



Descent 2

A YEAR AFTER THE FIRST GAME'S release, *Descent 2* has now been confirmed as a March release for the PlayStation. As with the first game, *Descent 2* is set within a fresh set of sprawling caverns, but has added intelligent robots to the player's inventory. This is in answer to complaints regarding the less than helpful maps of the first game, and the 'Guide Bot' is on hand to lead the player to power-ups and even towards the exit when the mission is over – but far from making the game too easy, the 'Bot moves at incredible speed, making things just that bit harder for the player. All new weapons have also been implemented, and the updated screen is smoother than before, thus meaning that *Descent 2* should redress any gripes with its predecessor.

Actua Soccer: Club Edition

ACTUA SOCCER: CLUB EDITION CONTAINS PROFILES ON THE PLAYERS AND TEAMS IT FEATURES.

GREMLIN ARE READY TO RETURN to the football fold, as they update their *Actua Soccer* engine for the new year. *Actua Soccer: Club Edition* is a tweaked version of the existing code, with all the 1996 teams listed and available for the player's delectation. This also opens up a number of



league and tournament possibilities, with the player opting to take the Premier side of their choice through to victory. And West Ham. Gremlin are also promising to rectify some of the first game's weak points, and the finished version is set to debut sometime in April.



Eutechnics

EUTECHNICS IS THE NEW NAME for the old Merit Studios development team following an exclusive licensing deal with Ocean. Merit were formed from a selection of ex-Codemasters staff, and shots of their proposed titles were shown in past issues of *PlayStation Plus*. The new deal



gives Ocean full release rights for all of Eutechnics releases, and the first title to emerge will be the old Merit road racer, *Total Drivin'*. The deal also means that Ocean are to release *Sato City*, the team's dark-looking cyberpunk adventure, and *Motor Mash*, which was previously

known as *Oddball* racers and is perceived as a possible contender for the *Micro Machines V3* crown. Only *Total Drivin'* has been given a definite release date, and should appear sometime in April, but the other two should both be released before July.

AT LONG LAST, TOTAL DRIVIN' HAS FOUND A HOME — WITH MANCHESTER-BASED OCEAN.



MISSING: PRESUMED LOST

Or not as the case may be. Just what has happened to those games we previewed all that time ago...

ALIENS: COMIC BOOK

First Sighting: Issue 5 (February 1996)

Timed to coincide with the hype surrounding Acclaim's (then) imminent *Alien Trilogy*, Mindscape's take-on of the Alien theme was lifted from the Dark Horse comic books, and opted for an adventure game feel. A space base had been infiltrated by the acid-blooded monsters, and as the commander of a team of marines the player was left to eradicate them. The comic book origins were obvious, with the game's graphics resembling those of the Dark Horse strips perfectly. However, a less than enthusiastic reception for the PC version killed off plans for the PlayStation code, and consequently *Aliens: Comic Book* is another to consign to the 'Scrapped' pile.



3D DECATHALON

First Sighting: Issue 5 (February 1996)

Originally planned for a June release to counter US Gold's *Olympic Games* title and Konami's *Track'n'Field*, the first shots of Virgin's tentatively-titled *3D Decathlon* looked very promising. Using large rendered sprites for the athletes, the full gamut of 100m, long jump, high jump, and throwing events were promised, and Virgin were hoping the game would indeed make it in time for the televised games. Sadly, nothing has been seen since, and *3D Decathlon* is yet to be given a confirmed release date. This, though, could have been a blessing in disguise, as if it had been released, there would have been more athletics games than English gold medals...

