.

The game starts and you make your way into the bustling terminal, dodging bullets and picking off the bad guys anyway you can. By taking aim at the scenery, additional ammo, much-needed health and extra bonus weapons can be unearthed. Machine guns, Magnums, grenade launchers and explosive shotguns are just a few of the things you'll be able to collect around the place, so if you want to proceed further into the airport's twisty maze, make sure to take time out from bouncing terrorists off the wall to grab hold of some of these items.

Everything in sight can be destroyed you'll be glad to hear. This results in a much more involved and addictive playing experience than the likes of Virtua Cop, simply because everything is reacting more realistically to what's going on around it and you call - and fire - the shots. Die Harder is an excellent section of the overall game, and as with all the others, this game could stand alone and still sell bucketloads.

Die Hard Trilogy





Die Hard With a Vengeance

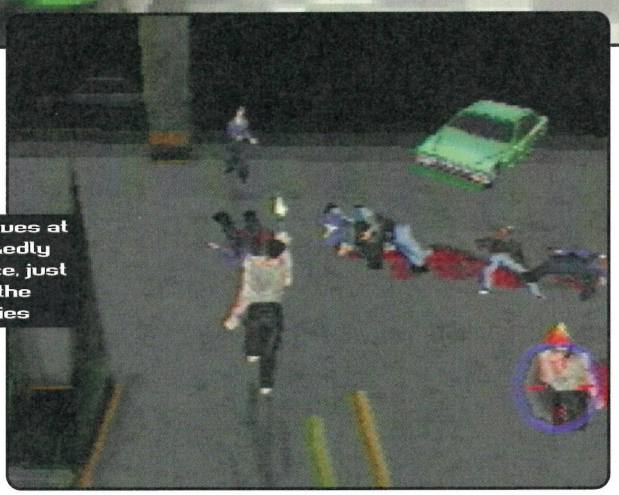
As you'd expect, the best has been saved for last. This part of the game wipes the floor with most of the driving games of the PlayStation so far and, when you consider that you get this and the other two games for the same price as you'd pay for the likes of Twisted Metal for example this has to be the best value for money release so far.

You start off driving a taxi around the streets of New York (complete with pedestrians to mow down and other, innocent motorists to crash into) up against a strict time limit in which you have to find, and detonate a series of bomb by smashing into them with the car. OK, so it's not exactly realistic but it does get unbelievably tense at times as the seconds tick away and the actual game engine is going to be the envy of a lot of publishers.

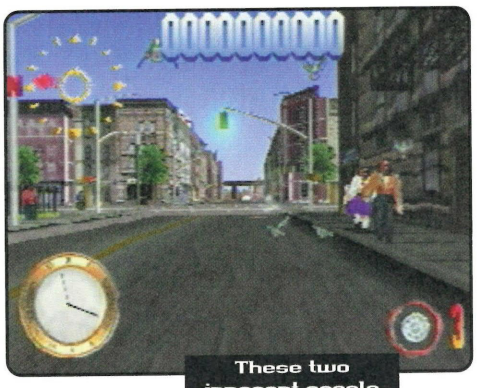
Occasionally the bomb will be a moving target (such as a car, or even a hot dog van) and at this point the game turns into something like a much improved version of Chase HQ and this, for me is the highlight of the whole product.





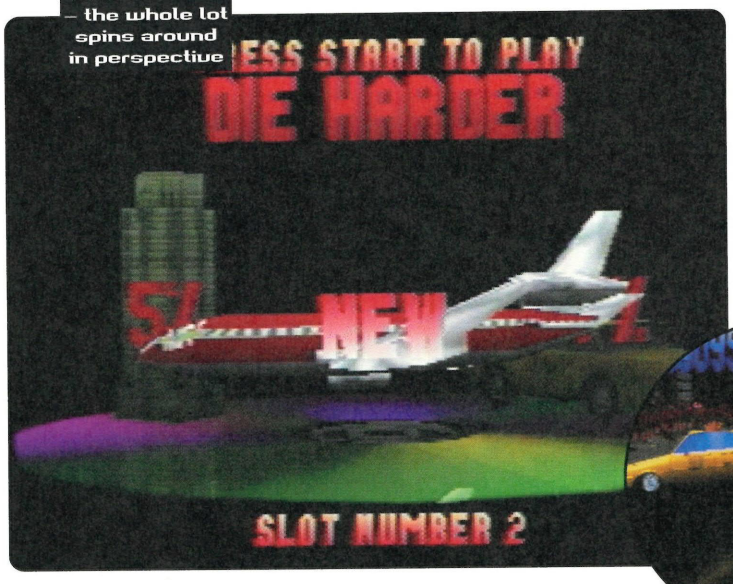


It all moves at a wickedly fast pace, just like the movies

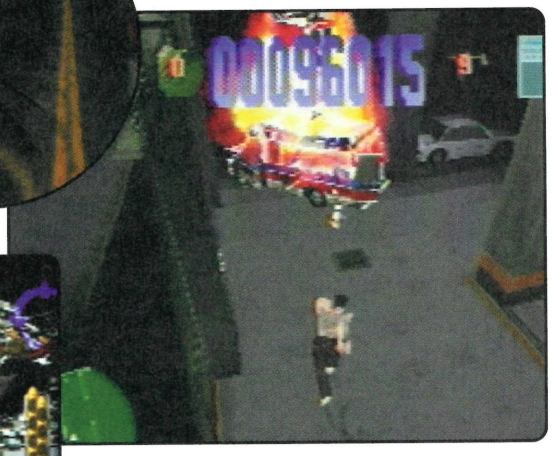


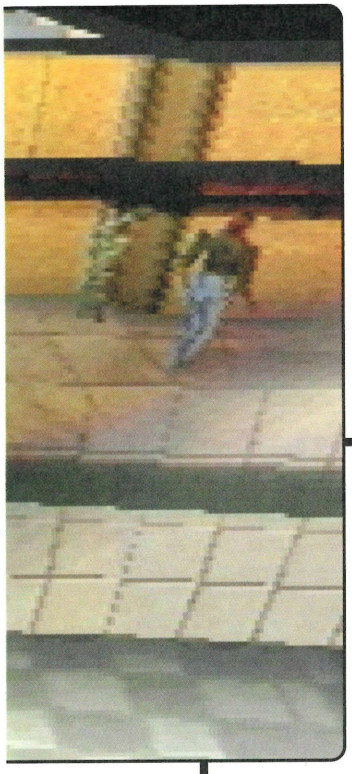
These two innocent people may get knocked over in a minute

This bit's ream – the whole lot spins around in perspective











This package has value for money stamped on it in great big letters. Reviewed individually (assuming they were all stand alone, full price games) I'd probably give the first game seven/seven and a half, Die Harder eight and With a Vengeance would get eight and a half. On their own! You put the three together and you have a product that no fan of the films, or even self respecting PlayStation owner can really afford to be without.

The challenge is immense, the graphics and gameplay superb – a treat to play. It's a refreshing change to see a software house giving as much as they can to the buyer rather than trying to get away with as little as they possibly can and this is a dream start for the new Fox Interactive stable. With the amount of financial backing behind them and an obvious commitment to leading the field this could be the start of very mutually benefical relationship indeed. With big names like The X Files and The Simpsons to draw on the future for Fox on the PlayStation is already looking very bright.



All the colours of the rainbow! Cos that's what we want...

SUMMARY
GAME Die Hard Trilogy
GENRE Mish-mash
SOFTWARE HOUSE Fox Interactive
PRICE £44.99

I've said it all in the review and I'll say it here as well. You need to buy Die Hard Trilogy simply because it's the best value for money game I've come across in a long, long time. To finish all three games would take an age but it's difficult to see many people getting bored before they've managed it. Technically superb, graphically excellent and engrossing in the extreme this is one of the few 'must have' PlayStation games around.

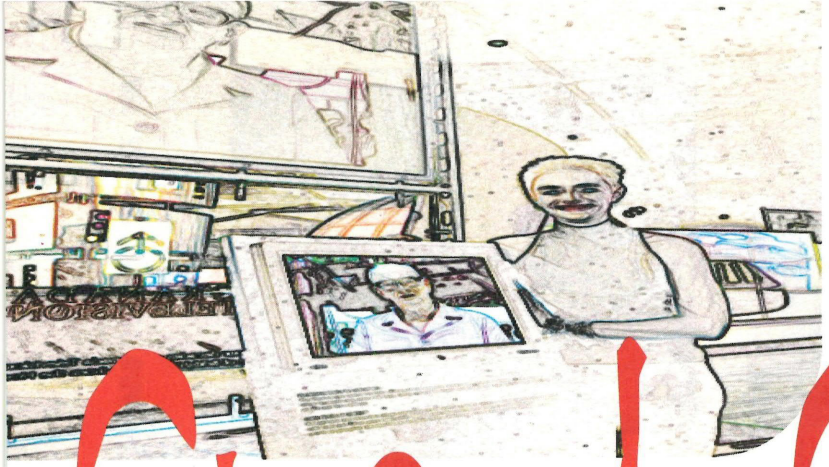
GRAPHICS 8
GAMEPLAY 9
LASTABILITY 9

OVERALL 9

I WOULD HAVE GIVEN IT... 9



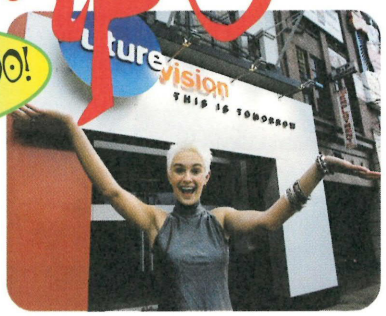
A top movie tie-in plus three absolutely creamworthy games underone roof... which is more than nice. It's a three for the price of one bonanza that's so good it simply can't be missed!



Granada Compo

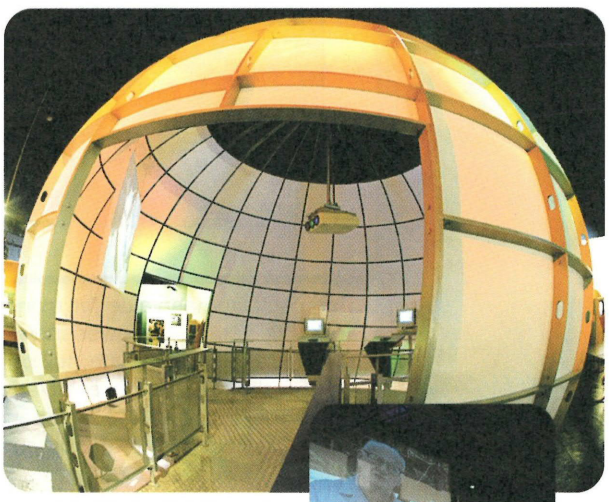
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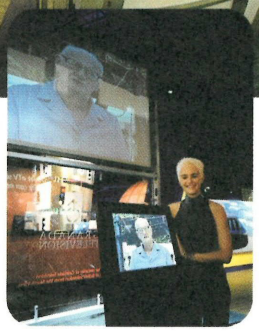


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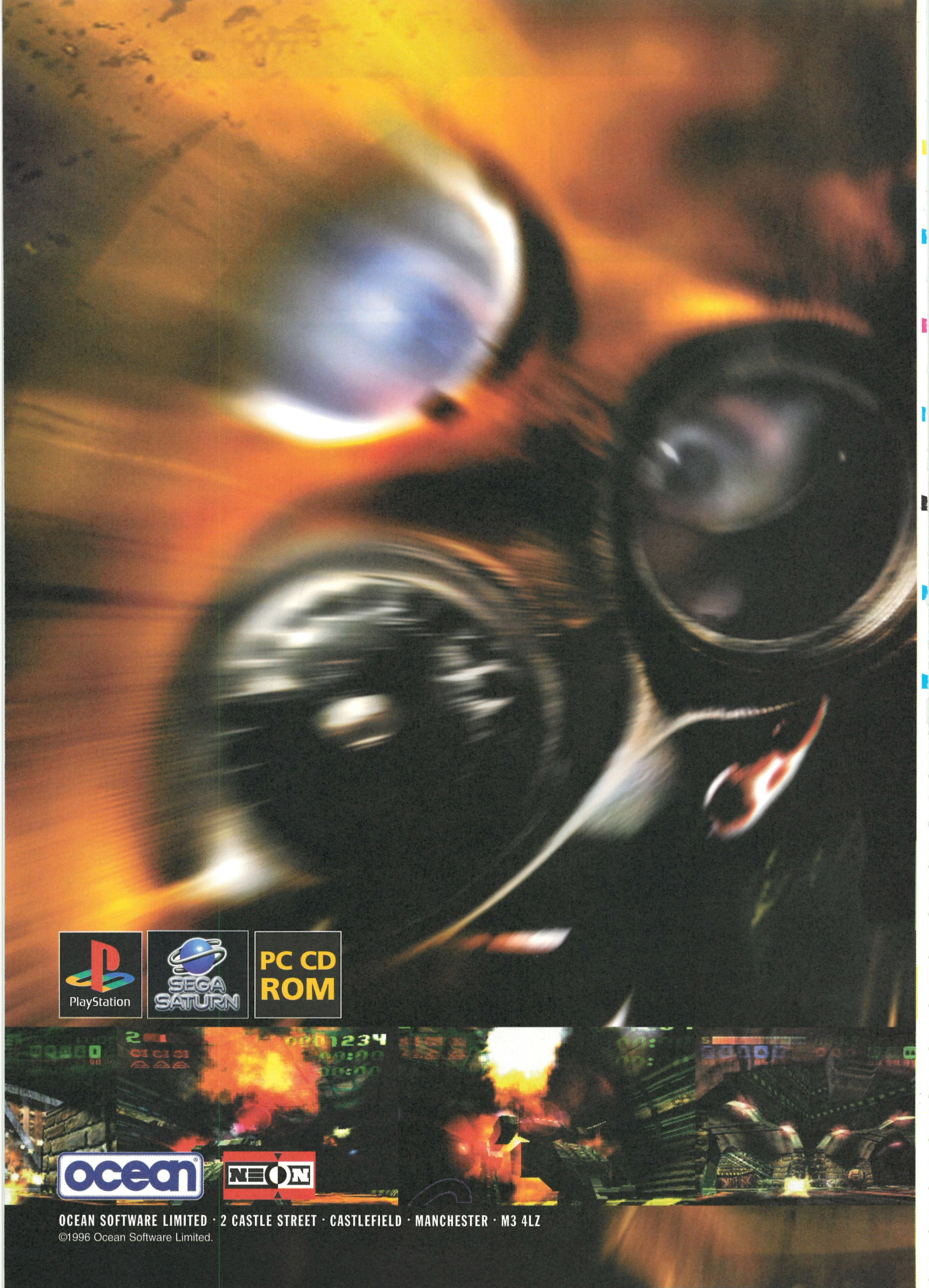
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SPEED KILLS

BUT IT'S YOUR ONLY HOPE OF ESCAPING

TUNNEL B1

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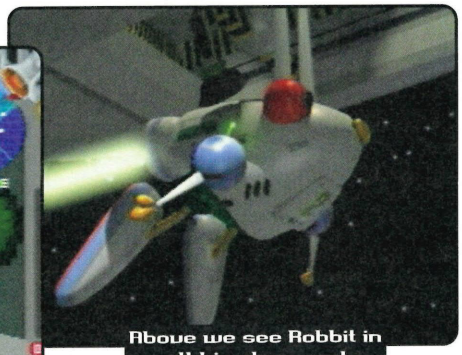
Jumping

Bunny jabber chat chat rabbit rabbit gercha! Muu Muu blither carrot Muu Muu gibber... etc

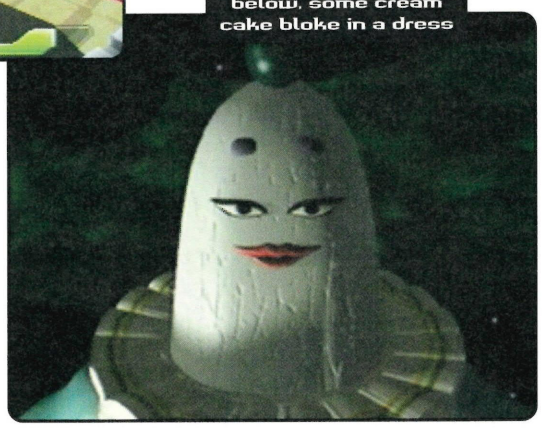
by Jay

Jumping Flash. What a game. 3D rabbits, a polygon environment and plenty of jumping in and out of the crazy world below - top stuff. Unfortunately though, it was all a tad too easy. Thousands of people shelled out for the original and plenty of gamers completed it within hours and were left dismayed, upset and to be frank, pissed off. Sony was left to defend the onslaught of harsh review scores and the like, so they set about creating a bigger, better and altogether much more tougher Jumping Flash 2. And guess what? It succeeded!





Above we see Robbit in all his glory, and below, some cream cake bloke in a dress



Not only has the general playing area been made huge, but the difficulty level has been upped considerably. The little mushroom-esque creatures you have to save (the Muu Muus) have been put down in some hairy situations, resulting in a more head scratching romp rather than the *Oh look, there they are* tasks of the original. Small targets dotted around the place help you on your mission for Muu Muus, but as the level limit stands at four Muu Muus, Sony have made sure that the infamous last ones standing are hidden very well indeed.



The Triffid-type boss at the end of World 3 is best attacked from above, as are most of the bosses





Spooky flying killer whales action!



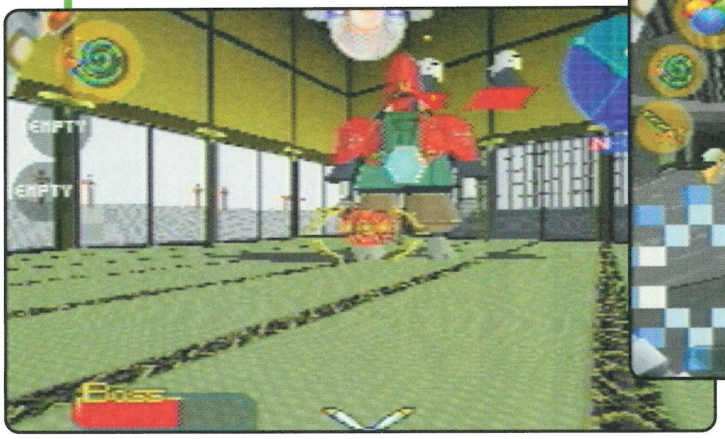
In case you missed the first one, I'll explain what's going on: Baron Aloha swiped all the Muu Muus in the first game and you had to find them all and return everyone safely. Now a large egg-headed ballerina type has stolen the many worlds of Muu and secured them all in little glass bottles. You have to save the various little lands of joy by locating four missing Muu Muus on each level and then hit the exit. Fall off the side, run out of time or simply get bitten, shot or hit by any of the polygonned baddies and you're dead and out of the game. Survive these attacks though, and you're through to the next round.

The third level in each world is traditionally a boss level. These range from the fairly timid Great White Sharks, to the more irritating Killer Plants and Giant Clowns, but one thing is for sure - you are not going to come out on top if you only pack your standard laser fire. Am I making sense? Never mind, I'll carry on regardless...

Flash 2

Blasting the many enemies on-screen will usually reveal a power -up of some kind. Sometimes it's cash which is converted into points and some times it's a weapon or useful instrument. Depending on what you pick up, you'll be able to stop the ever running time limit, extended the time limit and become invincible. The various weapons allow you to shoot great balls of devastating firepower at your enemies, produce manic snake-like beasties from your gun belt, blast them with concentrated laser fire or bounce huge balloon-type thangs at them too. But be warned - all these 'additional weapons' should be saved for the bosses. Otherwise, you'll end up deader than a 3DO in lime green flares and an orange tank top. When faced with one of the many bosses, I found it a lot easier to attack them from the air, bouncing on their heads and dishing out maximum damage while you're at it. Which leads me nicely onto the bunny bounce...


"Everyone outta the water!" don't worry son, this blighter's on dry land! Ho ho etc

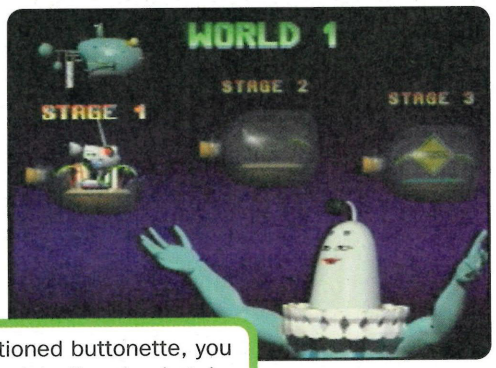




Jumping Flash 2



Ream underwater monkey business a go-go! Last one in's a pansy!

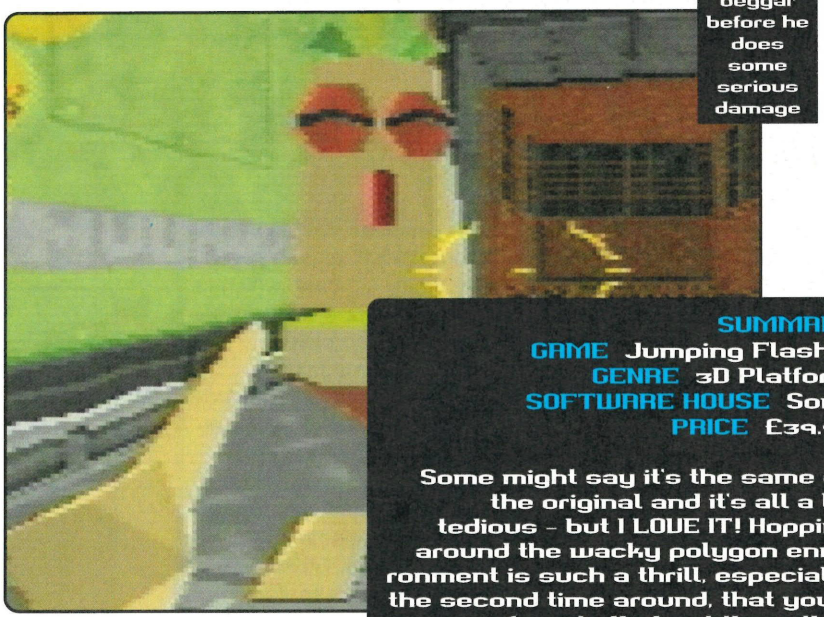


As mentioned before, you come equipped with a standard laser blaster which will eliminate most of the enemies straight away – which is nice... but you also come complete with your best weapon ever – the bounce. As you are a rabbit, and rabbits tend to do the odd bit of hopping and bouncing, then it makes sense that you have the best bounce in the business. And you do. One tap of the button sends you hurtling skywards, and with a perfectly timed second tap of the aforementioned buttonette, you zoom even higher into the clouds taking on a downwards view of the proceedings. This allows you to hop onto levitating platforms etc, and make sure you land on the desired target. which is tremendously helpful.

All this takes time to perfect, but don't worry, you'll soon get the hang of jumping around all over the shop, getting your bounces timed to perfection and collecting up Muu Muus like nobody's business.

So, after all that faffing around with hops, lasers and Muu Muu mushroom blokes, is Jumping Flash 2 worth the coinage? Well, yes and no. most people might be put off by it's distinctive feel and similar look of the original, and may be fooled into thinking it's exactly the same game with different levels – think again. It's been vastly improved, it's certainly trickier than the first encounter and with numerous worlds and a constantly increasing difficulty level, JF2 is a winner in my book. If you liked the original yet found it all too easy for a gamer of your stature, then at least take a look at this improved beauty.

If you've never heard of Jumping Flash or his mission for Muu Muus, then I'd strongly advise that you check this out. It won't push your games playing skills to limit, but it does exactly what it was designed for, ie: it entertains you. Which can only be a good thing.



Extreme clseup! Blast this beggar before he does some serious damage

SUMMARY

GAME Jumping Flash 2
GENRE 3D Platform
SOFTWARE HOUSE Sony
PRICE £39.99

Some might say it's the same as the original and it's all a bit tedious - but I LOVE IT! Hopping around the wacky polygon environment is such a thrill, especially the second time around, that you'll soon forget all about the rather simplistic original. Okay, it looks the same, it plays pretty much the same too, but it's a classy and hypnotic game and those of you with more than a pinch of patience will simply adore it. This is daft Japanese programming at its best. An absolute 24 carrot corker!

GRAPHICS 9
GAMEPLAY 9
LASTABILITY 8

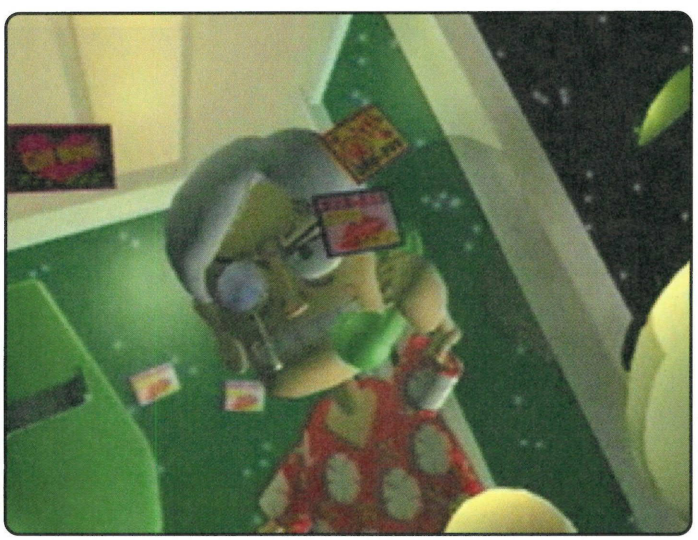
OVERALL 8

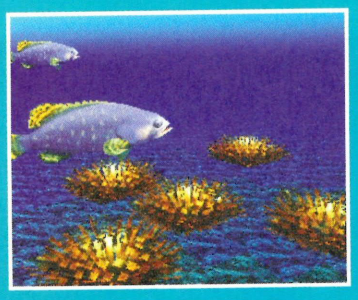
I WOULD HAVE GIVEN IT... 7



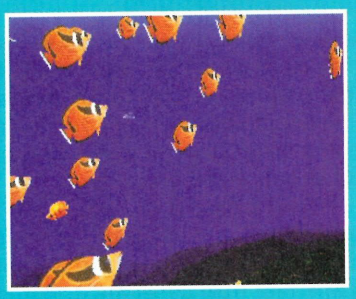
by Steve

Not much of an improvement over the original to my mind, but still an enjoyable game nonetheless. Great value as well getting the original free *when you buy the import version*

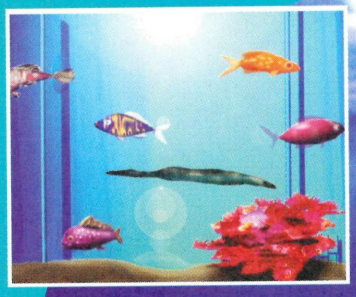




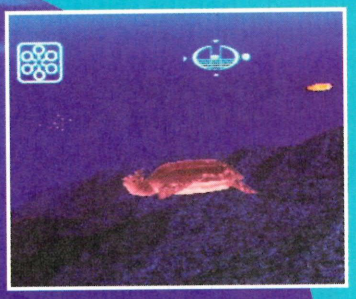
MISSILES? NO.



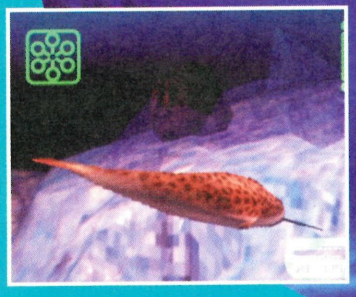
GUNS? NO.

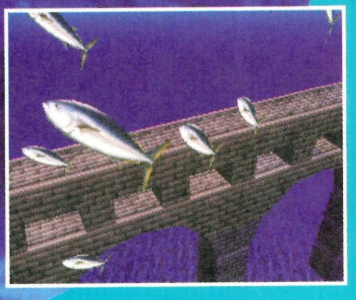


FIGHTING? NO.

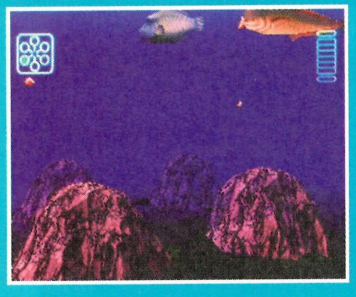


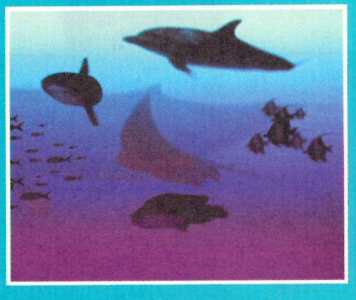
BLOOD? NO.



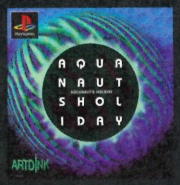


GUTS? NO.





MACKEREL? YES.



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SONY

PlayStation

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IMPORT

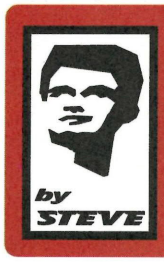
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If I saw Kyuin on the shelf in my local import shop (not that I know if one even exists near me) then I'd pass it straight byand hope that mine and its paths never crossed again. Which, amazingly as it turns out, would be my loss.

When I picked it up to review it it was with a certain degree of trepidation, although not too much because there's no feeling quite like slating a game that truly deserves it. But, depending on how you look at it, disappointingly Kyuin really doesn't warrant one.

There are plenty of plus and minus points (I'll come to them later) but you simply can't ignore the fact that it's far more enjoyable to play than I ever dreamed it could be and is definitely the best, non big name import game I've had the pleasure to play so far. It's one of the only PlayStation games I've played to it's conclusion and it's highly likely that I'll go back to it again in the future.

Kyuin



by STEVE

Kids riding on flying hoovers and blasting things. That's right, it can only be a Japanese import!





You'll come across enemies like this all the way through Kyuin. And some are even stranger







Bizarrely the introduction sequence is quite enjoyable, even though it's all in Japanese and I haven't a clue what's going on

This is a straightforward shoot'em-up that wouldn't look out of place on a 16bit machine and that's really its only fault. It doesn't do anything to enhance the genre. There are no fancy graphical touches, no special shading or view changes or any of that business, and it certainly doesn't raise a sweat from the PlayStation which, if you could put more disks in, could probably manage to run a dozen copies of this simultaneously without a great deal of effort.

This brings up a couple of age old questions. Are graphics more important than gameplay, and is there any point releasing games that were just as feasible on machines that were popular a couple of years ago?

Both those are complex questions, with long arguments tagged on to them, but all I can say is that I enjoyed playing this more than I have done the vast majority of releases so far, and if I'd paid good money for it I wouldn't be as disappointed as I would have been in some of the big name games that have proved to be little more than expensive let downs.

Inside the castle (at least I think it's a castle) you'll be attacked by flying axes and knights in armour



The graphics are nice in a dated kind of way, in fact, this whole product owes more than a nod of thanks to the excellent, but ageing Parodius series. Just like those games this doesn't take itself too seriously (two little kids on flying hoovers sucking up chickens, blowing up fish and battling a giant frog with laser eyes is hardly serious stuff) and the gameplay is, well, identical in just about every way.

You can power up your weapons by collecting little pods that drift by on the screen, and even repair your faltering vacuum cleaner by flying over first aid kits. You also have a limited number of special weapons that can be used to spray out a deadly beam across a rapidly decreasing portion of the screen, wiping out anything that crosses it's path.

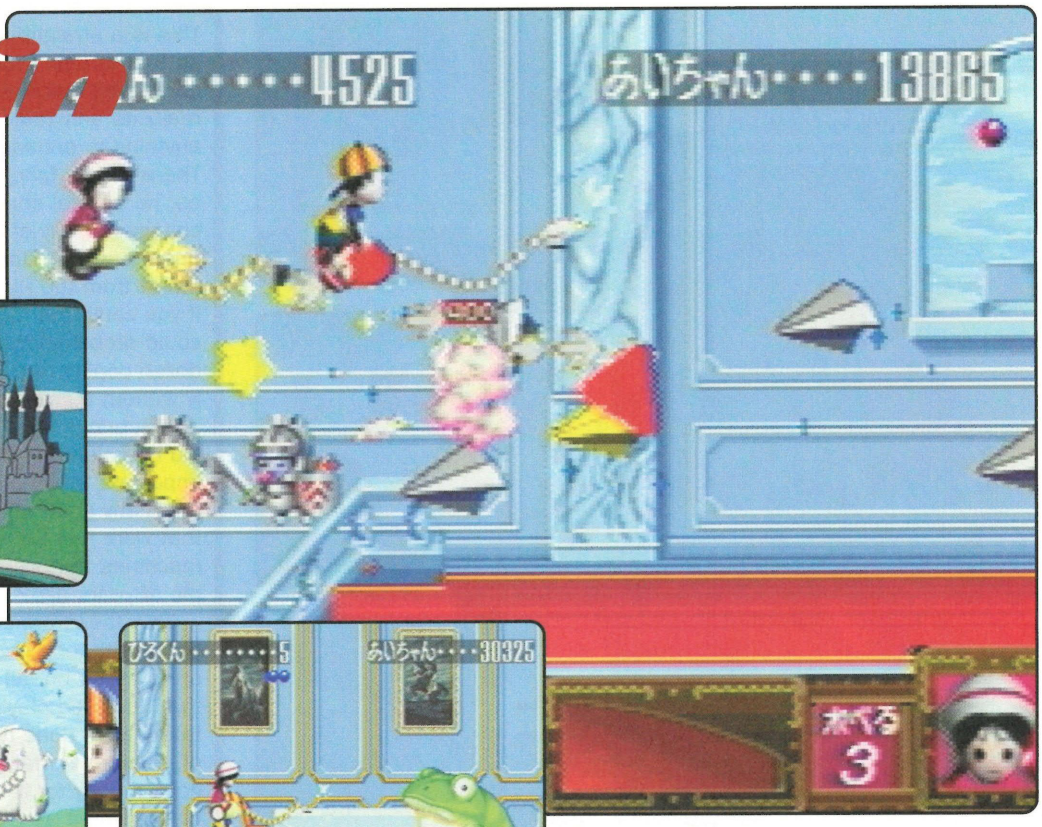
The soundtrack is also deserving a mention if only for comedy value. There are a number of jaunty little ditties to tap your toe along to, but the highlights have to be the levels that are backed by a crooning Japanese woman which can be quite hilarious at times (especially the one that sound like it's come straight out of The Lion King).

It really doesn't matter that everything's Japanese 'cos it's so simple

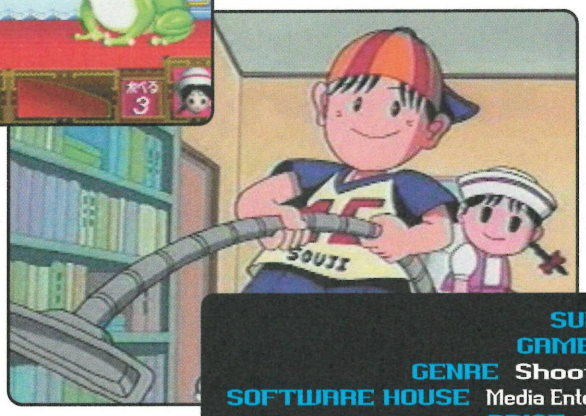


Kyuin









If you don't expect too much from this then you won't be disappointed with what you get for your money. As long as you're aware that it's just a good, solid shoot'em-up the like of which you've probably played many times before then you'll be okay.

I didn't have a clue what it was as it loaded up and have to say that after the best part of a morning playing continuously I was pleasantly surprised.

I stuck with it to its conclusion and, even though I still haven't got a clue what it's all about or what the story is I still found myself watching the Japanese end sequence and enjoying it. There's a good cartoony feel about this release, from the excellent intro right down to the closing credits and, when put into context with some of the other dross we've had to look at on import it's nothing short of a miracle that this turned out to be as enjoyable as it did.





SUMMARY
GAME Kyuin
GENRE Shoot'em-up
SOFTWARE HOUSE Media Entertainment
PRICE £Import

You'll no doubt be able to count the number of copies of Kyuin that get sold here by the dozen rather than the hundred, and I'd say the chances of an official release are about zero. If the quality of PSX releases so far had been what they should have been (ie higher) then I wouldn't be too bothered about it, but when you look at some of the games that have done inexplicably well, and then compare them to this then it's difficult to understand why this shouldn't do just as well.

GRAPHICS 6
GAMEPLAY 6
LASTABILITY 6

OVERALL 6½

I WOULD HAVE GIVEN IT... 7



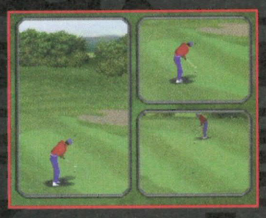
As a lifelong fan of Parodius, I fell for the instant shoot 'em up appeal of the flying hoover kids. Bright and breezy, although somewhat easy, Kyuin will entertain you, but not for long!

Bring golf to the fore on Saturn and PlayStation...

actua GOLF

"The best golf game ever"

PlayStation Plus



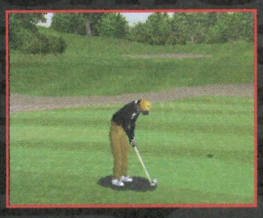
9 out of 10 "The best golf game on the PlayStation so far"

PSX Pro



90% "If you want a golf game for your PlayStation, look no further than this"

Mean Machines PlayStation



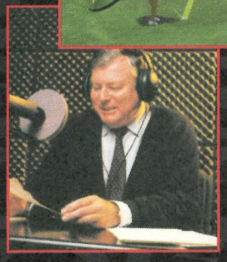
4 out of 5 "The best PlayStation golf game"

C&VG



8 out of 10. PlayStation Star Player Award

Official PlayStation Magazine



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Namco E

A stomach churning desire for fair play sets this latest game apart from the masses

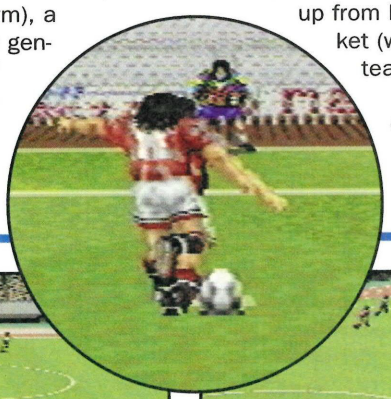
by STEVE

"Welcome. My name's Dave. Remember, it's all about fair play so try not to get any yellow or red cards!" This sickening sentimentality greets you every time you start a game. I only mention it because it made me wonder. Why do the Japanese (responsible for this in it's original import form), a race so keen on fair play and non violence in general everyday life turn into a jostling mass of madness at the mere mention that there's a new beat 'em-up in the shops? Not a debate for the pages of PSXPro admittedly but I found it interesting nonetheless.

Makes a nice change from all those games don't you think?

Anyway, Namco European Soccer, used to go under the name of Prime Goal Ex when it was on import, and it must have proved popular because Sony themselves have picked it up from Namco and revised it for the European market (which basically means they've changed the team and player names).

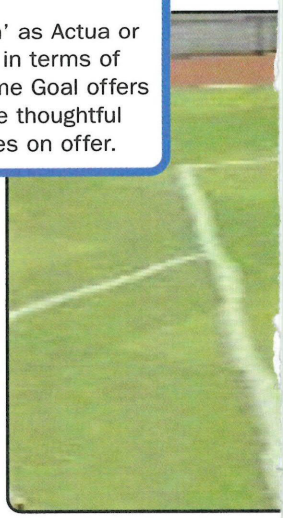
Maybe not as 'next generation' as Actua or office favourite Olympic Soccer in terms of fancy polygon graphics but Prime Goal offers a similar brand of slower, more thoughtful football than some other games on offer.





Now tell me this doesn't look like a MegaDrive game





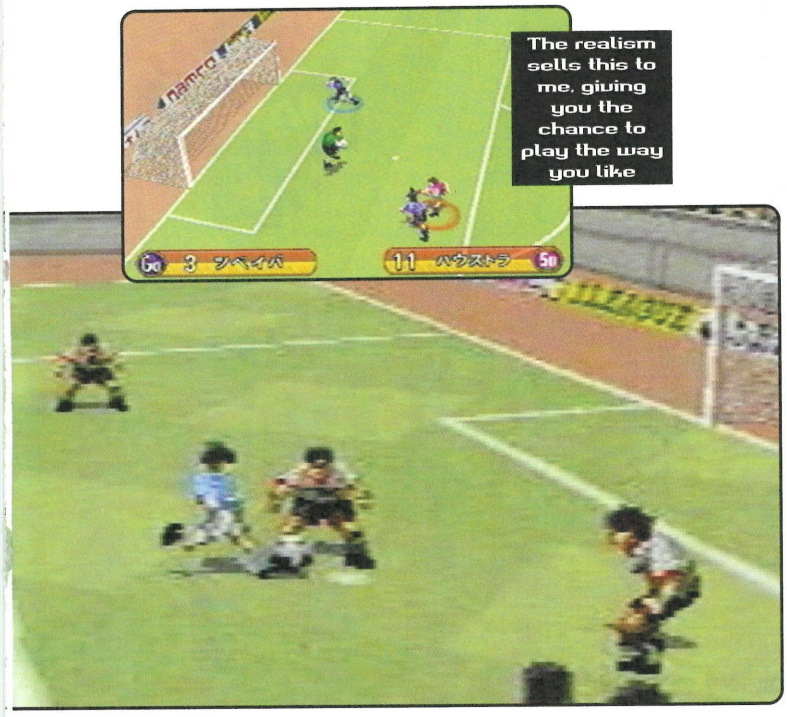




All of the Japanese teams you see here have been replaced with lovely European ones





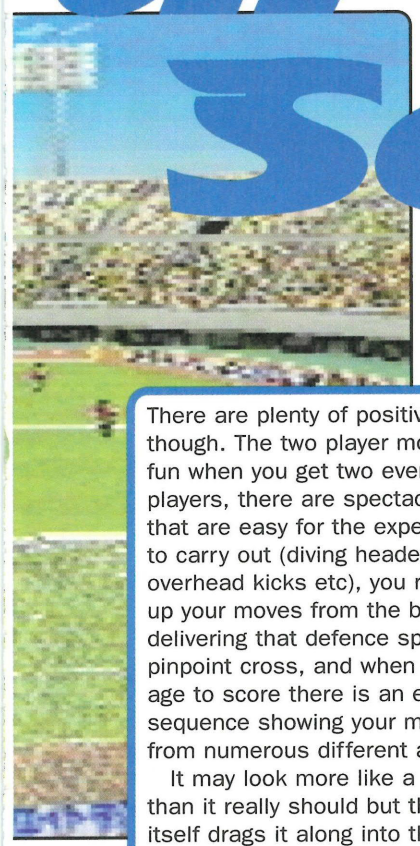


I should say now that I'm not a big fan of Striker. Andy and Alex are well into it though and therefore hate this with a passion. Whereas they prefer hammering around the pitch like the Roadrunner on some form of amphetamine I prefer something where you have a little more time with the ball and can even pass it around if you want, and this is a game played at a pace far more suited to me.

It's by no means the best footy game I've ever played though. The sprites are pixelly, the sound is lacking and generates little or no atmosphere and there are one or two gameplay elements that have been put in which, while are highly original and should be commended for that don't really work all that well.

For instance, on some occasions when you're one on one with a defender the screen switches to a view behind your player and both you and the defender have to choose whether to go left or right. Both choose the same and you lose the ball. Manage to choose the opposite way and you'll skip past the defender and be clean through. Sounds like a good idea doesn't it and it is, it's just the execution leaves a little to be desired.

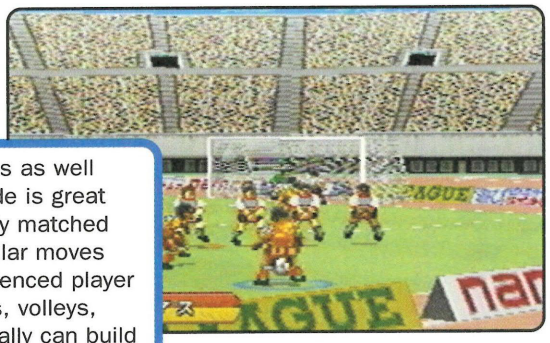
European Soccer

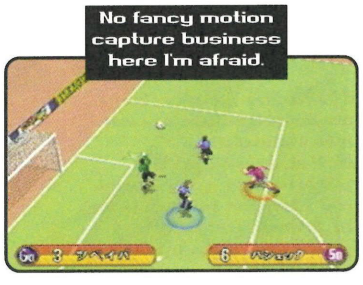


There are plenty of positives as well though. The two player mode is great fun when you get two evenly matched players, there are spectacular moves that are easy for the experienced player to carry out (diving headers, volleys, overhead kicks etc), you really can build up your moves from the back before delivering that defence splitting pass or pinpoint cross, and when you do manage to score there is an excellent replay sequence showing your moment of glory from numerous different angles.

It may look more like a 16 bit game than it really should but the actual game itself drags it along into the just about worth buying if you can find it at a decent price range.

I reckon Olympic Soccer is a much better bet myself for people who like their football games to be as close to the real thing as possible but if you don't fancy that and don't like the sound of anything else that's on offer you should check it out. You never know, you might be surprised. I was.







SUMMARY

GAME Namco European Soccer
GENRE Sports Sim
SOFTWARE HOUSE Sony
PRICE £39.99

This one has been the cause of much heated debate among the team. I think it's quite good but others aren't quite as enthusiastic and that's not too good for you lot because you're not going to know which bracket you'll fall into. I reckon the best way to decide whether this is for you or not is to think whether you mind realism being sacrificised for speed, or vice versa, and make your decision that way. Or you could just buy US Gold's Olympic Soccer. Yes, do that. I would.

GRAPHICS 7
GAMEPLAY 7
LASTABILITY 8

OVERALL 7

I WOULD HAVE GIVEN IT... 4



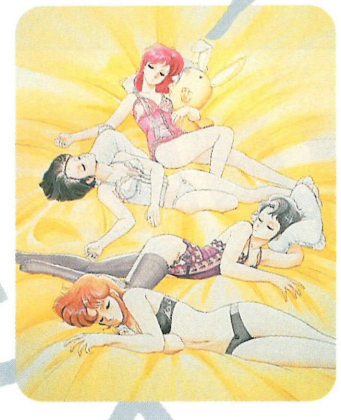
Because I'm in a bad mood and I'm sick of football games on the PlayStation. Especially slow, pump ones like this. Why Sony is releasing it officially I'll never know. Ah yes, to make money...



The Monthly

Manga Giveaway

More **PSX-Pro** monthly Manga madness upholding our pledge of giving you the chance to keep your collection right up to date with the chance to win new releases each and every issue. Just fill in the coupon, stick it in a (stampless) envelope and you stand as good a chance as anyone



This month's Manga offering is a continuation of the highly popular AD Police series. We've got fifteen copies of the latest (bound to be) smash hit Bubblegum Crash - Part 1 Illegal Army. It features the usual scantily clad cartoon girls and is set on the streets of Mega Tokyo, where apparently it takes a special kind of heroine to fight the hardwired forces of chaos. Dedicated to justice, the vigilante Knight Sabers - Sylia, Priss, Nene and Linna defend the city against the conspiracy that threatens to engulf it.

The first of a three part adventure, Illegal Army features all the Manga trademarks you've come to expect and fans of the stuff won't be disappointed with this. Especially if they manage to get one for free through us!



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b/ Go out and talk to some real girls for a change

2: Question 1 is
a/ Incredibly sexist, being aimed solely at male readers of the mag
b/ Fair enough because it's only lads who read PSX-Pro anyway

3: How many parts are in this series of vids?
a/ One
b/ Three

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The King Figh

Here's a review for all the enthusiasts who bought a Sony PlayStation last year. Will that do?

by ALEX



I don't normally do this sorta thing, but for the purposes of reviewing The King Of Fighters 95 (TKOF), I think it's only fair to compare it against the other beat'em-ups I've so far reviewed in PSX-Pro. Because I won't be reviewing another one – they're doing my head in.

Not that King Of The Fighters 95 isn't any good – it's actually pseudo-ream with an original, passable, three-player team fight option that almost gave me the horn. It didn't really, but that sorta statement usually catches the eye, so read on and I may use some other sex euphemisms to make you giggle or cringe depending on how old/sensible you are. Did you know that our readers range from 12 years of age to 52? Mind boggling isn't it?

No more questions. Apart from this. Will no-one rid me of this troublesome genre? Obviously not. Okay – King of The Fighters falls into the Streetfighter category of the vs beat'em-up genre. It's a simple one-on-one fighter with no wild 3D claims like Toshinden and no heinously realistic flying blood malarkey a la Mortal Kombat.



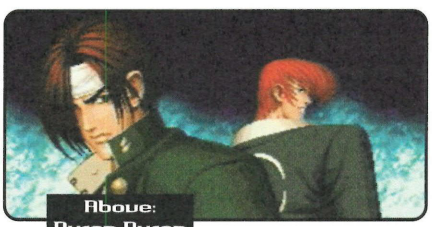


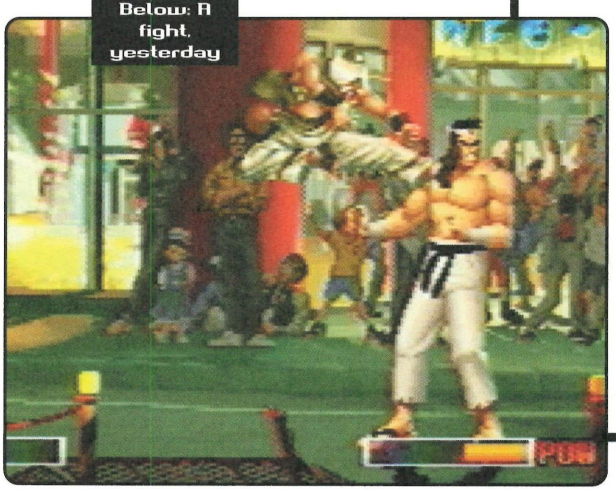
Three birds from the Fantasy Bar

Character-wise, TKOF holds its own with the best of 'em, boasting 24 fighters, which is more than any of its competitors. And I'm not on about hidden scrappers that people only find by playing a beat'em-up for the length of time Rip Van Winkle slept and discovering exciting hidden pugilists. All 24 are immediately selectable, beating the eight or so that all its rivals tend to peddle.

Streetfighter Zero/Alpha, depending when and where you bought it, smacked of 16bitness, as did Mortal Kombat III, but both were slightly enhanced above their last gen counterparts in most departments. TKOF is reminiscent of the SNES's Fatal Fury II – characters such as Andy and Terry Bogarde and Joe Higashi make a welcome return and an easy transition into 32bit gamedom.

Having said that, Fatal Fury II had a nice extra 3D touch whereby adversaries could move in and out of the scenery and also interact with it (or at least smash stuff up). This doesn't happen in TKOF, apart from the bay scene where the water splashes about, but nor does it in SFZ or MKIII.





Above: Duran Duran
Below: A fight, yesterday





He's smacked him so hard that electricity has burst out of his belly

# of ters '95





As you'd expect from what is essentially a Neo Geo conversion, each warrior is equipped with a decent enough array of special moves and projectile attacks. Some pagga artists are even armed – Yuki Samazaki has a fan to whip people with, Billy Kane (the only surviving bad bloke from Fatal Fury) has a big stick and Chang Kuehan has a cannon ball on a chain, to name but three.

Throughout the bouts, there's some treat music. A selection of jazz, soul and funk can be heard depending on the location of your row, rather than just a single annoying looped plink-plink-fizz of a tune that's the feature of other beat'em-ups.

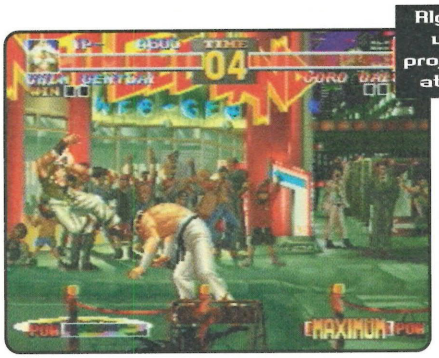
If this was released in Britain, it would do well. It's got all the playability of SFZ, which I marginally preferred to MKIII, and is ream enough to play in its own right rather than being a pale imitation of its rivals or a second purchase.

Sadly, however, the chances of it getting an official release are as much as Andy doing as many pages as Steve in an issue of PSX-Pro.



The screen before my favourite bit – the team challenge

The King of Fighters '95





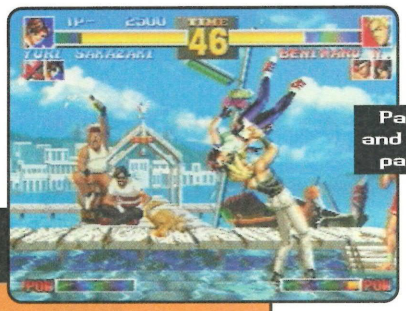
Alright: A wild projectile attack



	No. of characters	Diversity of characters	Charisma of characters	3D ness	Speed	Special moves	Total score
King of Fighters	5	5	5	3	3	5	26
Toshinden	4	5	5	5	4	4	27
Toshinden 11	4	5	5	5	4	4	27
Mortal Kombat 111	5	4	4	4	3	4	24
Rise 11 Resurrection	5	3	1	2	2	2	15
Street Fighter Zero	5	4	4	3	5	4	25

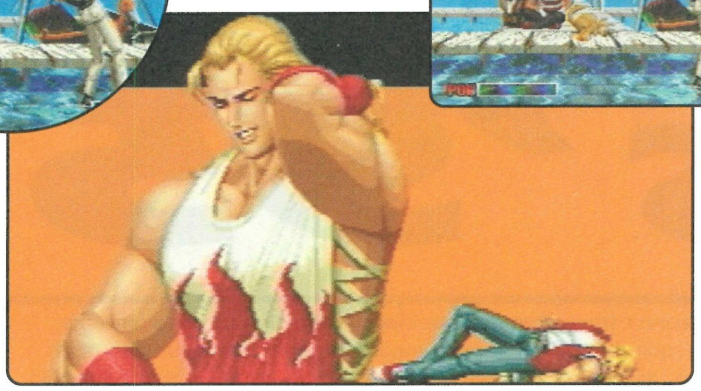
You may have noticed the likes of Tekken and Zero Divide aren't included. This is because the table only includes the beat'em-ups I have reviewed. The scores are out of five





Pagga and more pagga







SUMMARY

GAME King of Fighters '95
GENRE Beat'em-up
SOFTWARE HOUSE SNK
PRICE £Import

I can't give this Game Of The Month because it's been out ages. There's been a dearth of British releases this month and that's one of the reasons there's so much import stuff in this issue. KOTF is a fine beat'em-up though and anyone who's able to play it – through having a Jap PSX or being able to somehow convert it – could do a lot worse. The three-player team thang impressed me – the other two team members watch in the background and look gutted if you lose and chuffed if you win.

GRAPHICS 8
GAMEPLAY 9
LASTABILITY 8

OVERALL 8½

I WOULD HAVE GIVEN IT... 3

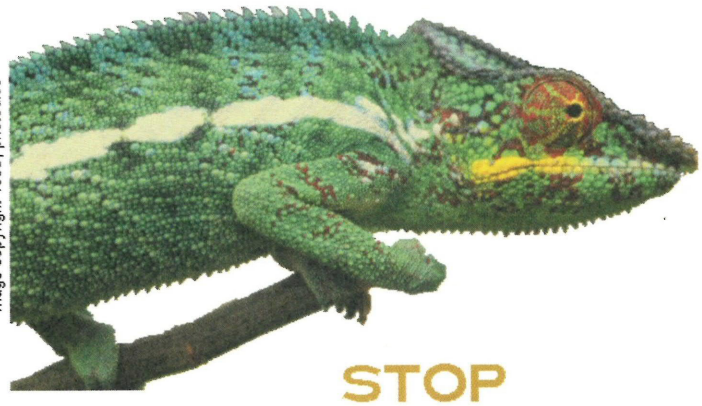


by Jay

We had to put up with these SF2 rip-offs back in the 16bit days, and they were crap then. No way should this be seen as a next generation title, because it isn't, it's pants and it shames the PSX.

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THE ART OF ADAPTION



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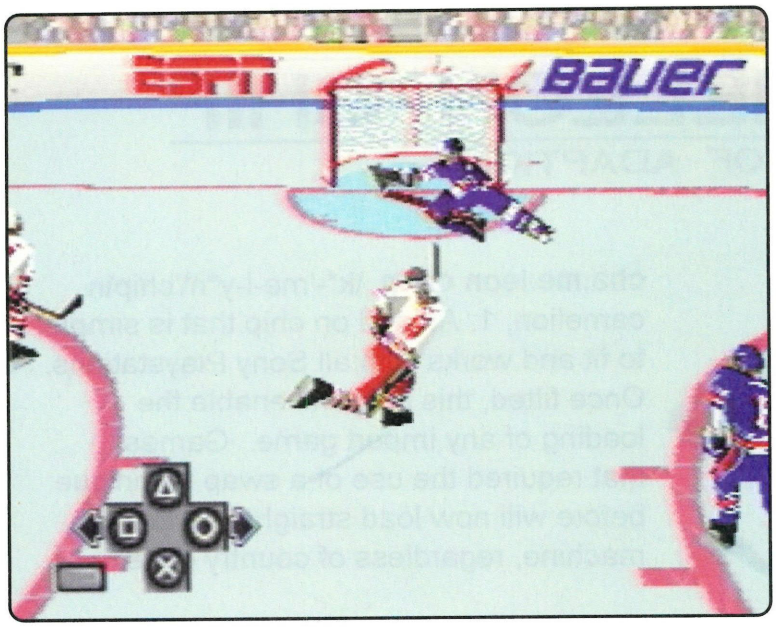
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Each team is given an overall rating, and unsurprisingly Great Britain don't fare all that well

NHL Pow

The latest sports craze has to the Hockey Superleague. Time to start cashing in maybe?

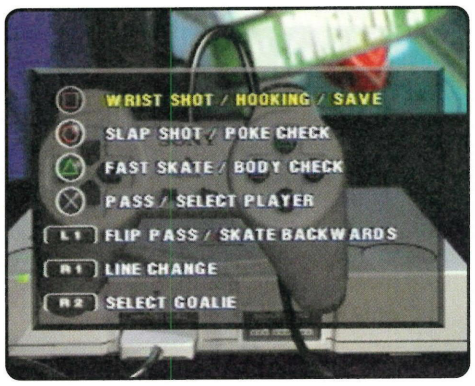
by STEVE

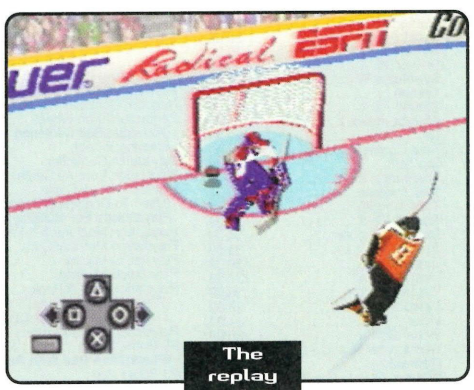
Ice Hockey is big business these days. At least, it seems to be in Manchester. 'The Storm' are packing 'em in like they'd been going for years, and the glitz and glamour that the event provides is a seemingly irresistable draw for many thousands of Mancunians week in, week out. But not for me for some reason which I can't quite put my finger on.

Normally I'm a sucker for a big event. The smallest amount of pre match entertainment is more than enough to drag me along to just about any sport if I reckon that there's going to be a decent atmosphere, regardless of whether it's football or the Women's World Indoor marbles championships. But I just can't get my head around Ice Hockey for some reason.

Maybe it's because the prospect of getting out of my seat and doing some ridiculous dance to that Perez 'Prez' Prado record in the hope of getting on one of the giant video screens (it happens. I kid you not) is not my idea of fun. Yeah, it's probably that thinking about it. And those stupid foam hands.

The game itself? Well, at the highest level I suppose I don't mind it all that much. Especially if there's loads of fights and needless violence (two of my favourite recreational pastimes). But it's not exactly at the top of my favourite sports list.





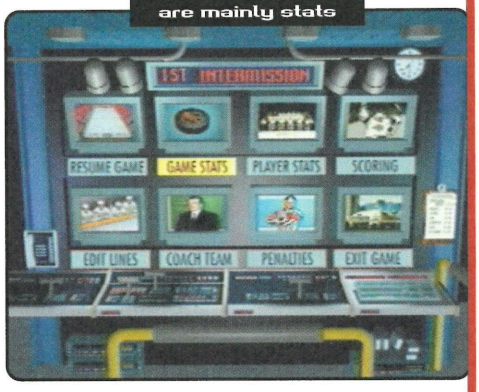
The replay mode is very nice indeed, if a little useless



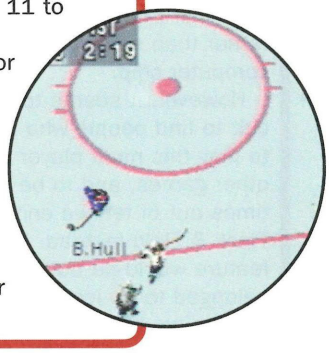
Most of you know the score as to how these games are set up by now, but just in case you don't, all the American (and Canadian) teams that participate in the NHL are represented. And of course, being a licensed product, the real players and their stats have also been used.

As I've said before this means little to people in this country/outside America but it's understandable (and creditable) that they're in there for anyone who can appreciate that sort of thing.

You can play a full season (anything from 11 to eighty games, all saveable with a memory card), just take part in an exhibition game or a playoff series. An interesting aspect for the multi player game, or even single player exhibition game is that a number of All Star teams have been included that contain all the best players. This comes in particularly handy when introducing an inexperienced player to the game because they can play as a team that is wildly better than the one you're using.



At the end of each period a plethora of options become available to you, and are mainly stats

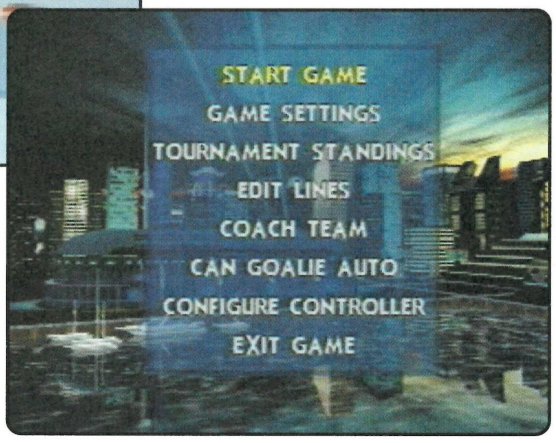


erplay Hockey



Any NHL coaching skills you may feel you have can also be used to your advantage in selecting attacking lines, powerplays and so on





NHL Powerplay Hockey

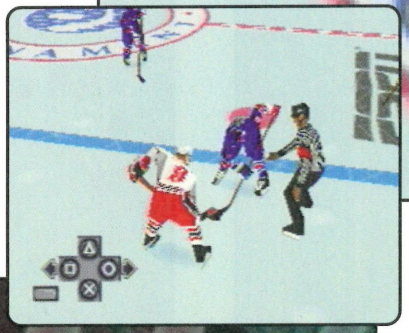
As seems to be the case more and more these days, some serious multi player fun can be had using that handy little multi tap thing. This means that up to six players can be 'on the ice' at any one time, and as you can imagine, the action really starts to hot up when it's your mates face your pounding into the glass rather than some personalityless computer chip.

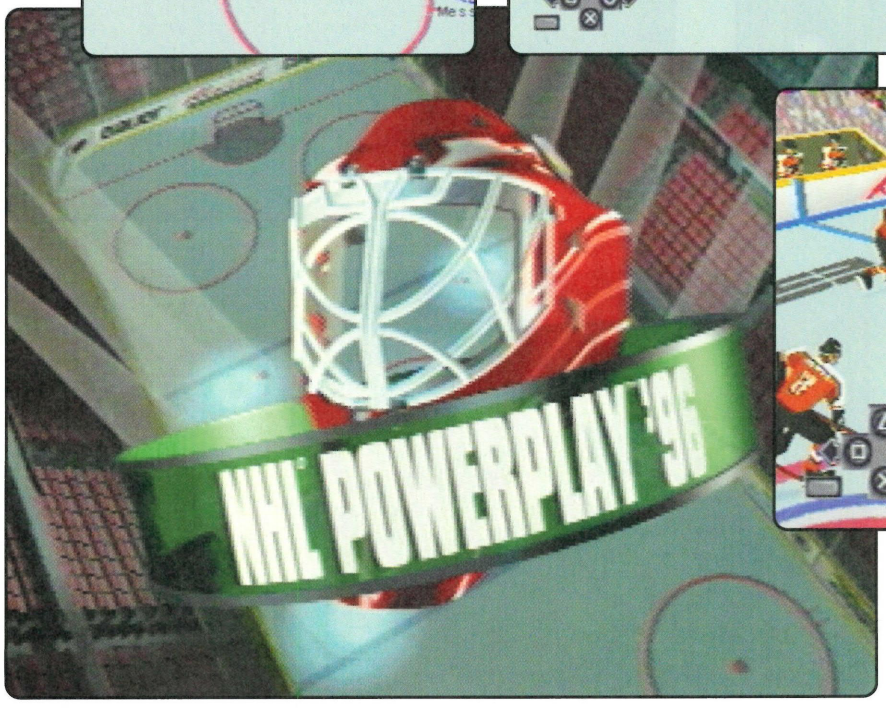
However, it seems to be quite difficult to find people who are as willing to play this multi player than some other games, and to be honest, nine times out of ten we end up loading Track & Field instead. I suppose this feature would be quite handy if you belonged to an Ice Hockey club or something, but for everyone else it's little more than a nice addition that you'll probably be bothered to use a couple of times at most.

It's a good job then that the one player game should more than satisfactory for most people because the computer opponents provide a tough, long lasting challenge. And it should take even the most skilled of players a long time to win through a whole season and a playoff series.



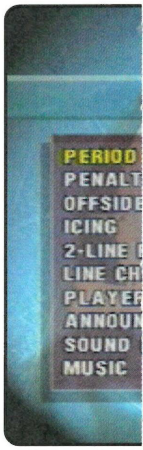








Players can perform moves such as slap shots, hooks, body checks etc.

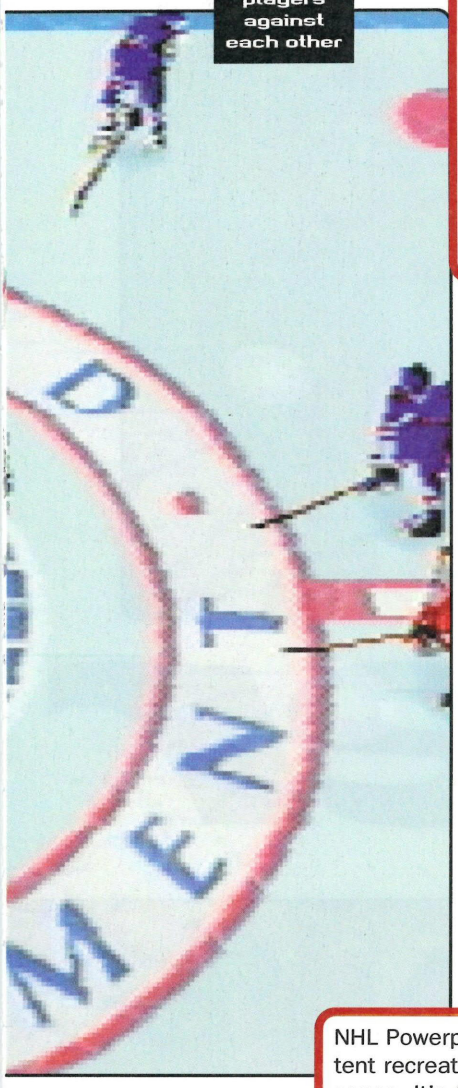


It's very tricky to get the hang of at first, and I'm not really sure whether that's a good or bad thing. I was wildly frustrated by my lack of goalscoring exploits in the early games and that's bad, but that only seems to make the rewards and satisfaction gained by perseverance all the sweeter and that's good. It balances itself out nicely in the end I suppose, I'd just say that the learning curve is a little too steep for the more impatient/less able players.

Other gripes (and these are quite small) are that when you play away from home and start winning the home crowd starts to boo you. A nice touch but it does sound more like a particularly strong wind has begun to blow outside than a few thousand people venting their anger against your players.

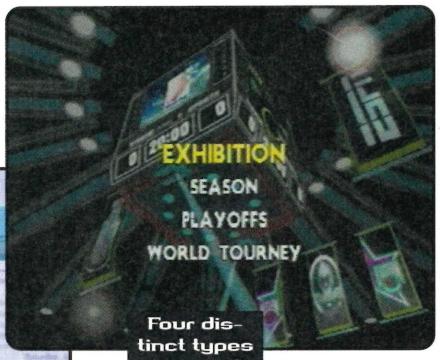
The other thing was that the rink spins around a lot to follow the play. Very clever technically I'm sure but it can lead to confusion and even, in extreme cases a touch of motion sickness when the action hots up.

Apart from that though there's little to find fault with. If only we hadn't all played NHL Faceoff we'd be saying this was the best thing ever.



The world tourney pits the best players against each other





Four distinct types of competition ensure that this has a reasonable amount of longevity

NHL Powerplay Hockey is a good looking, competent recreation of the sport in just about every sense. It's fast, it's frantic and there are plenty of bone crunching body checks and people flying into the plexiglass boards to keep me happy. There's just one negative thought that I just can't shake off though, and that's that it just isn't as good as Sony's NHL Faceoff.

This is a major downer for Virgin because both game's are so fundamentally similar that there would be little or no point in buying both, and only an idiot would buy the lesser of the two.

Then again, we all know it doesn't work like that. Powerplay has a definite edge in the looks and technical achievement stakes, and of course you lot have never actually played either game, and that must sway a buying decision quite heavily in this game's favour.

Therefore I suppose that I'd have to conclude that, although I personally would recommend Sony's effort over this as a first Ice Hockey purchase I fully realise that Virgin will probably do equally well. Which, to be honest, they probably deserve to do because after all, they've only just fallen short of the line drawn by the Japanese giants.

There are plenty of options for you to mess about with



SUMMARY

GAME NHL Powerplay Hockey
GENRE Sports
SOFTWARE HOUSE Virgin
PRICE £39.99

Comparisons have got to be drawn and unfortunately NHL Faceoff wins, although only by the narrowest of margins. It looks slick, moves incredibly fast at times and contains just about everything you could hope to find in a hockey game. But NHL Faceoff has the edge in the gameplay department and in the end, that's the one that matters. It may not look as flashy but you simply cannot deny that it's more fun to play and will be drawing you back long after this has been consigned to the shelf.

GRAPHICS 8
GAMEPLAY 8
LASTABILITY 7

OVERALL 8

I WOULD HAVE GIVEN IT... 7



Having played this a few times it doesn't have the instant appeal and lasting challenge of NHL Faceoff, and although it has everything you require Powerplay lacks a fighting spirit.

IMPORT

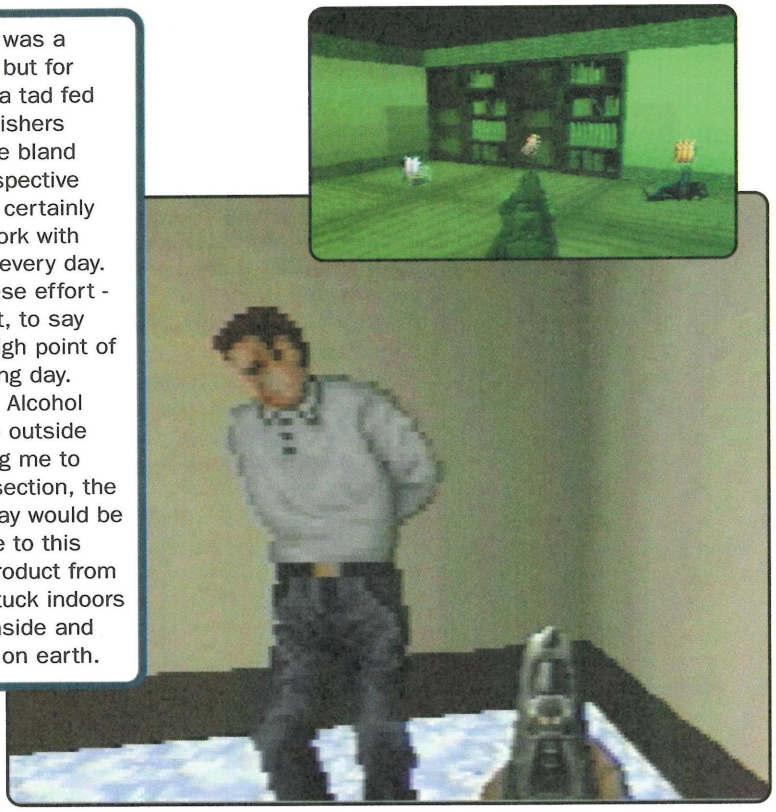
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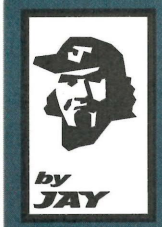
Exper



Here we have the amazing infra-red level, in all its erm, glory

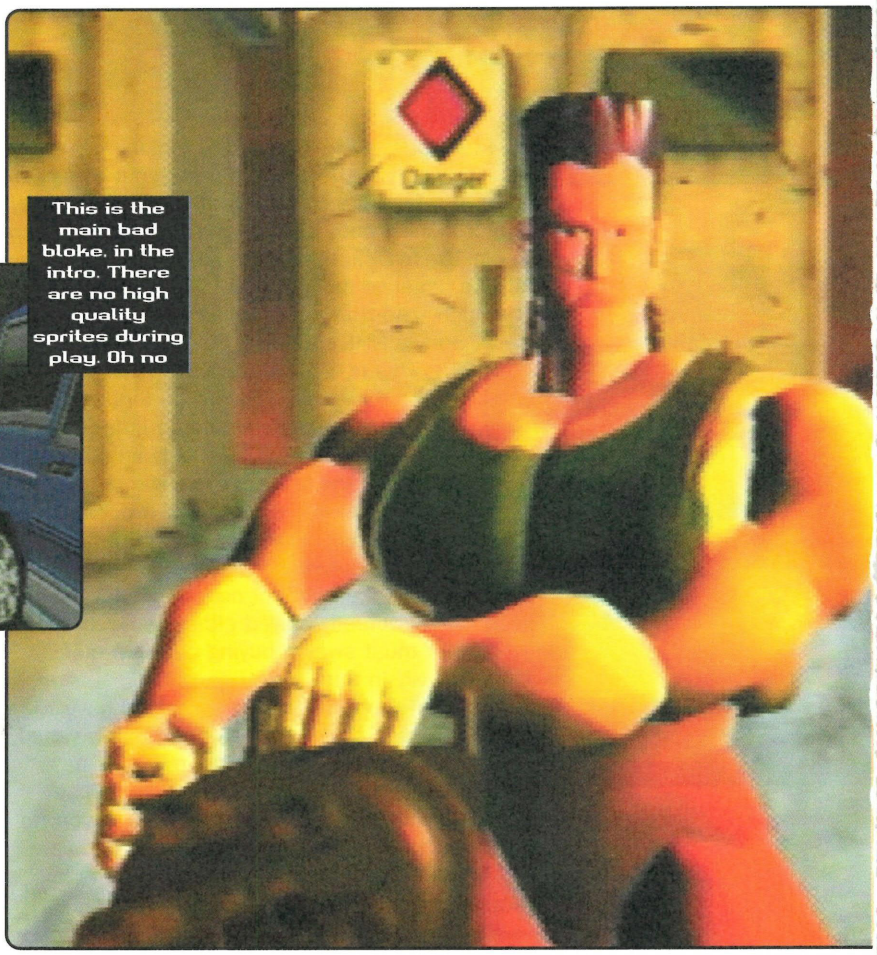
Doom. Bloody Doom. Alright, it was a good game - still is, mind you - but for God's sake, aren't you getting a tad fed up with all the bandwagon publishers churning out one bland first-person perspective after another? I certainly am. I have to work with them each and every day. And this Japanese effort - Expert - was not, to say the least, the high point of my games playing day. Even if the Free Alcohol coach pulled up outside the office asking me to judge the beer section, the fact would still remain that today would be one of the worst of my life, due to this tacky and down right terrible product from the far east. Hot sunny days stuck indoors is one thing, but being stuck inside and made to play this game is hell on earth.



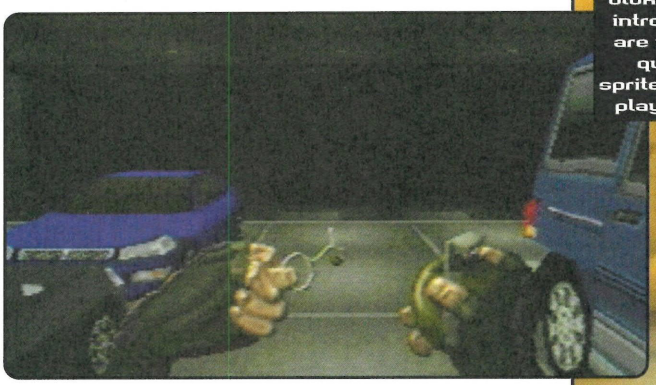


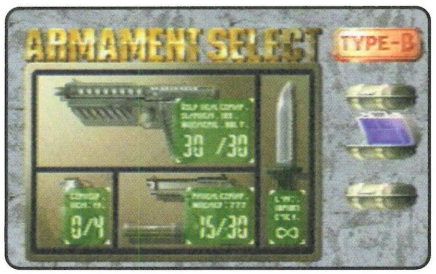
by JAY

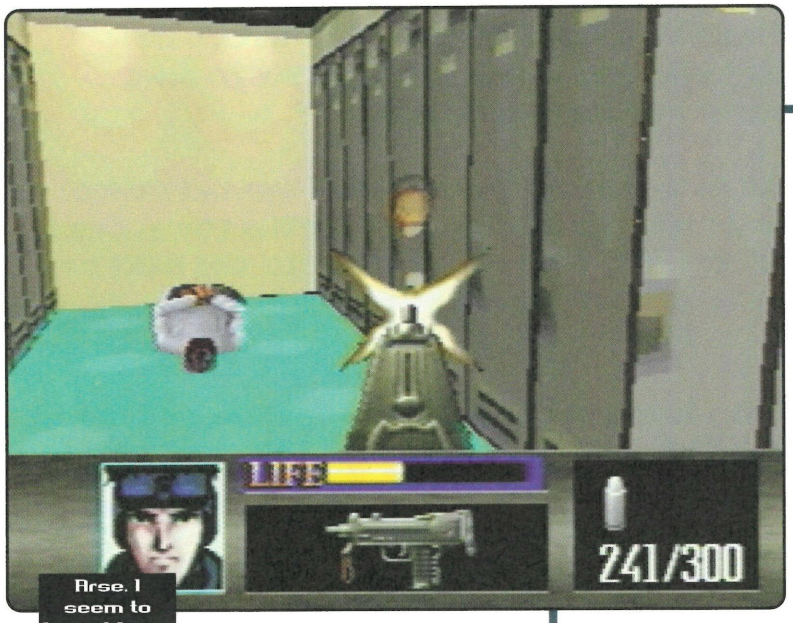
Fancy another Doom clone? Fancy a really crap one? I didn't think so. Tough tittie...



This is the main bad bloke, in the intro. There are no high quality sprites during play. Oh no

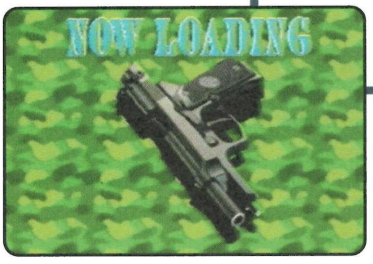






Arse. I seem to have blown away one of the hostages

You are, as ever, some bloke with a big gun who can gain access to bigger and louder guns as you progress through the game. You pick up items of health and ammo during play and shoot everything that moves and, erm... that's about it. I think the basic idea is that you wander around and either rescue hostages or find exits, or perhaps combinations of both. Either way it's pretty straight forward stuff. Most of your enemies will become motionless after one clean shot, so ploughing through corridor upon corridor of badly animated, blocky sprites will come as a relative breeze once you start. Expert. Good old Expert. Original through and through. I can't stand anymore of this pap, I'm off to play outside and get skin cancer...







The big pistol fires an electric charge type thang. Fancy, but not impressive in the slightest

SUMMARY
GAME Expert
GENRE Shoot 'em up
SOFTWARE HOUSE Nichibutsu
PRICE £Import

Why? Why oh why oh why? Why bother producing such a rancid pile of pixelated plop? It's pants, it's horrendously bad, and even if *Expert* was kittensoft and available in peachy pink, I still wouldn't wipe my nether regions with it. Absolute dross. Avoid *Expert* as you would if it were a naked full-length picture of Judy Finnegan. You simply must have better uses for your hard cash than to spend it on this. A total, total, total waste of time and money. So bad it's upsetting.

GRAPHICS 2
GAMEPLAY 1.5
LASTABILITY 1

OVERALL 1½

I WOULD HAVE GIVEN IT... 1



Bad animation, a dodgy control method and zero gameplay are all in here for everyone to laugh at. Don't buy this dirt, in fact it's 101% dirt. You'll be ridiculed in the street if you buy this. Honest.

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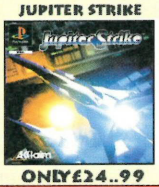
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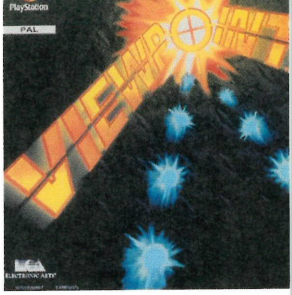
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Which game would you prefer to win?
1st choice .....
2nd choice .....
3rd choice .....

Name

Address

Postcode

◯ Male ◯ Female

How old are you?
Young (0-12) ◯
Middle-aged (13-17) ◯
Getting on (18-25) ◯
Old (26-30) ◯
Beards old (30 plus) ◯

How much time per weeek do you spend on your most excellent PlayStation?
Less than an hour (why did you buy it, then) ◯
1-2 hours (you've obviously only got one game) ◯
2-5 hours (we can just about forgive you if you've been busy) ◯
6-12 hours (that's more like it) ◯
More than 12 hours (respect) ◯
More than 155 hours (there aren't that many in a week, you nimrod) ◯

Who do you usually play PlayStation games with?
No-one (remember, your answers are confidential) ◯
Girlfriend or boyfriend (ever thought of going out?) ◯
A friend (in need is a friend indeed) ◯
More than one friend (rich multi-tap owner, eh?) ◯

How much do you earn in an average month (like March, say, that's pretty average)?

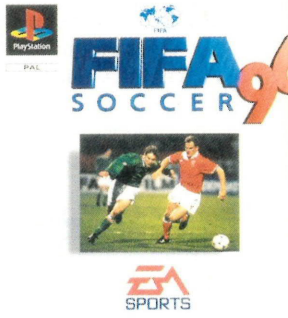
£0-100 ◯
£100-200 ◯
£200-400 ◯
£400-600 ◯
£600-800 ◯
£800-1000 ◯
£1000-2000 ◯
£2000-4000 ◯
£Ravanelli, the Queen, lottery winners ◯

Do you have a bank/building society account? Yes ◯ No ◯

Things the ad team wanna know about

How much notice do you take of our review scores when you're choosing a game to buy?
Loads – it's how I always decide (respect) ◯
Quite a bit of notice (forgivable) ◯
Not a great deal (why do you read them, then?) ◯
None at all (nimrod) ◯

If you'd decided to buy a game one month but could not afford it or forgot, do advertisements jog your memory over the following months?
Yes ◯
No ◯



Does the company that publishes the game have any effect on your buying decision?
Yes ◯
No ◯

Which are the two most original, effective and memorable adverts you've seen in PSX-Pro? Name the game and the company, please
A (game).....
(company).....
B (game).....
(company).....

What is the worst advert you've seen in PSX-Pro?
(game).....
(company).....

Which software house produces the best games?
(company).....

Which other PlayStation mags do you read?
The Black CD ◯
Total PlayStation ◯
Play ◯
PlayStation Plus ◯
Official PlayStation mag ◯
PlayStation Power ◯

Which non-computer/console titles do you read? Please state favourite three
a).....
b).....
c).....



How do you rate PSX-Pro against the other titles?

Wildly superior ○
Much better ○
A bit better ○
About the same ○
A bit worse (wait a minute...) ○
Much worse (what a cheek) ○

Do you cross reference out PlayStation reviews with other magazines?

Yes ○
No ○

How long do you keep back issues of PSX-Pro?

Forever ○
3-6 months ○
1-3 months ○
Bin 'em after an hour ○

How often do you refer back to old copies?

Quite often ○
Now and then ○
Once or twice ○
Never ○

Why?.....
.....

What makes you buy older games?

Didn't have money or machine when first released ○
Buying new ones all the time is too expensive ○
I play a game for ages before I buy another one ○
I haven't had my PlayStation long ○
The new ones are pump compared to the old ones ○
Other (please state)
.....

Do you have regular access to a multi media PC?

Yes ○
No ○

Do you have access to the Internet?

Yes ○
No ○

If yes, do you ever use it to get information on games companies and software?

Yes ○
No ○

Which of the high street shops do you buy most of your games from?

Dixons ○
Currys ○
Comet ○
HMV ○
Virgin ○
Blockbuster ○
Electronic Boutique ○
Game ○
Other (please state).....

Have you ever returned an undamaged game because it was pump?

Never ○
Once ○
More than once ○

If you see a PlayStation mag with a disc, how much more likely are you to buy it than one without?

I'll buy it every time ○
More likely ○
The same – I'll see what demos are on ○
Less likely – it's too expensive ○

What do you like to see on a demo disc?

Loads of different, short playable demos ○
One in-depth playable demo ○
Rolling demos ○

What's your favourite style of game?

First person shoot'em-up (e.g. Doom) ○
Beat'em-up (e.g. Mortal Kombat III) ○
Shoot'em-up (e.g. Raiden Project) ○
Platformer (e.g. Rayman) ○
Sports (e.g. Actua Soccer) ○
Strategy (e.g. X Com) ○
Simulation (e.g. Gunship) ○
Puzzle (crap things like Bust A Move) ○
Driving (e.g. Ridge Racer) ○
Plain Daft (e.g. Hebereke's Popoitto) ○

How long have you had your Playstation?

Since it came out last September ○
6-8 months ○
3-6 months ○
1-3 months ○
Less than a month ○

What two things could be done to improve the cover of PSX-Pro?

a).....
b).....

What two things could be done to improve the content of PSX-Pro?

a).....
b).....

How many people read your copy of PSX-Pro?

Just you ○
2 ○
3 ○
4 ○
More than four ○

Awkward questions

What type of game is:

Need For Speed?.....
Space Hulk?.....
Viewpoint?.....

What were the ads like? (leave blank if you can't remember)

Need For Speed.....
.....
Space Hulk.....
.....
Viewpoint.....
.....

What was the content of the following ads?

Adidas Power Soccer.....
.....
Striker 96.....
.....
Onside.....
.....
Hi Octane.....
.....
Fade To Black.....
.....
Loaded.....
.....
WipEout.....
.....
Lemmings.....
.....

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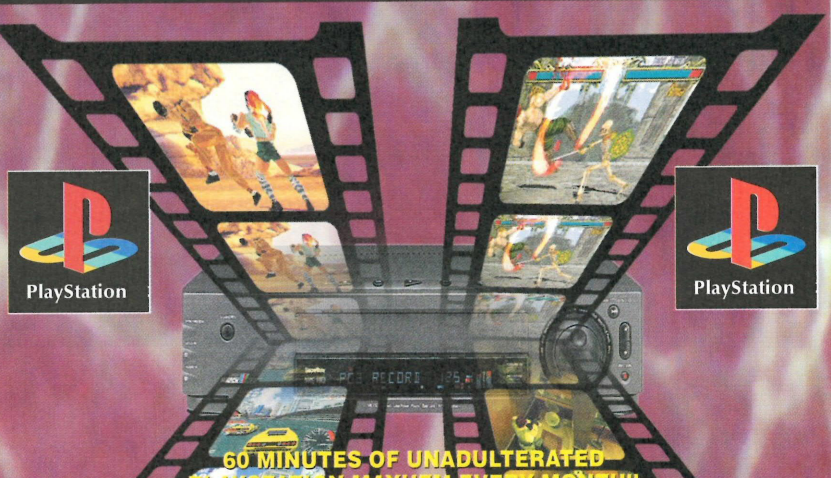
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Time Com

The latest in a long line of EA releases. No run of the mill game but can it live up to EA's reputation?

by ANDY

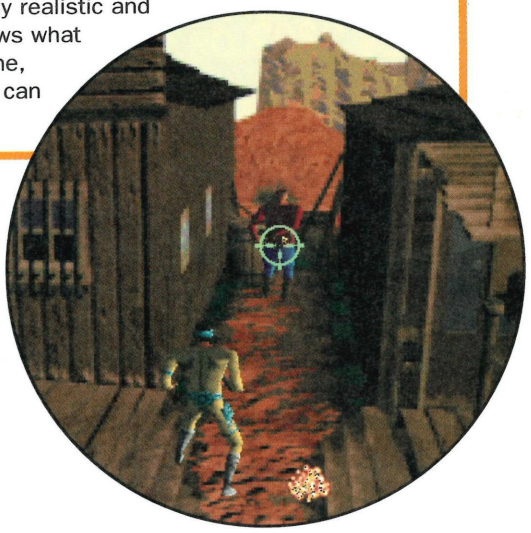
Virtually unplayable a couple of months back when we first previewed it but what a transformation! Time Commando has now changed no end in terms of gameplay and all the hard work seems to have paid off. Adeline Software have been busy in their French hideout around the clock to ensure everything is up to scratch for the release of their creation through EA.

It's difficult to pigeonhole exactly which style of game Time Commando is. There's elements of puzzle, adventure but the overriding theme is beat 'em up as you must punch kick or slash your way through time. You see the Time Commando himself is a computer repair man who is sent into a time experiment to sort out someone else's mess. You know how it is.

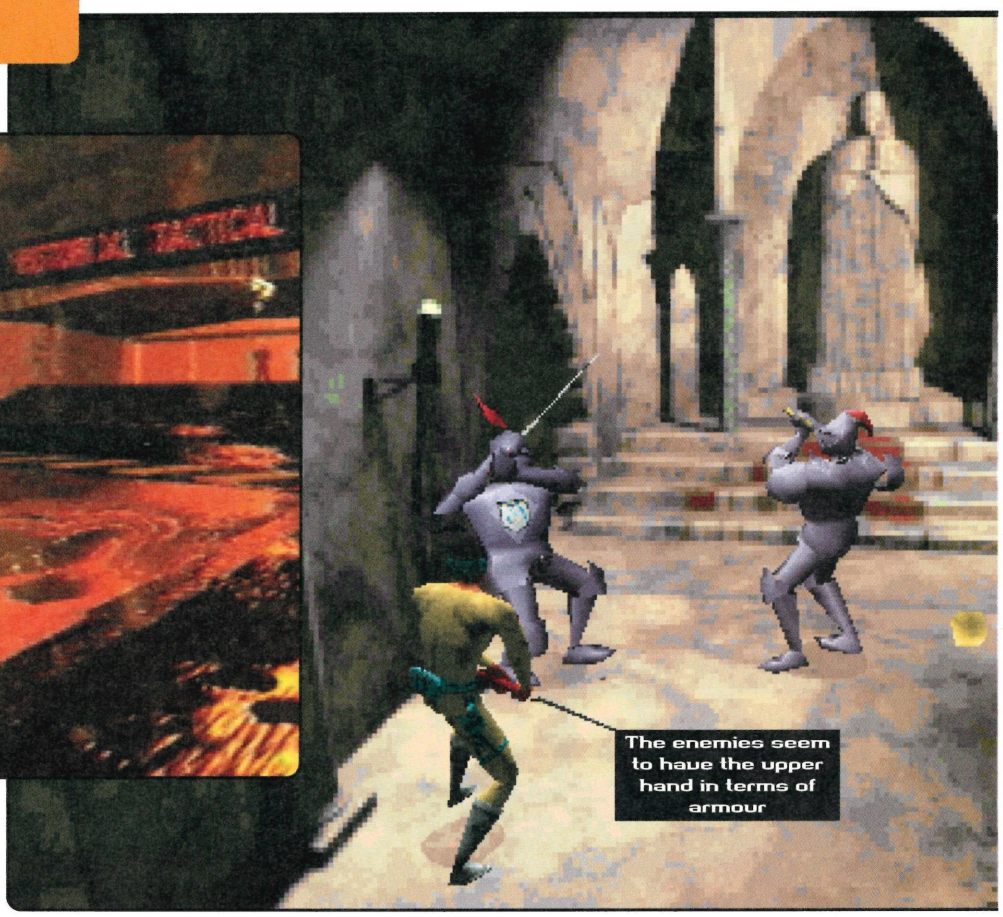
In total there are 10 levels each depicting an era of time from Prehistoric to the Wild West to tackling the might of the Roman Empire. Each of the stages is split into two sections and they all do look rather impressive. Each of the different settings look terribly realistic and it just shows what a bit of time, effort and can produce.



It's a little crazy at some stages. Check out the space suits







The enemies seem to have the upper hand in terms of armour

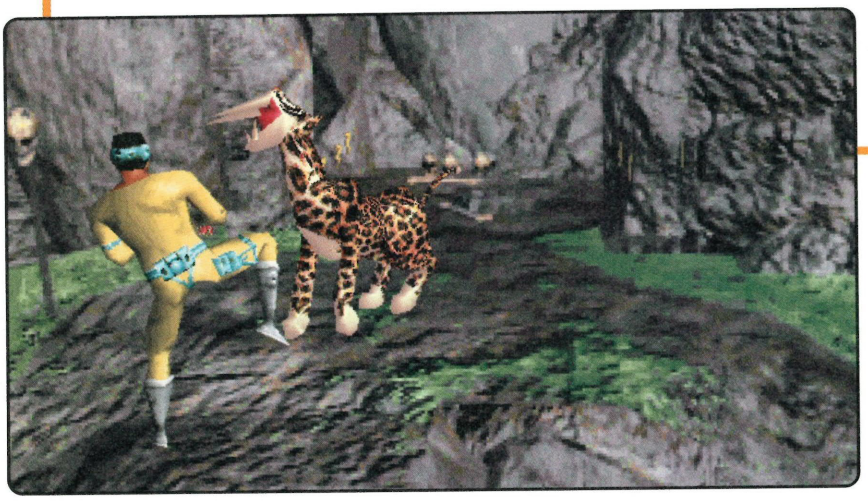
Your efforts will be rewarded as you progress for you can pick up extra weapons from the blighters you've wasted. For this you have a few basic punches and kicks and a defence to use. The further you progress will mean the more you have at your disposal.

You have the option to scroll through your weapons and decide on your plan of attack from this whether it be a full fist fight or clubbing them to death with an acquired 'log.'

The further you progress through time the more modern your arsenal will be. There's nothing more satisfying than progressing up from pebble throwing to sword wielding.

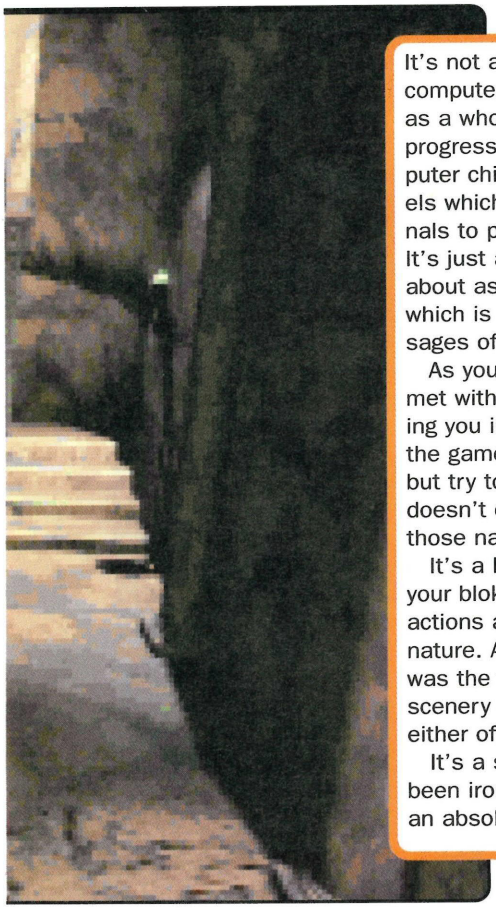
Each of the levels has been painstakingly recreated and are intricately detailed. It's hard to think of another game over the past couple of months with this much detail included. The last game I can think of which was this detailed was Resident Evil. This isn't to say the games are in any way alike however. Time Commando isn't in the same league and incorporates more pagga than thought.

Perhaps the best comparison for Time Commando is Telstar's blaster, Lone Soldier. Although it's a vast improvement in every department and has a few more elements to ensure the game's eever-important lifespan.





mando



It's not all brawn however and your friendly computer repair man must leap to avoid objects as a whole manner of obstacles hinder your progress. You must pick up the numerous computer chips which are scattered around the levels which you will have to put into certain terminals to prevent the spread of a deadly virus. It's just a little something else for you to think about as you try to locate the dodgy computer which is situated somewhere in the deep passages of time and space.

As you progress towards your goal you'll be met with some pre-rendered sequences just filling you in on the action before, during and after the game itself. They're by no means essential but try to think of a PlayStation release which doesn't contain any recently. Apart from all those naff imports, of course.

It's a little tricky to suss out the controls for your bloke initially but after a while all of his actions and reactions will become second nature. A niggling problem which I encountered was the time commando himself as when the scenery scrolls you sometimes lose half of him either off the top or the sides of the screen.

It's a shame that these tiny problems haven't been ironed out otherwise this could have been an absolute corker.

SUMMARY

GAME Time Commando
GENRE Action adventure
SOFTWARE HOUSE Electronic Arts
PRICE £39.99

A vast improvement from the preview copy I saw but it still lacks that killer punch required to keep your attention. It looks extremely impressive and if some more time had been spent on the gameplay then this could have been a classic. There are plenty of skill levels available and you're given codes at the end of each stage but for an all out winner it sshould contain more on the gameplay front. A great idea for a game but I was left wanting a little bit more to keep me hooked.

GRAPHICS 8
GAMEPLAY 7
LASTABILITY 6

OVERALL 7

I WOULD HAVE GIVEN IT... 8

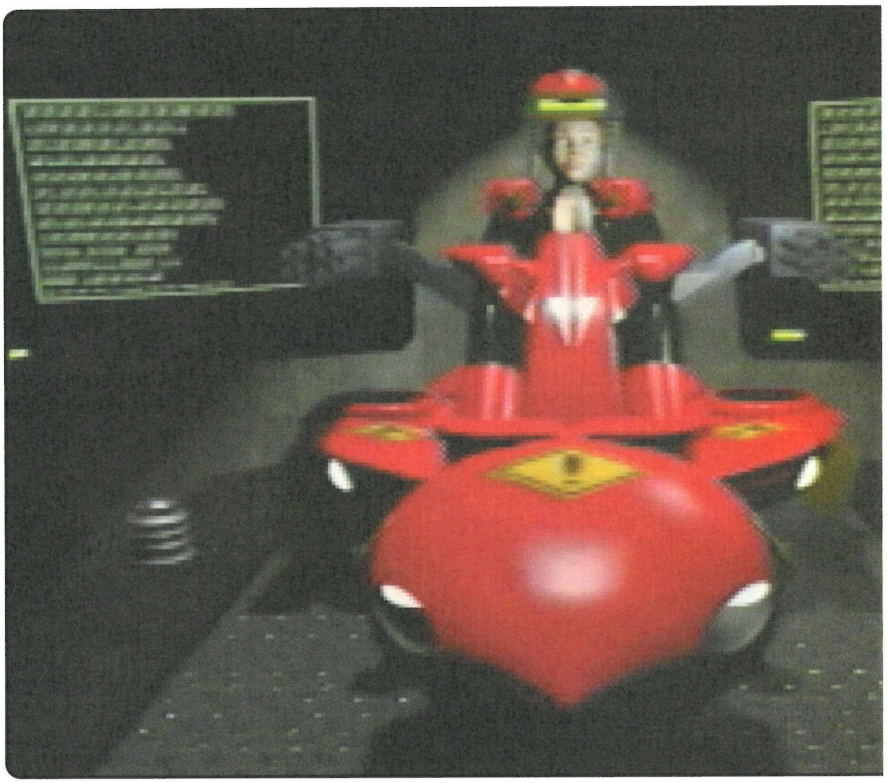


Because although it's not my cup of tea nor glass of vodka & lime, it's obvious that a lot of original thought and effort has gone into this. Unlike many PlayStation games I've seen.

Shoot'em-ups of this type (ie 3D ones like Loaded etc) infuriate me no end. For some reason I struggle to cope with being attacked from many different angles all at the same time. These games can have you battling something directly in front of you and then, while your attention is still concentrated on that particular area attack you from behind. Or even above. And I can't cope with it.

I'm not ashamed to admit that. Even on the easiest of it's three difficulty settings I was struggling badly and more often than not dying within a couple of minutes of starting a level. Anyway, that's unimportant for the course of this review, and don't think I'm saying it's too difficult for everyone because, as far as I can tell, if you could get off level 1 of Loaded without too much of a struggle then you should be OK with this.

If rotating around firing wildly not just on two axes but four is your type of thang then you need look no further than this.



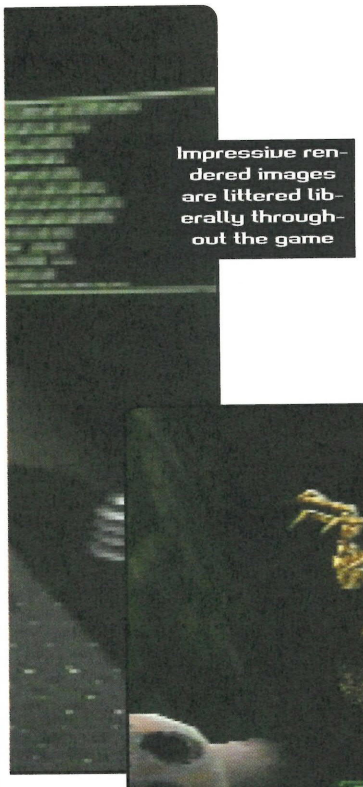
BLAM! Mac



Core have been one of the most consistent PSX publishers so far. Does Blam! continue this trend?



Superb graphics don't make a good game, and unfortunately, Blam! has one or two problems in other areas



Impressive rendered images are littered liberally throughout the game

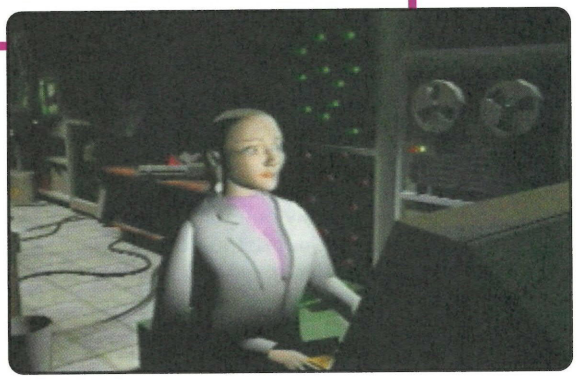
Story time. And it's a touch bizarre so don't say you weren't warned. By the year 2020 Nano-Technology has outmoded all other forms of manufacture on the planet. Humans now program miniature machines on production lines, releasing them into flotation tanks where they build onto themselves, eventually creating whatever the particular company requires (told you it was strange).

Callum 'SLUG' Violdreer is one such programmer. But he's a bit of a baddie you see. And he's hatched a pathetic plan to improve himself, but accidentally managed to rid the planet of almost all human life in the process. Making use of his position he started injecting the miniature machines into himself with the goal of rebuilding his body into an enormous bulk.

Anyway, to cut a long and confusing story short his body rejected the machines (which by now had turned into a virus) and expelled them from his body, at which point they became airborne and started to wipe out anything in their path without the exact same DNA code, ie everything (except Callum).

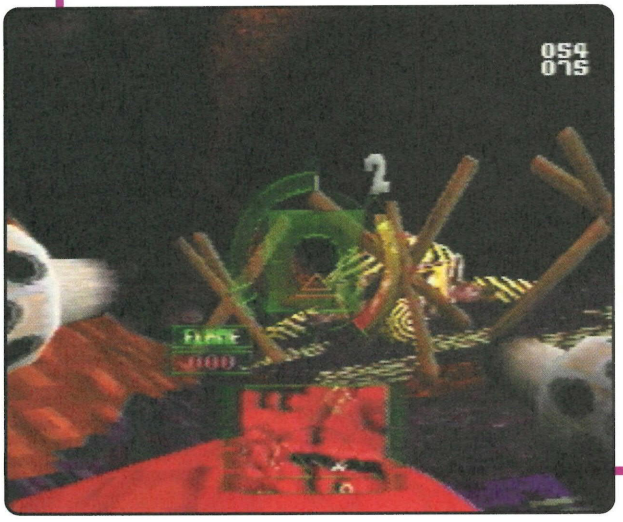
Ten years on Callum had mutated into something far more sinister - the Machinehead Core and from his imagination spew the terrifying creatures you'll encounter in the game. Got that? Just play the game. It's easier.





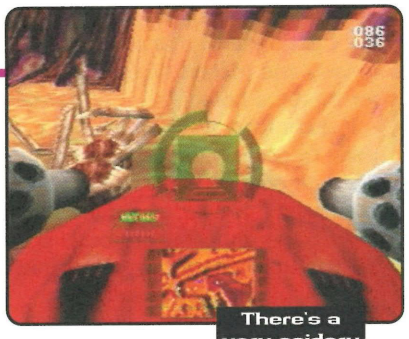
Machinehead

Obviously something needed to be done to defeat the Machinehead virus. Some scientists managed to survive and lay in wait underground while they developed an anti virus. One such scientist, Kimberley Stride and her perverted assistant, Orville McArdle, had just about completed their self guiding missile system.



So then, it's up to you, armed with the antivirus and your powerful weapons you must battle your way through the fifteen or so levels and defeat the Machinehead. Sounds easy? Well, you couldn't be more wrong. Right from the off you know you're up against it as inevitably you get wiped out within seconds of the level beginning. And there's me thinking this was level one and going to be easy!

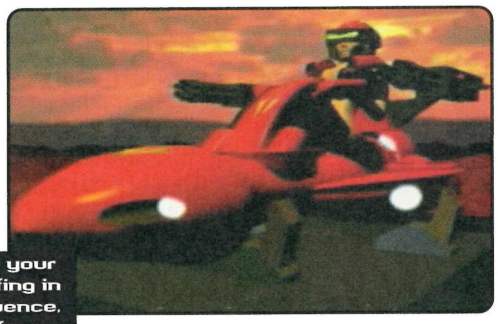
You need to have your wits about you as the attacks come from all angles and it's probably a good idea to keep an eye on the map in the bottom left at all times and keep the volume up just in case you don't make a visual sighting. Even then you'll still be bemused for a while and death will be literally around every corner. At least it will if you're as bad at it as I am.



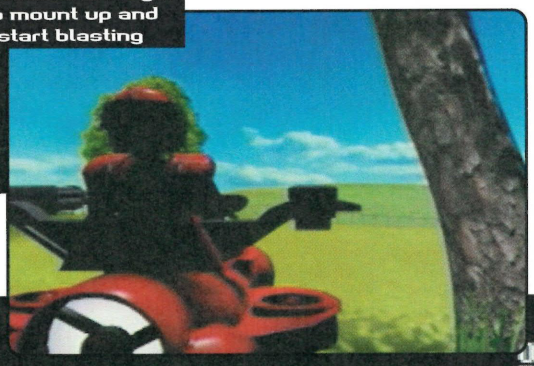
There's a very spidery feel to a lot of the enemies that attack you in the game

BLAM! Machinehead





You're given your mission briefing in an FMV sequence, then it's time for you to mount up and start blasting



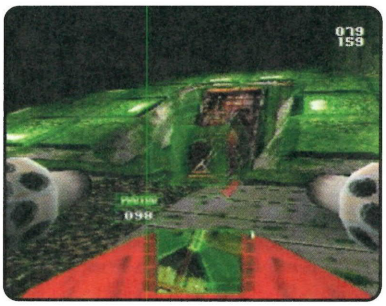
Control of your vehicle is Krazy Ivan-esque to say the least, mainly because you have to shoot both up and down as well as from side to side. Any possible control method nightmares have been thankfully been averted by a well thought out default option and a fully reconfigurable to allow you to tailor the buttons to suit anything from left handedness to massively deformed lobster hands.

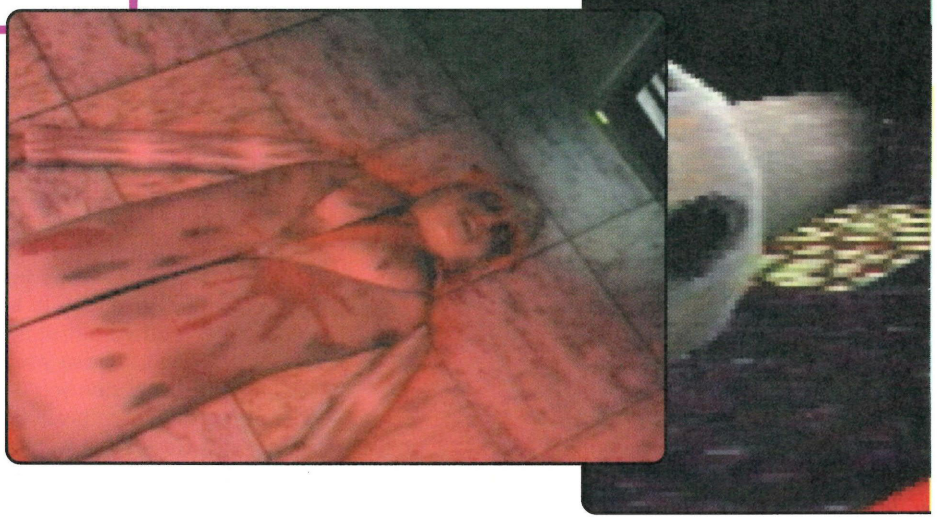
The original suits me best though with triangle and X moving you forwards and backwards, the D-pad spinning you around and looking up and down and the forward shoulder buttons firing both standard and special weapons. I'm sure if I put my mind to it I could come up with a system more suited to my needs but I got used to that one quite quickly and reckon I'll stick with it for the time being.

It does take some time to get used to pressing a button to go forward as opposed to pushing up on the D-pad however, and this leads to some frustrating and unnecessary deaths when you're attempting to do a runner but instead end up simply pointing floorwards.



The map in the centre of your display shows not only the terrain, but potential threats as well





It has to be said, it's a fantastic looking game and the way it moves has to be seen to be believed. Not being of a technical mind I can only guess that the speed has been achieved by only giving the player a limited view of what surrounds them. Anything outside your field of vision remains in blackness until you get a little closer to it.

This method works surprisingly well. When put down on paper like this I'll concede it sounds like a bit of a bad idea but it's very unobtrusive, so much so that most of the time you don't even notice it in fact.

The levels are superbly drawn, as are the enemies, and to sacrifice long range vision for such incredible speed given the level of detail is, to my mind more than acceptable.

It all adds up to a challenging, good looking, pseudo enjoyable blast that ultimately proves to be a touch too frustrating and for me, isn't half as enjoyable as it could have been. By no means a bad game, just not really my sort of thing.







The Machinehead virus has spawned some of the weirdest creatures ever seen



SUMMARY

GAME Blam! Machinehead
GENRE Shoot'em up
SOFTWARE HOUSE Core Design
PRICE £39.99

A bizarre storyline, impressive graphics, and a long lasting challenge have been spoilt for me by it being far too hard and saddled with a distinct lack of variety throughout. The levels are all startlingly similar and I spent far too much time either dead, dying or just wandering around lost. I know it's a cop out but it's an apt statement in this case, if you like this sort of thing then it's good, otherwise you'll probably hate it. Personally, this isn't really my kind of thing at all

GRAPHICS 8
GAMEPLAY 7
LASTABILITY 8

OVERALL 7

I WOULD HAVE GIVEN IT... 8



If there was more consistency in level quality then this would have been a possible Game Of The Month. It's too 'hit and miss' to give it more than eight, but better than Steve is making out

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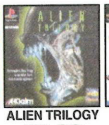
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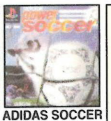

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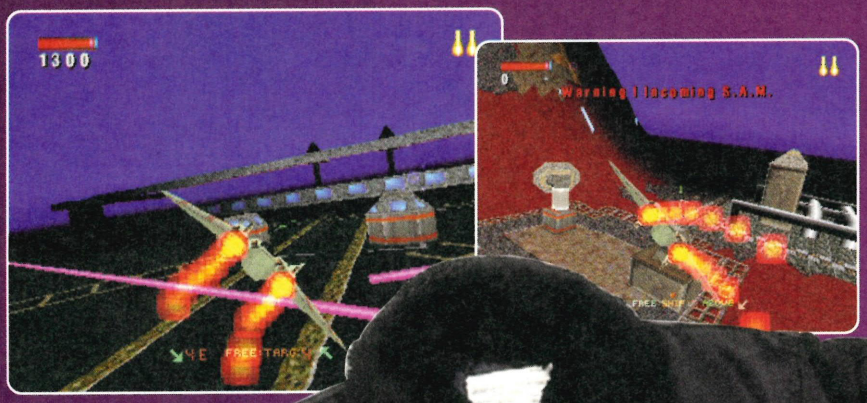
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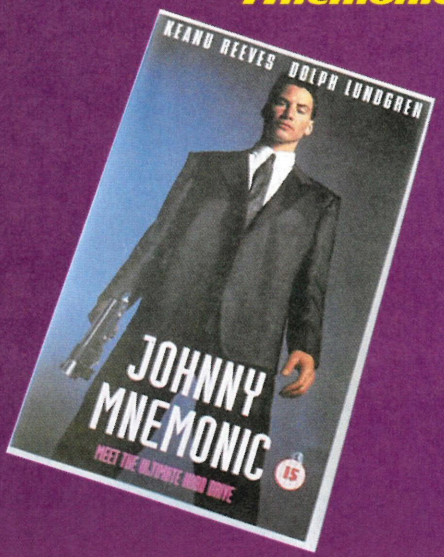
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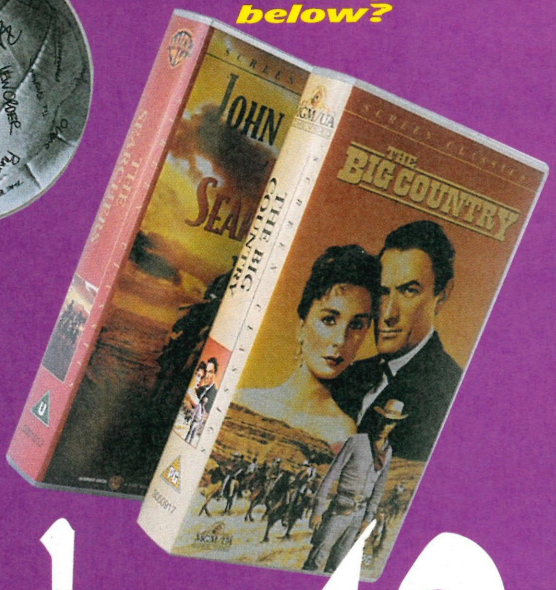
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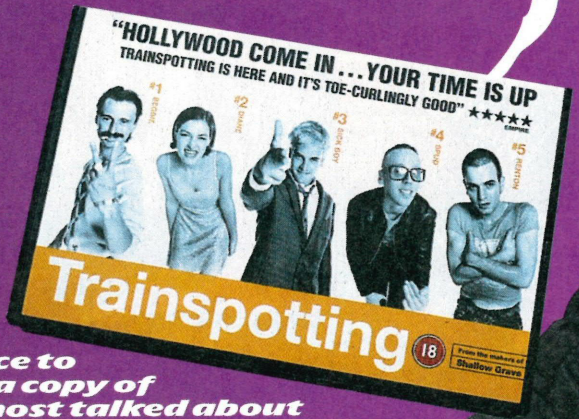
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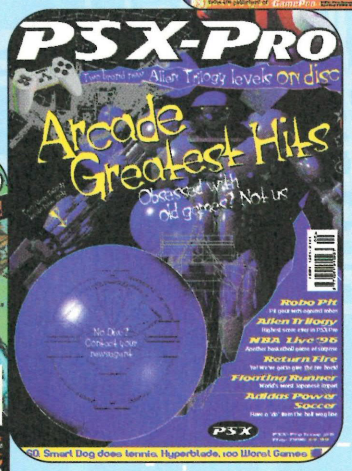
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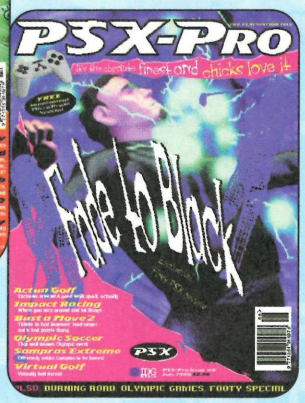
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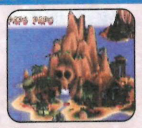
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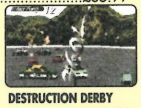
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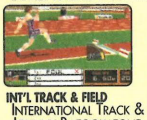


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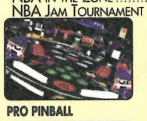
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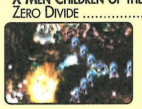

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PS7(9)

Resident Evil

Jill now takes a step into the open air in the second part of our comprehensive guide through the mansion of horrors. Are you tough enough?



1 The Guardhouse door creaks open and Jill steps inside. First off there are three blue herbs here for you to pick up. Step into room 2 and drop them off into the chest. There are some explosive rounds for your bazooka and a first aid spray on the shelf here also. Next exit the room and push the statue across to cover the hole in the floor so a tentacle can't reach out and choke you.

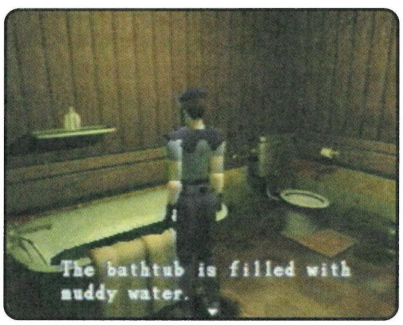


2 Next head to room 3 where you will need to dispose of two giant spiders. This isn't much of a problem. One will release tons of tiny spiders which pose absolutely no threat whatsoever as you can just walk over them to kill them. Alternatively you can just exit the room and then re-enter and they will be gone. Grab the clip on top of the barrel and the ink ribbon on the table.

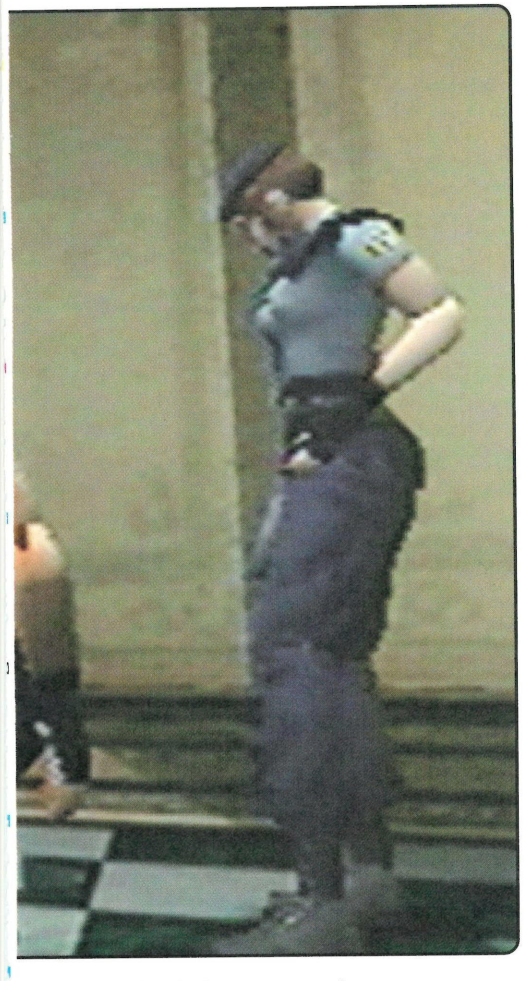


3 Now step into room 4. Be repared to blast two zombies. There's a box of shotgun shells in the desk and a book. Go into the bathroom and pull the plug in the bath to reveal the control room key.

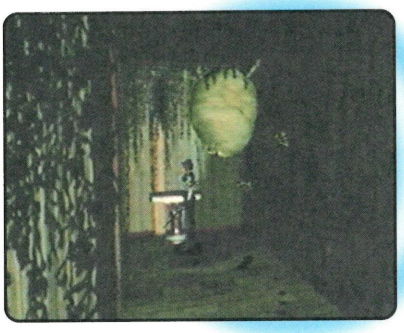




4 Head past the statue again and down the hallway until you reach room 7. There's a hornet's nest here so you must be quick. Grab the key from the desk. Exit the room by the door you entered. Now head to room 8. Step inside room 9 from here. Shoot the zombie and grab the clip from the sink. Go into room 8 again and get the map of the dormitory from the wall. There's also a report on Plant 42 on the bed. Pick this up and read it as you will need to understand the contents. The

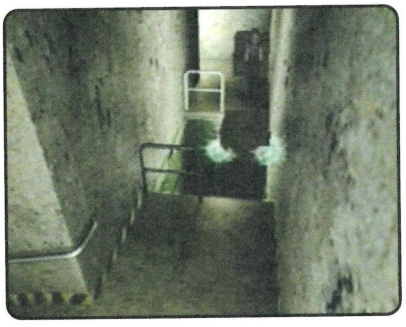


desk here contains some shells for your shotgun. The bookcases at the end of the room will reveal a ladder if



you first push the left one back and the right one aside to the right wall.

5 You can now step down to the Guardhouse basement where strange scenes will greet you. The long hallway has three crates in which need to be pushed into the water to form a bridge across to the other side. The first will have to be pushed up to the gap above so it can be pushed to the wall on the left.



6 After this you will wade through water and into room 2 which contains sharks. These aren't too much of a problem if you first run for room 3 and enter it. This room contains a giant plant root. As you exit the room you'll see two doors ahead of you. Run to the door on the left (Room 4). After the rendered sequence of a shark's eye view go inside.

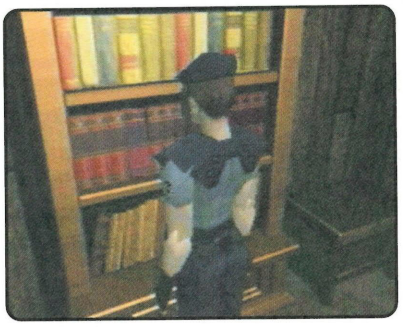




7 This room contains a lever which you need to pull. The water will drain from this area. Before leaving the room hit the switch by the door. This unlocks room 5 next door. Go in this room.

8 This room contains two boxes of shotgun shells, another dormitory key and two clips for the Bereta. Outside the sharks will be slapping about. Shoot them or just leave them to die. Head back to the ladder and ascend to the Guardhouse again.

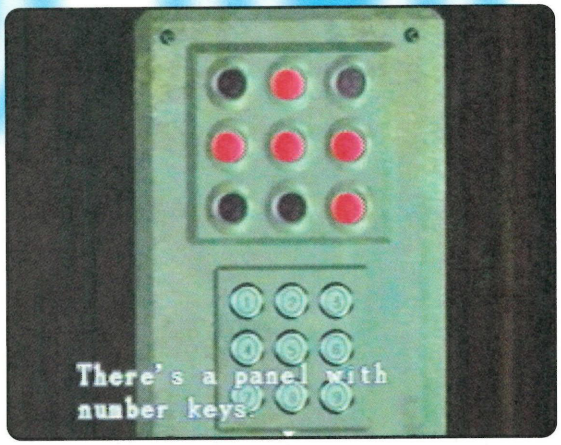
9 Head back to the room containing the hornet's nest and into room 10. The adjoining bathroom contains a zombie so be prepared to blast it away. Collect the flame rounds. Now head back into the adjoining room and collect the ink ribbon from the desk. The bookcase contains a white book. This is the V-Jolt Report that joins with the



Plant 42 Report. Put the Red Book into the space left by this book and the cabinet behind moves aside to reveal a door.

10 Don't go through this door but head back into the room with the hornet's nest and to the door with a key code outside (Room 12).

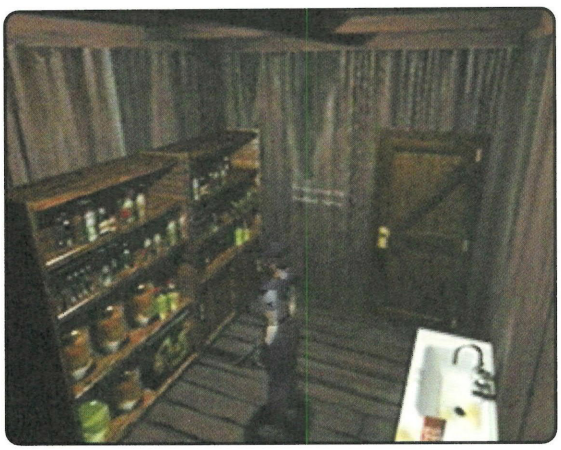
The combination is best cracked by just tapping random numbers until all of the lights are lit. Now step inside the room.



11 This is where the chemicals are mixed. The walls contain scrawled mesages with chemical equations. These will give you the chemical combinations to produce V-

Jolt. Write these down and then pick up three containers. Follow this guide and you won't go wrong:

1-Fill one bottle with water and one with UMB No.2 from



the shelf. Combine these to sreate NP-003.
2-Fill one bottle with UMB No.4 and combine it with the bottle containing NP-003. You will now have UMB No.7.
3- Now fill a bottle with UMB No.4 and another with UMB No.2. Combine these to form Yellow-6.
4- Next combine UMB No.7 with Yellow-6 to create UMB No13.
5-Finally you must create NP-003 again and combine this with UMB No.13 and voila! You now have V-Jolt.

12 Go back down to room 3 in the Guardhouse basement and use the V-Jolt on the plant root you saw earlier. Remember you can save your game at any time. Now may



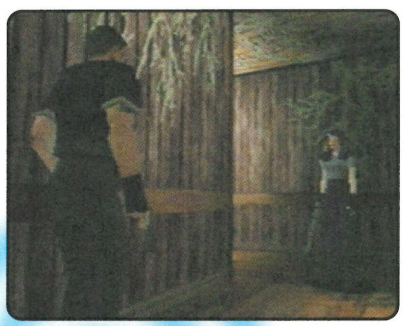
be a good idea as you're about to encounter the rest of the plant.

13 Head back into room 10 in the Guardhouse and through the secret door you revealed earlier. The plant is here in all its glory. Use your bazooka or shotgun wisely as acid falls

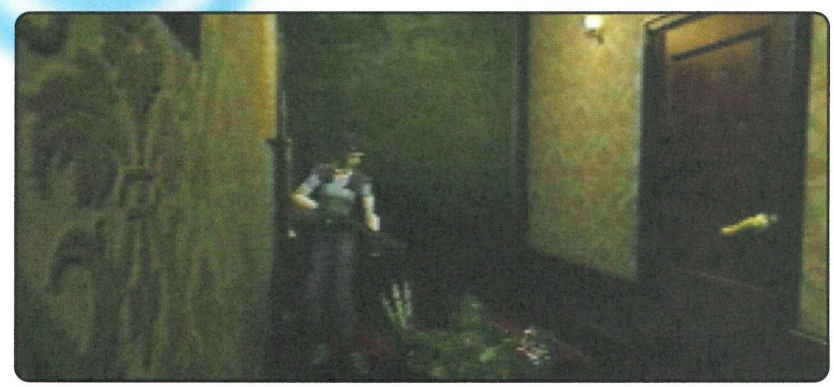


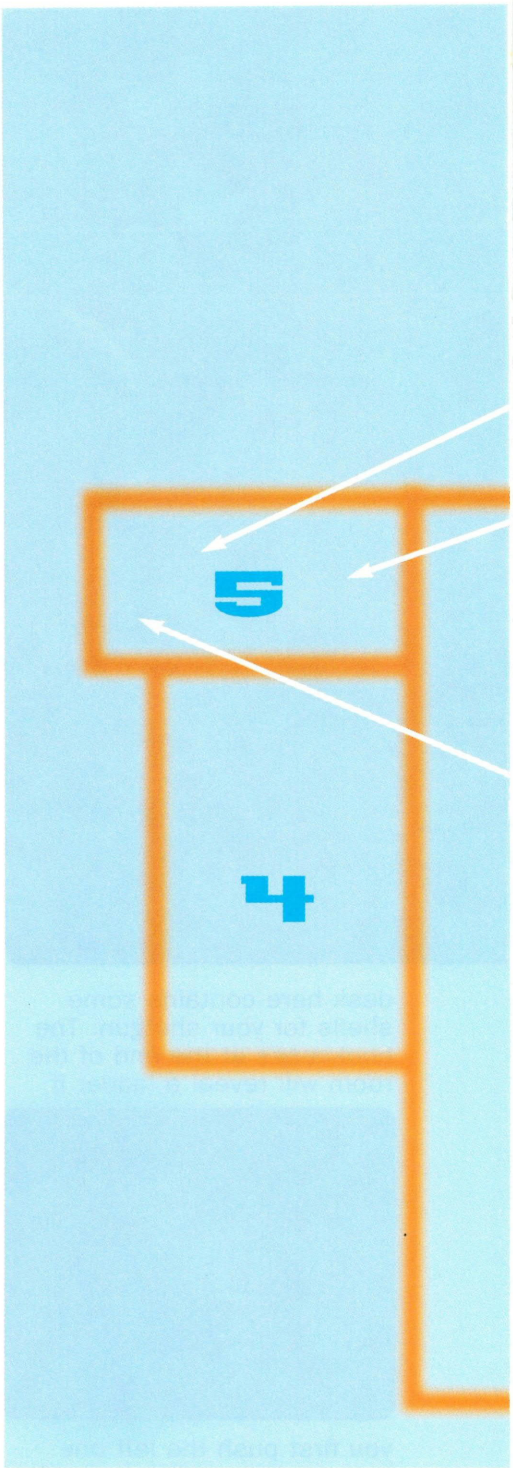
from the ceiling. One shot should do it before you move away to take aim again. Once the plant is disposed of head to the fireplace and take the key containing the carving of a helmet.

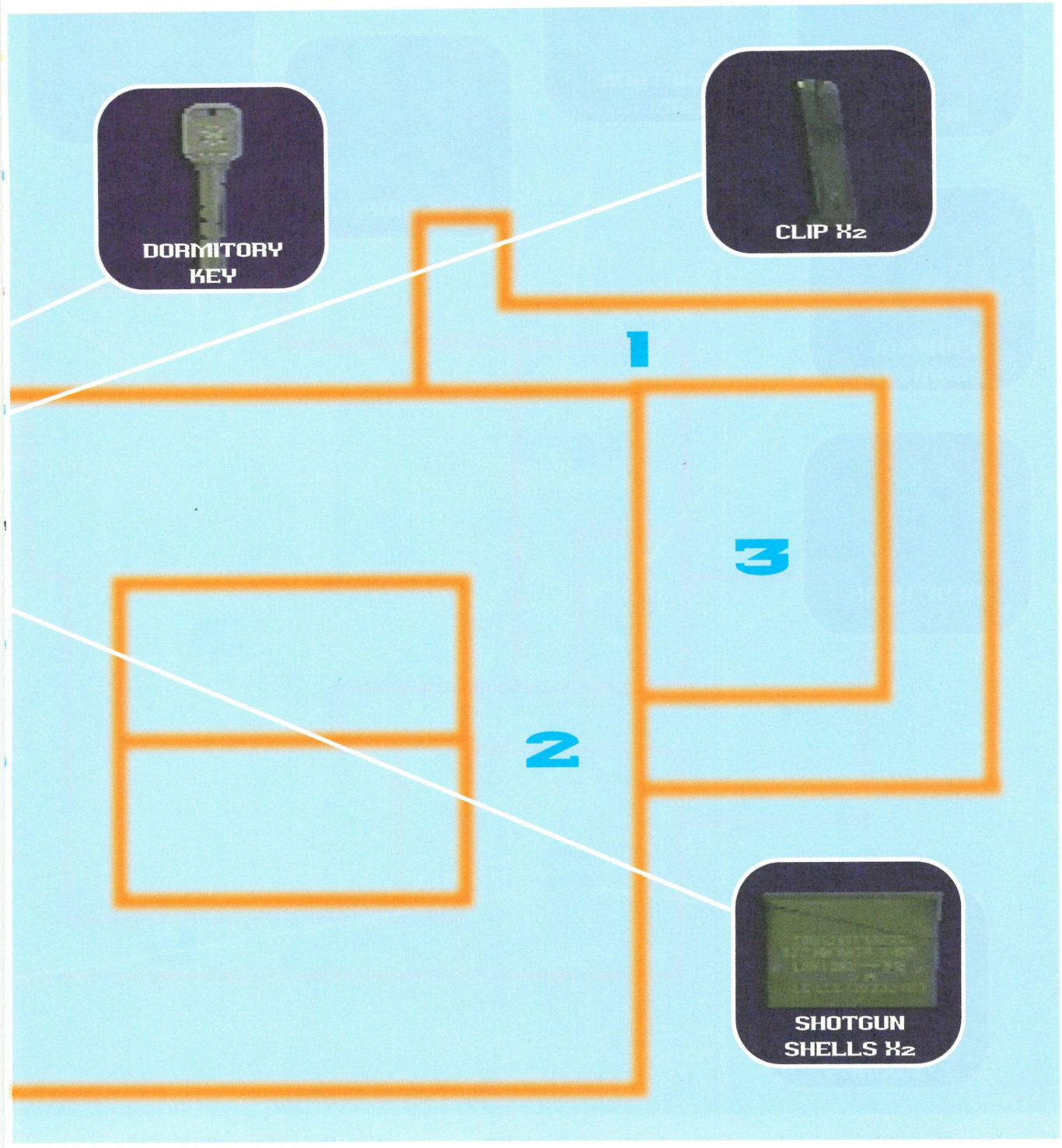
14 Wesker is standing outside and after a small conversation leaves again. You should now exit the Guardhouse.



15 Head back to Mansion again where you now become the hunted. A rendered sequence will introduce you to

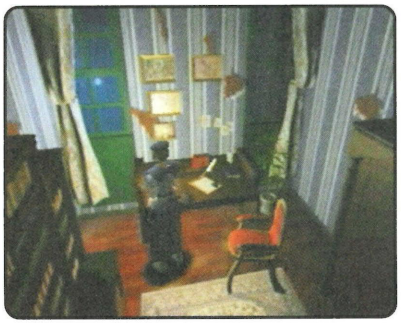






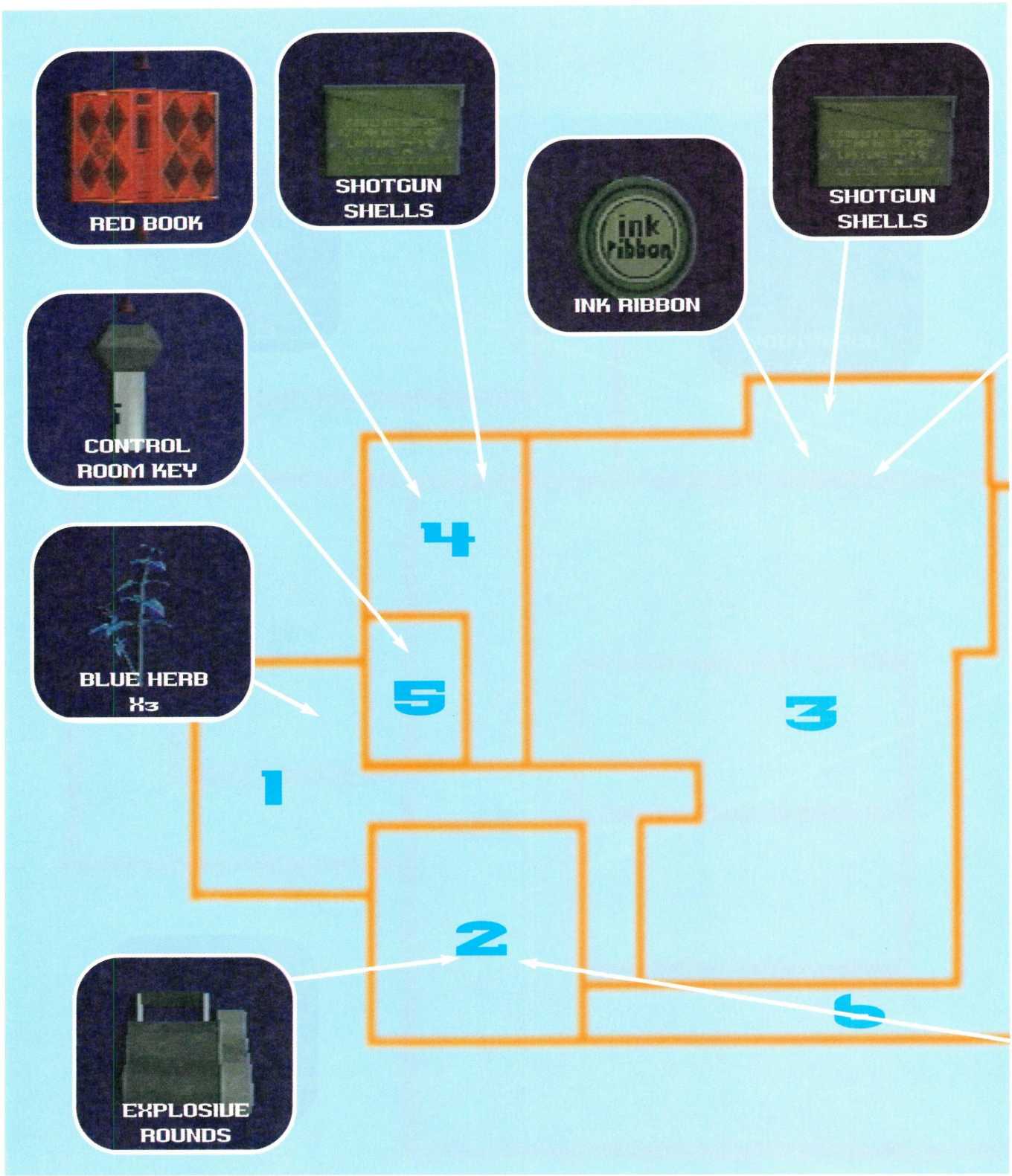
your new foe and the first one should be blasted with your bazooka. Be warned they're tough little critters.

16 Step into room 22 and go to the desk. Press the switch to light up the room. Pick up the magnum rounds and also the first Doom Book from the shelf. Examine the book and inside is a Doom Medal. Exit this room and then enter room 23 where another



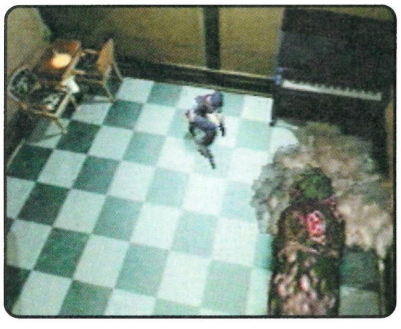
Hunter awaits. Blast it and go into the storeroom by the stairs where Barry has left you some first aid and some ammo. The note outside lets you know he's been here. This is a good place to leave items and save your game.

17 Head upstairs and have your bazooka loaded with Acid Rounds to take out the two Hunters on this landing. It

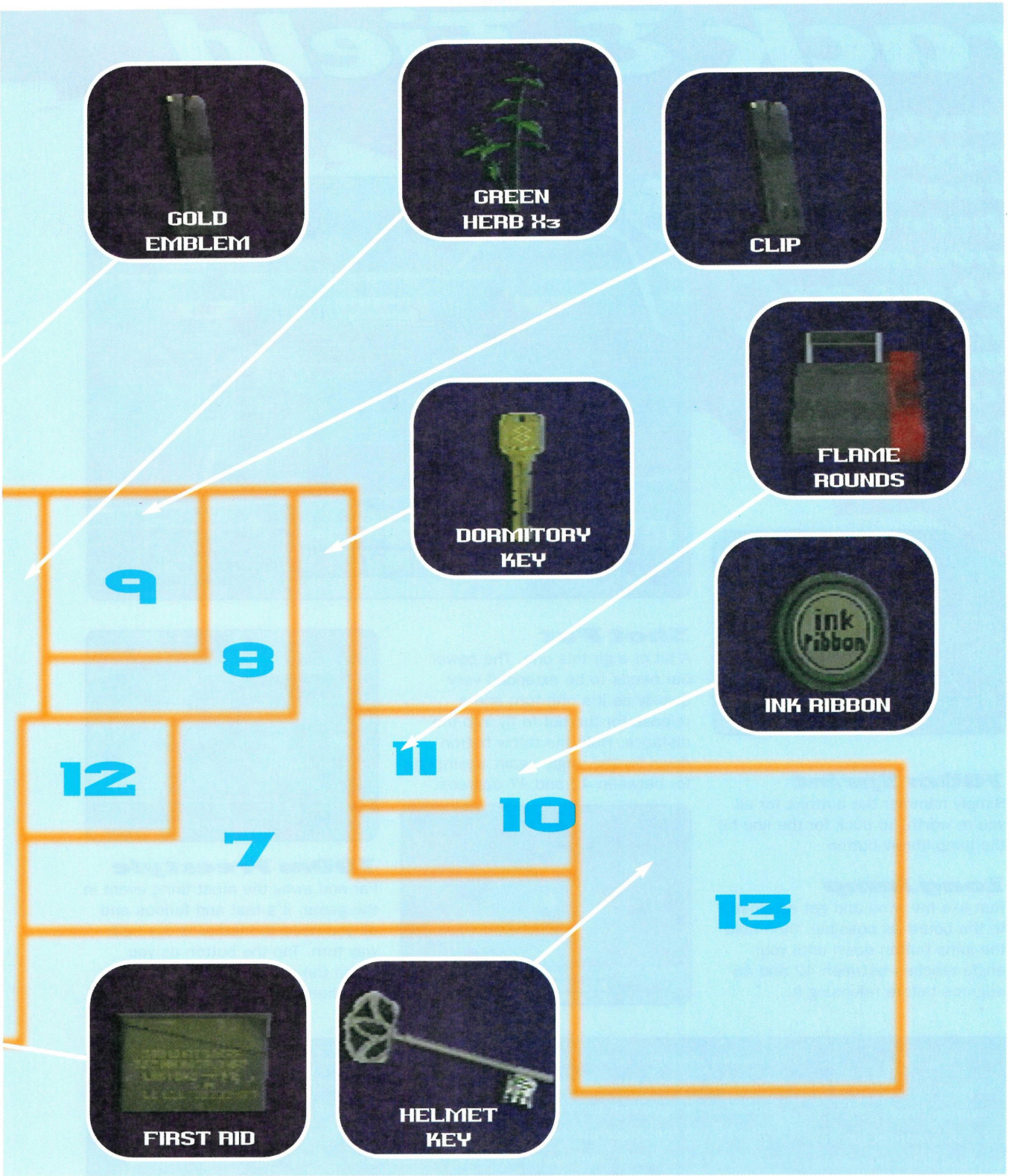


doesn't matter which you take out first but be sure to have ample ammo left as you need to go to room 10 and kill the snake.

18 In this room go to the piano and the snake will appear from the fireplace. The snake will smash a hole into the floor and then you must take it out with whatever force you feel. The more successive hits you inflict the quicker it will die. Don't get trapped in a corner however. Once the snake is dead examine the hole it's left in the floor. Barry enters the room with a rope and you descend into the area below.



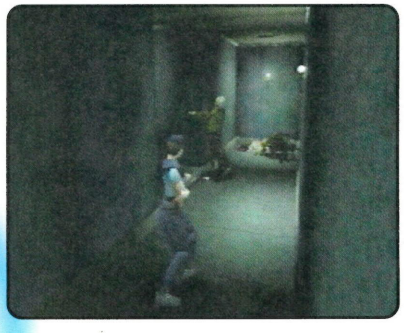
19 Barry will let the rope drop and so heads off to find a replacement. You should walk to the tombstone and press the switch there. This will reveal yet another ladder. Don't go down yet head back to the hole and Barry will drop another rope for you to climb. Once back up the rope he'll hand you a pass number. Go



back down the rope and this time descend the ladder.

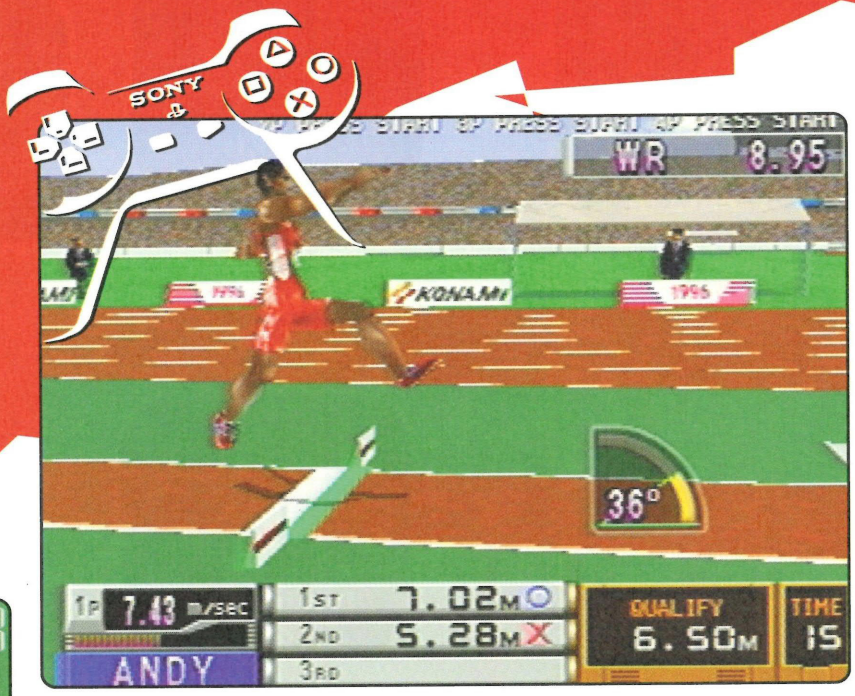
20 You're now in the basement where there will be some more zombies to shoot. One shows itself immediately but just around the corner to Jill's right is another so don't run aimlessly into this area. Shoot them both and collect the shotgun shells.

21 Go through the door at the end of this corridor and blast the two gorging zombies where there are two green herbs on the floor behind the corpse. Go through the door at the end of this corridor into a kitchen. Don't be fooled by the zombie playing dead on the floor. Blast it. The door at the other side of the room leads to a staircase but first you must watch a rendered sequence and then blast the zombie that comes through this door. There's now access to a lift and a staircase from this room alone. Watch next month for more serious zombie action.



Track & Field

After a while playing this athletic treat the team here at PSX-Pro have all come up with our personal preferences in terms of technique and more importantly, joypad setup





100m Sprint

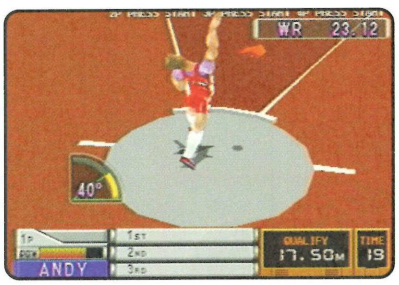
Simply hammer the buttons for all you're worth. To duck for the line hit the jump/throw button.

Long Jump

Run like the wind and get as close to the board as possible, then hold the jump button down until your angle reaches between 42 and 45 degrees before releasing it.

Shot Put

A bit of a git this one. The power bar needs to be extended very quickly as it's one turn and a release for the put to fly into the distance. Hold the throw button down for the angle again attempting for between 42 and 47 degrees.





100m Freestyle

Far and away the most tiring event in the game. It's fast and furious and all you need to master is the half way turn. Tap the button as you reach the end of the blue line and then hammer the buttons to the end.

Alex

Alex is a firm believer in the sleeve technique. This is covering the fingers with your T-shirt and sliding across the keys frantically to produce some incredible speeds. This in turn infuriates the other players as he invariably hits the pause button several times in most events. This can help Alex however (not that we're suggesting he does it on purpose), usually on the 110m hurdles to put other players well and truly out of rhythm.
Specialist events: Javelin, Triple Jump.

Andy

Consistency is an important aspect if a player is to secure victory and although Andy struggles wildly on the Discus he usually manages to be relatively successful at most other events. The keys used are the default keys and he favours the twitch technique mastered by Steve and uses the T-shirt method on the 100 metres and 110m hurdles.
Specialist events: 100m Freestyle, 110m Hurdles.

Jay

Jay uses the most peculiar method of anyone and it's debatable as to whether we should allow it in a contest. His method involves using the shoulder buttons and the ring technique. For this he moves his ring halfway down his finger and like Alex uses the sliding method. The only reason we allow him to use this method is the fact that he usually fails miserably (although he's still the only one to clear 2.70m on the high jump), and we all feel a bit sorry for him.
Specialist events: High Jump, Hammer.

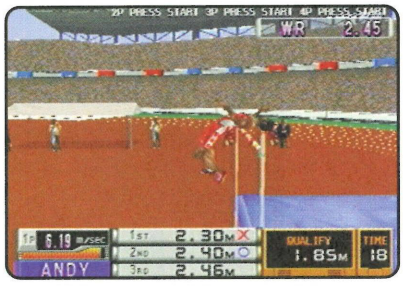
Steve

The favoured technique of young Steve is to twitch like a madman over the buttons, ie the traditional button bashing style we all know and love. At which he seems to be a natural. The speed and power he creates is quite phenomenal and ensures that Steve is usually there or thereabouts at the end of a long and gruelling contest.
Specialist events: Long Jump, 110m Hurdles.



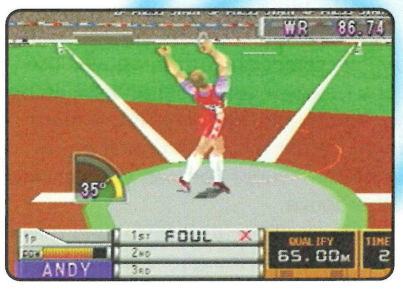
110m Hurdles

The best tip to give anyone here is to time your jumps over the hurdles. The take off point is actually quite some distance before the hurdle, and if this is timed correctly you won't lose any speed or break your stride. Just like real hurdles.



High Jump

A tricky event to master but rewarding if you can do it. It's a simple task to get your speed up to maximum before the jump but the tricky part occurs when you press jump to spring over the bar. Hold the jump button down for a while to clear the bar and release it when it looks safe to do so. The timing of the jump is all that determines how successful you'll be.



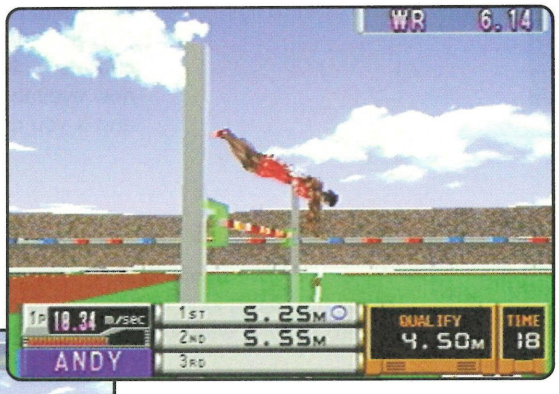
Hammer

This event had us all stumped for a while although in reality it's so simple it's almost unfeasible. Probably the most successful way to execute a monster throw is to hit left and right as quickly as you can to build up the speed and power and as your player goes round hit the throw button on his fourth spin just as he faces towards you. Release the button again (at about 45 degrees) when you have the required angle for the throw.



Javelin

A tough event involving a combination of speed and angles. You should run as fast as you can and while still running begin to hold down the throw button for the angle. Release all of the buttons before you reach the line and if you have the angle at 45 degrees and enough speed the throw should be an absolute monster.





Triple Jump

A difficult jumping event due to the unusual amount of button tapping and timing required. You must first run for all you're worth. Tap jump at the board, again as you land and once more holding it down to reach the required angle. Watch you don't fall back on landing though, as frankly, it's a pain in the arse.

Pole Vault

The only event in which none of the team have managed a world record. Excess of 6 metres has been managed but the record still stands. This event requires you to have great speed on approach and to press the jump button early to gain maximum spring from the pole, and, with a bit of luck, go sailing over the bar.

Discus

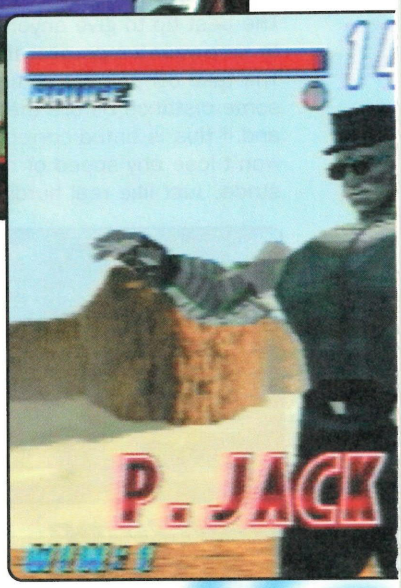
The quickest throwing event of them all. Power up quickly, spin twice and press the throw button for the angle. The angle moves up quickly though so it's best to tap the button otherwise you'll end up skying it. Try and keep it between the usual 40 and 45 degree mark.



Hints 'n' tips

The three most popular game genres are covered this month – racing, sports sims and beat'em-ups. So there can be no complaints from any of you





Need For Speed

Enter this code when in tournament mode – JMK-TQC and then return to the race selection and choose a single race. The extra track Lost Vegas is now available to you. Also by holding down L1, R1 and X you can race on any track in Rally mode

FIFA '96

We didn't have these in our footie spesh but Steve Blaby has been kind enough to send these in for everyone to do with what they will

Invisible Walls – XXXTSSST
Super Power – TSTTTTTTTT
Super Goalie – SSSSSTTTTT
Super Offence – SSSSSTX
Super Defence – TTTTTXT
Penalty Shoot-out – STSXST
Stupid Team – STXSTX
Crazy Ball – XSTXXTSX
Dream Team – SSTTXXSS
Super Curve Shots – TSXTXX
Formal Dinner Jacket Strips – STXSTTXT
Star Trek Strips – STXSTTXX
Super Hero – STXSTTTS
Oktoberfest (fast players) – STXSTTTT
Invisible Players – STXSTTXS

For these to work you must enter a match and pause it. Select the options and then enter these codes. Return to the pause menu and press S. Another menu should appear where you can select any of the above. The strips however are changed by quitting the match and returning to the main menu. Select the options and go to the bottom where you can change any of the above.

To see an alternative intro hold down L, S and Twhile the game is loading. Hold this until the FIFA 96 screen appears and then leave it to run through the demo

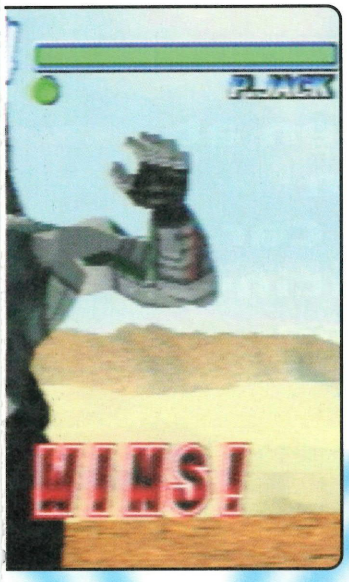




Tekken 2

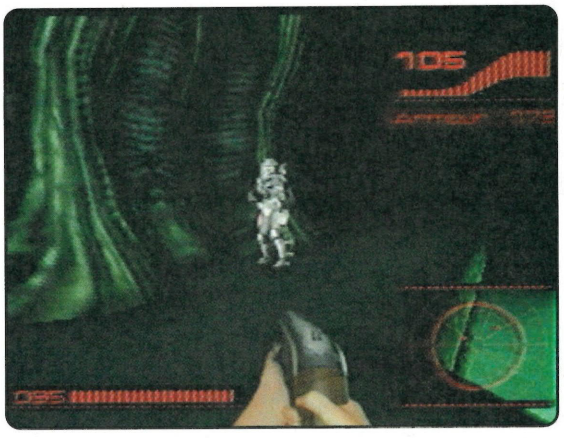
If you find the urge to play the game using super deformed characters, here's the cheat to allow you to do such a weird thing.

Once you have obtained all the hidden players (outlined in last month's mag), simply hold down the SELECT button when choosing your fighter. Your selected player will now be larger than normal. If the winner of two rounds then continues to hold down SELECT for the next match, then his character will be even bigger than before! Cool eh?



If, after all that jiggery-pokery, you still have the need to fiddle about with the game some more, then press and hold L1 and L2 on the character select screen. Choose your fighter and when the match starts, you'll be playing in a first-person perspective and you'll be battling it out as a wireframe image of your former self. Now that's amazing. Or is it?

PLEASE NOTE: These special treat cheats were done using early versions of the game and NTSC versions. So, basically all that means is that when Sony get around to releasing Tekken 2 over here in September, these cheats may have been taken out. Solution? Buy the import version!



Alien Trilogy

The old 'invincibility and unlimited ammo' cheat bonanza thang

On the title screen, highlight Options and then select the Enter Password option. Once you get to the password screen, enter the following – 1GOTP1NK8C1DBOOTSON. Highlight Accept and then press X.

The words "Cheats Activated" should appear. Return to the main menu and you'll notice a new option if you've done it all correctly, one entitled "Cheats". Highlight this and press X.

This will now take you to a cheat menu where you can indeed select invincibility and the ever-popular unlimited ammo bonus. Ream

Battle Arena Toshinden 2

PLAY AS THE BOSSES CHEAT:

To play the game as either Uranus or MAster you need to quickly press L1, L2 triangle, R1, R2 and square as the options fly in from the left on the title screen. If you do it right, you'll hear a little chime. Now you have to go to the player select screen and move the cursor over the "?" box on the top row. Now press and hold down SELECT and the characters will slowly start to flick through the box. Simply wait until Uranus or Master appears in the box and press X. Then, they're all yours. If you fancy playing as Sho or Vermillion on the other hand, then you still need to enter the above cheat, but after all that, go to the title screen. As the options move in from the left as before, use controller two and quickly press square, R2, R1, triangle, L2 and L1. Again, if you've done it right, you'll hear thAt chime again. Now when you go to the fighter select screen you'll be able to access both Vermillion and Sho in the same manner that you came across Uranus and Master. Got all that? Good

PLEASE NOTE: As with the Tekken 2 cheats, these were mastered on an early version of the game. So, they may not work on the official UK versions. Never mind, eh?

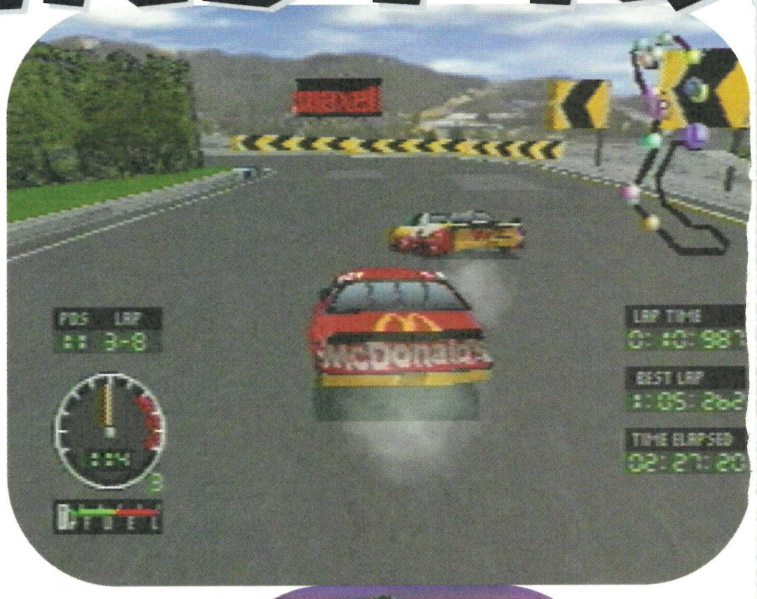


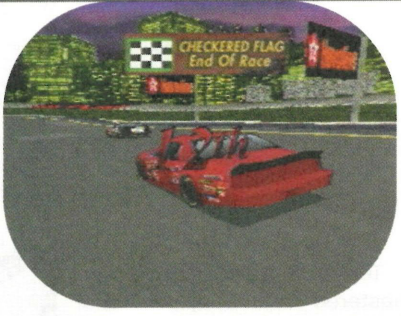




Over the years Mario Andretti has been at the forefront of motor racing. His son Michael is a well known power in Indy Car racing so it seems fitting that this racing family is endorsing EA's latest offering

Mario hits Pla





The Andretti family have been battling away in motor racing arond the world since the 60's with Mario Andretti. More recently his offspring Michael has been seen in both Indy Car and Formula One racing.

EA have agreed on an exclusive deal with the Andretti family and have developed Andretti Racing 97.

According to Tom Stone vice president of Electronics Marketing they've *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.* And in the unfinished copy we've seen it has got a lot going for it.

You are given the choice of driving in either Indy Car or Stock Car racing and with a total of 18 circuits to choose from, including street circuits such as Toronto and the dreaded Oval tracks in all of their glory.

In terms of gameplay Andretti keeps things as simple as possible with only an accelerate and brake button required to safely guide your car around the circuit.

Another option which does actually make a fair amount of difference is the chance to change your car set up for different circuits. This means tyres can be changed, the front and rear wings can be also be altered in true motor racing style to assist in cornering. It's surprising what a difference it all makes to your car's handling.

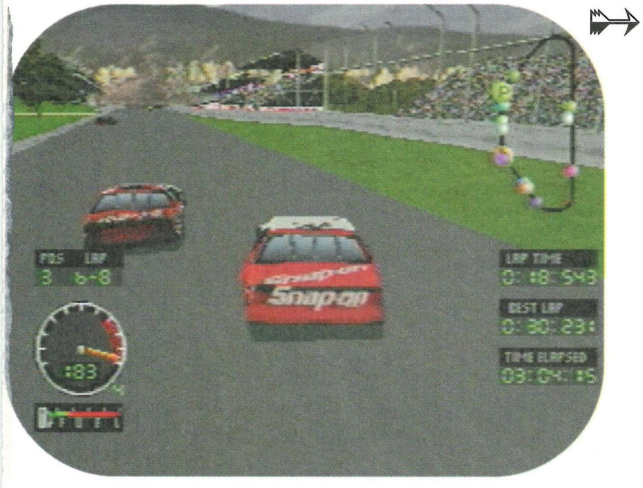
It seems that EA are the only developers around who have listened to pleas from all quarters for a split screen two player option and have included this to ensure a far greater lifespan for this release. Just like Need For Speed it's fast and adds a new element to



MARIOFACT

Mario's older brother is called Luigi and although he never made it in motor racing he made his fortune licensing his name to Nintendo products

yStation shocker



According to Andy Sharp oval circuits are the royally bland. He hopes that the designers got paid nowt for their apathy

the entire game. Another notable difference is the speed of the cars as they race around the circuits. The Stock Cars race around quickly but try the same circuit in the Indy Cars and it's a whole new experience. They travel at vastly superior speeds – this definitely gets the adrenalin rushing.

Racing itself can be done in a simple two player race or against 15 other computer opponents in a full season. Qualifying is an option which is certainly important but not a necessity it just means you will begin at the back of the grid and have to work your way through the field.

Tactics too will be important as races will require pit stops for extra fuel and fresh tires. Use these to the best of your judgement to gain places and progress through other drivers.

One aspect which will please all players is the fact that you don't have to be a games wizard to be successful since it's instantly playable to anyone. It becomes more of a challenge however when you switch the damage on where one mistake can take you out of the race for good. It looks impressive enough however as fragments of your car are scattered over quite some distance. On top of all this there's interviews with the lads themselves and Jeff Andretti serves as the in-game expert handing advice out to improve a players' performance. EA is looking at releasing this in time for the Christmas rush so look out for the full race summary closer to the time.

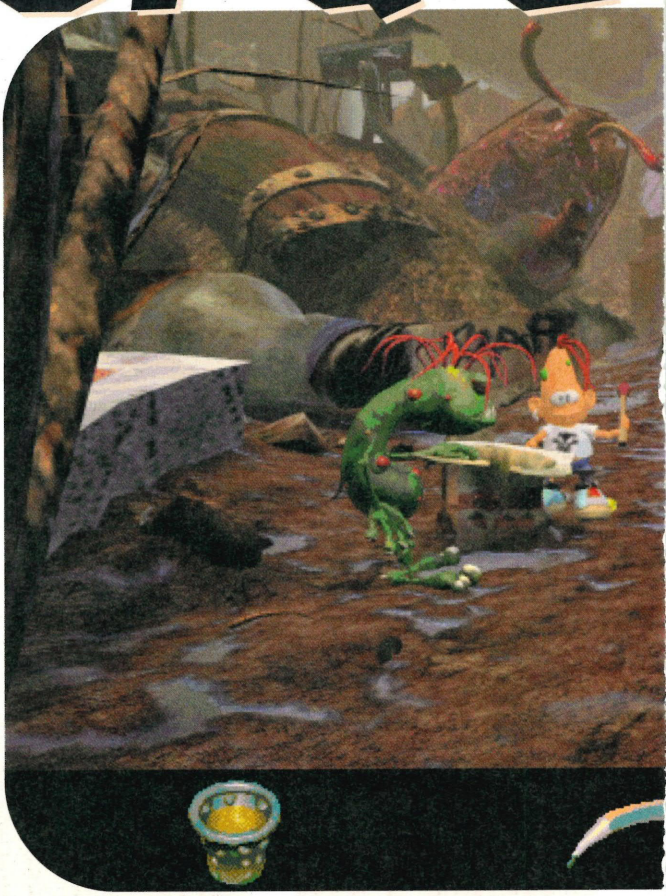
Andretti Racing '97

Expected release date: Christmas '96



A rubbish tip may seem an unlikely setting for a comic adventure, but remember, the French have never been ones for convention, and Haiku Studios seem determined not to change that

Going for a d



Down in the Dumps is one of those graphic adventures where, if you get the humour right they can be wildly successful (ie Discworld), but if you get it wrong (as it looks like the forthcoming Blazing Dragons may have done) then you can be left with something which, quite frankly, is embarrassingly unfunny.

Having had a quick look at this offering from Philips though it doesn't look like they are going to have too many problems in the humour department. Drawing heavily from the influences of phenomenally popular cartoonist Matt Groening (creator of The Simpsons) you can't really go wrong and, certainly initially the gags aren't groanworthy. And in many cases, are even genuinely funny.

Down in the Dumps (tell you what, I'll call it DITD from now on) could well turn out to be the best looking adventure ever seen on any format because, not only has tonnes of work gone into the cartoony look but also into the way it moves and the way the story flows. Cinematic sequences merge seamlessly with the interactive sections and really make the game flow in a way that most interactive movies can only dream of. Most impressive though is the animation, which Philips are confident could be bestowed with the honour of being a winner at a future London Effects and Animation awards. A fine plaudit indeed.

S'pose I'd better give you some idea of the plot now. The Blubs (DITD's main characters) are the most eccentric family of thumb sized extra terrestrials you'll ever encounter apparently. But they're in serious trouble. A holiday trip ends in disaster when their space-

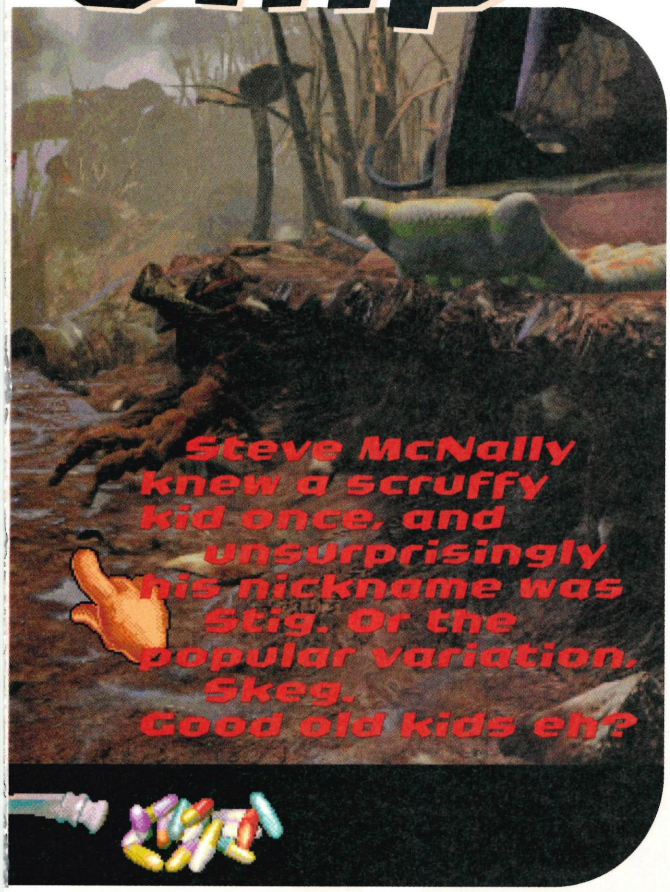
DUMP FACT

Approximately four hundred and thirty million tonnes of 'refuse' are dumped on England's rubbish tips each year. An absolutely phenomenal amount, I'm sure you would agree





UMP



ship is run off the galactic highway following a violent collision with a drunken gang of red light jumping thugs. Both ships plummet to the alien planet of Earth, only for their passengers to be saved from certain death by a soft landing on a conveniently placed but stinking rubbish dump (hence the title).

Battered and bruised, the Blubs (that's Grandpa and Grandma Blub, Mr and Mrs Blub, their son, daughter and pet dog (type thing) Stinky) set about trying to repair their damaged spaceship, but the thugs will go to any lengths to prevent them finding the missing parts and heading for home. Which, of course is where you come in.

The French developers of the game, Haiku Studio have dedicated over two years to the making of DITD and have come up with four separate stories for the game giving it essentially four different levels all superbly linked together by some very impressive cinematic sequences.

Just to give you an idea of what the stories are like, the second section of the game calls on you to stop the bad guy who is controlling Grandma Blub by means of a special hypnotic machine he has invented. Bizarrely his intention is to get all of the family under the machine's influence and get them to perform West Side Story in order to delay their repair efforts.

This is typical of the game's style and if you like your plotlines, for want of a better word, wacky, then you're really going to enjoy this. In fact, if you like adventures at all, or even just a good story then the early winter months are starting to look brighter for you already. With the game slated for an October release you can look forward to full review some time very soon.

Down in the Dumps

Expected release date: October



Ocean's internal development teams have been expanded into one monster pack of pixel-hungry warriors. They're called Tribe, there's about 80 of them and they're gonna change the face of video games forever!

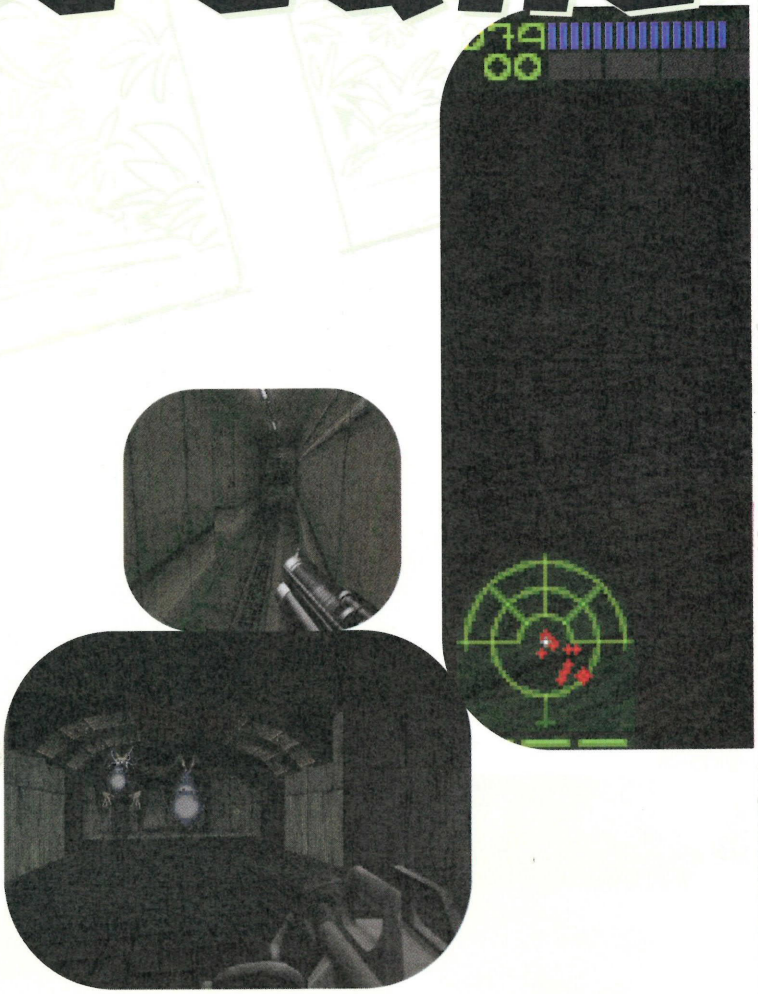
A quest calle

What do you get

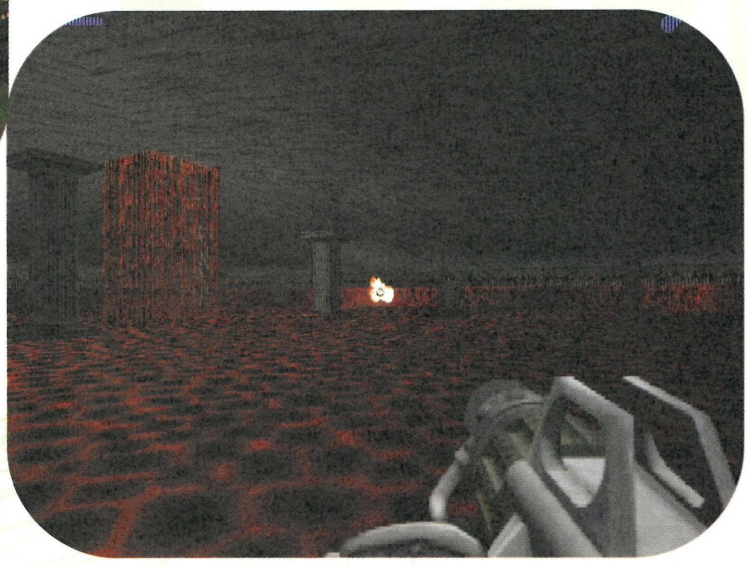
when you put a load of experienced musicians, programmers, set designers, graphic artists, 3D modellers, animators, game designers and cartoonists all together in a big room, and then set them loose on a sound lab, three music studios, five production suites, several Silicon Graphics workstations and one of the most powerful graphics computers in Europe? I'll tell you: quality software.

They go under the name of Tribe, and they are collectively Ocean Software's own in-house development team at their canal-side base in Manchester. The whole caboodle is run by Ian Turnbull, although each separate Tribe division has it's own team leader, as well as a wide range of gaming talent spread evenly throughout. This kind of set-up enables the teams to share their views and new ideas without the worry of egotistical head honchos breathing down their necks demanding they do it 'the correct way'.

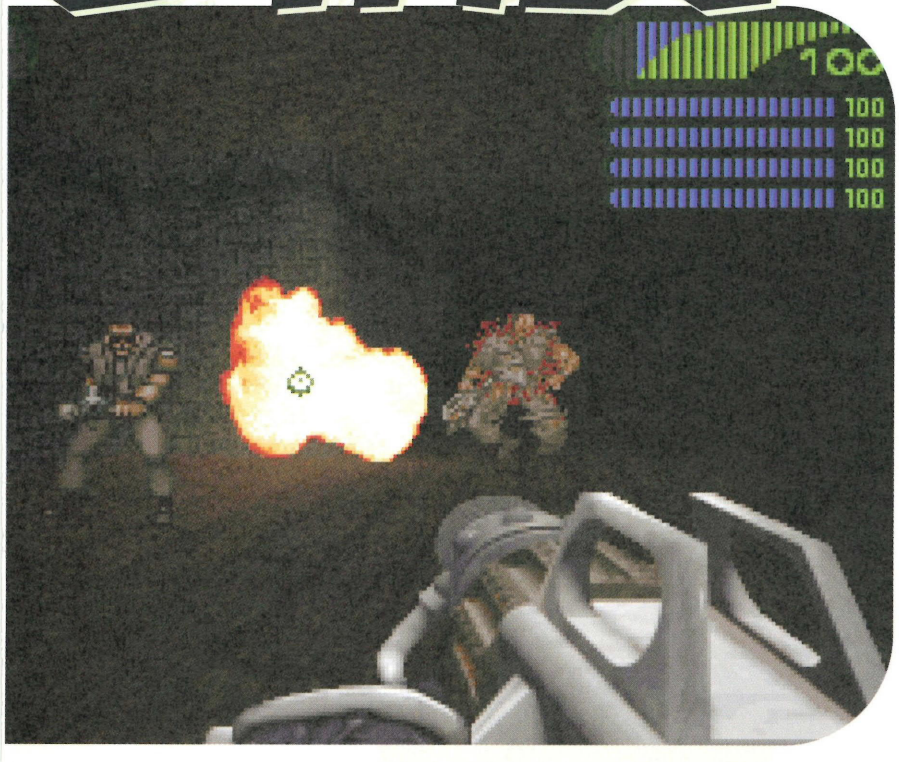
A lot of Tribe's essential team spirit undoubtedly comes from the fact that there's a real mix of characters all working together to achieve a specific goal. Phd mathematicians work alongside set designers, who sit opposite traditional animators, who, in turn, share a desk with a guy who starting programming games many years ago on his C64 up in his bedroom. It's this combination of talent that makes Tribe so strong, and their end product is certainly the proof of the pudding, and from what we've seen they shouldn't have a problem finding more than enough volunteers willing to eat it.







d Tribe



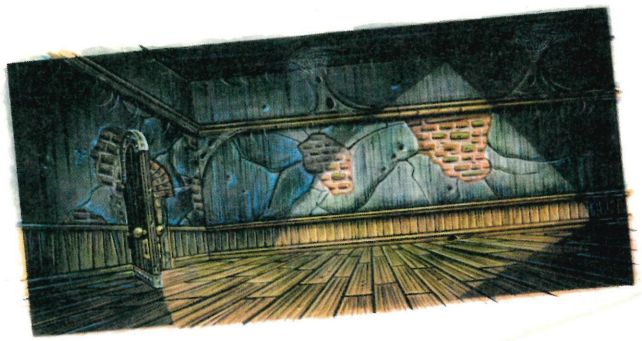
Dawn of darkness

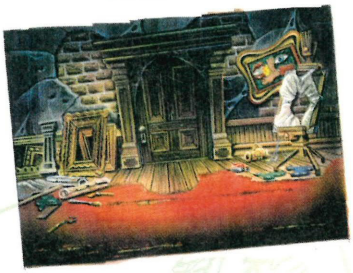
You've had Doom, Hexen, Duke Nukem and Quake, now prepare yourself for a true first-person perspective horror game that would even have the likes of Steven King's boxers suffering from severe stubborn understains. You are (as ever) a surviving soldier in an outgunned unit of troops, who must rid the land of all things naughty, and who just happen to be creatures of the undead on a mission for your lovely fresh blood.

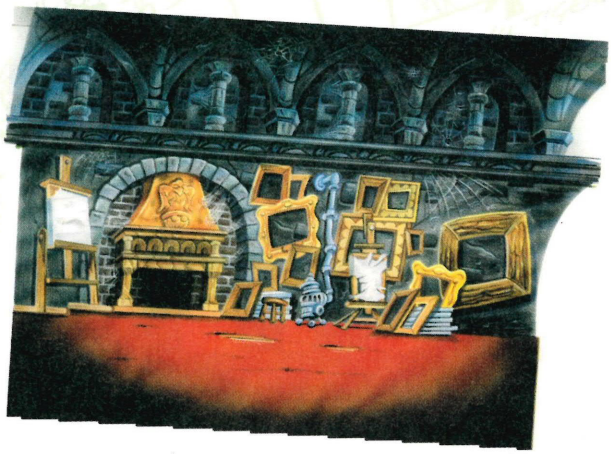
The main bad bloke, Mordae, has taken over the game's main playing area (which happens to be roughly the size of London, fact fans!) and has ordered his ectoplasm-puking army to kill everything that moves - which includes you. So, as you'd expect, you have to venture out into the unknown and wipe the floor with zombie butt. You come equipped with the very latest in bloodshedding tools - well, let's face it, if you didn't the game would be more like a quick stroll around Michael Jackson's Thriller video wouldn't it? - which include the ever-popular pistol, shotgun, Uzi 9mm and rocket launcher, plus some new weapons such as the 3-way Devistar, the Dazantii energy blaster and the devastating Tsari 666 Nuke Pod. Needless to say, these all cause massive amounts of damage to anyone foolish enough to be standing in the way when you let rip with the trigger.

Tribe have pixelated the enemies as opposed to using polygons ones, due to the fact that they wanted loads of targets on-screen at any given time. Rendering polygon characters reduce the amount of characters on-screen wildly, hence you only see three or four things on-screen at a time, like in Quake, but in Dawn Of Darkness, the action really hots up as thirty-odd blood-hungry zombies all storm at you at once! If this kind of game is your bag, then you want to be keeping an eye out for Dawn Of Darkness when it's released later on in the year.

A quest called Tribe







Zoiks! Everyone loves cartoons, especially the Hanna Barbara ones. The Flintstones, Huckleberry Hound, Dastardly and Muttley, Scooby Doo - each one has a special place in our hearts and we long for a decent game incorporating these loveable characters from yesteryear. So it's a good job that Tribe are currently developing such a title for all us immature dweebs then, eh? Zoiks! is the name of the game, in which the erm... name of the game is to help good old Fred Flintstone and his jurassic dog Dino find Dick Dastardly's Sound Machine. This little beauty zaps the life from cartoons, thus rendering them dead, and it's down to Fred and Dino to solve various puzzles, find clues and catch up with evil Dick and his monstrous machine.

Along the way you'll bump into various cartoon heroes such as Snagglepuss, Muttley, Penelope Pitstop and Scooby and Shaggy, as well as several brand-new characters created especially for the game by the Tribe artists. Each and every background within the game has also been created in-house, along with the mammoth task of hand-drawing each individual frame of animation, painting them, shooting them frame by frame and then scanning them into the computer to be added to the finished product. It's hard work, especially as the Tribe team had various problems on the other side of the Atlantic.

Not only did they have to get Hanna Barbera to approve every single piece of artwork for the game against their own library of animation stills, but each character had to be the correct proportions to the other famous characters used on-screen. Problems also occurred when they had to animate Fred from behind in order to let him interact with the 3D environment, simply because Hanna Barbera had never drawn Fred from behind before, so they couldn't check Tribe version against one of their own. All the original voices for each character had to be painstakingly recreated too, as Hanna Barbera don't keep a sound library for their characters.

Tribe then had to track down the actors behind such characters as Scooby and Fred, and then convince all of them to start doing a job none of them had done for up to twenty years. This did not run smoothly, as the man responsible for Dick Dastardly had unfortunately gone blind over the years, so he couldn't do it, plus the man behind Muttley's unmistakable snigger could perform either. He'd given up smoking fifteen years earlier and had lost that unforgettable chesty laugh that made Muttley who he is today!

Part of the Tribe deal with Hanna Barbera was that the characters could not be used in their own 'natural' environment. This meant Fred and Dino weren't allowed anywhere near Bedrock and Scooby and Shaggy couldn't be seen as the main characters in the a game set inside a haunted house. Silly, but true. Eventually all the problems of using licensed characters ironed themselves out and now Tribe can get on with putting the finishing touches on what looks to be an excellent animated adventure for young and old alike.



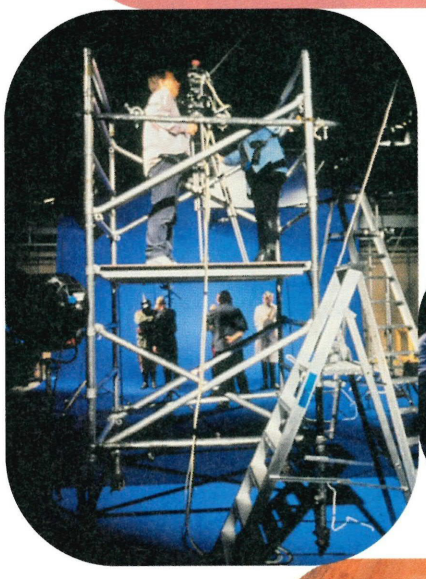


Dreadnought: HMS Carnage

Imagine a world where Victorian values are still held strong, a world where Britain still battles in a bid to keep its glorious empire, a world where electricity never really took off and everything is operated by steam and elastic power, a world... on Mars? Yes, all of the above are true, Britain is on Mars and the corrupt and suspiciously German looking Barons are the enemy. You are a serving officer on the HMS Carnage and your job is to plan strategic tactical missions behind enemy lines involving the very latest in rubber-band planes and kettle-driven tanks, execute these tactics and bash the evil hun! Erm, sorry, I meant defeat the naughty Barons. Ahem.



Full FMV sequences flood the game, as do some of the most gob-smacking animated scenes ever to grace a computer screen. All the action was filmed at a nearby studio in Stockport, and this time around Tribe decided to hire actual actors instead of doing the age-old trick of keeping the budgets down by getting half the development team to 'act' out the parts. It looks professional, it looks polished and all adds to the overall appeal of such a bizarre title.

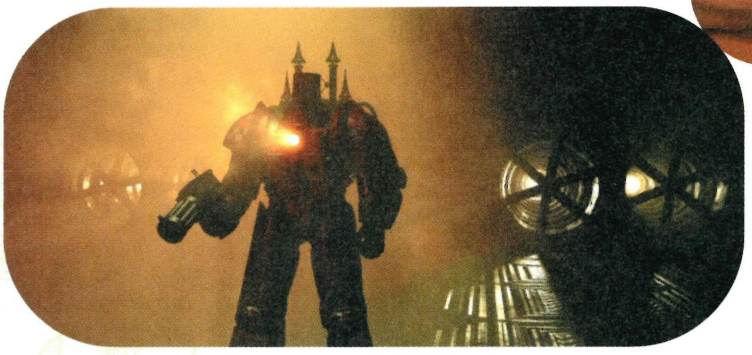


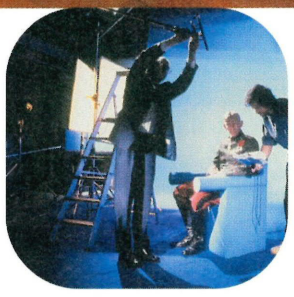


Gameplay wise, Dreadnought allows you to take to the skies in various forms of transport and encourages you to wipe out the enemy by any means possible. Ground attacks are also part of the plan as you can hop into any of the steam-powered vehicles and attempt to storm enemy barracks to spread your good old Victorian values across the planet. And as far the visuals go, Dreadnought looks stunning.

Tribe wheeled out their Silicon Graphics big guns on this one, resulting in fine detailed graphics, animated so awesomely you could be watching the latest special effects bonanza from Hollywood. Silicon Graphics are so astonished with what Tribe have created using their machines that Dreadnought will be a 32Meg colour workstation game when released later this year, as well as the PlayStation, PC CD and Saturn versions. It's looking like a beauty, and only time will tell if it plays as good as it looks.







So, what's next for Tribe?

Well on top of all the work that needs to be done on the three titles above, the Mancunian maestros are also tweaking and testing their top secret game; Project X. Now don't be fooled into thinking that this is the old Amiga shoot 'em up being given a next generation polish, 'cause it ain't. Project X is just the working title. We think. Anyway, as bizarre coincidence would have it, Ocean's other developers, Team 17, are working on a Project X sequel, and that's the Amiga game, not Tribe's top secret thing. Understand all that? Nope, didn't think so. Don't worry about it for now.

Anyhow, as well as all that, there's a sequel to Zoinks! in the works, starring Scooby and Shaggy as pistol-packin' sheriffs in the wild west, plus numerous other titles that no-one will even talk about. Well, not for the moment anyway.

But the top thing on Ocean's calendar this month is the big party that they are throwing in their own honour at a secret location, deep in the heart of Manchester. PSX Pro will be there, and if you tune in next issue, we might have some exclusive news on these so-called 'top secret' games. That is, of course, massively dependant on whether or not we can force enough drinks down certain Ocean PR bods' throats at the 'do', which, going off past performances shouldn't be all that strenuous a task. Nathan and Andy - don't say you weren't warned!

Ocean Tribe Spesh

Expected release date: Third quarter '96



This month, no-one's that interested in doing the tape debate, so here's some pseudo-random chat from the PSX-Pro office staff that doesn't make much sense

Do people PlayStati games dur summer?

Conversationalists:
Alex Lee
Jay Sharples
Steve McNally
Andy Sharp
Neil Jackson
Allison Grant
Dan Meakin
Gaz Adams
Fiona Howarth

Conservationalist:
Jim Eagers

Alex Lee: Tape debate anyone?
Jay Sharples: What's it on?
AL: Do people still play games during the summer?
Steve McNally: I don't.
AL: What do you do instead?
SM: Go out.
AL: Where?
SM: Rugby matches, town, pubs, clubs and all that.
AL: How are Salford getting on this year?
SM: We're three points clear at the top with a game in hand. There's six games to play and four of them are at home.
AL: Are you still operating the score-board and playing the pre-match music?
SM: Nah, I just tell people what to do and which buttons to press now.
AL: What have you been doing lately, Andy?
AS: I hammered Brian (his brother) at Track N Field last night. I got the World Record in every event apart from the Pole Vault. Six-oh-one was the best I got.
AL: So how come you're so rubbish at it today?
AS: Fatigue mate. I was out on the piss last night. I was like that (makes drinking gesture with hand-to-mouth action) with my mates all night. Ended up kipping on Karine's floor. Couldn't remember a thing about it. I had all these brandy and cokes right, and this guy just comes up to me for no reason and starts having a go, so I'm like that, cheers. Pick on me, why don't you?
AL: I thought you were playing Track N Field with Brian?
AS: I was, but I went out later on.
AL: Did you go out last night, Jay?
JS: I was supposed to be playing darts in Denton, but Jo (his girlfriend) had to go out with her Mam, and I had to give her a lift back, so I would have only been there for an hour. So I just sat in and *smoked*. I was going to play Ridge Racer Revolution, but then I remembered someone ragged (stole) it from the office before.
AL: I played footy at Hazel Grove with Gaz and all them lot. We won, like. Gaz always picks the teams before-hand and makes sure he's always on the best one.
AS: I hate Gaz, me.
AL: Why's that then?
AS: I missed footy two weeks out of about nine and he says I'm not con-sistent enough. You've (looking at Alex) missed loads and you still get a game.
AL: You know why that is, don't you?
AS: Why's that, then?

still play on ing the

AL: Because I'm ream. Anyway, has anyone got anything else to say for the tape debate?
JS: What was it again?
AL: Er... do people still play games during the summer?
JS: It's obvious none of us do. Apart from Andy.
SM: Good old Andy.
AS: Chill out. It's only cos I enjoy tanning Bri.
SM: Yes, but you quite obviously don't.
AS: Oh, cos you're there at my house watching over everything aren't you?
SM: I don't need to be Andy. You're quite clearly rubbish. At life.
AS: Oh ho. That's a new one... (argument fades into distance)
JS: (to Alex) Have you got a flatplan (the thing that shows which items go on what pages)?
AL: Yeah.
JS: (wheeling towards Alex on his chair) Cheers.
Allison Grant: (out of Interplay) We've got this excellent new game called Wild Nines from Shiny. It's out in January.
AL: Why don't you bring out games during the summer?
AG: We're not bringing much software out at all at the moment! Because everybody wants to be out in the sun. Disposable income's used better in the summer – on holidays and going to Wimbledon and stuff. I do think releases should be staggered more, though, because some releases suffer due to the competition over Christmas.
AL: Do you still play games during the summer?
Neil Jackson: Yeah, stroke no. Yeah. Did you hear that knock knock joke on the radio this morning?
AL: No.
NJ: Knock knock.
AL: Who's there?
NJ: Johnny the interrupting cow.
AL: Johnny the interrupt...
NJ: Moo.
AL: (sarcastically) Nice one Neil.
NJ: Blandly enough, I was looking at the Lancashire Evening Telegraph's Website this morning and right, here I go... I'm Inchy Heath and I've put in a bid for £40,000 for Ronny Johnson, but I'm not prepared to meet your wage demands so here I go, I'm the manager of this bish third division club and I've put in a bid for Johnson for £20,000 and – check me out – I've met his personal terms and he's been transferred. Oh goooooood. Good old Inchy, well doooone.
JS (coming off the phone)**:** My girlfriend's dad's alsatian's just knocked some step ladders over onto her birdcage and, basically, eaten her bird.
Gareth Adams: Jay, can you come over here and have a look at GamePro?
JS: Yeah, come on then.
Dan Meakin: Do any of you lads fancy putting a score down for the Liverpool/Newcastle game?
AL: When's that, then?
DM: It's the first match of the season. See what score I've put down. One-nil to Newcastle. I couldn't fit *penalty* in.
AL: So Asprilla takes all the penalties now, does he?
DM: I think so.
SM: You don't mind if I have tomorrow off, do you?
AL: Not at all. So long as it's done through the official channels. Does anyone fancy a game of Tee 'n' Eff (Track N Field)?
SM: Yeah, go on then.
JS: Can do.
Fiona Howarth: Is there any news on the cover?
AL: It's either gonna be Powerplay Hockey or Blam Machinehead – there's a CD with some artwork on in the post coming from Core. Doug's not in the office again until Monday, so I can't ask him.
FH: Can I have a chewing gum please?
AL: If I've got any left, hold on...
Jim Eagers: Have you got that list of titles for the animal book thing?
AL: I've never seen it.
JE: Denise says you've got it.
AL: I haven't. I've never seen it.
JE: (after disappearing for a minute, then returning) Denise says you've *definitely* got it.
AL: It might be in my in-tray I suppose. Oh yeah, there it is.

Not the tape debate conclusion #1: Please write in and suggest a topic for goodness sake. We're all sick of playing games.



I haven't a clue what's going on in BMG's new game. I know that there's a monkey in it and some cat... What I need is an informative preview of some sort, outlining the key features. So I wrote one

Monkey business and

Firo & Klawd

Dizzy. You remember good old Dizzy don't you? Big daft egg bloke, star of many an Amiga floppy? No? Well you should. Anyway, the geezers who were responsible for the worldwide acclaim of aforementioned eggy bloke have been working on a new project. A secret project. One that doesn't involve eggs.

Utilising today's state-of-the-art CD technology, many years of gaming experience and the latest in 3D jiggery pokery, Interactive Studios have made good use of several months under BMG Interactive's development wing, thus creating the wonderful gaming delight you see scattered around these very pages. Bright, brash and bodacious, Firo & Klawd are very nearly upon us.

Firo (bright orange, knuckle dragging, banana eating, orangutan police bloke) is working the city on the lookout for criminals to bust when he bumps into Klawd (streetwise, delivery boy, bright blue, feline) busy doing his illegal delivery rounds for the mob. It turns out the package he was carrying was full of counterfeit mobster moolah and Firo sets off on a mission to find the main man in the mobster mafia. Of course, he takes Klawd along for the ride.

Alleyways, wreckers yards, building sites, city streets - you name it, you'll be there as you guide the comical pair around over 16 different locations, interacting with and avoiding over 30 fully-rendered 3D characters all set in the bizarre isometric world of New Yak City, the Big Avacado. Half an hours worth of FMV keeps you informed on the game's complex plot, and all adds to the overall appeal of getting up to plenty of monkey







INTRO FACT

The person responsible for writing this preview was aware of the factual information regarding the game, Firo O Klawd, at all times. All that talk in the intro was just a weak gag - Ha ha, eh readers!





pussy problems



Jay has just moved into a spacious new flat. So spacious in fact, that you could very easily 'swing a cat' if desired, or indeed, an orangutan

business with two of the weirdest guys on the block.

Sometime in October is the scheduled release date for Firo & Klawd, but you know what release dates are like for reliability. Anyway, whenever it turns up in your local game store, it's sure to be a laugh-a-minute cop drama with plenty of puzzles to solve, bullets to dodge and gangsters to catch. And that's not all, Firo & Klawd are rumoured to be making an appearance not only in their very own game, but in their very own television cartoon series! Remember where you heard it first! We should have the tricky pair in for review next month (but don't hold your breath!), so watch this space big monkey lovers.

Expected release date: October



Landing somewhere between Pysgnosis' Wipeout and its very own Cyberspeed, Mindscape is due to reveal Starwinder to the race mad PlayStation public at the tail end of this year

Raceaholics



Starwinder is a racing game- and something about these games is just beginning to get up my nose. The tracks are absolutely stunning and look the business but usually the gameplay seems to be lacking. Wipeout and Ridge Racer managed to combine the elements as successfully as any release but there have been a few pigs ears made.

Mindscape have taken some steps though towards producing a playable racer of vast proportions. Apparantly you are the sole human competitor against some of the most fearsome aliens in a race to ensure the human race reigns supreme in the universe.

The courses themselves are run on mysterious 'rails' and the closer your craft comes to them the faster it will go. The reason these rails are scattered around the galaxy isn't made clear but if you perservere through to the Epsilon Indi you may just discover the secret behind the courses.

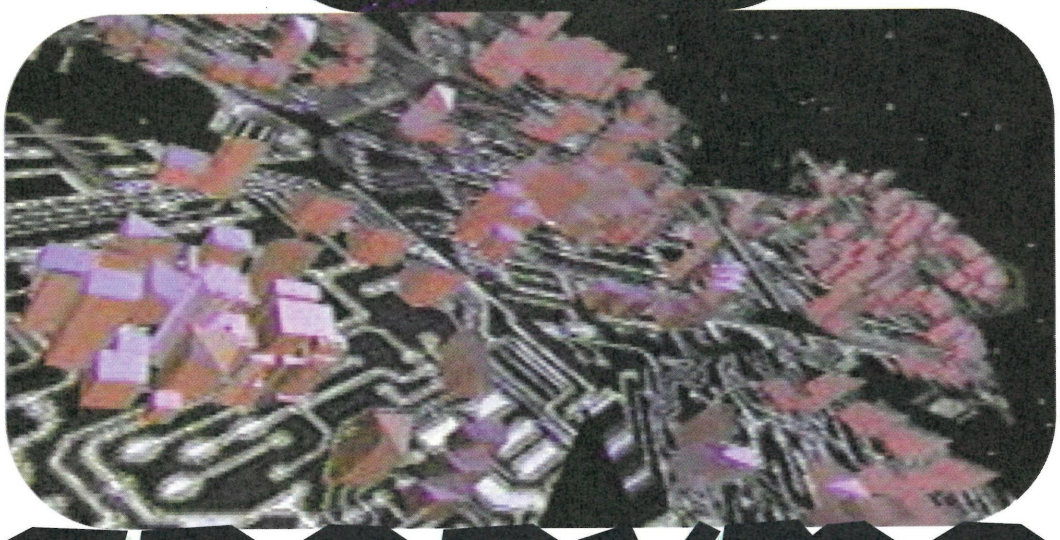
In total there are over 35 courses in 10 different locations for you to blast around like a madman. Each of these contains a number of obstacles for you to avoid if you're to succeed. For instance you may be haring along a quick straight clost to the rail when out of the blue an enormous boulder will be hovering just above the circuit. It's at moments like these where some quick reactions are needed.

This isn't all you'll encounter as although there are mini asteroid fields and boulders to dodge the other competitors have a range of weapons and dirty tactics to prevent you getting the better of them. You aren't helpless however as you can play them at their own game and blast them aside with your own laser can-

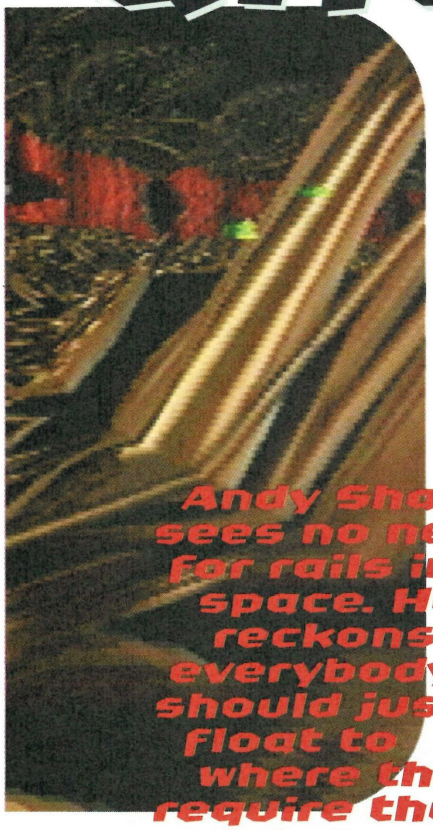


WINDY FACT

The only 'Starwinders' currently known to exist are Tazmania and Twister. Two of the biggest American stars in recent times



anonymous



Andy Sharp sees no need for rails in space. He reckons everybody should just float to where they require thus saving valuable fuel

nons, cut them off with some nifty trickery or just take your life in your hands and go to outrun them.

Also you can pick up items such as warps and mines. Your arsenal includes heat seeking missiles, trench missiles and stun missiles.

Piled on top of this are some annoying little drone ships which do all they can to stop you in your tracks. These can come thick and fast so you'll be obliged to hit the trigger to blast them aside. Frustratingly enough you can run dry of ammo so you'll be forced to use it in small bursts. This all adds up to a far tougher challenge than you'd ever have anticipated.

To break the events up considerably there is ove 50 minutes of integrated storyline containing interviews with the racers in fully cinematic animations. This just breaks the monotony of one race then another without so much as a hint of a breather.

Controls are kept to a minimum with forwards, backwards and fire on the key pad, the D pad rotates your ship through all six axes and the shoulder buttons rotate you a full 360 degrees. It may come as a surprise to learn that it's a lot simpler than it all sounds.



Expected release date: Fourth quarter '96



They may be new to the publishing game, but Gateshead based Merit Studios UK have some of the best coders in the business signed up, and a healthy ambition to go all the way

New kids on

Sato City

Imagine a future where the consumer society has spiralled out of control (even further than the one we live in now supposedly). A future where everything has a price and life is cheap. Poverty is the norm for the citizens of Sato City, with the executives of the all powerful Sato Corp ruling on high from the safety of their ivory towers. Imagine a brutal world of corruption, high technology and ultra violence...

Well, you won't have to make do with your imagination pretty soon because Merit have recreated this particularly dark vision for your PlayStation, and by the beginning of next year you'll be able to almost live it for yourself.

Sato City is a moody game, which, having never actually played it, I can't really work out whether it's more Fade to Black-esque than your standard graphic adventure or not. But you can rest assured that there'll be a cunning blend of action and puzzles for you to ponder over.

Anyway, the story goes something like this. You are Skinner, an ex soldier who has spent years out of the reach of SatoCorp as a result of fighting in the long running Outlands war. Having got used to the freedom he enjoyed beyond the confines of the city he's decided to come back and rescue his girlfriend Lysette, only to find that her apartment has been ransacked and she herself is missing.

The game basically asks you to find out what's going on and, as you explore the city Merit promise you'll come up against some of the toughest, meanest characters yet seen in a video game.



Copyright 1996 Merit S



AR Drivin' Obviously it's a racing game. What's not so obvious is that it looks incredible, and what's even less obvious is that it's being coded in part by Andrew Richards. Who? You know, the bloke responsible for the legendary Pete Sampras Tennis on the MegaDrive.

You can take control of a variety of cars, including Formula One and Rally. Each car was accurately modelled on the PC using 3D Studio before being transferred to the PSX in the hope of giving the in game graphics an added edge over the competition. Once there loads of complicated lighting effects are bunged over the top (technical term that) to make it all look nice and everything. Which it does.

There are going to be lots of different terrain types you can drive on, each with their own unique hazards and natural obstacles, such as rain, fog and even volcanic eruptions.

Can PlayStation owners stomach yet another race game? I'm sure they can find room for just one more good one and if AR Drivin' plays as good as it looks, and realises it's obvious potential then it could easily fulfil that criteria.

It's probably also worth giving a mention to the impressive soundtrack, lifelike sound effects, extensive race replay features and multiple camera views, because, after all, there's far more to a good game than the graphics.

BITTER FACT

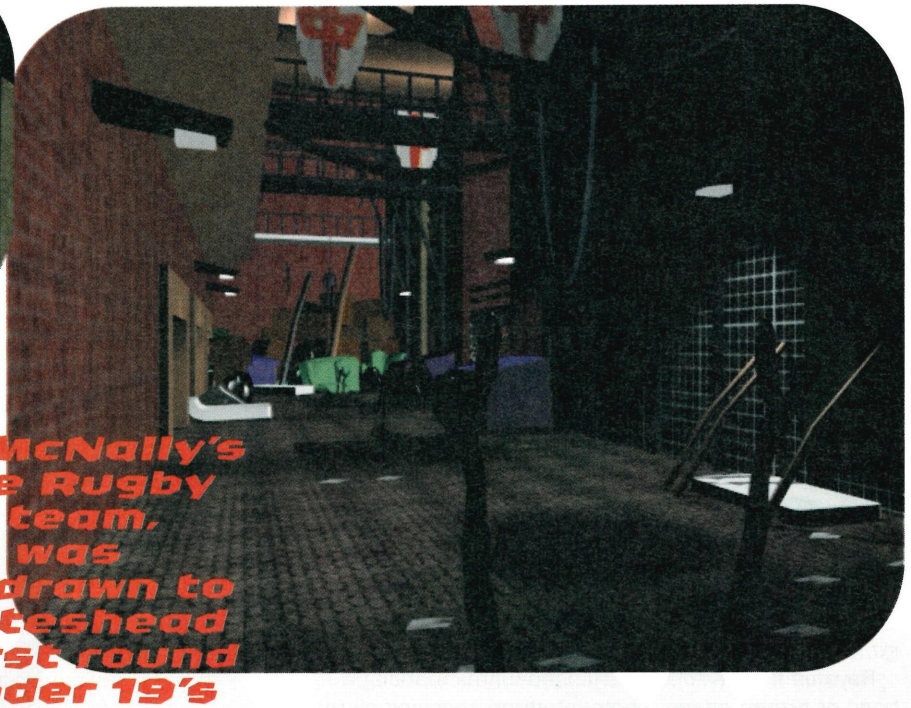
Alex Lee, a die hard Rokerman, reckons that Gateshead FC had their application to be re-elected to the Football League rejected by one vote. Sunderland voted for them of course. But Newcastle voted against





the block

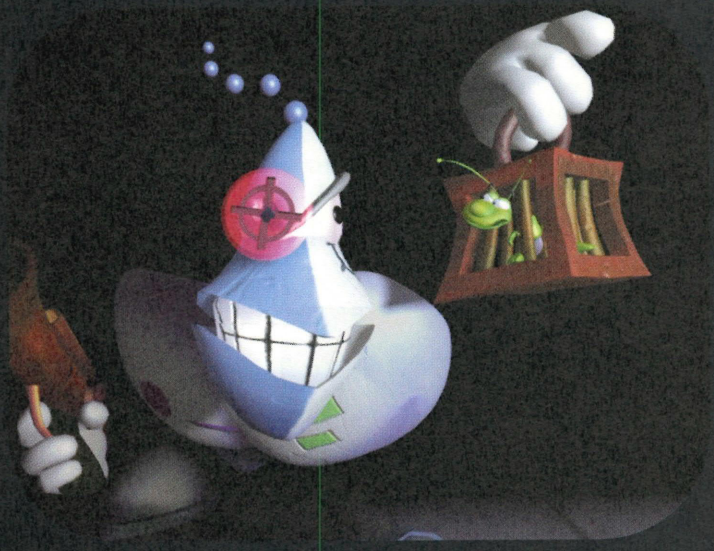




Steve McNally's favourite Rugby League team, Salford, was recently drawn to play Gateshead in the first round of the Under 19's Academy cup. But he won't be going to watch.

Sato City & AR Drivin'

Expected release date: First quarter '97



Never a company to flood the market with bish software, Ubisoft is quietly raking in the lucre for Rayman while perfecting not only the sequel but also re-creating Street Racer for the PlayStation

Ubi doin' seq



Rayman II isn't the sequel to Rayman. It isn't. No. Not at all. No way is it. Okay, it is, but I'm sick of sequels already and I'm sure I'm not the only one. Then again, why should Ubisoft rest on its laurels when its solitary PSX game Rayman sold so well and there's more lucre to be made?

Why indeed. France's finest, or so the PR staff would have you believe, Ubisoft's best-ever move was to release Rayman exactly at the same time as the official launch of the British PlayStation. Even if Rayman had been dirt – it wasn't, Steve gave it 9/10 – it still would have sold well because of the timing of the release.

Originally scheduled for a pre-Christmas UK release, it's now looking like Rayman II will be out in January. The playable level at the E3 show looked remarkably similar to one of Rayman's originals, except with a thrilling addition. There's now an extra platform level in the background which he can teleport to, thus heightening the 3D-ness and interaction with the scenery.

Scenery interaction was a major selling point of the first 'un, and Ubisoft hasn't overlooked this. In short, the principles upon which Rayman II is being founded are the right ones – enhance the features that are already there and add some original ideas rather than go for more of the same and hope for the best.

Rayman II sees the loose-limbed lunatic battling a band of bizarre space robots intent on changing all the colourful landscapes in Rayman's world into a grey expanse of metal. The enormo-percussion drums, living musical notes and other natives from the original are now locked up in zoos as showpieces for the

→

Street Racer Deluxe

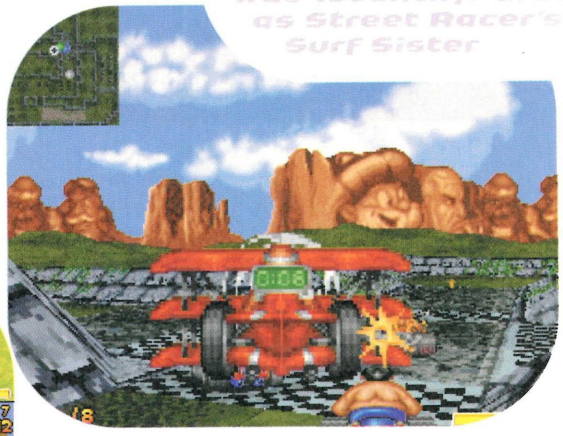
is setting itself up to be the Mario Kart of the PlayStation. And the Micro Machines. And whatever else it fancies. Boldly encompassing several driving game styles, Ubisoft is aiming at pulling off the same kind of timing trick with Street Racer Deluxe (SRD) as it did with the first Rayman. By hitting the shops in November immediately after saturation press coverage, SRD could be snapped up by the shrewdest (and most impatient) of pre-Christmas shoppers.

Twenty-four tracks have been set up, with five different gameplay modes and four levels of difficulty. The madcap characters from the 16bit original have made a comeback – from the towel-whipping Surf Sister to the baseball bat-wielding Biff, they've all undergone 32bit-isation.

Word is that SRD will overthrow Rayman to become Ubisoft's flagship title. To this end PSX-Pro is to chat with Mev Dinc, the brains behind it all, and print an extended preview special next issue. Don't miss it.

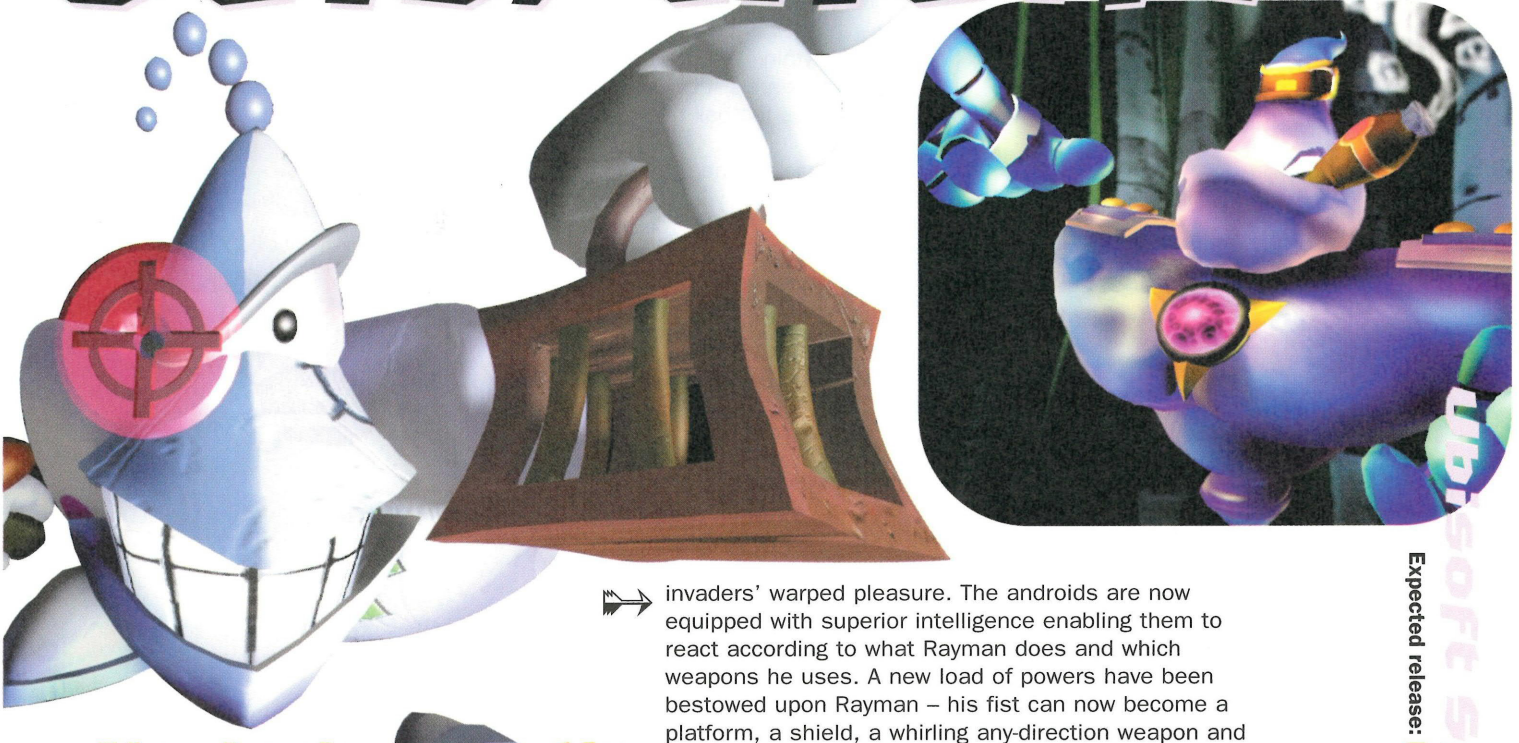
UBIFACTS

The first Rayman impressed Steve so much that he spent six weeks creating his own level editor on his PC. Alex once interviewed Suzanne Mizzi when she was (scantily) dressed as Street Racer's Surf Sister





uels, then?



Alex Lee's currently writing a screenplay called Rayman where the lead character is a rendered autistic savant sprite

invaders' warped pleasure. The androids are now equipped with superior intelligence enabling them to react according to what Rayman does and which weapons he uses. A new load of powers have been bestowed upon Rayman – his fist can now become a platform, a shield, a whirling any-direction weapon and a partner for a powerful new hook.

He's even got magic glasses that enable him to see *invisible* secret passages and bonus maps. Extra pick-uppable accessories include diving gear and a drill. With more hidden levels, more bonus maps and a better-researched difficulty curve smoothed on top of the aforementioned gameplay elements should make for a delicious sequel. One thing's for sure, Steve'll love it.

Expected release: Nov SRD, Early '97 RII

32 bit time traveller

Last month's Forum saw Alex Lee, the 32bit time traveller, land in Manchester in the year 2097. This month he finds himself in Stratford-upon-Avon, the home of William Shakespeare, in the year 1600 (or whenever it was)

Alex and Shakespeare on their marks



After the shock of the silver-suited shop assistants in Manchester 2097, it was a pleasant change to arrive somewhere where the definition of a department store was a shop which sold more than one type of pipe tobacco.

The first thing that hit me about Stratford, circa 1600, wasn't the beautiful wattle and daub thatched cottages or the clear, cloudless, blue skies, however. It was the stench of human waste. Give me the smell of smog over that of logs any day.

Life in Shakespearian times went on at a much slower pace than today – whether it was to do with the discomfort of the clothes and shoes they wore or the fact that there was no telly to rush home for I don't know.

I thought I was dawdling along the cobbles, but I was fairly hammering along compared to the speed at which some of Stratford's residents were moving.

I'd been to Stratford twice before, or after, if you get my drift. Once with the school and once with my wife-to-be. Not that much had changed in over 300 years really – the houses were much the same, everything you could buy had Shakespeare's face on it and there wasn't a football team to speak of.

Anyway, back to the present/past – the year 1600 that is. With my fold-down Tardis safely pocketed, I strolled on down towards Shakespeare's house. I knew where it was because I'd been there before/after – as you know. I rapped on the heavy oak door and waited.

No reply. I rapped again, *Yo Shakespeare, answer the door, I've already been here twice before.*

I waited a couple of minutes and, thinking the bard had gone out, I reached inside my pocket for my Tardis. I was just about to unfold it, jump in and warp off somewhere, when heard a pseudo-posh voice with a hint of a Brummie accent from inside.

How now! What news?

Oh my God, the bard was in! I wasn't really prepared for this...

Er... it's Alex from PSX-Pro magazine. I've come to interview you for the September issue.

No way! He's opening the door, he's opening the door!

Where is your press parchment? he asked, eyeing me up and down, suspiciously, while scratching at his codpiece.

I clumsily scrabbled around in my left jeans pocket for a business card, found one and handed it to Shakespeare. He rubbed it with both hands, sniffed it and asked,

What is this on the reverse side?

Anne Hathaway's cottage yesterday (or was it tomorrow?)





The berd's birthplace. Massive innit?

I realised I'd given him the business card that Johnny Rotten had autographed on the back.

It's Johnny Rotten's autograph – he used to be in the Sex Pistols, I replied.

I care not for his handwriting, commented the bard dismissively, passing it back to me while struggling to open the front door with his other hand.

I entered Shakespeare's house – it was much as I'd expected. I had been there twice before/after after all – except it was a bit of a tip. There was crumpled up paper and old quills all over the floor. He'd spilt ink on his desk and there was a big pile of dirty laundry on a chair in the corner.

The bard saw me checking out the assorted smelly codpieces, pantaloons and ruffs and apologised for the mess. *Accept my humblest apologies for the stenchpile – I had a bit of a row with Anne the other midsummer's night. Anyway, how can I help you?*

I'd like your opinion on Track & Field by Konami, I replied, feeling all unliterary. The bard looked blankly at me. *Wait a sec while I set up my Tardis*, I continued. Shakespeare looked amazed as I set up my Tardis in his front room. *Pop in here and bring one of those quills, it's a gold disc so I'll need to stick it in the motor.*

Shakespeare followed me into my Tardis. He had a slow, lumbering gait for such a small fellow, as if he was in pain. I didn't like to ask why he scratched his codpiece so often. Soon, we were playing Track & Field and Bill was getting well into it.

How cometh thou art so accomplished at the javelin event? he asked me, as I smashed the world record.

Because I'm ream, Bill, I replied, smugly.

The bard picked up the game pretty well and only really struggled on the high jump – he couldn't seem to time it at all.

After a good two hours' play, the discus event refused to load, so we decided to call it a day. Stratford's finest playwrite was well into it.

That was verily mint. I have a particular fondness for the triple jump – I wouldn't mind a boxed copy when it is granted an official British release. Can I interest you in a shared smoke of my pipe? enquired Bill. I nodded and turned down the corners of my mouth in agreement, a little taken aback. We left the Tardis and he took me into his sparse, smelly kitchen. He carefully packed his white clay pipe, stuck a thin piece of kindling wood into the fire and lit it awkwardly.

He took a couple of tokes, inhaled deeply, breathed out and passed me the pipe, while staring forward, glassy-eyed. He'd left a lot of spittle on the end. I wiped it off as surreptitiously as I could and took a drag. Blimey, it was like smoking solidified creosote (don't try it at home, kids) but didn't half have a kick to it.

What's in this, Bill? I asked, in between coughing half to death.

Grass, Lex, he replied, *Out of Anne Hathaway's garden.*

We shared the pipe for five minutes, by which time I could have been anywhere, and Bill complimented me on my goatee beard. He reckoned he'd try to grow one soon. He then said, *Lex, would you mind reading through my new play?*

Yeah, I'd love to, I replied. *What's it called?*

Well that's just it, said Bill, *I'm struggling with the title and a couple of the scenes. It's provisionally entitled 'Slim Panatella'. I'm just popping out 'round Anne's – stick a few proof marks on it and I'll have a look when I get back. I bid you farewell for now.*

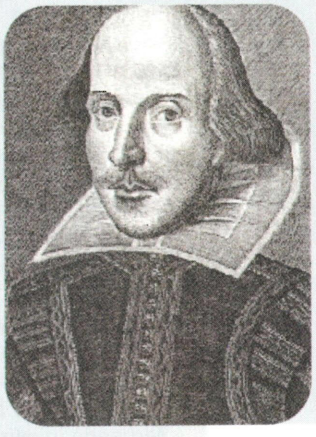
His handwriting was pretty awful, in fact he had a nerve criticising Johnny Rotten's autograph earlier. From what I could remember, the play written on several hundred sheets scattered on the desk in front of me, was Hamlet. And a pretty damn complete version of it, too – I only made a few corrections.

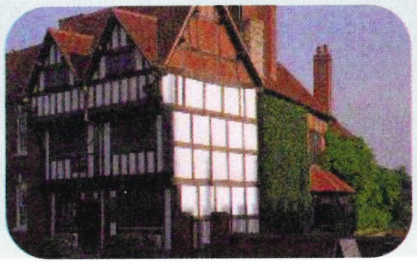
I changed Slim Panatella's name to, simply, Hamlet, I modified *To top myself, or not to top myself* to *To be, or not to be* and the character mentioned during a conversation between Hamlet and Horatio, in act five, scene one who Bill had named Ronny, I changed to Alexander after my good self.

Happy in the knowledge I had helped Shakespeare with one of his finest works, I checked my digital watch. It was time to go – I had an appointment with some PR bloke or other. I left Bill a note thanking him for his hospitality, pointing out what I reckoned he should change in his play and wished him all the best for the future. Top bloke – ream writer.

To be continued...

William Shakespeare the other day





Bill's gaff. There wasn't so much ivy on when I called in

Dear PSX-Pro

What's going on? Have I entered a parallel dimension or something? I can't remember the last time a US Gold game ever got a good mark, but Olympic Soccer is supposedly better than Actua and Striker? Have US Gold forgotten their money-making equation? Licence & Graphics & Sound - Gameplay = Cash. I won't believe it until I've played it.

You said you wanted to know what's wrong with PSX-Pro so, although your mag's tops, it could be better.

You started with 148 pages and now we're down to about an average of 120ish. I know it's summer, but can't you make the reviews that bit longer, or print more readers' letters?

The retro section must go!

I think there should be more writing and information about the game you're reviewing and less screenshots. I know others will disagree, but can't you see what a game looks like with 3 or 4 shots instead of about 20 (there were 23 on the Resident Evil review).

I still think percentages would be better than marks out of ten. Look at your Olympic Soccer review, you had to point out that although Actua and Olympic got 9/10, Olympic was better. If you used percentages you needn't have bothered.

I think you need to do another questionnaire thing. I remember cocking mine up dreadfully, but I think now you've been on the shelves for a while people will have a better idea of what's good and bad about PSX-Pro.

I don't think Eddie Smith should get a Nintendo 64, it may look better but Nintendo have cocked up. I don't think Sony should worry too much as there are far too many 'ifs' and 'buts' about it. Many people, mainly Nintendo loyalists, claim Nintendo 64 will blow everything away, but I think I'm right in saying it's not even finished yet. The damn thing might not even be out in '96!

Stick with your PlayStation mate and wait for Syndicate Wars, F1, Rave Racer, Tekken 2, Wipeout 2, Destruction Derby 2... need I go on? Finally, I would like to point out (in a slightly frustrated tone) that it annoys me when every single game, yes every game, can always be improved upon. Games have deadlines which mean that the developers can't improve that little niggle in the gameplay, but I think it's about time one of the big companies (MicroProse, EA, Psygnosis etc) who can afford to miss a game's deadline, did a project where there was no deadline, and the game was only released when it is perfect (or at least as near as possible).

To make sure the game was perfect, the developer should send out copies of the game to people (the gamesplaying public) to get some feedback as to how it could be improved. Take Actua Soccer, for example – on the surface this is one of the sexiest and loveliest games ever.

Unfortunately, although still a good game, it's too easy, the goalies are sometimes crap (you can score from a throw in) and then, seconds later, amazingly brilliant. It's too slow. The sound effects (not the commentary) are sometimes poor.

All of these points could be rectified with more playtesting and a bit of patience where the deadline is concerned. So, Mr Developer and Mr Publisher, get it sorted. You big guns should understand that people like me are willing to wait if it means your product will be better for it. We await the perfect game.

John Galvin, Leeds

PSX-Pro replies

So many points raised, and so little space to comment on them all. Firstly, John, you haven't entered a parallel dimension.

Had that been the case, you'd probably be doing better things than writing to PSX-Pro.

Olympic Soccer is the most instantly playable football game we've had in the office and is the only one we've unanimously agreed upon being ream. Steps are being taken to increase the pagination, but you basically hit the nail on the head with your *summer* comment.

The retro section has gone! At least until enough people write in for it to be reinstated. One of the many reasons for having marks out of ten is so people actually read the review text.

There'll be another Readers' Survey for you to fill in before the year's out, so you can fill it in without cocking it up.

The N64 isn't a great concern of ours for the time being – nor should it be for any PlayStation owner. Your *perfect game* scenario is a great idea in theory, but would be far too complicated and, more importantly, costly for publishers to implement. Although the vast majority of developers strive for perfection, the publishers' main concern is profit.

Dear PSX-Pro

First I'd like to congratulate you on a great mag – heaps of reviews & previews & other info & not many advertisements.

'Actua Soccer... on the sexiest and lov

Will Warcraft 1 or 2 be out for the PlayStation? If not, is this because of hardware limitations?

I heard on the grapevine that Sony are bringing out a 64bit version about November next year. Any idea what it's going to be like?

What do you charge for an overseas subscription?

Chad Jurgens, Western Australia

PSX-Pro replies

See this month's news section for the answers to your Warcraft and Sony queries. An overseas subscription will cost you a hefty £55. You do live a long way from Macclesfield, though, so it's not that expensive really.

Dear PSX-Pro

Actua Soccer – Barry Davies' commentary is fairly good although there is a certain amount of repetition. Graphics are very good with good animation, players move fluidly. Difficulty level is fairly good apart from some of the goalies seem to have no positional sense and always parry the ball out to

an attacker or sometimes a defender instead of behind for a corner.

There are 44 teams (all international) which is a very small amount. Not what the football mad public want and deserve when paying £40 for a game. Controls – sorry no! – I've played this to death and although I win the majority of games, I never feel as though I'm actually in total control. When for instance you cross the ball to your striker and have pressed the right button, he then heads, volleys etc it in.

I feel as though it was done without me really taking part. Why not as in Striker '96 choose whether it's a header, diving header, bicycle kick, volley or chest trap by the press of a different button. I've read the reviews of Actua Soccer in a number of mags and have to say it's been overrated. For me FIFA '96 just shades it because it's slightly more playable and has a whole lot more teams, leagues and tournaments to play in and when you score a particularly good goal you feel you've done it yourself instead of having a heavy assist from the CPU.

I would like to say what a good mag you produce and keep it up. How about a section on readers' reviews? Question: How good is Adidas Power Soccer and Onside compared to Actua and FIFA?

PS – Reading a comment in another PlayStation mag about FIFA '96 and I quote,

There's just no space around your players. Get the ball and within an instant someone will come in with a tackle. Isn't that realistic or do players give you lots of room and let you waltz past them – no I don't think so!

With statements like that I don't think I'll be buying that mag again. Not since I have subscribed to your superior magazine.
W M Horton, Falmouth

PSX-Pro replies

After the initial *wow* factor of Actua Soccer, it's easy to find faults with it, although it's still a satisfying game to win, especially in two player mode. FIFA '96 didn't go down well with us at all – after the superb 16bit versions it was a great disappointment. There are mixed feelings about Adidas Power Soccer in the office – some of us reckon the special moves ruin it, whereas others think they enhance it.

At the time of writing, we haven't seen a finished version of Onside, although thee PC version doesn't look too promising, so we can't comment on that. For a riproaring two player footy fest, look no further than Olympic Soccer from US Gold.

Dear PSX-Pro

I have just got hold of the spring 1996 edition of PSX-Pro game guide in which you had a guide for Rayman. After looking through various bookshops, I can't find any further guides for the continuation of Rayman from that edition. Has there been any further guides & if so, can I obtain back copies?

Incidentally, I can only find 5 out of the 6 cages in the Hard Rocks level, i.e. mountain levels 3, 4, 5 as the maps are a little indistinct. Any tips please!
Jim Delaney, Carrickfergus

PSX-Pro replies

The instalments of the Rayman guide you need appear in issues 3, 4 and 5 – all of which can be bought using our back issues service on page 52.

Dear PSX-Pro

Could you please give some hints 'n' tips for NHL Face-Off and one more cheat for Total NBA '96 (preferably a cheat on how to get Michael Jordan and other NBA stars) in your August issue.

I have enjoyed reading your magazine through the last seven months and look forward for the issues to come.

I really think you should have put NHL Face-Off as Game Of The Month in your June issue instead of NFL Gameday but never mind. Could you give me some advice on which sports games to buy?
Gregory Kodikara, London

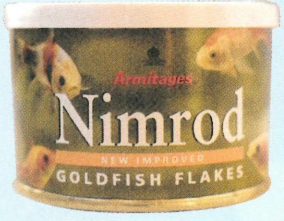
PSX-Pro replies

Next month, we're doing a sports tips special where you'll be able to cheat your pants off in whichever PlayStation sports game you desire. Any sports game that we mark 9/10 or over (see the Full SP at the back of the mag) is worth buying.

NIMROD OF THE MONTH

Dear PSX-Pro

I was going through volumes 1-7 of your excellent mag the other day and I noticed there is a lot of old games making a comeback on various discs i.e. Museum Games 1, 2 etc.



I thought it would be a good idea for viewers to send you their top seven old games. Maybe the most picked seven games could be put on disc with a little help and persuasion from your mag. Even if there were various owners of the games they might gel together and do like a charity disc? It would be a great collectors' item.

Just look at the seven I have chosen and maybe you'll agree that it would be a great disc containing seven classics. These are the seven old games I have picked – Bomb Jack, 1941, Space Invaders, Bubble Bobble, Phoenix, Frogger, Centipede.

Do you think this would be a great purchase? Do you think you would be able to help put a word in? I think it would be ideal.
Archie, Morecambe

PSX-Pro replies

You may have gone through *volumes* 1-7 Archie, but you can't have paid that much attention to them. If you had read them thoroughly you'd know that a) we're sick and tired of the *retro thang* and b) the vast majority of software publishers are nothing but money-grabbers. This month's tin of Nimrod fish flakes is on its way to you now.

the surface one of eliest games ever'

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



Agile Warrior
Such a success (8.5/10 in PSX-Pro) that Virgin is already developing a sequel
Virgin



A Train (PSX9, 6.5/10) – one for the spod, this one – *Sony*

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 – *Mirage*

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 (PSX9, 2.5/10) – jacques cous-taeu'em-up – *Sony*

NE Arc the Lad – distinctly odd jap game suited to japanese market only – *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*

NE Black Dawn – seque to Agile Warrior – *Virgin*

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*

NE Broken Sword – developed in York, so it should be ream – *Sony*

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*

NE = New Entry



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*

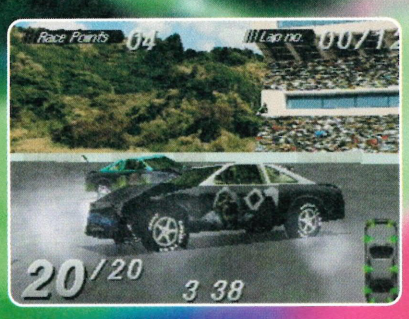
Dark Forces – light sabre action – *Virgin*

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*

Destruction Derby
First ever Game Of The Month when we were called SonyPro
Psygnosis



NE Davis Cup Complete Tennis – you'll never guess – *Telstar*

NE Deathdrome – driving/combat lark – *Viacom*

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*

Discworld II – sequel – *Psygnosis*

NE The Divide: Enemies Within – 3D platformer – *Viacom*

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*

The Fallen – futuristic yank'em-up – *Psygnosis*

Fantasy Racing – racing game that no-one knows anything about – *Gremlin*

FIFA Soccer '96 (PSX3, 7.5/10) – updated popular footy game – *EA*

Final Doom – use your imagination – *GT Interactive*

Final 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*

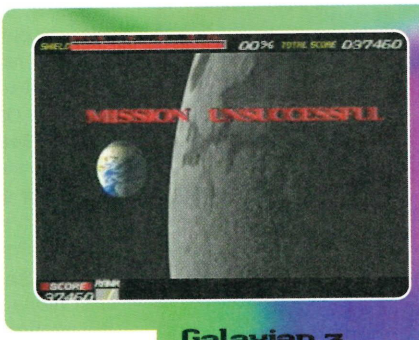
Formula One – racing sim – *Psygnosis*

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*



Galaxian 3
Whatever happened to Galaxian 2? This works well as a six player in the arcades, but isn't too hot on the PSX
SONY

G-Police – 3d futuristic rozzer sim – *Psygnosis*

Galaxian 3 –(PSX9, 6.5/10) 3D arcade conversion that just misses the mark – *Sony*

Gameday '97 – follow-up to NFL Gameday – *Sony*

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*

NE Grid Runner – next generation Bomberman – *Virgin*

Gunbird (PSX5, 5/10) – standard shoot'em-up – *Psikyo*

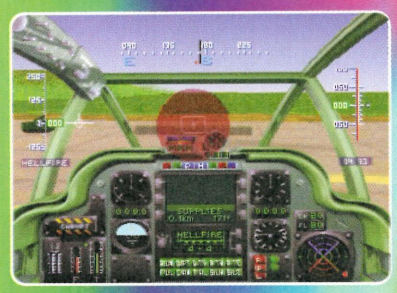
Gunners Heaven – standard platform/shoot'em-up – *Sony*

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*



Gunship
Featured the supplement two long months ago. How time flies...
MicroProse

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*

NE **Hyper Tennis** – Don't believe the title – JVC

I Have No Mouth But I Must Scream– ultra-violent rpg/adventure – *Cyberdreams*

ICR – wacky racer – *Merit*

Impact 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 – (PSX9, 9/10) 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*

NE **Jumping Flash 2** – bizarre 3d fly and shoot job, still looks like starwing – *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*

NE **Lomax in Lemming Land** – lemmings platform game looks like Rayman – *Psynosis*

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*

NE **MechWarrior 2** – sequel to brilliant 16bit game – *Activision*

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*

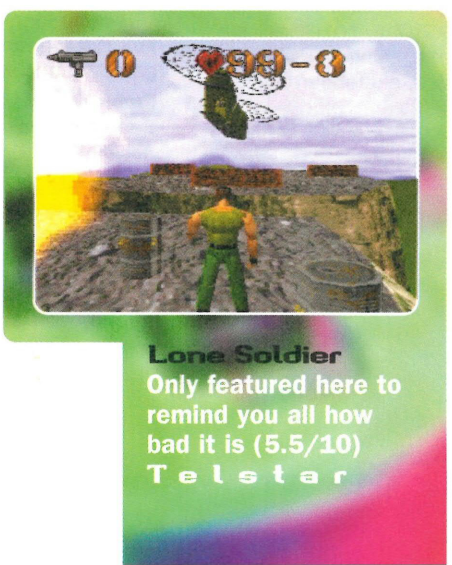
Motorcross – get all dirty on a bike – *Time Warner*

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*



Lone Soldier
Only featured here to remind you all how bad it is (5.5/10)
Telstar



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 (PSX9, 8/10) – 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*

NE Pitfall 3D – next gen incarnation of successful platform game – *Activision*

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*

Pro Pinball – (PSX9, 9/10) quite ream – *Empire*

Project: Horned Owl – essay on strange head-turning bird – *Sony*

Project Morph – 3d flashback sequel – *EA*

Project Overkill – intense military action– *Konami*

NE Propaganda – one man in a car against a hostile retro-style world – *Virgin*

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*

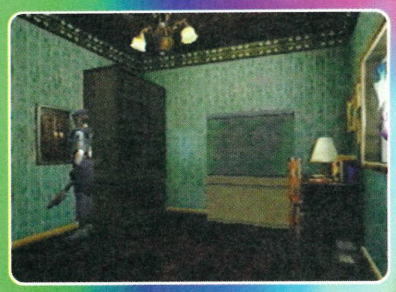
Ray Tracer – we think it's a shoot'em-up – *Taito*

Razorwing – strategic 3d blaster set in a hover tank – *Sony*



NE = New Entry

Resident Evil
Our very own 'good old' Andy liked it so much he broke the disc
Virgin





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*

NE **Road Rage** – direct competitor to Wipeout if ever there was one – *Konami*

Road Rash (PSX4, 7/10) – only decent 3do game gets a timely conversion – *EA*

Robo Pit (PSX6, 6/10) – feeble beat'em-up – *Altron*

NE **Robotron X** – potentially excellent 3D re-incarnation of Williams arcade classic – *GT Interactive*

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*

NE **Sim City 2000** – the PC-PlayStation conversions never stop – *Maxis*

Slam n Jam (PSX8, 8/10) – ream enough basketball sim – *BMG*

NE **Slamscape** – interactive music game – *Viacom*

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 Hulk (PSX9, 8/10) – invloved, though pseudo-exciting strategy – *EA*

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*

NE **Spot Goes To Hollywood** – amazing multi-genre thang – *Virgin*

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 3000 (PSX9, 8.5/10) – 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*

Swagman – totally immersive gaming experience – *Core*



NE = New Entry

Team 47 Goman – action shoot'em-up – *47 Tek*

Tekken (PSX1, 9/10) – incredible multi-combo beat'em-up – *Sony*

Tekken 2 – (PSX9, 9.5/10) 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 (PSX3, 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*

NE **Tiger Shark** – submarine'em-up – *GT Interactive*

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*

Tobal 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 2097 – sequel – *Psygnosis*

World Cup Golf (PSX4, 5/10) – worst golf game – *US Gold*

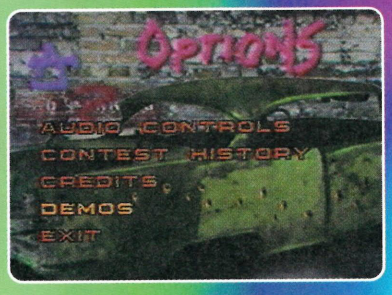
Worms (PSX2 G.O.M. 9/10) – pure fun and gameplay – *Ocean*

WWF In Your House – wrestlemania sequel – *Acclaim*

WWF Wrestlemania (PSX2, 8.5/10) – top grappling fun – *Acclaim*

X-Com – ufo, basically – *MicroProse*

Twisted Metal
Some of the blockiest cars ever seen – one of 'em looks like the pink van out of Max Headroom
Sony



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*

Zero Divide
The game that Fiona can't spell and none of us can suss the spesh moves for
Ocean



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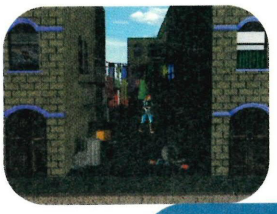
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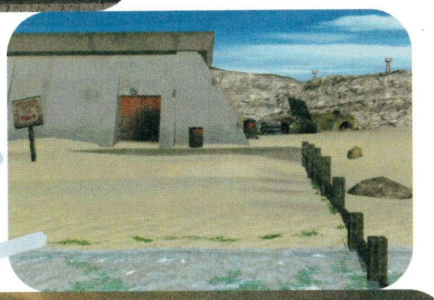
The Tribe development team isn't Ocean's only bunch beavering away at new projects. Interactive Software Products Ltd (ISP) is close to completing the *so original there's not really a genre for it* Guts 'n' Garters, due out at the end of November.

The evil Admiral Wort is rumoured to be conducting hideous genetic experiments in his labs on his heavily fortified island base. He's creating biological weapons of mass destruction and it's a case of you (bloke Guts or bird Garters) and your K-Force partner (bloke Guts or bird Garters) infiltrating Wort's gaff, knocking up his plans and high-tailing it outta there.

Featuring over 200 rendered cut scenes, all the characters are motion captured and are rendered in 32,000 colours. All the backgrounds are 3D interactable, in that you can blast away the front of, say, a garage to reveal the inside then blow up its back wall too. Which is nice...

Strategy, tactics and puzzle solving combine with *good old* shooting, with tons of scenarios and missions to complete. The amazing *shadow management* system is shown off to the max – everything on screen has a proper shadow and if something suffers battle damage, the shadow changes accordingly. A bland fact maybe, but it adds to the realism no end. Those of you that are tempted by the forthcoming treat can expect a full preview next month.











Life's a Riot

A genre which hasn't been explored too much of late is that of the futuristic team sport simulation. So far, Activision is hinting at releasing Hyperblade but that's about it for the PlayStation - until now. Scheduled for a first quarter release, Psygnosis' (provisionally titled) Riot is best described as a cross between the movie Rollerball and Millennium's PC game Brutal Sports Football.

Set in a hexagonal arena, two teams of four battle it out to pick up an electric ball, charge it up into their colour at one side of the play area then hurl it into a hexagonal scoring zone which levitates at a fixed point above the centre of the arena. Circular scoring zones dictate how many points are scored – the further out you are when you throw the ball at the scoring zone, the more points (a maximum of three) you'll accrue.

Apart from having to charge up the ball before you shoot, there aren't really any rules to speak of. Punching, kicking, brawling and blocking are all allowed and it's all in glorious hi-res. The bloke responsible for it all, Andrew Bond, is better known for PC-PSX conversions but he did program the classic Shadow Of The Beast – arguably the Mega CD's finest moment.



STOP PRESS ● JVC's Victory Boxing is coming along nicely. At the moment, it features ten fighteers (five blokes and five birds) all of which can be configured ability and weight-wise. Fifty per cent down the development line, the sountrack and sound effects haven't yet been implemented and some work needs to be done on the speed of the boxers' movements. The fighters are constructed out of big, bold polygons and are as chunky as a van full of Yorkie bars. This'll be the first proper boxing game for thee PlayStation, with the pugilists able to stalk each other, bob and weave, hit high and low, hook, jab, block and all the rest.

● Core Design's Tomb Raider, previewed last month, is due to hit the streets in November. We'll be reviewing it next month. It's a rare treat.

● Virgin's versus beat'em-up Darkstalkers won't be out until October, because Capcom's PAL conversion team have been working solidly on Resident



After Aftershock

We mentioned this forthcoming Elite game way back in the news section of our very first issue when it was masquerading under the name of Aftershock. Well, the game is now very nearly complete (pencilled in for a September release) and it's changed quite a lot since we last looked at it.

Not only has everything been polished up and finished off, but the name has also been changed to the much more enticing Strike Point. One thing that hasn't altered though and that it's still a lightning fast helicopter simulation that not only combines frantic action with a strong strategic element but also gives you the chance to fly any of 9 available 'choppers', all of which are fully texture mapped for added realism.

Elite reckons that the feeling of speed that you get from zooming about over the sea and various landscapes is breathtaking, and simply has to be experienced to be believed. We're reserving our judgement as always, but if things keep moving on at their current rate we shouldn't have too long a wait before we can make our minds up. Expect a full review soon!







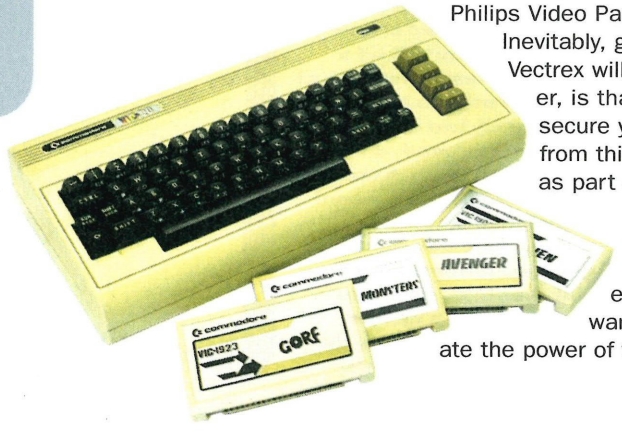


Retro on and on...



HMV Level One, in Oxford Street London, is to showcase a load of old games and their consoles for two weeks this autumn. From Monday October 1 to Saturday November 2, the Retro Gaming Exhibition will feature the Atari VCS, the Spectrum, the Commodore 64, the Vectrex, the Mattel Aquarius, the Coleco-Vision, the Philips Video Pack and the Intellivision.

Inevitably, games such as the (sadly) unforgettable Pong and Vectrex will gain the most attention. More importantly, however, is that there's gonna be an auction whereby you can secure yourself a retro gaming system. All the proceeds from this are to go to Nordoff Robbins Music Therapy Trust as part of HMV's 75th Anniversary celebrations.



For the true spod, there's also a question and answer session to be held where you can quiz all the decrepid coders from yesteryear about whatever takes your fancy. Worth a look, especially if you want your illusions shattered. You'll certainly appreciate the power of the PlayStation afterwards if nothing else.

Evil the last few weeks.

● Interplay's most exciting new PSX product is Wild Nines, a thang where a lad travels on a scientific expedition to Mars, is separated from his parents and ends up meeting eight mutant types who gang up with him to save the world. The main character does loads of ream spesh moves, including a strange Hitler goosestep-style kicking action. It isn't out for beards, so don't get too excited yet.

● Rock N Roll Racing II, also known as Red Asphalt in the states, won't be out in Britain until March next year. The original was a highly successful Amiga/16bit console formats release in case by the way.

● Armed, which Interplay had scheduled for release this November, is gonna be published by someone else. We don't know who as yet, but when we find out we'll tell you.

● Fighter Attack, Empire's Interactive's follow-up to Pro Pinball, is a flight sim due out first quarter next year.

● Warner Interactive and the Bitmap brothers recently held the Z Party at The End, West Central St, London. None of us went, but the invite was ream – it's that bottle of Z Rocket Fuel lager overleaf.

● Dungeon Keeper and Creation from Bullfrog

Still feelin' supersonic

Mindscape's Supersonic Racers, previewed in issue 7, has come on a load since and will be reviewed next ish. There are now ten locations in which to race – each divided into four sections. When we did the preview, only the wild west area was playable. Now most of the landscapes are up and running – the Jungle and the Deep Sea (which is more of a seascape) being the two most impressive and hazard-ridden to date.

Up to eight players can compete on screen at one time (using two multitaps) although none of the races last long because the action's so frantic. The idea is to win twelve race stages, thus filling in your own chequered flag and taking the overall title. As tricky as a bast, you'll see the first review in PSX-Pro.









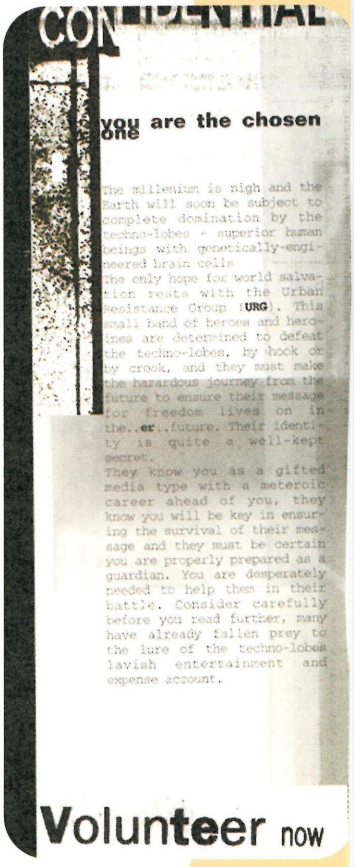
Time is running out

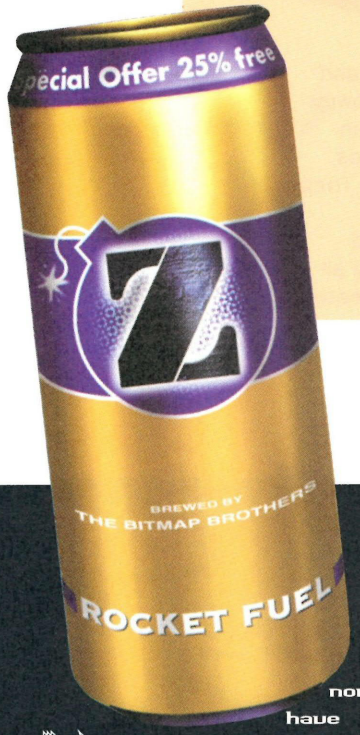
You are the chosen one! The millenium is nigh and the Earth will soon be subject to complete domination by the techno-lobes – superior human beings with genetically-engineered brain cells.

The only hope for world salvation rests with the Urban Resistance Group (URG). This small band of heroes and heroines are determined to defeat the techno-lobes by hook or by crook and the must make the hazardous journey from the future to ensure their message for freedom lives on in the... er... future. Their identity is a well-kept secret.

They know you as a gifted media type with a meteoric career ahead of you, they know you will be a key in ensuring the survival of their message and they must be certain you are properly prepared as a guardian. You are desperately needed to help them in their battle.

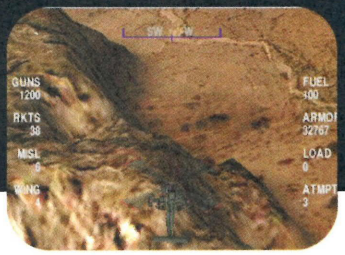
Consider carefully before you read further... blah, blah, blah. Don't you wish you were editor of a games magazine? Such fantastic post we get. And techno-lobes wear Brut apparently.





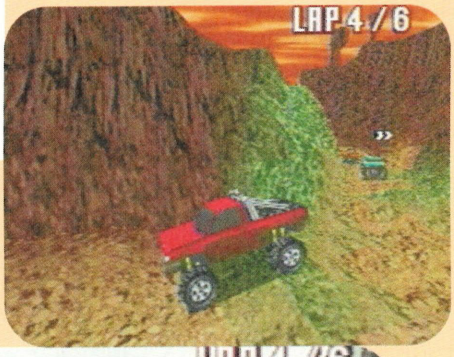
now have provisional street dates of March and April '97 respectively. Syndicate Wars is hitting the streets in November this year – we'll have an update for you next ish.

On the subject of Dungeons, US Gold is looking to release Death Trap Dungeon, a Resident Evil-in-real-time thang that's been getting rave reviews in all the PC mags.



Soviet Strike, the first PlayStation entry in Electronic Arts' fabled Strike series which has so far spawned Desert Strike, Urban Strike and Jungle (you guessed it) Strike, is to be previewed next month. A tactical shoot'em-up, it's a veritable political hot potato of a release. Find out why in the next issue.

Hardcore - you know the score



Hardcore, for the PSX-Pro team, conjures up four mental images – pornographic literature, pumping techno music, a loyal supportive following and the stuff you put on your drive to scuff up your car. Gremlin, however, is about to create a dramatic fifth definition. By taking *Hardcore* and adding the suffix *4x4*, gamers can safely utter the word without fear of a clip 'round the ear from moralistic passers-by.

At the time of writing, Hardcore 4x4 (formerly known as Gears N Guts incidentally) looks like a cross between Blam Machinehead and Monster Trucks – both of which are currently in their latter stages of development. Claiming to have *the most advanced real world physics ever*, Hardcore 4x4 has been generated in true 3D.

The game also *eatures* (sic) a unique, semi-automatic vehicle control system, ensuring that players are in full command of any of the six vehicles they've selected. Promising to be a considerable improvement on Gremlin's Steve McKevitt's recent performance at Track N Field, Hardcore 4x4 is due out for Christmas. Disbelieving rub of chin.









Frenny Menz's Consolewood gossip

Pssst... Frenny Menz here. Welcome to my first Consolewood Gossip where I get the goss on everyone who's anyone in celebsville. I was in Sheffield the other day and who should I bump into than Steve McKevitt out of indie popsters the Boll Weevils. Turns out he's left the band and is now doing the PR for Gremlin. And you'll never guess what, his missus Fiona out of St Winifred's School Choir is now a doctor.

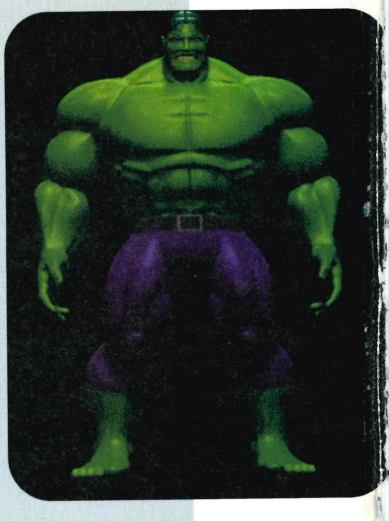
I crossed over Carver Street and who should I bump into but Sean Bean out of When Saturday Comes. Turns out he's doing the voice-over on a new PlayStation game based on Sharpe's Enemy. He said it was alright, like, but not as good as looking at Liz Hurley's knockers. After a few beers with Sean I staggered out of the pub and who should I bump into but the bassist out of Def Leppard.

Some whizz-kid's writing a PlayStation game based on their aduventures – but being a lovely set of lads from Sheffield they were all modest about it. Apparently they were only third choice because Slade and World Of Twist weren't interested. When I left them, I was almost blinded by this wicked flash of gold – it was the sun reflecting off Martin Fry out of ABC's jacket. He had a copy of Doom in his hand. I told him I didn't like the design of the box. He replied, *If you judge a book by the cover, then you judge the look by the lover*, before walking off, flicking his fringe back.

That's all for now. See you next month when I won't be gathering moss I'll be digging for more goss!

Don't make me angry





Simply news that The Incredible Hulk - The Pantheon Saga is being turned into a PlayStation game will send fans of Marvel's most bad tempered hero straight up to cloud nine no doubt.

It's unclear whether Dr David Banner will appear both as a normal human and his slightly greener alter ego but we reckon it'd be a good thing if he does. You see, the game has a strong puzzle solving element in it and, let's face it, it wouldn't be very realistic if he could suddenly stop roaring and punching things for a minute and think *Hmm, now I wonder how the devil I get that door open?* now would it.

The game is actually described as a hybrid of 2D platform games, 3D adventure games and character combat games, resulting in a varied and adrenaline fueled gaming experience. And, accoridng to the game's producer, Dan Llewellyn, *Great emphasis has been placed on producing an extremely playable game*. So, you mean the graphics are dump then? No! we're being too cynical, especially when you consider we're all quite looking forward to it here.



Anyway, you can expect Hulk mania to grip the nation shortly before Christmas and the PSX-Pro office some time in late September. Check out next month's ish for a full preview and a special pictorial history of the one Marvel Superhero whose dander you should never raise.

Next month I'm away on holiday in Zakinthos. It's one of the Greek islands where there's loads of turtles on the beach, which is better than in England where there's turtle heads on the beach. So the mag won't be as good as it usually is as I'll be leaving Jay, Steve and (good old) Andy at the helm. So expect to see pages about breakdancing, smoking and BMXs from Jay, features on urban decay, police oppression and violent books from Steve and er... another few pages on Resident Evil from Andy. No, but seriously, it'll be ream because there'll be loads of gags in there about me cos I won't be there to defend myself. No doubt some PlayStation coverage will creep in as well. Let's be honest, PSX-Pro is the only PlayStation mag worth bothering with. Hoy, Zorba, giz another glass of Retsina...

ALEX

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Keighley Cougars for conceding the title, Andy (and his slice of bread) for being off, wasps for ruining Jay's potential Egypt trip and Adele for being the best wife

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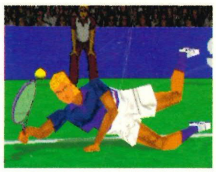
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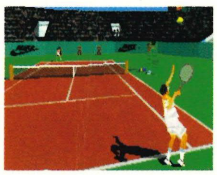
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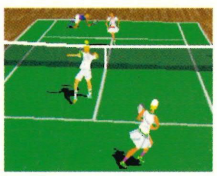


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