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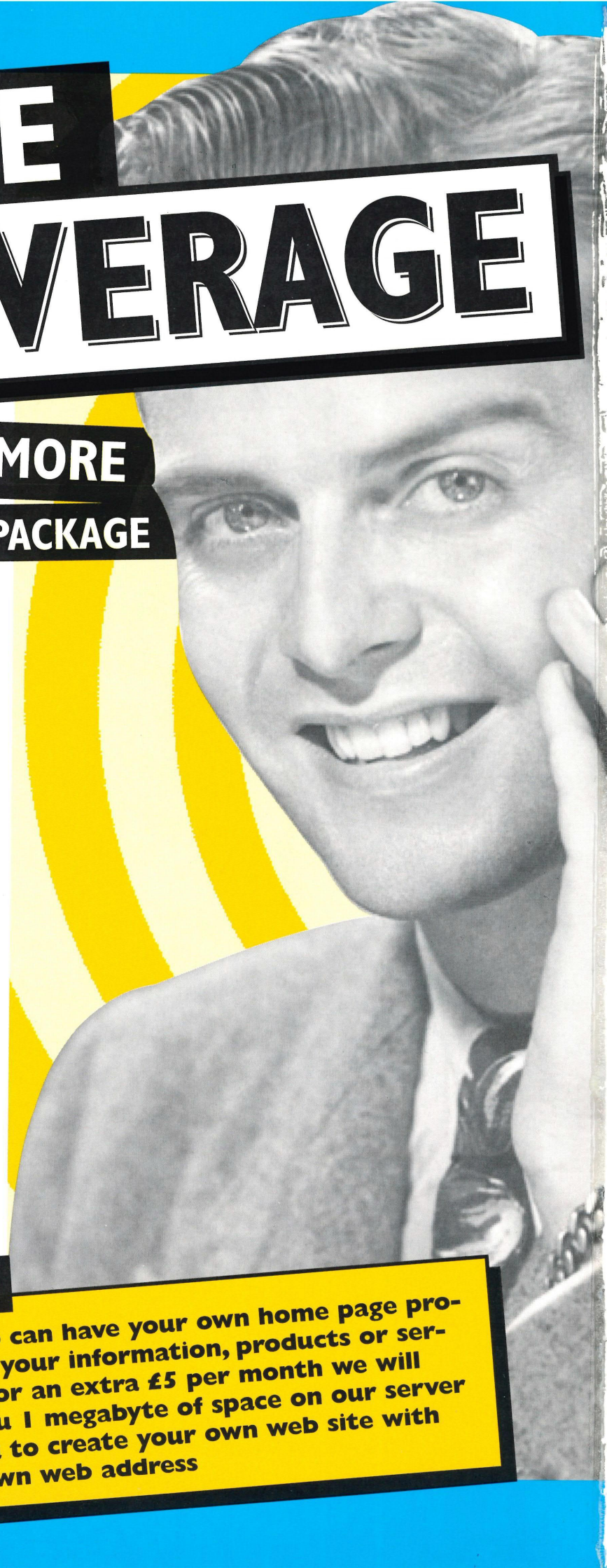
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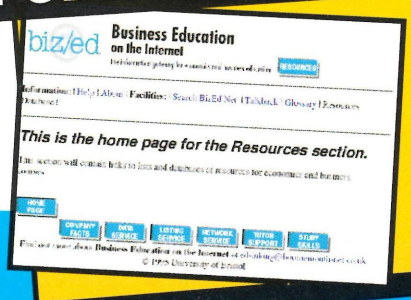
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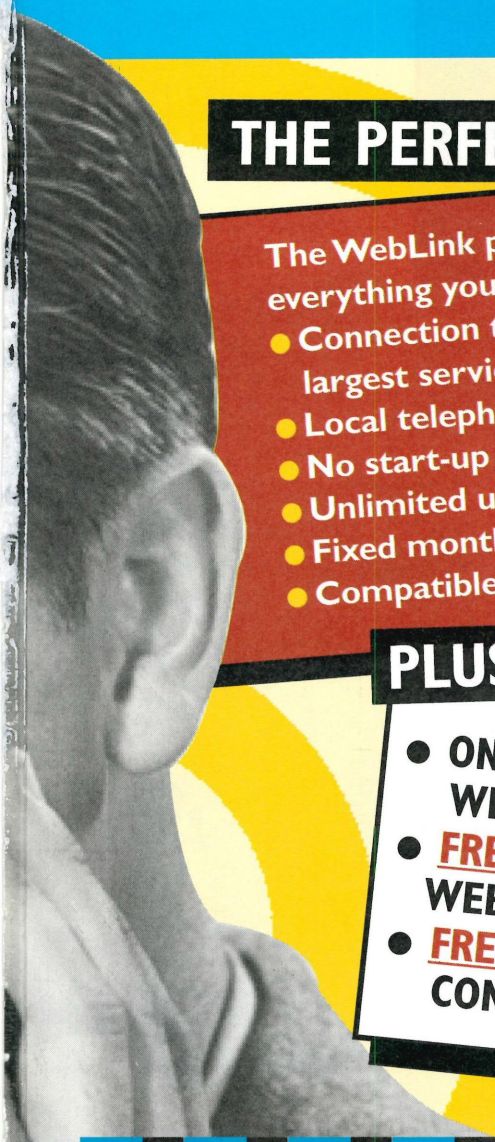
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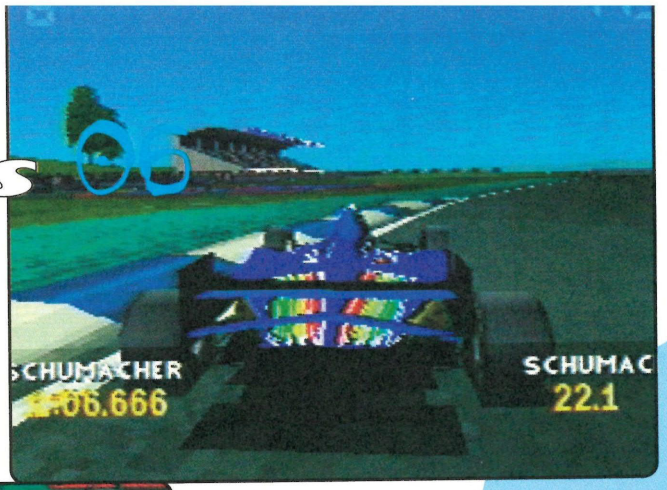
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System requirements: IBM compatible PC with a 486 or greater processor. Modem. Microsoft Windows 3.1 or Windows

Reviews 06

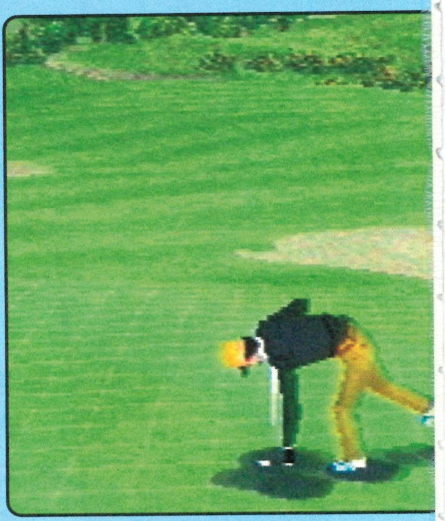
The last ever PSX-Pro sees a Game Of The Month first: **Motortoon 2** and **F1** have proved inseperable so they've both been bestowed PlayStation gaming's ultimate accolade – the PSX-Pro Game Of The Month. Appealing to different types of gamer, but both ream in their own right, check 'em out on p06 and p10 respectively



F1 p10



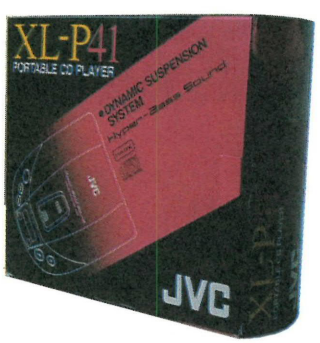
MOTORTOON 2 p06



ACTUA GOLF p50

Win things 36

This is your chance to win fifteen of the latest **Manga videos** that aren't even out in the shops yet. On page 45 there's a chance to win the latest in **personal CD player** technology along with some hints and tips for Impact Racing (cos JVC's providing the prize, you see). Page 48, however, is where the real fun starts. Clearvision video has provided us with tons of prizes but prize of the month has to be **Power Zone**



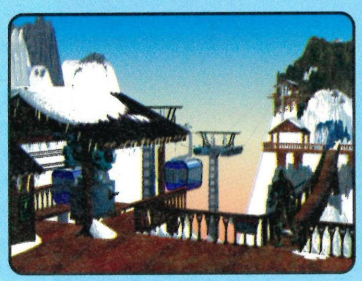
R competition prize, yesterday

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There's tonnes (as Steve 'Metric' McNally would say) of the little monkeys this month. Stuff such as Virgin's **Grid Run**, Ubisoft's **Street Racer**, Acclaim's **Iron Man**, Ocean's **Guts & Garters** and GT's **Mortal Kombat Trilogy** and more



GUTS & GARTERS P70

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RESIDENT EVIL PS4

Gremlin's **Actua Golf** gets pulled to bits this month and good old Andy finally finishes off that enormous, yet ream **Resident Evil** guide. It's official – you have no choice but to complete it now

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





Regulars 50

As usual, there's a chance to order classic PSX-Pros of the past to complete your invaluable collection of the most eminently collectable games mag going. The **Back Issues** are on **p50**

The **Letters Pages** once again give you the opportunity to air your views on the PlayStation thangs that are exciting you, or just getting on your nerves. Find 'em on **p84**

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 all begins on **p86**

If you've read this ish and you think it's ream and you still haven't subscribed, then what are you waiting for? Turn to **p92** now. Go on, do it, that's where you'll find our unbeatable **Subscription** offer

All the rest of the stuff inside you've already read about, so turn the page and enjoy the last-ever issue of PSX-Pro. Until next month, that is, when it returns in a spectacular new guise. Hasta la vista. We'll be back...

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This is one occasion when you shouldn't be put off by this being a Jap import. I always wonder why people can't wait a couple of months for the Pal conversion simply to avoid any foreign text or speech that may be in the game, and, more importantly, the chance to actually read the manual should you wish to (not that many of you probably bother anyway).

Well, this game (hereafter referred to as MTGP 2) doesn't suffer because it's an absolute doddle to play making the instructions largely irrelevant, and bizarrely as far as I can tell all of the speech and text is in English (with the exception of one song that I think is in Japanese but only plays through the intro anyway). This must be mightily frustrating for any monolingual kids in the Far East, but is very handy indeed for us lot here!

So that means then that the only disadvantage with this is the higher price that you will have to pay if you want to play it early, and I'm sure that if you shop around you'll find it at a reasonable price. Somewhere around the fifty quid mark and it'd be worth it I suppose, especially considering the dearth of decent official releases around at the moment.

Personally I'd still hang on, but this is such a fantastic game that if you couldn't wait I couldn't find it in my heart to criticise you for it.

Motor To Gra



by Steve

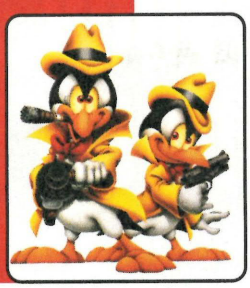
Bit of a race fest this month. And this eagerly awaited Japanese import is a worthy GOTM!



CAPTAIN ROCK

15 year old Rock is a life long friend of Princess Jean and an all round good egg. His car has a wide power scale and special easy cornering features, together with a reasonably fast top speed and good balance. Use drift on tighter corners or you won't make 'em though!

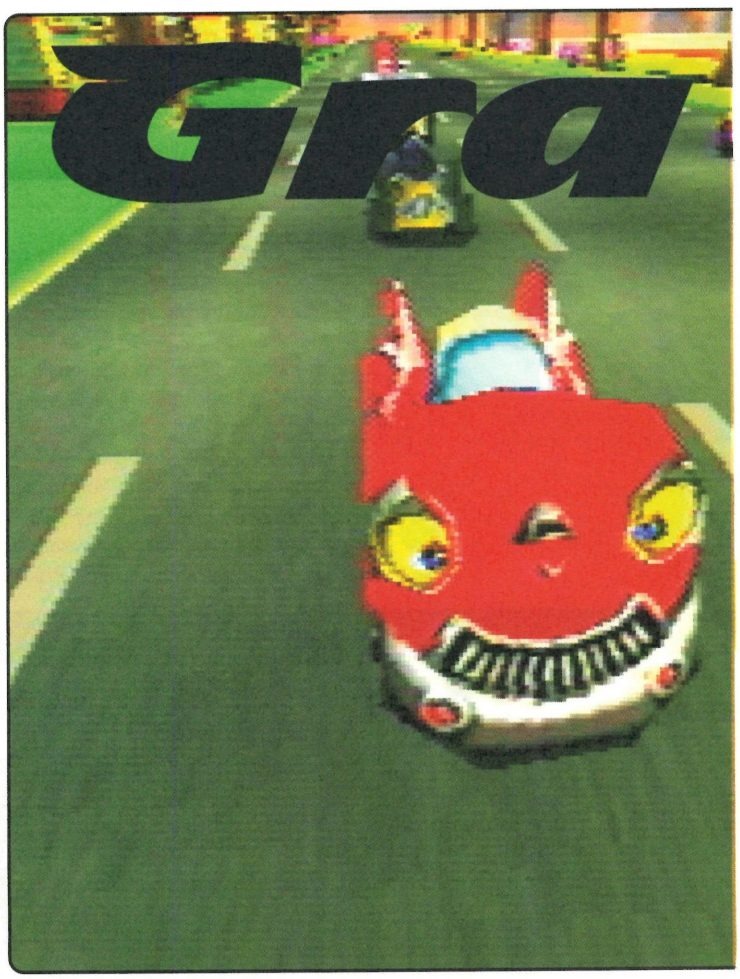
Suggested driver level: Intermediate to expert



PENGUIN BROS.

This thieving, gambling duo of twin brother penguins are a nasty piece of work. Rock is their sworn enemy and their animosity towards him grows with every race. Their car is a black limousine with a V12 engine. The tail tends to slide away because of poor tires but it has a very high top speed.

Suggested driver level: Expert



RAPTOR & RAPTOR

These 200 year old aliens are another of Rock's arch rivals with a handy speciality in fireballs. They don't drive a car as such, more a special ship which is suspended above the ground and behaves in just the way you would imagine a hovercraft to do. Its starting speed is incredibly fast but it takes a lot of getting used to to drive/fly, although the effort is well worthwhile.

Suggested driver level: Expert







PRINCESS JEAN



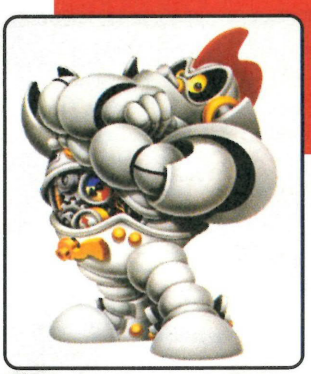
The Penelope Pitstop of MTGP 2 has long been plagued by rumours of funny goings on between her and Rock which, being the King's daughter just won't do! She's out to win at all costs and her car is built for cornering but doesn't have a particularly fast top speed. You can go quite fast if you let it drift on the corners though so it is an option.

Suggested driver level: Novice

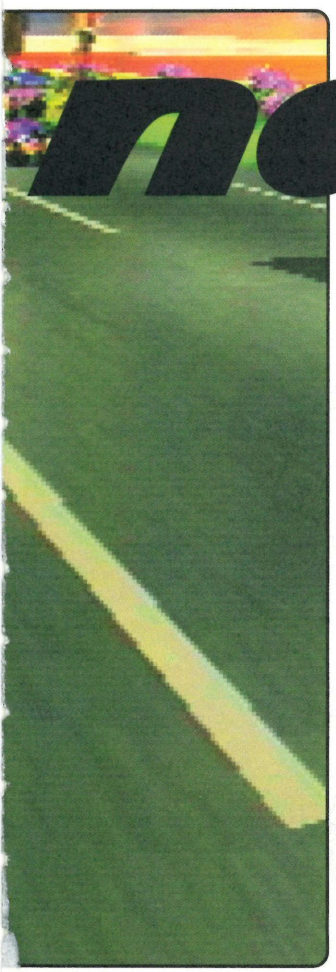
BOLBOX

Princess Jean's bodyguard is supposed to protect her during a race but is prone to getting carried away and going for glory himself. He's even been known to drop bombs in her path and feel guilty about it later! He drives a four wheel drive off road type car with rapid acceleration and a good cornering ability.

Suggested driver level: Novice



on nd Prix 2

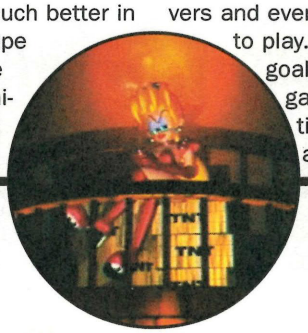


As you've probably guessed from the title MTGP 2 is a race game, very much in a Wacky Races/Mario Kart sort of a way though opposed to the realism heavy F1. Basically it's a good laugh, fantastically exciting and provides a welcome break after the intensity of trying not to put a wheel wrong in Psygnosis' equally superb effort.

If you've ever played, or watched anyone play Mario Kart you'll instantly see where any comparisons are drawn from. Graphically the game is far superior to Nintendo's ageing classic and the courses in this are much better in terms of design, but scrape away the surface and the games are startlingly similar (which is no bad thing by the way).

Choose your cartoon character, each of which has their own vehicle (my personal favourites being Raptor & Raptor with their incredibly nippy little 4000cc Twin Raptor) and set off around one of a number of unfeasibly twisty circuits attempting to beat off the opposition and get first place and valuable championship points.

Initially there are only five tracks available but as you become more proficient and start to win races and championships you are rewarded with goodies such as extra tracks, new drivers and even completely new games to play. It's these additional goals which extend the game's lifespan by a long time and make it such amazing value for money!



Motor Toon Grand

BILLY THE TOUGH

One of the extra characters made available upon winning the championship in at normal difficulty. Billy drives an enormous steam train and has a tendency to just barge other competitors off the road. Not a very nice man at all and for excellent drivers only!

Suggested driver level: Expert





CHING TONG SHANG

Little is known about Ching Tong Shang, but he is undoubtedly the Motor Toon Grand Prix 2 equivalent of Dick Dastardly. Sneaky as they come he will use every trick in the book to ensure that he gets to the front. His car is very difficult to drive though so beware

Suggested driver level: Expert



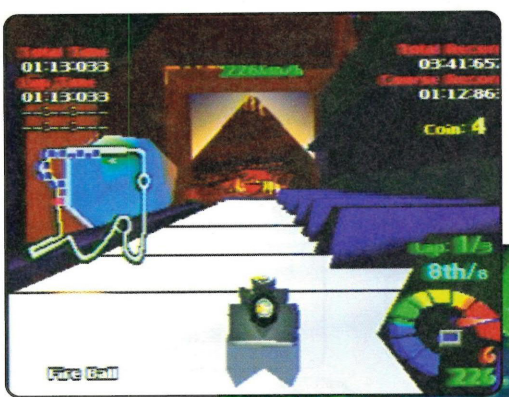
VANITY

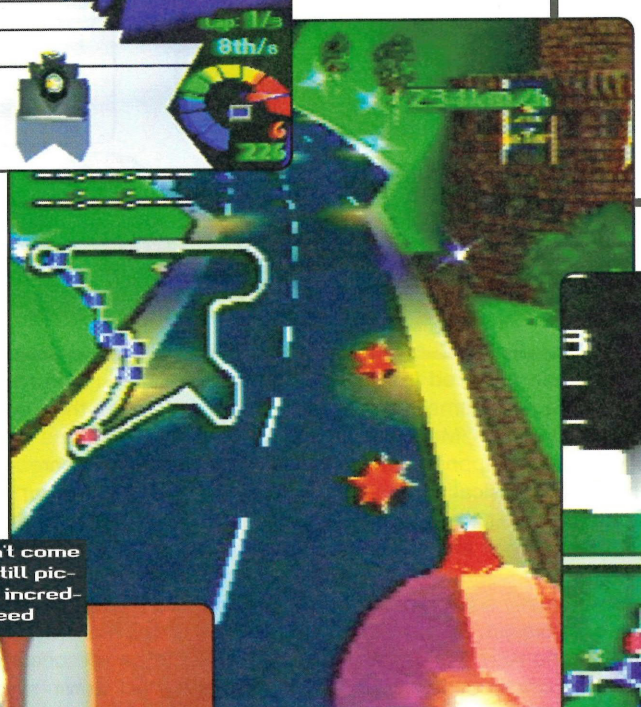
The complete opposite of the delightful Princess Jean Vanity is a nasty piece of work. She drives an absolutely enormous Harley Davidson style motorbike which corners superbly, can even mount the kerb and has a good top speed which should see you near the top.

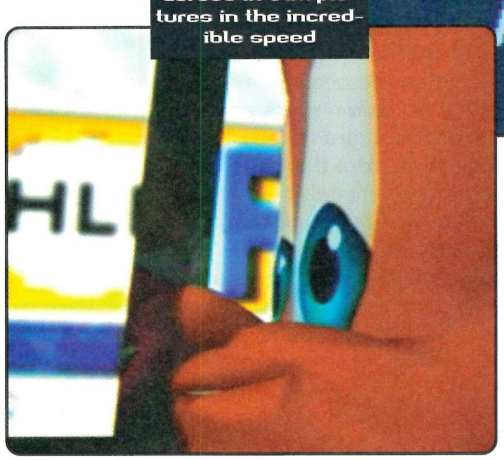
Suggested driver level: Competent

Just like Super Mario Kart the successful driver will rely on more than just speed and driving ability to get them up into first place. As you drive around the circuits there are icons littered around the floor. These are usually one of two things - turbo pads which increase your speed drastically for a few seconds, and coins. Collecting these coins allows you to buy a random special item which can be either good or bad for your race prospects. Press the circle button once and (providing you have some money) a number of objects will start spinning in the top right hand corner of the screen. It's a bit like wheel of fortune in that it slows to a stop and whatever icon is in the middle determines what you get. These 'rewards' include turbos, bombs which you can drop behind you, oil slicks and jumps (letting you jump over competitors trying to block you, bombs etc.). There are plenty of other weird and wonderful special objects but half the fun of the game is finding out what they do and when best to use them so I won't spoil it for you by describing them all.

Not all the objects are helpful though. For example, one called Big, Bigger, Biggest makes your vehicle twice it size thus rendering it much slower and a far bigger target for missiles fired from behind so there's an element of luck involved as well.

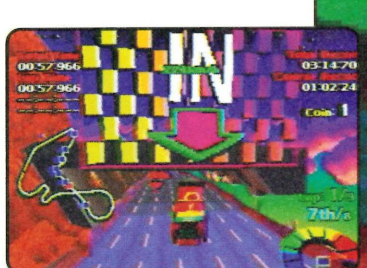






What doesn't come across in still pictures in the incredible speed





Prix 2

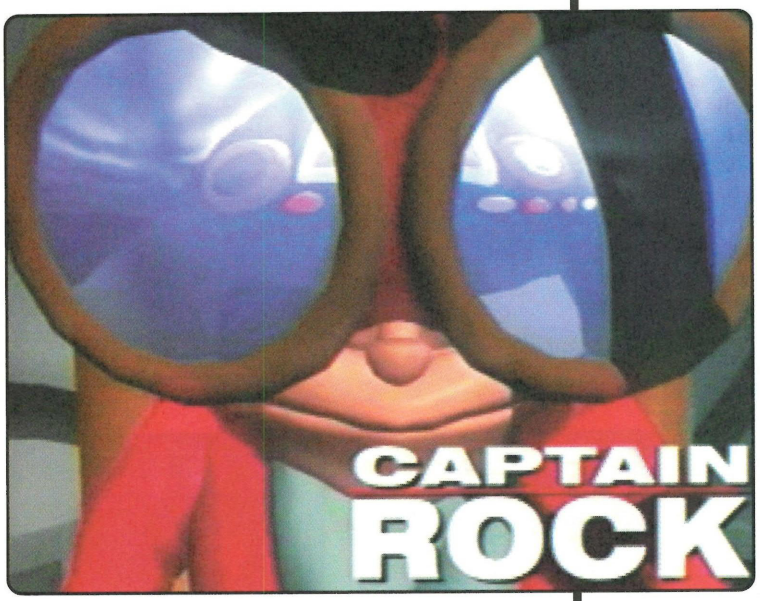
REVIEW

At last the PlayStation is starting to pick up with some decent software. MTGP 2 is one of the finest games I've played in a long while and I can't stress enough how much I think you should all go out and buy it. Immediately. Then again I think you should all go and buy F1 and Madden NFL '97 as well so I hope you're all pretty flush at the moment!

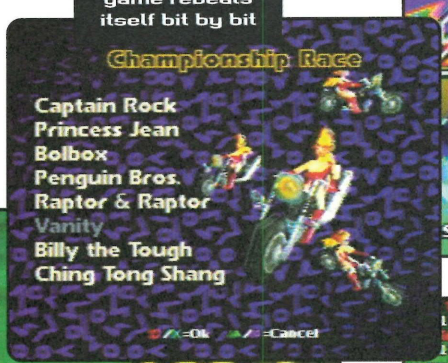
This is one of those games that you get totally wrapped up in and before you know it you're leaning this way and that in your chair trying to will the car around the corners. Fine if you're at home alone but it does your image a lot of damage in a crowded office!

I can't remember getting this excited while playing a game for a long time and it's a credit to the programmers and publishers that not only have they produced a game that is instantly addictive, but also one that manages to sustain the feeling for a very long time by the inclusion of an intelligently set learning curve and by gradually revealing what the game has got to offer over a period of time, therefore rewarding the player with new options as they become more successful.

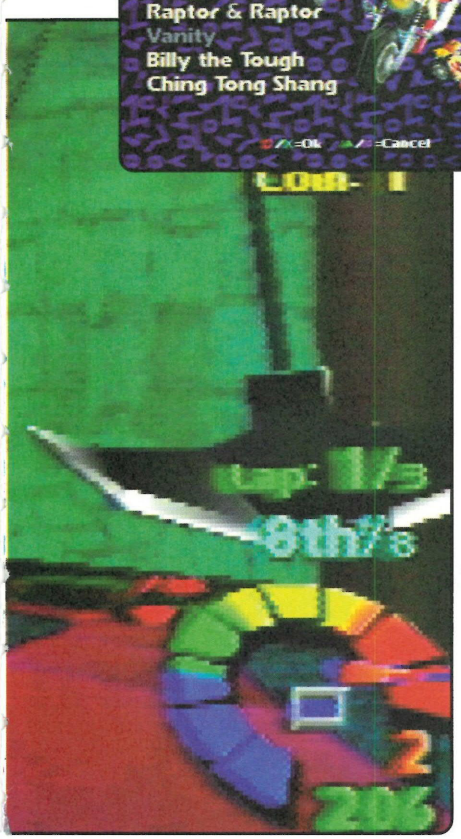
Damn, new I'd forget something. The Japanese version comes with two CD's to allow machines to be linked for two player games without having to buy two copies of the game, but only one works standalone so don't think you can rip off Sony! Very thoughtful. And very clever.

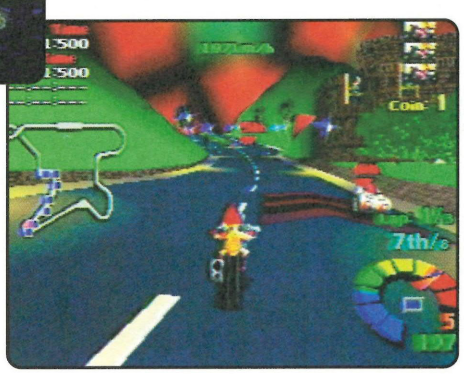


The best thing is that the incentive to continue is so great because the game reveals itself bit by bit











SUMMARY

GAME Motor Toon GP 2
GENRE Racing
SOFTWARE HOUSE Sony
PRICE Elmport

MTGP 2 is a stunningly exciting game that does the PlayStation proud. I reckon it's as good as F1 but in vastly different ways. I guarantee that within half an hour you'll be hooked and just won't stop playing until you've mastered all the tracks and found all the secrets the game has to offer. It's superbly presented as well making it very difficult to fault, which either means I'm not doing my job properly or Sony have done theirs too well. I'm sorely tempted to give it nine and a half but I won't.

GRAPHICS 8
GAMEPLAY 9
LASTABILITY 9

OVERALL 9

I WOULD HAVE GIVEN IT... 9



Because it's an ultrasonic technicolour climax of a race game that blows your mind without the need for hallucinogenic drugs. It also has an extra disc for two-screen play. Ream

The 1996 Formula One Championship is now well and truly in full swing. It's as good as complete and although many software houses try to tie their latest sporting release in with a major championship in this case it doesn't really matter too much. Grand Prix racing is big business in real terms and in the gaming world so it doesn't matter when it was released. Add this to the fact that there's nothing to run against it and you should see the reasoning behind it.

There have been numerous attempts to create the realism of actually sitting in your car and pushing it for all it's worth over the years on every format. To date however the PlayStation has been overlooked. Until now that is. Bizarre Creations has toiled day and night to bring you the most realistic Formula One experience seen on any format.

To create this monstrous task they've used the actual data of each and every circuit from the 1995 season. Once this has been taken on board the circuits have been designed to exact proportions on a specifically designed track editor for Windows 95.

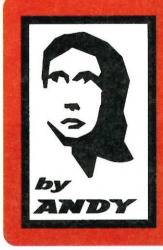
The detail is so precise that even a tree at the edge of a circuit will be in place. This is to give you, as the drivers do in real life the chance to use these in your races as a marker for when to turn into a corner. It's not just trees, it's barriers, gravel tracks and run-off areas also.







Formul



The Need For Speed? Forget it! Ridge Racer? Move aside. Formula One is here and there's no stopping its charge to the world title





Just one of the many views on offer to any player. However this view is more than a little tricky as your vision is obscured by your very own vehicle





The graphics really are exemplary and complement the entire game

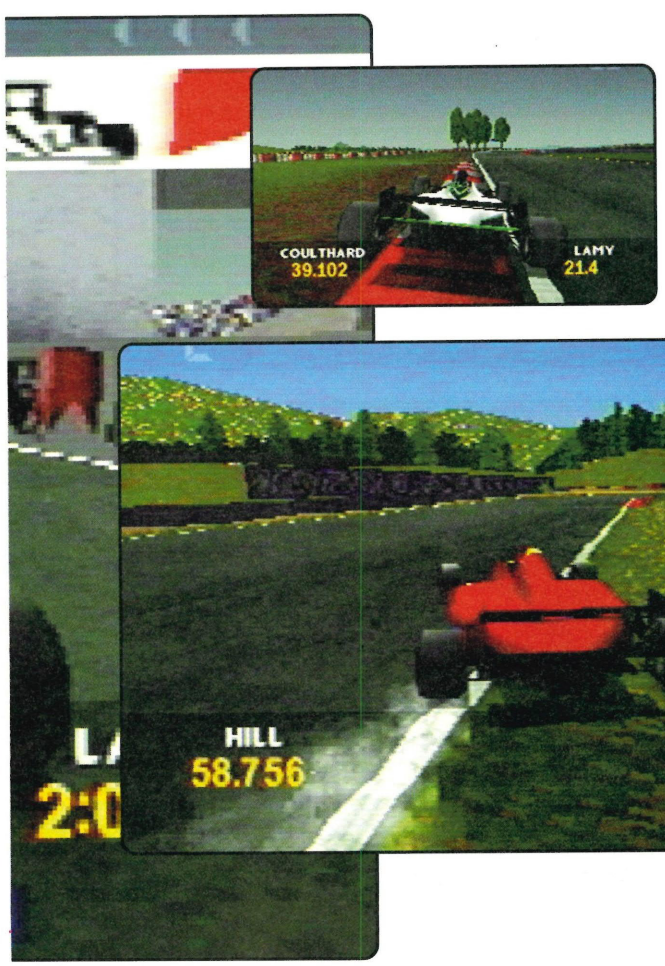
A notable aspect that Bizarre Creations has taken into account from other racing games is the horrible 'build' of both the circuits and the scenery, not to mention the terrible bind of opposition cars literally appearing from nowhere and obstructing your progress.

Each of the teams from last season has supplied slides and diagrams of their cars for an accurate inclusion in Formula One. This has allowed an accurate representation of their cars in the game and ensures that the detail is 100% accurate bar the cigarette advertisements on the vehicles and advertising panels around the circuits.

It's notable that each team's cars handle differently and your car set up does make a fair bit of difference. Altering your downforce will either improve or lessen your performance on certain circuits and it's surprising what an effect it can have on your overall standing.

Bizarre has spent a vast ammount of time on getting the realism spot on but to prevent it from becoming too much of a sim which would put some gamers off decided to keep it as arcadey as possible. The reasoning behind this was the fact that otherwise the Michael Schumachers and Damon Hills would just about run off with the season. This now means that you will be left with a chance of victory no matter which team you choose. With the three skill levels on offer you can tone your skills from a mere beginner to an expert playing on hard level.

a One



Depending on your preference you may race against a single car or a full grid. The full grid is packed with computer drivers with their own individual artificial intelligence. This means that certain drivers are more inclined to fight for a position than others. It's an element which works well but can become infuriating when you switch the damage option on. Travelling into the pits every couple of laps for repairs after contact with another driver is more than a little annoying.

Options are vast with everything, including the weather being configurable. An option which makes the whole game practically impossible to win is to switch the boost option off which will show your car and driving ability for what it is in comparison to the others.

The whole beauty of Formula One is its totally adaptable for any kind of driving game fan. Fans of Ridge Racer and arcade racing games with love the arcade option which pits you against the other drivers and the clock. This is tougher than playing a full season as it pushes you to the limit and leaves little margin for error.

To be frank the easy level is far too simple and beginning at the tail end of the grid doesn't pose the threat it should. Especially if the damage option is off as it means you can use the other cars for brakes around corners by simply smashing into them at great speed.

Formula One

Some of the drivers included in F1 are now ex-drivers and doing their own thing so the drivers who began this season are given a miss. So there's no Jaques Villeneuve here and the other drivers are still in last seasons teams. This doesn't pose much of a problem as it's still as enjoyable a racing game as you're likely to get for quite some time. Unfortunately there's no split screen two player game which means you'll have to use a link cable to race against friends. The split screen is something which doesn't seem to be used to its potential on the PlayStation and this is a shame as the instant appeal is lessened somewhat. A surprising aspect which stands F1 above the rest is the fact it's instantly playable. Automatic gears are best for a novice but the more you learn and feel confident on a circuit the more probable the chance of that great fear in racing games, the manual gear shift. How your car handles depends on which mode you're playing in. Arcade mode will allow you to plough off the circuit with only a slight decrease in your speed whereas if you play a full season in more of a simulation you will struggle to control the car after a wheel brushes off a kerb onto the grass.







Just touching the grass sends you in a wild spin



F1 is as tough a challenge as you're ever likely to get once the difficulty level is upped



The sounds have also been painstakingly reproduced with Bizarre visiting a racing venue and getting a whole range of effects from both inside and outside the car. They even went to the trouble of strapping a DAT recorder to a driver's chest. So as you can gather, the effects are also as realistic as you could ever hope for.

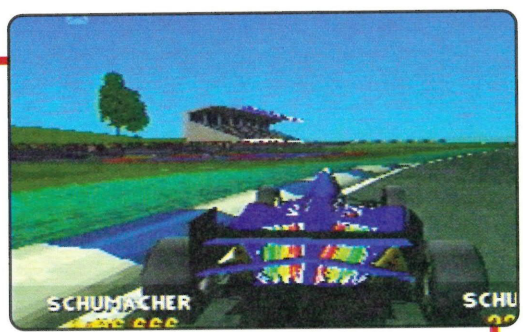
There are also four different sound options ranging from mono to Dolby Pro-Logic which means the sound can be boosted to incorporate left and right from in front of you and behind. This is an option for people with the right equipment but to be honest even on a mono speaker the sounds are second to none.

A racing game just wouldn't be complete without a fast paced soundtrack and Psygnosis has obtained 12 tracks from their in-house group Overdrive. Additionally they've also brought in some of the most accomplished, or is it smart arse guitarists in the form of Joe Satriani and Steve Vai. These tunes aren't unique to F1 but still add to the overall effect of the proceedings. People that don't fancy listening to Satch, Vai and their cronies can switch them off and leave them unheard but to be honest while playing the game your concentration is such that most sounds go unnoticed.









Where would Grand Prix racing be today if it wasn't for the massively enthusiastic Murray Walker and his 'Murrayisms'. He's also been included in true PlayStation sports style. He commentates throughout and is actually a bit of treat when he's first heard. However although he's supposed to have spent tons of time recording them all it soon seems that it's all the same phrases he comes up with. Apparantly this is something which they've tried to avoid but I can't see the difference between the repetitive commentary on say Actua Soccer to this.

Other languages are catered for here also with Grand Prix veterans Philippe Alliot providing the French commentary and Jochen Mass voicing the German version.

All of this goes to prove the time, effort and expense which has gone in to make F1 the most impressive simulation/arcade racer ever. From the graphics to the gameplay to the sounds F1 is a game which will have any gutsy games player interested regardless of whether they're interested in Formula One at all.



SUMMARY

GAME Formula One
GENRE Racing
SOFTWARE HOUSE Psygnosis
PRICE £44.99

Almost flawless, with everything being in exact proportions due to the technical data provided for Bizarre. All the circuits and cars are perfect representations and the sound effects can't be faulted. My only minor gripes are that the easy level is far too simple and more importantly although the cars really are fast on occasion there's the problem of a minor slowdown. This doesn't happen too often and didn't spoil my enjoyment too much. The hype and the wait has been worth it.

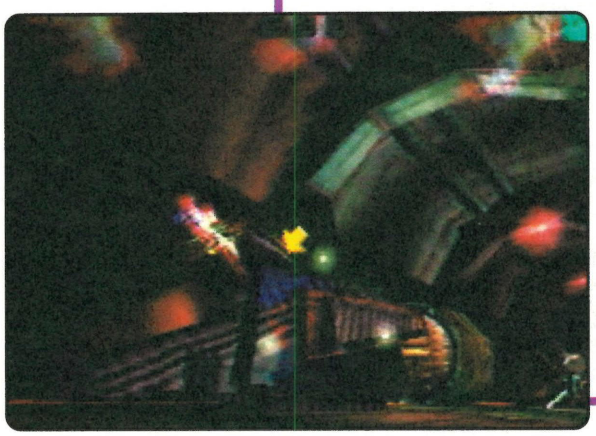
GRAPHICS 9
GAMEPLAY 9
LASTABILITY 9

OVERALL 9

I WOULD HAVE GIVEN IT...8



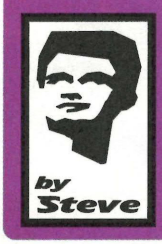
F1 is an enormous technical achievement – that fact cannot be denied. But it left me cold. Like real-life Formula One, it's about as exciting as watching paint dry.



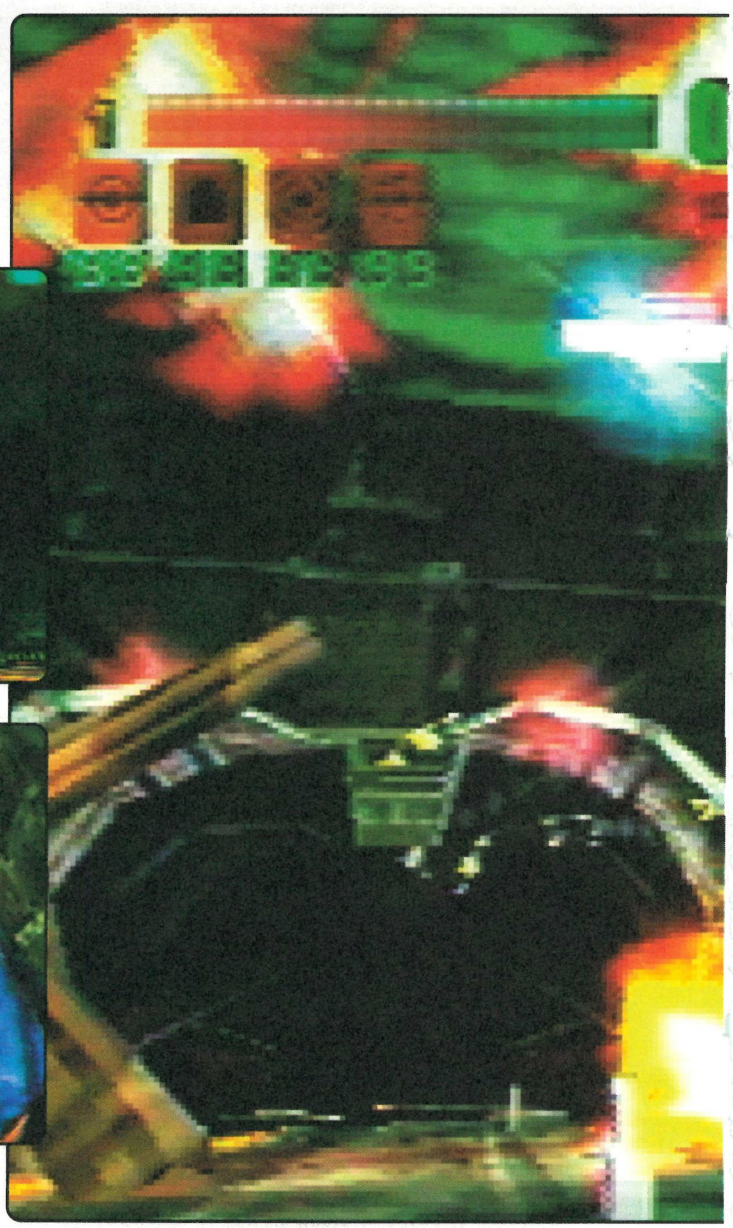
I'm a bit stuck as to how best to describe Tunnel B1 to you because it's a touch unusual in some aspects of its concept, if not in terms of gameplay. It's sort of a cross between Ridge Racer, Descent and Doom in that you drive around in a car but have to shoot at loads of things, but I suppose its closest comparison is with Blam! Machinehead. This style of game seems to be in vogue at the moment and, seeing as it's not really my kind of thing, that's bad news for me. This effort from Ocean, as Core's did last month, seems to have sacrificed at least some of the gameplay to allow them to have an absolutely amazing looking game. This tactic will undoubtedly lead to decent sales but you have to wonder whether the bitter aftertaste of disappointment will lead to this practice only being successful in the short term.

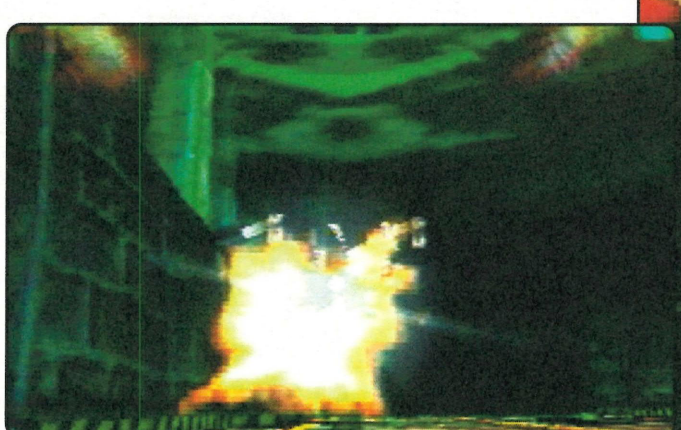
I suppose it's one of the drawbacks of working on a machine still so early in its life cycle. It's difficult for developers to learn how to do all of the things that make a game good well all at once, and this tends to mean the majority are lacking in at lest one department. And in Tunnel B1's case it's unfortunately the most important one.

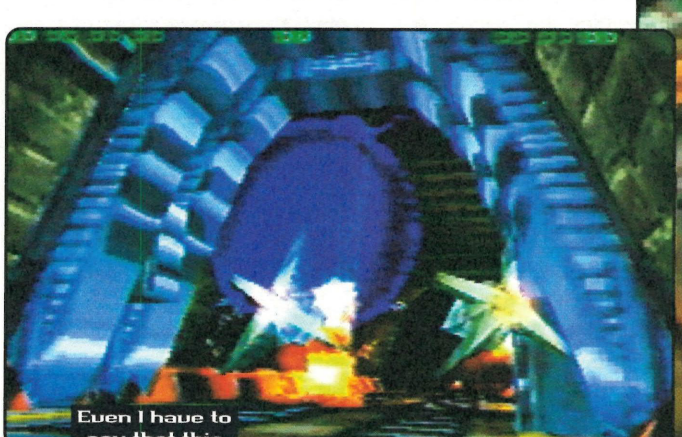
Tunnel



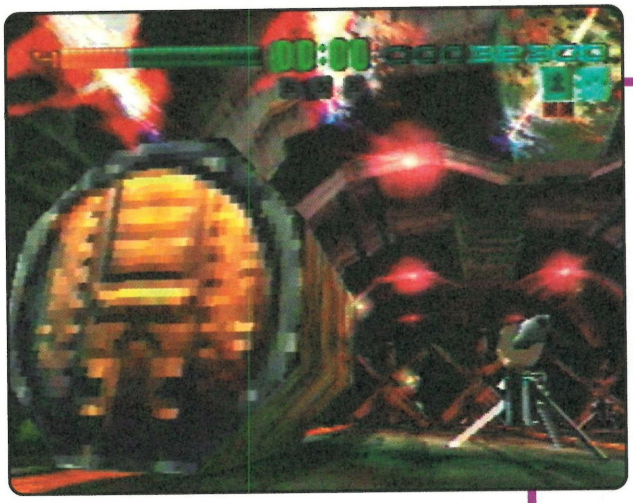
Eagerly awaited? You bet! A let down? Well, frankly yes. Diagnosis? A case of missed opportunities







Even I have to say that this looks pretty amazing



Tunnel B1 has plenty going for it though and I'm sure that many people are going to disagree with my comments on its lack of actual gameplay, so just to prove I'm not biased against it I'm going to heap some praise on it now.

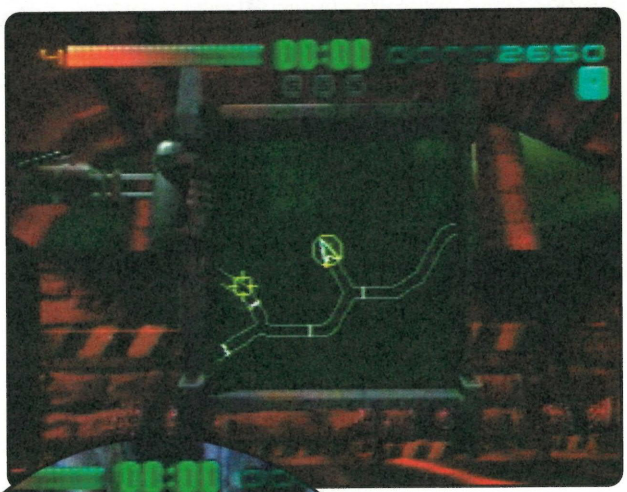
The atmosphere the game generates is excellent and at times can be genuinely startling. Crank the volume up and try not to jump as something looms up at you out of the gloom. You'll find it very difficult. This is done by a very clever use of the PlayStation's lighting effects and sets a new benchmark for anyone trying to create a setting for anyone attempting a game of this type.



As you'd expect with an out and out blaster the storyline leaves a lot to be desired. Some mad bloke's created a weapon of mass destruction, one so powerful that you'd have to be totally insane to even consider using it, but unfortunately for the world, he is. You can guess the rest can't you? It's up to you and you alone to fight your way through the many levels, get past his most fiendish defensive traps and destroy the biggest threat to human existence on Earth since the Nuclear missile.

B1

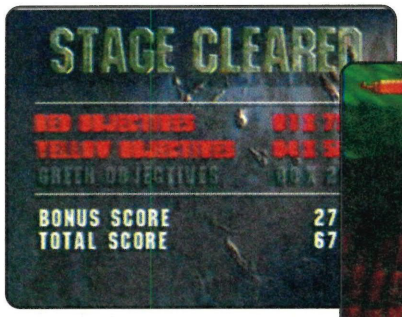




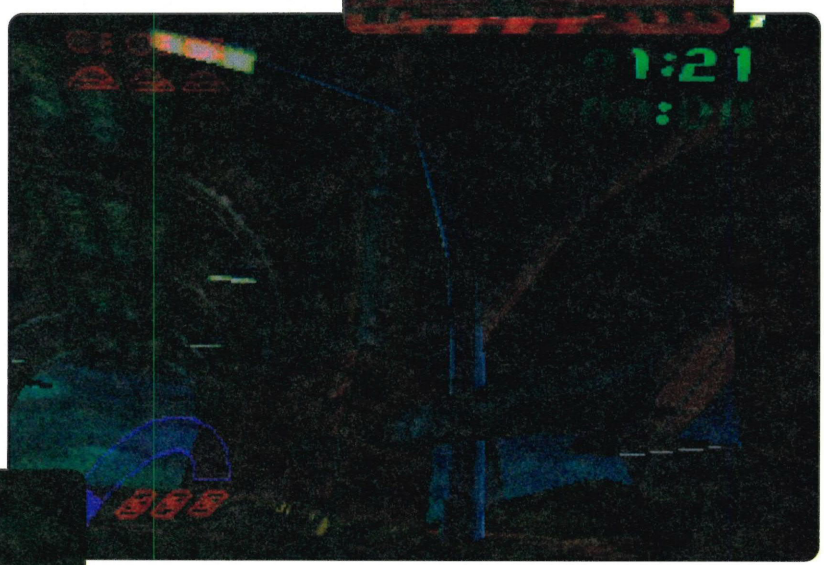


The explosion effects are some of the best yet

Tunnel B1



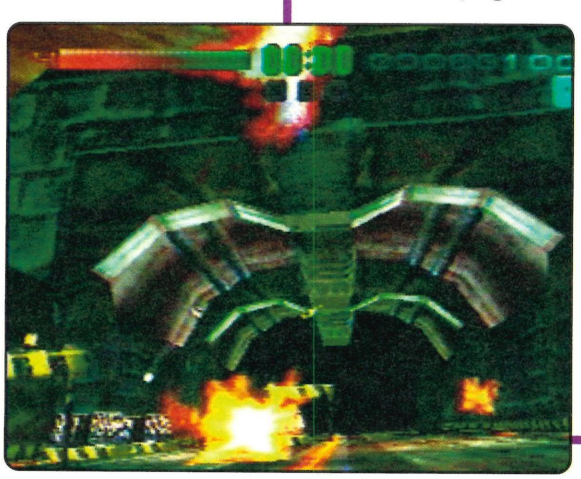






When we first looked at an early version of Tunnel B1 a few months back the whole teams jaws dropped collectively. Here was a game that took full advantage of the PlayStation's power (probably more than any that had gone before it), giving us stunning graphics and a 3D engine that was supremely quick at shifting everything around without even raising a sweat.

All that remained to go in was much of the gameplay, ie missions, objectives etc. Basically what we had seen was equivalent to a beautiful picture that just needed the frame putting on to turn it into a masterpiece. Sadly though the frame itself is more like one of those tacky £5.99 efforts you get from gift shops (you know bit of roughly cut glass and a cardboard backboard) rather than the ornate wooden one which we were all hoping would finish the game off.



In short I can't help but feel ever so slightly disappointed that there's not more to Tunnel B1 than there is. What it does have makes it a fair bit better than Core's Blam! Machinehead admittedly but anyone who read my review last issue will know that I wasn't exactly all that enamoured with that effort either.

Gameplay wise though, as I said earlier, I found Tunnel B1 to be lacking, at least it is for my particular tastes. Much of the game (well, all of it actually) calls on you to drive around gloomy looking levels exploring and firing in equally liberal amounts. There's nothing fundamentally wrong with the concept, and indeed it probably couldn't have been executed much better but there's just not enough variety as you progress through to keep me interested once things start to get difficult.

Admittedly the timed stages can be quite tense but the general order of things (read the mission objectives, explore until you've been everywhere/activated every switch etc) simply didn't offer the incentive needed for me to battle because I knew that it would more than likely mean more of the same.

Fair enough the length of my attention span will never get me an entry in the Guiness Book of Records but I was bored even quicker than I usually am with this, and that leads me to my conclusion that this doesn't offer enough to the hardened gamesplayer who will have seen something very similar (if not as startlingly advanced) many many times before.

SUMMARY

GAME Tunnel B1
GENRE Shoot'em-up
SOFTWARE HOUSE Ocean
PRICE £44.99

Hopes were high for this one but I think a lot of people who play it are going to be disappointed. Once again, and I seem to have to say this a lot recently, it's not that it's a bad game, it's just nowhere near as good as it could, or should have been. There will be a big market for it I'm sure, the hype around the name and graphics alone will see to that, I just hope that people who like their games to be a little less mindless aren't lured by the aesthetic attractions that the game undoubtedly possesses

GRAPHICS 9
GAMEPLAY 7
LASTABILITY 7

OVERALL 7½

I WOULD HAVE GIVEN IT... 7



The hype and anticipation behind Tunnel is undoubtedly huge. However it suffers from that age old problem of nice graphics but no game to match. And for once I agree with Steve.

WASHINGTON MEMORIAL HOSPITAL
Department of Psychiatry, Chicago, Illinois

PRIVATE & CONFIDENTIAL

No. 3765

PATIENTS SURNAME Delgado OTHER NAMES James, Jesus

SEX Male RACE Hispanic D.O.B. 4/31/71 SESSION 1

ART THERAPIST Kath MacDonald

RELEVANT HISTORY

Initial assessment diagnosed Jimmy as having an acute personality disorder. There is no history of mental illness in his family.

COMMENTS

To confirm diagnosis I asked Jimmy to draw a self portrait. He proceeded to draw a picture of an aggressive Ninja War Lord committing Hari-Kari - labelling the drawing as "me". Jimmy told me his name was Yoshimitsu and is convinced he has supernatural powers to heal himself.

Suicidal tendencies and Jimmy's confident belief that he can cheat death are very worrying. I now believe Jimmy may be in some form of manic psychosis.

NOTES

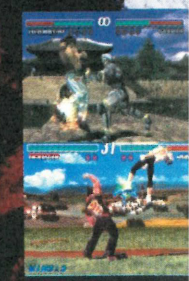
Yoshimitsu is a character from Tekken II, Jimmy's Sony PlayStation video game, which he plays continually.

DATE 7/15/96

SIGNED Kath MacDonald

No 3765

ME



SONY

PlayStation

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

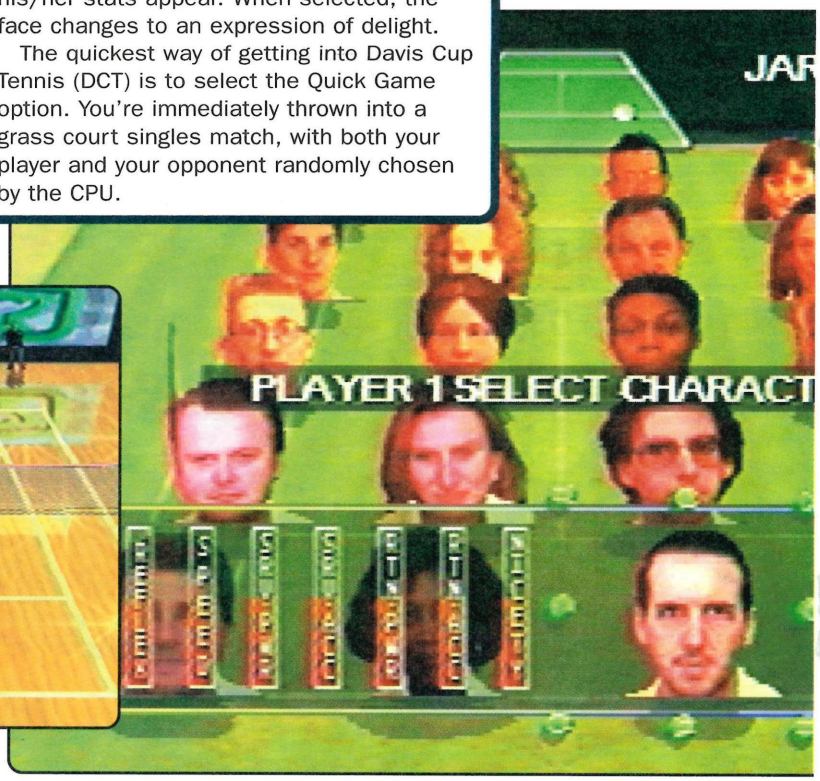
namco

According to Telstar's press release, ...you might even (sic) hear the strawberry sellers. Blimey, that's realism. Crazily, though, the sampled voices in the crowd do actually sound like the motley crews that assemble annually at Wimbledon. But how important is sound to a game? Not that important, really, but it also has to be said that the sound (racket?) of racquet on ball is the most accurate yet heard in a PSX tennis game.

On the subject of the game, Telstar has introduced a novel way of selecting players – a set of its employees' faces (we only know this because we were told) disappear off up-court which can be moved up and down Star Wars intro text perspective style. A square made of tiny tennis balls frames one player at a time and when one is framed by balls, his/her stats appear. When selected, the face changes to an expression of delight.

The quickest way of getting into Davis Cup Tennis (DCT) is to select the Quick Game option. You're immediately thrown into a grass court singles match, with both your player and your opponent randomly chosen by the CPU.





Davis Cu

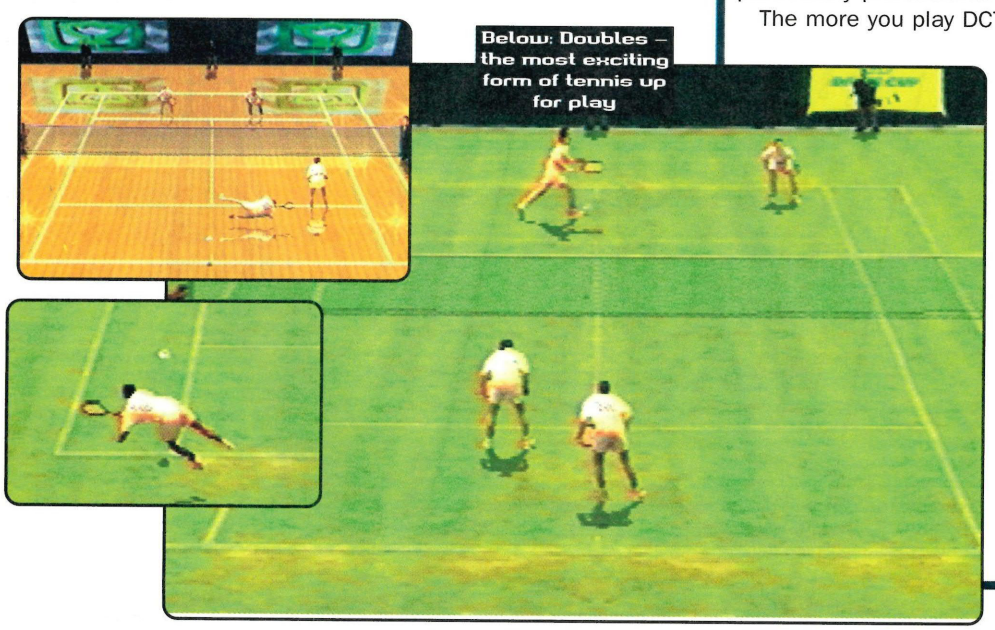


At last! A tennis game that's both fun to play and (fairly) realistic

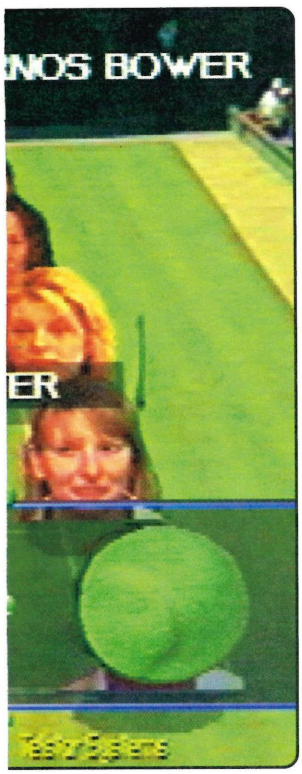
DCT has some fine qualities that sets it above many tennis games so far seen on the PSX. The serving difficulty, for example, is more or less spot on – it's a double press of the X button and direct it with the d-pad job, just as it should be. Attention to detail is pretty good at times, with the reflections on the Russian polished wooden gym court a particularly professional realism touch.

The more you play DCT, however, the more you notice it's faults, and it's these that ultimately contribute to bringing its score down. The players float/moonwalk depending on which way they're going and the match re-loads after every game, with a needless update of points and game stats occurring at this point as well. See the summary for further constructive criticism.

In its defence, DCT is a fantastic game to play when there's four of you and you select doubles. Often, Question Of Sport style accidents occur as everyone hurls themselves around the court desperately trying to recover seemingly hopeless positions with the aid of the speed up shoulder buttons.

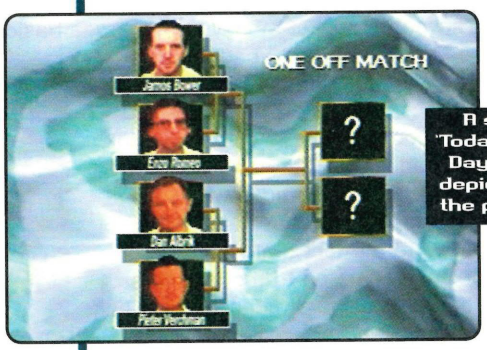


Below: Doubles – the most exciting form of tennis up for play

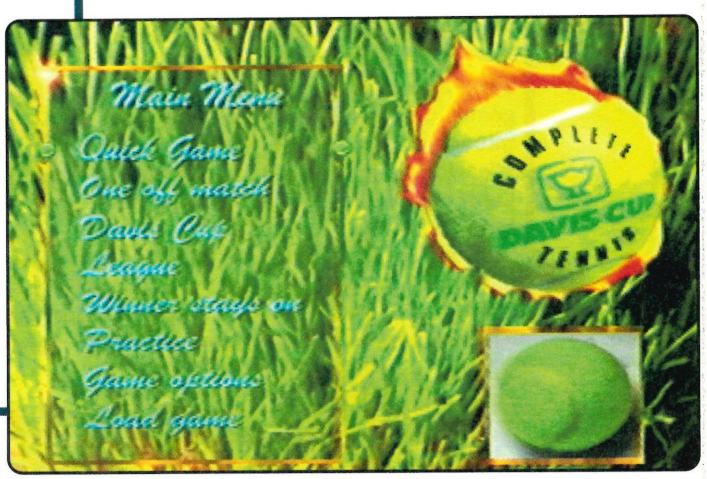


It's apparent as soon as a match gets under way that the players are not all that unlike Mortal kombat characters in the way they are animated. At times, the action becomes so frantic that it's like an old piece of Pathe News coverage where everyone moves around quicker than in real life. The motion captures haven't been constructed by polygons, so there's only one view angle available. If you don't like serving from the top of the screen, however, you can flip the screen between games so you need never serve from the slightly more difficult end.

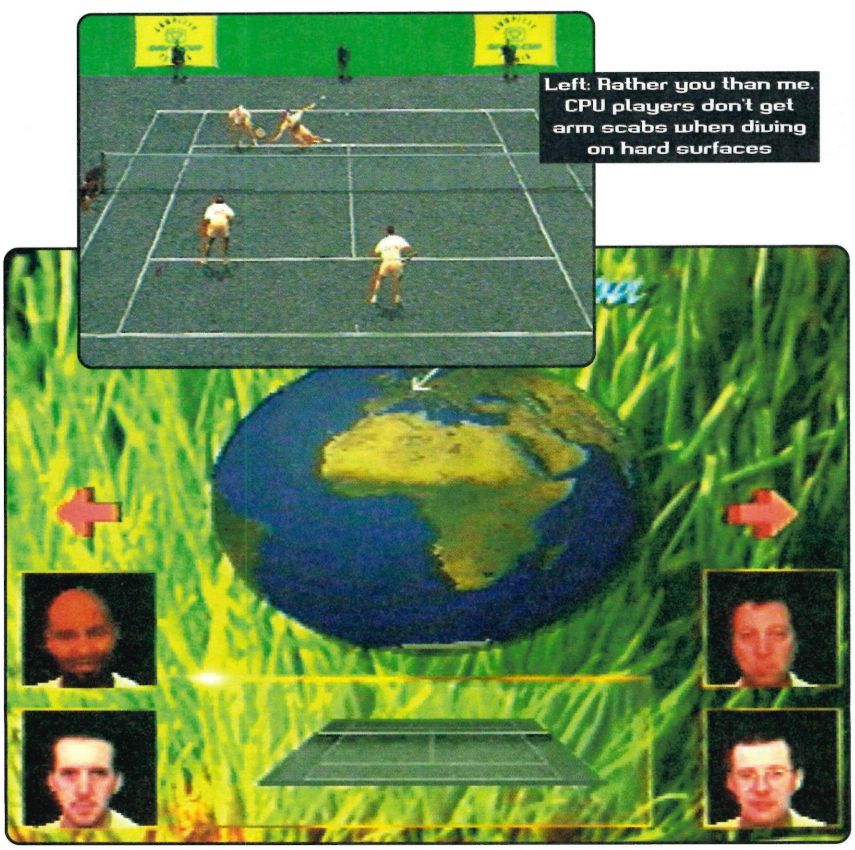
Whenever a ball goes out, a ball boy legs in and retrieves it. This is one of the many (unintentionally?) humourous moments in DCT. The reason? The ball boys run like scared hunchbacks on speed – it's almost like they're frightened of getting a clout from one of the players. Daft shouts from the crowd such as Hurry up! and England! (or is it Bruno?), spectacular dives, and a speed-up button which allows you to leap up from the deck and recover shots from the other side of the court, all add to the hilarity.



A sorta 'Today's The Day' style depiction of the players



p Tennis



Left: Rather you than me. CPU players don't get arm scabs when diving on hard surfaces

SUMMARY

GAME Davis Cup Tennis
GENRE Sports sim
SOFTWARE HOUSE Telstar
PRICE £44.99

Telstar has been a hit and miss company in terms of PlayStation so far. With this, it manages to hit and miss in a single release. The motion captured players look real, until they start gliding across court. The rallies are eating except you can have three swipes of the racket at the ball and still get it back over the net. The crowd samples are humourous until you play for more than ten minutes and you want to rip their tongues out. And so forth. Still, I prefer it to anything else on offer tennis-wise.

GRAPHICS 8
GAMEPLAY 8
LASTABILITY 8

OVERALL 8

I WOULD HAVE GIVEN IT... 7



by Steve

I've yet to be impressed by a PlayStation tennis game and this does nothing to change that fact. Lacking in many departments it doesn't even come close to Super Tennis on the SNES.

Madden NFL

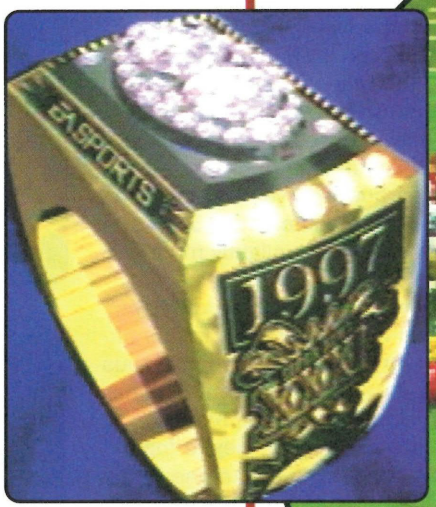
The ever popular commentator makes his debut appearance but faces some stiff opposition

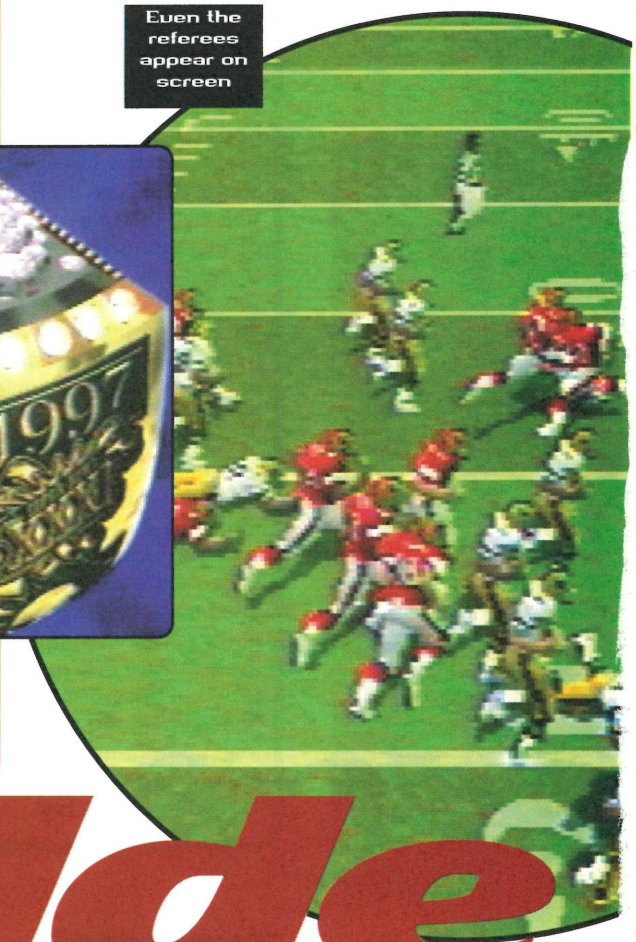
by STEVE

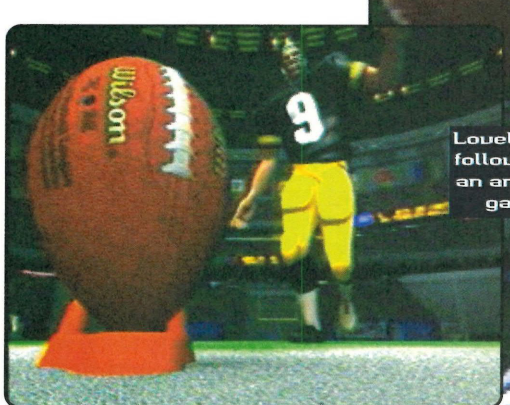
In my younger days I was a bit of a Madden fanatic. I used to eagerly rush out and buy the new MegaDrive edition every year regardless of how few additions had been put in since the last one and was perfectly happy to spend another forty quid of my long saved up pocket money on what was basically an identical game that, by the end I had about five different versions of.

Did I care? Not a bit of it. I was so happy when they put injuries in (I think it was Madden '92) that I didn't bother that it made no difference whatsoever to the gameplay, and even turned a blind eye to the fact that when the ambulance came on to the field to cart off the felled player it knocked over half of the team who, miraculously, managed to carry out without a scratch!

You see, the thing is, Madden was more like a religion to me in those days, and while the constant stream of games (good and bad) that pass through my hands now that I get to review the things rather than just play them has deadened my enthusiasm a tad I still have a soft spot for old fatty and his licenses. And therefore, barring a disaster in development, this was always going to be a wholly positive review. There hasn't been, it is, and I make no apologies for it.

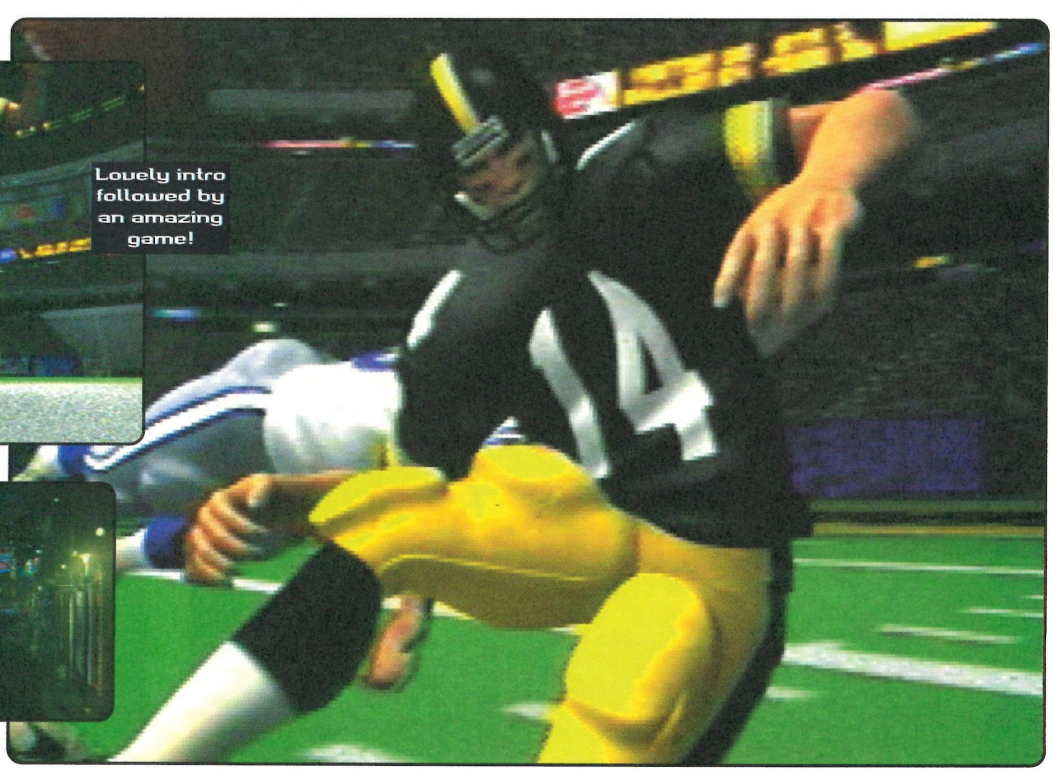


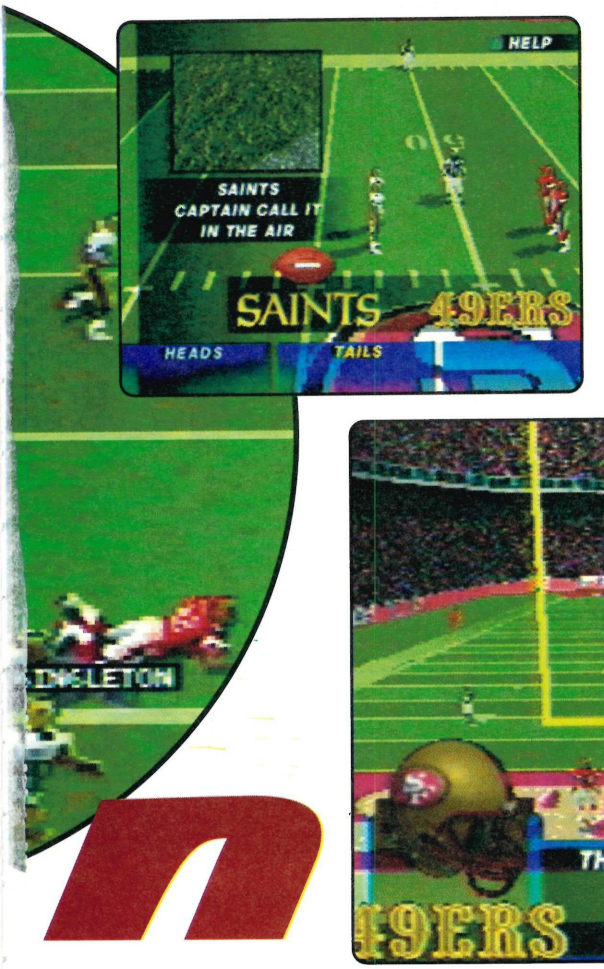

Even the referees appear on screen



Lovely intro followed by an amazing game!





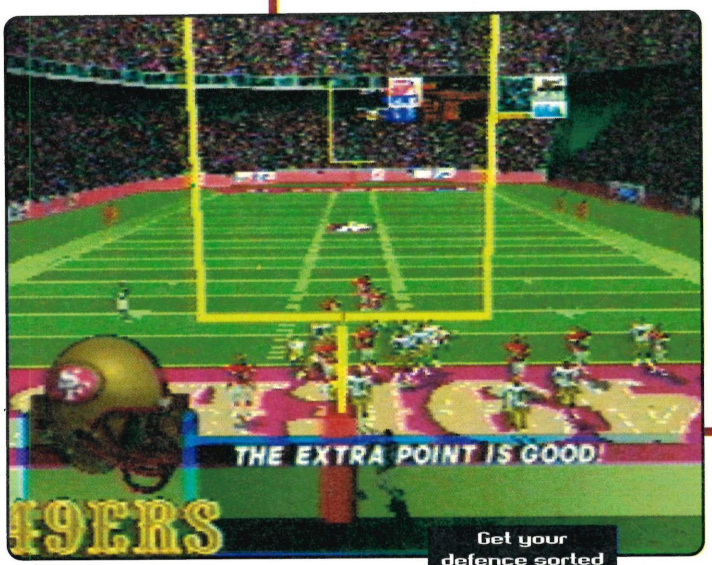


n '97

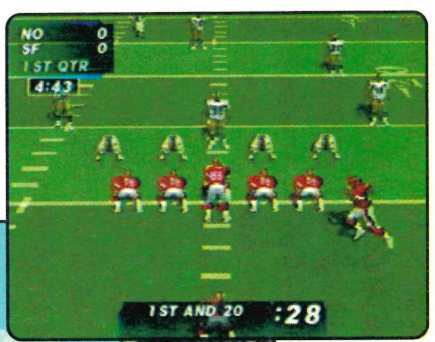
Right then, down to business. Madden NFL '97 is, as you would expect the most advanced game in the series so far. The advantages of CD come strongly to the fore with a wealth of commentary and quips from Big John and his not quite as famous co-analyser Pat Summerall. This is the first time two commentators have been used in any computer game, and it must have been a nightmare to program. It's definitely been worth the effort though, and because it's been so well done it really adds to the effect that you're watching a television broadcast rather than playing a game.

EA have always seemed to believe in good presentation and this game proves that they lead the field by some distance in this aspect. From start to finish we're presented with FMV sequences of announcers providing a build up to the game, the commentators react realistically to the on screen action (with enough different comments to keep things fresh) and plenty of statistics and player photographs (which I'll go into in more detail later on) to enhance the action.

Where Sony's NFL Gameday was lacking Madden '97 excels. Stripped down to the bare gameplay bones it'd probably be about even but the outstanding presentation tips the scales well and truly in EA's favour.

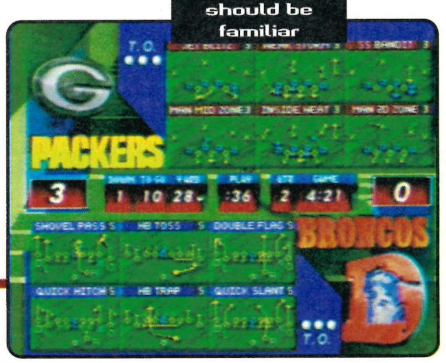


Get your defence sorted or you'll concede points





The playcalling screen below should be familiar

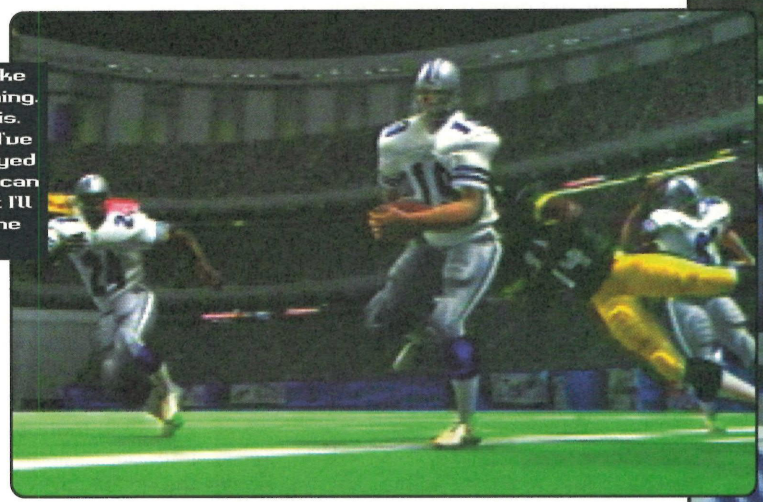


Actually I said that this and Gameday were about even in terms of gameplay, but on reflection I'd say this probably just about shades it thanks to a few extra attacking options and a touch of extra speed (making it a lot closer to the real thing. Even though I'm a big fan of Sony's game even I have to admit that at times it's a bit plodding).

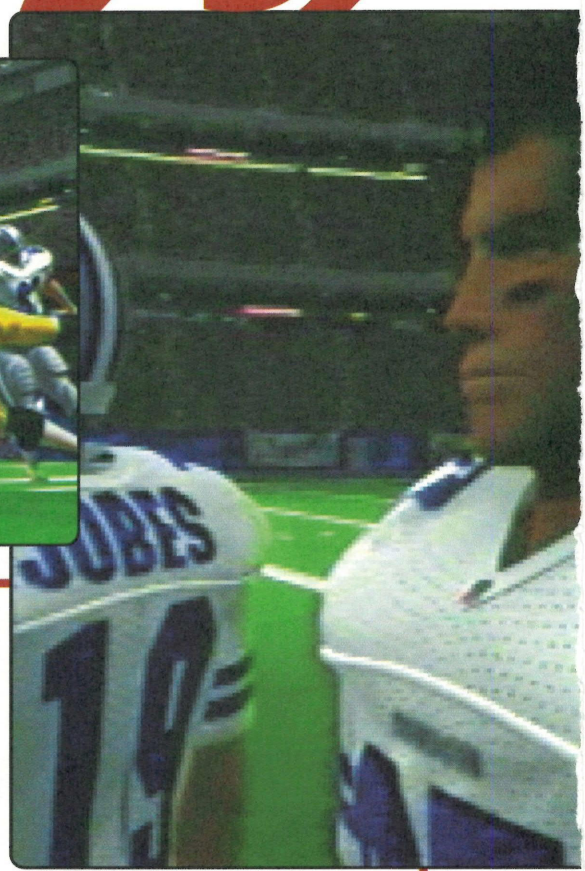
Fans of Madden will be immediately at home with the games fundamentals. Play calling is done by moving a box around a series of play diagrams and then pressing the corresponding joypad button when you're over the option that you want. Couldn't be easier. It's also simple to differentiate between running and passing plays because their names are displayed (very handily) in different colours so there's no confusion there.

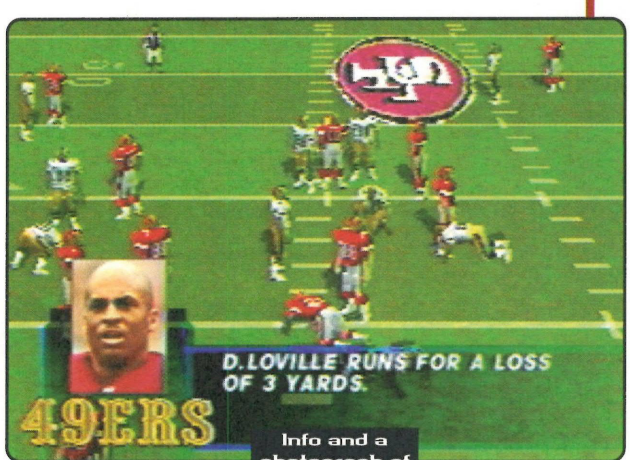
Once you're at the line of scrimmage you're faced with a number of options depending whether you're on offense or defence. You can call an audible (there are some presets, but the more experienced players will want to use the option to select their own no doubt) or you could just snap the ball (or wait for the play if you're defending) and get on with the game.

Madden NFL '97

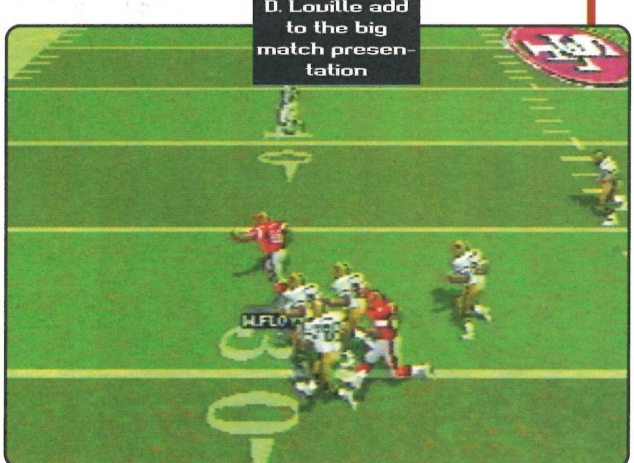


It's just like the real thing. It really is. Actually, I've never played real American Footy, but I'll bet it's the same





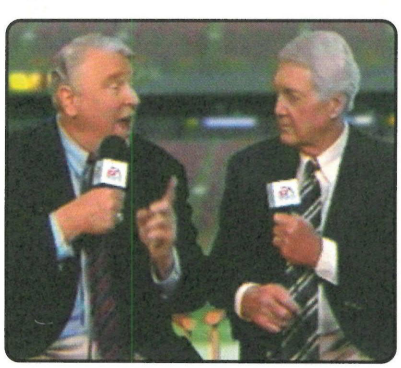
Info and a photograph of D. Louille add to the big match presentation

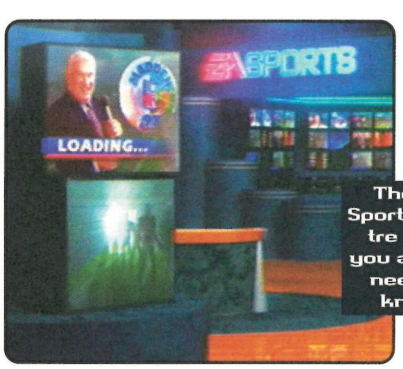


After the snap is when all the pre match hype/presentation is forgotten and Madden NFL '97 must stand on it's own two feet and be judged. Fortunately though it neatly sidestepped every attempt I made to tackle it and skipped neatly through all my gameplay flaw traps and into the endzone.

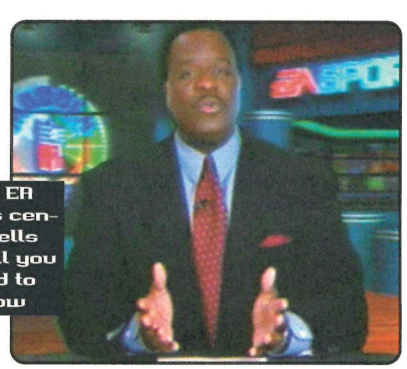
I won't bother describing defending to you because that's pretty standard (select player closest to ball, line up tackle, attempt to maim opposing player and so on) and besides, attacking's far more interesting. Snap the ball using X and, if it's a passing play press it again to bring up the available receivers. The passing windows of old have gone in favour of a symbol underneath each possible receiver indicating which button you need to press to chuck it in his direction. Get the pass off before some linebacker creams you into the grass/Astroturf and it's time to take control of the man with the unenviable task of catching the thing.

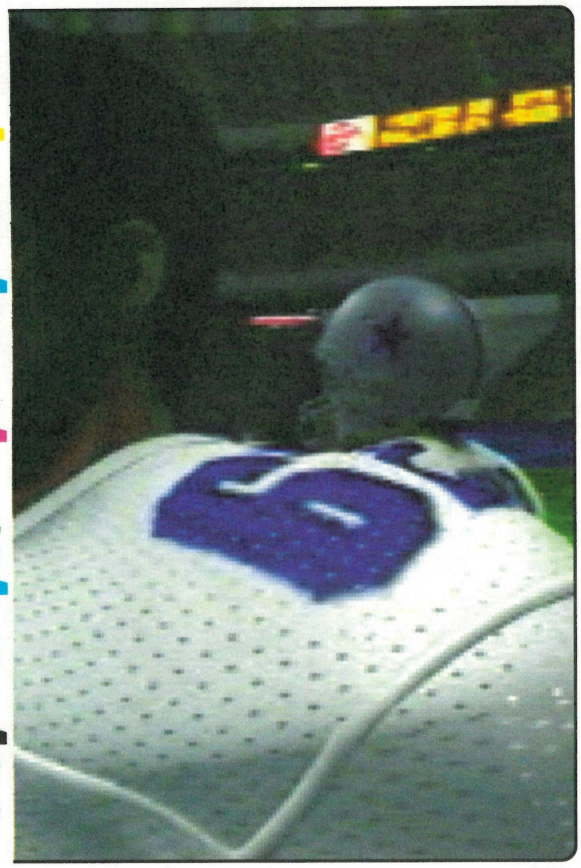
A symbol appears on the ground telling you roughly where you need to be to catch it and you need to get as close as you can if you're to stand a chance. Once there you can jump to aid your chances and if you're successful belt hell for leather for the endzone. A couple of nice new features are the much needed fend button allowing you to push away would be tacklers, and the intriguing option to do a lateral pass, rugby style, both of which add an extra dimension to the game.





The EA Sports centre tells you all you need to know







The full season option is for the real die hard Madden fans out there

I mentioned the statistics before and promised more detail so here it is. Basically what happens is this. If you watch American Footy on the telly you'll have noticed that as the game progresses the commentators are constantly banging on about how such and such is having 'a big game' or not as the case may be, and using fancy little bits of information to illustrate their point. Well Madden '97 does this too.

For example if you do a running play, when it's complete, at the bottom of the screen you may see a caption with that players face (real photograph. The joys of an official license!) along with how many carries he's had in the game so far, what his best run is, his average gain per attempt, and whether he's managed to score any Touchdown's. The same happens with the Quarterbacks (how many passes attempted/completed and so on), the defensive players (sacks, interceptions etc.) and just about very other position you can imagine.

It all adds to the bigger picture and is just one of the key points that leads me to make the bold statement that this is the most complete American Football game ever seen on any format.



Madden '97 has just about everything you could want. All the teams and players are in there, along with official logos and player photographs. You can play in a full season, playoffs, exhibition matches and so on, you can trade players among the teams and you can even create players allowing you to put yourself in as your favourite teams star quarterback or wide receiver and steal a bit of the much deserved glory for yourself.

The only thing I was slightly disappointed in were the in game graphics which for some reason don't seem to be quite as impressive as the screenshots we've been drooling over for the last year or so. It's a small point though because they're still very good, and in a game as complete as this we can allow them one little flaw can't we? After all, it'll give them something to work on for the inevitable Madden NFL '98!

EA Sports rarely disappoints, John Madden games even less often (if you forget that they ever attempted those Super Nintendo versions that is. Shudder) and '97 is a more than worthy addition to the line up. It's the best Madden so far, and it is the best American Footy game on the PlayStation. Yes, even better than Gameday.

SUMMARY

GAME Madden NFL '97
GENRE Sports Sim
SOFTWARE HOUSE EA Sports
PRICE £44.99

It should have been Madden '96 but this has made the wait more than worthwhile. Even as a fan for almost as long as I can remember I doubted whether Sony's superb effort could be bettered so quickly but it has been and I'm now asking myself how I could ever have doubted. As complete a simulation as you could hope for, any American Football fan has to buy this, as indeed does anybody who likes sports games, or even just enjoys playing against someone real instead of a microchip.

GRAPHICS 8
GAMEPLAY 9
LASTABILITY 9

OVERALL 9

I WOULD HAVE GIVEN IT... 8



Because it's the first American Football game that has given me some insight into the rules, the tactics and the reason why it enthralls so many people. It ain't worth nine, though

Byrnin

Holy skid-marks! It really is a PSX race frenzy this issue, innit?

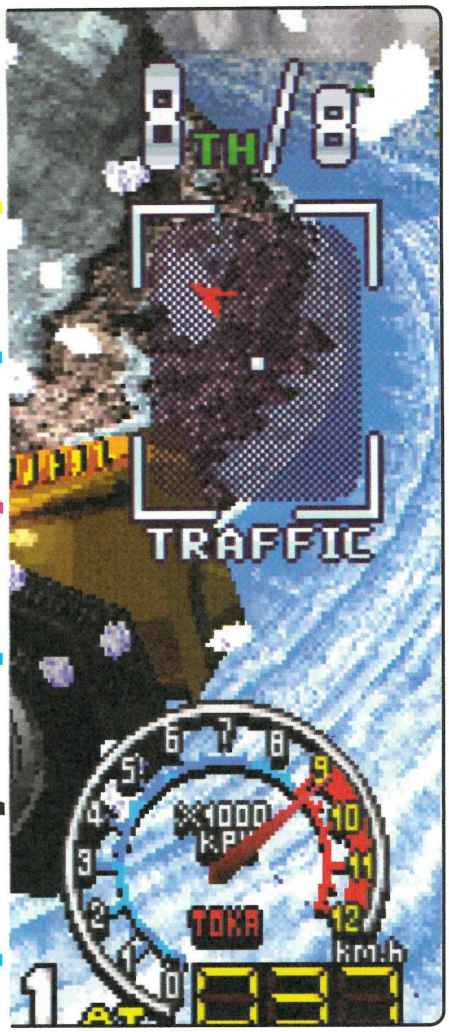
by JAY

What a turn up for the books eh? Who would have thought at the start of the month that we'd have a whopping five race-related games to play around on come deadline day. Not me, that's for sure, but we do. Have five race games that is.

Ahem, anyroad, out of all the special driving treats we've secured this month my own personal fave and the one I've spent most of the month wasting the hours twiddling about on has to be this one. Why? Because I can't be doing with 'professional driving titles', nor can I be bothered with all the Mario Kart shenanigans of Motor Toon 2 either - despite it being quite ream and a good giggle. What I wanted is a fast, hectic, thrilling little Ridge Racer-esque affair with plenty of speed jumps, tight corners and an ever decreasing time clock. And I got it. Oh boy did I get it.



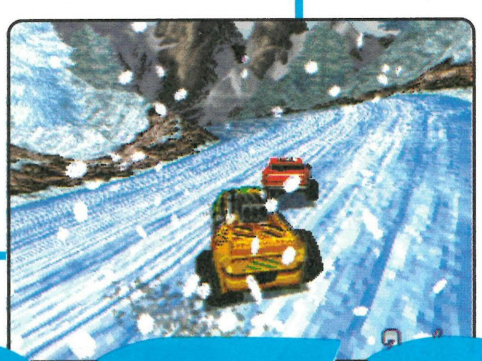




Burning Road doesn't bother impressing you with racing statistics or leader boards, it just goes straight for the jugular with some fast and hellishly addictive racing action and the comparisons made between itself and good old Ridge Racer may, in certain circumstances, be justified. That is it's playable, enjoyable and although there aren't an abundance of tracks to race around on, it's still fun to play and you'll always be going back to it for the infamous 'one more go'.

You can practice any of the three tracks as many times as you want, but the real man's game lies deep within the championship mode. Here you have to go hell for leather over five laps of the first track, and if you comply with the strict time limit, you're onto the next round. The same applies with the second race track, except the time limit decreases and everything gets slightly tougher, especially if you make it on to the third and final track. Upon reaching this final stage, you'll find that hitting the required time limit is nigh-on impossible - but it's also an enjoyable enough pastime for you to stick with it until your fingers bleed.



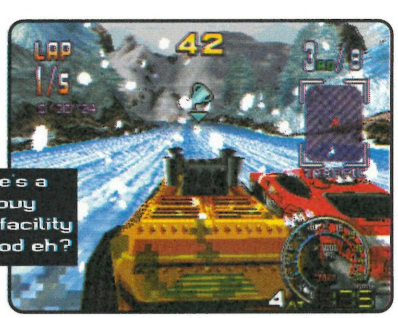


g Road

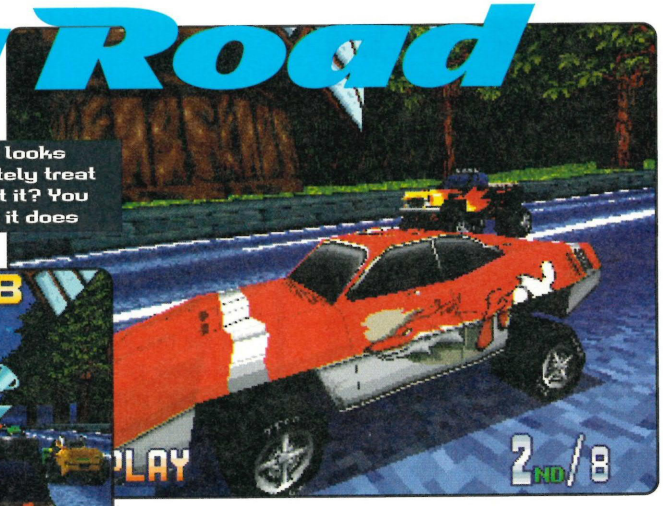
Three cars are available for selection, each has their own look and style as well as differing road holdings and acceleration. There isn't any specific motor to choose, it's all down to personal taste.

There's a smooth yet skiddy little sporty number, a slightly more beefy version of it which seems to be a tad more controllable and then there's a whopping monster truck beastie to ride around in. If you fancy burning around each track at full pelt and letting your car skid around each corner, so be it - go for the monster truck though. However, if you're the kind of man who likes to give it some on the gas and apply those brakes to get you round the tricky bits, then go for either of the other two motors. Or alternatively, you could ignore my advice and do what the hell you please (probably the best option). I don't care and after all - as Bobby Brown once said - that's your prerogative. Although opting for the 'hit the brakes' mode of play can, and often does, result in you missing your all important time limit, which of course means that you lose and then you have the irritating task of having to start the whole thing all over again.





Burning Road

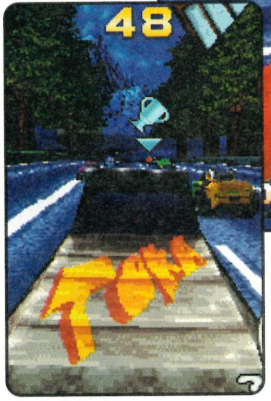


It all looks absolutely treat doesn't it? You know it does

If you have a spoilt mate with loads of cash at his disposal, then it'd be wise if you get him to fork out for all the relevant equipment so you can sample the link-up mode. Sega Rally - eat your heart out! But even if you can't make full use of this option, it's still worth a closer look at Burning Road simply because it's so damn groovy.

Five racing view points are available (the internal one has a neat little air freshener swinging around inside the cab!) but it's safe to say that most of you gamers will spend most of your racing times taking advantage of the furthest exterior, or the closest interior. They're both cool to use and fairly comfortable during play too. During each stage you'll be treated to some stunning visual effects as well as all the speed jumps and ramps that cover every race track. The first stage has wide sweeping bends covered in snow which can be wildly difficult to master, but the third and final stage holds some awesome electrical storms which hinder your progress no end.

Not only is the road awash with rain, but on each lap of the circuit you'll more often than not be hit by a blinding lightning strike which damages your car and race position.







Banging into the walls and your opponents' cars will obviously cause your car some pain. Drive fast enough into any object such as the many traffic cones and barrels that litter the tracks and your car will flip out. This of course will lose you pole position, but it's always a laugh when it happens to other people.

Right, I'm running out of space so I'll briefly sum up everything. Burning Road offers a speedy escape from the somewhat drab world of Formula One, plus it gives the likes of Ridge Racer a good run for its money. Three cars, three tracks, harsh time limits and bags of fun. An excellent arcadey jaunt for those of you who always held a secret desire to be Bo and Luke Duke in a former life. Oh yeah, the music's terribly cheesy during play - but hey, isn't it always?

Spectacular crashes and in yer face camera angles agogo!



SUMMARY

GAME Burning Road
GENRE Racing sim
SOFTWARE HOUSE Funsoft
PRICE £44.99

An arcade racer that looks as good as this and plays as well as it does wins my praise any day. Personally I'd rather play this than Ridge Racer, or any of the racing games in this issue come to think of it. It may not be a very popular opinion but I'm sticking to it. So there. This is officially my game of the month purely due to its instant appeal, addictive gameplay and the fact that it's a thumb-blistering adrenaline fix for speed junkies everywhere. And it goes like the clappers with the top down too.

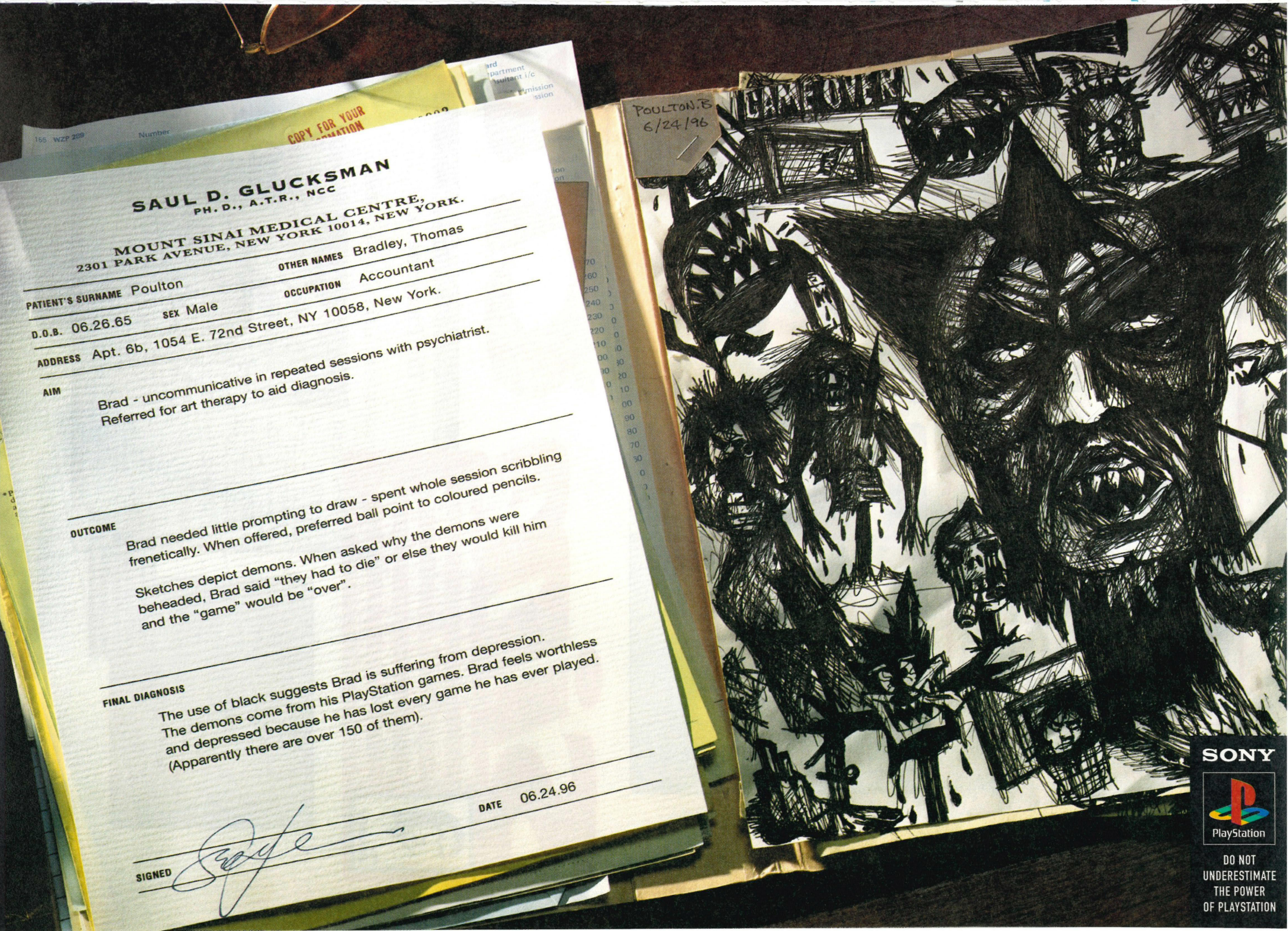
GRAPHICS 8.5
GAMEPLAY 9
LASTABILITY 8.5

OVERALL 9

I WOULD HAVE GIVEN IT... 8



Typical over reaction from Jay here. It's a fine race game, undoubtedly on a par with the much over hyped Ridge Racer but eight is a much more realistic appraisal in my opinion


SAUL D. GLUCKSMAN
PH. D., A.T.R., NCC
MOUNT SINAI MEDICAL CENTRE,
2301 PARK AVENUE, NEW YORK 10014, NEW YORK.
PATIENT'S SURNAME Poulton
OTHER NAMES Bradley, Thomas
D.O.B. 06.26.65
SEX Male
OCCUPATION Accountant
ADDRESS Apt. 6b, 1054 E. 72nd Street, NY 10058, New York.
AIM
Brad - uncommunicative in repeated sessions with psychiatrist.
Referred for art therapy to aid diagnosis.
OUTCOME
Brad needed little prompting to draw - spent whole session scribbling frenetically. When offered, preferred ball point to coloured pencils.
Sketches depict demons. When asked why the demons were beheaded, Brad said "they had to die" or else they would kill him and the "game" would be "over".
FINAL DIAGNOSIS
The use of black suggests Brad is suffering from depression. The demons come from his PlayStation games. Brad feels worthless and depressed because he has lost every game he has ever played. (Apparently there are over 150 of them).
SIGNED
DATE 06.24.96
POULTON.B
6/24/96
GAME OVER
SONY
PlayStation
DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

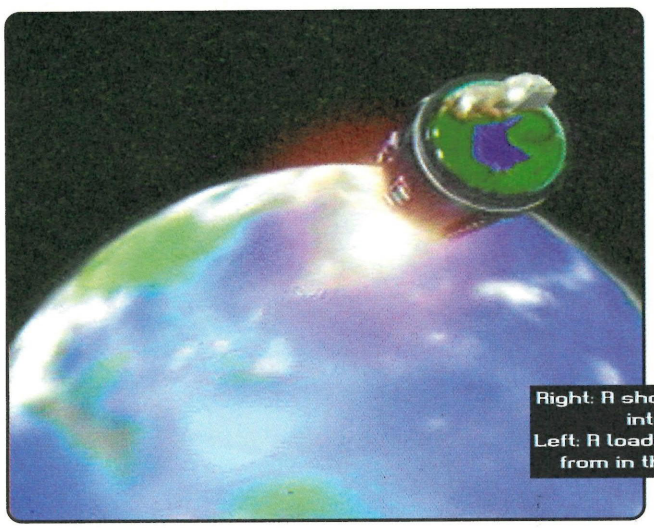
Maxis recently released its debut PlayStation game, A Train, which involves the player building his or her own railway network. And according to Steve it wasn't really up to that much. So next up is the old faithful – Sim City 2000. Your chance to build the greatest, most modern, crime-free, pollution free city.

This may sound a little bland but anyone who's played this on any other format will tell you what a sense of achievement it is when you build that first building and people begin populating the city which you've created from scratch.

Sim City is by no means a game you can sit and play in short bursts. Mainly because not much will happen in a short time and unless you have the patience of a chess professional, unlike myself who likes to see results almost instantly, then you're going top lose interest very quickly indeed.

However there is a lot more to Sim City than just constructing houses and building roads. And this is what makes it so strange. Everybody has their own idea as to how the whole city should look and this is why no two games will ever be the same.

No matter how many times you play you will never, ever build the same two cities.





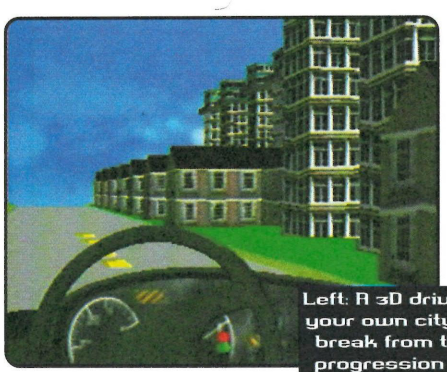
Right: A shot from the intro
Left: A loading screen from in the game

Sim City



by Andy

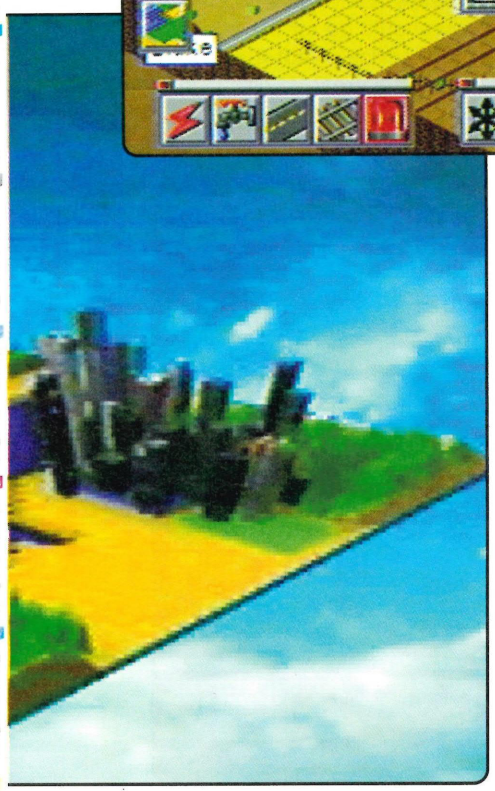
Now you can build your very own city over the centuries. And it does actually feel like centuries



Left: A 3D drive around your own city offers a break from the slow progression through the years

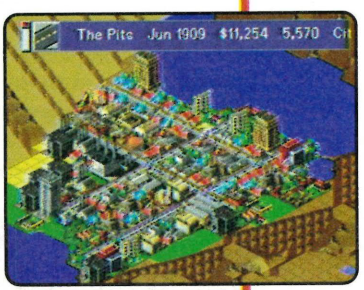






Initially the whole scenario may seem a little too daunting with all of the responsibility resting on your shoulders. Not only do you have to lay the city down but you must govern it in its entirity.

You are in complete control of what goes on down to the cost of living in terms of tax deductions for each and every person in your city.

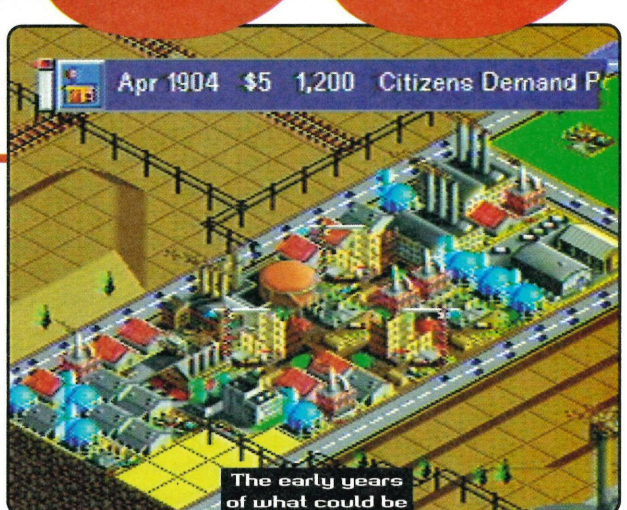


Taxation is an important part of your progress. You must check the demand for certain types of industry and alter the tax to either attract or stabilise these industries. There's a fine line between being too slack or too vigorous with your taxations but all of this has to be learned as you play. The learning process in Sim City does take quite a while as you must learn exactly which industries to put where, when and it's the same with commercial buildings and housing. And this is before you even begin worrying about the transport system. You see there's a heck of a lot of stuff to do. Your job is never done. The good thing is you will never die at any stage even though you've been in charge for a good couple of centuries.

You can begin at any stage of time from 1900 onwards and choose your difficulty settings accordingly with your cash flow changing, thus slowing or increasing your chance of rapid growth.



y 2000



The early years of what could be a monster metropolis in years to come

Obviously the longer you spend building up the more progress will show. For instance beginning at 1900 will allow you to have rail and road links with other cities but no airfield. This becomes available later in the century. As it did.

To progress you must destroy some older buildings to make way for the ecologies which eventually become available. This is something which occurs a long time into the 21st century and can house hundreds of people in comfort in a tiny area. This is a far cry from the small tower blocks with some rather shabby flats you will start with. Progress is something you will encounter in all aspects the longer you play. It's that kind of game.

You are also obliged to educate your population, provide them with public transport to alleviate the traffic problems you'll encounter, police them, provide fire and health protection – the lot.

The options available to you are literally almost limitless and if you play for long enough you'll encounter so much more than you would expect. As you would expect, nay demand, you can save your city at any point – an essential feature for this kind of game. It's useless, however, for someone who doesn't have a memory card, so buy one now as many PSX games rely on memory card usage for longevity. If you don't have tons of spare time on your hands then by all means have a dabble on this, otherwise this is definitely not for you.

Sim City 2000

If you look after your citizens to a very high standard they will reward you by holding street parties in your honour, giving you a greater home, this kind of thing. If, however, you repress them for too long they will riot and cause masses of damage to all of your hard work – like in real life (if you live in L.A.).

It's not only the citizens who will wreak havoc on your city, there are several natural disasters which can tear part of your city down such as tornados, fires, air disasters and even the odd alien attack. If you're a bit of a wimp however you can switch these disasters off for a (relatively), trouble free run.

There's so much to think about and do in a single game of Sim City that this is obviously not something you'll play once and forget about. It demands your undivided attention over long periods of time and is basically as invoved a game as you're likely to get.

As you play you can change anything you wish at any times and if you're struggling wildly with your city's ordinances you can always ask your personal advisor what he reckons you should do for the best results. Whether you take this advice or not it's always readily available – even the greatest city builders need assistance.



Now the general scenario is out of the way it comes down to what's important – the gameplay, graphics, sound and longevity.

While there's no doubting the game's longevity – a single game can take days – there are a few faults with the overall under the surface.

The most annoying thing about Sim City 2000 is the control system. While all of the options and icons are readily available at the press of a button, the buttons just aren't responsive enough. While you believe you've selected some dense industry to place down and are trying to highlight the area it is to go, the game has other ideas. You can still be placing a strech of road.

The reason for this is it takes a couple of moments for the icons to come up and another couple of moments for the cursor to highlight the desired action before you actually click on it. This soon becomes infuriating.

Scrolling across a landscape also takes forever and is terribly jerky. Shame really.

On the brighter side, the graphics are as good as on any other format and look impressive whether you're viewing from a distance or right in close. Another option available to you here is a drive around which puts you in a car as it travels around the city roads. Just as in A Train this offers a little more than just slapping down your city and watching it grow. It's a pleasant option which prevents it becoming overwhelmingly bland.

The tune which hammers on incessantly throughout tends to annoy others as you soon become oblivious to its effect. Other sounds are few and far between as let's face it, they're not that important.

SUMMARY

GAME Sim City 2000
GENRE Strategy
SOFTWARE HOUSE Maxis
PRICE £44.99

Having spent countless hours playing this on a Mac over the years I was disappointed by the PlayStation release. It has all of the aspects from the releases on other formats and although the controls are cleverly thought out to adapt to the joypad, they're just not responsive enough. As a whole however, it's got more to it than almost any release to date. I'm disappointed with this release. Plenty of people will love this but I lost patience purely because of the control system.

GRAPHICS 7
GAMEPLAY 5
LASTABILITY 8

OVERALL 7

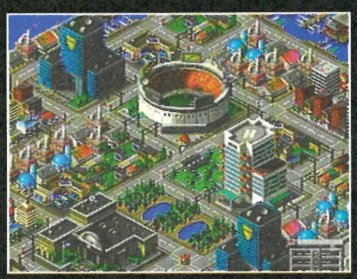
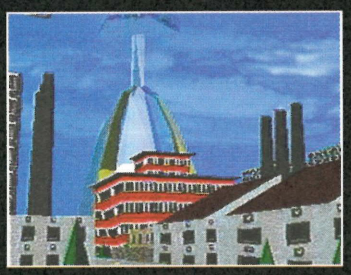
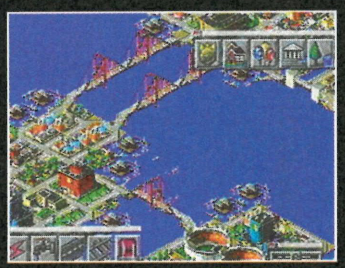
I WOULD HAVE GIVEN IT... 7



by Steve

Tricky one as I can't fault the concept, but is this type of thing really suited to the PlayStation? Well, no it's not really and as each game like this comes out that fact becomes clearer

"PlayStation?"

Play god.

SIM CITY 2000 on PlayStation™

"In short SimCity 2000 is a superb title that is going to keep you hooked."
Score 94% (CVG)

"It's no surprise to see SimCity 2000 holding onto the top spot"
(PC GAMER)

"Lovely graphics and an involving simulation make this game a classic."
(MAC FORMAT)

"It's addictive... there are unlimited things you can do."
(PC WORKS)

They said it. Now you can play it. For the first time, SimCity 2000 is available for the Sony PlayStation.

With 3D graphics and a unique first person drive-through, the best selling simulation is now even better on the ultimate format.

With Sony PlayStation you can play with great games. With SimCity 2000 PSX, you can play with lives.

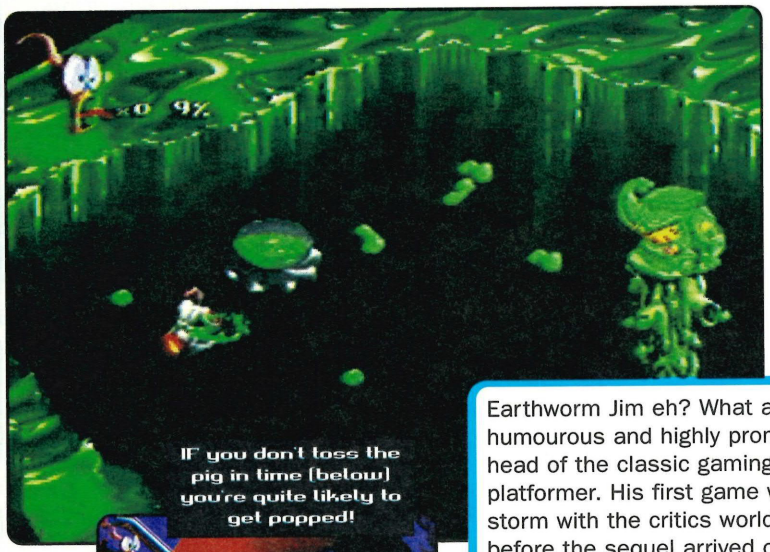
MAXIS

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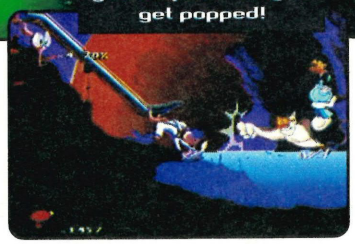


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IF you don't toss the pig in time (below) you're quite likely to get popped!





Earthworm Jim eh? What a boy, a humourous and highly prominent figure-head of the classic gaming genre; the platformer. His first game went down a storm with the critics worldwide, and before the sequel arrived on our shores, he'd already notched up several awards, his own cartoon series, a wide range of toys and other merchandising and made his creators into internationally renowned software geniuses. As well as help bulge their bank balances no end.

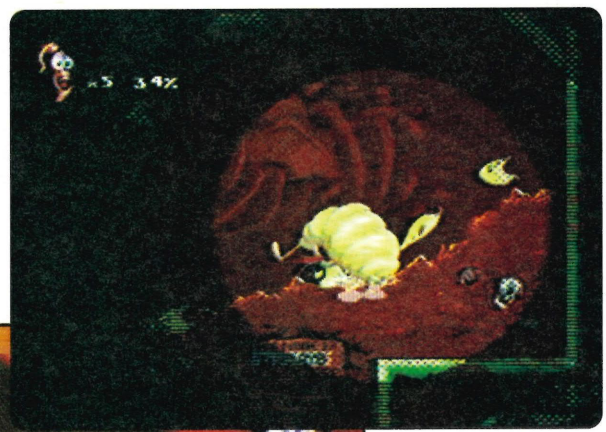
So, what's next for this up-to-the-minute, finger-on-the-pulse, gaming icon? Hollywood movies? Nope. His own chat show perhaps? Nope. How about a new game? Erm, sadly nope. The boys at Playmates have decided to do the unavoidable - and that's rehash his old game and plonk it onto the next generation machines. Bugger.

Having software converted from one system to another is occasionally acceptable, but in Jim's case, it's just down right sad that the team of merry men responsible didn't take the well-loved antics of Jim and give him the full next generation treatment.

Earthwo

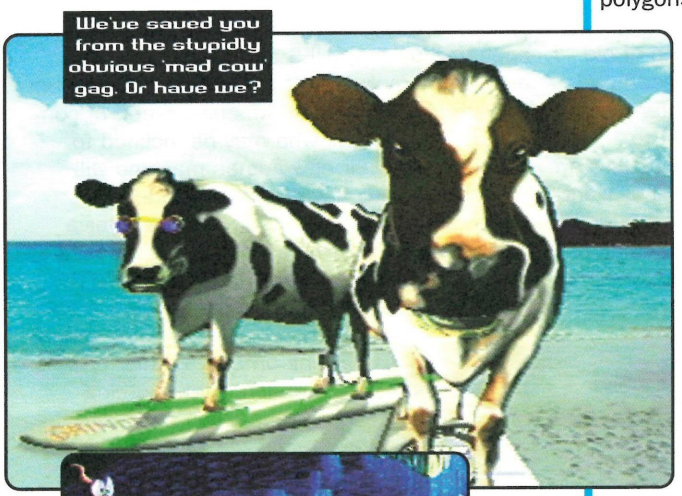
The 16bit kids of old loved this segmented superhero, but can this classic survive in the harsh world of the 32bit uberconsoles?

by JAY





Riding around on granny's stairlift can be extremely hazardous





As we all know the PlayStation holds the power to twist polygons with ease, render realistic sprites before our very eyes and treat the player with a glittering array of visual dreams that would reduce even the most hard to please punter to a whimpering pile of fleshy discharge within seconds. So do we get a 3D Earthworm Jim game? A sort of Crash Bandicoot type affair with plenty of jumping in and out of the screen going on? No, do we buggery!

What we get is exactly what the SNES and Mega Drive owners of the land got well over six months ago with a couple of 'new' flying levels thrown in for good measure - and to be honest, we ain't all that 'appy about it. Lazy conversions and platform fantasies aside, Earthworm Jim 2 - in case you haven't seen it before - is a pretty funky little title.

Surreal comedy flows throughout as Jim transforms himself into a blind cave salamander, plays an updated version of Breakout, jumps around with an oversized marshmallow bouncing several live puppies in the air, enjoys joyriding on elderly peoples' stairlifts, inflating his own head and chucking heavy pigs around while desperately trying to stop the evil PsyCrow marrying his chick, Princess What's-Her-Name.

rm Jim 2

Most of the action is in the good old basic platform sideview, although certain sections such as 'The Flyin' King' takes on a 3/4 overhead view and has Jim sat atop of a jet cycle, avoiding piggy catapults and bouncing a balloon bomb around the level.

Other levels in the game allow jim to show off his amusing facial features as well as his massive array of weapons. Comical smirks are complemented by the bizarre arsenal stored in Jim's backpack, including plasma blasters, a three-fingered triple shot pistol, homing missiles, a head that doubles as a worm whip plus Jim's new sticky pal; Snot. This bogey man helps Jim get out of the trickier sections of the game.

By leaping into the air and slapping the correct buttons, you'll see Snot stretch out from Jim's backpack and cling to the roof allowing Jim to swing over the life-threatening hazards below. Snot also doubles as a parachute in case you steer Jim off a cliff or anything like that.



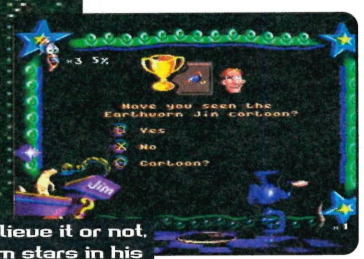
Above: Jim has a spot of trouble 'lifting his pork' on the first level

Earthworm Jim 2

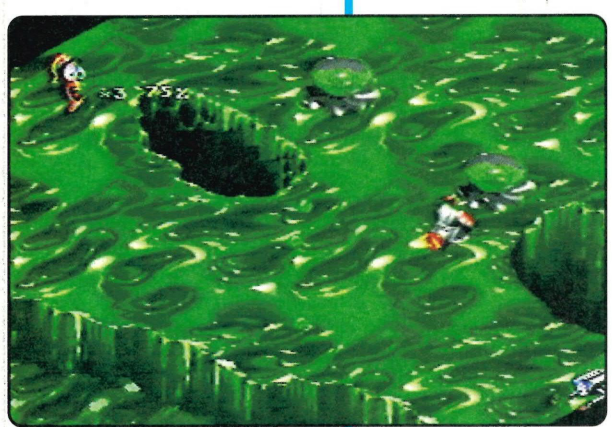
Saying that though, the platform game of old are classics. They sold well, looked good and played well - and that's what the punters wanted. But today, it takes more than that to impress anyone that's going to fork out £40 on a piece of 'super console' software. They want 3D super polygonned icon, they want rendered bad guys, motion captured this, photo-realistic that and frankly, EWJ2 doesn't offer it.

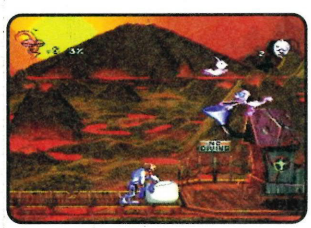
It worked well when it was originally appeared on the SNES and Mega Drive, but alas, Jim simply hasn't got what it takes to battle with the big boys on this new breed of consoles. Most people who may be inclined to want this for their new games machine will probably already have it on their older consoles, and if they were that desperate for a quick twiddle, they would simply dig it out of the attic and have a quick dabble. You're not going to pay twice for the same game, no matter what format it's appearing on and as this 'new' version offers nothing well... new, I can't see the perceived attraction of it. It's a top platform game - I'm not disputing that - it's just I feel that the general majority wouldn't look twice at what is now considered a dated piece of software.





Believe it or not, Jim stars in his own quiz show during play





Whatever way you look at it, Earthworm jim 2 is a good platform game, by no means faultless, but a good one nevertheless. It offers many complex levels which will have you tearing your hair out as well as many that will have your holding your sides with mirth yet the onscreen gameplay may have certain gamers wishing for more. One particular annoying point I found whilst playing was the sound samples. I admit, a large majority of them are funny and do their job very well, it's just everytime Jim gets hit/falls over he lets out this really irritating yelp. Once or twice you can handle, but when he's constantly bleating it can become quite tiresome. Apart from that, the game plods along in its own little way plonking the plain daft ideas alongside the mind bogglingly bizarre ones and I guess it works. It'll zap the social life of anyone who loves the genre, but those of you searching for something to rival the likes of Crash Bandicoot and Rayman may think it smells too much of the 16bit days.

SUMMARY

GAME Earthworm Jim 2
GENRE Platform
SOFTWARE HOUSE Virgin
PRICE £44.99

This one doesn't really live up to the next generation tag that the PlayStation lives by, and as a result it looks tired and stale compared to today's offerings. It's fun, it's frantic and has plenty of amusing little touches, but I think the PSX population would have preferred a completely new look and feel for Jim's debut PSX outing. By no means a bad platformer, EWJ2 simply doesn't hit you with that 'Wow!' factor, which most gamers seem to need in order to get them interested nowadays. Ho hum...

GRAPHICS 6
GAMEPLAY 8
LASTABILITY 6

OVERALL 6½

I WOULD HAVE GIVEN IT... 5



Oh come on. PlayStation update? This is pretty much identical to the old MegaDrive stuff and, considering the delights we've been given in the past this just will not do I'm afraid

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Created by the legendary Monkey Punch team and brought to you courtesy of the famous Hayao Miyazaki (well, he's famous in Japan), Goodbye Lady Liberty is apparently the third in the Castle of Cagliostro series which we've been featuring recently.

It features the continuing adventures of Wolf, a modern day Robin Hood with a liking for James Bond-esque gadgets. It's again more along the comedy lines (hence the PG certificate) rather than the usual brand of Manga ultra violence and provides a refreshing change for even the most die hard fan.

Anyway, we've got a whopping great fifteen copies which are just taking up space in the office and, to be honest we want to get shut of them. So just answer the ridicu-easy questions and take them off our hands!

These questions are so easy even Andy could answer them. So what are you waiting for?

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b/ are able to opine confidently on the subject

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a/ Wolf
b/ Alan Ball

PSX

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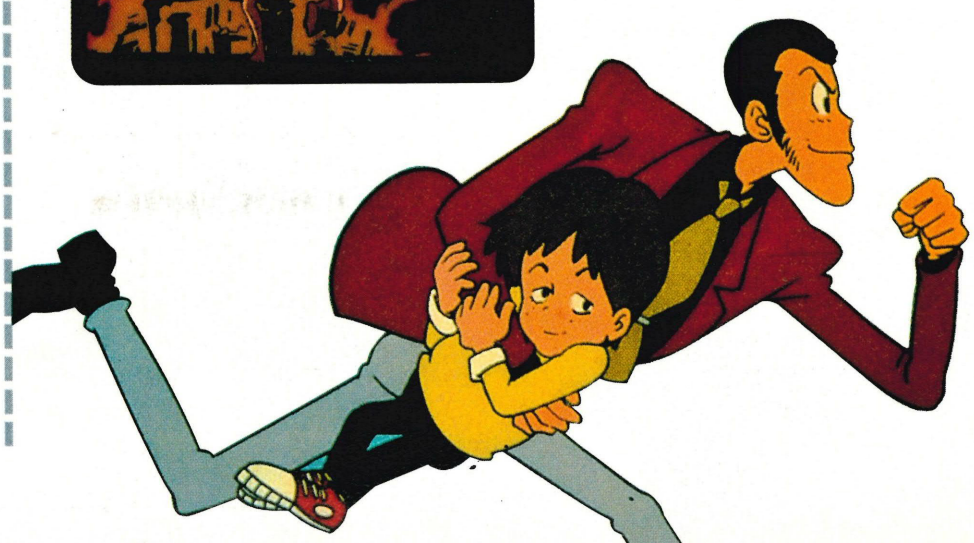
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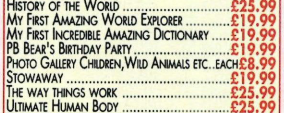
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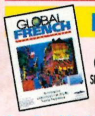
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PSX(10)

Onside



Just about every aspect is fully configurable







Loads of you asked for it and Telstar has delivered. The first PSX football management game!

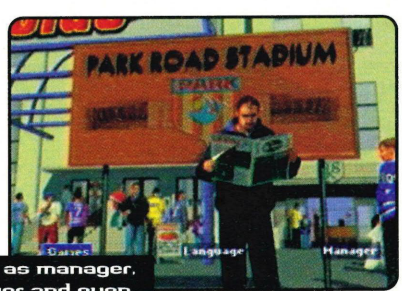
by STEVE

Onside is a novel game. Even for someone hardened in the ways of both action and management football games this is unusual not only because it attempts quite successfully to combine two game styles that are so close in subject matter but at totally opposite ends of the gameplaying spectrum, but because a management game on a console just feels a little bit funny.

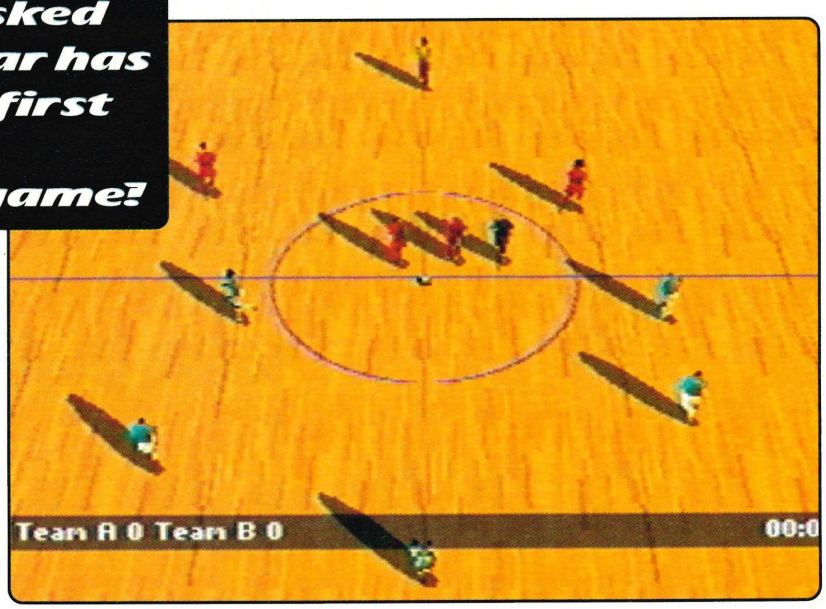
Telstar reckon this is the most realistic soccer game ever, but it's not. Not by a long way.

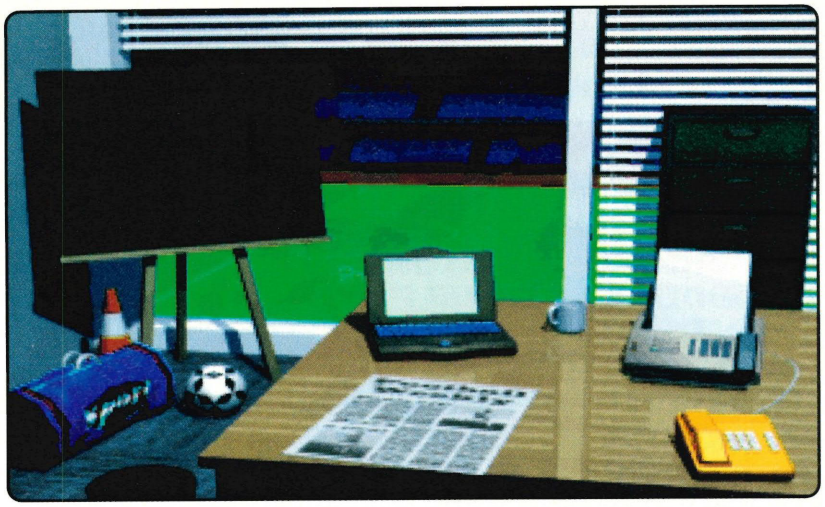
I'm not trying to put them down, I just think that with a little rewording an equally bold but closer to the mark claim could be made because this is undoubtedly the complete soccer game ever and that sounds just as impressive to me.

Originally slated for release in May the game slipped back a few months and the extra effort that has been put in during that time to get everything right is plain for anyone who played it at an earlier stage to see. It's come on in leaps and bounds since then and I must admit I was gearing up to give it a bit of a slating but it genuinely doesn't deserve one.



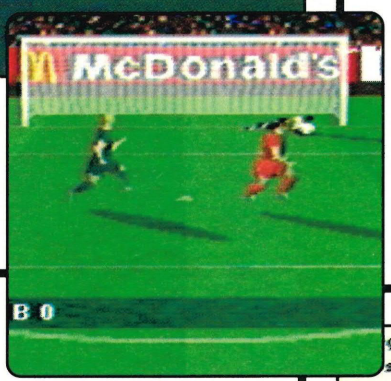
Play as manager, player and even player manager!







Designing and executing set piece plays is one of the most enjoyable new features of the game. Especially if they work



The actual soccer game is never going to win any prizes. There are at least half a dozen vastly superior footy games out already and there is bound to be the same number again knocking around by Christmas so if you're looking solely for action I'd recommend you give Olympic Soccer a chance instead.

Still, it's competent if not flashy and it doesn't look all that bad. The fundamentals of football are all nicely executed (pass, shoot, chip, sprint, sliding tackle etc) and it's highly possible to have a good laugh in the knockout tournament option if you can get a few mates round.

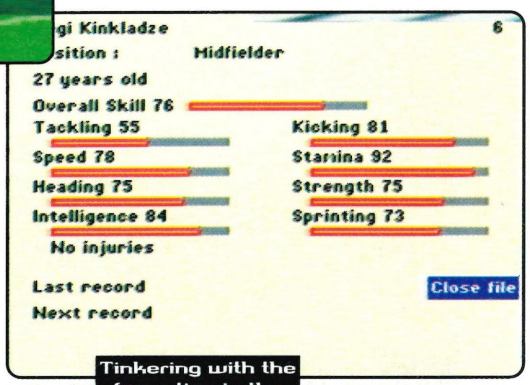
There's plenty of options to keep the solo player happy too with four different leagues to choose from with correct teams and player names (well, it's a bit out of date actually. Using Man City as an example they're still in the top flight (as they should be) and the team isn't exactly up to date. Oh, and they've spelt Georgi Kinkladze's name wrong. Maybe that explains why they left Kavelashvili out?) along with a number of knockout competitions to add a bit of variety.

Realistically though few people are going to buy Onside for the playing side. They may have the occasional dabble in the big games of the season but for the most part I should imagine it will be largely ignored. So I'll stop going on about it I think.

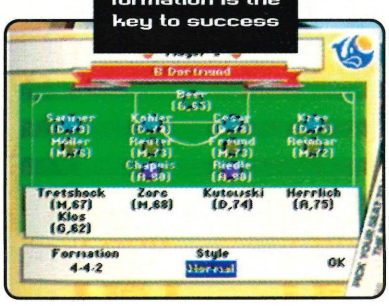
The management section is fairly comprehensive surprisingly. You get to fiddle about with everything from finances to fitness, team selection to training (although the training does try and push you into actually playing the games, which is a practise best avoided for the most part).
You have to arrange friendlies, buy and sell players to strengthen your squad and can even create and play in a Super League made up of the best from the four top European leagues to really test how good you are.

The best part for the football tactician though will undoubtedly be the opportunity to plan out and execute set piece plays. The feeling of satisfaction as you watch your team snatch victory with a delightful free kick move you dreamt up yourself is quite unique and you may even find yourself spending more time fiddling around with this than anything else, which I'm sure wasn't the original intention. Good fun though.

My only major gripe is that there's no threat of relegation. Only the top division of each country is represented so there's no feeling of looking over your shoulder constantly following a bad start to the season and this leads to the game becoming a bit boring if you're not challenging for honours. If there's no pressure in football management, be it for success or failure then there's little point in playing and I personally found this to be the major stumbling block in an otherwise excellent game.

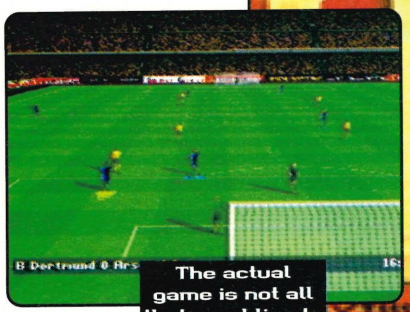


Tinkering with the formation is the key to success

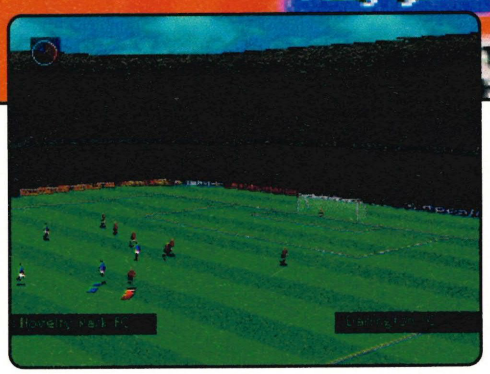


Onside





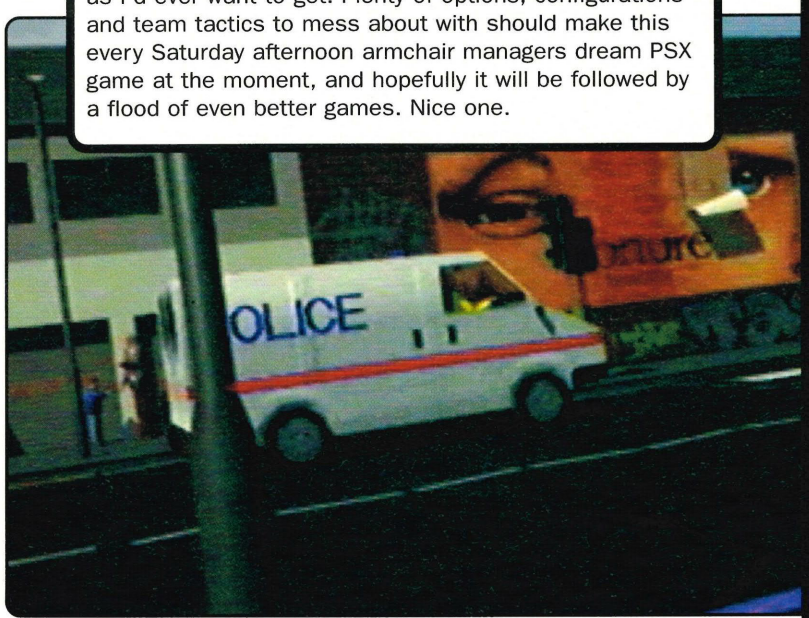
The actual game is not all that sparkling to be honest



Even if you hate Onside (which is unlikely) but like management games in general the whole PSX community owes Telstar a vote of thanks for opening the door for others to follow them through. They've proved that it can be done, and done well so there's no reason why massively successful games like Championship Manager 2 can't make the short hop across from the PC (come on Domark, you know you want to!).

In it's own right though there's no denying Onside's many positive qualities. Okay they may be guilty of being a touch over ambitious and trying to cram too much in (as I've said before, when developers try and concentrate on more than one thing at the same time both tend to suffer unfortunately) but it's a valiant stab and one which most people should enjoy tremendously.

I've obviously never been a football manager in real life but I can imagine that this is as close to the real thing as I'd ever want to get. Plenty of options, configurations and team tactics to mess about with should make this every Saturday afternoon armchair managers dream PSX game at the moment, and hopefully it will be followed by a flood of even better games. Nice one.



SUMMARY
GAME Onside
GENRE Sports
SOFTWARE HOUSE Telstar
PRICE £44.99

Onside's the best (and only) option on the PSX and is therefore guaranteed a sizeable audience, plus it's made a nice change from all the race games and beat'em-ups that we've seen recently as well. The 7000 frames of animation ensure it looks nice but I have to say that there's not a lot to praise on the action side apart from that. It's the management option that will sell this to most, after all there's enough soccer games around already. Thankfully it doesn't disappoint on any front.

GRAPHICS 7
GAMEPLAY 8
LASTABILITY 8

OVERALL 8

I WOULD HAVE GIVEN IT... 8½



I'm a big fan of footy management games

The WEB Magazine

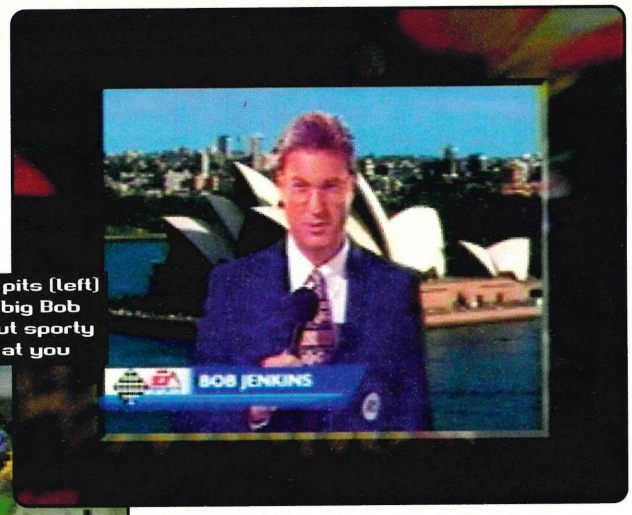
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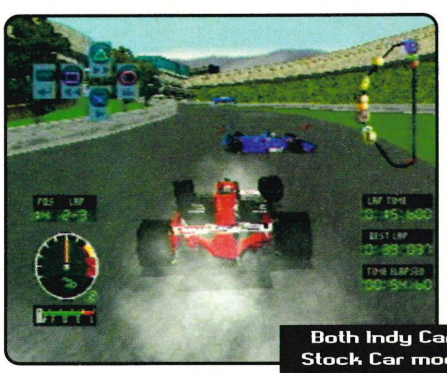


Either hit the pits (left) or listen to big Bob Jenkins spout sporty nonsense at you



We've had the shoot 'em ups, we've had all the beat 'em ups heroes and, as per usual, we've had the onslaught of football titles too. Now, the current trend is swaying wildly towards the driving genre and Electronic Arts are no exception to these bandwagon shenanigans. With the release of Andretti '97, EA are are attempting to latch on to the Formula 1 frenzy that's sweeping the nation and somewhat bizarrely, they're going head to head with one of the most eagerly awaiting games this year in the battle to conquer the racing market. Psygnosis' F1 is a stormer, and as you'll find out in our review this issue, it's an in-depth and complex racing title that takes itself very very seriously indeed. The die-hard fans of Hill, Schumacher and Murray Walker will be in awe at all of F1's many talents, but those of looking for a more fun and slightly less technological driving experience may want something along the lines of EA's latest offering.

Andret Ra



Both Indy Car and Stock Car modes of play offer plenty of exciting driving fun



It's a PSX driving frenzy this issue, but can the mighty Mario pip F1 to the post?

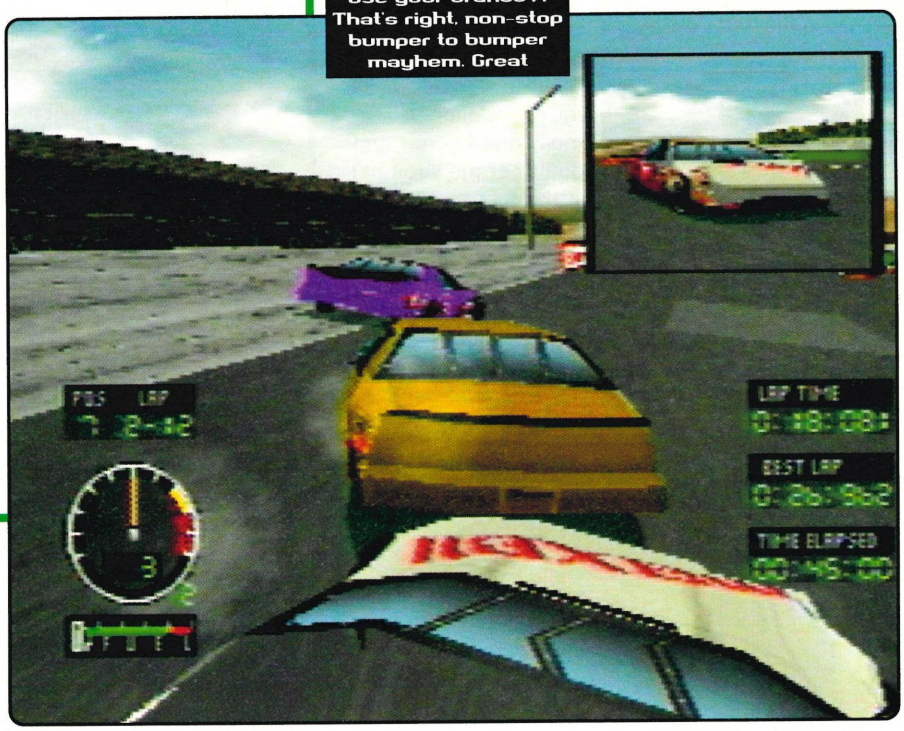
by JAY

ti cing '97

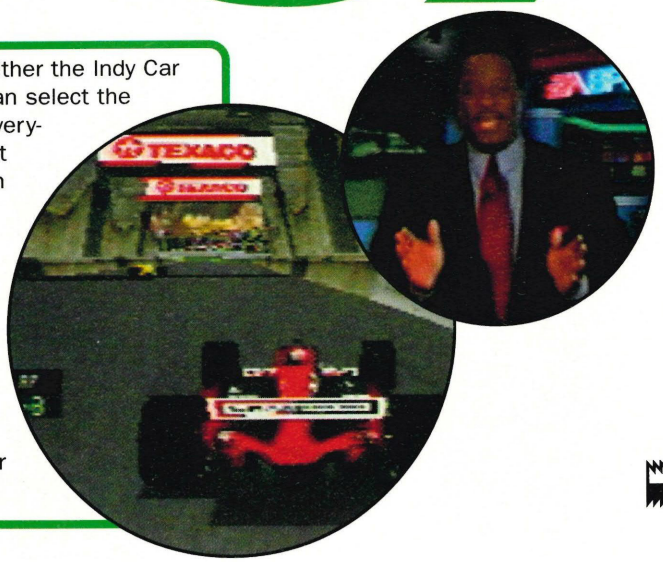
Andretti Racing '97 has taken the basic elements of your bog-standard racer, slapped in a nifty two player mode, offered two styles of pedal pushing mayhem, bunged a load of FMV generated american Grandstand-esque cut sequences throughout, added the obligatory commentary by US sports heroes Bob Jenkins and James Brown (!?) and given you all the information you need to ride like the wind - or alternatively, like the Andrettis. Romp through the many option screens and not only will you find the abilities to tweak every inch of your chosen motor to perfection and fiddle around with tyre pressures, but you'll discover several filmed interviews with each of the Andretti clan (Mario, Mike and Jeff, in case you were wondering) discussing race tactics, their own personal racing histories, plus useful info concerning how to build up your racing career whilst playing the game. A nice touch, wether you use it or not. Stats, race times, leader boards - all that official gubbings oozes from every pore, but let's get down to the main ingredient in any racing title; how does it play? Well, as mentioned earlier, this isn't as technical as F1, but nevertheless comes across as a playable and admittingly enjoyable little racing sim. The split screen mode is a top laugh, as is qualifying for races and competing against the hoards of other pro-racers whilst trying to build up your career, but there's one thing that's bugging me and that's the amazing similarity between Andretti Racing '97 and Electronic Arts's other top notch racer, The Need For Speed.



See what happens when you forget to use your brakes?! That's right, non-stop bumper to bumper mayhem. Great

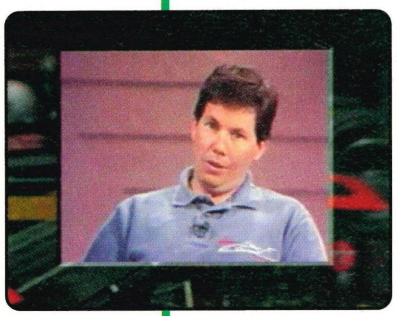


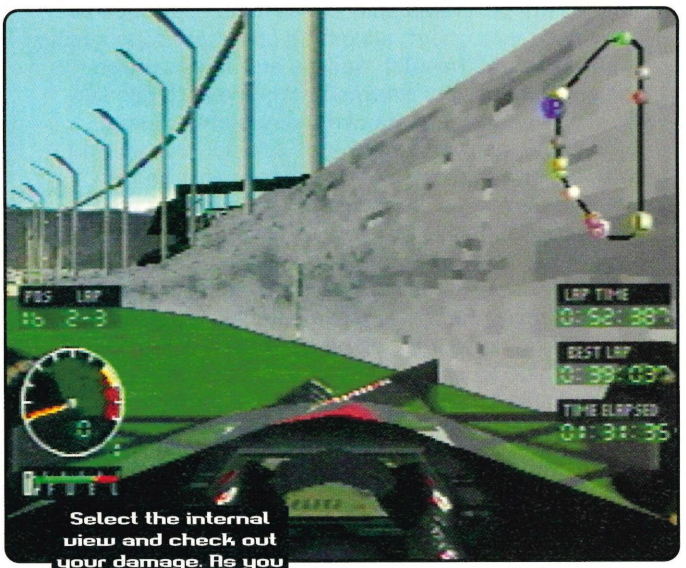
Take the handling for instance. You can select to play in either the Indy Car mode (which is your F1 style of car) or alternatively, you can select the Stock Car mode (a bit like Daytona). Either mode offers everything you need for a afternoon of manic tyre squealing, but both cars, despite their obvious exterior differences, seem to play identically. Each time you fail to negotiate the corners correctly, you prang the wall at high speed and your car flips over onto its roof and waits there for you to correct it by slapping the acceleration - just like in The Need For Speed. Even the tracks, okay they vary in size and difficulty, but they all seem to give off an aroma that positively reeks of TNFS. EA have obviously used a similar game engine to create this baby, which is not necessarily a bad thing, but the overall impression is one of unoriginality, laziness and a definite cash-in on the popular name of the Andretti family.



Andretti Racing '97

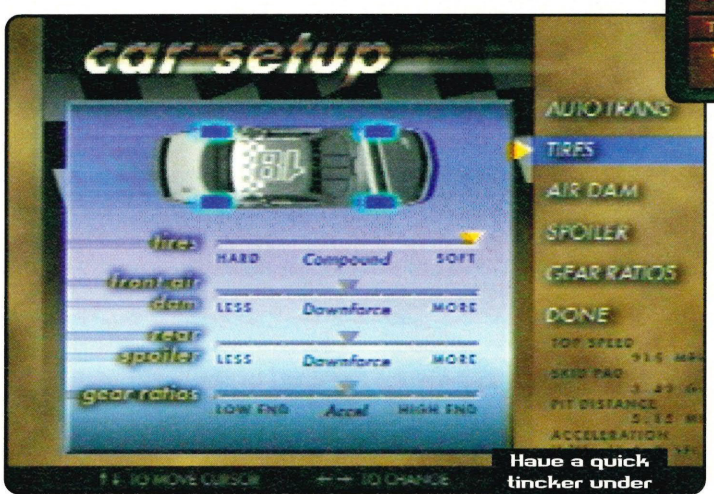
If you've already bought The Need For Speed I can't see any reason why you'd enjoy forking out another £40 on this. Okay, you get the video footage, commentary and the Indy Car option, but it plays virtually identically and if you ignored my opinions and bought it anyway, I can see you getting horrendously bored within days. However, if you don't have a copy of TNFS resting in your game collection, then the big decision you have to make is one of preferred styles. Do you go down the technical route and opt for F1? Or do you take the fun option and plump for Andretti and his wee racing laddies? It's a tricky one I know, and don't get me wrong - I like this game, it's just the fact that EA could have done a whole lot more with it, and their obvious idle programming hands have, to me at least, spoiled a potential pant-busting driving game and at the same time ruined their chances of pipping the mighty F1 to the winning post. Sad, but true.





Select the internal view and check out your damage. As you can see, my car's completely burst





Have a quick tincker under the bonnet, or watch Mario's interview. The choice is yours



SUMMARY

GAME Andretti Racing '97
GENRE Racing sim
SOFTWARE HOUSE Electronic Arts
PRICE ETBC

I think this should have spent a lot more time in the pits than it did, and as a result of that, it struggles to reach pole position. However, the tracks are varied enough, there's plenty of options for you to play about with and the split screen mode is a riot, proving that not everything's as bad as we initially thought. If you've got The Need For Speed, then I wouldn't bother with this one, but if you fancy a less technical Indy Car racer than F1, then it's definitely worth a closer look.

GRAPHICS 7.5
GAMEPLAY 8
LASTABILITY 7.5

OVERALL 7½

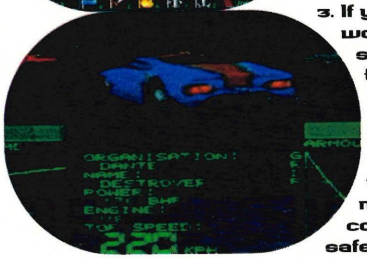
I WOULD HAVE GIVEN IT... 7



Quite enjoyable as a two player racer, but it simply isn't as highly polished as certain other driving titles I could mention. It fails to break any new ground, but it's all good fun nevertheless. So there.

Impact Racing is undoubtedly fast and furious but if you're struggling to lead the pack here's a few handy hints to get you back on track.





1. You don't have to keep your pedal to the metal constantly. Try to take out the opponents with your weapons rather than hammering past. This way you can access the bonus levels.

2. To gain vital points on the bonus stages drop mines as the time runs out so the other cars hit them.

3. If your ammo supply is looking a little worn you can, if your front armour is sufficiently high ram the other cars off the track for the extra points and access to the bonus stage.

4. It's best to get the weapons while the time limit is greater on the first few tracks. The bonus stages are more difficult later on and your full concentration will be required to get safely around the circuits.

5. Alter your speed if there are no enemy cars on your radar and they'll soon come into view.

6. Whatever you do on the bonus stages do NOT pick up the 'flip' icons otherwise your world will literally be turned upside down.

7. The opposing cars will soon wisen up to your tactics so try to vary your use of weapons to keep them guessing what you'll be doing next.

8. If the timer runs out try to place yourself in the centre of the circuit and hopefully a car will hit you from behind so you stagger over the finish line.

9. Once the game is completed watch all of the credits. Once they're completed you will be rewarded with the 'Virtual Jukebox'. You can replace the Impact Racing CD with any music CD. The music will play and the screen will react to the beat. Alternatively you can just input the following code in the password option at the start of the game: JOURNEYS END and go straight to the jukebox.



JVC Competition

1 Ridge Racer ☐
2 Need For Speed ☐
3 Wipeout ☐
4 Destruction Derby ☐
5 Impact Racing ☐

Name

Address

Age

Tel

Personal CD player competition
Freepost, PSX-Pro, IDG Media, Adlington Park, Macclesfield, Cheshire, SK10 4YB
Entries to be in by Oct 31

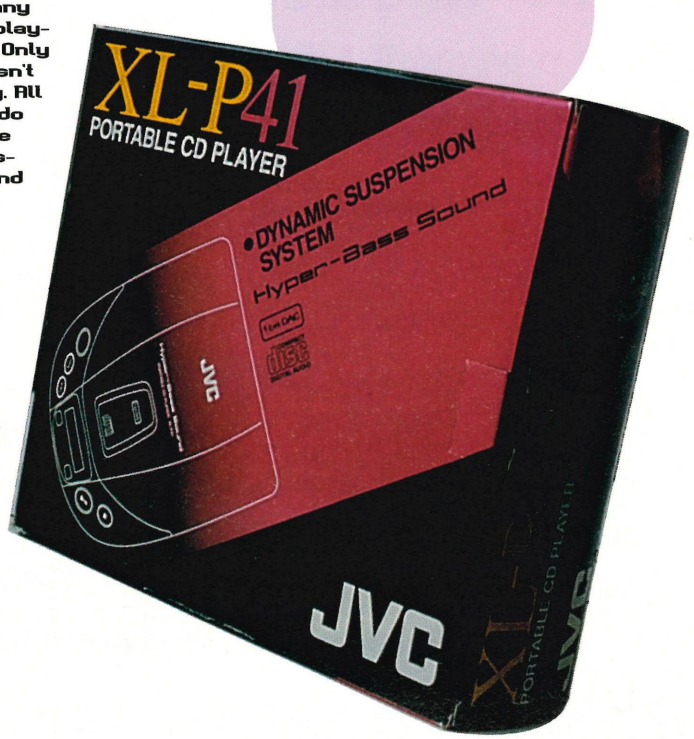
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Question – Which of the following is/are JVC release(s) on the Playstation (tick appropriate box on form)

1. Ridge Racer
2. Need For Speed
3. Wipeout
4. Destruction Derby
5. Impact Racing



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plus many more	plus many more	GoldenEye 007	Ultima Fasle Profit RPG
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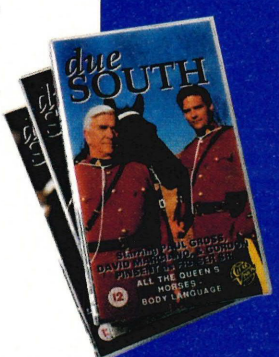
2) More Datel gadgetry. This time a memory card. But no ordinary one. This holds fifteen times as many savegames as a standard card! Wow?
How many different items are Datel giving away this month?

3) Win this er... big air hockey type game thing?
On a scale of none to three how difficult do you think it's going to be for us to post something this enormous to the winner?

Everyone's a wi

Entry is fr

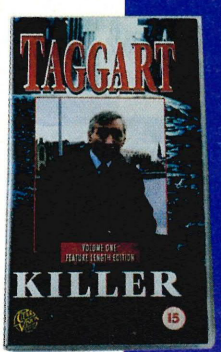
This month Clearvision have very kindly come up with a bumper bundle of prizes. We've got twenty new Due South videos to give away (five copies of our different volumes in the ongoing series, one of which looks like it stars Leslie Nielsen!), five copies of Volume One of Taggart, enticingly entitled Killer, and finally five copies of London's Burning – The Movie, which you're bound to love. It's an all out feast of televisual drama! Send your entries to PSX Pro Vid Compo ish 11, Clear Vision Ltd, 36 Queensway, Ponders End, Enfield, Middx EN3 4SA Entries in by October 31.



Questions
A) How many Airplane films did Leslie Nielsen star in?

B) If you were to measure it now, what would Taggart star Mark McManus' body temperature be?

C) How many times has London burned (not enough is not the correct answer)?



Name
Address

Phone number

6) If Alex was sent to live on a desert island these are the magazines he'd insist on taking with him. They could be yours!
How many of the PSX Pro team wish Alex would go and live on an island (clue: it's a high percentage)?



PSX-Pro Competition Overload



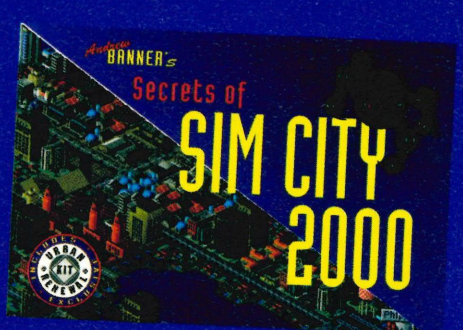
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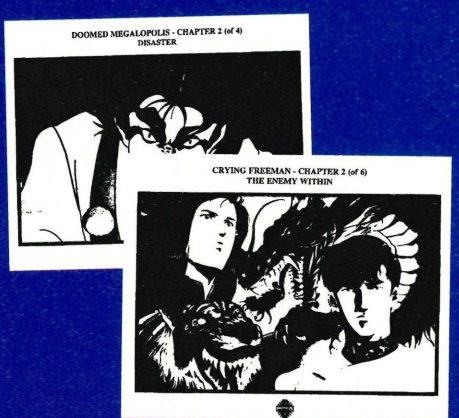
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PSX

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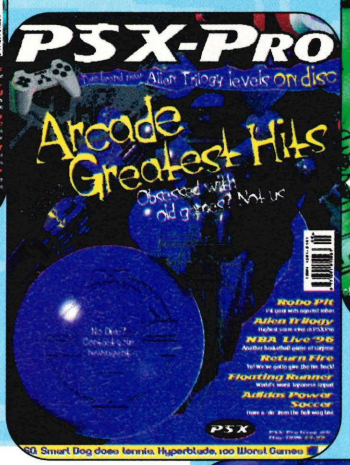
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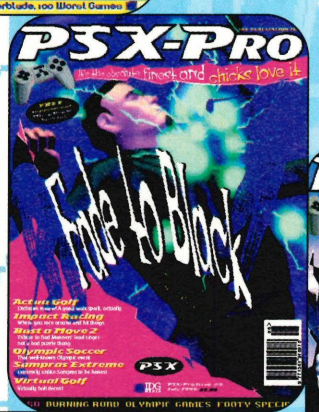
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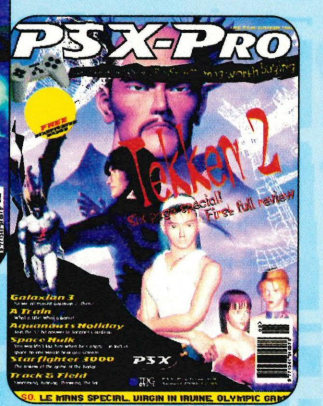


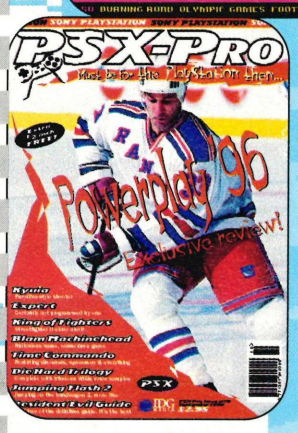


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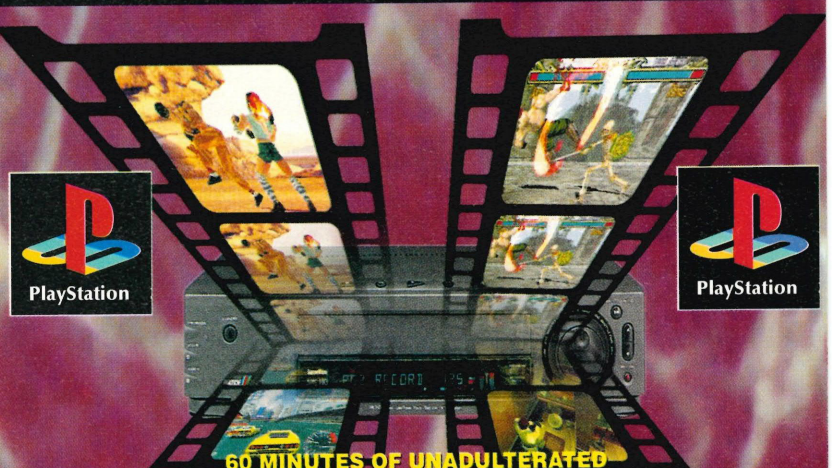
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Resident Evil

The final confrontation is near. Jill will encounter some new freaks and the ultimate biological weapon in the form of the rather massive Tyrant



Right, let's get this thing over and done with once and for all

1. Go up the stairs from the kitchen and there are two double doors. Collect the Green Herb and go back down the stairs into the kitchen. Take the lift here and

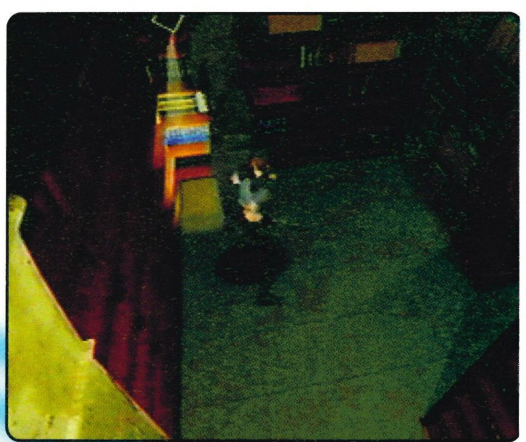


blast the two zombies in the hallway. Go into the storeroom around the corner and collect the two Exploding Rounds for the Bazooka and the battery for use with the other courtyard elevator.

2. Now go left and down the hallway. Go through the door at the end and blast the zombie there. be careful of the gorging zombie here as if you get too close you'll be attacked not by one but both of them as the zombie being eaten is actually still alive. Draw the walking zombie away and blast him before tackling the grounded zombie.

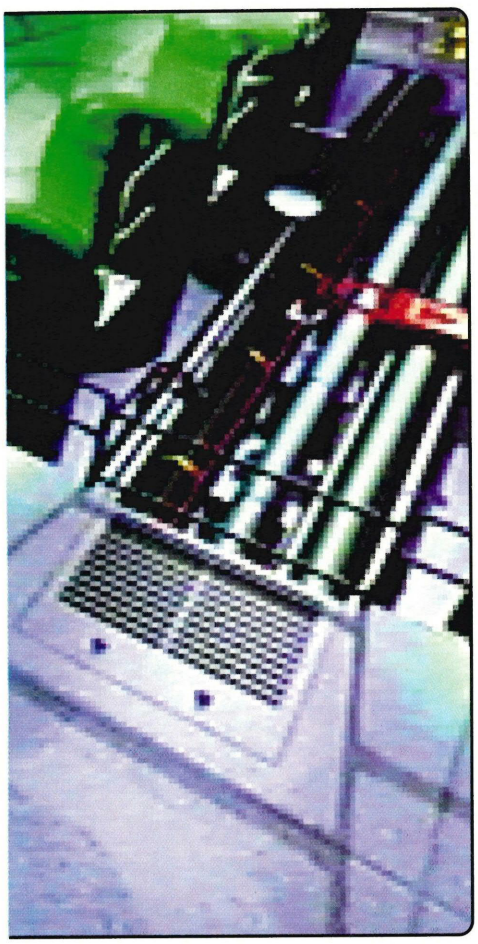
3. Now go into the door near the lift and take out the zombie in here. There's another one close by so be prepared to tackle this one also. This zombie is in the gap between the two bookcases where the scrapbook is located. Pick up this book.





4. There's a hidden door here also which can be found by pushing aside the shelves. The room here contains a statue and once you've flicked the switch a light illuminates a small area. This is where the statue should be pushed to. This in turn reveals a secret room which contains an Mo Disk. Pick this up.

FINAL PART



5. Head back to Room 25 on the same floor and push the bookcase aside to reveal a hidden door. Inside the room you will look out of the window and see the helicopter pad in the distance. There's also an ammo clip and an ink ribbon in this room. Now it's time to collect the Red Jewel and obtain the Colt Python.

6. Go back to the main hall via Room 21 on the first floor. Be careful of the Hunter just outside the bathroom and blast him before he has a chance to do you harm. Once through the door at the end there will be two huge spiders that drop from the ceiling as you get close to them. These can be avoided by just running past them. Go up the stairs and onto the balcony above the dining room. There are two Hunters here. Shoot the one to the right and go through the door at the end.



7. There's one Hunter here, blast it aside and unlock the door near the staircase. Inside are some orders, Magnum Rounds and some shotgun ammo. Switch out the light and push the steps towards the deer's head. Climb the steps and collect the Red Jewel.

8. Go down the stairs here and save your game in the room. On departure make sure to take out the Hunter under the stairs. Use caution as you move along the hallway and take out the other



Hunter by the pillar. Go through the door and head for Room 10 on the 1st floor. Be ready to blast the Hunter in the recess to the right. Go into the room here and place the Red Jewel into the Tiger's other eye. This will reveal the Colt Python. Pick it up.

9. Make sure you're carrying both the crank and the battery as you need to head to the courtyard again. As you reach Room number 28 be prepared to blast another Hunter.

10. Go across the drained pool and down the lift to the lower regions of the courtyard. Go to the other lift and put the battery in the



slot. Use this lift to ascend back to the beginning of the courtyard. Go back to the pool only this time use the crank to refill it. Go back to the elevator and go down to the lower region again. The waterfall has now gone and a ladder has been revealed. Go down to the underground caverns.

11. Step through the door on the right. Barry is here and asks if you will go with him. Decline. He'll then ask if you will be waiting for him on his return. Say no. He'll disappear to the left. You should go to the right. You'll hear a gunshot. Go to Room 3 and collect the First Aid Spray and the Explosive Rounds. Now head to Room 4 where a wounded team member is lying.

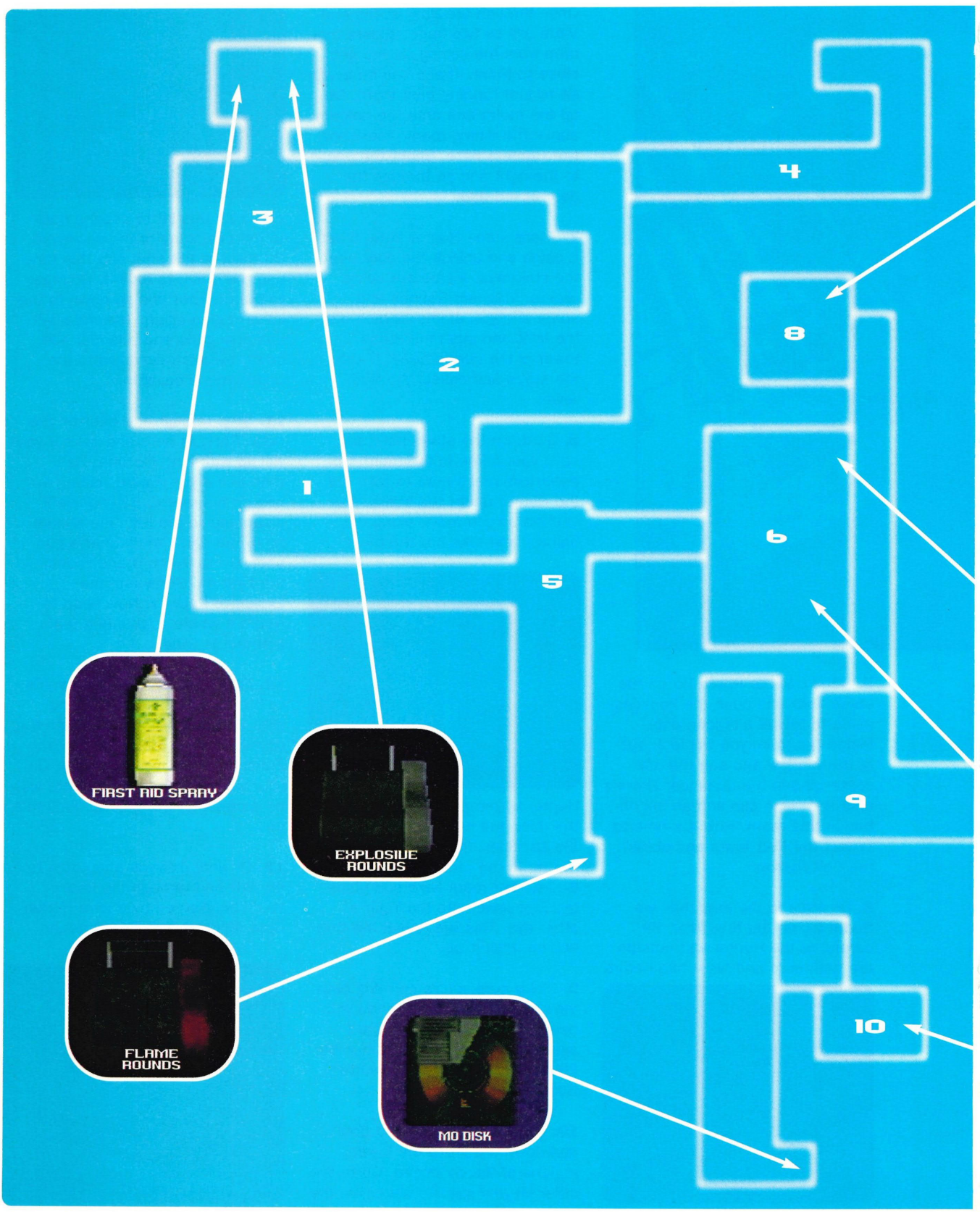
12. Enrico tells you of a conspiracy but doesn't finish before he dies. Hunters will now infiltrate the caves. There's an ammo clip on Enrico's body if you require it. On your way out of the room there will be a crank on the ground. Pick this up.

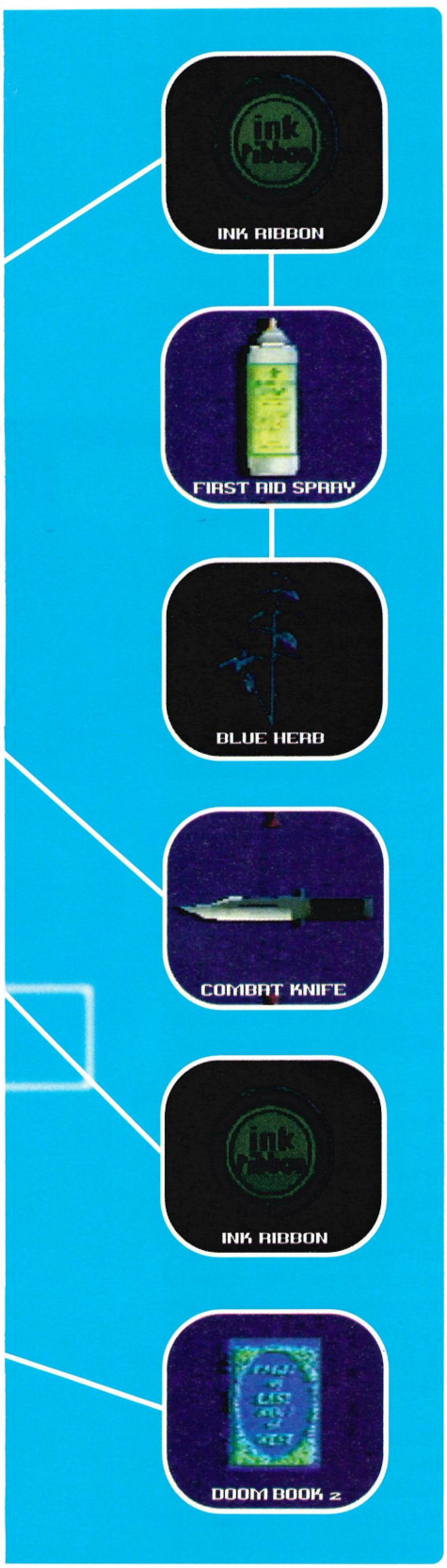
13. On your exit you should go to the left and through the door. You'll be greeted by a lone Hunter here. Kill this and head through

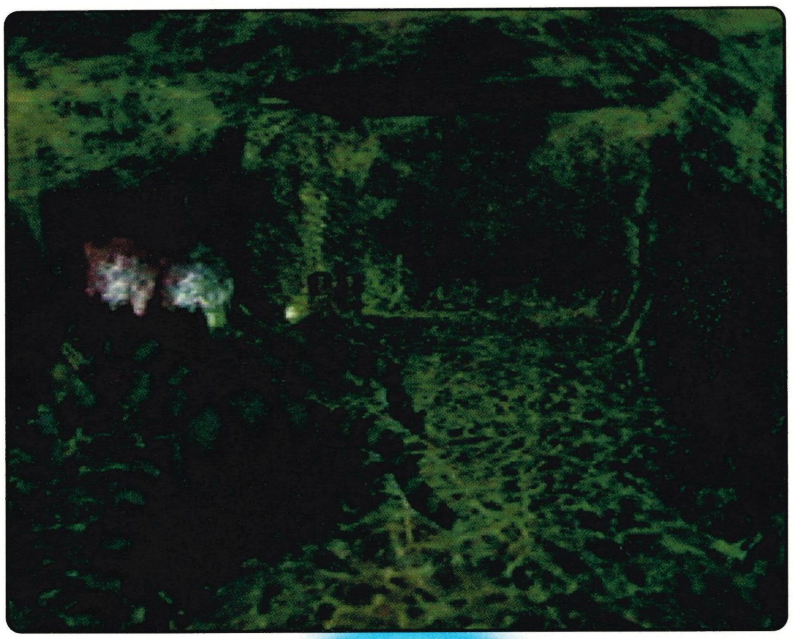


Resident Evil

FINAL PART







the door which leads back to the ladder. Barry is lying on the ground here close to death. He hands you a picture of his family for you to look after. He then dies. Go around the corner where a typewriter is situated. Save your game if you wish. Continue and there will be a space for you to use the new crank. Use it and the walls will rotate to build a path across the hole. Continue forwards. Enter Room 5.

14. Walk up to the boulder and the run back towards the doorway you entered as it comes loose and rolls towards you. Run into the recess and the boulder will pass by harmlessly.

15. At the top of this room there's some Flame Rounds for your bazooka. Pick these up. A Hunter will need to be taken out as it enters this room. The next room is a toughie so have your bazooka loaded with the Flame Rounds and enter.

16. There's a massive spider here but two successful shots from your bazooka should do the trick. This releases hundreds of tiny spiders so rather than stand up to their attack exit the room again and re-enter. They'll be gone now so pick up the Combat Knife. Go to the door covered with some web and use the knife here to clear the web away. There's an ink ribbon in this room also.

17. Go through the door you've just cleared and to the door on the left where there's a save game room which contains an ink ribbon, First Aid spray and blue herb. You can drop off what you don't require. Be sure to keep hold of the second crank however as you'll soon be needing this.

18. Head out of the room and run down the hallway to avoid the falling vipers. Go through the door at the end. There will be another boulder here but before you let this loose use the crank on the



Resident Evil

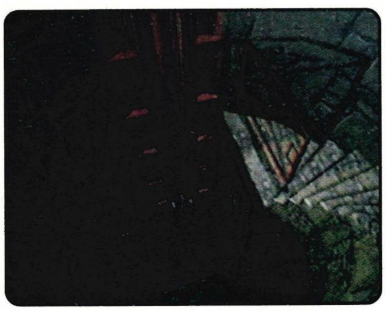
FINAL PART

slot and turn the wall. You will need to do this three times to reveal an area with another room and more importantly a recess for you to hide from the rolling boulder.

19. Let the boulder loose and hide in the recess. The boulder will reveal a map of the Under Ground area. Take it. There will also be an Mo Disk in the wall. Take this also. Now go into the room you recently revealed.

20. This room contains second Doom Book. To get this you must push the statue over towards the door past the crank hole. Use the





crank next to move a section of the wall out and again to move it back. You can now get behind the statue to push it onto the switch on the right. This will open a panel in the wall to reveal the second Doom Book. Collect the book and examine it to get the Wolf Medal. There's a lift close by. Take the lift back up to the Courtyard.

21. There are a couple of Green and Blue Herbs here and a fountain. Go to the fountain and place the Two medals found in the Doom Books in the required slots and the fountain will drain to reveal another elevator. Go in the elevator. You will emerge in the Laboratory for the final part of the game.

22. The first room has an emergency exit door which is locked and a ladder leading down. Go down the ladder and there's a chest here to leave your crank and other items you don't require. The next room contains two zombies so blast them out of the contest with a Colt or Shotgun.

23. Go down the stairs to the lower section. There are some new zombies here which are much stronger than the others. Be sure to take their heads off. There's a door to your right. Go inside and through the door immediately to

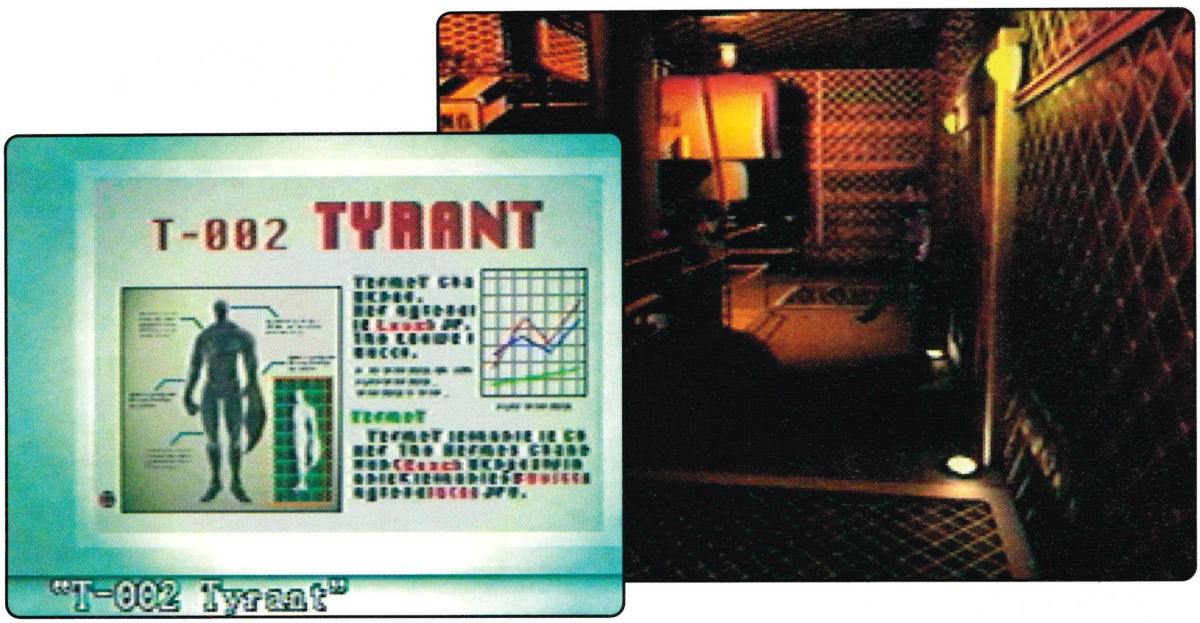


your left. Switch the light on and then push the bookcase aside to reveal another switch. Push the swich and then check the picture on the wall. Make a note of the words on the picture. Flick the second switch again and check the symbols shown on the picture. make a note of these also and pick up the Researcher's letter.



24. Go back into the main hall and straight ahead until you reach another room. Go inside and read the Researcher's letter to obtain the passwords. For the final password you will have to match the letters from the picture to the coded word at the end of the letter. It's now time to switch on the computer to unlock the security doors. Now pick up the slides from the floor and leave the room.

25. Go up the stairs again and into the room you've just unlocked. Put the slides into the projector and flip through the images. Then go to the panel on the wall and



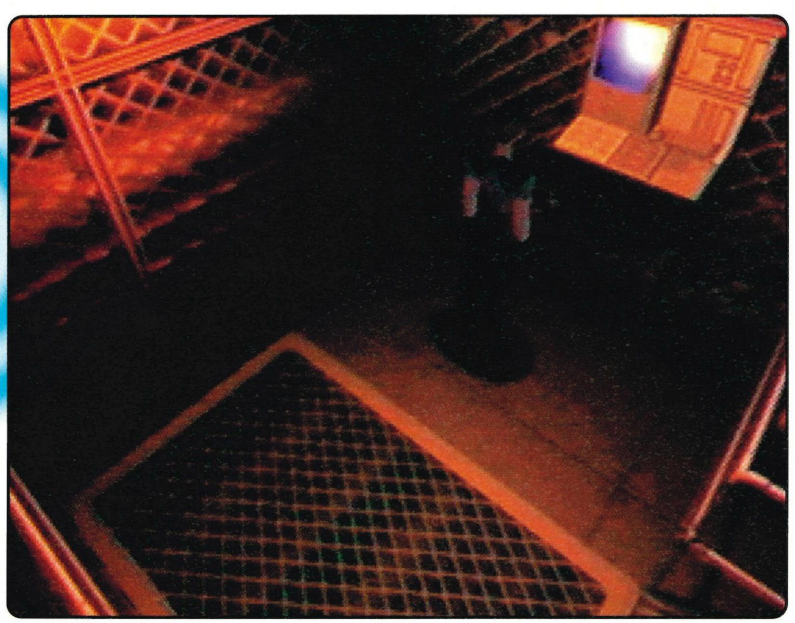
flick the switch. This reveals a hidden area which contains the Lab Key. Pick this up and go to the bookshelf and pick up the security system notes. Leave the room, pick up the Mo Disk from the desk and go back down the stairs.

26. Head to Room 12 and be prepared to blast the four zombies away immediately. Get the fax off the shelf and have an Mo Disk ready. Use this on the Pass Code Output machine on the desk. You will now have Pass Code 01. Go out of the room and to the machine on the wall to input the code. Now head towards Room 4 on this floor and blast the two zombies here.

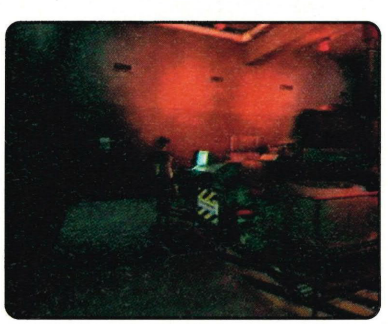
27. Go into Room 5. Don't rush to the wall with the vents on as poison gas will escape. You must cover the two vents with the crates and move the steps to the wall under the vent. Go up the steps and into the vent shaft. You will exit this in Room 3. There are some Magnum Rounds and a Pass Code Output machine. Use another Mo Disk to get the second code. Leave this room.



29. Now go to Room 8. Avoid the take them out but it's best to try to avoid them when possible. Run to the right and then left until you reach a power panel where you should restore the power.

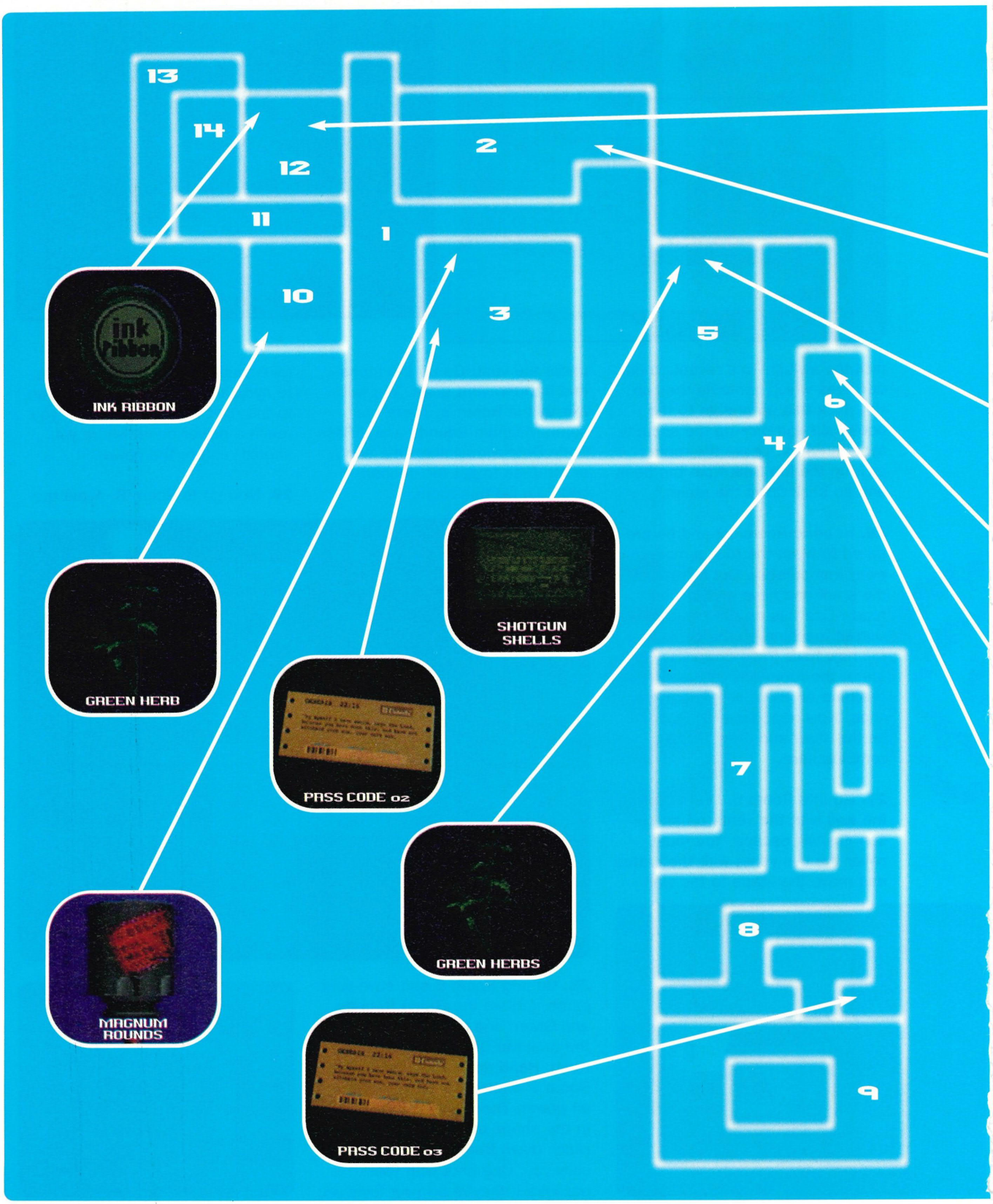


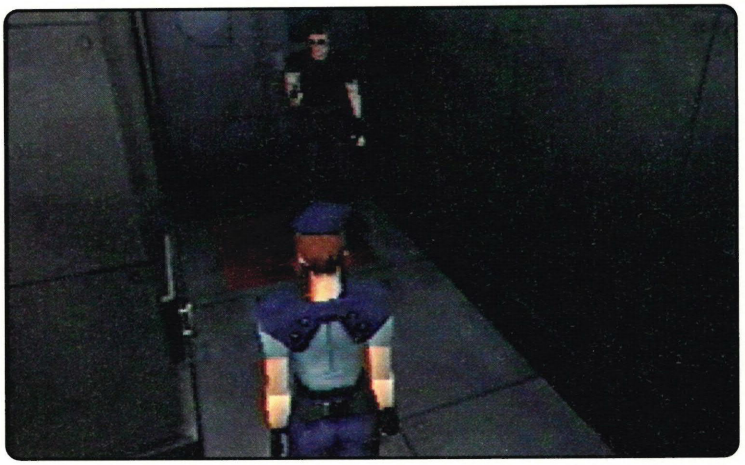
28. Go into Room 6 and save your game. Collect the Flame Rounds and Green and Blue Herbs. Take the final Mo Disk and leave the room. Head down the hallway into Room 7 where you are to restore all power. There are new foes here in the shape of Gremlins which reach down from the ceiling to claw you. One shot with your bazooka if they're on your level will



Resident Evil

FINAL PART





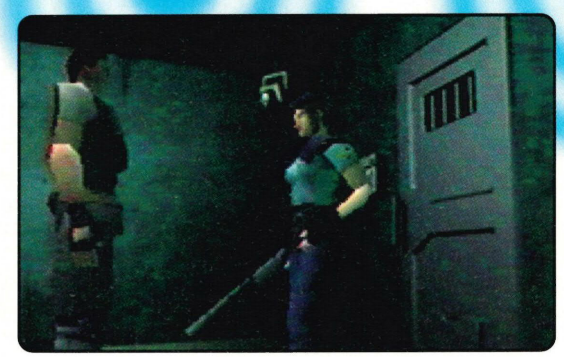
fast Gremlins again. Locate the Pass Code Output machine and obtain the last code. Now head to the final power room. There are no Gremlins here so you can take your time locating the final power switch. Switch it and leave the power house. Go to the save game room and collect as much of your arsenal as you can carry leaving a couple of spaces for other items.

30. Go to the elevator at the end of Room 4 and power it up. Step into the lift. You'll emerge to be confronted by Wesker. He will tell you of his insane plans and take you to Tyrant his ultimate biological weapon.

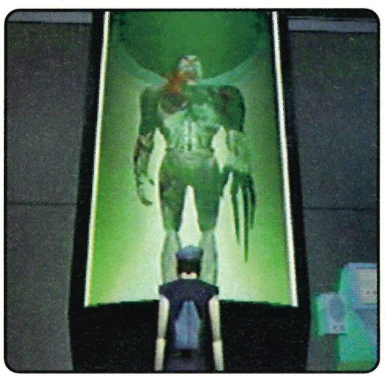
31. Tyrant will kill Wesker before turning his attention to you. Run away until you are a safe distance away before pumping some shots into his huge torso. Keep backtracking and then blasting him and he'll eventually die.

32. You should stay in this room until you've taken the Lab Key from Wesker's Corpse and unlock the door using the computer terminal. Go back in the elevator.

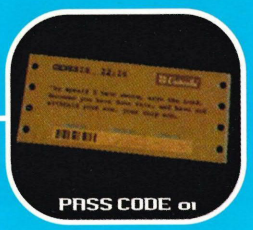
33. Go back to the code machine in Room 11 and input the final codes to unlock the door. Go in and use the Lab Key to unlock the door at the end of the hallway. Inside is Chris who was imprisoned by the power crazed Wesker. Now leave. Head to the Emergency Exit.

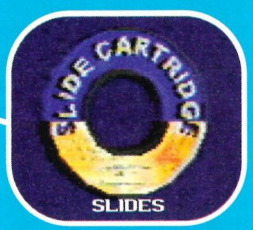


34. The corridor will have a battery on the ground. Collect this, put it in place. Take the lift to the helicopter pad. Pick up a flare from the box to the right. Use it. Wait for the chopper to arrive. The End. Or is it?





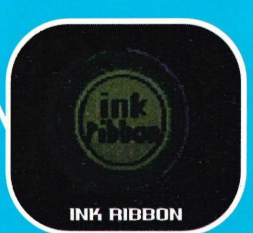












Actua Golf Hints

Here are the first bunch of top golfing hints - direct from the boys at Gremlin - to give you the enviable on-green prowess of the likes of Arnold Palmer



Club Guide

CLUB	MAXIMUM DISTANCE
DRIVER	300 yards
3 WOOD	210 yards
5 WOOD	180 yards
1 IRON	220 yards
2 IRON	210 yards
3 IRON	200 yards
4 IRON	190 yards
5 IRON	180 yards
6 IRON	170 yards
7 IRON	160 yards
8 IRON	150 yards
9 IRON	140 yards
PITCHING WEDGE	120 yards
LOBBING WEDGE	110 yards
SAND WEDGE	110 yards

Please note:
If you're playing in windy conditions use the irons instead of the woods. This will give your shots less loft and the wind will therefore have less effect. Use a Lobbing Wedge to put backspin on shots onto the green. This will make the ball stop dead, allowing you to place shots more accurately. Using fade and draw will affect the distance of your shots. Fade will decrease the distance and draw will cause the ball to travel further. So there.

The Course guide

HOLE 1:
The first hole at River Valley is a 445 yard par 4. It's a tough starting hole which doglegs from left to right around a wooded hillside. The hole requires a driver to find position, which ideally is left centre of the fairway. Any shot that is hit to the right off the tee will leave an impossible second shot. The green gently undulates but it guarded by two large bunkers so a well struck iron is recommended to get onto it. However, any shot hit through the green can find trouble in the shape of a stream and some large bushes. The hole is well protected from the wind by steep wooded slopes and rarely becomes more than breezy, until you reach the more exposed green that is.

HOLE 2:
The second hole at River Valley is a straight 437 yard par 4, although it has two well placed fairway bunkers to the right and trees to the left ready to catch the unsuspecting golfer. The fairway also slopes from left to right, so a lay up shot with a fairway wood falling short of the two bunkers is recommended. There are also two greenside bunkers to the left and right which lie in wait for any wayward approach. The hole is very open to the wind which usually comes in off the sea to the left.

HOLE 3:
The third hole is a 514 yard par 5 which offers a great chance for a birdie. This is a deceptive hole with a single bunker to the left of the fairway seemingly being it's only defence, however with its rolling, sloping, tree lined fairway it is easy to come across a difficult lie. The green is reachable in two shots, a tee shot needs to find the right half of the fairway to get a perfect angle for approaching the green. The green sits on a sloped rise and is protected by two bunkers either side of the fairway. The hole is quite sheltered from the prevailing wind in this shallow valley, although when the weather is blustery, this shelter proves less effective.

HOLE 4:
This is a very challenging 194 yard par 3. The fairway is divided from the green by nearly 100 yards of water. The estuary offers a strong psychological test to the player, but can easily be cleared when approached confidently. Any shot hit short will find a watery grave, anything long could find one of the green bunkers which would leave a very difficult shot back towards the water. The length of the hole calls for a solid strike with perhaps a long iron to find the green. The green itself lies in a bowl cut from the hill and is encircled by four bunkers. The wind on this hole blows from the right down the narrow estuary valley.

HOLE 5:
This fifth hole is a 434 yard par 4 and is the first of the coastal holes. The tee shot on this hole is the most difficult of the course as the narrow mouth of the estuary borders the fairway which curves left to the green. A straight drive is of the up most importance, so as to avoid the beach and sea to the left of the fairway. Once on the fairway, a long



iron or wood is needed to reach the green. Two bunkers guard the approach to the green with occasional strong winds from the sea from the right.

HOLE 6:
The sixth is a long par 4 which dog legs left part way down its 431 yards and is another hole which needs a good positional shot from the tee. With two deep fairway bunkers and a wooded area on the right, the left hand side of the fairway should be the focal point for the tee shot. Although the wind is normally behind you on this hole, it is almost impossible to reach the two bunkers from a tee shot. When the wind is behind you, an approach shot to the green is made a little easier, but four bunkers await, catching anything hit left or right. The undulating green sitting above the fairway also makes it difficult to get close to the pin. Like hole 5, this one is very exposed to the sea winds. As the fairway bends inland, the wind is normally behind you and can greatly increase the range of your clubs.

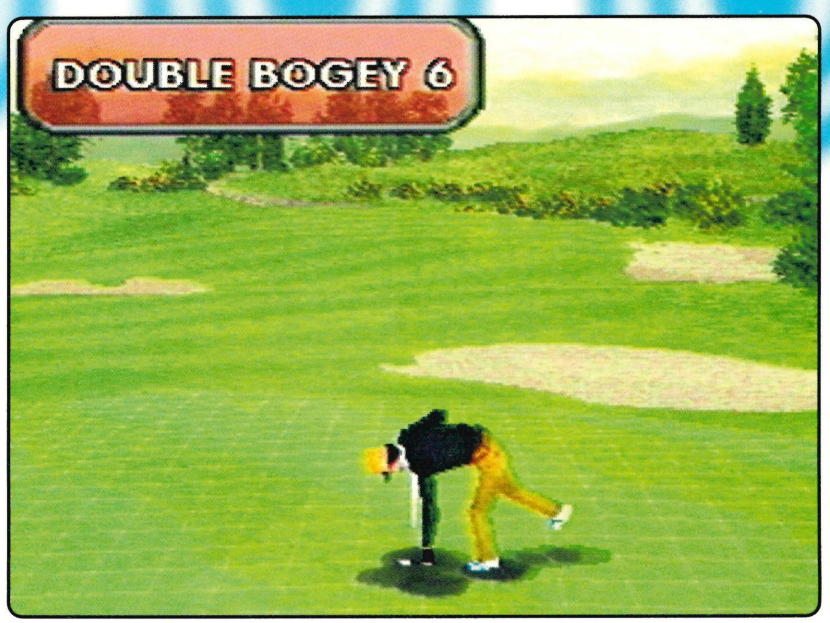
HOLE 7:
This hole is a great 198 yard short par 3 and the last of the coastal holes. It is virtually surrounded by the beach, giving a feeling of playing in an oasis. It is important to hit the target and this is made more difficult by the fact that the green slopes downhill from front to back. This is the most exposed hole on the course, the fairway sits on top of a plateau that protrudes into the sea. The wind drives towards the tee and can cause problems for those without the advantage of a good drive.

HOLE 8:
This is a short 323 yard par 4 which at first glance gives the impression that a birdie is possible. However, the five natural bunkers right of the fairway formed from sand dunes await the unsuspecting golfer and any ball landing there will cause major problems. A tee shot with a fairway wood aimed slightly right and centre of the fairway should leave a comparatively easy short pitch. This is a hole where either a birdie or a bogie are possible. The green is situated on a plateau backed by a steep wooded bank and any short shot will find its way into one of the greenside bunkers making it difficult to get the ball up and down for par. this hole is quite sheltered from the elements and any wind that prevails comes from behind the tee.

HOLE 9:
This gentle 506 yard par 5 requires a long straight drive in order to yield a good score. With bunkers guarding the left and right side of the tree lined fairway and a prevailing left to right wind it is not an easy first shot to play. If the tee shot is well played then it ultimately becomes a birdie opportunity as the green can comfortably be reached in two shots. Standing as it does, high above the coast, hole 9 takes a battering from the wind from the left of the tee.

HOLE 10:
This tenth hole being a 441 yard par 4 is a good start to the back nine holes. It climbs gently from the stream in front of the tee, to a ridge that hides a circle of bunkers halfway down the fairway and calls for a tight tee shot. The left hand traps are hidden by trees. A straight drive will leave a long iron or wood to a green that is protected by three bunkers. This hole is pretty much protected by the surrounding terrain, any wind there is usually blowing from the left.

HOLE 11:
This par 4 dog leg hole curves 454 yards and offers a great challenge. The flat fairway is separated from the green with a large bunker sitting to the right at the very end of its length. The tee shot needs to be played with a touch of draw to get an ideal position right centre of the



Actua Golf Hints

fairway. From the fairway, a long iron is required to carry over the stream which lies in front of the green. Three bunkers await any shot that is hit off line. The green itself is circled by three bunkers and backed by woodland and has a lot of slope. To go down in two when on the green is not the easiest of tasks. This hole gains cover from its high location, quite removed from the windy elements. When the wind is strong it will drive up the fairway away from the tee.

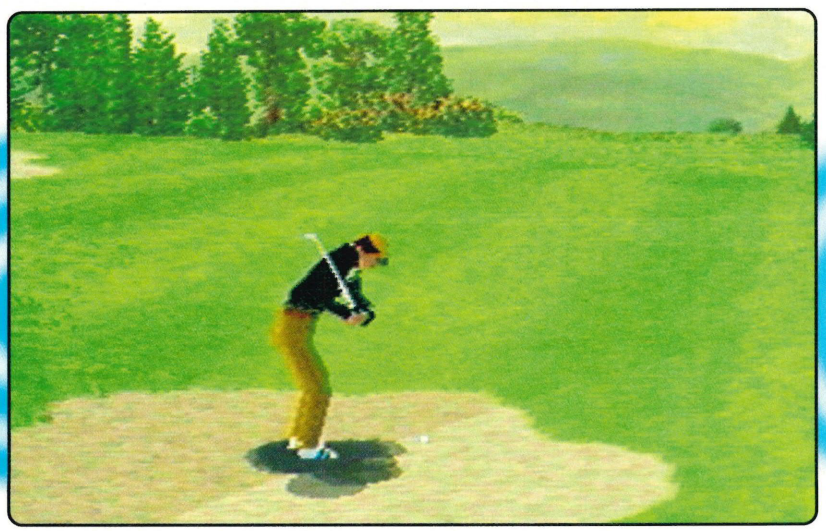
HOLE 12:
This hole is the shortest of the par 3 holes, being only 156 yards long. Although well guarded by water and bunkers, the green should prove a comfortable target to hit with only a 5 or 6 iron. The green is guarded by three bunkers and a stream divides it from the fairway, combined with little humps and hollows, thus making the positioning of the tee shot very important. This hole is well sheltered, the tee on this hole faces into any wind there may be.

HOLE 13:
Here at the 13th, which is a 354 yard par 4, there is a very good opportunity to make a move score wise and climb up the rankings. Two bunkers on the narrow fairway can be quite easily avoided. By using a long iron from the tee to lay up, leaving a short to medium iron to the green avoiding the nasty little crescent shaped bunker directly in front of it. This hole faces the sea down a shallow valley, making any wind blow into the face of the player teeing off.

HOLE 14:
A genuine par 5 562 yard beauty. Bunkers, which are evenly spaced down the fairway, can interfere with a shot from the tee, the second shot and any approach to the green. Care is needed all the way down this long hole. The tee shot ideally needs to be played with some fade in order to miss the first of the fairway bunkers. Once on the fairway another well struck wood favouring the latter right half of the fairway should be played. A medium to short iron should be used to approach the green. The green has a narrow entrance and is guarded by two deep bunkers, but is quite flat and receptive. All approaches should be played towards the rear. Trees lining the right side of the fairway do offer some degree of protection but this hole feels exposed and can get the full force of the sea wind from the right hand side.

HOLE 15:
A coastal very tough 456 yard par 4. A long straight drive is essential and care must be taken to avoid the trees and four sunken bunkers that lie menacingly on either side of the fairway. A long iron is necessary for the second shot in order to find the raised green which is again well guarded by bunkers. However, anything that is hit too well may find the stream lying behind the green. Stronger winds will sometimes gust from the left, however, the hole is partly sheltered by the surrounding hills and trees.

HOLE 16:
This one is as long as a par 3 gets. At 248 yards, with an avenue of





trees to drive through and bunkers lying in wait to the left, right and centre of the narrow fairway, making a par 3 can seem quite a tall order. This hole has a large green which makes hitting the target a little easier, but it has a bunker covering its front edge and is backed by woodland. The green also has a severe slope which makes putting very hard. This is a tough one kids. The hole's low position protects it from the stronger winds, those gusts that do find their way through come in from the left.

HOLE 17:
The penultimate 17th hole is a 395 yard par 4 and is one that offers a good chance for a birdie if the tee shot can find the fairway. The tee shot should be placed down the left hand side of the fairway and well away from the lake which would only be found with a badly taken shot. The green is positioned between two large bunkers but should be relatively easy to find for the competent golfer. Strong winds tend to blow from the right, with little shelter this can be quite a handicap.

HOLE 18:
The final hole is a demanding 547 yard par 5. Not only is it lined with trees all of the way along the fairway, but it also follows a zig-zag path up the steep hillside which gradually rises to the green. The tee shot is probably the hardest of the hole and finding the fairway is imperative as bunkers lurk to the left and right of it. The second shot is one of position with maybe a long iron or wood as reaching the green in two is impossible. The right half of the fairway is a good place to play the 3rd shot from and using a short iron shouldn't make the shot troublesome. If par is achieved using two shots on this green, which is raised and nestles between 3 bunkers, then this is commendable on what is a very, very difficult closing hole. Fortunately, the wind at this hole only affects the green and the tee which are more exposed than the rest of the hole.





Virgin are gearing up for a major PSX assault this Christmas, and the fruits of their labour are just about beginning to show with some fine looking products

Bubbling Under

Spot Goes to Hollywood

I never thought Cool Spot was all that 'cool' to be honest. A red dot hammering around a computer screen had about as much in common with my idea of being trendy and streetwise as hanging around with Andy Sharp on a Saturday evening does but the kids seemed to be fooled by it. And of course the 16bit market did very well indeed out of Virgin's cunning marketing ploys.

Anyway they've dropped the Cool from the title (a wise move if you ask me) and, with my moral objection to the game gone I can truly appreciate what is looking like it's going to be a marvellous platformer.

Following in the fabled footsteps of Frankie (meaning of course dirt early eighties pop 'superstars' Frankie Goes to Hollywood, but no, our hero does not spend most of the game treking down to some seedy Soho vice den) this adventure sees him heading for the home of all the true stars and mixing it with the likes of The Hunchback of Notre Dame and er, some pirates.

Okay, so maybe all the levels aren't complete yet but the ones that are a treat to play even with some gameplay tweaking still to be done. In the full version virtually every famous film and genre you care to mention will be represented with whole levels based on topics ranging from anything from Science fiction to Adventure to Italian Neo Realism.

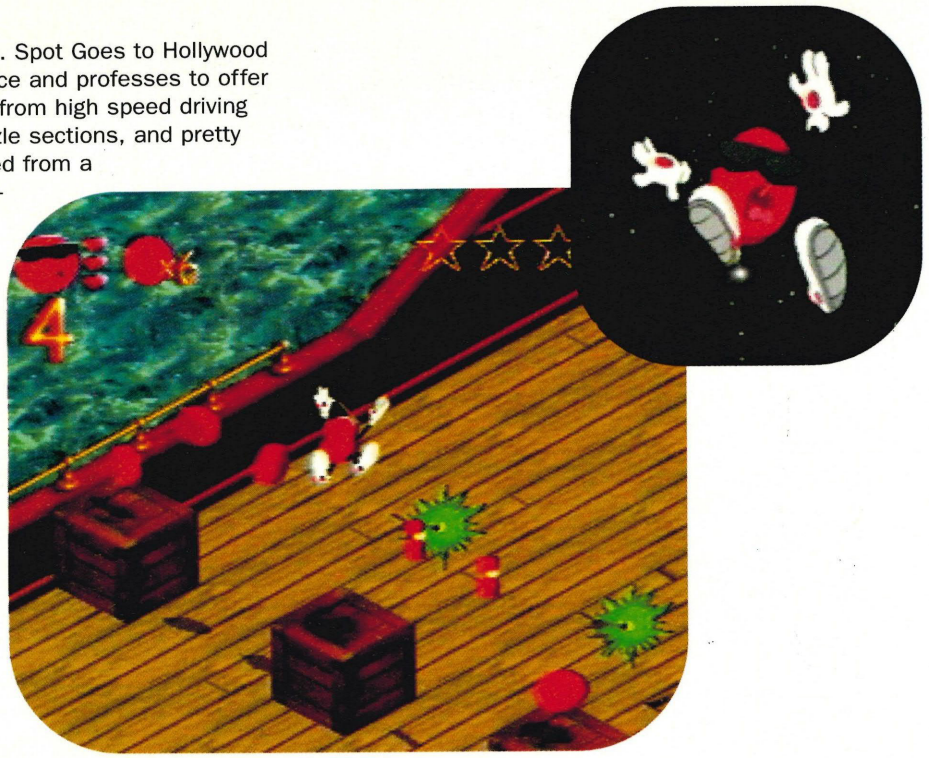
You can already tell that this is going to be a massive game in terms of size and sales, and by the





sound of things deservedly so. Spot Goes to Hollywood is a platformer with a difference and professes to offer a huge variety of game styles from high speed driving sections to brain bashing puzzle sections, and pretty much the whole game is played from a full isometric perspective making you work much harder as you worry about attacks from more than the usual angles.

Spot Goes to Hollywood is hardly ground breaking though so I wouldn't expect too much in the way of innovation. It looks superb though and plays very well indeed and at the end of the day those are pretty important aspects if you ask me. You can expect a full review in the very next issue.









Bubble Bobble 2

It's been a good ten years since Bub and Bob took on Doranku Boss and now it's apparantly the turn of their grandchildren Babby and Bobby, plus a couple of their buddies to be whisked away into a strange world to take on the forces of evil. And all that.

Retro games have been greeted with either a fond nostalgic smile or a groan of disappointment. This is the reason they're still being pushed out onto the PlayStation. For every person who detests the oldies for not using the machine's capabilities there's someone who will adore the whole nostalgic feeling.

Virgin will be slapping Bubble Bobble 2 into the arena in the not too distant future and with 120 levels included it should take a lot of time to plough through it all.

For those who are new to the delights of Bubble Bobble it's a side on platform game. The object is to clear all of the enemies from each stage. To do this you must trap them inside a bubble and then burst it using the spikes on your character.

In BB2 you can choose from one of four characters and each of them has differing characteristics. Bobby is swift on his feet whereas Coron is a high speed bubble blower yet nowhere near as quick as Bobby. Throughout the levels you can pick up numerous extra weapons. These are usually different bubble gums but others are shoes, trophyies, crosses and a couple of others which are all here to help you progress past the stages.

As is the case with many old console favourites there are hidden areas which can be located for more points and bonuses. Another aspect which is different to most of today's releases is the way it's structured. Since there are several doors you can take at certain stages of the game you may find yourself returning to the same levels from time to time.

Obviously Bubble Bobble 2 won't appeal to anyone who likes their games to be state of the art as it's as simple and colourful as they come but if you like them fast and instantly playable then this is going to be hard to beat. This is what Virgin must have in mind as this is under no circumstances going to change the world of platformers.

When the final game is ready there will be more than 100 levels and 10 end of level bosses for you to destroy in either a one player or two player game. And how better to prove your superiority than to challenge a friend to a game. You both play on the same levels at the same time and there's a certain feeling of satisfaction at stealing the points after the opponents hard work.

Gridrun

I reckon that this is an update of an old 8bit game which I think was called Gridrunner but no one here seems to be too sure. It certainly seems like an old style of game (ie not very complex, simple to pick up and play and the only real changes as you progress are that it gets harder etc) with fancy new graphics.

Nothing wrong with that though. In the 'good old days' gameplay was paramount simply because the machines weren't powerful enough to cope with much else. Therefore I'm all for these 32bit updates as long as they're done well, and Virgin certainly seem to be doing a good job with this so far.

It's based loosely around one of the oldest games known to man. Older than football, cricket and even that mighty stalwart of any staple British sporting diet, Bowls. Yes, kids the world over were playing 'tag' long before Francis Drake managed to singe the King of Spain's beard and, to my knowledge this game (and any versions of it that have gone before) are the only attempts to recreate the phenomenon in video game format to date.

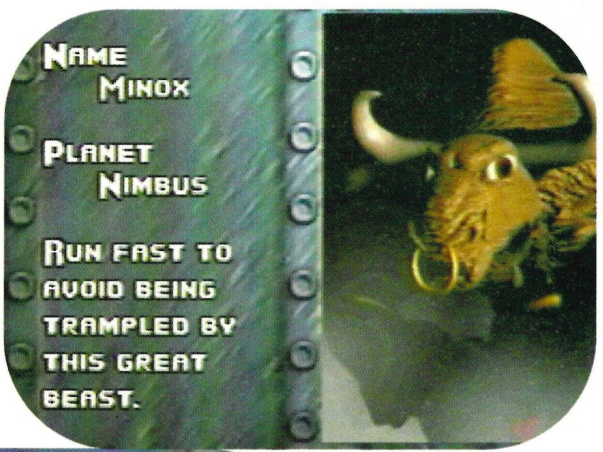
There's far more to it than I've made out so far though. Your character gets sucked into playing a game against his will (a bit like in Tron I suppose) and if he doesn't survive he dies. The aim of the game is simple. Two opponents are placed on a 'grid' (a series of walkway type things suspended in mid air) and must capture a set number of flags by turning them to his colour. You do this by running over them, which sounds simple but there is a catch (and this is where the tag bit comes in) you can't capture a flag if you're 'it'. You become 'it' if your opponent manages to touch you, and if he does you must chase him madly and try to return the tag before he wins the round by capturing the correct number of flags.

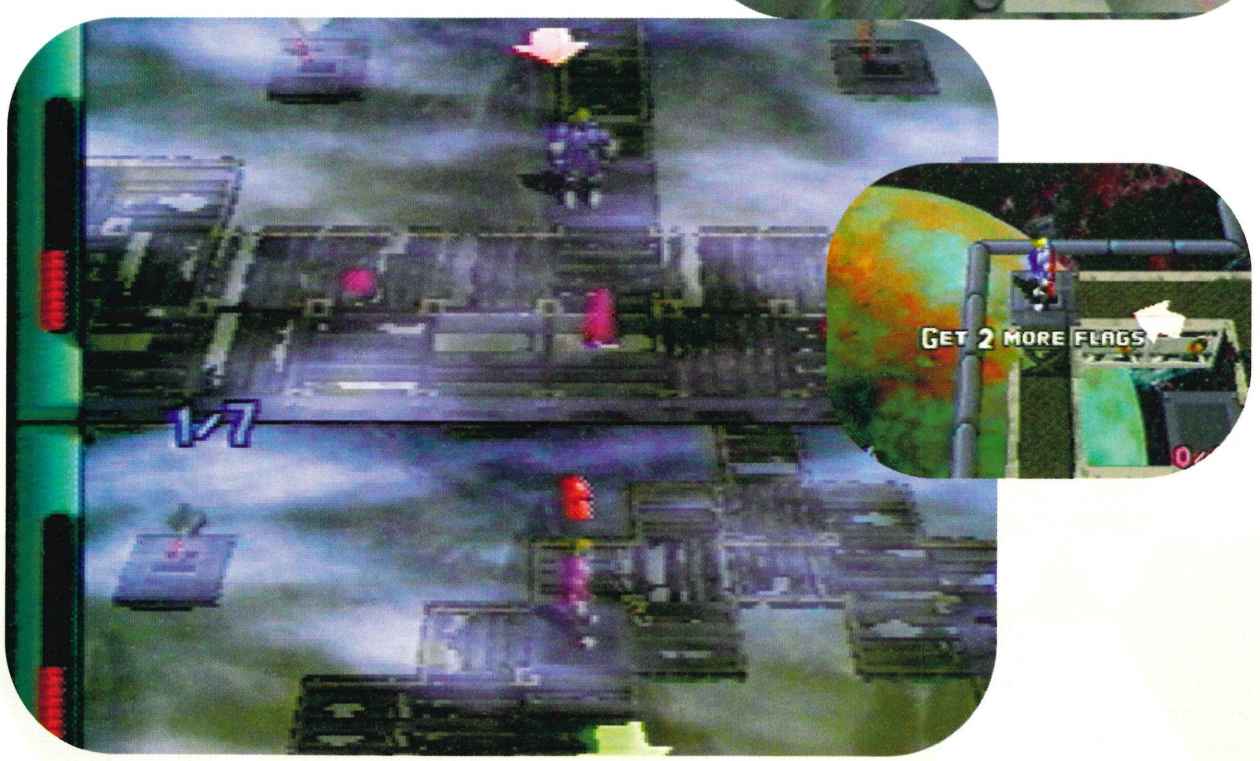
As the game progresses the grids become more complicated and you're forced to use magic powers to build bridges across gaps to create short cuts and engage in some pretty fancy evasive manoeuvers after the tag.

It's great fun (especially in two player mode, either link up or split full screen) and personally I can't wait for it to be finished. So there.

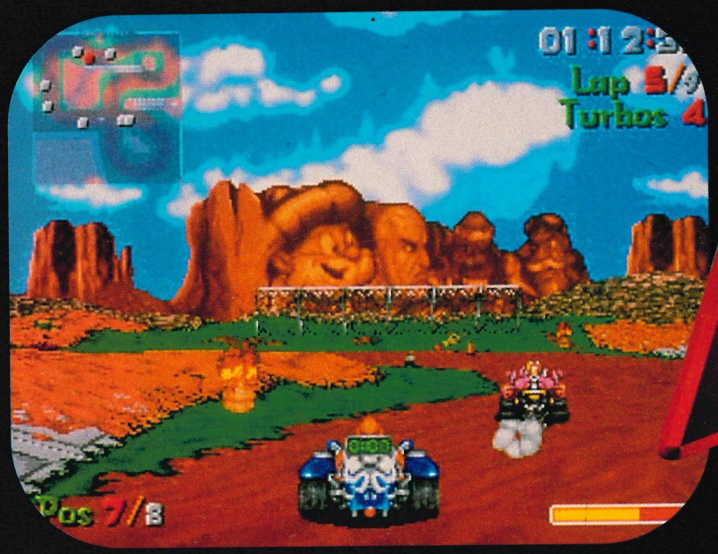


Steve and Andy worked together on this but as a rule Steve likes to keep as much distance as possible between them, so don't expect it to happen too often





Spot Goes to Hollywood, Bubble Bobble 2, Tilt & Gridrun



Ubisoft is hyping Street Racer as the first ever racing game to support eight player single screen simultaneous action. Can this be possible from a company that operates from Paris and Hampton Court?

Grief Riders

Street Racer, which you had a look at last ish, is in for submission at Sony as you read this. Running at a stunning 60 frames of animation per second (most PlayStation race games run between 27-30), it's gonna be the most frantic speedster on the PSX by far.

PSX-Pro can reveal that it's longer entitled Street Racer Deluxe, as apparently this was only ever meant for the American market. Street Racer (SR) for the PSX is so called because it isn't a sequel to the successful 16bit SR – it's a brand new game written in machine code specifically for the Sony console.

One of the original SR's major unique selling points was the four player horizontal split screen option. Although this worked pretty well, with no obvious reduction in speed or graphical quality, the single player version was seen as a little too easy by games writers and punters alike. This fault/criticism has been stringently addressed for the PSX release.

For example, after a few goes in single player mode, no one character emerges as the dominant force. You'll therefore never go through the frustration of hammering most of the CPU characters hands down only to consistently find yourself finishing second to the same CPU opponent over and over.

The artificial intelligence of the CPU drivers is, according to UbiSoft's Metro (ex-Nintendo gaming champion who cites Mario Kart as one of the best games of all time) the best he's ever seen in a racing game. Most of the opponents will only attack you if you attack them first, whereas Biff, the baseball bat-wielding thug, will always go out of his way to batter





Biff fact

Biff, the toughest driver in Street Racer, drives a souped up four wheel drive buggy with everything double chromed so he can keep an eye on his reflection



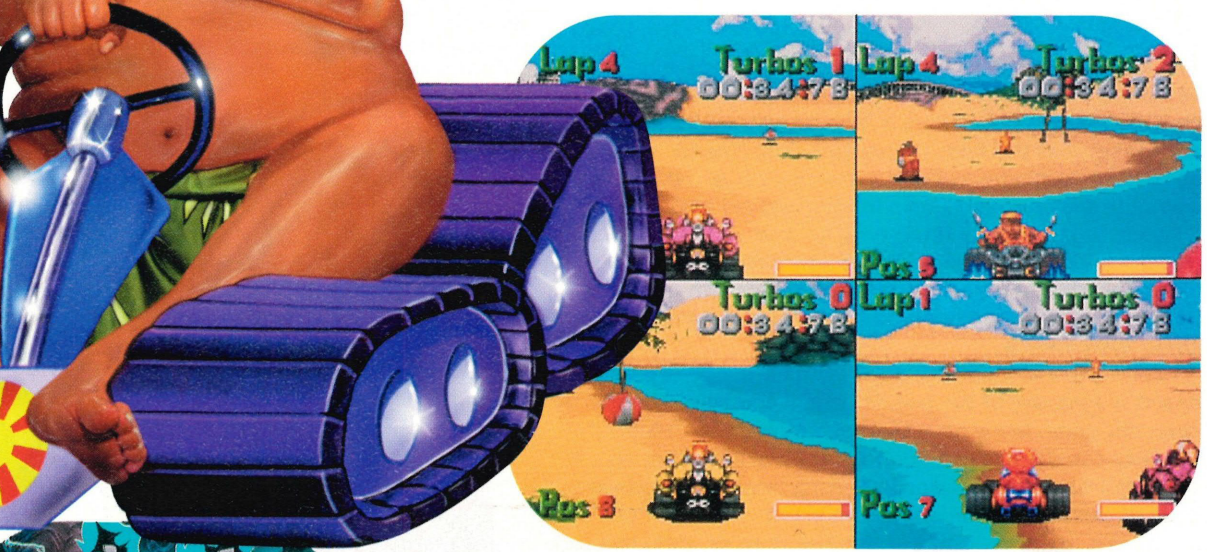
everyone. That includes you.

Attacking? Isn't this a race game? Well yes... and no. As in the SNES's Mario Kart and the PSX's Motortoon 2 (reviewed earlier this ish), the battling element of the game is of vital importance. No matter how good a driver you are, you need to be able to handle yourself and dish out some of the rough stuff if you're going to be a serious contender.

Not only do you amass points in the same way as Grand Prix drivers – ten for a win and so on – there's a single point punch bonus for dealing out the most damage so even if you don't win, it always pays to drive dirty. There are also bonus points given for the fastest lap and for picking up the most stars which are strewn around the circuits.

As mentioned in the last ish, Street Racer is boldly encompassing several driving game styles, from (my personal favourite) the Mario Kartesque view perspective to a Micro Machines angle and the tweaks that have been applied – to be revealed in next month's review – should ensure that Ubisoft retains its reputation for quality rather than quantity. By hitting the shops in November immediately after saturation press coverage, SR 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. PSX-Pro is soon to chat with Mev Dinc, the brains behind it all, and will feature the interview in a special Street Racer review next issue.





The last Street Race Alex Lee had was on a skateboard. It was cut short when the fishmonger gave him a clip 'round the ear and took back his property

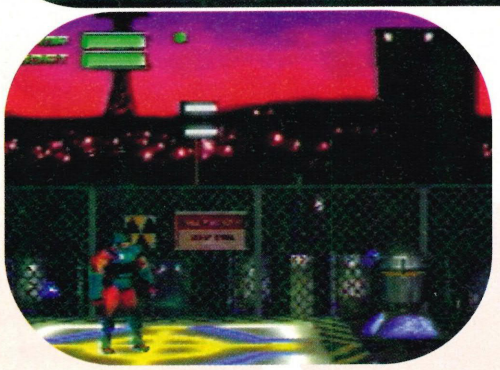




Blimey! Acclaim is at it as well. Bringing out a tonne of games all at once, so many in fact that here at PSX-Pro we're in danger of being swamped with new games in a couple of months time

Marvel-lous!





Ironman & XO Manowar in Heavy Metal

In my younger comic buying college days I was a bit of an Ironman fan, but for some reason it always seemed to be quite tricky to get hold of in this country (at least it was at Odyssey 7 in the Corn Exchange in Manchester. Not half as difficult as it'd be to get it there now though, thanks of course to those lovely people in the good old IRA).

I used to buy it around the time he died and mysteriously came back even stronger, but it was difficult to follow the story because I kept missing the odd month here and there, but suffice to say it was typical Marvel fare. As this game seems to be.

I don't know why but I've never actually played a game based around any of the popular comic characters that's been any good. Many have tried and many have failed. Miserably. And if Acclaim don't get their act together on this one then they'll be plodding along that much trodden path as well. As it stands at the moment (and yes, I do realise it's only a preview but this needs to be said) this falls way short of the standard of a good MegaDrive game.

It's a horizontally scrolling shoot'em-up essentially but as far as I can tell, at this stage it brings absolutely nothing new to the style whatsoever and even die hard Ironman fans could well be disappointed. There's a lot of work to still be done if this is to get anywhere near a decent score. Acclaim have got a decent track record though (just look at Alien Trilogy for an example) and I'm sure they don't need me to tell them how much needs doing to this!

Killing Zone

This could just as easily be called Toshinden Zone or Killing Criticom and no one would bat an eyelid. Yes, it's (yet) another isometric style beat'em-up vying for the crown that undeniably belongs to Tekken 2.

Acclaim have gone for a mythical feel for the characters (or in this case, monsters) that you get to fight as and against in the game and this quite a novel twist as they've tailored the special moves to suit each individual character. The Minotaur can use his massive horns to butt and gore his opponents, while the mummy style character lurches around zombie fashion, is quite slow but very difficult to hurt.

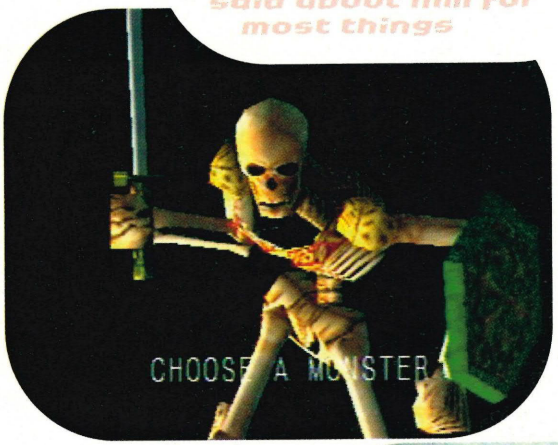
Personally I don't like all but the best in this genre (I grudgingly concede that Tekken 2 is a good game) and therefore the chances of me reviewing this when it comes in are about the same as the 1st Division defences chances of stopping Georgi Kinkladze ripping them to shreds at will.

Jay will undoubtedly snap it up, being nothing short of a fanatic when it comes to this sort of thing (he's already spent the best part of an afternoon playing the very early version we've got). And he'll probably over mark by at least 2 and a half as well.

Still, it does look quite promising. There's a fair bit of polish still to be added (the polygons are very glitchy at the moment and need tidying up, and the front end is hopefully only a work in progress version because it's pretty poor at this stage) but the fundamentals of an excellent beat'em-up are already firmly in place, and there's no doubt an eager and surprisingly affluent audience out there more than willing to cough up the best part of fifty quid for the privilege of playing it.

FACT FACT

Ever a bone of contention among the team, these boxes are liked by Alex, loathed by Jay and Andy and Steve's not really bothered one way or the other. But that can be said about him for most things





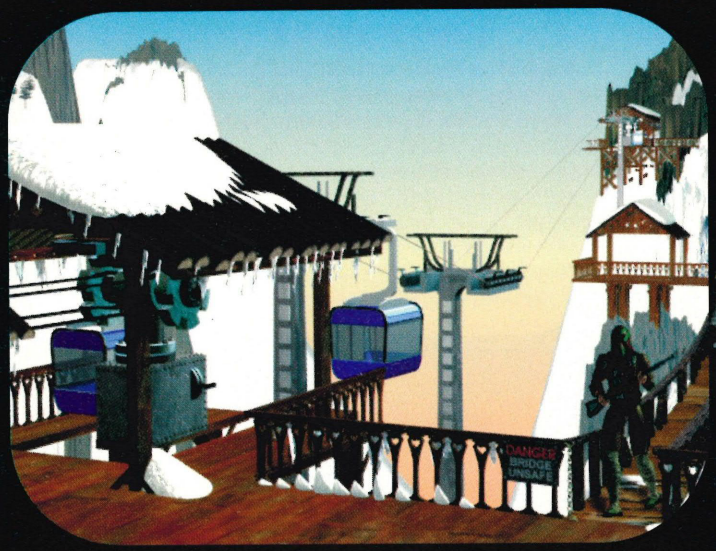




Steve spent most of his days at college either reading comics or playing pool and has the proud record of missing nine complete Monday afternoons in a row.

Ironman & Killing Zone

Expected release date: Christmas '96





Ocean's new dynamic duo prepare to take over your PlayStation with their new and highly original action adventure, guaranteeing hours of puzzling and a few raised eyebrows along the way! Wayhey!

Bellies & Sus

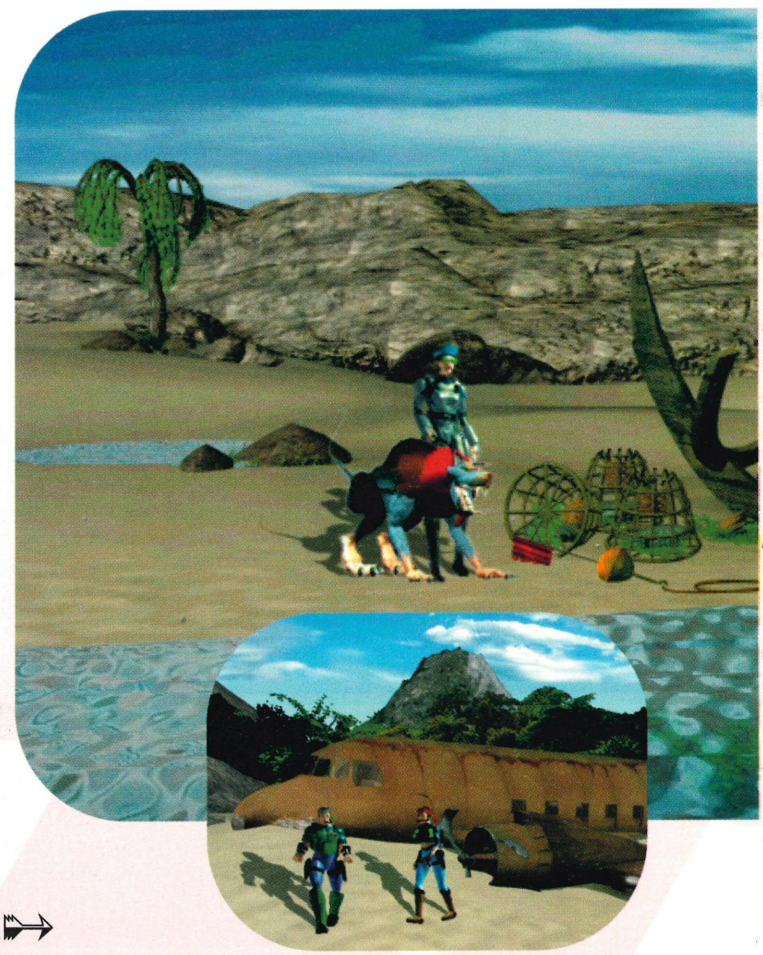
Guts 'N' Garters

Videogames can often become stale. There are many genres of gaming, each one offering various thrills and pleasures, but every now and again the market becomes tired and bored until something arrives that takes us all by surprise and completely re-writes the video gaming rule book. Ocean's forthcoming action adventure looks like being one of these products.

The game is one of varying attractive points and has inadvertedly become such a ground breaking title that it's kinda difficult to class it under any gaming genre banner. Okay, the initial response is to label it an adventure game - that's true enough - but Guts 'N Garters is such a visually stunning and absorbing game that it makes you feel that it's much more than just a plain old 'wander around, pick up this, put that down there' type affair. The game is made up of various highly rendered scenes where Hank 'Guts' Carter and his trusty sidekick Stacy 'Garters' Pringle interact with everything and everyone on-screen.

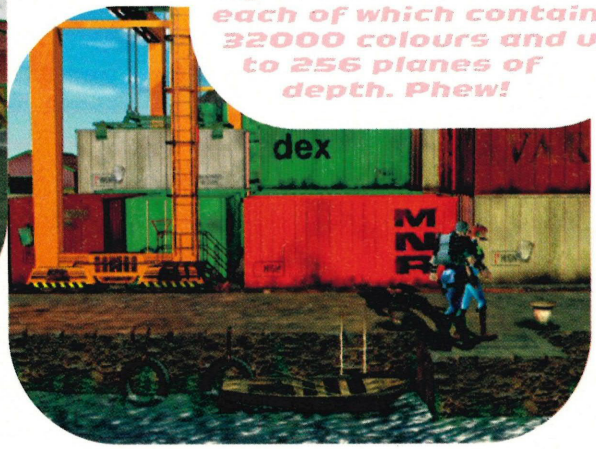
Using Magic Canvas' unique Terrainamation technology, G&G allows players to realistically walk in and out of each scene, collect objects, shoot bad guys, flick switches and blow things up and even make use of the amazing shadow management system, where should you damage items of scenery, even their respective shadows will show signs of stress and destruction. The aim of it all is to immerse players in a totally absorbing environment where taking control of your Special Force agents provides hours of fun and thrilling gameplay, and believe me, it works

You and your partner (whether it be Guts or









GOG FACTS

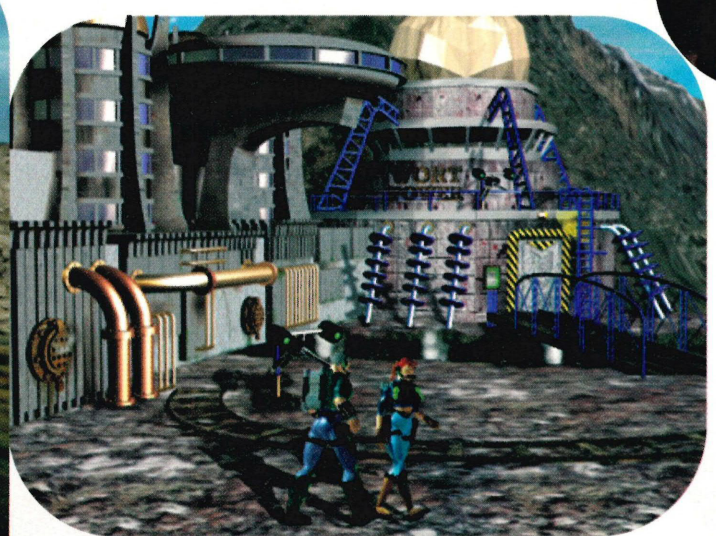
Guts 'n' Garters features over 100 SGI rendered locations utilising 15bit SVGA modes, each of which contains 32000 colours and up to 256 planes of depth. Phew!

Jay recently forgot to pick his mum up from the shops. Needless to say, she had his 'guts for garters' when she saw him next! Ho ho ho, hee hee hee

penders







Garters) parachute down onto the evil isle of Ferros, where token bad bloke, Admiral Wort has taken control. You suspect a spot of genetic jiggery pokery, but need solid evidence in order to take him to the cleaners. Cue plenty of explosions and flying lead as the dynamic duo kick some mutant butt and try to save the world from certain doom. What more do you want eh? A James Bond plotline, two heroic characters to play around with and one of the most technologically advanced and eye pleasing games this year is clearly the mark of something big, and believe me, this is going to be bigger than a big bag of big things.

Guts 'N' Garters

Expected release date: First quarter '97



Punch, kick, throw, floor smash, shoulder charge, spinning lariat and sonic clap your way to victory. Just like the British Olympic team did in Atlanta earlier this year. That's riiiiiiiiiiight!

Lean green, fig



Incredible Hulk - The Pantheon Saga

US Gold is known throughout the games industry as a licence terrorist. The Olympics, the Winter Olympics and the World Cup are just three of the major licences it has snapped up in recent years. Two and a half years ago saw the acquisition of the Hulk licence for the Super Nintendo and now the incredibly green superhero is about to double his bits from 16 to 32 and appear on the PlayStation.

The SNES version of the Incredible Hulk was a rather linear platform/beat'em-up affair where Dr Bruce Banner – or David Banner, if you preferred the TV show to the Marvel magazines – relied on picking up gamma energy to keep himself fully greened up. The Hulk was capable of performing the odd special move such as the sonic clap and the spinning lariat. Both of these have been rejigged for the Incredible Hulk – The Pantheon saga (IHPS).

Marvel comic licences have always attracted attention among gaming punters. The media image of gamers being comic-reading, bedroom-ridden recluses is, to a small extent, true when it comes to the enthusiasm that greeted the releases of Spiderman Vs The X-Men, Batman Returns and the aforementioned Hulk title (all on the SNES).

So far on the PSX, however, it's been a case of *Why are we waiting?* Titles such as Ironman/XO Manowar In Heavy Metal, X-Men Children Of The Atom, Marvel 2099 and Marvel Superheroes have been wafted in front of our noses but without a sniff of an official

HULK FACT

The 'new' Hulk is a transformed human of demi-god strength and high intelligence. Through the work of Dr Samson, the alter-egos of Banner and the Hulk have merged into a single bloke so the Hulk stays a delightful shade of green and royally strong the whole time



The Incredible Hulk © 1994 Marvel Entertainment Group Inc. All rights reserved.

hting machine



Incredible Hulk - The Pantheon Saga

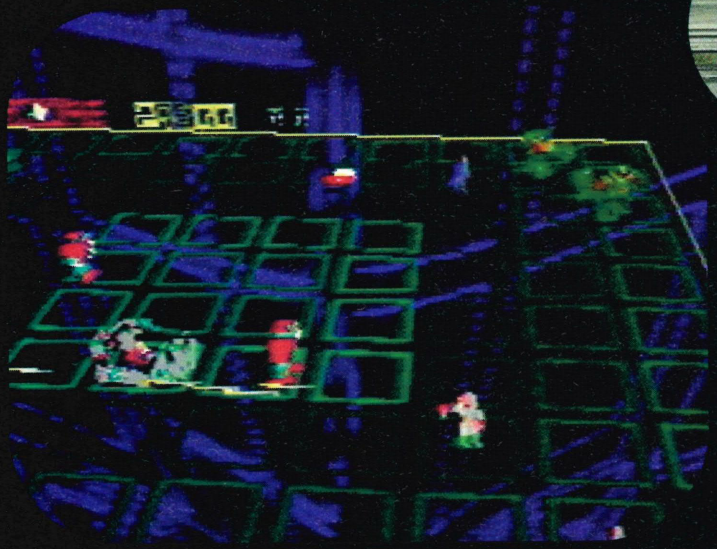
Expected release date: November '97

ALSO STARRING... Hector, Ulysses, Atlanta, Vector, X-Ray, Iron-Clad, Piecemeal (and his melting mad monk henchmen), Lazarus and his soldiers and the Maestro



British release for any of 'em. IHPS, therefore, may just get there first and sate the appetites of Marvel comic fans all over Blighty. Using a similar view angle to Loaded and Syndicate Wars, IHPS is a search and destroy job with a small puzzle solving element. The immediately noticeable thang about the Hulk sprite is his tiny head – his appearance has been re-modelled in the comics and this change reflects it. The Hulk never transforms into Banner – it's a case of decking enemies, picking up the energy they leave behind and also loading up on gamma from the icons littered around the play area. The puzzle element is more or less limited to shoving and throwing boxes around and punching the odd switch. Five large, distinct levels are up for play, ranging from lab malarkey to floating around on a moving ice floe. Everything augurs well for the November release when PlayStation gamers finally get the chance to control the destiny of Marvel's most belligerent character.

When Alex Lee gets angry he turns beetroot, growls a bit then starts sobbing uncontrollably







One of these days a software house will come up with something original. Until then, you could do a lot worse than have a look at GT Interactive's Final Doom, Robotron X and Mortal Kombat Trilogy

Three From G

Final Doom

The most widely played computer game of recent years is set to bow out on the PlayStation. Final Doom is the last nail in the coffin for one of the most violent video game series of all time. The various incarnations of Doom have made a bigger impact on video gaming culture than any other software release. And that's without having to rely on enormous(ly expensive) marketing campaigns that the likes of Mortal Kombat rely upon for hype creation.

Doom made its name purely by word of foaming mouth. Launched as shareware for the PC, the first nine levels of the debut version are – enormo-gasp – free! I.D. Software are the genii behind this first person perspective search and destroy epic that every PC gamesplayer has permanently installed.

But who gives a damn about PC spods? PlayStation owners are the important fellahs, GT Interactive knows this, so it brought Doom in all its phantasmaglory to the 32-bit age. Now every decent gamesplayer has completed it, it's gotta be time for another version.

People lucky enough to have played Quake on the PC will know that GT has already moved on in the first person perspective shoot'em-up genre in terms of graphics and gameplay. It's only right, therefore, that Final Doom should be the last game to retain the same gameplay and graphics as before. Except in a bigger and better setting and against more evil demon types than you could fit into Hell with an extension built on.

As expected, Final Doom is being hyped up as





Mortal Kombat Trilogy

This has to be about one of two things, value for money (which it represents to anyone who is new to series) or a stop gap before the inevitable Mortal Kombat 4 comes out. It would be cynical to accuse GT of cashing in on the name in some ways because only one of the titles you get on the CD has actually made an appearance on the PlayStation, but even so it's a title that we could all have managed without. Quite easily.

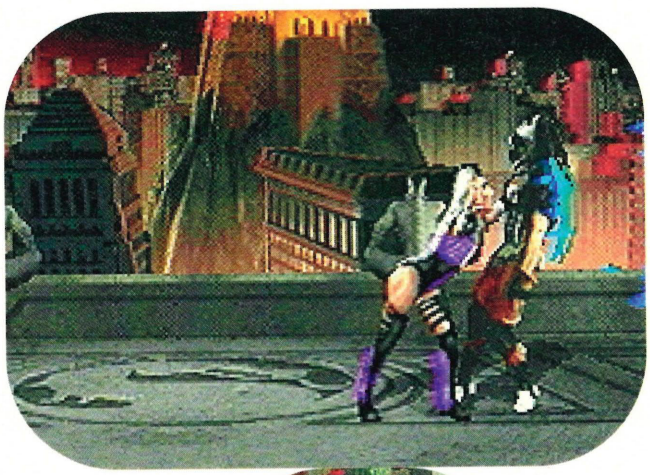
Regardless of the rights and wrongs though it'll still shift off the shelves at a phenomenal rate because, as the last few years have proved, you lot can't get enough of this game. Mortal Kombat Trilogy is summed up pretty well in it's name to be honest. All three games in the series so far have been 'crammed' on to a single CD and will be released at a bargain price (well, forty quid but considering you had to pay that for MKIII up until now it's a bargain alright).

You don't just get the trio of games as was though. The developers have had a bit of a poke around in the code so you can now get a few mates round and, with the aid of one of those handy little multi tap things, you can go for it 'Royal Rumble' fashion and all get involved at once in what could be possibly called the ultimate battle.

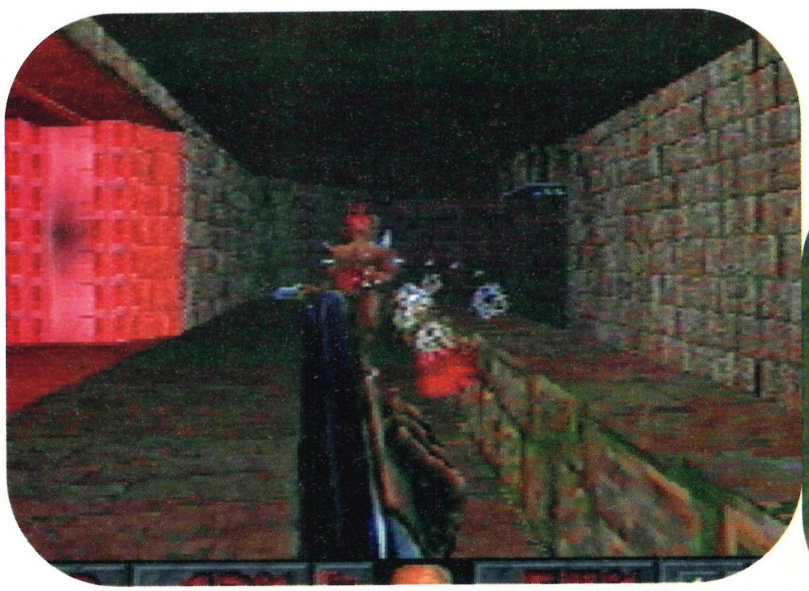
Fans (of which I've never really been one to be honest) couldn't really wish for a potentially better product than this and will no doubt forget that all the games are startlingly similar (each subsequent release was more of an exercise in improvement than a completely new product), and lap this up along with just about any other game with the tag beat'em-up that ever comes out. Sad really if you ask me, but nevertheless undoubtedly true.

GT FACTS

One of GT's PR blokes Pete Hawley once won a Rise Of The Triad competition at London's trendy cyber cafe Cyberia and his prize was an all-expenses trip to the States









Alex Lee doesn't mind Final Doom, loves Robotron X, but isn't much into MK trilogy. Steve, on the other hand, hates 'em all

the best of all the versions of Doom. GT is putting its money where its mouth is – one intended advertising campaign has already been dropped at a cost of a good few bucks. The game arrived just before our deadline, so we haven't had a great deal of time to play it, but first impressions are that it's gonna be fit to be called Final Doom. The very first level's enormous and if that's any indication for what's to come, then PSX gamers are in for a seriously ream treat in the winter.

Robotron X

The original Robotron is up there with arcade shoot'em-up classics such as Galaga, Defender and Phoenix. Namco/Sony had a pseudo-abortive attempt at updating Galaxian recently, with a six player arcade machine and a PlayStation conversion but the so-called 3D version was little more than Starblade Alpha with small knobs on.

It was a massive relief, therefore, when Robotron X was debuted at the Los Angeles Electronic Entertainment Expo this spring. Instead of insulting a respected name in arcade gaming by completely changing the game style and adding the suffix 3D, GT has basically added an elevated perspective to the flat, square play area of the original Robotron. The camera follows your character, zooming in and out in a similar style to that of Toshinden.

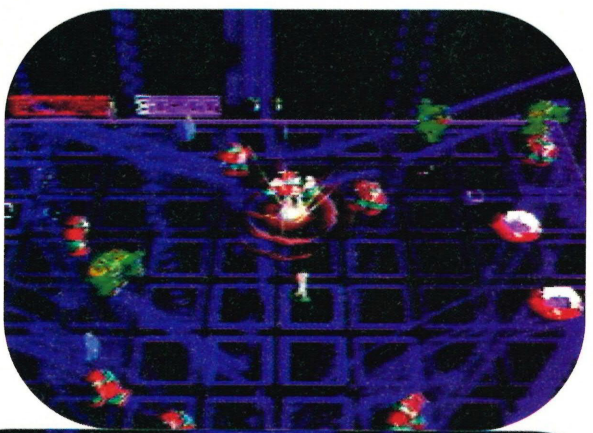
The Robotron arcade machine had two joysticks – one for moving your character, the other for shooting in eight directions. Robotron X works in much the same way, except the four fire buttons on the PSX joypad handle four shooting directions and pressing any two adjacent ones allows you to fire diagonally – pick up your joypad now and see what a great control system this is.

There are only really three things to remember when playing Robotron X. Shoot everything that's destroyable on the grid (some of the fatter robots are invulnerable), run into the odd strolling human to simultaneously score bonuses and prevent him from being turned into a mutant and avoid bumping into anything, cos you'll die on impact.

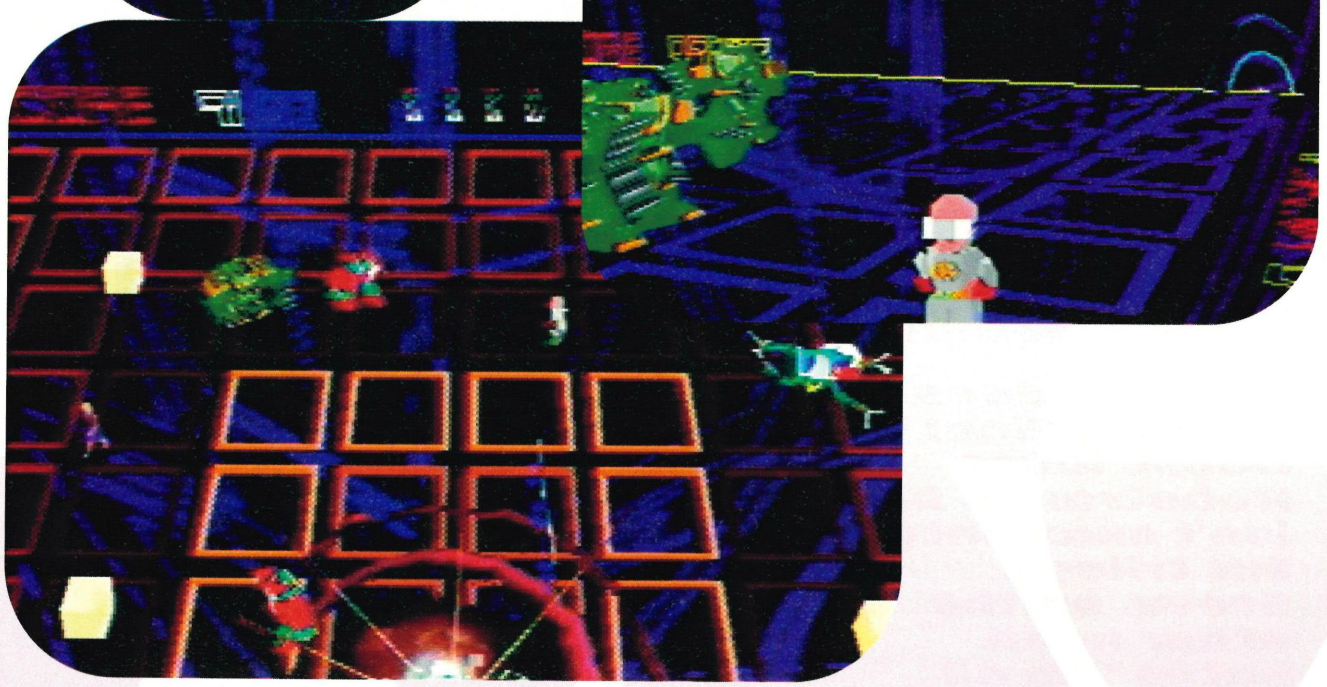
PSX-Pro has high hopes for this one – look out for the next ish for further coverage. The fact that GT is hoping to release it as a budget-priced title gives us the horn as well.

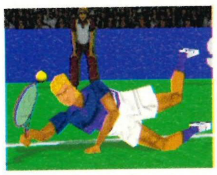


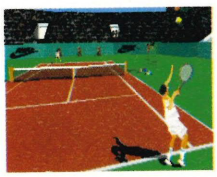


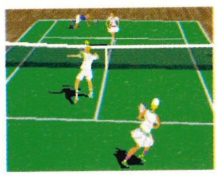














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Making the massive leap from 16bit to 32bit, and from 2D to 3D, another potential Codemasters console hit is about to make an appearance, yes it can only be Micro Machines v3

Turbo-charg

Codemasters is a bit of an oddity in the world of software publishers these days. When such a company has managed not only to survive but to thrive over ten years of cut-throat competition, the trendy thing is to seek outside development teams for inspiration.

Not so for Codemasters. Based in a (large, converted) farm house in deepest, sleepiest Warwickshire, the company that has made its reputation on gameplay is happy to stick with a dedicated in-house development team to take it into the 32bit age and beyond.

Already PSX-Pro has sampled the PlayStation incarnation of Sampras Tennis, the latest in a successful line of licenced products that made the jump into the next generation. Now it's the turn of Micro Machines v3 (MMv3). The first two Micro Machines games, which graced the Sega and Nintendo console formats on both eight and 16bit, look downright ancient compared to MMv3.

Where the first two MMs got away with originality and gameplay, the brains behind Codemasters, the Darling brothers, knew that the next generation of gamers wouldn't be satisfied if the 16bit look was retained for the threequel. The result of this train of thought is a 3D feast with gameplay to match.

MM one and two featured imaginative miniature courses which looked like plan drawings from a kid's book, with dangers lurking around every corner. MMv3 continues this theme, with the same sorta scenarios making a welcome return except this time in glorious 3D. All the races take the driver through a true 3D-modelled environment where, at times, the jump but-





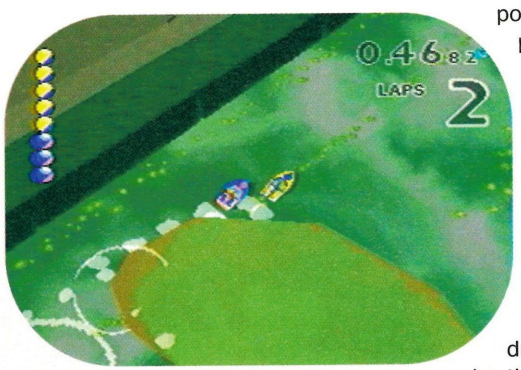


SALES FACT

Since its first multi-format appearance in 1990, the Micro Machines series has sold over 750,000 copies

ed titches





Alex Lee was once given two sets of Micro Machines, but two ad sales-people guilt-tripped him into handing them over

ton becomes as important as the accelerator.

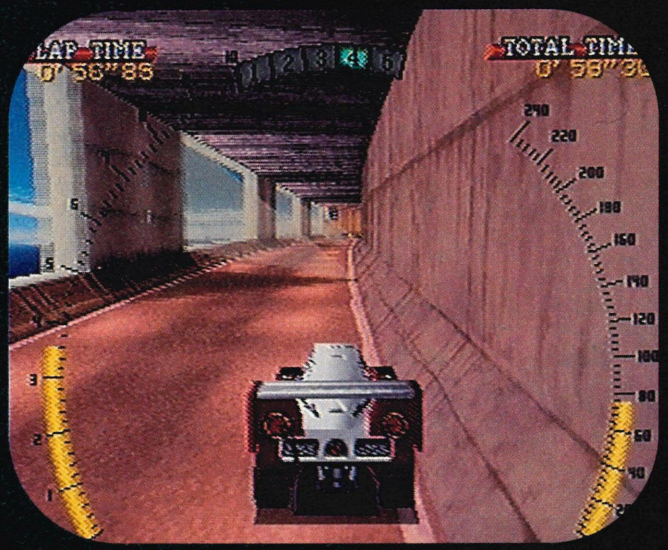
The scale size of each of the 30 selectable micro machines is less than an inch, so the likes of pebbles, leaves and snooker balls can often prove awkward obstacles. The whole shebang has a cartoon feel. Items that provide hilarity and calamity to Tom & Jerry, such as large wedges of holey cheese, inopportunely placed ironing boards and pop-up toasters will all help or hinder your progress, depending on how you use them.

Codemasters is deliberately catering for the new breed of gamer to help bring the MM series into the next generation. Where the two previous incarnations were a frantic speed-fest, MMv3 has the addition of hidden weaponry for drivers who'd rather rely on dirty tricks than skilful driving. The best weapon of all has to be the hammer, which is about twice the size of the cars and can be brought down with irresistable force on your hapless opponents. Coming a close second is the pincer, which trellises out in front of your car, picks up the nearest vehicle in front and places it immediately behind you.

Ten different event styles should cater for even the most cynical race game fan, but as ever the two-player head-to-head challenge works best. To brush up on your driving skills, there's a time trial and on the multi-player side, up to eight players can compete in a two-screen link-up. Reviewed in two issue's time.

Micro Machines V3

Expected release date: Christmas '96



Sony is gearing up for the release of another onslaught of awesome and mind blowing PlayStation titles. We take time out to take a sneaky peek at the toppest two of the bunch and cheer accordingly!

Mech some n

Carnage Heart

Sony new potential best seller in the making is the revolutionary battle simulator, Carnage Heart. Set in the year 2073, the unfortunate situation is this: War has gone global. Constant battles for world supremacy scatter the galaxy after disagreements over mining resources throughout the solar system. Jupitar's moons seem to be the most popular among the various mining corporations, and one specific company, the Space Mining Resource Probe Association (SMRPA) manage to take control and annoy a few people in return.

A band of the worlds largest companies calling themselves the Drakken Group and worth around $8.9 trillion, have been constantly throwing money at the SMRPA over the years and are now demanding some return for their costly contributions. One thing leads to another and before you know it both the Drakken Group and the world federation have fallen out with each other. Come September time, the federation declares war as the only solution, the Drakken contingent agree and it all kicks off - big time.

You're a trainee fighter in this crazy war and your mission begins with you having to build your own mech warrior - yes, it's big dangerous robot time! After building your mech, arranging arms deals, testing out your equipment and manufacturing your army of killer robots, it's down to you to take to the battle field and lead your boys into war. Full 360 degree action awaits, complete with texture mapping, gourad shaded polygons and more special effects than a Hollywood blockbuster - and you control the lot. Use your memory



Penny Racers

Sony have many developers working around the clock for them. It helps them pool in a mass variety of talent from all around the world and often results in the finest software to grace the PlayStation, and their latest set of forthcoming games look certain to continue this trend. Penny Racers is the brainchild of respected developers Takara, and aims to the tired old genre of the racing game and give it a revitalising kick start later this year. Cartoon-style graphics mix with real life motors resulting in deformed Wacky Races-esque characters and bizarre cars, all set in varied and crazy terrain and weather conditions.

The game offers not only comedy drivers and vehicles, but a vast array of other options too. Once a player has successfully finished a race, he can then take his wacky car - wether it be a sports car, all-terrain jeep or one of the numerous others - into the garage and customise the wheels, spoilers and other features, plus upgrade engines and tyres to stand a better chance as the race gets harder. There's a mind-blowing ten million - yes, ten million - different component configurations available during the customisation section! So if that don't keep you occupied I don't know what will! This one looks as if it's going to thrill the pants of fun action racing gamers, like the infamous Mario Kart and Motor Toon 2 before it, plus it'll have enough technical aspects to attract the die-hard simulation fans too. Watch this space for more details over the coming months race fans!

FACT

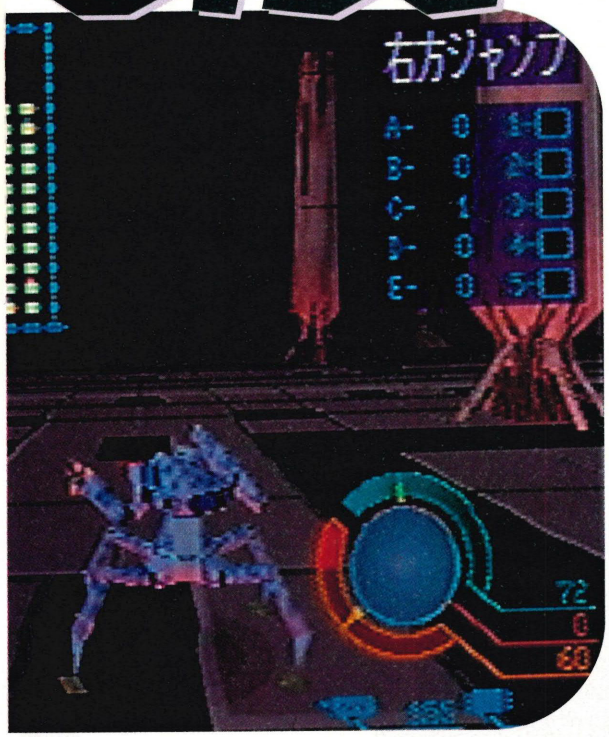
Takara, responsible for Penny Racers, is the firm that brought Battle Arena Tohshinden into your lives. And Battle Arena Tohshinden 2 too. So there





PENNY RACERS

oise



Jay's favourite mech robot is Metal Mickey. He ate Thunderbuster sweets, talked in a daft voice and lived with a family of social misfits in a late seventies kids sitcom. He did, honestly!

cards and not only can your return to battle whenever you want, but you can design your mech, save it and then go around to your mates house and challenge his creation to a fight to the finish. Any self respecting strategy lover will cream over this, and those of you who adore such games as Firestorm or Gunship, should lap up all the hot action inside the cockpit of the future. This sounds treat, and all of us here at PSXPro can't wait for Carnage Heart to romp into the office. More news soon.

Penny Racers / Carnage Heart

Expected release date: First quarter '97





Hardcore 4x4 and Reloaded are the games that Gremlin is pinning its hopes on for profits this Christmas. So long as boys remain obsessed with cars and guns, that shouldn't be too much of a problem

Cars 'n' Guns



Hardcore 4x4

If you read last month's news piece, you'd already know that 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.

When we saw Hardcore 4x4 (formerly known as Gears N Guts incidentally) last month, it looked like a cross between Blam Machinehead and Monster Trucks – the former reviewed last ish, the latter being currently in its 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 features a unique, semi-automatic vehicle control system, ensuring that players are in full command of any of the six vehicles they've selected. Gremlin has attempted to make a fresh approach to racing by placing emphasis on course design as well as artificial intelligence of the CPU vehicles.

It's the opinion of Gremlin's in-house development team that the driving games so far available on the PSX have been too easy and to this end they've created six gruelling courses for the six vehicles to compete on. Each monster truck has different handling, acceleration and max speed capa-



Reloaded

Way back in issue five, PSX-Pro exclusively revealed top secret development information on Reloaded, Gremlin's sequel to Loaded. Now we've eked out some more news on progress of the Sheffield-based software house's second PSX shoot'em-up. Sensationally, Pop Will Eat Itself have sadly split up and will obviously no longer provide the soundtrack for the sequel.

Apparently Loaded was thus called because Gremlin's Brummie development guru Ade likes to have his name as part of the game. The cheeky blighter's muscled in on the name of the sequel too. Reloaded is viewed from a different perspective than Loaded – this time it's slightly more side-on, although not what you'd call isometric. The characters as a result look and move in an even more menacing fashion than the hyper-violent original cast. Re-appearing in the sequel are Fwank, Mamma, Cap'n Hands and Bounca. Additional gun-toters are Consumer– a woman who eats people and Sister Magpie – a cyber nun.

Rather than having to spend time inventing a reason for rejuvenating Loaded's final guardian FUB (fat ugly bast), there's now a new end of game baddy CHEB – Charming Erudite Handsome Bast. This time around, however, the artificial intelligence of the massed enemies should ensure that it'll take beards before you meet him face-to-face. As well as the change of view angle, there's also levels within levels i.e. the odd staircase and the odd puzzle to solve. Don't worry about this, shooting fans, cos all the puzzles involve shooting things. Gremlin reckons there's a chance of a Christmas release for Reloaded – PSX-Pro reckons there's no chance. Big preview next ish.

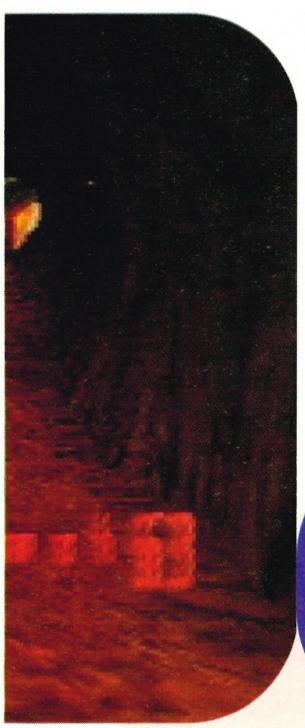




Alex Lee is gutted about Pop Will Eat Itself splitting up as it means he won't get any more autographed CDs from Gremlin









bilities to the other and each has its specialist course. One of them, for example, is more suited to the slippery glacial ravines whereas another holds the gravelly surface of the track situated on an active volcanic island very well.

Reviewed in all its fully-immersive 3D glory next month.

Expected release date: Christmas '96

'I love your ma done without the

Dear PSX-Pro

Having bought every issue of your ream magazine, I couldn't help notice that the September ish was slightly larger (in 1/2 inches) than any of the previous issues. Is there any reason for this, or was it just a one-off thang?

The reason I'm asking is because, with my current set-up, I have a shelf built specifically for my PSX-Pro mags and they just fit neatly in an upright position, and now I have a problem because ish 10 won't fit, so now I have to adjust my shelf just because of one issue of PSX-Pro, thus leaving holes visible in my wall (cheers!).

I love your mag, but could have done without the 'free' 1/2 inch, thank you very much. I've also noticed the little quips on the spines of PSX-Pro and to be square with you, I'm baffled with them, especially ish 10 with 'Acintya bhedabheda tattva'. Is it Greek? I noticed Alex is going to Zakynthos and so thought it was Greek for goodbye or something. Please enlighten me!

If you're looking for strange quips, how about this one 'Fuctfino', though I'm not sure if it'll be allowed. Ahem! Have you ever thought of a readers art page where you'd display game-only related art work. Who knows, it might prove to be a challenge to many of your regular worldwide readers and maybe give a small prize for the best entries. Go on! Go on! Go on! Go on! Aaaah, go on! Thanx!

Dave Flynn, London

PSX-Pro replies

The mag is gonna be the size it is for the foreseeable future. Sorry 'bout the shelf, but we're sure you'll soon get used to the new dimensions and learn to love them.

We were wondering when the first person would ask about the spine messages. Here's what they've meant so far –

Ish one – Are you mental? – A cheeky kid once said this when Steve said that Mortal Kombat III wasn't up to scratch

Ish two – That's right – Is something we say when someone comes out with a falsehood

Ish three – Right! Here I go! – Is the opening line to an anecdote, used mainly by Paul and Neil, who have both now left

Ish four – Whereas you... – The term used after someone disses you. It means much the same as *that's like the pot calling the kettle black*

Ish five – 'Do' – The sarcastic expression following a gaming mistake which roughly translates as *that was abysmal*

Ish six – Oh, doing it now – Is what you say, in a sarcastic tone, as a retort to someone asking you to do something you don't want to

Ish seven – Oh gorrr... – Was once *Oh goooood*, but warped into oh gorrr after months of misuse and overuse

Ish eight – We met the Sex Pistols – It's true. In a hotel bar in Sunset Boulevard, Los Angeles

Ish nine – England 4, Holland 1 – The result of one of England's greatest ever matches in this year's European Championship

Ish ten – Acintya Bhedabheda tattva – Is taken from Kula Shaker's song *Tattva* and translates as *The inconceivable simultaneous difference and non-difference between reality and non-reality*. Or something. It not Greek, that's for sure. Although it's all Greek to me... boom boom

Dear PSX-Pro

I have just purchased and read issue 8, and upon putting it down I find myself annoyed and angry at a certain Eddie Smith, who thinks that the PlayStation is doomed.

He writes 'a complete lack of quality software'. Resident Evil – have you seen it? It's brilliant and no other system has anything remotely like it. Alien Trilogy, Ridge Racer Revolution, Track & Field and the Need For Speed all class games so don't knock them.

He also writes 'nothing happening in the world of PlayStation'. Do you work for Nintendo, Smith? The list of quality projects available for the PlayStation are endless – Formula 1, Crash Bandicoot, Top Gun and the Die Hard Trilogy to name but a few.

Also, with Atari and SNK (owners of the Jaguar and Neo Geo respectively) signing up to develop games for the PlayStation, they have effectively bowed out of the race. So Mr Smith, the PlayStation may be dead in Stoke On Trent but everywhere else it goes from strength to strength.

One more question – Will Rebel Assault or Sensible Soccer be appearing on the PlayStation?

PS – Any chance of a job?

Alan McLaughlin, Argyll, Scotland

PSX-Pro replies

We couldn't agree more, Alan, although the dross software still vastly outweighs the decent stuff that you've mentioned. That's one of the reasons PSX-Pro is invaluable as Alien Trilogy, Ridge Racer Revolution, Track & Field and the Need For Speed scored 9.5, 8.5, 9 and 8.5 respectively, proving our worth as the most accurate and reliable indicator of good software around.

Dear PSX-Pro

I'm writing in response to your article in issue 8 titled 'Alex Lee gets to the point'. I've never written to a computer magazine before, or any magazine for that matter, so please go easy.

I do agree with a lot of what you say when computer magazines have a review 12 pages long or they go on in great detail about a tiny sprite. It's as if they have a quota of pages to fill in the issue and they're just trying to use up space.

I subscribed to your magazine about 2 issues ago because it is very good value for money and easy reading. But after reading your article I was a bit amazed not by its great insight or dialogue but by its arrogance. I felt you were blowing your own trumpet just a little bit too much.

I found a lot of your (as in all the reviewers) reviews quite thin and sarcastic. Some at times can be quite funny but when all the reviewers appear to have very little seriousness to them you start to find it hard to take the whole

review seriously.

Just an example – your supplement in issue 8. The preview of Star Trek was obviously done by someone who hardly ever watches the series. Very little knowledge of the background of the game was known. For reading the review I felt as if the reviewer wanted to finish the review before he even started.

Games are produced in different styles to appeal to different consumers. Mario type games for the platform fanatic, FIFA and other sports games for the sports fans. A game like Star Trek is no different. This type of game is aimed at Trekkies and Sci-fi fans 'cause there's a hell of a lot of them out there.

We don't want to know if you get bored you can always look at councellor Troy's bust. We want to hear if the game sticks well to the style of Star Trek (in this case) and so on.

I also think readers are very interested in news, what's coming in the near future, or not so near future, so maybe increase your news section or make it more detailed in some way? I found in your reviews you don't put in release dates. I know release dates change as often as the weather but even a rough estimate would be an advantage to when we should start looking around the shops for a game.

To conclude my premier letter to a magazine I do enjoy reading your magazine and I don't mean to be completely pessimistic about it. But if I was just praising it, it would have had very little effect and probably been thrown in the file for ass licking and also you did tell us to write to you with our thoughts.

Robin Blake, Middlesex

PSX-Pro replies

If we don't blow our own trumpet, no-one else will. Alex is tired of other PlayStation mags going on about how good they are and just wanted to redress the balance a little. How dare you say some of the reviews are thin? They're as fat as sumo wrestlers.

As for the preview of Star Trek, this was written by Paul Roundell who has since left the company, so there won't be any more poor quality stuff coming from him again. The only TV shows he knows about are Dallas and the ones you can only get on subscription from Amsterdam. We'll tell you what the game is like when it's reviewed. In Paul's defence, we try to avoid making value judgements about incomplete games as it's unfair on the developers.

On the subject of release dates, we're sticking to ours guns for the time being as even a rough estimate is worthless when there's no real way of predicting when a game'll finally hit the shelves. And finally, respect for the forthright opinions. Yours is the type of letter that enhances the letters pages.

Dear PSX-Pro

After reading every Track & Field review and the tips for it in your September issue, I need to know if I am superhuman or everyone else is below average. I rented a copy of Track & Field for five separate nights over a period of about three weeks. I finally bought it two days ago. The reason for this letter is to show you my best scores as they exceed everyone I've seen in print (apart from the javelin, I think). Yes, believe it or not I've smashed the pole vault as well.

100 metres 7.30 seconds (Maca)
Long jump 10.99 metres (me)
Shot put 26.84 metres (me)
Freestyle 39. 76 seconds (Maca)
Hurdles 9.11 seconds (me)
Hammer 108.62 (me)
High Jump 2.71 (me)
Triple jump 20.04 (Maca)
Javelin 102.66 (me)
Pole vault 7.10 (me)
Discus 92.20 (Maca)

PSX-Pro replies

Great scores Maca, but let us tell you a little secret (or two). We never play Track & Field with a memory card inserted, nor do we try for beards to get screenshots with massive scores on. In fact, when we first reviewed T & F, we hadn't had much time to play on it. How often do you play a four player simultaneous contest when the pressure's really on? Andy, Jay, Steve and Alex regularly score well over 14,000 and sometimes over 15,000. The best score we've seen is by US Gold's Steve Starvis (16,000-odd). Believe us, Marcus, the four player human competition is the one that sorts out the men from the boys. Try and achieve your records in that situation and you'll find you (and your mate Maca) will struggle. Screenshots are also 'doctorable' and we could easily publish an outrageous world record list. Our records are currently –

100 metres 8.01 seconds (Andy)
Long jump 10.69 metres (Steve)
Shot put 27.11 metres (Alex)
Freestyle 44.16 seconds (Andy)
Hurdles 9.90 seconds (Alex)
Hammer 108.96 (Alex)
High Jump 2.71 (Jay)
Triple jump 19.96 (Steve)
Javelin 99.56 (Steve)
Pole vault 6.20 (Steve)
Discus 90.17 (Alex)



NIMROD OF THE MONT

Dear PSX-Pro

Vote for the Conservatives and watch as everything gets privatised, hundreds of thousands of families fall below the poverty line, the judicial system goes haywire, prisons become increasingly overcrowded, loads of people go homeless, the filthy rich get richer, the national health service is smashed up, the police force becomes increasingly more corrupt and untrustworthy, a load of sexual perverts hold high office, old people get crap (or no) pensions, everyone has to fork out for adult education, the Olympic team is a laughing stock because of lack of investment in sport etc...

John Major, Westminster

PSX-Pro replies

A can of new improved Nimrod fish flakes is on its way John.

g, but could have free half inch'

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





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*

NE Andretti Racing – well-endorsed racing game – *EA*

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

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

Black Dawn – sequel to Agile Warrior – *Virgin*

Blades Of Rage – flight sim/shoot'em-up – *Ocean*

Blam: Machinehead (PSX10, 7/10) 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*

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*

NE Creation – make it yourself – *Bullfrog*

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*



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

NE Dawn Of Darkness – another Doom clone, but looking good – *Ocean*

NE Death Trap Dungeon – Resident Evil except in real time (apparently) – *US Gold*

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*

NE Die Hard Trilogy (PSX10, 9/10) – Three genres for the price of one – *Fox Interactive*

Dimm & Witt – butt-kicking action in a 3d cartoon world – *PF Magic*

Discworld (PSX1, 7/10) – tolkien mickey-taker – *Psygnosis*

Discworld II – sequel – *Psygnosis*

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

Doom (PSX3, 9/10) – bloody first-person perspective shooter – *GT Interactive*

NE Down In The Dumps – point and click cartoony pc conversion – *Philips Media*

Dragon's Lair II – linear tap-tap-press knightly adventure – *Readysoft*

NE Dreadnought: HMS Carnage – flying fighter using blue screen technology – *Ocean*

Dream Knight – sleepy adventure thang – *Jaleco*

Duke Nukem 3D – exciting doom-style shooter – *GT Interactive*

NE Dungeon Keeper – retain that jail – *Bullfrog*

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*

NE Expert – worst Doom clone yet – *Nichibutsu*

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*

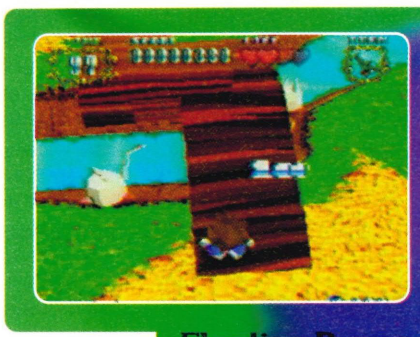
Fantasy Racing – racing game that no-one knows anything about – *Gremlin*

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

NE Fighter Attack – flight sim – *Empire*

Final Doom – use your imagination – *GT Interactive*

Final Round – once called Konami Links – *Konami*



Floating Runner
Disappointing 3D platform effort that initially looked a bit like Jumping Flash. Won't be released over here, though
Xing

Firo & Klawd – hilarious rpg with a cat in it – *BMG*

Floating Runner (PSX6, 4.5/10)– 3d platform effort – *Xing*

Formula One – racing sim – *Psygnosis*

4x4 Gear 'n' Guts – off-road racing – *ASC*

Fox Hunt – interactive movie game – *Capcom*

Frank Thomas Big Hurt Baseball – baseball sim – *Acclaim*

Freelancer 2120 – strategic cyber-punk action in realistic power-packed adventure – *ASC*

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

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*

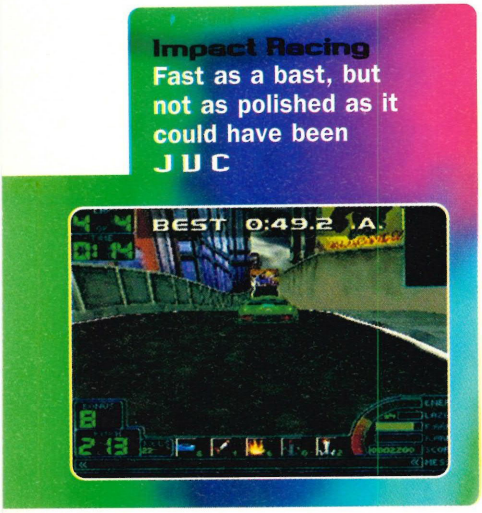
Gender Wars – Reckon the blokes'll win – *GT Interactive*

Gex (PSX5, 8/10) – lizard swiping tail in platform scenario – *Crystal Dynamics*

The Great Game – spy adventures with real actors – *Activision*

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*

NE Guts n Garters – amazing graphic adventure using shadow management system – *Ocean*

Harbinger – action game using live action video – *Mindscape*

Hardball 5 – violent futuristic american football-type thing – *Time Warner*

NE Hardcore – 4x4 racer – *Gremlin*

Hard War – reminiscent of inferno, but easier to fly – *Gremlin*

Have A Nice Day – or 'sim america' – *Time Warner*

Heart Of Darkness – one-off adventure with christopher lee's voice – *Virgin*

Hebereke Popoitto (PSX3, 4.5/10) – bish tetris rip-off – *Sunsoft*

Hermie Hopperhead – mario-type platformer – *Japan*

Hexen – doom-like thang, but meant to be better – *GT Interactive*

Hi-Octane (PSX3, 7/10) – bandwagon conversion – *EA*

Hive – bee'em-up – *Funsoft*

Hunters Of Ralk – rpg with you taking the role of a spirit warrior – *Cyberdreams*

Hyperblade – futuristic hockey game formerly known as hockeydrome – *Activision*

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*

NE Incredible Hulk – David Banner'em-up – *US Gold*

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*



Jumping Flash 2 (PSX10, 8/10) 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 '95 (PSX10, 8.5/10) classic style import versus beat'em-up – *SNK*

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*

NE Kyuin – parodius-style jap shoot'em-up – *Media Entertainment*

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*

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

Lone Soldier (PSX3, 5.5/10) – hyper-violent action combat – *Telstar*

Magic Carpet (PSX5, 7.5/10) – 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

Myth Addventures – greek mythology arcade style – *Virgin*

NE **Namco European Soccer** (PSX10, 7/10) Brit version of J-League Soccer – *Sony*

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*

NASCAR Racing – incredibly popular pc game – *Virgin*

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*

NHL Powerplay (PSX10, 8/10) – the puck'll take half your face off – *Virgin*

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*

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*

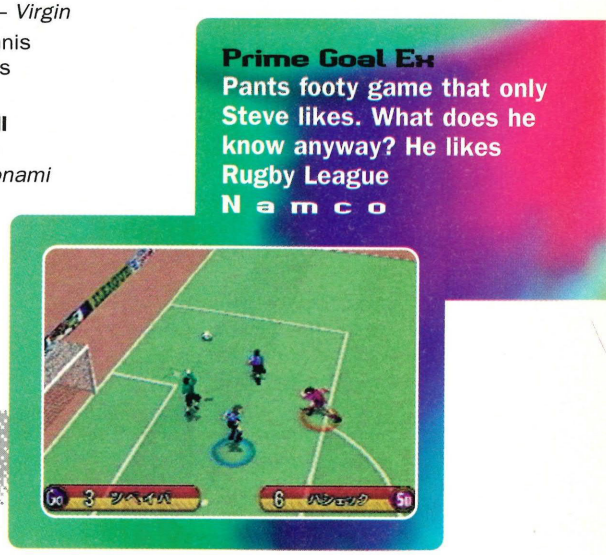
Quake – another doom-like job – *GT Interactive*

Raiden Project (PSX1, 8/10) – standard v/scrolling shoot'em-up – *Ocean*

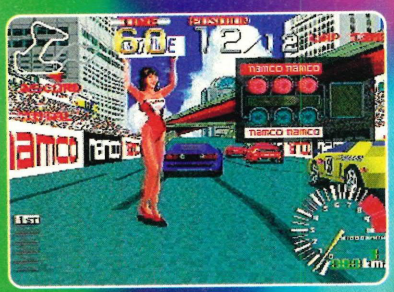
Rapid Reload (PSX1, 7/10) – horizontally scrolling 16-bit-style shooter – *Sony*

The Raven Project – win back the earth – *Mindscape*

Rayman (PSX1, 9/10) – testing platform game with ballz-style sprite – *UbiSoft*



NE = New Entry



Ridge Racer
One of the games that the PlayStation'll be remembered for
Namco



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*

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*

NE **Riot** – harshpants future sport thang – *Psygnosis*

Rise 2: Resurrection (PSX4, 7.5/10) – this time the robots can jump over each other – *Mirage*

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*

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*

NE **Sato City** – moody futuristic graphic adventure – *Merit Studios*

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*

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

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

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*

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*

NE **Starwinder** – twisty, turny racer – *Mindscape*

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 Deluxe – next gen version of successful 16-bitter – *UbiSoft*

NE **Strike Point** – what Aftershock is now called – *Elite*



Shellshock
Got Game Of The Month a while back, but none of us have played it since
Core Design

NE = New Entry

Striker '96 (PSX2, 8.5/10) – footy sim – *Warner Int*

Suikoden – manga influenced rpg – *Konami*

NE **Supersonic Racers** – Micro Machines-style thang – *Mindscape*

Syndicate Wars – arcade action and strategy through 360 degrees – *EA*

Swagman – totally immersive gaming experience – *Core*

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

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

Tekken 2 – (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*

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

Tilt – colourful pinball from all angles– *Virgin*

Time Commando (PSX10, 7/10) 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*

NE **Victory Boxing** – boxing game where you can win – *JVC*

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*

NE **Wild Nines** – Madness and fighting in space – *Virgin*

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*

X-Men Children Of The Atom – beat'em-up – *Acclaim*

XS – robotic combat lark – *GT Interactive*

Zeitgeist – gratuitously blast away spaceships – *Acclaim*

Williams Classics
It's actually called Williams Arcade's Classics but we can't fit it in here
Williams



Zero Divide (PSX4, 8/10) – what rise 2 should have looked like – *Ocean*

NE **Zoiks** – excellent adventure starring Hanna Barbera characters – *Ocean*

Zoop – addictive puzzler – *Viacom New Media*

Zork: Nemesis – surreal horror story – *Activision*

Wing Commander 3
Worked brilliantly on the PC, works brilliantly as a beer mat on the PSX
EA



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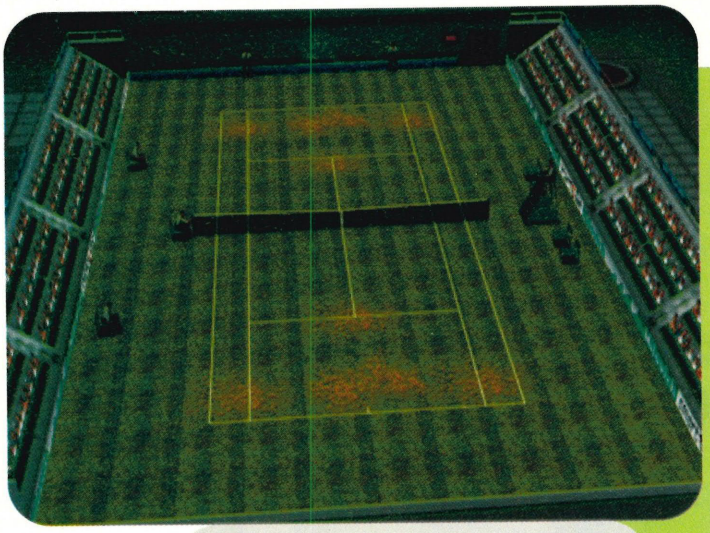
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Point break!

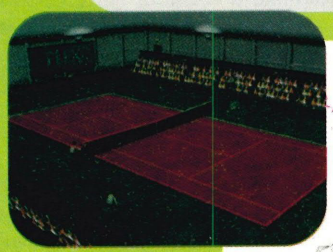
Ocean's new tennis game, provisionally titled Break Point, is nearly finished. Alex Lee popped over to see the development team, Smart Dog, in its comfy office in sleepy Warwick. The laborious two days motion capturing Chris Bailey and Dawn Springall (featured in issue six) have been well spent – it's official.

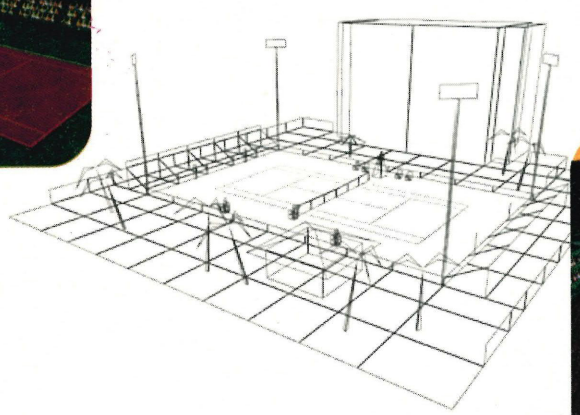
On its way in early October, Break Point (as it's called for now) plays like Tennis games should. Control over shot power and direction is in your court, as it were, and although it's not an instant breeze, after half an hour's gameplay you'll be pulling off shots you'll never even dream of in real life.

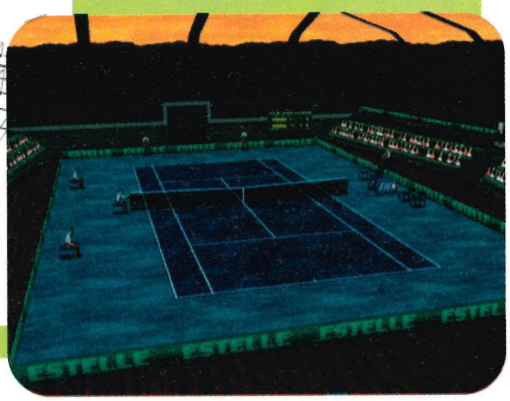
The abilities of the male and female players are accurate to real life, although their respective sizes needed working on. Dawn Springall, who provided the movement for most of the women players, is only five foot four inches – Chris Bailey is about six foot six! The women players have been stretched a little to a simulated size of five foot seven. Noticeably, the gouraud-shaded men are capable of monster serves and tonking ground strokes and volleys, whereas the women are altogether more sedate although pretty damn nippy around the court.

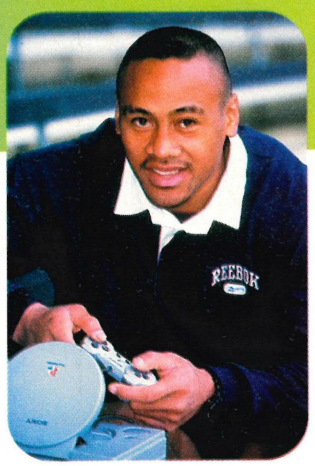
Without giving too much more away – everything'll be disclosed in next month's review – Break Point has a mint replay feature. If ever there's a close line call, the rally leading up to the controversial moment is replayed from an angle above the court, following the ball. The replay can then be controlled with a d-pad from a multitude of angles and advanced frame-by-frame.











Rhino Rugger

Codemasters have recently secured the rights to publish the PlayStation's first multi-player rugby game and tied in the biggest thing world rugby has to offer into the bargain – namely Jonah Lomu! New Zealand All Black's star Jonah is proud to play a part in this historic PSX event and promises that the game will feature all the hard hitting action of the real thing, plus up to 32 international teams, various competition play and plenty of aggressive gameplay – both on and off the screen. Rage software are jointly creating this rugger treat with Codemasters and together they reckon that Jonah Lomu Rugby, when released, is going to the pinnacle of interactive sport gaming. We'll just have to wait and see though won't we?

STOP PRESS ● Peter Molyneux, founder of Bullfrog and the only development bloke that anyone's heard of, may be taking more of a back seat role in the company after the October release of Dungeon Keeper. It's only a rumour, like. Before Dungeon Keeper, however, Syndicate Wars and Populous III should hit the shelves – both reviewed next month.

● GT Interactive, purveyor of Doom, Quake et al, has recently posted record profits for the April–June period – a traditionally quiet time for software sales. A lot of the lucre'll have been made from PC game sales as well, we mustn't forget.

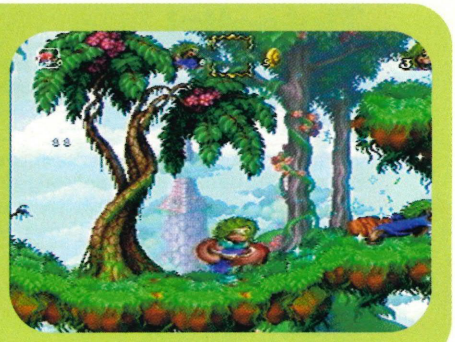
● Amaray has brought out a CD safe box so we can wave bye bye to annoying box breakages, although some clumpsters are bound to bust 'em.

GamePro, PSX-Pro's sister mag, is now to be given away free with every game (on any format) purchased. For the best multi-format gaming information anywhere, don't look any further.

● Software City, which recently opened its



Little Green Men



We hate Lemmings at PSX-Pro. At least we did. Bloody annoying they were. All that puzzle stuff did our heads in to be honest. Even 3D Lemmings, impressive technical achievement that it was was just the same with fancy graphics.

Now though they're starring in a game far more suited to our entertainment centred minds. Lomax (previously Lomax in Lemmingland) is a platform game, and what's even more exciting is that it plays very much like office favourite Rayman.

We had an extended go on an almost finished version the other day and it was enough to convince us that this this is going to be big around Christmas time. It's been in development for 'beards' (according to Alex) and it's easy to see that it's time well spent. The game is excellently structured and even retains some elements from the puzzle games (the icons are still present allowing you to bash through walls etc) and the graphics are nothing short of beautiful.



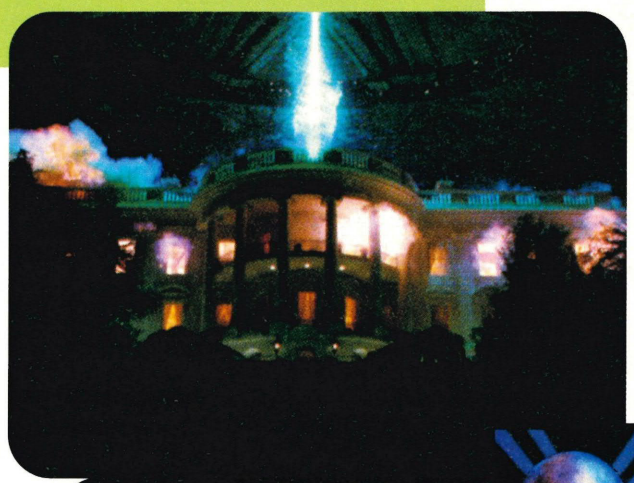


The only problem at the moment is that it's a bit too hard but we're sure this will be uncovered and sorted out when the game enters the playtesting stage, which we're told it is about to do. All this means that it's shaping up nicely for a fourth quarter release so you can expect to see a preview next issue and the game on the shelves around the end of November.

I want my independance

The film is cool, the special effects were quite literally out of this world and now Fox Interactive are about to release a PlayStation conversion of their sci-fi alien invasion movie, Independance Day, later this year. The game is said to be a thrill-packed action adventure, as you blast your way through fully-rendered 3D environments in your FA-18 or possibly a MIG-31 on your mission to destroy the alien mothership - or alternatively, "Whoop E.T's ass".

So go see the movie and then start saving for this top extra-terrestrial treat when it appears in the winter, along with numerous other Fox titles such as the forthcoming X Files treat, a Simpsons game and platform fun with the cartoon super hero, The Tick.







flagship store in Leeds, is to open another store on Oxford Street, London, this month. The chain is hoping to have a further two branches open in time for Christmas.

● Takara is developing an add-on disc for Toshinden 2. Entitled Toshinden 2 Plus, owners of Tosh 2 will be able to use new characters in new scenarios. Coming out in Japan soon, Sony Computer Entertainment hopes to publish it in Europe before Santa gets hammered on sherry.

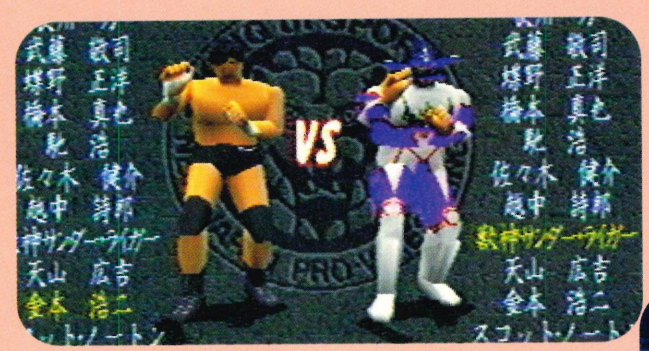
● The Olympic Spesh PlayStation pack in Dixons, comprising a PSX, Olympic Games and Olympic Soccer, has caused a furore among rival chain stores. The bundle, which sells for £229.95, basically means punters are getting two new releases for 15 dabs apiece. PSX-Pro comment – the rival chains should chill out and beat that offer rather than whinge about it.

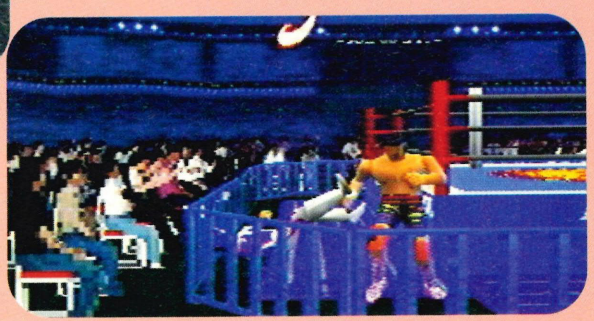
● Engage Games Online recently announced it has entered into an exclusive online content distribution deal with Digital Alchemy, a unique multimedia production company created by former CNN bureau chief Chip Walter and actor Michael Keaton to

Tiptastic!

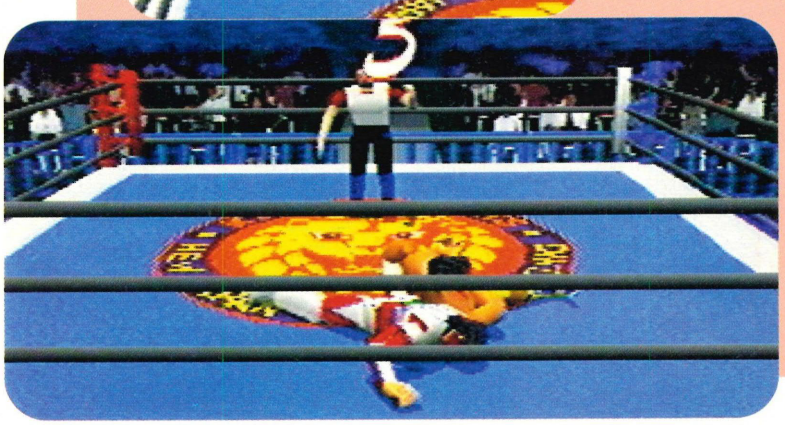
Want a book load of top tips for your PlayStation? Well, it that's the case, theN you'd better fork out for the new Prima Publishing 'PlayStation Game Secrets, priced £9.99. For your coinage you'll get 130 pages of players guides, passwords, cheats, hints and plenty of game breaking tips to impress your pals with, plus a sneak preview section where you can find out what the future holds for your console. Fat, thick and full of tips, the Prima PlayStation Game Secrets is out to buy now!











Jap Slap Bonanza!

Whilst Activision are currently putting the finishing touches to their futuristic sports titles Blast chamber and Hyperblade, they're also releasing a former TOMY title for the PlayStation this winter. Powermove Pro Wrestling is the new title - it was recently retitled due to the original name Toukon Retsuden not making much sense over here - and features twelve selectable and fully 3D polygon wrestlers and an bundance of special fighting techniques and indeed 'power moves' such as neck breakers, body slams, thumb breakers and pile drivers amongst others. Check out next months mag for the full review.

develop broad-appeal lifestyle interactive content. The first product to come out of this relationship will be Human Beans (TM), the world's first virtual coffee house - rich with personable characters, amusing games, fascinating trivia and a fine brew of information about the world's most popular addiction - coffee. Engage Games Online will be launching its new multiplayer games and entertainment service later this summer on America Online and Prodigy followed by an autumn debut on the Internet and other major online services. We were attracted to Human Beans because the online world is actually based on community, and this is going to be a rich, unique gathering place built around the world's most popular drink, said Jeff Leibowitz, president of Engage. The Engage web site can be accessed at http://www.gamesonline.co.

- Virgin, the company responsible for the eyebrow-raising Command & Conquer adverts, is going for the jugular (or should that be the wrist?) with its ad for Resident Evil. Depicting a

Frenny Menz's Consolewood gossip



Pssst... Frenny Menz here. Welcome to my second Consolewood Gossip where I get the goss on everyone who's anyone in Celebsville. I was talking to Ubisoft's Uera Shah the other day down in their office in Hampton Court and I found out all sorts. Not only are they moving soon, but they've dropped Suzanne Mizzi from their Street Racer advertising campaign and replaced her with another blonde model. The only thing is, the new model's knockers aren't very big and they've been computer-enhanced for the press ads and packaging.

It turns out that Ubisoft's product Metro not only used to be UK Nintendo champion but also a ream boxer. Needless to say, I didn't mess with him, cos I don't want my devilish good looks spoilt. I can also exclusively reveal that Metro doesn't drink alcohol, Uera drinks Budweiser, but both of them are partial to pizza and garlic bread. Back on the subject of moving, Gametek is off to pastures new as well. Somewhere near Buckingham Palace or something. Damn, another place in London to avoid.

In fact, as I was directing my cabbie through Hampton Court maze after seeing Ubisoft who should I bump into but Crispian Mills out of chart top-ping beat combo and quite possibly one-hit wonders Kula Shaker. I got the driver to stop, I wound the window down and before I could say anything, Crisp stammered something about his titfer, thanked me for my fashion advice and said he'd give me back my stripey trousers as soon as they were ready for collection at the dry cleaners.

That's all for now. See you again in a month's time when I won't be gathering moss, I'll be digging for more goss! Oooh I will.



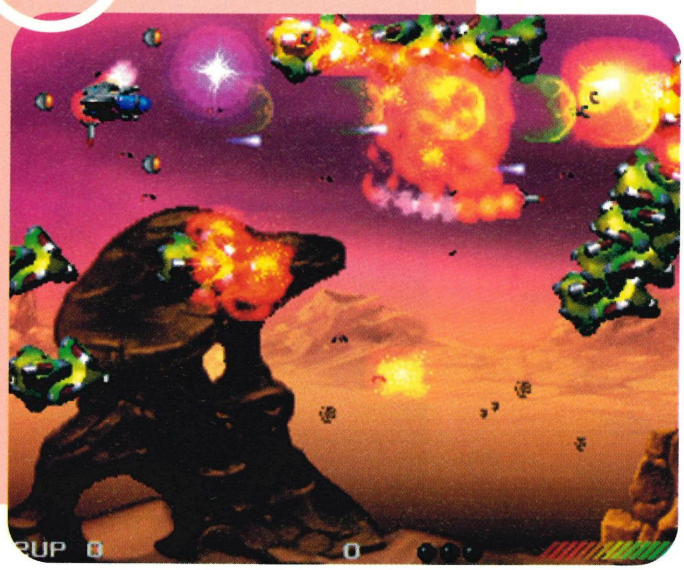


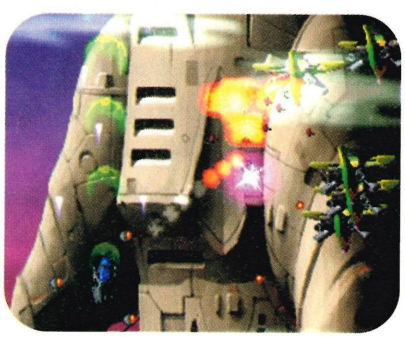
Two X2 is...

After dominating the world with Worms, Team 17 have moved away from the hermaphrodite favourites and stumped for an up date rendition of old shoot 'em ups in the vain of their own Project X. Once again thay've teamed up with software giants Ocean in the hope of recreating the amazing success of Worms.

The fast scrolling shoot 'em up consists of tons of levels, end of level guardians and with sound effects also sounding state of the art, it's a welcome return of the old fsashioned video game.

The final release will incorporate a zoom mode which allows you to get close up to the action as well as fully rendered and interactive backrounds. Add to this the soundtrack they claim to be Europop meets Happy House at a party and they may well have a winning formula. Not sure about that soundtrack however. Anyway, we'll be taking a good close look at it in the not too distant future.





white bath on a white-tiled floor liberally splashed with some red fluid or other, it's bound to upset those with weak stomachs. Watch this space for a controvo-update. The game, incidentally, has already sold over a million copies worldwide.

● According to chart spods ELSPA, the top-selling ten PlayStation titles between April and June are as follows (from first to tenth, PSX-Pro marks out of ten in brackets) – Alien Trilogy (9.5), Ridge Racer Revolution (8.5), The Need For Speed (8.5), Adidas Power Soccer (9), Actua Soccer (9), Total NBA '96 (9), Streetfighter Alpha (8.5), FIFA Soccer '96 (7.5), Magic Carpet (7.5), Destruction Derby (9).

● Manga Mania – a popular mag among PSX-Pro readers – has been revamped. Check it out – it's £2.50 a month. If you've only got £2.50 to your name, however, borrow 45p from someone and buy PSX-Pro instead.



● KEEP YOUR EYES PEELED FOR A TOP NEW PSX MAGAZINE COMING SOON! YOU'VE BEEN WARNED! OKAY?

Another Pinball thang



An addition to Virgin's heavy release schedule is Tilt, a pinball game with a difference. Unfortunately Tilt will only appeal to a limited number of people as it's another genre which people will love or hate.

But for what it's worth Tilt does offer a more varied challenge than Pro Pinball which only has one table. This contains 6 different tables for your gaming pleasure. From the clown table to the car chase there's plenty on offer although they're obviously variations on a theme. One thing which is universal to pinball games is the ever so simple gameplay and Tilt is no different. From the outset it's instantly playable with only the shoulder buttons required to activate the flippers.

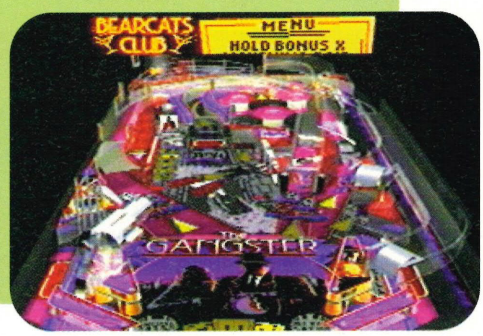
As in proper pinball just hammering the balls around will get you nowhere and to gain the greatest scores plenty of skill (combined with a little luck of course) will be required. Combinations, hitting targets, locking balls and much more are what you must achieve if you are to be a true 'pinball wizard' - like that bloke in Tommy.

There is the chance to configure the viewing angle from the standard 2D mode to a real viewing angle which means basically you can't see the top end of the table during play. Just like the real thing. Only a lot smaller. However if you're in the 2D mode when you achieve the multi-ball, the view will automatically change to give you the 'real' 3D angled table. Which is nice...

Also included are a couple of treat video modes which add a welcome break from smacking the ball around the table. These vary in difficulty and can provide valuable millions of points.

An addition to Tilt which hasn't been seen yet is the sequence shown from time to time when you hit the ball into a hole. This sequence will follow the ball as it falls into the hole and travels to the exit where it's punched back out onto the table.

Due to hit the shelves in the first quarter of '97 Tilt seems to be the most varied pinball release to date. We'll give you a more in depth idea of what's in store when we supply you with a full review some time in the near future. Just you wait and see. Okay?



Next month

Blimey, we've a top treat of an issue lined up for you lot next month I can tell ya. Not only we will have Sony's cheeky mascot, Crash Bandicoot in the house, but we'll have a full in-depth review of Capcom's mammoth fist fighting spectacular Dark Stalkers too. Activision's cubular box battle Blast Chamber also strolls into the office for an exclusive review, as do Micro Machines V3, Wipeout 2097, Break Point Tennis and the retro bonus treat X2. As well as all that we'll be giving you the lowdown from the fabulous European Computer Trade Show, another exclusive interview with Crash creators Naughty Dog and letting you know what's going to be hitting your funky grey box come Christmas time. You're tempted already aren't you? I can tell. Just don't hold your breath, alright?

PSX-Pro
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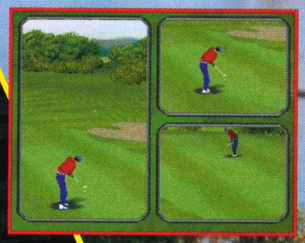
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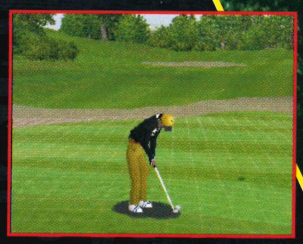
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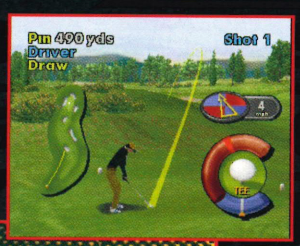
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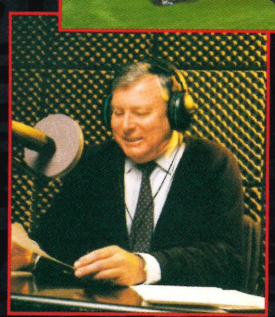
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