

PSYCHO STRIKES!

Free!

16-page game guide to Europe's biggest PlayStation developer

Wipeout

Destruction Derby

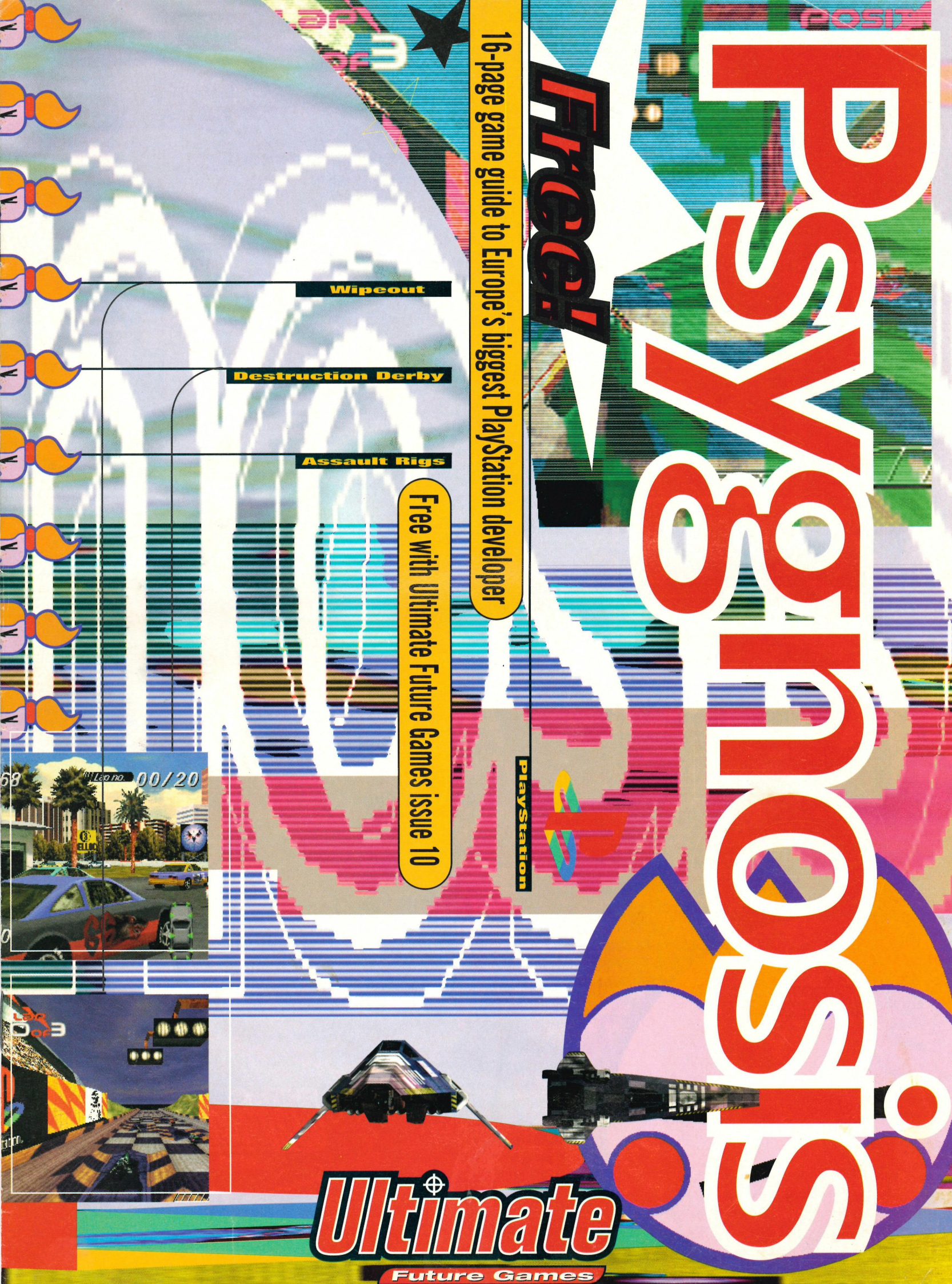
Assault Rigs

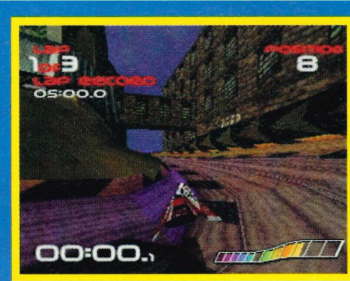
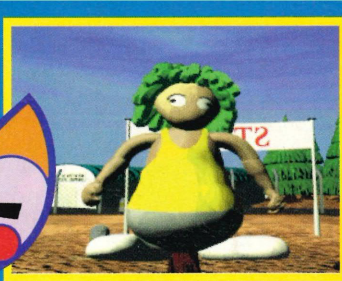
Free with Ultimate Future Games issue 10

PlayStation

Ultimate

Future Games





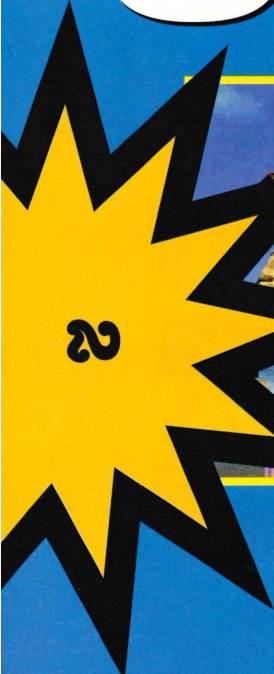
The high octane racing game where your blasting skills are truly going to be put through their paces.

The suicidal superstars are about to leap into a new dimension - the third! Prepare to lose hair (and friends) as you try again to rescue the cheeky chaps.

The only racing game where trying to destroy the opponents' cars is encouraged. Can you enter the Destruction Bowl and eventually come out the victor? *Hmmm...*



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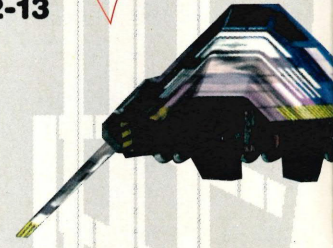
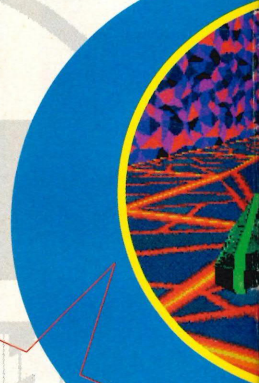
The one-man Russian revolution heading for PSX blast-em-up central. Set in the year 2018 when Siberia has been wasted by an invading alien army, it's your job to save the earth by entering enemy territory in your hulking mechanoid power suit.

Featuring some eye-melting graphics and ludicrously huge power-ups, *Novastorm* hits the PlayStation like an over-excitable ram. Shoot-em-up master-blasters need only apply.

Hunting down your opponents in this cyberspace culture clash, *Assault Rigs* places you in a 3D combat zone where continental champions do battle for cash. Dare you try to become the World Net Champion?

A hilarious fantasy adventure based on the incredibly popular series of novels by author Terry Pratchett. It's already a big success on the PC and it's heading for the PlayStation!

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Ultimate
Future Games

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Psygnosis

AG SYSTEMS™

► Sony Psygnosis' dedication to PlayStation development was recently highlighted by the move of its main Liverpool-based operation to an impressive new site in Wavetree Technology Park, just outside Liverpool city centre. It's from this huge building that most of its games are being researched, developed and playtested, clearly showing the long-term commitment to the PlayStation.



Last year, the international software publisher Sony Psygnosis celebrated its tenth birthday. The firm has certainly grown dramatically since Jonathan Ellis and Ian Hetherington, now joint Managing Directors of Sony Electronic Publishing Europe, founded it in a Stonecutters cottage in Liverpool during the heady days of 1984.

It now employs over 250 people, with publishing and

development offices in the US, UK and Europe. Working with over 30 development teams across the US and Europe and with six internal development sites of its own, Sony Psygnosis has swelled into the largest development house in Europe. Not bad, eh?

It's now so bulky, it's had to relocate to a whopping cyber-greenhouse structure in Wavetree Technology Park on the outskirts of Liverpool, ready for the recruitment of hundreds more members of staff, eager to get into the world of quality CD ROM production.

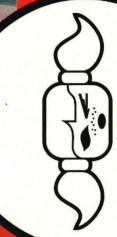
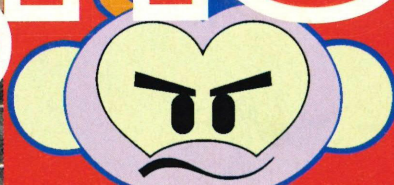
Psygnosis' most memorable contribution to videogame culture has to be the *Lemmings* series of games. In fact, DMA Design's original *Lemmings*, after being launched in a hail of champagne and sticky buns on February 14th, 1991, went on to become the biggest-selling computer game of all time.

The next turning point in Psygnosis' history came in May

1993, when it was awarded the Queen's Award for Export Achievement – the first entertainment company to receive the honour in the award's 28-year history. That same month, Sony acquired Psygnosis to be the spearhead of its new European operation, Sony Electronic Publishing.

The framework for producing and distributing high quality games is clearly now in place. Sony Psygnosis has certainly been pulling its quality socks up of late, with titles like *Ecstastica*, *Discworld* and *Urban Decay* generating intense interest. With September seeing the release of the PSX and Sony Psygnosis forming a vital part in getting software out there for launch, it's time for Ultimate to be the first to crack open the games nearing completion.

Psygnosis



WALTER

► There are eight customised craft in *Wipeout*, and the emphasis really is on a full Formula 1-style of racing season.



► A shot from the intro clearly shows the incredible speed these ships are capable of. You can really pick up momentum when you pelt down the huge slopes.

► All the craft handle like you'd expect a ship that's being suspended by magnets to react. *Gran Chaser* on the Saturn really failed to capture that authentic feeling.

► The sound effects are pretty amazing. Accelerate past the crowd and listen to their screams fade away into the distance. Magic.



AURICOM RESEARCH



Could this be the ultimate future

Psygnosis

Format	Style	Release date
PlayStation PC CD ROM	Racing Shoot-em-up	Sept/Dec '95

The future's quite a scary place, you know, particularly if you earn a living as a pilot in the Formula 3600 Anti-Gravity Racing League. One minute you can be hammering it through dimly-lit snaking tunnels and skimming over ravines, the next you're trying to escape missiles and dodge sneakily-laid mines. A race here, it seems, could literally be the ultimate thrill.

Wipeout gives you the choice of climbing into the cockpit of any of eight customised racing craft, each magnetically suspended above the tracks. There are seven of these, each passing through stunning scenery, with the later ones only accessible once you've successfully faced the challenges of the easier ones.

The game features all the accepted racing features -

Championship, head-to-head (using the the PlayStation link-up cable), time trials and game-saves for fastest laps etc, and comes furnished with some slickly textured visuals and sounds (Sony Psygnosis have commissioned a techno soundtrack featuring cult bands like Orbital, who are featuring



◀ *Ridge Racer* really has got a challenger on its hands now, when it comes to super-smooth texture mapping



◀ Each team has a distinctive set of icons, thanks to the work of Sheffield's The Designer's Republic...



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How to build a ship...

▶ All the ships began life by being modelled in wireframe (thanks to Autodesk's AutoCAD, then they cleaned up for the PCX)

▶ But shaped PCX polygons ship was then built, and finally, using SGI software, a rendered vehicle was produced.

racing experience?

the track *Wipeout* on their new album). And the production team have worked tirelessly to get the most out of the PlayStation hardware: 'I wanted to make the most of its three dimensional graphics, so the tracks for the different levels of the game had to be developed to make the greatest impact,' says Nick Burcombe, the game's designer. 'You can even spin right round and go the wrong

way around the track. You just have to make sure you aren't hit by one of your competitors!' You can get a taste of the game on the big screen later this year. MGM Pictures (the guys with the lion) were so impressed by early footage of *Wipeout*, the company approached chief game artist Jim Bowers to create a computer animation sequence based on the game. 'We had

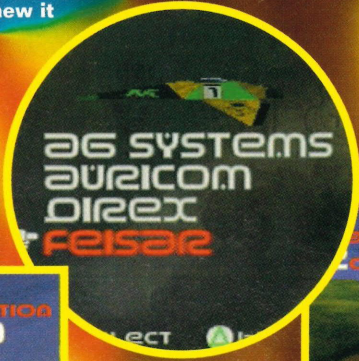
Welcome to Wipeout...

only two and a half weeks to deliver the sequence,' says Bowers. 'We had the full team working flat out on it. During the last five days we had thirteen very powerful graphic computers working 24 hours a day, but we delivered it on time and knew it

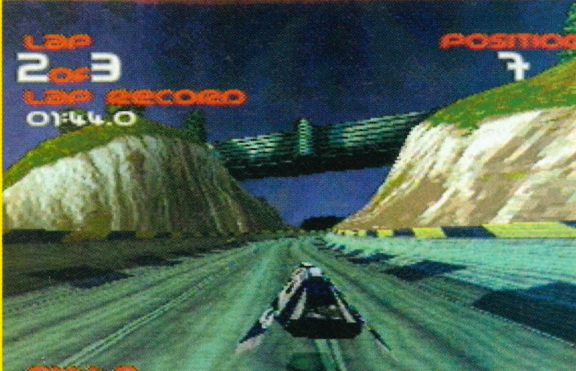
was a winner.' Their work can be seen in *Hackers*, a movie about the world's first computer hacker war, which goes on European release in the autumn.

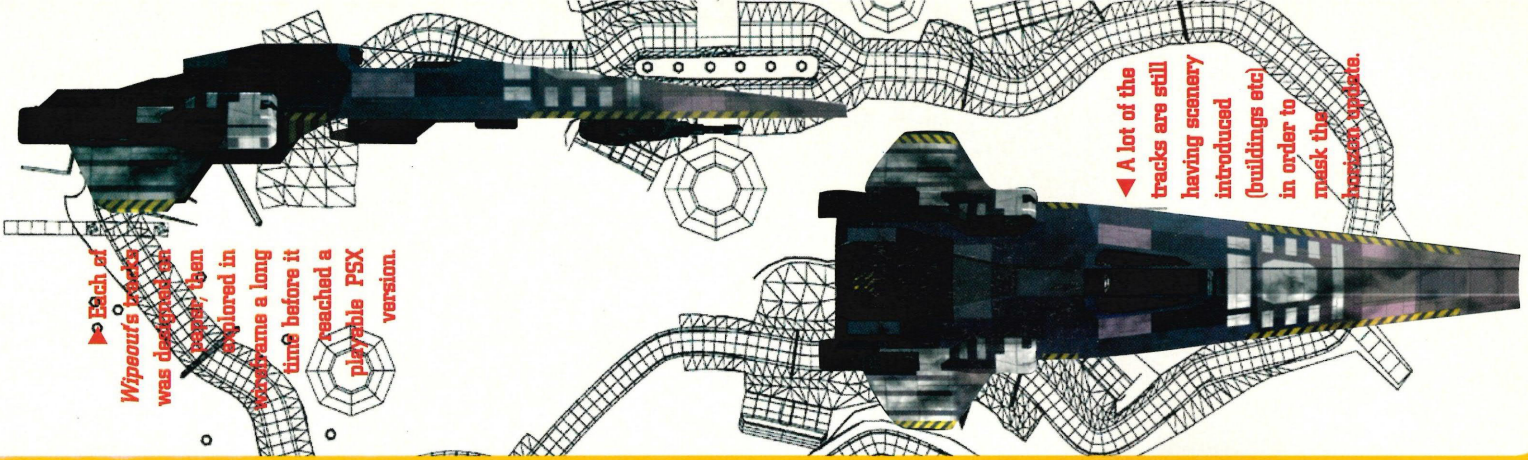


◀ The low view that you get from inside the ship really adds to the convincing sensation of speed.



◀ The enemy ships react to the way you're playing, slowing slightly if you lag too far behind etc.



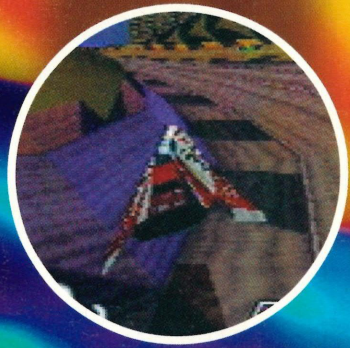
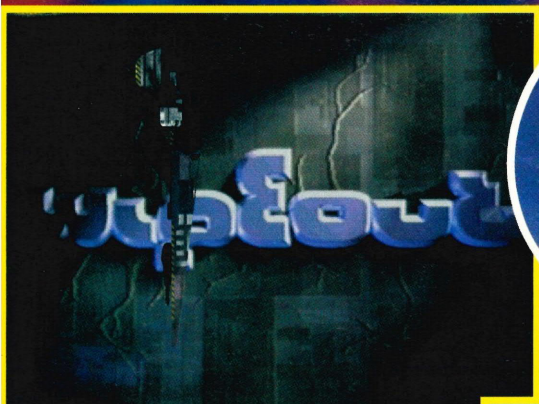
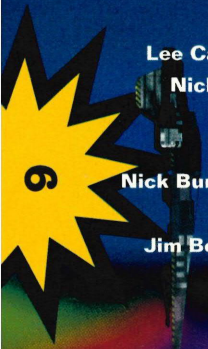


Each of Wipeout's tracks was designed to be explored in a long time before it reached a playable PSX version.

A lot of the tracks are still having scenery introduced (buildings etc) in order to mask the houses, update.

Wipeout is being brought to the PlayStation by one of Psygnosis' internal teams, based in its Liverpool HQ.

- Pol Sigerson - Graphic Artist 1
- Darren Douglas - Graphic Artist 2
- Jason Denton - Programmer 3
- Laura Grieve - Graphic Artist 4
- Dominic Mallinson - Producer 5
- Stewart Sockett - Programmer 6
- Dave Rose - Programmer 7
- Lee Carrus-Westcott - Senior Artist/Game Intro Artist 8
- Nicky Caruss-Westcott - Team Leader/Senior Artist 9
- Rob Smith - Programmer 10
- Lousie Smith - Graphic Artist 11
- Nick Burcombe - Original Concept and Game Designer 12
- Sue Campbell - Product Manager N/A
- Jim Bowers - Original Concept and Hackers Artist N/A
- Tim Wright - Musician N/A



There's a huge variety of scenery to pass by and through - even during a single race. Watch out for the mad ice stage.



out. Survival is the goal, but if you fancy living a bit recklessly simply flick it into suicidal mode, where the whole field is baying for your oil, each driver ignoring the others in his pursuit of your good self.

You can also choose your preferred amount of opponents, introduce the element of 'team tag', and perhaps the ultimate thrill - play against a human opponent using the PlayStation

link-up cable. Clearly, *Destruction Derby* is the most user-configurable of driving games to appear on the PlayStation so far.

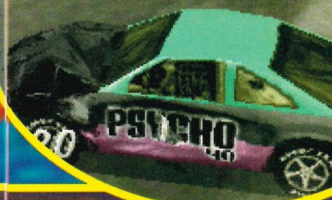
The action replay facility is definitely the icing on the cake. Once you've finished you can go back through the race in bite-size bursts, selecting any camera angle for a particular shot. When played back at normal speed, the software then

slickly fills in the tracking to each viewpoint - you can build up a truly cinematic masterpiece, and even record it to the PlayStation memory card. Never before have we seen so

many preferences crammed into such a game.

And these aren't merely gimmicks, bolted on at the last minute - they should add immeasurably to the final game. No other racing sim has really offered the thrill and realistic handling that you'd expect from a stock car game. *Destruction Derby* could address the balance. Roll on September and the PSX link-up cable. Oh yes.

The replay facility allows you to watch the action from any view.



Lap no. 02/12



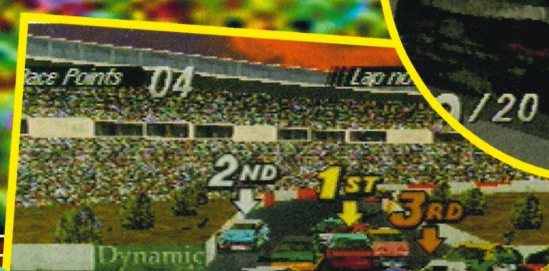
3 34



Race Points 88
The huge screen on this course plays the action in real time. Very impressive.



Even the wheels move separately to the car's body.



This crossroads is ideal for pile-ups involving the entire field. Watch that smoke plume.

These geezers made it...



Destruction Derby, despite its American flavour, isn't being developed across the Atlantic. Nope, that responsibility falls neatly in the hands of Reflections, a company based in gorgeous old, fluffy Newcastle. The team there have been writing games for Psygnosis for the past five years.

Martin Edmonson,

Founder and owner of Reflections

Mainly involved with design, graphics and production, Martin was responsible for the overall design and graphics for the original Amiga *Shadow of the Beast* trilogy.

Mike Troughton, Programmer

A pretty bright chap is our Mike, with an MA & BA in maths from Oxford and an MSC in pure maths from Leeds. He has extensive knowledge of the 'C' programming language and a strong background in 3D graphics programming.

Russell Lazzari, Programmer

Has a pretty damned special knowledge of the 'C' programming language. So there.

Robert Troughton, Programmer

Another egg-head, with a BSc in pure maths, and knowledge of that lovely 'C' language.

William Musson, Programmer

With a BSc in computer science and - yes, you've guessed it - experience of the 'C' language, William feels right at home at Reflections.

Phil Baxter, Graphics Artist

No team would be complete without someone who has gained valuable 3D modelling experience using Imagine v2.0. Enter Mr B...



3D LEMMINGS

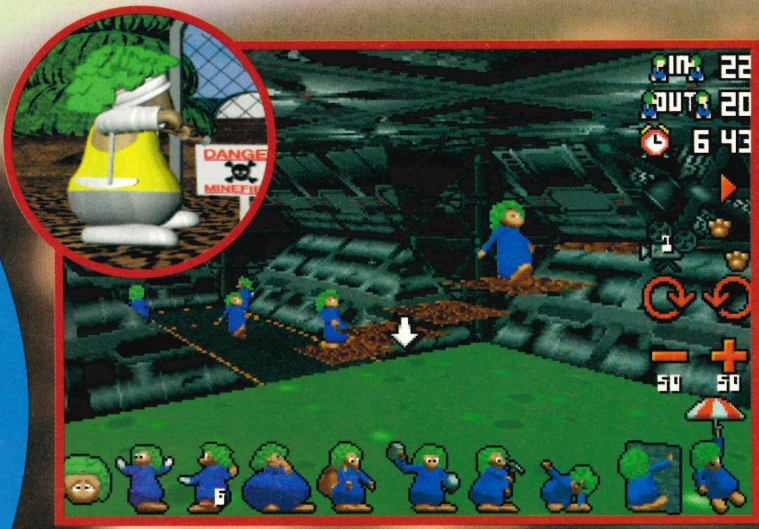


◀ In 3D Lemmings, you can even explore the tunnels the guys dig.

remains identical to the ubiquitous earlier versions - guiding a set number of lime-haired guys through some mind-searing puzzles using the restricted skills available to you - this time the whole game takes place in a fully interactive 3D environment, no less.

those who have already smashed the previous incarnations, and yet be as accessible as possible to new PlayStation puzzlers. It features 80 game levels (separated into the established four skill levels), and 20 extra training ones, which will help you familiarise yourself with the nine skills and the essential new one - 90° turn, which allows you to direct the lemmings within the 3D worlds.

The suicidal vole blokes, back to drain your brain sap



- A tidy little history, don't you think?**
- Lemmings
 - Oh No More Lemmings
 - Lemmings 2: the Tribes
 - Christmas Lemmings
 - All New World of Lemmings
 - Lemmings for Windows
 - 3D Lemmings
- Launched February '91
 - Launched December '91
 - Launched March/April '93
 - Launched November '93 & '94
 - Launched April '95
 - Launched September '95

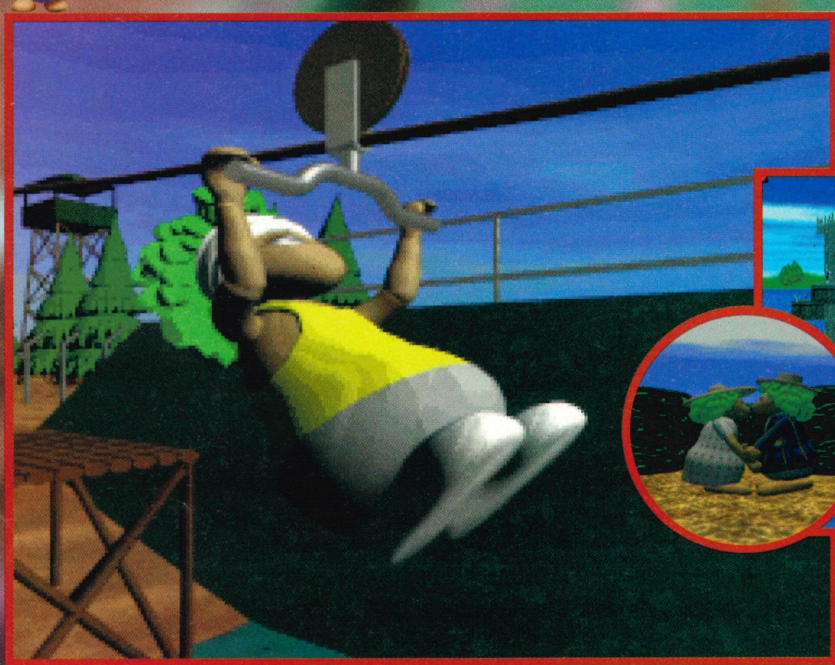
And you thought the previous incarnations of Psygnosis' most successful game were the most challenging things ever. Although the Next Generation adaptation's aim

3D Lemmings is sure to provide a distinct challenge to

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FUTURE GAMES



P s y g n o s i s		
Format	Style	Release date
PlayStation PC CD ROM	3D Puzzle Action	Sept/Dec '95



▲ As you can see, the point-and-click interface certainly seems more flexible than in any of the previous Lemmings games.

There are ten of these (Egyptian, Sci-Fi, Maze, Medieval, Golf, Electronic, Lemgo, Sweets, Circus and Military), and you get to view these via a roving camera which allows you to pan and zoom around the level. There's also the new Virtual Lemming mode, giving you the opportunity to waddle around the level in the very shoes of one of the little beggars.

Thankfully, the developers have ensured that the gameplay concentrates on puzzle-solving, rather than any

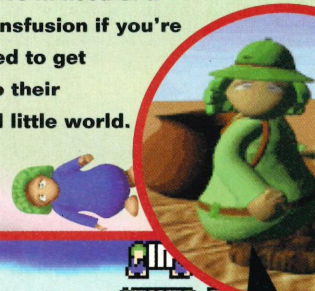
tedious pixel-perfect positioning of the character sprites. You can also now select a lemming from the swollen crowd as an arrow will appear above their head, allowing you to assign a skill at exactly the right moment. They have also tried to smooth out any previous presentation problems, incorporating the 'fast forward' option from *Lemmings 2* (no more lazing around waiting for your lemmings to exit the level).

The control interface itself remains as

seductively simple as before, so the player feels instantly at home. It's actually a combination of traditional *Lemmings* and *Doom*. In the PC set-up, you move the camera around very much like you shift the viewpoint in *Doom* (using the keypad), and once you're facing the direction you're after, use the mouse to select skill icons and lemmings.

The game can also be controlled entirely with the mouse, using the on-screen hotspots (likely to ensure swift movement around the game in the PlayStation version).

Understandably, for a slapped up Next Gen game, it's a feast for your eyes and ears. You can watch over the guys in their original blue-smocked minuteness or zoom in and revel in their full-sized ray-traced glory. And just wait until you hear the hilarious samples. Humorous touches bubble away madly throughout the game - you're in need of a humour transfusion if you're not prepared to get sucked into their unbalanced little world.



▲ View the surroundings from inside one of their heads. Just imagine leaping to your doom...



What are you looking at, eh?

The original idea for the game began back in 1987, with Lunatic Software. Two graduates, James Thomas and Martin Hall began investigating the possibilities of the Amiga A1000, and managed to get an idea (*Cytron*) published by Psygnosis in 1992. They then began work on an abstract 3D puzzle game for the Amiga. The game (*Cubewalker*), involved guiding a single creature over a 3D lattice in order to reach the exit. They discovered that the machine couldn't handle the required number of polygons

at a suitable speed, so at the request of Psygnosis, shifted it to the PC. Here they managed to get 1000 polygons and 100+ vector bobs running at 17 framed per second. Blimey, eh?

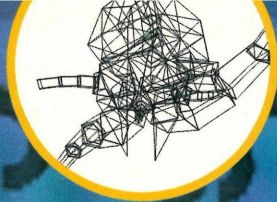
After seeing this, Psygnosis agreed to let lemmings loose in the game, and the *3D Lemmings* project went ahead full steam. Thomas and Hall were joined by friends from the Nottingham area - Andrew Brechin & Rob Rawson (programmers) and Neil Casini & Rob Matthews (artists) - and Clockwork Games was duly formed.



KRAZY IVAN

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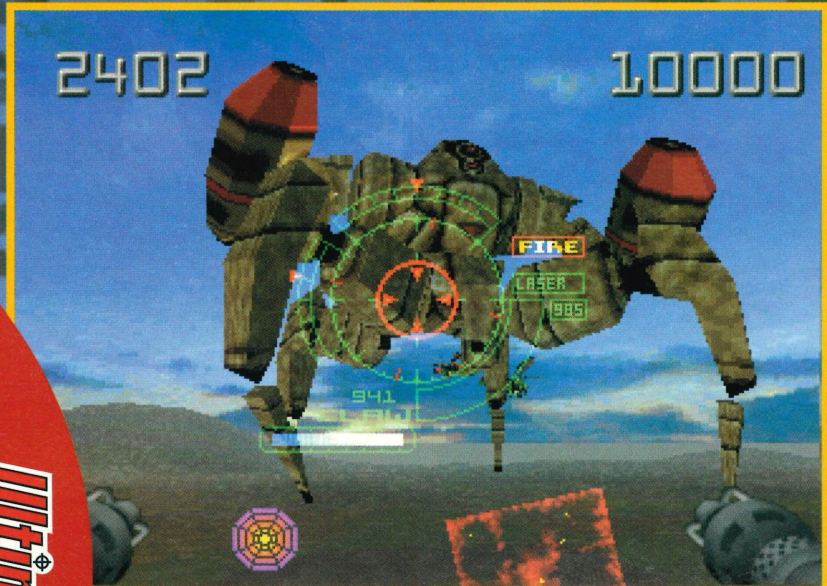
◀ This is the Sentinal, a floating octopus if you will, who comes heavily armed with both homing and standard fireballs.

In Russia, there are bigger things to fret about than

your tractor

breaking down...

P s y g n o s i s		
Format	Style	Release date
PlayStation PC CD ROM	3D Combat Hell	Nov '95



KRAZY IVAN ★

Issue No. 61289 PSX
Code 34zx 38/5

Set in the year 2018, *Krazy Ivan* takes place in the sweaty aftermath of a brutal alien invasion. Siberia has already been wasted (not that it could be wasted that *much* more) and near impenetrable force-fields are in place, closing off vast stretches of seized land. It would seem that soon and rather inevitably, the rest of the world will fall beneath the might of the alien aggressors. Crikey.

But a team of Russian scientists manages to disrupt the force-field long enough for a lone individual to scamper ferret-like into the heart of the enemy's domain. Guess where you come in? It's your job as the *Krazy* guy of the title, a Russian soldier on a suicide mission, in a forty-foot fifty-tonne mech-warrior power-suit, to rescue the human survivors and knock a bit of sense into the

mech-noid hordes ripping up the planet.

What this essentially melts down into, is a first-person shoot-em-up set in a slick 3D environment. There are five battle zones to get through, beginning with Russia then moving on through the Middle East, Europe, USA and Japan. Each comes stuffed to bursting with a selection of texture-mapped enemies which take the form of Sentients (which only appear on their own during the levels and are huge and armed to the gills), and Drones (less intelligent than Sentients, but may appear in multiple numbers).

Your primary goal is to find and destroy the shield generator at the heart of each field, but that's not as easy as you'd imagine (of course).

Some of the tougher enemies have an Electronic Counter Measure (ECM), which effectively stops your homing missiles from locking on. The enemies also come armed with a terrifying – and rather damaging – assortment of weapons, ranging from simple mines and lasers to homing fireballs and flamethrowers. It's going to get pretty hot out there.

When you finally destroy an enemy (and haven't got caught up in their lethal explosion), you can pilfer their Energy Core. These can be used during the



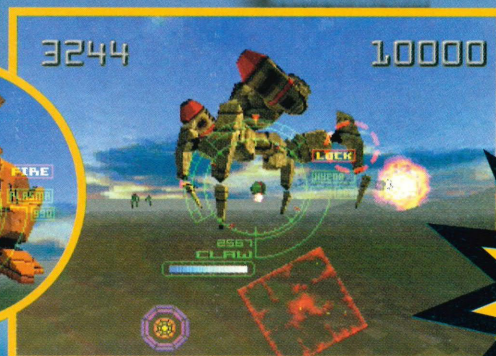
A bunch of Krazy geezers

- Tim Wright - Musician (in-game music) 1
- Mike Clarke - Musician (sound effects) 2
- Kristian Ramsay-Jones - Producer/Design 3
- Garvan Corbett - Lead 3D Artist (environments/characters) 4
- John Harris - 3D Artist (characters) 5
- Jeff Bramfit - Project Manager 6
- Salim Siwani - Programmer (3D environment) 7
- Mike Ellis - Gameplay Director 8
- John Dwyer - 2D Artist (textures/front-end) 9
- Mike Waterworth - 3D Artist (characters) 10
- Marcus Goodey - Programmer (enemy AI) 11
- Steve Balmer - Programmer (front-end/video cuts) 12
- Michele Harris - Product Manager N/A
- Joanne Galvin - Product Manager N/A
- Jim Bowers - Head Visual Artist (rendered sequence) N/A
- Associate Producer - Morgan O'Rahilly N/A

Krazy Ivan is currently being developed in-house by Sony Psygnosis. In fact, you may recognise some of the team members pictured below, as they're still involved with the *Wipeout* project...



end-of-level Update Screens where you can increase your power suit's weapons, systems (radar etc) or power (allowing you to move around the levels faster). This certainly allows you to play the style of game you prefer - light, nippy and dangerous, or slow, heavily-armed and safe. We know which we'd prefer...



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NOVASTORM

Psygnosis

Format	Style	Release date
PlayStation	Scrolling 3D Blaster	Sept '95

The Bator system is dying. The once-mighty Federation is on the brink, its cities ruined, its population decimated. And all this is down to Scarab X, a state-of-the-art military computer network, which has mutated and taken on a life of its own.

In one final attempt to free themselves, the rulers of the Federation order the launch of

the experimental revolutionary space fighter Scavenger 4. Its mission: to hunt down and destroy Scarab X...

Many of us have already played previous versions of this sequel to *Microcosm*, so what has the stonking new PSX version got to offer, eh?

Well, how about full-screen graphics at almost double the PC resolution (256x240 as opposed to 256x144)? High



◀ The PSX's tremendous sprite capabilities allow you to blast through even more waves of enhanced enemies. In fact, all the graphics have been improved.

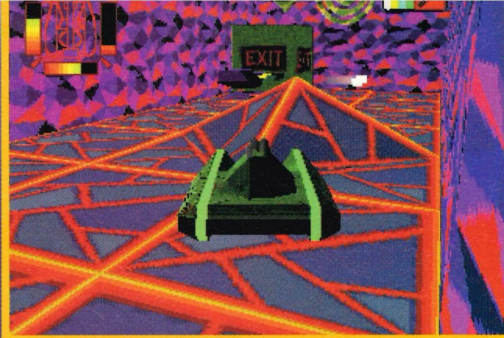
quality 16-bit sound that outperforms the PC sound cards? Or Power-ups that have been redesigned to make use of the excellent 3D capabilities of the PlayStation? Enough said.



ASSAULT RIGS

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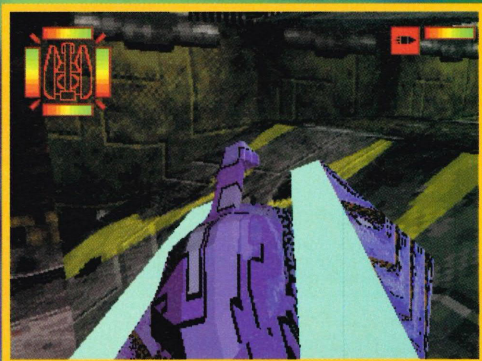
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◀ There are four different styles of arena, ranging from a typical VR feel, to the more atmospheric military zone.



Virtual Reality gaming goes stark raving bonkers



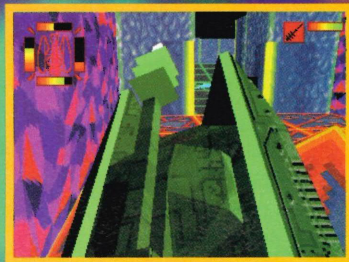
This game has you sat snug behind the controls of an Assault Rig as you compete in the World Net Championships, a futuristic sport played in a cyberspace environment. It's Formula 1 gone wild, with a technologically-driven struggle between competing teams of designers, technicians and sponsors resting on the skill of the player at the helm of their rig. Or rather, their survival...

advantage. Mines, gattling guns, wire-guided missiles and bouncing ammo are just some of the ways you can inflict damage on computer-controlled opponents or a linked-up mate. And the energy system allows more flexibility in the damage caused by different weapons.



There are 50 3D levels to do battle in, each stacked with jump ramps, trenches, moveable blocks and other such hazards. But the odds can be stacked in your favour if you use the impressive power-ups to your

Perhaps the most striking feature of *Assault Rigs* is the four different styles of graphics in the arenas (it tends to feel rather like driving around *The Crystal Maze* in a very big tank). The 3D system being used for the game was developed for both the PlayStation and PC, allowing the game to be developed for the two platforms in parallel, but we'll be seeing the PlayStation on the streets before the PC version. Hurrah!



The Rigs team in full...

Assault Rigs has been developed at Sony Psygnosis' Stonehouse office in Gloucestershire. The office (actually a converted wool mill) was set up in December 1993 and currently employs 30 people working on four PlayStation titles and three for PC CD ROM. The *Assault Rigs* development team has grown over the last 18 months from four to the current 13 (although some also work on other games). Continuing Sony Psygnosis' policy of bringing new blood into the industry, the three programmers on the game were graduates recruited in 1994.

Simon Garner - Studio Manager/Producer
 Dominic Robinson - Team Leader/Senior Programmer
 Neil Duffield - Senior Programmer
 Ben Stragnell - Programmer
 Mario D'Onofrio - Programmer
 Gavin Whitlock - Programmer
 Kevin Ayre - Artist
 Trevor Slater - Artist
 Peter Johnson - Artist
 Theo Pantazi - Artist
 Scott Johnson - Game Designer
 Ross Thody - Game Designer
 Matt Furnis - Musician
 Andrew Crowley - Music Programmer

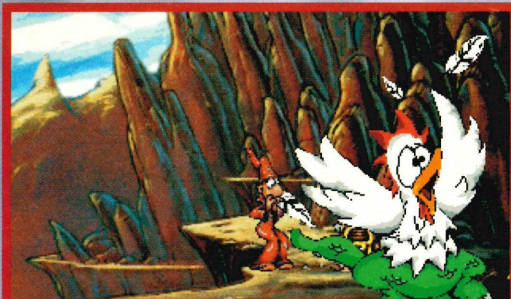


Psygnosis

Format	Style	Release date
PlayStation PC CD ROM	3D Battle Challenge	Nov '95

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Future Games

DISCWORLD



◀ The Discworld itself is flat and rests on the backs of four elephants, who in turn stand on a giant turtle.

Psygnosis

Format	Style	Release date
PlayStation	Fantasy Adventure	Sept '95

Adventures on the back of a turtle

There's no denying the success of Terry Pratchett's *Discworld* novels - they've shifted over 6,000,000 copies worldwide, don't you know.

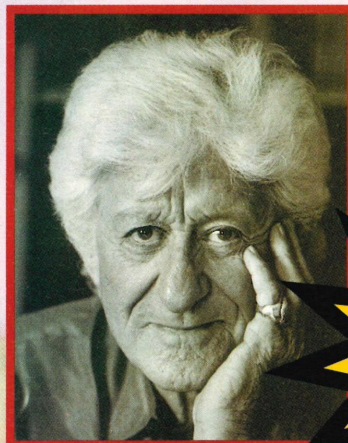
So it came as no surprise that a top quality point-and-click adventure game based around the characters and locations

found in his most popular stories lapped up very favourable reviews and hogged the number one position in the PC CD ROM charts for six weeks with over 15% of the total CD ROM market share. Especially when you consider that Terry Pratchett himself poked his nose into the project at regular intervals.

Thankfully, PSX owners everywhere will be able to sample some of 'Terry's Delight' this September, when *Discworld* finally makes it to the console. There's no need to worry if you've never read any of the *Discworld* books - the game

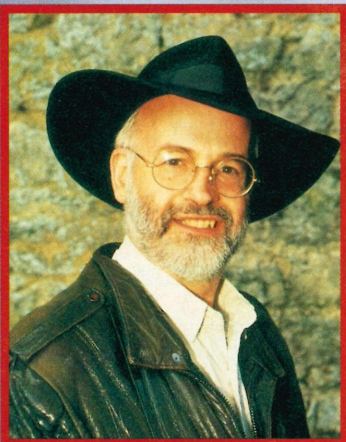
works on two levels, and even the beginner can appreciate the humour and beautifully drawn visuals. The atmosphere is unquestionably enhanced by the use of cult actors to breath life into the characters. Eric Idle provides the voice of Rincewind, the inept wizard under your control, while the oral talents of Jon Pertwee (the third Doctor Who) and Tony Robinson (from *Blackadder*) are suitably spread throughout the rest of the cast.

You really are going to have to rely on your wits, cunning and ability for logical thinking to get you through this epic adventure. Scary, huh?



▲ Jon Pertwee lends his luscious tonsils to a myriad of characters.

▼ Teeny Weeny games developed *Discworld*, pictured below with Death.



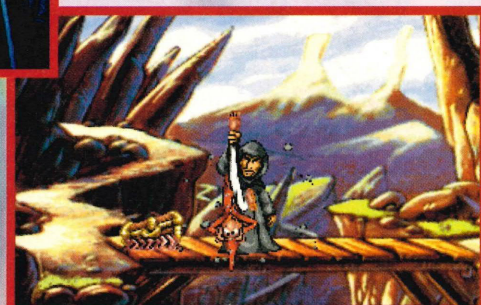
▲ Do glasses, hats and beards help you create a bonkers little universe? It works for Terry P.




◀ The voice of the wizard (Rincewind) is provided by Eric Idle (left).



◀ The game borrows elements from the first three novels in the *Discworld* series, and features a huge dragon which is ravaging the main city.

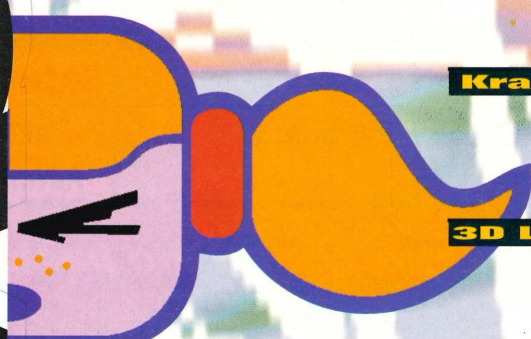


3D SIS!



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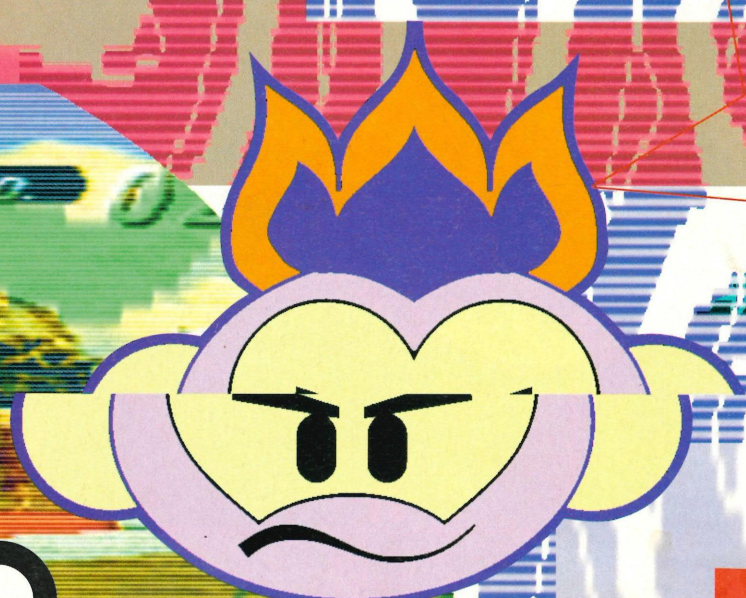


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Discworld

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