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Gaming Podcast! 🇬🇧

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THE HISTORY OF PSYGNOSIS



Cover art by: Phil Hockaday @Lad111p

FREE
History of Psychosis
PDF for all
listeners!

David Cameron
appears on
the podcast

Retro gaming
chit chat &
Games reviews

Sams
growing C64
collection

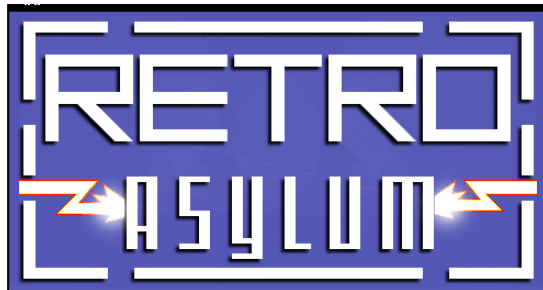
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The stunning Front cover art has been put together by Phil Hockaday.
A truly memorising piece of art that encapsulates all that was great
about Psygnosis.

Thank you Phil for your stunning talent and efforts.



2014

Introduction

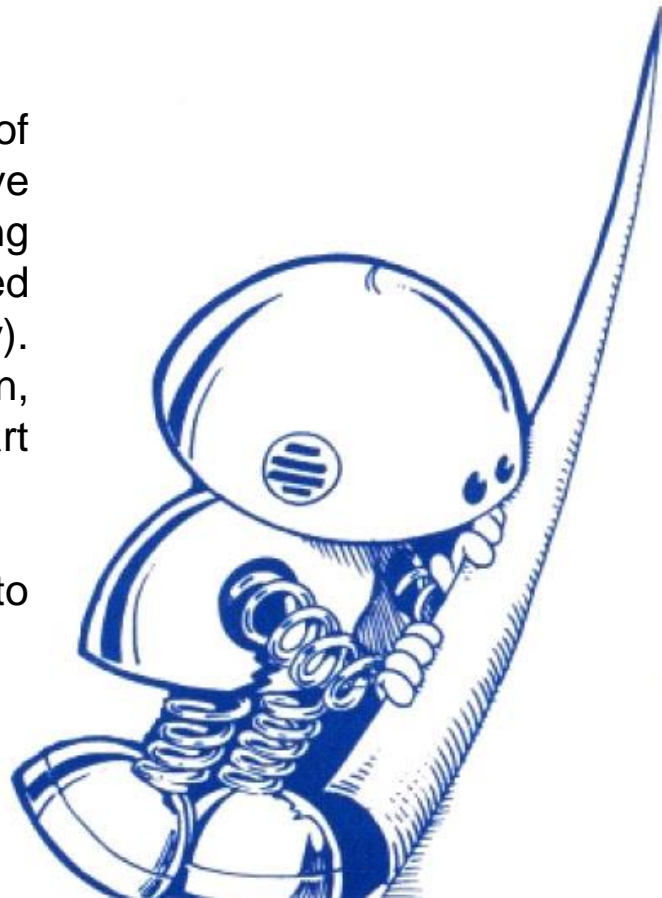
When Sam (MrSid) and Steve (PressPlayonTape) from Retro Asylum asked if I would help do some research for their upcoming Psygnosis podcast, it was a task of which I was honoured to do.

The trouble is though, I don't like doing things by half, and so as I started to compile some research notes, and the pages started to mount, I hit upon an idea. If I put the research notes in a nice pretty form, then it could be offered as a free book with the podcast itself. Something that could act as an adjoining love letter to Psygnosis, going right from the beginning of Imagine Software, until it's final demise under the name SCE Studio Liverpool in 2012.

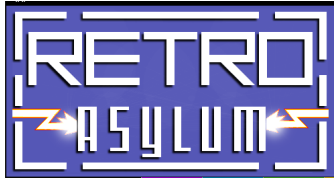
This book covers that story of Psygnosis, followed by a massive game list (a Psygnopaedia 😊) covering every game Psygnosis has released (hopefully I haven't missed any). Finally there is a cover gallery section, showing some of the best game box art Psygnosis has produced.

Anyway, I hope you enjoy, and hope to see you on the Retro Asylum forum.

- Paul Driscoll (AKA The Drisk)



Who are we anyway?



Retro Asylum

<http://retroasylum.com/>

The UK's No 1. Retro Gaming Podcast. Or to put it another way, just a group of people passionate about our Retro Gaming, and wanting to make a community of likeminded people.

It's all for free, as is this book. But please consider leaving an iTunes review. Also any donations are welcome and can be done via Paypal on the site. Your donations are used to make the podcasts and the community even better. So if you like the Podcast and enjoyed the book, then please consider giving as little or as much as you want. All is appreciated.

Sam



Sam Dyer

Forum Name MrSid

One of the Retro Asylum Podcaster's and co-star to the Psygnosis podcast episode.

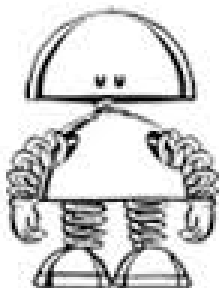
Steve



Steve Erickson

Forum Name PressPlayOnTape

Another Retro Asylum Podcaster's and co-star to the Psygnosis podcast episode.



Paul Driscoll

Forum Name TheDrisk

An avid listener to the Retro Asylum podcast. My involvement is that I wrote the book to accompany the podcast you are now reading. I have also done a video history <https://www.youtube.com/user/TheDrisk> That you may enjoy.

PSYGNOSIS – A HISTORY

PSYGNOSIS

PHILIPPE LESIRE



Before Psygnosis

Before you can talk about Psygnosis, one must look at the company Imagine Software. A famous Liverpool software house, that was founded in 1982 by two former employees of Bug Byte Software, Mark Butler and David Lawson, with Eugene Evans a friend of Mark joining soon after.

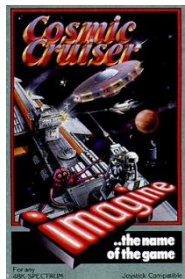
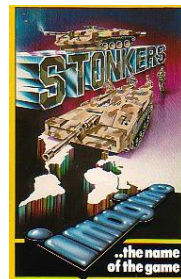
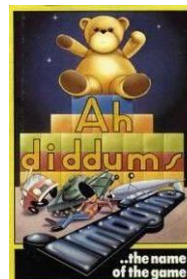
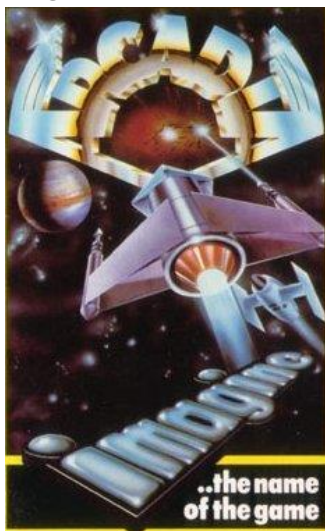
They would publish many classic Spectrum, VIC -20 and C64 games in the early 1980's. Games such as Arcadia (1982), Ah Diddums (1983) and Alchemist (1983) to name but a few. To kids such as myself it was a place of dreams, a place where everyone had Porsches and Ferrari's, even 16 year old kids. Of course such extravagance fitted the Zeitgeist of the nation, and so gave them lots of coverage in both gaming magazines and even national newspapers of the time... They were the darlings of the industry, untouchable...it all looked to good to be true....It was...



Mark Butler, David Lawson co founders of Imagine Software.



Eugene Evans an Imagine star programmer, that made newspaper headlines earning £35,000 and owning a Ferrari, it was for kids like me the stuff of dreams of the new computer age.



You see, despite the three games mentioned being really good games, they also were releasing a lot of terrible games... Suddenly there was a massive chasm between the huge advertising budget and lacklustre sales.

This was compounded still further when Imagine started to invest heavily in two new games, called *Psychapse* and *Bandersnatch*, game that was going to revolutionise both the C64 and Spectrum. With two games that was so ambitious, it would require additional hardware that extended the computers Ram to play the games. Imagine, would do a massive full page advertising campaign only weeks after the project had begun.

In 1984 Imagine Software was a big enough name in the UK, for the BBC show *Commercial Breaks*, to do a documentary on them. It was supposed to be about this dream place to work, in the exciting new frontier of video game development. Instead the documentary captured Imagine going bankrupt before their very eyes on the 9th July 1984.

It is a fascinating watch and can be found here...

<https://www.youtube.com/watch?v=Yt9BsZCifgU>

They may be smiling now, but they are about to encounter...

PSYCLAPSE & BANDERSNATCH. COMMODORE 64 48K SPECTRUM

How will these four master computer game writers be feeling in a few weeks time?

When such computer wizards as (from left to right) Ian Weatherburn, Mike Glover, John Gibson and Eugene Evans are locked away for weeks on end, anything can happen, will they maintain their sanity, or what's more to the point can you control your patience?

They have been brought together to pool their awesome talents to create the two most sensational, mind boggling games ever imagined... **Psychapse and Bandersnatch.**

..the name of the game

Coming soon from Imagine...Psychapse and Bandersnatch... the two most exhilarating experiences ever. Can you wait?

Imagine Software Limited, 5 Sir Thomas Street, Liverpool, Merseyside L1 6BW
Dealer Enquiries Contact: Colin Stokes on 051-236 8100 (20 lines).

PSYCLAPSE & BANDERSNATCH COMMODORE 64 48K SPECTRUM

PROGRESS REPORT

It was only a few short weeks ago that (from left to right) Ian Weatherburn, John Gibson, Eugene Evans and Mike Glover were given their original brief... 'Produce the two most exhilarating computer games ever'.

The tension is beginning to show, their once smiling faces are now drawn and haggard, their eyes are bloodshot, PSYCLAPSE & BANDERSNATCH are beginning to take their toll.

The atmosphere in 'Imagine House' is electric: will they succeed? Can they maintain their sanity? Will they crack under the mental burden?

Rumours abound they're adventure games, they're arcade games, they're completely original concepts in computer entertainment.

CAN YOU CONTAIN YOUR PATIENCE?

CONSUMABLES TO DATE

Coffee consumed	1098 Cups
Soft drinks consumed	197 Cans
Sandwiches consumed	204
Ham	314
Cheese & Tomato	353 1/2
Salad	353 1/2

COMING SOON FROM IMAGINE, PSYCLAPSE & BANDERSNATCH

Imagine Software Limited, 5 Sir Thomas Street, Liverpool, Merseyside L1 6BW.
Dealer Enquiries Contact: Colin Stokes on 051-236 8100 (20 lines).

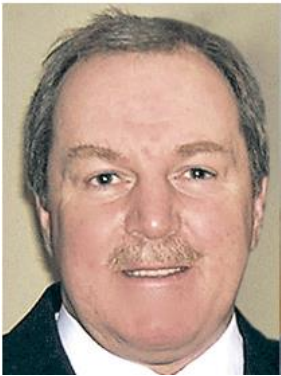
..the name of the game

Suddenly all the staff found themselves out of work and dealing with bailiff's trying to impound everything. Including the disks and tapes with all the hard work, already done in writing the two new games Bandersnatch and Psyclapse. It became a frantic race by the Imagine employees to rescue any hardware and software they could, before the bailiff's made it impossible. Imagine Software's game back catalogue, was sold off to Beau Jolly and the companies name rights was sold to Ocean Software.

A few months later a new company was formed called Finchspeer. It was started by Imagine Software cofounder David Lawson and Ian Hetherington, who had been Imagine Software's Financial Officer. It also had many of the Imagine Software programmers such as Eugene Evans working there. They would switch their development from the 8-Bit computers and instead focus on the 16-Bit Atari-ST and Amiga. Taking their work done on Psyclapse and Bandersnatch, and combine them into a new game called Brataccas. Of course on the 16-Bit systems, they had no concerns of needing any additional hardware to run the game.

By 1986 they had finished their game, they now just needed a new company name that encapsulated all they were trying to convey with their new company.

From left: Eugene Evans, Mike Glover, Ian Weatherburn and John Gibson.

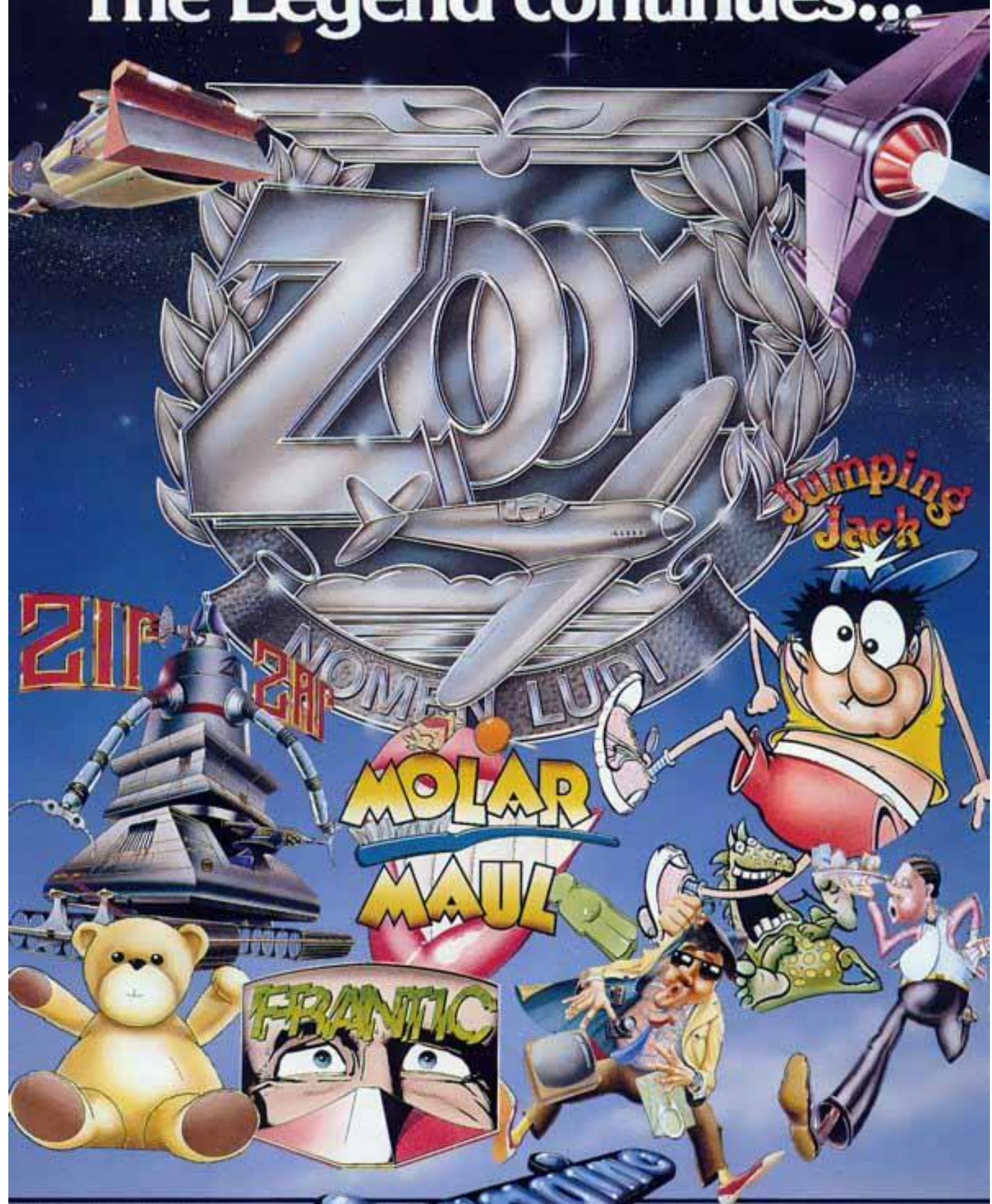


Ian Hetherington, Financial Officer at Imagine Software and Co-Founder of Psygnosis.



Incidentally Some of the other people from Imagine Software such as Ian Weatherburn, Brilliant programmer John Gibson and artists Steve Cain, Ally Noble and Karen Davies, would start up the famous Spectrum developer Denton Designs. They would do brilliant games, such as The Great Escape, Where Time stood still, and Frankie Goes To Hollywood. Also the not so great games like Transformers. But we are not here to talk about those guys and gals here.

The Legend continues...



Imagine games available from
**W.H. SMITH, Boots,
John Menzies, Dixons,
Laskys, Photomarkets U.K.**

and all other good
Software Outlets.

Imagine Software, Masons Buildings, Exchange Street East, Liverpool, Merseyside L2 3PN.

**..the name
of the game**

Any of these games for just

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packaging, VAT and an
UNCONDITIONAL
LIFETIME
GUARANTEE.

If you have any difficulty in
obtaining any Imagine Game
ring Imagine Direct on
051-236 6849 to place
your order.

What's in a name?

They initially decided to have two names for their new publishing house.

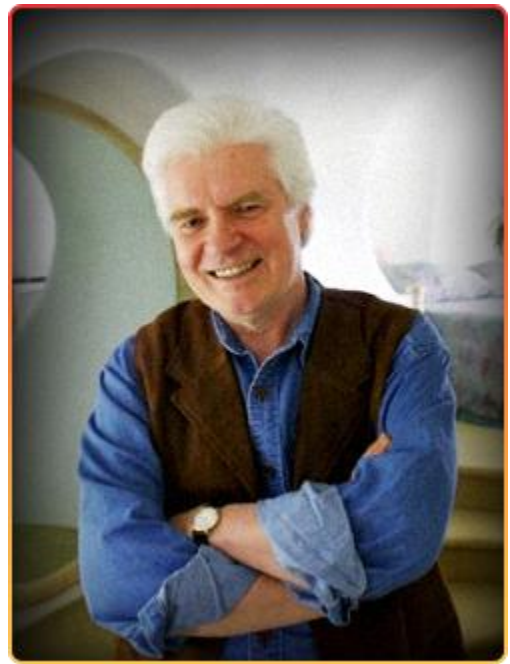
Psygnosis, taken from the Latin Psy, meaning mind and Gnosis, meaning advanced knowledge, it was a cool sounding name, that they would use for their adventure and strategy style games.

To distinguish their action based games they would go under the different name **Psychapse**, this was an obvious nod in respect of their Imagine Software roots, and the C64 game never released with the same name. They would drop the name Psychapse entirely by 1990.

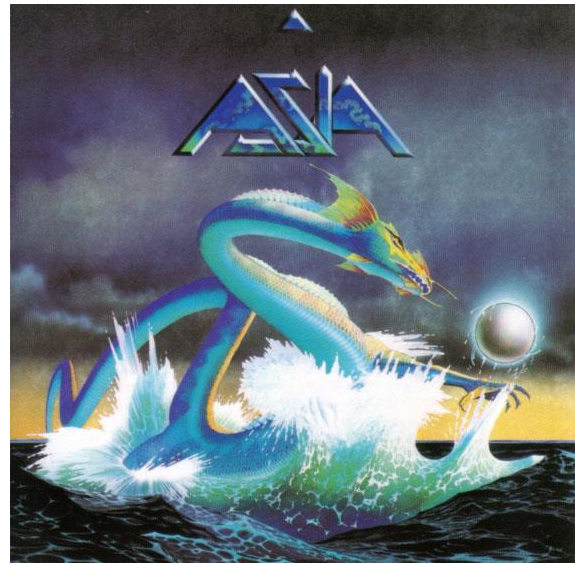
Right from the beginning, Psygnosis thought big, going to the ground breaking, world famous record cover artist Roger Dean to design their new companies logo and font. Roger Dean had been at the forefront of revolutionising the record album covers during the 70's and 80's, and now Psygnosis hoped he would do the same for the games industry as well.

In a Retro Gamer interview, Roger Dean briefly spoke on how he was approached, what Psygnosis asked for and how he went about designing the now famous logo..

"It was a very obvious thing, that for me. They kept throwing names at me and in the end I did the name and logo. They wanted something that said 'knowledge', 'the future', 'wisdom', 'fun' [laughs]. So the owl has to be the obvious choice. Not the only choice, but it was the obvious choice. And having this very chrome-robotic owl, was a way of having a futuristic owl."



Roger Dean, World famous Record cover artist,



One of Roger Deans famous album covers for the band Asia on the album Dragon.

PSYGNOSIS

PHILIPPE LESIRE



PSYGNOSISTM

The famous Psygnosis company logo.

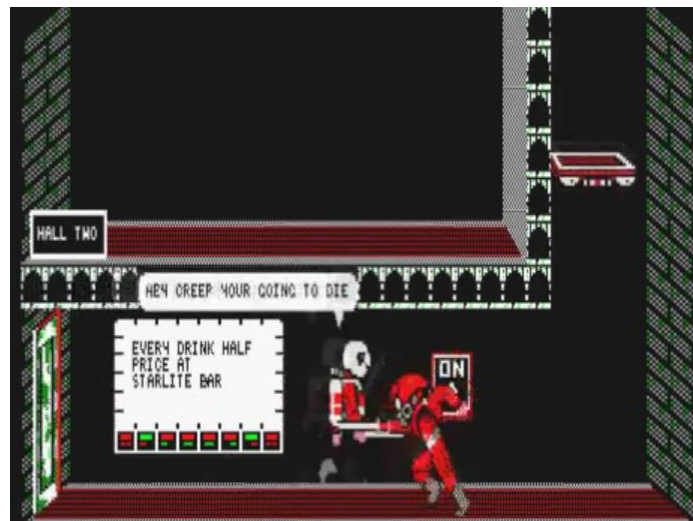
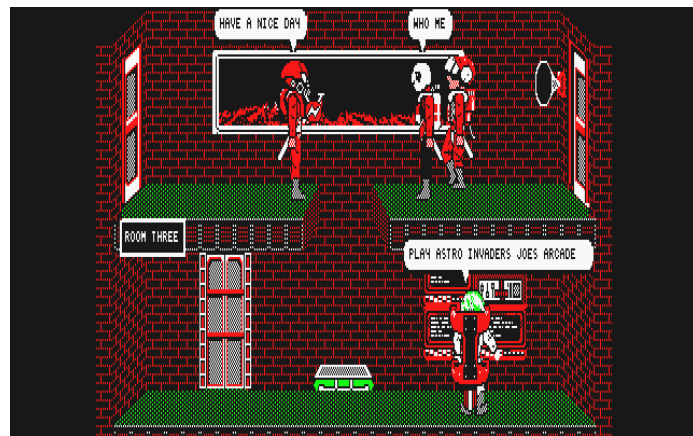
Risen up from the ashes...

Psygnosis first game Brataccas was released in 1986. It was an ambitious graphic adventure game, with a lot of charm and humour within it. The games story involves you playing Kyne, a scientist framed for a crime he did not commit, by the evil Government. The government set him up, when he refuses to share how he made the process to create a super being.

The game itself is very much in the old 8-Bit style of wandering endless mazes. I suppose for its age, the game isn't bad, but without a nostalgia cushion to play the game, the game hasn't aged well.

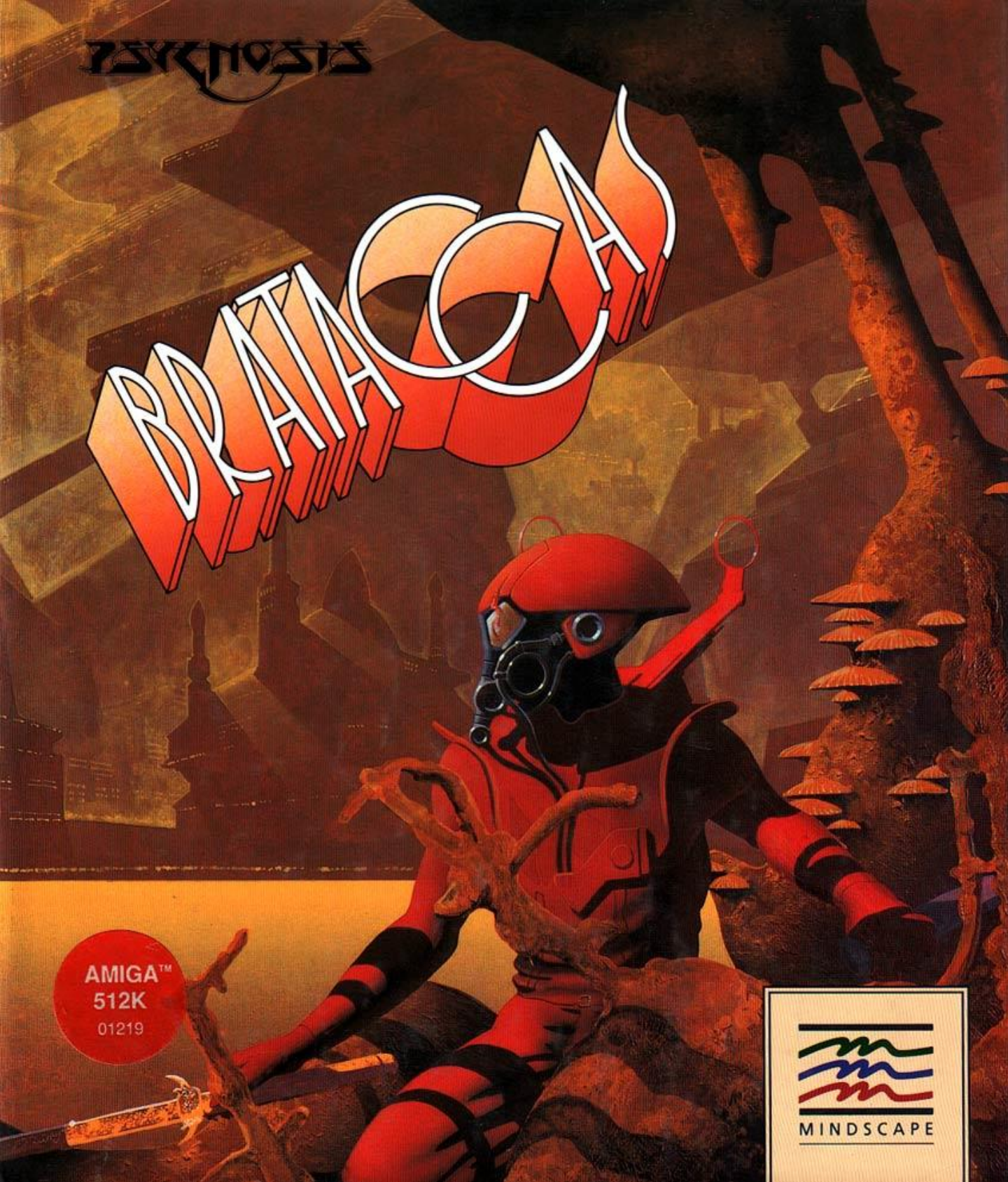
The controls are horrible on default settings, as it is with the mouse which is unplayable. To get this game half playable, press the Page Down key (if emulating , or Help Key on an Amiga) and then press F6 to change your controls to the keyboard (it's still awful to control, but at least you have a fighting chance 😊).

Still one thing you can say thanks to the beautiful box artwork of Roger Dean, the game would look a bit special.



PSYCHOSIS

BRATACCAS



AMIGA™
512K
01219

MINDSCAPE

Brataccas was an ambitious game for its time, but it was let down with regards to the poor in game controls. Still with Roger Dean brought in to do the box artwork, it would make the game deeply exciting to gamers browsing the game shelves of their local Boots or WH Smiths.

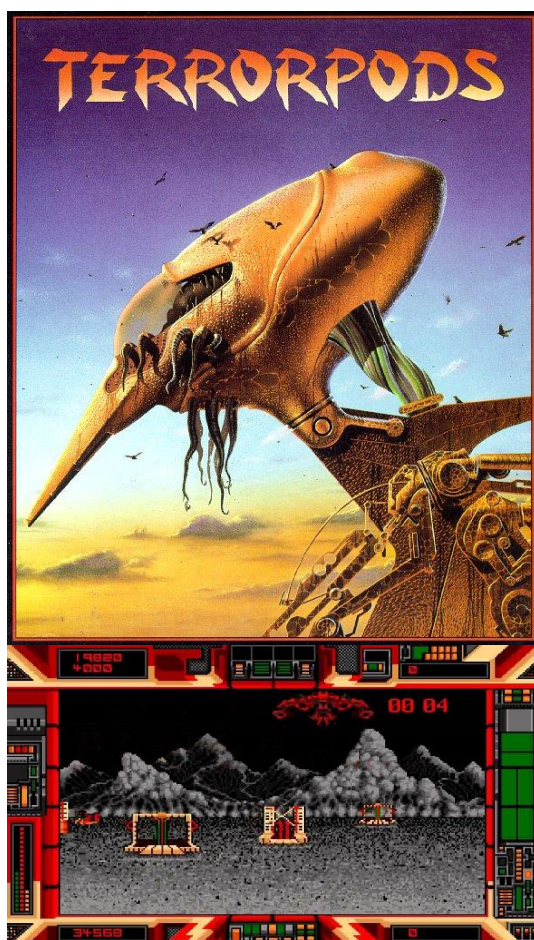
16-Bit Days

Psygnosis would continue to release many games. They were going strong, with early hits such as Terropods being included as part of the Ten Star bundle pack, that came with most new Amiga's. Also there was the game Barbarian winning some gamers over.

At this time Psygnosis was already making a name for itself as a company that's games had amazing graphics, and that was built ground up for the Amiga and Atari-ST computers. This was important as most other companies were still focussed on the 8-Bit market, with the 16-Bit computers only receiving (often poor) up-scaled versions of 8-Bit games. This would therefore distinguish them from their competitors.

The first game though to really put them on the map, was by a newly formed Scottish developer, who would show them the game Menace. This was a ground breaking shoot-'em-up for the time, offering arcade quality graphics and gameplay in the home (or so it seemed at the time).

DMA Design (better known today as Rockstar North) was set up by former school friends David Jones, Russell Kay, Steve Hammond and Mike Daily. They had met way back in 1983 at Dundee's Kingsway amateur Computer club. David Jones who was older than the rest had been made redundant at Timex, and so knowing game programming was what he wanted to do he used his redundancy money on an Amiga 1000.



DMA team in 1991



David Jones



Mike Daily



Russell Kay



Steve Hammond

As shoot-'em-up fans and gamers they would eventually start writing their own games, with early titles like Russell's Kay's game Zone and Mike Daily' game Freak Out.

David Jones meanwhile was working on a game called CopperCon-1, under the development house name Acme. The game was inspired by his favourite Konami arcade blaster Salamander. He would show his game to various publishers, such as Hewson, who showed an interest to use it as an 16-bit conversion of their own game Zynaps, but David not wanting this continued to look.

Psygnosis liked the game however and readily signed it up. With the guys now all working on it, and realising the name Acme was already taken, they needed a new development house name. Various names were suggested like Alias Smith And Jones and Visual Voyage, but eventually they all decided on DMA Design. This stood for Direct Memory Access or Doesn't Mean Anything.

Mike Daily fondly remembers those times..

“I had just been thrown out of college and didn't know what I was going to be doing, and then all of a sudden I get handed my dream job! My mother thought I was crazy and wasting my time since it was a bedroom industry at the time, but I didn't care I was a real game developer and was even getting paid.”

CopperCon-1 on release became the much cooler sounding name called Menace.

Menace would get reasonable reviews with most giving it around 75%, noting the fine graphics but finding the actual gameplay lacking excitement.

Still it was a major release and would put both DMA Design and Psygnosis on the map.

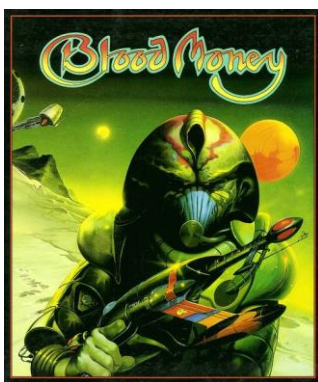


Mike Daily remembers on his fantastic website <http://www.javalemmings.com/DMA/>

‘Dave Started Blood Money on the 4th of January 1989 with his shiny new 25 MHz 386-DX PC, complete with a PDS (Personal Development System) that let him squirt the compiled code over to the Amiga in an instant! Psygnosis, happy with Menace, had sent Dave a new toy, and he was keen to show it off. Compared to his A1000, this system was fast...very fast. The entire code would compile almost before your finger left the keyboard.’

Blood Money was finished in that same year, being inspired by another favourite shooter of David, Mr. Heli by Irem.

Blood Money was another great blaster, with really four different shooters combined together, each with their own unique craft and level design. Magazine CVG gave



It **85%** saying ‘***A smidge more variety would have helped the quality of the gameplay match that of the graphics and sound more closely, but there’s still no denying that Blood Money is a damned good blast. Definitely one of the best games of its type on the Amiga to date.***’



David Jones (programmer) and Tony Smith (graphics designer) from DMA Design, who have spent the last eight months writing Blood Money.

The one thing that's holding David back on the Amiga is lack of memory. Games have to be written for the bottom of the line machine and there's just not enough memory on the basic Amiga.

Don't tell anyone else, but DMA's next game promises to be a hack and slay which might have an unusual cheat option, one that adds more blood and guts to the graphics for those not of a sensitive disposition.

SMITH 'N' JONES



DMA Design's first office



Mr Heli by Irem in 1987



Blood Money 1989



Ray Norrish was hired to do the fantastic music for Blood Money. Many consider this to be one of the best tunes on the Amiga.

Blood Money



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Amiga Screen Shot

**AT OVER 90%
THEY CAN'T ALL BE WRONG!**

ST ACTION

"Demands your undivided attention and sets your pulse racing. Quite simply the best ST. Shoot 'em-up to date. Exercise your greed in this supreme arcade experience."

GAMES MACHINE — 'STAR PLAYER' 90%

"Iridescent, irrepressible and utterly playable. In one player mode it's great, in two it's incredible fun."

ZZAP—'SIZZLER' 94%

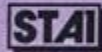
"Blood Money ranks as an all time Zzap Office favourite."

AMIGA FORMAT—'FORMAT GOLD' 92%

"This game is so visually brilliant and possesses those classic addictive qualities, that once you've picked up your joystick you just won't want to put it back down again."

SMASH MAGAZINE—'GOLD MEDAL AWARD'

"Graphics 10 Sound 10 Motivation 10 Value 10 - A perfect score!"



PSYGNOSIS — GAMES PEOPLE PLAY

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But it wasn't just DMA Design that Psygnosis would give their first break to. Another was Reflections, who would do many games for Psygnosis over the years, beginning with Ballistix and of course the Shadow of the Beast games. They then would later go on to do Destruction Derby and the Driver series.

Reflections founder Martin Edmondson reminisces about his first introduction to Psygnosis...

"I remember taking a completed Ballistix and an early tech demo of Shadow of the Beast down to show them, way back when it was based in the old Robert Smith Metals Building on the Dock road. A far cry from the huge glass Wavertree Tech park that came later."



Martin Edmondson, co-founder of Reflections (now Ubisoft Reflections, made their name with Psygnosis.



Psygnosis started briefly at the very grand Port of Liverpool Building at the Pier Head in Liverpool



The main home however for Psygnosis was the South Harrington Building, in South Harrington Dock.



Then followed the Century Buildings in Brunswick Business Park



Wavertree Tech park. The new Psygnosis building after Dock Road and the spiritual home of Psygnosis today.

Ballistix sold well enough, with above average reviews. Although the game was essentially a computerised version of the Crossfire board game, and so failed to excite.

CU Amiga gave it **76%** saying **'up to the usual excellent standards of Psygnosis's releases, but being based on a game that's about fifteen years old, it's hardly likely to be original. We're waiting for the computer version of Mousetrap next.'**

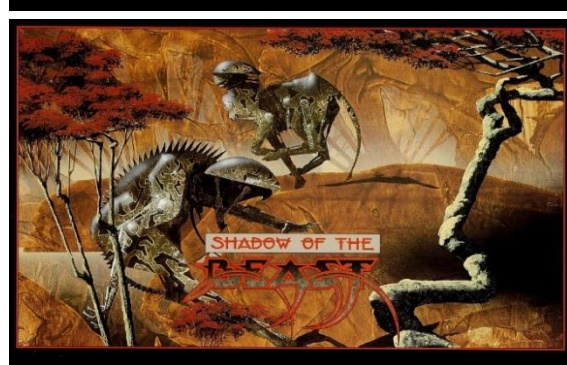
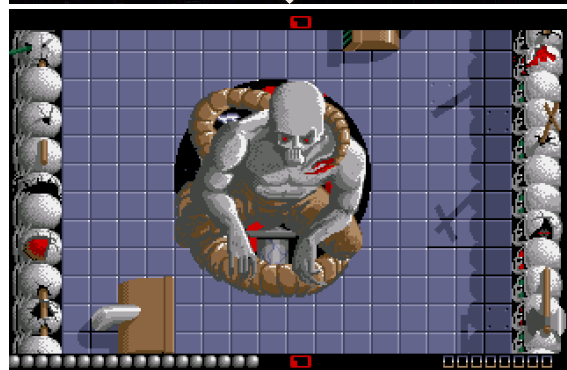
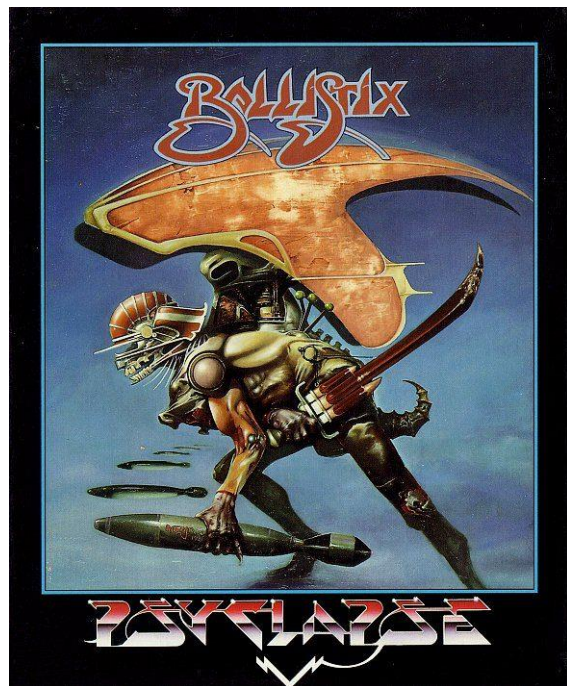
Still Martin Edmondson was already working on another game, that was going to show gamers what their 16-Bit machines were really capable of.

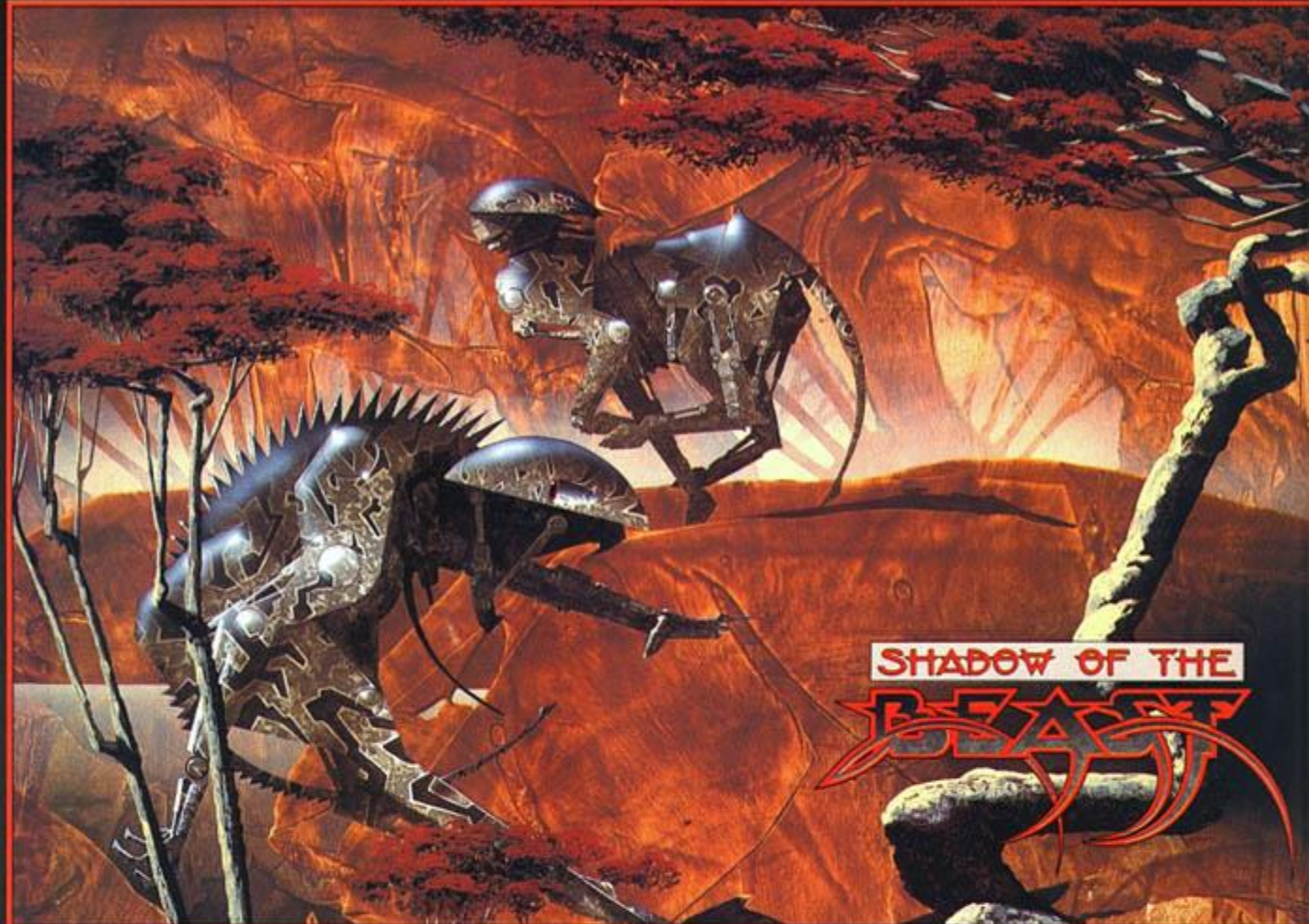
Called Shadow of the Beast, it came about after Martin Edmondson had been reading Addison-Wesley Amiga Hardware Reference Manual on parallax scrolling.

It would sell incredibly well, even at the eye wateringly £35 (although it did include a free Roger Dean T-Shirt).

Some may have criticised it, for being all style and no substance, but it was exactly what Amiga starved gamers were clambering for at the time. Software that would show off their new hardware.

Zzap gave it **83%** noting it was **'very nice to look at, very tough to play and very expensive.'**





SHADOW OF THE

BEAST



**NOW
AVAILABLE
ON THE
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SHADOW OF THE BEAST

A whole new dimension in computer games. Winner of 6 International Awards on the Amiga. The game ST owners have been waiting for. 350 screens — 132 unique monsters. Multiple levels of parallax scrolling, 2 Mb of graphics compressed in 2 disks.

Amiga Screen Shots.

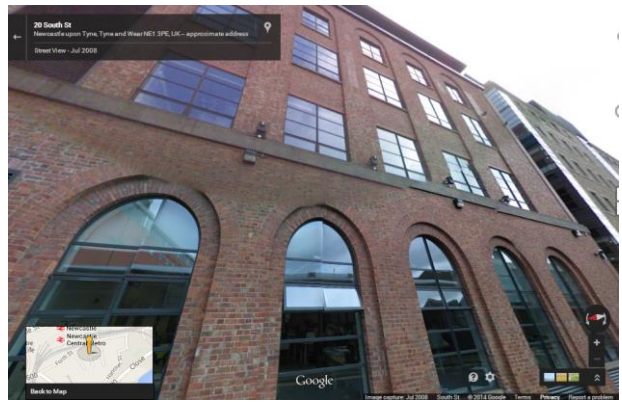
Amiga/Atari ST £24.99

SEEING IS BELIEVING

Reflections would start to work on a sequel immediately, with a definite aim of not changing the game thematically or in any drastic way, and so instead concentrate on it's gameplay and increasing the complexity of the original design.

The first Beast game had been severely restricted by all the graphical wizardry taking place. So for the sequel they would design a completely new scrolling system, that although was less impressive graphically – fewer colours, less parallax – allowed the game to scroll in many directions, and crucially have sprites moving pretty freely anywhere they wanted in the scenery. This of course, freed up the game design restrictions, so they were able to design interesting puzzles into the game.

For the music sadly David Whittaker, who had done the original was unavailable, so they enlisted the talents of a new game musician called Tim Wright.



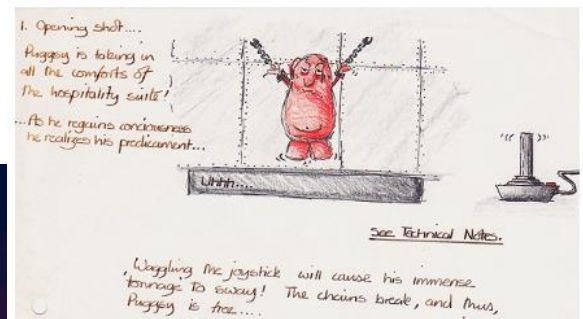
Reflections first address was Central Square South, Orchard Street, Newcastle upon Tyne, NE1 3AZ



David Whittaker



Tim Wright.



A business card given to the famous Psygnosis game musician Tim Wright.

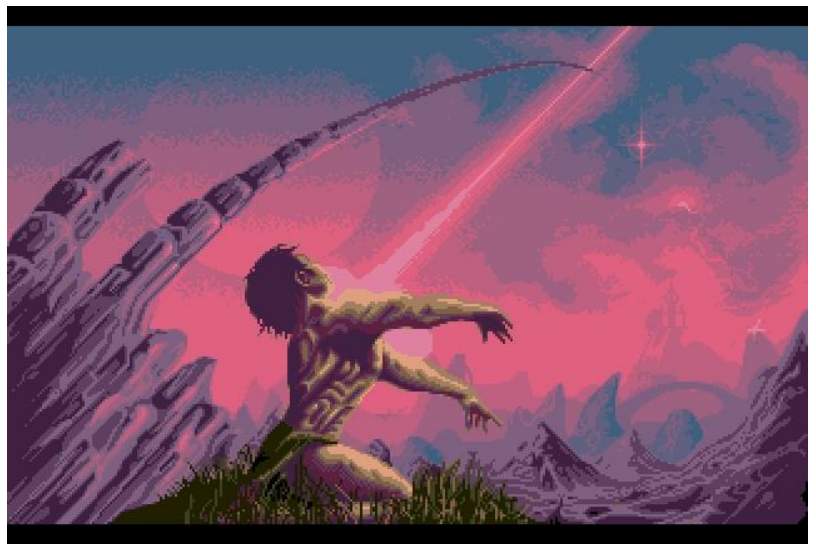
Tim Wright reminisces in a Square Enix Music interview..

“After being asked to write the score for Beast 2, I listened to David's work on the original Shadow of the Beast as a yardstick of 'I have to do this well and more' which felt like a daunting proposal. David was one of my all time music heroes, so to be stepping into his shoes was both thrilling and terrifying.

Martin Edmondson from Reflections was very hands-on when it came to the music. He had strong ideas about what the music should sound like... even down to which samples he would like to hear included from a KORG M1 Synthesizer. Luckily, I had a close friend who had that exact synth, so we set to work sampling Martin's sounds, along with others that I thought might work well. The style was pretty much indicated by the original Shadow of the Beast, but I wanted to expand upon that and make it darker and more like a film score than the previous game.

Another friend, Steve Nuttall who I'd worked with at Littlewoods, was a pretty talented guitarist, and I wanted some electric solo guitar in a couple of the pieces: the title theme, and the game over theme. The title theme was cobbled together from around an hours worth of guitar playing as an original piece, whereas the game over music was copied from

a cassette tape that Martin had sent me, with the instructions "copy this...". Many years later, it emerged that the game over tune I'd copied was a small section from one episode of Miami Vice! Oddly enough, this small piece was also written by a guy called Tim.”



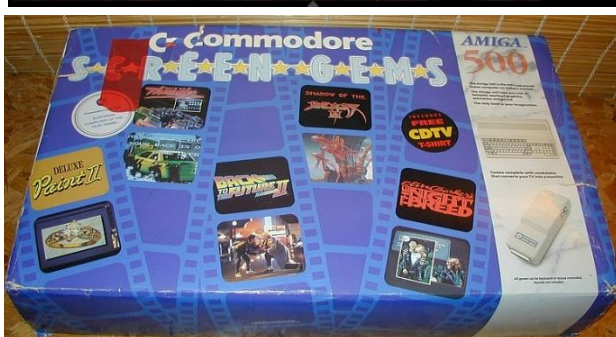
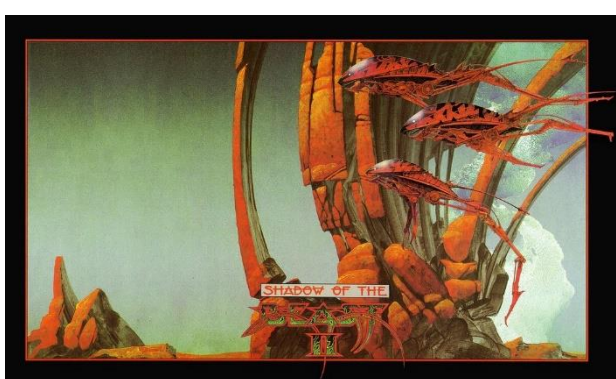
Shadow of the Beast 2 was released in November 1990 and would sell by the bucket load. Also being included with an Amiga game bundle called Screen Gems. So many gamers (myself included) would get this technical showcase of a game.

Reviewers of the time were mostly favourable. Amiga Action gave the game **84%** saying...

‘The graphics are just as good as Beast and the sound is brilliant, but the gameplay is much, much better and from the starting position there are tons of different ways to go. The game is quite hard but you soon comes to terms with it, and get that little bit further each time. The only problem I could find with the game was the loading system. Each time you die you have to wait about one minute before you can play again and this really breaks up the game. However the game is mega and it’s a must, even if it is a bit pricey.’

Not all were so favourable however CVG gave it **59%** saying

‘Hmmm. Not really that bad, but un-user friendly gameplay isn’t hidden by the brilliant visuals.’



The Screen Gems pack released: September 1990 for £399, it came with Night Breed, Back to the Future 2, Days of Thunder, Shadow of the Beast 2 and Deluxe Paint 2.



SHADOW OF THE

BEAST
II



**SUPERB
BEAST II
'T' SHIRT
ENCLOSED**

*An Original, Unique
Roger Dean
Design*

THE BEAST IS BACK!

THE SEQUEL TO THE TOP SELLING AMIGA GAME OF 1989

THE CONFLICT CONTINUES . . .

Your deadly struggle for freedom against the dark forces of the Beast Lord is now but a painful memory. You try to forget the anguish of the past by concentrating on your prize for success in the bloody battle: the return of your humanoid body.

But as you slowly adjust to your newly-won physique, the pain you thought gone is about to return . . . The Beast Mage has kidnapped your sister! She must be rescued before she falls foul of his dark arts. You journey to a hostile alien world to face the malevolent hosts of the Beast Mage and interact with more friendly characters to learn of your unfamiliar surroundings.

You must fight your way through many enemy-infested levels collecting and using weapons and objects to aid your crusade towards conflict with the Beast Mage . . . before he makes your sister his own!

Screen Shots from the Amiga version

SEEING IS BELIEVING

In October 1992, Reflections would release Shadow of the Beast 3. This time Reflections had continued to listen to gamer feedback, making it the strongest game in the series.

Reviews were mostly positive, giving scores in the 90% or high 80% bracket. Stuart Campbell at Amiga Power gave it **71%** criticising the games shortness of just four stages, but enjoying the game.. He writes..

'It looks good, it sounds good, and the gameplay is good, but you'll have to decide for yourself whether it is worth 15 quid a week. Me? I'm not so sure.'

The game however failed to sell as well as the previous two games, with other Amiga's developers catching up with Reflections technical wizardry at this point. Also many gamers associated the Shadow of the Beast games, with looking pretty but not great to play.

Which is a pity as the third instalment is quite an enjoyable game, light years away from its predecessors in the gameplay department.

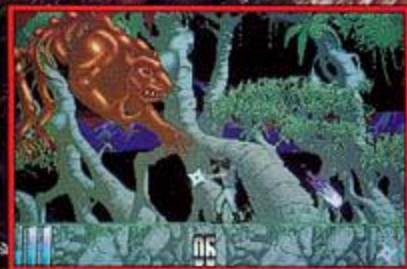
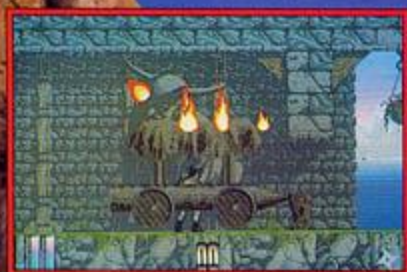
Martin Edmondson reminisces on his time doing the Beast games

"If I am honest, it was less exciting than the first. Beast 1 was our first dedicated Amiga game, it was earlier in the machine's life, and it was really pushing the graphics hardware to the limit. When you get used to a machine and what it can do, some of the magic fades and you're starting to think about what new machine is around the corner."



SHADOW OF THE

BEAST III™



BEAST III - OUT OF THE SHADOW

Maletoh remains a deadly threat. Only when he's been utterly destroyed will you be wholly free from his malignant influence. In purely human form you now face the many testing challenges and powerful foes that stand between you and your final encounter with the Beast Lord.

BEAST I
Computer Entertainer '89,
Award of Excellence,
European Computer Leisure Awards '90,
Best Graphics,
Game Players '90,
Amiga Game of the Year.

FEATURING:
Side-view multi-plexed hardware sprites; 800K of evocative music; hundreds of mind-blowing simultaneous on-screen colours; and full 8-way parallax scrolling. The last of the Great Trilogy, Shadow of the Beast III is set for even greater accolades than its predecessors.

BEAST II
Golden Joystick Award '91,
Best Graphics - 16 Bit,
European Computer Leisure Award '91,
Best Graphics and Best Sound,
Generation 4, International Award for Best Sound and Best Presentation.

PSYGNOSIS

PSYGNOSIS LTD, South Harrington Building, Sefton Street, Liverpool L3 4BQ U.K. Tel: 051 709 5755 Fax: 051 709 6466

FREE BEAST III
Pin Badge
with Every
Game.

Another great game and prestigious developer who got their first big break with Psygnosis was Raising Hell Software. Who of course are better known today as Bizarre Creations and their MSR and Project Gotham games (Incidentally the name change came about when Sega bought the company and had a problem with having a developer with the word Hell in the title).



Martin Chudley

Raising Hell was set up in 1987, in the North West of England by Martin Chudley. He would send in his demo of a game he was working on and Psygnosis snapped it up right away.

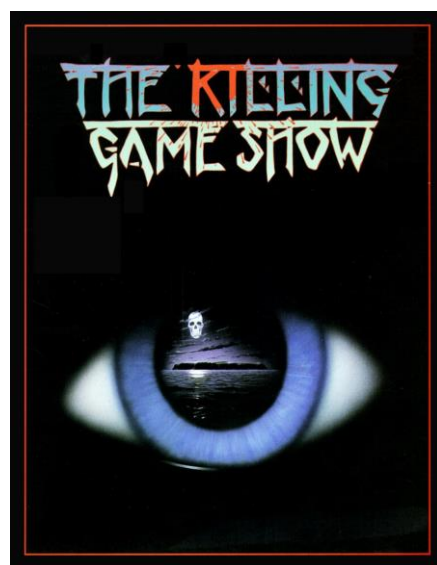
That game was called The Killing Game Show and it was released in January 1990. It was a stunning shooter that had you control a walking robot, who must shoot anything that moves whilst making its way to the top of the arena to the exit, all this as the water constantly rises (Think of Rainbow Islands meets the movie Robocop.)



Reviews of the time loved the game, noting its severe toughness, but wowing at the visuals and smooth gameplay.

Amiga Format gave it **92%** saying..

'Just when you thought all the polish and ideas in shoot-'em-ups belonged to arcade conversions and big licenses, along come Psygnosis with another audio-visual gem to delight your eyes and ears. Moreover, it isn't just all flash and no go – the gameplay is superb too. The action is frantic, the puzzles are difficult and it has a hook which could wind in a killer shark. Watch the superb intro, then play the game and be blown away!'



But back to DMA Design. Although they had some reasonable success with both Menace and Blood Money games (Menace sold a total of 20,000 and Blood Money 40,000 copies), they were hardly what you consider hitting the big time. All that was about to change on Valentines day 1991 (14th Feb), with a release of a certain game called Lemmings.

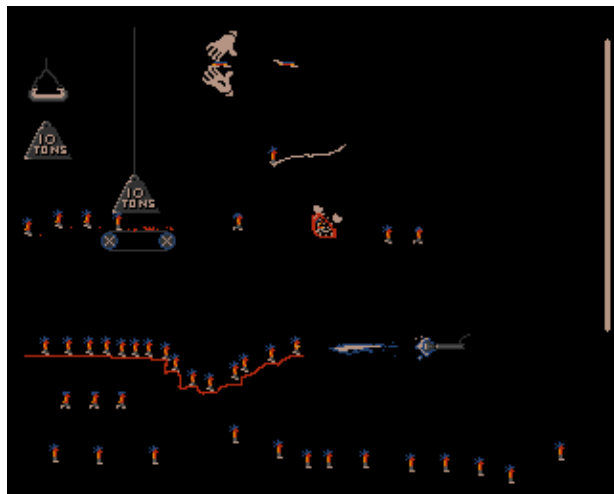
The game came about when Scott Johnson set about trying to make the smallest game sprites he could. The sprites were still 16x16 pixels and so Mike Daily commented he could shrink them to 8x8 and set about to show it. So over an hour lunchtime he did a group of little guys getting squished by a weight.

Gary Simmons made some additional parts to the animation with the chewing mouth and better drawn characters, as can be seen to the right of the chewing mouth.

Russell Kay commented there was a game in these little critters and started calling them lemmings, and so armed with this idea the team started to make the game.

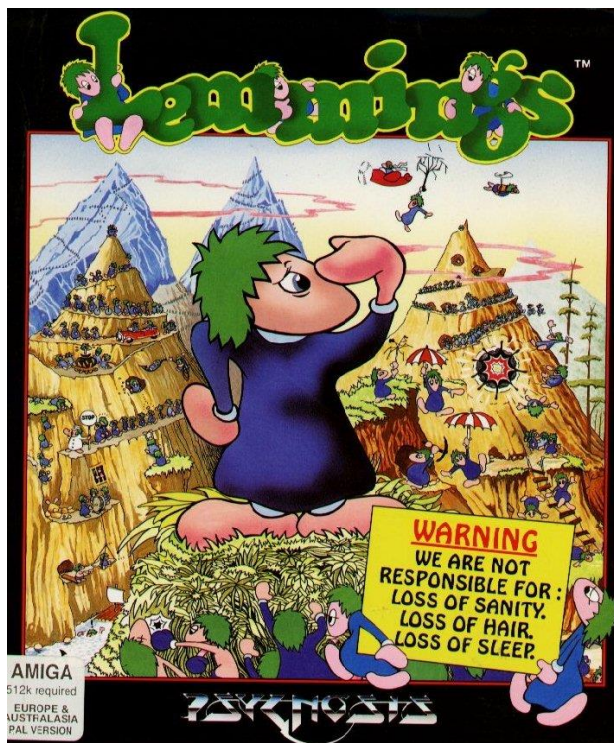


< Gary Simmons early animation was almost the final Lemming characters.



The original animation that inspired the game Lemmings. To see it animate please go to Mike Daily's fantastic history of the game.

http://www.javalemmings.com/DMA/Lem_1.htm



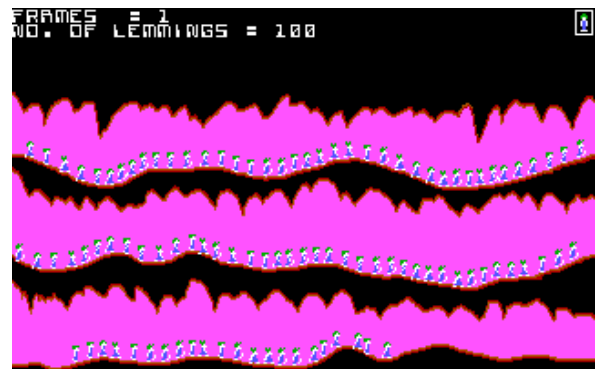
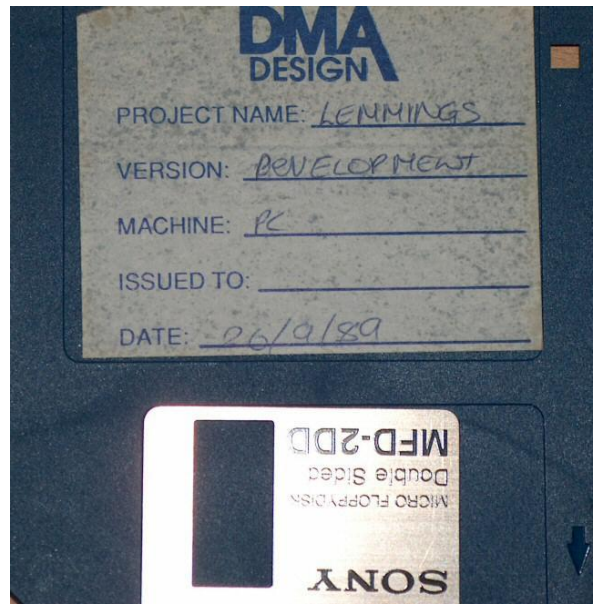
At the early demo stage DMA had originally been turned down by Psygnosis and other developers, as they couldn't see a viable game. But DMA undeterred continued regardless without a publisher, confident that there was a good game here.

Once they had designed some levels and showed the game to Psygnosis, they finally understood it and snapped up the rights to publish it. The game was released to universal critical acclaim with most magazines giving 90% plus...

Amiga Format gave the game **92%** saying...

'Lemmings is a hoot to play and quickly becomes a dangerous obsession. Four different styles are available plus two-player mode. All call for a clear head and a cool hand if you are to finish a level and gain the next password. They're over 160 levels, each of which has more than one solution. You must decide the best way to solve a level, given the commands available, and any favoured personal approach. There is, as the old saying goes, more than one way to explode a lemming.'

Lemmings managed to sell 55,000 copies on its first day of release.



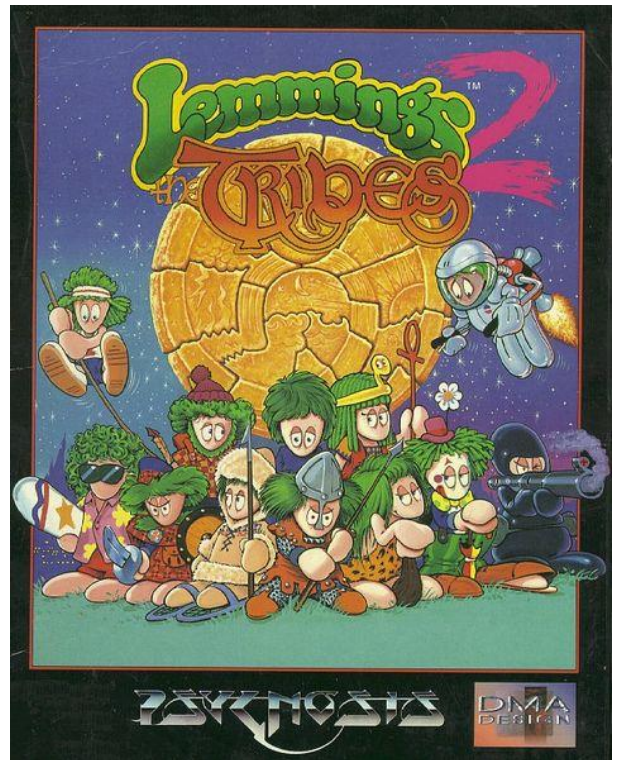
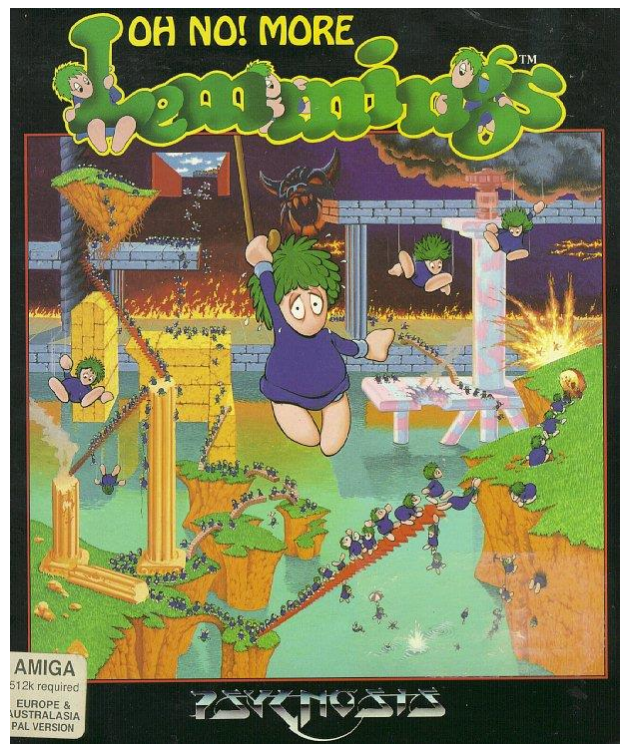
The original early concept demo of Lemmings was actually written on the PC, on the 26th September 1989. It was turned down by all the publishers of the day including Psygnosis. Mike Daily has kindly uploaded this original PC early demo on his website...
http://www.javalemmings.com/DMA/Lem_1.htm

Interestingly the colour choices of the Lemming with their green hair came from the limitations of the EGA PC palette. The songs meanwhile were deliberately chosen to be out of copyright. Originally they had planned to do TV theme tunes like Mission Impossible, but David and Psygnosis got nervous and so the idea was dropped.

John White, Software Director remembers.

“I was project manager on Lemmings, for instance, so I used to fly up to Dundee on a regular basis – the guys knew what they were doing but sometimes needed a steer. We funded and equipped them and provided expertise in terms of growth. We reaped the rewards by having exclusive rights and, in the case of Lemmings, I remember going to a German trade event knowing we had the hit of the show. There was a standard contract – Lemmings belonged to Psygnosis, not the developer. We provided the funding and the creative input on their idea and they got a royalty.”

Lemmings was a massive hit for Psygnosis with the game being a Worldwide phenomenon. Needless to say DMA would produce a string of sequels to Lemmings. With Oh No! More Lemmings, Lemmings 2, All New Word of Lemmings, 3D Lemmings and Lemmings Revolution, although none matched the beautiful simplicity of the original.



Another great game developer given their first break was Art and Magic. Frank Sauer, who did the stunning art work for the game, has done a wonderful write up on his website. I have included quite a bit unaltered from his web site (hope he doesn't mind)...

<http://francksauer.com/index.php/games/15-games/published-games/10-agony>

After finishing Unreal, we started working on a new project for the Amiga, code named **Twilight** that was supposed to be a sequel to Unreal. Yann could not be part of it because he had been called for serving military duties. So we were three left: Marc Albinet, Yves Grolet and I. Because Yves would be the only programmer in the team we had to limit the scope of the game. Marc had been working on a shoot'em up on the C64 before (Iliad) and suggested we do such a game because it was a somewhat easier type to make. Well, except we would again push the boundaries of the Amiga to the limits and make it a pretty complicated development anyways.



Frank Sauer



The way we split work was as follow, Marc would work on levels 2,3 and 5. I would do levels 1,4 and 6. We didn't want to do spaceships or futuristic settings. We decided it would be some fantasy settings in natural environment. We would explore all the classic themes: Sea, lava, swamps and so on.

As we were aiming for the best shoot-'em-up on the Amiga, we talked about how to add even more value to the product. At the time, we were very impressed by the Shadows of the Beast series. Their games had some of the best intros of all games, with beautifully animated back-stories. So we decided Marc would do a complete animated sequence for the introduction and back-story of our game. On my side, I would do 6 paintings, one for introducing each level during load time.

We then started working on a prototype. It was like a race. The race for the largest number of parallax scrolling planes. They had a lot in SOTB, but they wouldn't overlap, it was much like the sky in the 3D parts of Unreal.

The Amiga hardware was capable of 2 playing fields that could overlap, and there were many games using that feature. However, Yves devised a way to provide more overlapping planes, and developed a prototype with 3 full screen of parallax scrolling. That was truly awesome, something nobody had ever seen on the Amiga, it gave an incredible sense of depth.



Frank Sauer's workspace his parent's house basement, 1991-1992

When we started pitching Agony in 1991, we were showing our latest game Unreal at the ECTS (European Computer Trade Show) in London. Steve Riding, producer at Psygnosis came to our booth (actually Ubisoft booth) and we showed him a prototype of Agony off-stage. He was very impressed and invited Yves and I to a dinner the same evening, he wanted the game badly. You have to realize all the stars of development at the time were signed by Psygnosis, such as Reflections or DMA. Being part of that family would have been incredible for us, we thought.

Even with the language barrier (we barely spoke English at the time) we understood each other, and during the dinner we realized we both shared the same vision of where the game should be heading to. Of course Steve had well prepared that meeting and greeted us with bags full of Psygnosis goodies. Ah, those were the days. When we left, we had large smiles on our faces. The project was signed a few days later.

From there, we changed the name to Agony (we were looking for a name starting with letter A, so that it would be on top of the retailers lists), and we used an Owl as the main character because we thought it would be very cool. This was our choice, not Psygnosis.

We had been working with Jeroen Tel of Maniacs of noise on other games before, and I wanted an orchestral score for the game. He came to my place and we discussed about our needs and constraints and showed him the prototype. Jeroen would gladly provide the in-game orchestral and bombastic music for the game. Psygnosis provided the game with even more added value by contracting virtually all the best musicians of the time to make music contribution for the loading parts and intro, that was just insane.



ECTS in Earls Court, London 1991



When I look back at this game, it strikes me how free we were to design a game that really was a piece of personal work. Steve's only interaction with us was to help us increase the quality even further to reach Psygnosis standards. He helped us to contract some of the best musicians of the time, and Tim Wright's incredible intro piano piece is a tribute to that. This is in complete opposition with today's publishers and their corporate culture, trying to impose their always-changing 'vision' or strategic marketing bullshit. The result is Agony is often regarded as a piece of art, and regularly cited among the best looking Amiga titles, and I'm really proud of that.

Not all was rosy though, and as the game was taking shape, Steve gave us some bad news. It would already take three disks to store the game and it was not possible to include the introductory animation. Adding more disk would have made the manufacturing costs prohibitive. We were sorry for Marc who had already been working a lot on the animations.

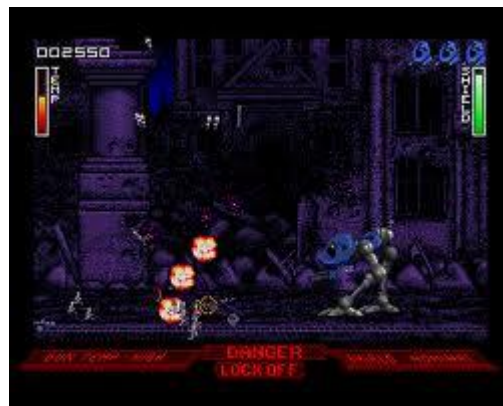
At the end of the project, Yves was called for his military service too, and the project unfortunately got delayed several times until its final release in 1992. Unfortunately, the Amiga was no longer the ultimate machine as the 16 bits consoles were once again gaining ground and the multimedia PC was on the horizon, hence the limited commercial success of the game despite its cult status.



John White was employee number eight at Psygnosis, and it was his job to manage the third party teams of the games mentioned.

In an Edge interview he reminisces of his time at Psygnosis. For the full interview please go here

<http://www.edge-online.com/features/psygnosis-story-john-white-director-software/>



Another great game DMA game Walker, that John helped bring to Psygnosis in the early days.

“Those early days were absolutely fantastic, with lots of travelling. The developers were trying to pull the wool over our eyes, but we knew what was going on. I was tasked with identifying and nurturing new talent and to encourage the art side. Ian Hetherington was the creative talent and the guy behind the whole thing – it was his vision that drove Psygnosis.”

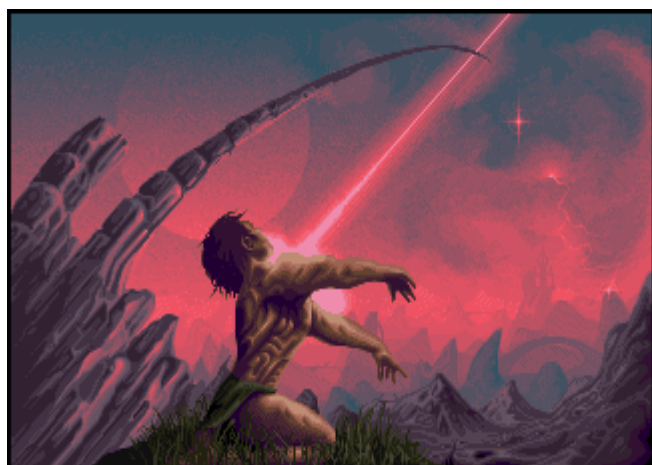
“We had offices in the Steel Foundry – a couple of rooms in a dirty part of Liverpool. I came out of the office every day and the car, a company Cavalier, was covered in crap. Psygnosis was part-owned by Robert Smith, who also owned the local Mercedes dealership and the Steel Foundry. Ian and Jonathan Ellis did a deal, a management buyout to take the company and the stock. In return Robert was paid a royalty on everything for a while.”

“I remember going to early shows, taking the stock and coming back with tens of thousands of pounds. All I did was speak to devs and programmers and try to recruit them. Ian and Jonathan turned the company around and followed their vision, picking up lots of IP.”

There was of course tons of other games Psygnosis released on the Amiga and Atari-ST and far too many to mention in detail here.. But don't worry they all will be mentioned in the third section of this book where every Psygnosis games are listed and described. So I guarantee your favourite Psygnosis game will be there.

In summary. For the Amiga and Atari-ST days of Psygnosis, there was some guaranteed things expected in the early days, when you bought a Psygnosis game.

- It would have a really impressive intro, that probably took up a floppy disk all by itself.
- It would have snazzy graphics, amazing sound and would be a great game to show-off to your console owning mates.
- You could guarantee it would come in a massive game box and would have a stunning Roger Dean cover on the front.
- It would have either a free poster or T-Shirt.
- The game would cost you an eye watering £35.
- Chances are the actual game, probably wasn't that great 😊



Learning CD

Psygnosis was always looking to the future and so as far back as 1991 they had set up a dedicated team to look at future technologies.

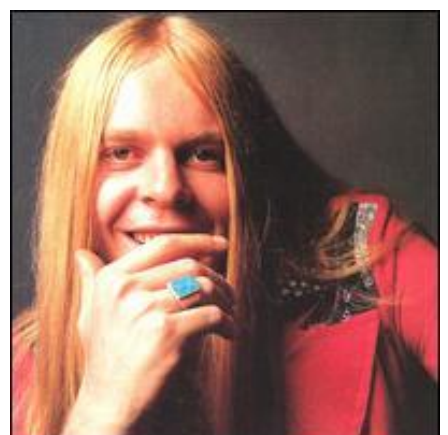
Called the Psygnosis Advance Technology Group. The team would create the Psyggy's Full Motion Video (FMV) technology or clever way of CD streaming data.

The first fruits of the labours was released in October 1993 for FM Towns Marty and Sega Mega CD, with CD32, PC and 3DO to be released in May the following year.

Pitched as a shoot-'em-up that crosses Afterburner with the movie Fantastic Voyage. It was a ground breaking game visually right from its 400 second long intro, with live actors, and scenes that had been rendered by £10,000+ Silicon graphics engine and a file server worth of hard drives to store the massive 6.5 Gigabytes needed to store the non compressed intro.

Everything about the game's development was excessive, the initial development was predicted to cost \$600,000 to \$750,000 an astronomical figure for a game for the time.

Also the music was also impressive, with former Yes front man Rick Wakeman doing original music for the game after meeting Psygnosis at a concert.



Despite all the high production values, the actual game wasn't actually that good, with overly simplistic gameplay and was accused of being 'all show and no go'.

Still, as a gamer of the time, I can attest first hand, how exciting it all seemed, watching the new possibilities that the new CD format could provide.

Amiga Format I believe summed it up best when they gave it **87%** saying

'The future of computer games is here. This may not be the most playable ever, but it will go down in history as an entertainment milestone.'

Jeff Bramfitt an artist on Microcosm Remembers what it was like to work for Psygnosis during this period.

"It was an exciting place to work, because everyone was excited about the new possibilities unfolding before us. In effect it was a totally new medium, with vast potential and we were suddenly the leading edge."

The early Psygnosis CD games weren't very good it is true. But there was no denying that Psygnosis was ahead of the curve when using the new medium that was CD, and that interested a lot of people...

..including Sony.



Playstation Era

Taken from PR Newswire Archive on May 22 1993 –

On May 22nd 1993 Sony Electronic Publishing Company acquired the Liverpool-based computer and video game software developer and publisher Psygnosis Ltd., a recognized leader in video game and CD-ROM products. The acquisition of Psygnosis significantly enhances Sony Electronic Publishing's in-house development capabilities. Psygnosis will continue to market and distribute computer software under the Psygnosis brand, as well as develop software for Sony Electronic Publishing's video game division, Olaf Olafsson, president of Sony Electronic Publishing and Sony Imagesoft. "Psygnosis and its management will play an integral role in the development of industry-leading interactive entertainment, as well as our expansion into Europe." "We are delighted and very excited at the prospect of working with Sony Electronic Publishing, a company whose name and reputation is synonymous with innovation and technical excellence," said Jonathan Ellis, managing director - publishing, Psygnosis. "The alliance of two such highly complementary companies will enable us to benefit from each other's strengths and talents, and continue our growth and market penetration within the home entertainment industry worldwide." "Working together with a company of Sony's reputation will allow us to build and develop further our reputation as pioneers in the innovative medium of CD technology, taking the bounds of home entertainment beyond anyone's current expectations," said Ian Hetherington, managing director - development, Psygnosis. "This new association with Sony Electronic Publishing will give us access to a spectacular range of development projects, and represents the culmination of all our earlier achievements." Jonathan Ellis and Ian Hetherington will continue to serve as co-managing directors of Psygnosis.

Suddenly Psygnosis had been sold, with Sony owning a 50% interest in the company.

It made sense from Sony's point of view as they would have half of one of the premium game Publishers in the world, and who were at the forefront of understanding how to use the CD as a gaming medium. Meanwhile at Psygnosis, it made total sense as they were able to carry on as before, not even being locked down to just releasing games on Sony's hardware.

John White describes to Edge why Sony bought Psygnosis..

“Psygnosis was acquired by Sony America, not Sony Japan who had the electronics. America saw the buy strategically as acquiring games content to complement their film and TV content. Sony America wanted to acquire a game content provider to marry up with the hardware. That was the original thinking. I'm sure there was a lot of politics involved, but they were trying to create a rounded company.

The conversations were between Ian and Jonathan and SCEA, but once the acquisition had gone through I was utilised to a small extent in the setting up of SCEE. They had Phil Harrison on the ground and we were tasked with finding offices and getting it going. After six months of trying to work out what we were doing the political situation changed I was put back into Psygnosis and Phil into SCE.”



The first game released for the Playstation by Psygnosis was really rather special..

Called WipEout and released in August 1995, it was a futuristic racer, taking the idea from the Bullfrog Amiga game Powerdrome, Nintendo's F-Zero and even Mario Kart, updated with oodles of cool for a new PlayStation generation of gamers.

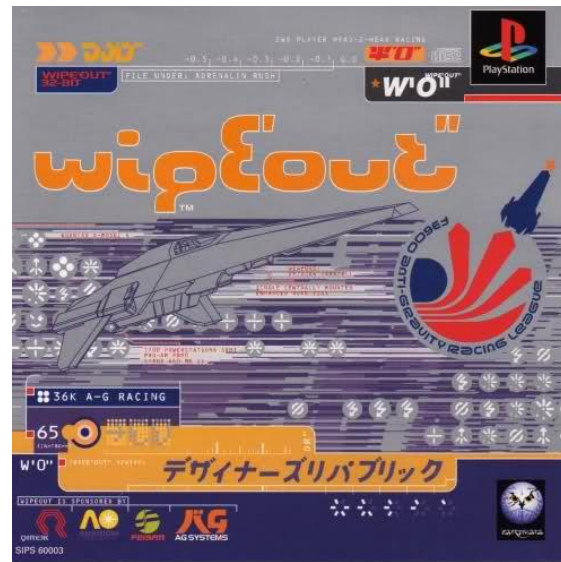
Lee Carus an artist on WipEout remembers in a Retro Gamer Interview how this seminal game came about..

“I believe it started out as a drunken conversation between Nick Burcombe and a former colleague of his Jim Bowers in a pub called the Shrewsbury Arms in Oxton, Birkenhead”

This conversation resulted in Jim Bowers to set to work on a first concept movie that impressed the Psygnosis managers enough to immediately have the project green lit.

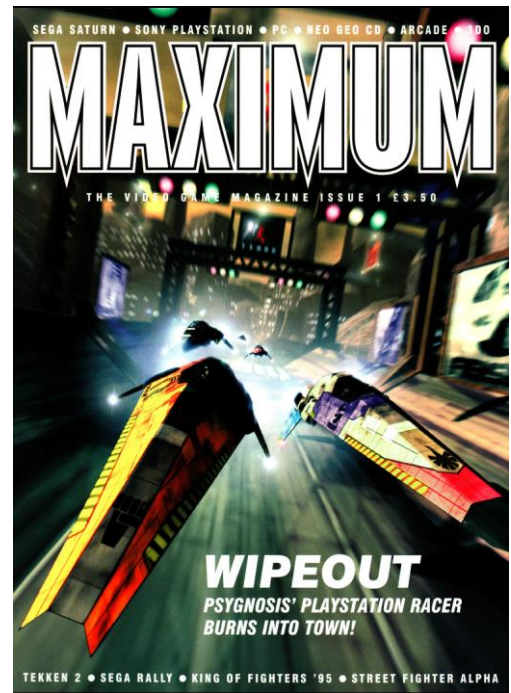
It took the WipEout team only 14 months to do the game, an extremely tight deadline for only a ten person team.

Combined with the awesome collection of techno and dance tunes by artists of the time, it perfectly re-captured the young adults who had grown out of gaming and showed them gaming was for them again. It can be argued therefore that WipEout was one of the most important games for the PlayStation and a cornerstone to its worldwide success.



Nick Burckombe – Lead Designer of WipEout

Such a successful game would naturally produce many sequels and it is testament to Psygnosis that each new game in the series genuinely pushed the boundaries each time, improving the game still further with every iteration. Because of this Wipeout has continued to be a worldwide gaming favourite and a jewel in Sony's PlayStation game library. In fact it would be a Wipeout game that would be SCE Studio Liverpool (formerly Psygnosis) last before they sadly shut their doors in 2012.



Wipeout 3 was the pinnacle of what the PS1 could do.



Another classic Psygnosis game would also be released on the 31st October 1995 for the PlayStation. This time the game would be done by Reflections and a kind of driving game.

Called Destruction Derby it was a wonderful alternative racing game, that was like the real Destruction Derbies and so just as much about smashing into one another as it was to cross the finish line.

The game was dreamt up by Martin Edmondson and Michael Troughton who, as fans of the real derbies thought it would make a great fun game. Psygnosis green lit the game and they successfully delivered in writing the game in only nine months.

Martin reminisces to Retro Gamer in an interview

“It was an exciting time with the Sony takeover of Psygnosis and the buzz about the new PlayStation Hardware.”

“I remember some of the guys from the Psygnosis had to cover their badges at tradeshows as they were swamped, like paparazzi swarm around celebrities.”



With two premium PlayStation projects within Psygnosis it would be a natural that a friendly competitive rivalry would occur between the WipEout and Reflections team, and this rivalry, to push the PlayStation hardware undoubtedly helped make both games, be the best they can be.

Martin remembers on first showing the game to Sony's Ken Kutaragi

“He flew over with a team of engineers and I was demonstrating the game to him. He was very enthusiastic and smiled a lot, but his only actual comment was that it was a great shame that all the debris from the cars didn't stay on the track. I remember thinking (but didn't say obviously) Surely you realise how hard we are pushing your hardware here without leaving bits of debris all over the track! He was right though, if only we could have done it.”

Destruction Derby was a great game, and for those at the time who criticised its simplistic nature, misses the whole point of the game. It is supposed to be low brow, a bit of unadulterated fun, and it is that the game successfully has in spades.



Ken Kutaragi – CEO of Sony PlayStation division

John Gibson a Psygnosis software manager details in an interview with Retro Gamer the reasons that Sony started to take complete control over from Psygnosis and Ian Hetherington.

“Those days were still the halcyon days of game development, the Imagine mentality still existed. A handful of very expensive cars could always be found in the carpark and every man and his dog had a company car.”

“Inevitably this lifestyle could not last and when Sony realised it'd been pumping millions in and getting very little out, it moved quickly to first of all vote Ian Hetherington off of the board and then shut down all the satellite studios. In a few short years, Psygnosis had gone full circle. Only now it was no longer Psygnosis but SCEE.”

Jeff Bramfitt (artist on Microcosm) also laments on what started to go wrong with Psygnosis.

“Things started to go down hill after Sony took over, constantly changing management who became more detached from production and more interested in career points, stifled creativity and confidence.”

John White (Software Manager at Psygnosis) considers for an Edge Interview what went wrong with Psygnosis.

“When I joined every year we doubled in size. We got up to 400 and Ian said, “Next year, it’s 800”. You think you’ve grown organically, but at the end of the day, despite having a strategy, we didn’t handle growth as well as we could have done out of lack of experience. Things got out of control. Wipeout was one of the last generation of games where what we were doing was working. Things went wrong because we were so successful and then new management was brought in.

For me, things had gone horribly wrong. I had six absolutely wonderful years and the last two years were not good. Eventually I realised what was wrong and told Ian we were lacking management training and our inexperience was causing problems. He said: “You’re right, but it’s too late.” I was side-lined, doing a different job and not enjoying life.”

Psygnosis would go on to publish many classic games for the gaming world, whether it was the DiscWorld games, the ground breaking Colony Wars, G-Police or even the Bizarre Creation’s impressive Formula One games before they would join Sega and then Microsoft and do the Project Gotham games.

Even in 2000 when Sony changed the name from Psygnosis to SCE Studio Liverpool they continued to release quality games that was well regarded by both gamers and the gaming press



Don't worry all those games are covered the following section where I have painstakingly detailed every game Psygnosis have released (or I hope everything, I bet some smart person out there will flag one or more I missed. 😊)

End of an Era...

On the 22nd August 2012 Sony confirmed rumours that SCE Studios Liverpool, formerly known as Psygnosis had been shut down.

Sony gave the following statement at the time...

"As part of SCE Worldwide Studios, we do regular reviews to ensure that the resources we have can create and produce high quality, innovative and commercially viable projects in an increasingly competitive marketplace. As part of this process, we have reviewed and assessed all current and planned projects for the short and medium term and have decided to make some changes to our European Studios.

"It has been decided that Liverpool Studio should be closed. Liverpool Studio has been an important part of SCE Worldwide Studios since the outset of PlayStation, and have contributed greatly to PlayStation over the years. Everyone connected with Liverpool Studio, past and present, can be very proud of their achievements. "However, it was felt that by focusing our investment plans on other Studios that are currently working on exciting new projects, we would be in a stronger position to offer the best possible content for our consumers.

"Our Liverpool Facility will continue to operate, housing a number of other vital WWSE and SCEE Departments.

"This should not take anything away from the great work WWS are doing and the incredible games and services that we have made, and continue to make, both for this coming year and further in the future."

Psygnosis 1984 – 2012
You will be sorely missed.

PSYGNOPAEDIA

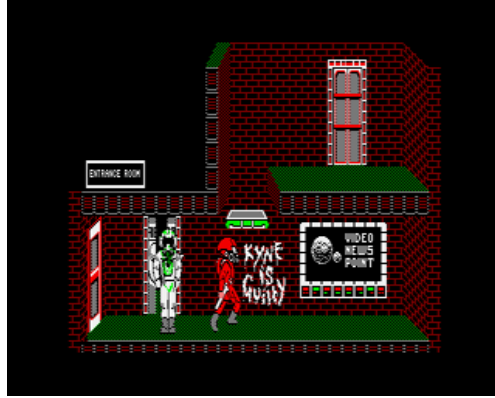
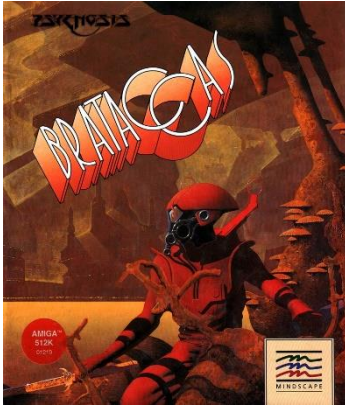
A CHRONOLOGICAL GAME LIST

PSYGNOSTIS

PHILIPPE LESIRE

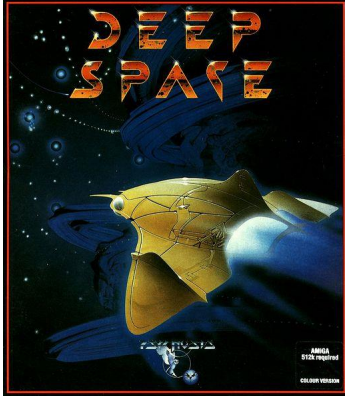


1986



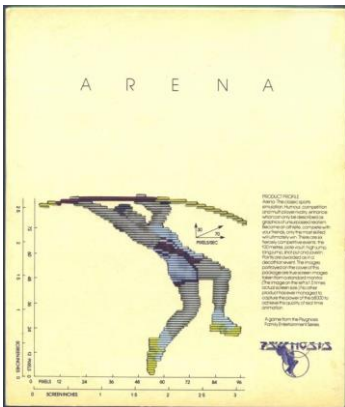
Brataccas (Atari-ST, Amiga) 1986

Interesting adventure arcade game, let down by the poor controls.



Deep Space (Amiga, Atari-ST) 1986

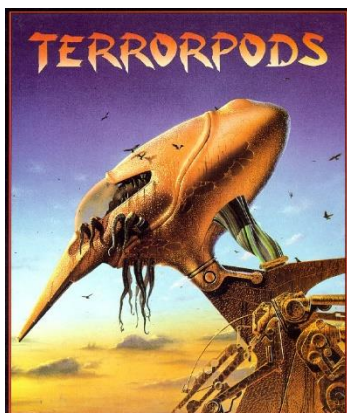
Space shooter in the style of Star Glider but not as good. Info Magazine gave it **4.5 out of 5**. The game, came with a raunchy comic-book.



Arena (Amiga, Atari-ST) 1986

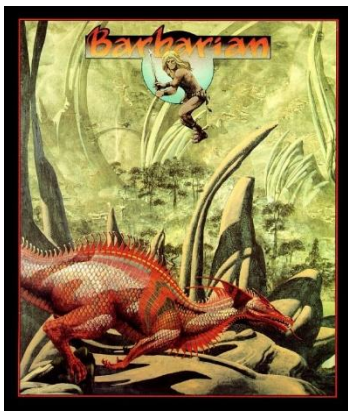
Terrible Olympics game, let down by its awful controls. It is a real pity as the graphics and humour in the game is top notch.

1987



Terrorpods (Amiga, Atari-ST) 1987

Frantic space shooter with impressive graphics. This was also one of the games on the Ten-Star bundle. ACE gave it **752 / 1000** stating it was fun for those who don't like to have to think.

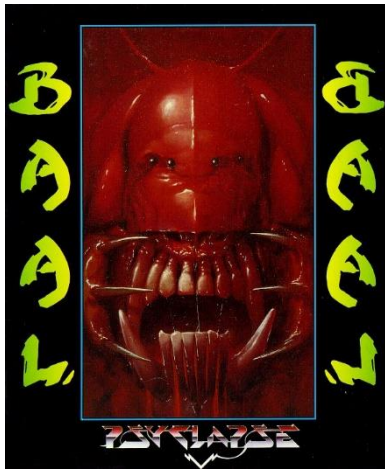


Barbarian, (Amiga, Atari-ST) 1987

interesting hack and slash adventure, let down by a weird experimental icon driven control scheme that doesn't work.

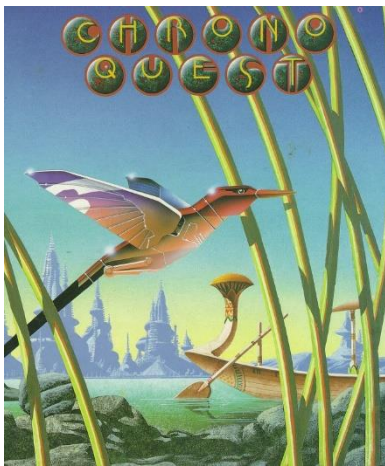
Games Machine gave the game **87%**

1988



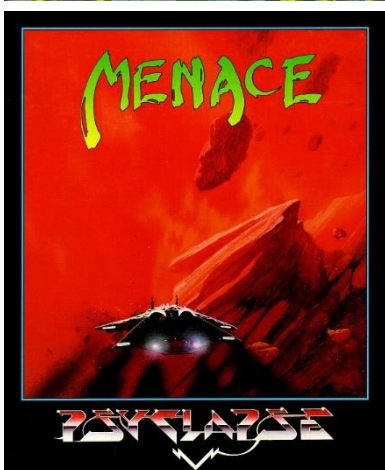
Baal (Amiga, Atari-ST) 1988

This game hasn't aged well, with it being next to impossible to control. ACE gave it **730/1000** saying 'Large colourful graphics, plenty of good animation, and a nice dose of shoot 'em action make Baal a pretty reasonable shoot 'em up'



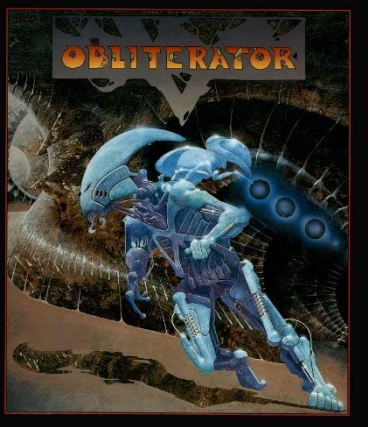
Chrono Quest (Amiga, Atari-ST) 1988

A weird French adventure that is a little too illogical to hold up today. CVG gave it **6/10** saying it was overpriced at £30 for what it is and it failed to be absorbing to play.



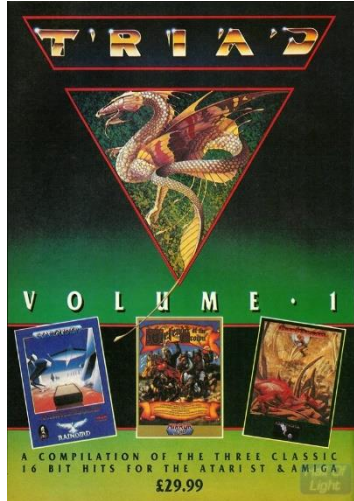
Menace (Amiga, Atari-ST) 1988

DMA Design (Now Rockstar North) first game. It was a mindless arcade shooter but very impressive for the time. ZZAP gave it **79%** criticising it being too easy.



**Obliterator
(Amiga, Atari-ST)
1988**

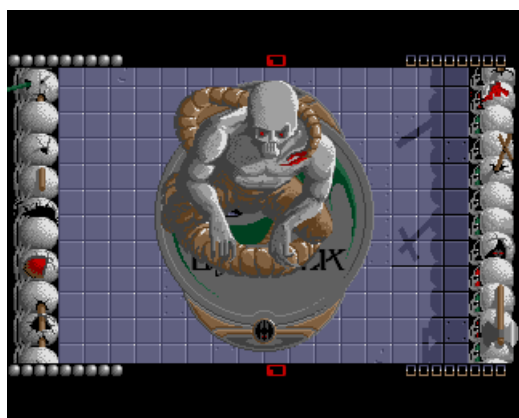
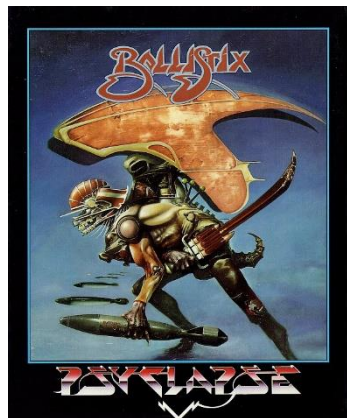
Barbarian game engine, but set in the future. CU gave it **7/10** saying you will like it if you like Barbarian, although this has less puzzles..



**Triad Dragon – Volume 1
(Amiga, Atari-ST)
1988**

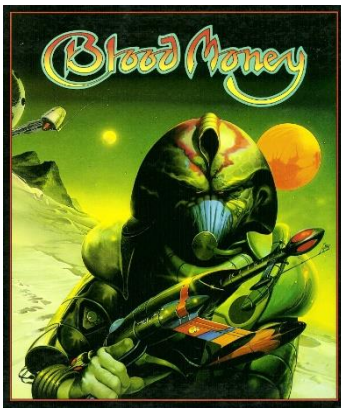
A great compilation that had Starglider, Defender of the Crown and Psygnosis's Barbarian.

1989



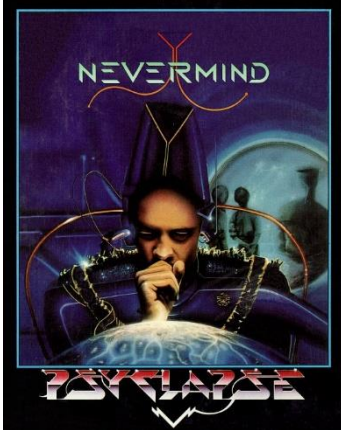
**Ballistix
(Amiga, Atari-ST)
1989**

Reflections first game for Psygnosis. It basically had you control a mouse cursor and control the ball firing it in to the net, think that board game Crossfire. It looks impressive, but doesn't play that well. ZZAP gave it **77%**



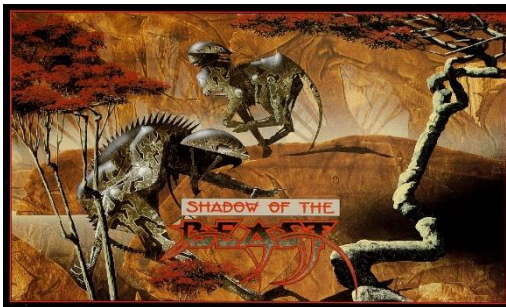
**Blood Money
(Amiga, Atari-ST)
1989**

DMA's second game and pseudo sequel to Menace. It has amazing graphics and has the best intro music ever. Gameplay wise it feels lacking though. **One Amiga** gave it **74%** saying it was a little tough – and a little flat at times.'



**Nevermind
(Amiga, Atari-ST)
1989**

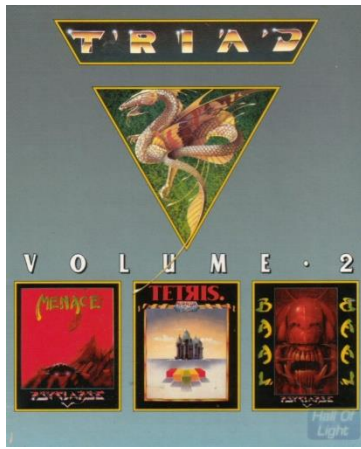
Unique 3D puzzle game, a kind of animated jigsaw. It is very fresh and Original and not too bad. **ACE** gave it **870/1000** finding it absorbing, addictive and refreshingly different.



**Shadow of the Beast
(Amiga, Atari-ST, plus loads more)
1989**

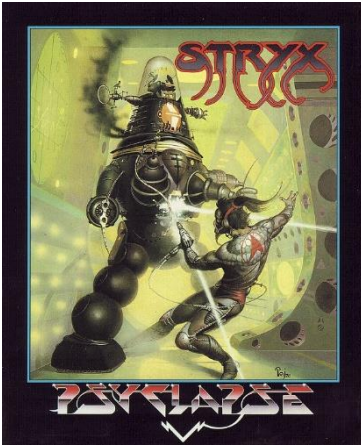
The game that put Psygnosis and Reflections firmly on the map. Stunning graphics and music to show off to your console mates. The actual game wasn't very good though. **CU Amiga** gave it **84%** finding it beautiful to play and hear, but lacking variety.





Triad Dragon – Volume 2 (Amiga, Atari-ST) 1989

Another compilation with both Menace and Baal from Psygnosis on it. The third game was Tetris. A good all round compilation really.

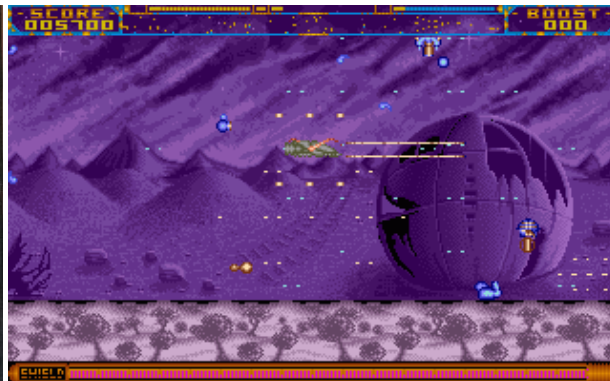
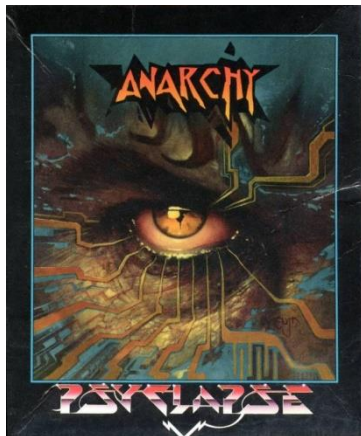


Stryx (Amiga, Atari-ST) 1989

A tough robot blaster that is marred by poor controls and ridiculous difficulty level.

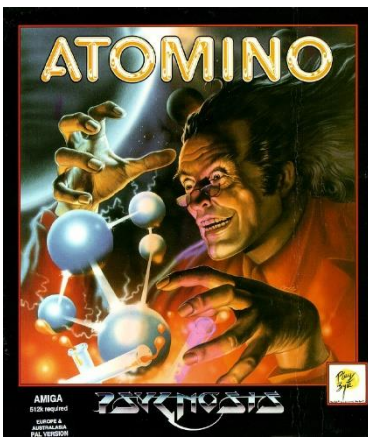
The Games Machine gave it **77%** saying that none of the parts of the game is particularly compelling.

1990



Anarchy (Amiga, Atari-ST) 1990

Brilliant polished update of the arcade game Defender. **Amiga Action** gave **72%** saying 'Anarchy is pure blasting which requires very little thinking but a healthy trigger finger – simple and mindless, but I love it.'



Atonimo
(Amiga, Atari-ST)
1990

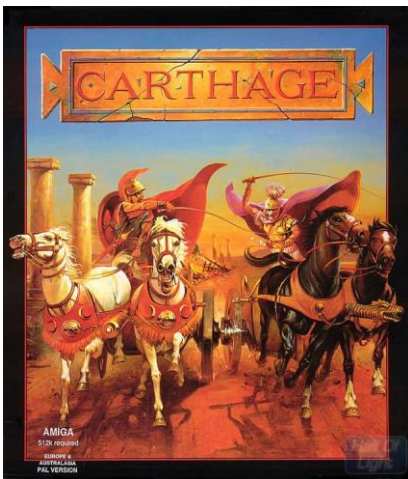
Quite an enjoyable puzzle game really. Reminded me a little of dominos.

Amiga Action gave **76%** stating 'The gameplay is interesting and easy to get to grips with, although I feel the lastability is questionable.'



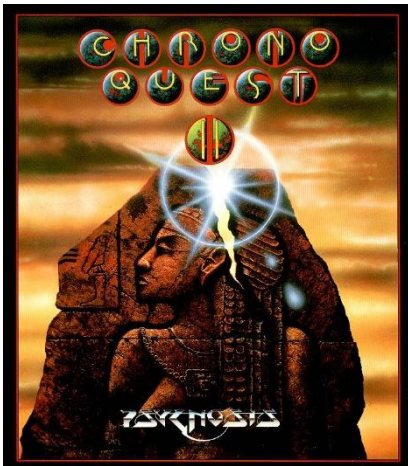
Awesome (Amiga, Atari-ST) 1990

Another Reflections game, this is a nice collection of arcade blasters glued together to an impressive whole. Worth a play for the intro alone.. **CVG** gave **81%** saying 'I had a good few hours of fun with Awesome but after that, even the nice graphics weren't enough to keep me playing. It's another tremendously stylish package From Psygnosis, but as far as gameplay goes, Awesome is a little disappointing.'



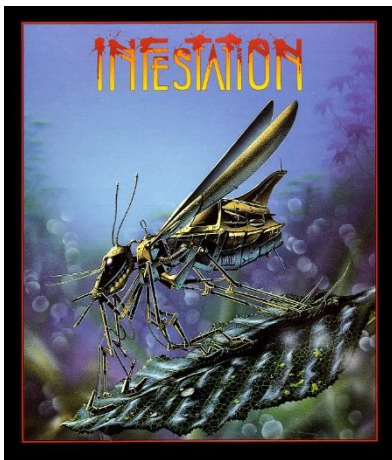
Carthage
(Amiga, Atari-ST)
1990

Nicely presented strategy game with short arcade sequences to breakup the action **Amiga Format** gave **82%** stating that only for strategy game fans but really good fun with lasting interest.



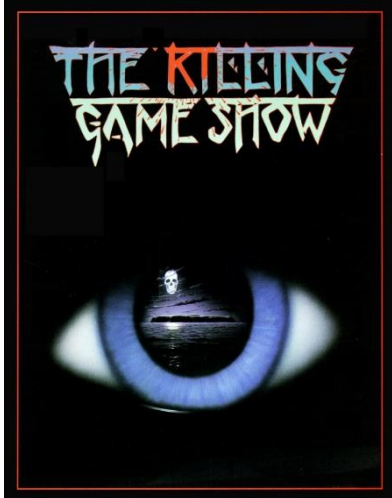
Chrono Quest 2
(Amiga, Atari-ST)
1990

Another weird French time travelling adventure game. **ACE** gave it **625/1000** stating that it was pretty to look but frustrating to play, especially the constant disk swapping.



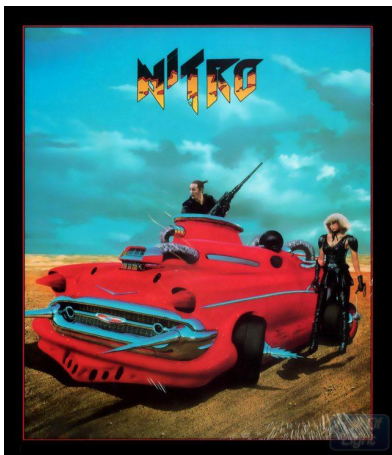
Infestation
(Amiga, Atari-ST)
1990

Brilliant 3D adventure shooter, that was well ahead of its time **CU Amiga** gave it **94%** noting the detailed graphics noting that the feeling of realism is incredible.



The Killing Game Show
(Amiga, Atari-ST) **1990**

Gorgeous, rock hard blaster, having you negotiate platforms and the ever rising water. It was the first game by Raising Hell, who later became Bizarre Creations **Amiga Format** gave it **92%** highlighting the visuals, and frantic action and difficult puzzles.



Nitro (Amiga, Atari-ST)
1990

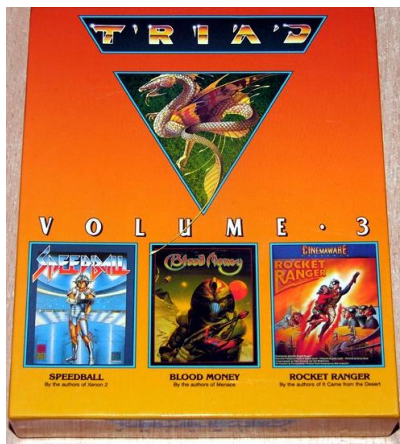
Fun futuristic overhead racer, that is particularly fun in 2 player. **Amiga Format** gave it **84%** mentioning that it is a simple fun idea, with emphasis more heavily on the gameplay.



Shadow of the Beast 2 (Amiga, Atari-ST, lots of others) **1990**

Reflections wowed again with more stunning graphics and music. Gameplay was still too tough....

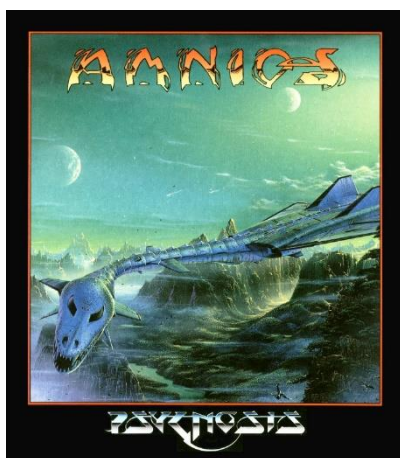
though. **Amiga Format** gave it **87%** saying that the game has a lot more depth than the original, with a series of mini puzzles to complete. It did criticise the lengthy loading times and that you can lose your one and only life, far too easily, but there is enough gameplay this time around to back up the pretty graphics and atmospheric music and make it worthwhile. Oh and don't forget the free Roger Dean T-Shirt!'



Triad Dragon – Volume 3 (Amiga, Atari-ST) 1990

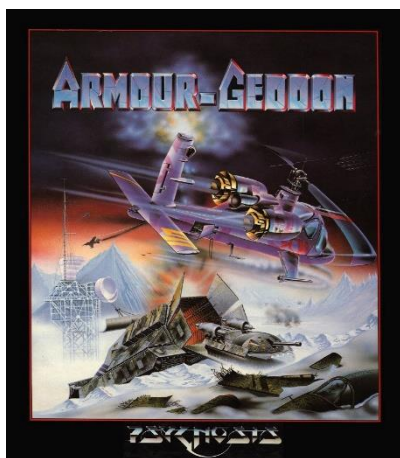
Another good compilation with Blood Money from Psygnosis on it. The other two games was Speedball and Rocket Ranger.

1991



Amnios (Amiga) 1991

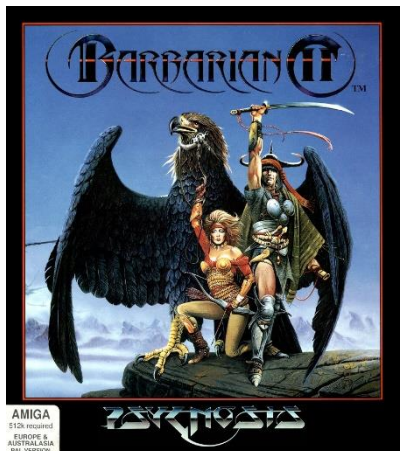
This is a great overhead shooter, that is well worth a play. **CU Amiga** gave it **88%** stating it was 'A little expensive for what it actually delivers, Amnios is still an incredibly playable shoot 'em-up... Rootin' tootin' big time shoot 'em up action.'



Armour-Geddon (Amiga) 1991

A technically impressive arcade 3D sim, that hasn't aged well, but was a mazing at the time. **Amiga Power** gave it **87%** saying 'I can't see Armour-Geddon making anything like the...

...impression of encouraging the level of devotion Carrier Command did (we've seen a bit much since then) but it's an excellent game in a very similar genre nonetheless.'



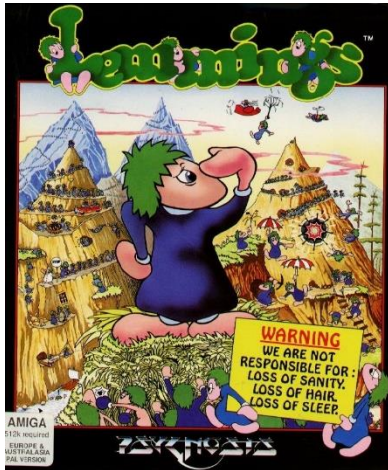
Barbarian 2 (Amiga, Atari-ST) 1991

A much better game than the first, with the control scheme finally fixed. **Amiga Action** scored it **86%** saying how it now controls things via the joystick, with loads of action and numerous puzzles.'



Leander (Amiga Atari-St, Mega Drive) 1991

Great console action platformer designed by Andy Ingram and Jon Burton who now do all the Lego games. **One Amiga** gave it **93%** being impressed with the silky smooth scrolling and stunning music. It also found the game loads of fun.



Lemmings (Amiga and every system known to man) 1991

The game that grabbed the world by storm and catapulted DMA Design onto everyone's lips. **One Amiga** gave it **96%** the only criticism they could give was that it was too addictive ☺ .



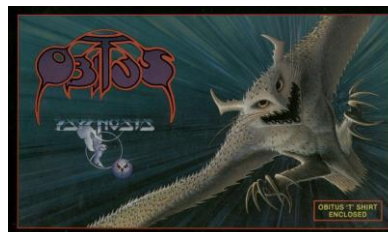
Monster Pack (Amiga, Atari-ST) 1991

Generous compilation with Infestation, Shadow of the Beast and Nitro. A lot of impressive games to show your mates, to be found here.



Monster Pack Volume 2 (Amiga, Atari-ST) 1991

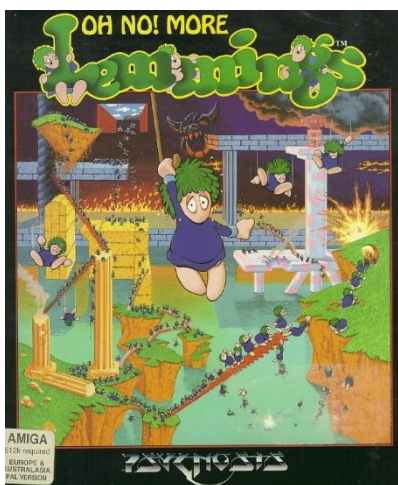
Another generous compilation Shadow of the Beast 2, The Killing Gameshow and Awesome. Three really top Psygnosis games all in one sweet package.



Obitus (Amiga, Atari-ST, DOS, SNES) 1991

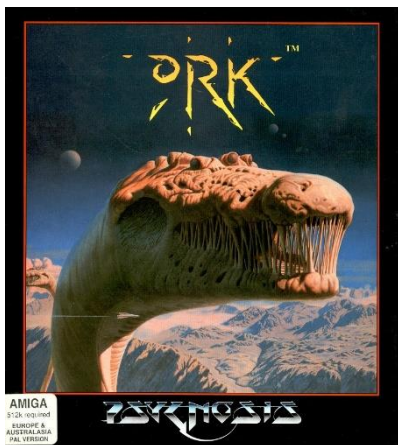
A huge RPG adventure offering three different perspectives. **Amiga Format** gave it **81%** saying 'a strong adventure game that employs a very friendly game system.'

No Point in Leaving FalconWood Until Maladina you Have Met. She Holds the Keys to Drakehurst's Locks Which you Must Have for Passage.



Oh No! More Lemmings (Amiga and every system known to man) 1991

Lemmings data disk, chock full of even more levels. **Amiga Power** gave it **82%** correctly pointing out that £20 for a data disk is grossly overpriced. Also they were disappointed at the difficulty level, being too easy.



Ork (Amiga, Atari-ST) 1991

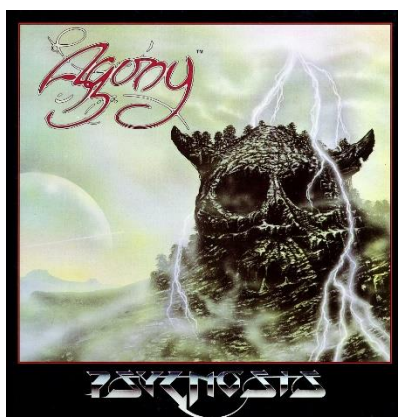
Basic shooter, with gorgeous graphics but nothing special in the gameplay department. **Amiga Power** gave it **66%** saying 'a slick, finely polished game nevertheless, a poor relation to Killing Game Show. Ork never comes near to capturing the same spark.



Xmas Lemmings (Amiga) 1991

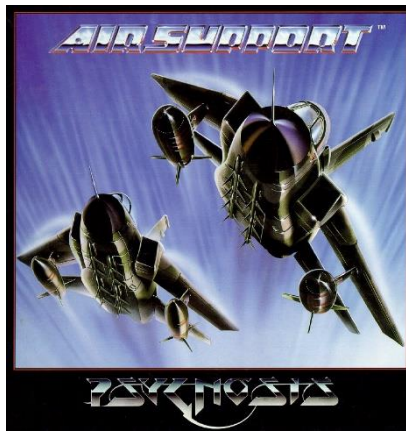
Came free on Amiga Dream issue 3 magazine. Basically more Lemmings with Christmas graphics.

1992



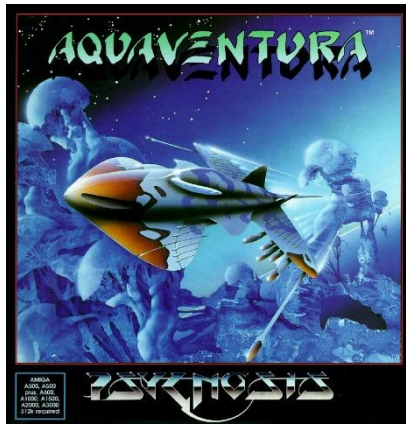
Agony (Amiga) 1992

Art and Magic did one of the most beautiful looking shooters of all time, if not the greatest gameplay. **Amiga Action** gave **86%** saying it was 'Raising the standard of in-game graphics to a new level. Agony illustrates that awe inspiring animation sprites can be combined with a high degree of success.'



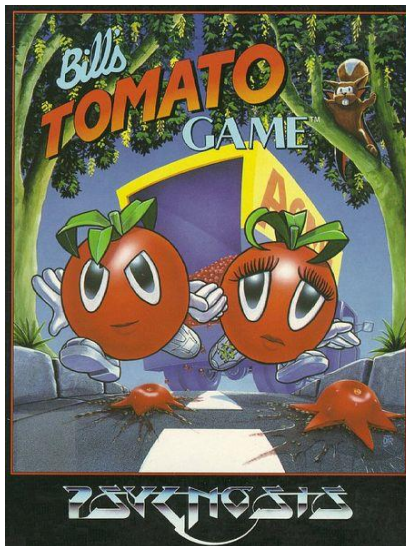
Air Support (Amiga, Atari-ST) 1992

Like the wireframe graphics but the game is messy to play. **Amiga Power** gave it **62%** highlighting that 'Air support just doesn't hit the mark either as a serious strategy game or fun 3D blaster.'



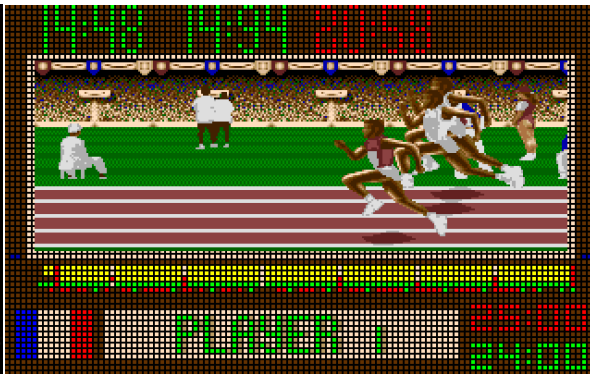
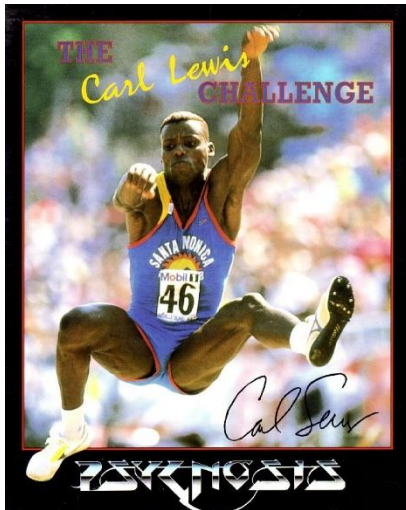
Aquaventura (Amiga) 1992

Simple, basic, underwater gameplay, that's as dull as dishwater. **Amiga Format** gave it **60%** noting there was nothing compelling in the game to keep you interested.



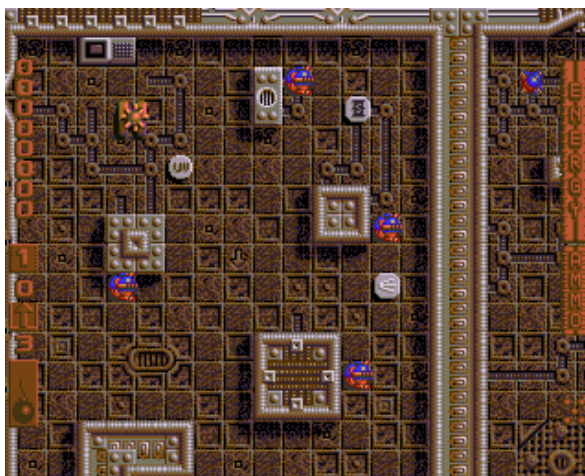
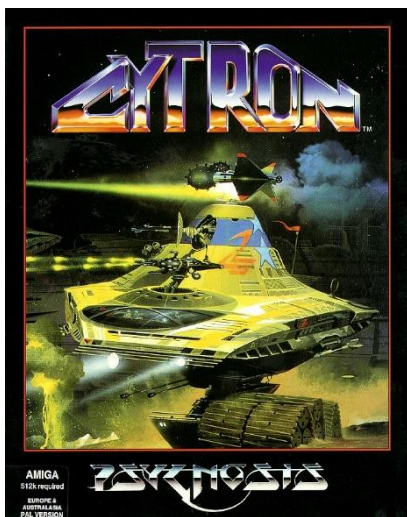
Bill's Tomato Game (Amiga) 1992

Fun, quirky puzzler where you must place objects in the right place to help bill reach the other side of the screen. **Amiga Power** **81%** said 'Puzzle games need new ideas to make them interesting, and this has got plenty.'

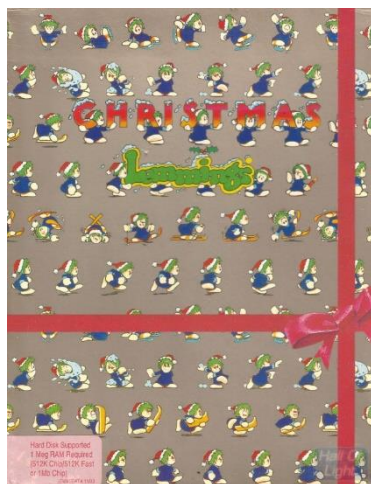


The Carl Lewis Challenge (Amiga, Atari-ST, DOS) 1992

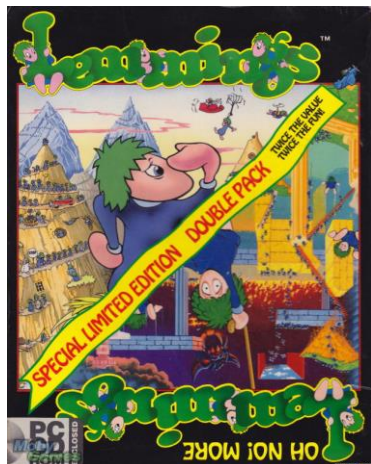
Basic Olympics game that looks good but is far too easy. **Amiga Power** gave it **56%** noting it was marginally entertaining and visually attractive, but really very deeply flawed.'



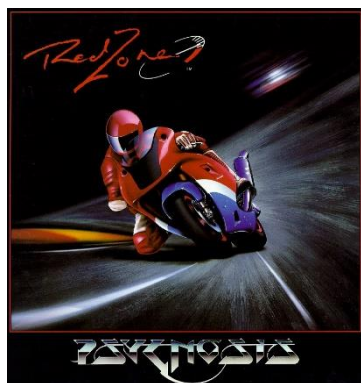
Cytron (Amiga) 1992
Overhead blaster that reminds a lot of Paradroid. **Amiga Format** gave it **70%** being impressed it uses the full screen and scrolls smoothly. It is fun to play in short bursts but can become repetitive.'



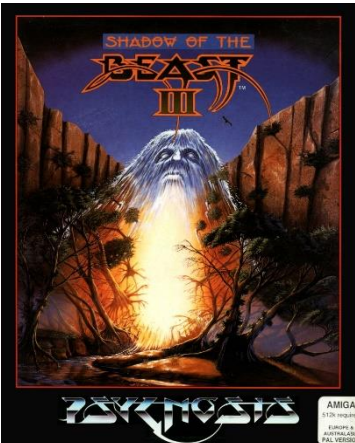
Christmas Lemmings (Amiga, DOS, Mac) 1992
Called Holiday Lemmings in the US. It was basically Lemmings with Christmas graphics and tunes, and I love it, with this being my go to game for feeling Christmassy.



Lemmings & Oh No! More Lemmings (Amiga, PSX, PC, Mac) 1992
Lemmings and the data disk combined together. The PlayStation 1 version was great, with it having CD renditions of all the tunes and slightly improved graphics.



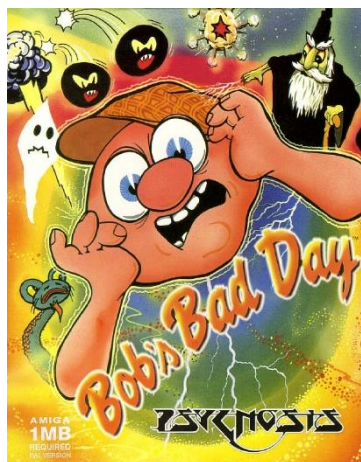
Red Zone (Amiga) 1992
3D motorbike racer. **Amiga Power** gave it **54%** noting it wasn't very easy to control the bike and the frame rate is too choppy.



Shadow of the Beast 3 (Amiga) 1992

Definitely the best in the series, but sadly didn't sell that well. **CU Amiga** gave it **88%** saying it was 'the best so far. Flawless design and flawless playability.'

1993



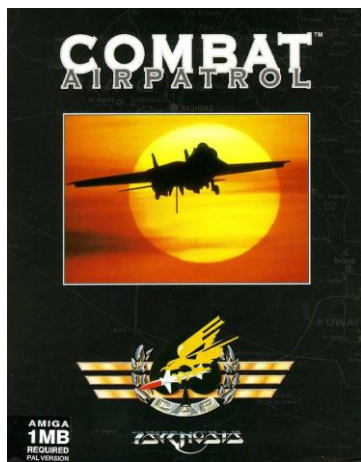
Bobs Bad Day (Amiga) 1993

Clone of the little known arcade game Cameltry, with good pseudo Mode 7 like graphics. **Amiga Power** gave it **85%** saying it was 'Bob's Bad Day's a gameplay triumph, and the sparse graphics really don't matter. Just play it okay?.'



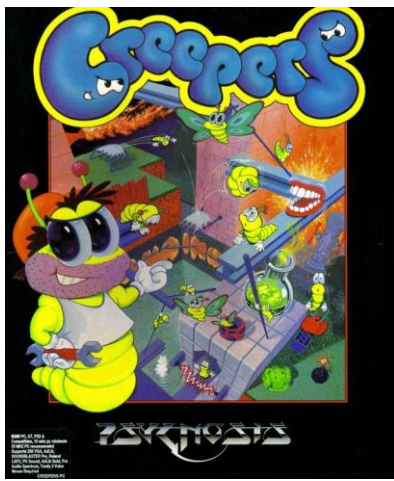
Bram Stokers Dracula (Mega-CD) 1993

Mess of a game with pre rendered grainy sprites and flickering screens. Also there is no gameplay at all to speak of. **Sega-16** web site gave it **2/10** and I think they were being generous. Still, will Psygnosis redeem its self on the Amiga version of the game?

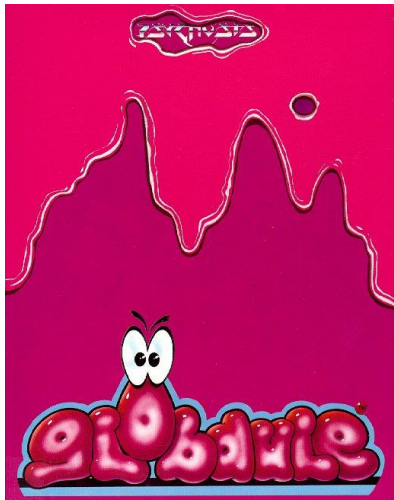


Combat Air Patrol (Amiga, PC) 1993

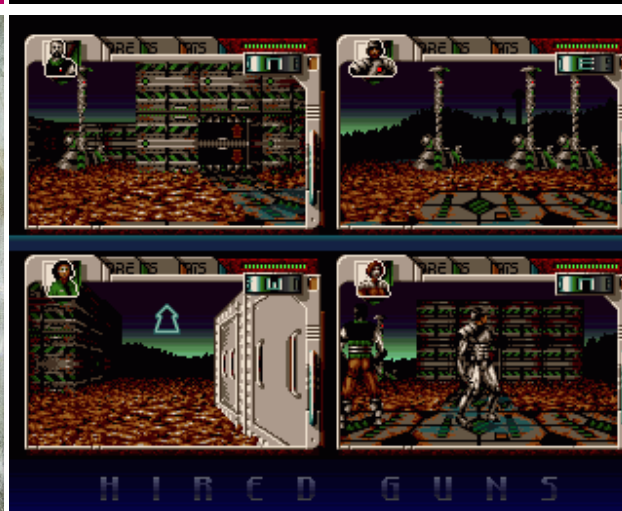
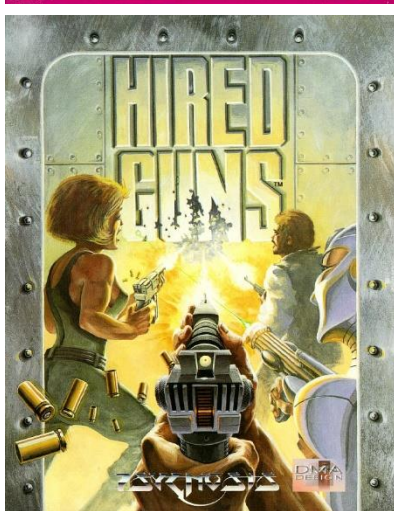
Hasn't aged well but a good action flight sim. **Amiga Power** gave it **88%** saying 'with plenty of weapons to play about with, varying missions and emphasis on playability rather than realism, this is the new benchmark game in the genre of flight sims.'



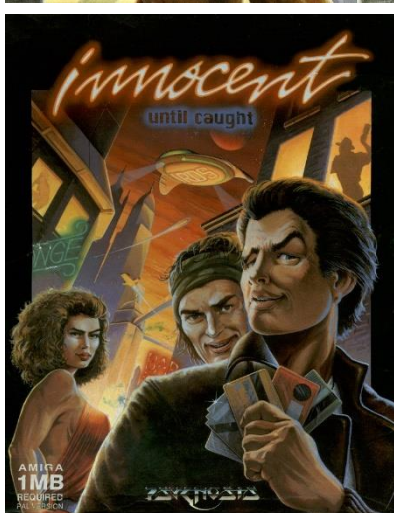
Creepers (PC) 1993
Lemmings clone, where you have to help a caterpillar negotiate the tricky terrain to be able to turn into a butterfly. **Power Play** gave it **64%**



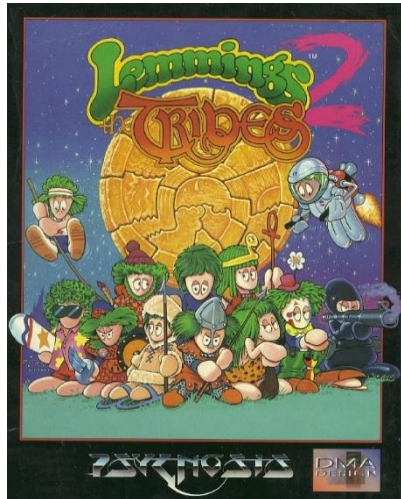
Globule (Amiga) 1993
Pretty, but by the numbers platformer. **Amiga Power** gave it **82%** stating it was 'hardly breaking new ground. But frankly I don't care.'



Hired Guns (Amiga, PC) 1993
Great Dungeon Master clone, but set in the future and with four separate screens. **Amiga Power** gave it **88%** mentioning it was dripping in atmosphere and has an excellent weapons system.

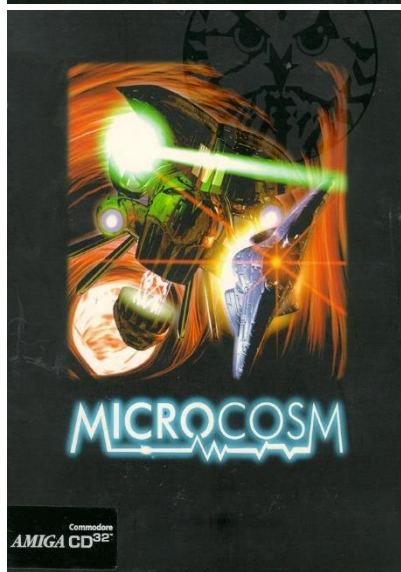


Innocent Until Caught (Amiga, PC) 1993
Fun adventure game, with quite adult themes. **Amiga Power** gave it **81%** saying 'it is funny, absorbing, that will take you ages to finish.'



Lemmings 2 : The Tribes (Amiga, PC, lots of others) 1993

Now has tribes of Lemmings, each with their own set of skills. Fun game, but never really grabbed the attention as the original did **Amiga Format** gave it **84%** noting its difficulty was just right and eminently playable.



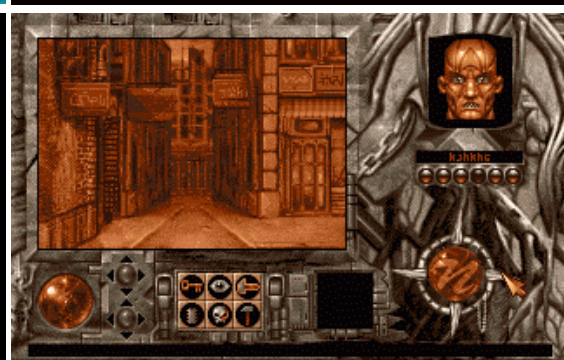
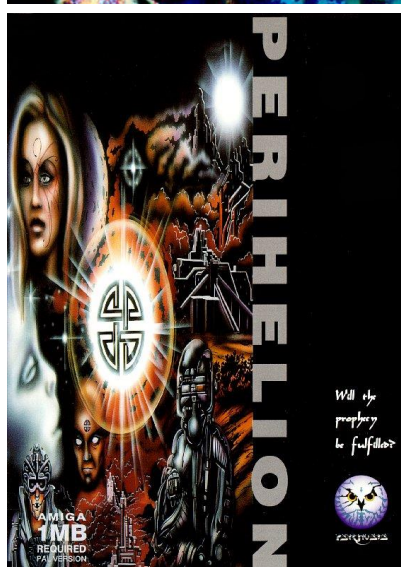
Microcosm (Marty FM Towns, Mega-CD, CD32, 3DO) 1993

One of the pioneer CD games using pre rendered backgrounds as you fly within the human body shooting viruses. Pity the game its self sucked. **Amiga Format** gave it **87%** saying 'The future of computer games is here. This may not be the most playable ever, but it will go down in history as an entertainment milestone.'



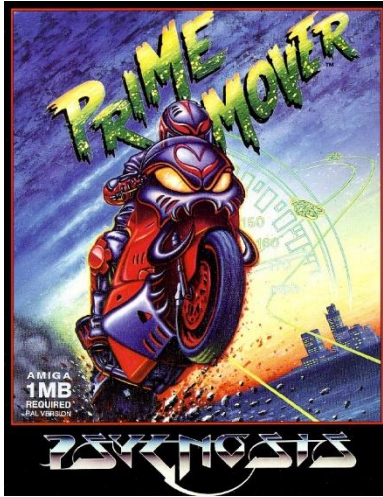
Novastorm (Marty FM Towns, Mega-CD, Playstation, PC) 1993

Another on-rails shooter with impressive (for the time) pre rendered graphics. The gameplay again wasn't there, with this being another case of style over substance.



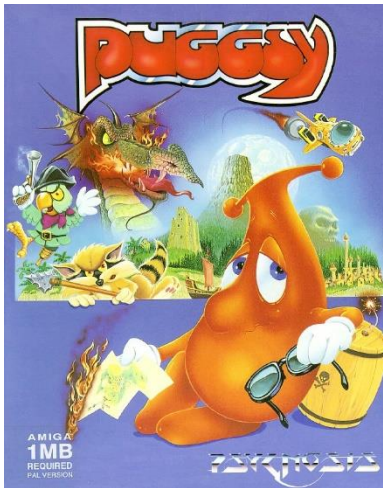
Perihelion (Amiga) 1993

Futuristic RPG set in a cyberpunk world. **Amiga Power** gave it **77%** listing that it was 'An adventure game with gorgeously individual style. With more interaction and depth, it would be a real killer, as it is it's merely dangerous.'



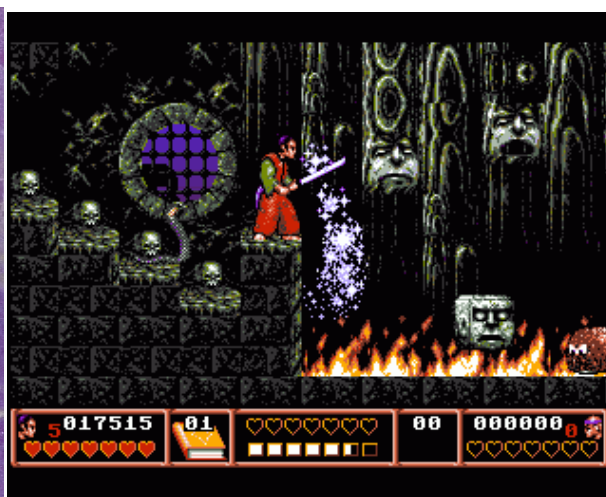
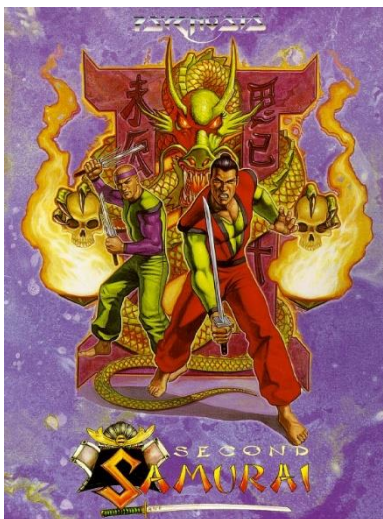
Prime Mover (Amiga) 1993

Surprisingly smooth racer that still sadly seems lacking something **One Amiga** gave it **78%** mentioning it had great handling and runs really smoothly, but lacks excitement to play.'



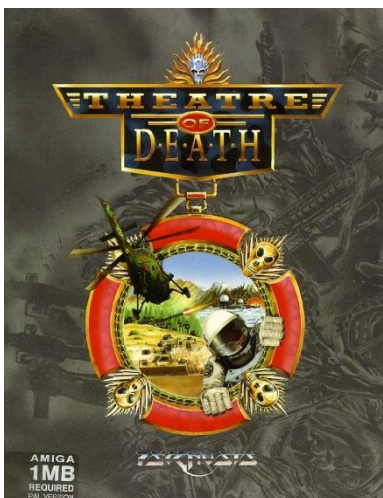
Puggsy (Amiga, Mega Drive, Mega CD) 1993

Lackluster platformer that looks pretty but dull to play. Reviewers were divided with **CU Amiga** giving **90%** and **Amiga Power** gave it **40%** saying 'It's a platformer that cunningly excels in just about all the worst aspects of platformers.'



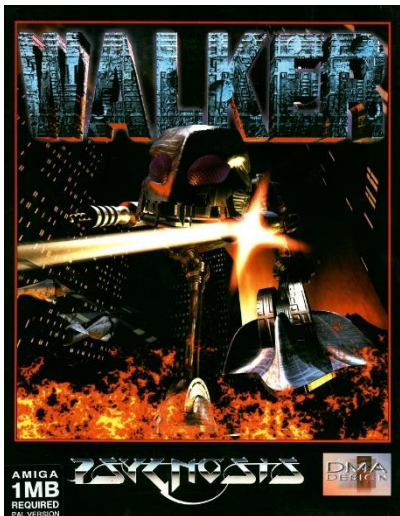
Second Samurai (Amiga, Mega Drive) 1993

An Impressive sequel by Rai Cecco that improves on the original in many ways. **Amiga Power** gave it **90%** noting how playable it is and that the difficulty curve is spot on.



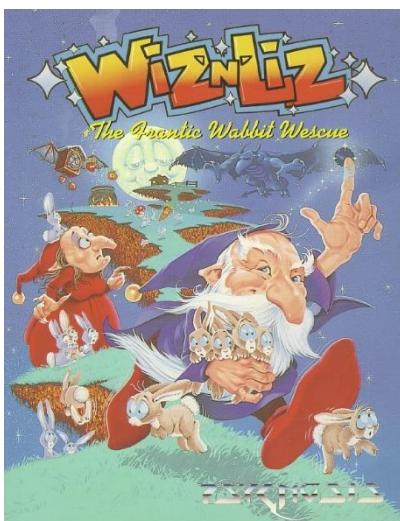
Theatre of Death (Amiga, PC) 1993

A flawed strategy game. **CU Amiga** gave it **68%** saying 'dodgy controls, plus the fact that the computer intelligence is so pathetic, just combine together to make a good game too unplayable to be fun.'



Walker (Amiga) 1993

A brilliant DMA shooter that had you control an ED-209 massive robot and shoot everything. Aiming with mouse and walking with the joystick made this a top game **Amiga Power** gave it **85%** noting that it was simple and repetitive, but addictive as hell.

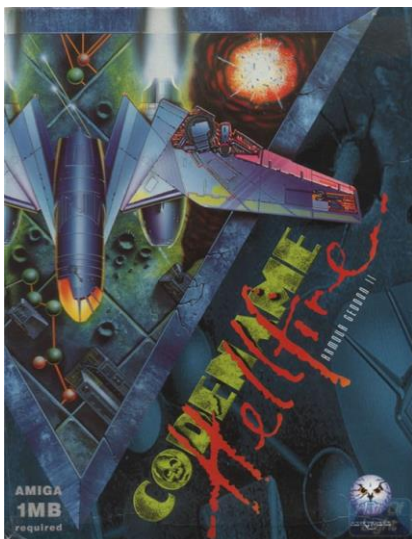


Wiz 'n' Liz (Amiga, Mega Drive) 1993

The forgotten Raising Hell or Bizarre Creations game. Basically its a platformer with no enemies in it where you have to collect all the cute 'wabbits' within the time limit **The One Amiga** gave it **86%** saying, it was a delight to play if very repetitive.



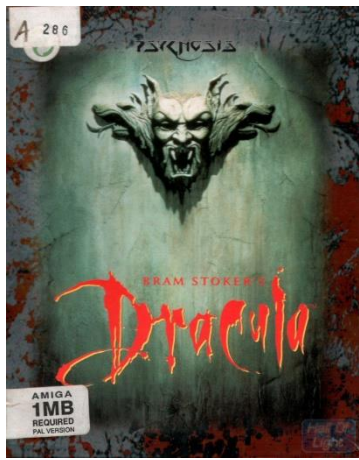
1994



Armour-Geddon 2 : Codename Hellfire (Amiga) 1994

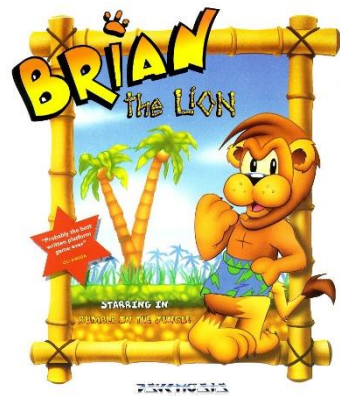
A great sequel that improves on the original in almost every way. **Amiga Format** gave it **87%** saying 'The balance between shoot 'em up action, strategic manoeuvres and the economics of inventions is superb, making it an all-round game that has something for everybody. "A bit like juggling plates, only fun.'





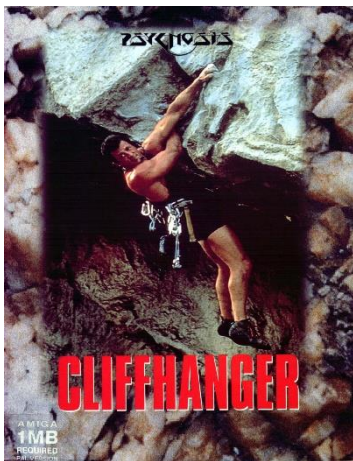
Bram Stokers Dracula (Amiga) 1994

A terrible license game with boring repetitive gameplay **Amiga Power** gave it **14%** saying 'Level after level of unchanging tedious, unimaginative walking –around-hitting-things gameplay, without a trace of the films storyline or atmosphere. Murky backdrops, silly animation and ridiculous sound effects. Little evidence of debugging, and it's all brown, except for the grey bits.'



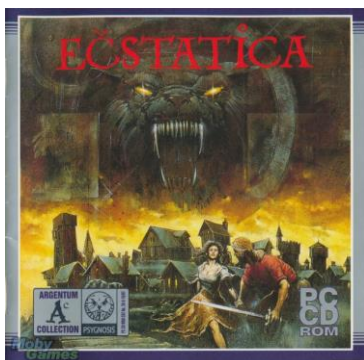
Brian the Lion (Amiga) 1994

Brilliant platformer that's gorgeous to look and play **CU Amiga** gave it **86%** saying it was 'Very playable and very colourful, Brian is probably the best-written platform game ever. With more tricks and stunts than most similar games. It's the kind of game you must have in your collection, even if its just to annoy your console owning friends.'



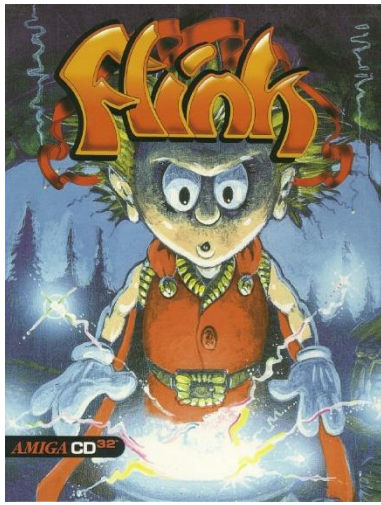
Cliffhanger (Amiga and too many other systems) 1994

Another terrible license game with boring repetitive gameplay **Amiga Power** gave it **19%** noting the awful collision detection, bad graphics, crap sound and being short to finish. They also pleaded gamers not to buy it, and so stop them bringing out more of this rubbish.



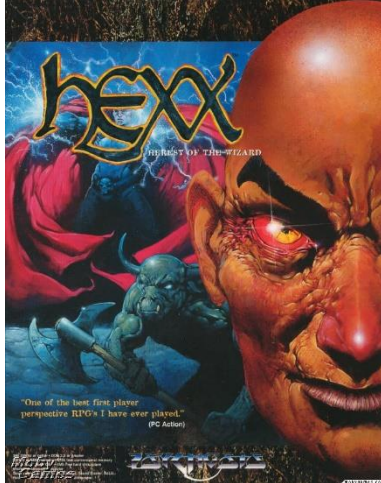
Ecstatica (PC) 1994

Really ahead of its time 3D adventure with horror elements **PC Gamer** gave it **93%** detailing the 'Ultra-realistic character movements; near-perfect perspective scaling; and fantastic graphic vistas. Extreme violence and a touch of nudity may offend some. A game that will delight and consume you in one.'



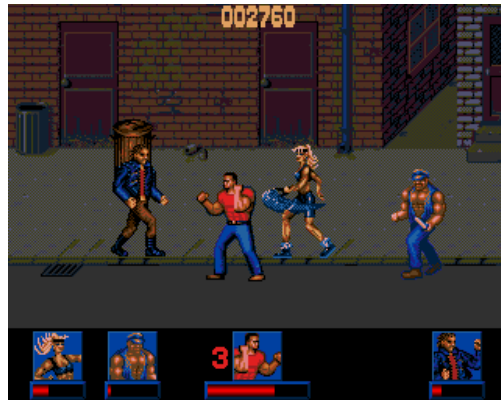
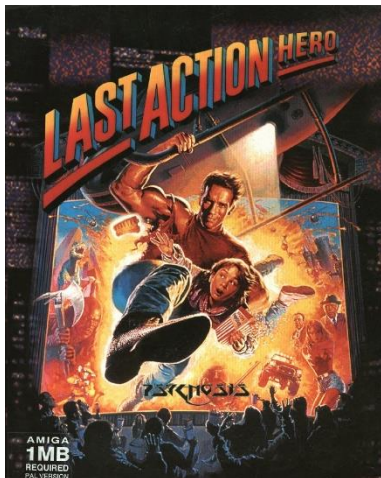
Flink
(CD32, Mega CD, Mega Drive) 1994

Beautiful to look at Platformer that plays ok, if offering nothing new **Amiga Power** gave it **79%** saying it was in the top 10% of all platformers, but it's unoriginal and with annoying bits.



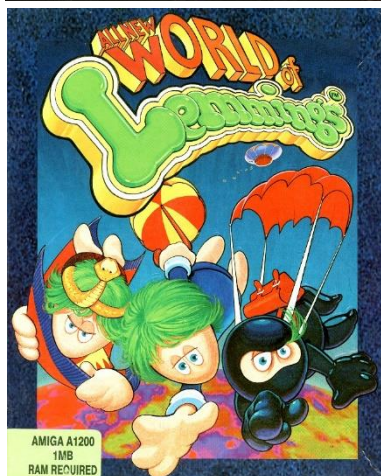
Hexx – Heresy of the Wizard
(PC) 1994

Nice, if not spectacular 3D RPG game. **PC Gamer** gave it **79%** noting the 'nice atmosphere, fast action, and a cleaner interface than in most RPGs. There may be too many puzzles and not enough variety to keep your interest alive. A well-designed, straight-forward game, well worth considering if you crave a similar form of roleplaying.'



Last Action Hero (Amiga and others) 1994

Terrible, repetitive and dull beat 'em up **Amiga Power** gave it **3%** stating it was a 'staggeringly poor beat-'em-up' and 'Stand still and hold down the fire button and you'll deal with absolutely everything that comes your way.'

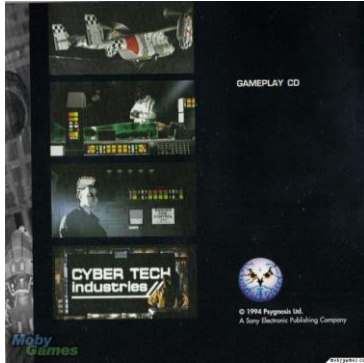


All New World of Lemmings
(Amiga and PC) 1994

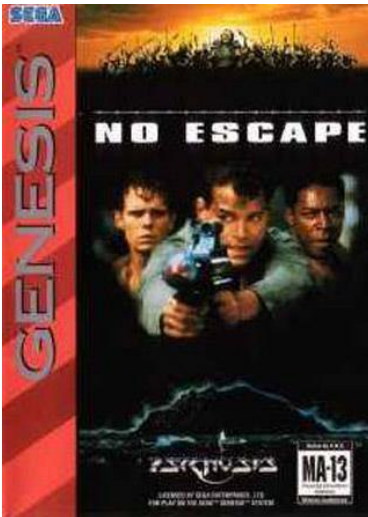
Great update of Lemmings that let you pick up new skills on the level itself **Amiga Computing** gave it **88%** saying 'Psygnosis have come up with an emotion-filled puzzler that will delight any Amiga gamer with a fondness for those suicidal, green-haired Lemmings who just don't seem to go away.' extra tools and larger command boxes. Good luck to them.'



MegaMorph (FM Towns Marty) 1994
Sequel to Novastorm (or Scavenger 4). It is more of the same, being an on-rails blaster, with pretty graphics, cut scenes and little gameplay.



Microcosm - Collectors Edition (PC) 1994
Same game, but a posher box with an extra audio CD of the music. As the music was done by Yes singer Richard Wakeman, who did original music for the game, then that is quite a nice extra to have. Especially for fans of his music.

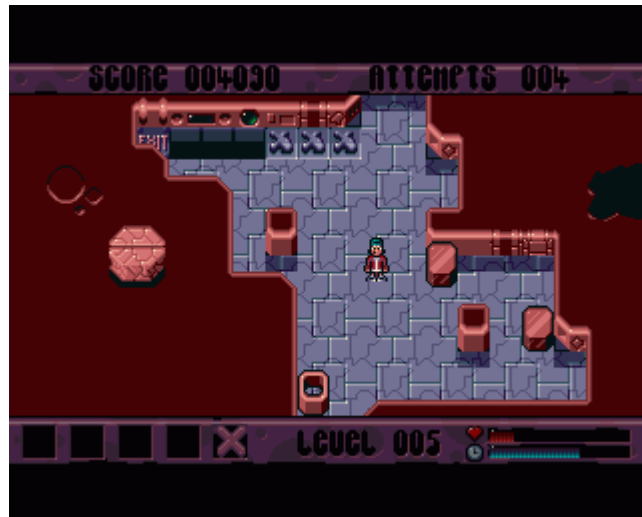


No Escape (Mega Drive and SNES) 1994
Another lacklustre film license by Psygnosis. **GamePro** gave it **70%** saying 'Overall, this cart doesn't deliver the escapist adventure that 16-bit gamers need. With an unwieldy interface and confusingly similar levels, you may be saying no to No Escape..'



Super Dropzone: Intergalactic Rescue Mission (SNES, Mega Drive, PS1) 1994

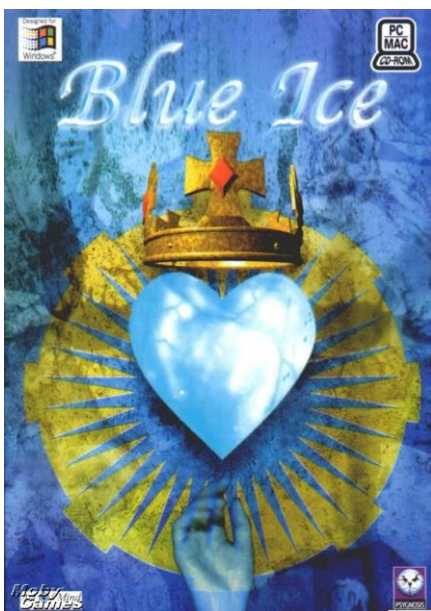
Nice enough update by Archer Maclean for the game Dropzone. Essentially it is Defender with a jetpack.



X-it (Amiga, PC) 1994

Good block pushing puzzle game, where you have to push blocks into holes to reach the exit. **Amiga Power** gave it **80%** saying it had 'more variation than most players' and it will last you for ages.'

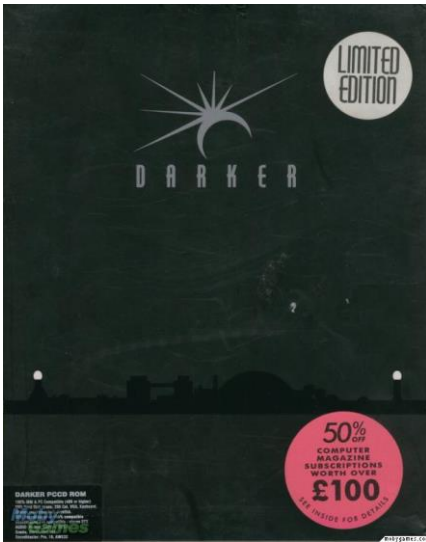
1995



Blue Ice (PC) 1995

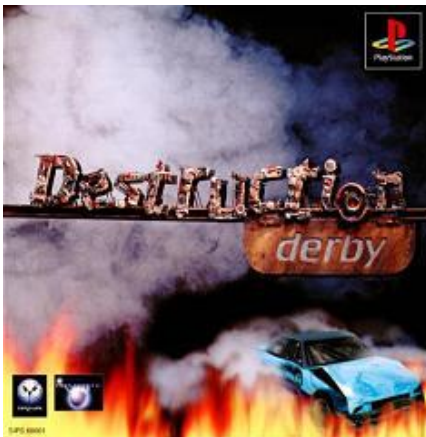
A totally bonkers 7th Guest clone in the early days of the CD format. Worth a try if you like that type of game.

PC Gamer UK gave it **70%** saying 'Blue Ice is a challenge, and like any challenge the pleasure, for those with enough resolve, is in being its equal. Don't expect too many visceral kicks, but for anyone who delights in the art of lateral thinking Blue Ice will give weeks if not months of hard-core puzzle pondering.'



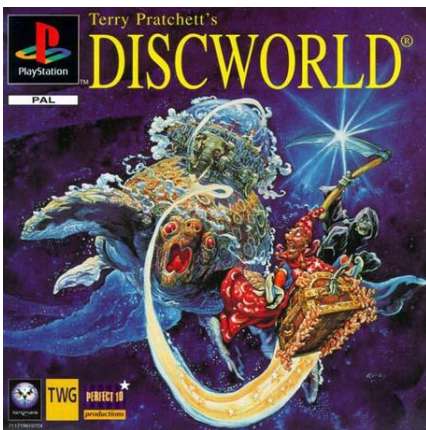
Darker (PC) 1995

An ok Wing Commander clone being a arcade space shooter. It lacks variety in the missions and becomes repetitive. **Power Play** in Germany gave it **23%** saying the game sadly isn't very good, despite the silky smooth 3D engine and also noting its video cut-scenes are terrible.



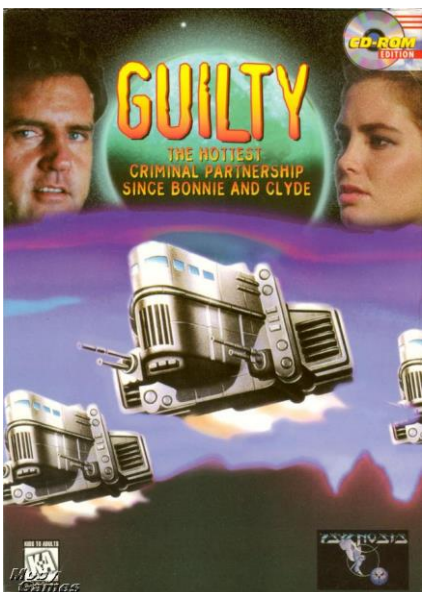
Destruction Derby (Playstation) 1995

Brilliant 3D simple smash-up racer. Fun, unique and a blast to play even today. **Gamespot** gave it **70%** and said 'Thank God for games like this and their pointless, glorified violence from beginning to end that sucks you in instantly.'



DiscWorld (PC, PS1, Saturn, Mac) 1995

Brilliant adventure game based on Terry Pratchett's Discworld book perfectly. Eric Idle is perfectly cast as Rincewind. Go play this game now! ☺



Guilty (PC) 1995

Nice adventure game sequel, maintaining the humour and style of the original game Innocent Until Caught. **Coming Soon Magazine** gave it **92%** In this new title, you will play as either Jack T. Ladd or Ysanne Andropath which gives you two different ways to complete the game.



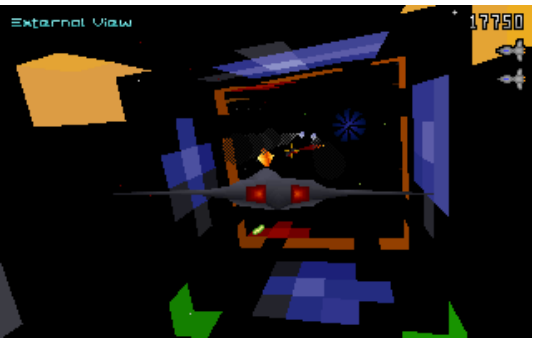
Lemmings 3D (PC, Saturn, PS1) 1995

Lemmings, thrown unnecessarily in to a confusing 3D world.. **PC Gamer** gave it **91%** saying 'A great new look, plenty of control options, and lots of levels that'll keep you busy for weeks. The controls may be a little awkward, even for die-hard Lemmings fans. 3D Lemmings is an addictive puzzler that's a bit out of the norm.'



Lemmings 3D - Winterland (PC) 1995

Same as Lemmings 3D, but with a Christmas theme.



Pyrotechnica (PC) 1995

Descent clone but nowhere near as good. **Power Play** German magazine gave it **73%** saying that it is ok for those who like all out arcade action, but is too simple when compared to Descent.

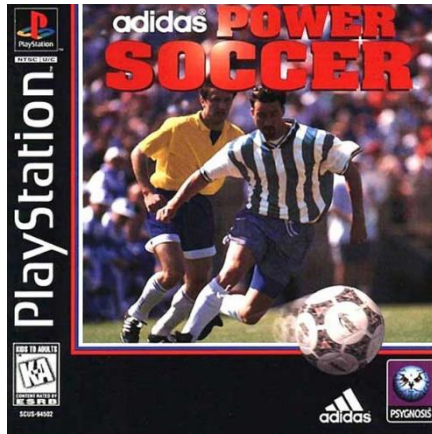


Wipeout (PS1, Saturn & PC) 1995

The futuristic racer that was one of the first to truly embrace the Playstation and show what could be done on it. Brilliant game, amazing music and single handily brought young adults demographic back into gaming on its release.

Edge gave it **8/10** The simplistic championship structure and reliance on track-based power-ups limits Wipeout's lifespan, but it's hard to criticise such a beautifully realised and well-produced game which exploits the Playstation's power so well.'

1996



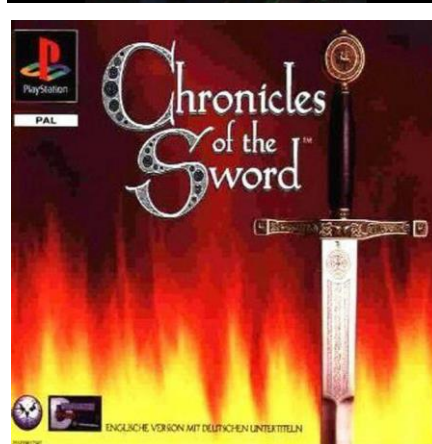
Adidas Power Soccer (PS1, PC) 1996

Average football game. **PC Zone** gave it **60%** saying 'Whether this was the worst game ever or merely the worst football game ever we couldn't decide and you shouldn't have to. Buy any other football game but this. Pants - and muddy ones at that.'



Assault Rigs (PS1, Saturn & PC) 1996

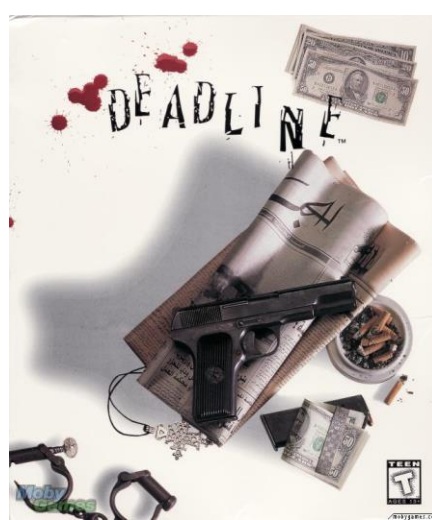
Combat goes 3D, comes into its own on 8 player Network play. **PC Zone** gave it **78%** saying 'Minor control problems aside, Assault Rigs plays pretty well and in the later stages gets pretty action-packed, even at the easiest level.'



Chronicles of the Sword (PC & PS1) 1996

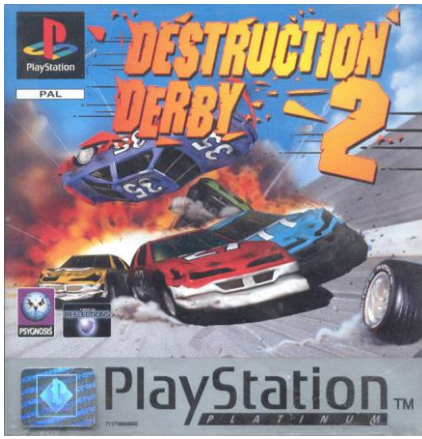
Short adventure that is set in the world of King Arthur. **PC Zone** gave it **68%** saying 'basically, if you want a couple of nice puzzles and some lovely

graphics - but little else - buy Chronicles Of The Sword. If you want a decent, gripping and well-told story about the legends of King Arthur, go to your local video shop and rent a copy of Excalibur (it's a brilliant film, made even more so by the fact that Cheri Lunghi gets her kit off). Or if you want a laugh, there's always that Monty Python thing...'



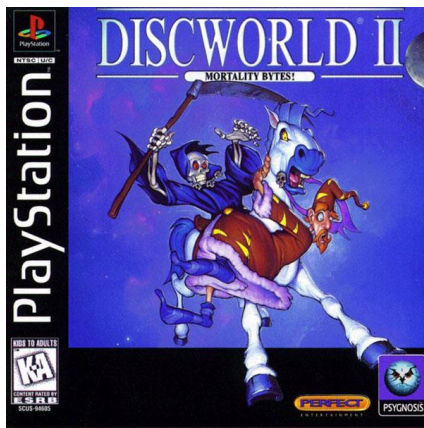
Deadline (PC) 1996

Rescue hostages and kill the terrorists in this forgotten strategy game. **PC Games** gave it **42%** saying 'Hardcore real-time strategy gamers may enjoy Deadline for some of the new elements it brings to the genre.'



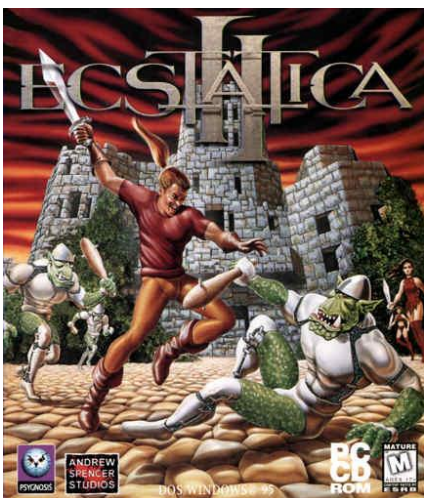
Destruction Derby 2 (PS1, & PC) 1996

More of the same with more tracks and pit-stops that actually work! **Game Pro (US)** gave it **90%** saying 'Car-crunching excitement and new features that burn rubber from the get-go combine to crown Destruction Derby 2 the champion of motorized mayhem.'



Discworld 2 : Mortality Bites (PC, PS1 & Saturn) 1996

I adore this game, wonderfully bringing to life the DiscWorld universe. **PC Zone** gave it **93%** 'Discworld II really is superb. Fans and non-fans of Pratchett should all find something to enjoy'



Ecstasia 2 (PC) 1996

Interesting sequel, offering a much more detailed 3D world to explore. **CGW** gave it **90%** 'The graphics are great, the idea is sound, the world is considerably bigger, and the design shows many improvements over its precursor. But some overly hard and obscure puzzles, combined with the sometimes frustrating combat and the instability in DOS, knock off points in my book.'



Formula 1 (PS1, & PC) 1996

Stunning racing game by newly formed Bizarre Creations (previously Raising Hell and the Killing Game Show and Wiz 'n' Liz games).

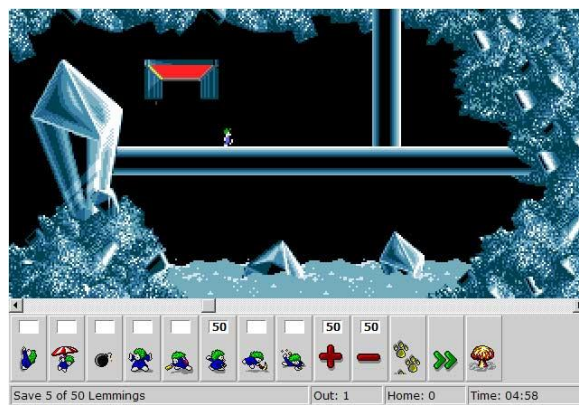
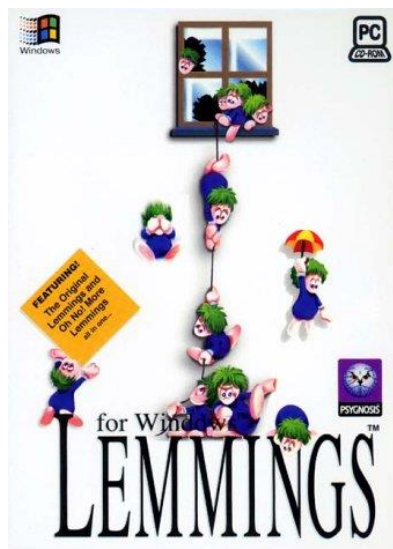
Edge gave it **8/10** saying 'a best-seller on the machine. But Sony's format is one where the competition is just about non-existent. The PC, conversely, already has a sterling benchmark in the form of Geoff Crammond's GP2, leaving Psygnosis' game with an uphill climb, to say the least.'



Krazy Ivan (PS1, Saturn) 1996

Great fun all action blaster, where you get to control a big mech.

Electronic Games Monthly gave it **78%** 'A revised mech sim for players seeking more action and less role-playing.'



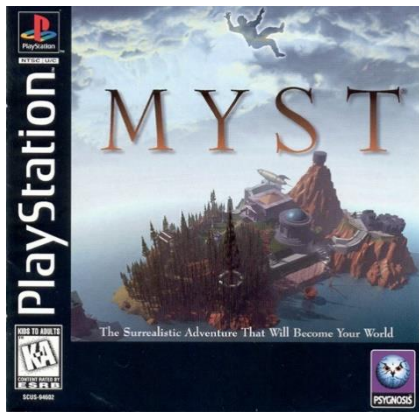
Lemmings for Windows (PC) 1996

Lemmings but playable within Windows was great for office PC's and those who fancied a quick play. The Amiga is still the best version though.

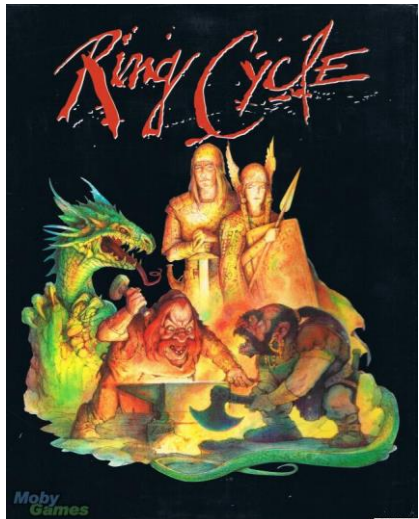


Lemmings Paintball (PC) 1996

Surprisingly playable game that remains a bizarre title to slap the Lemmings license on. Worth a play, even if its simply to try any game with Lemmings on the title.



Myst (PS1) 1996
Psygnosis published the Playstation 1 release of the game. Developer Visual Sciences does a superb job of bringing the game on to console hardware.



Ring Cycle (PC) 1996
A disappointing Mike Singleton game with little to see or do. A bit of a snore fest if truth be told.



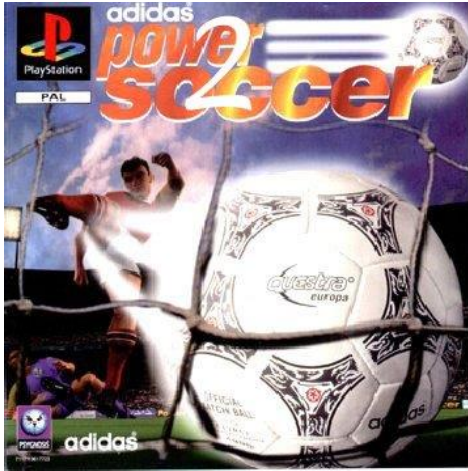
Adventures of Lomax (PS1, PC) 1996
A Lemmings platform game (seriously). **Games Spot** gave it **75%** and said 'This is a perfect gift for that younger gamer..[sic].. The Adventures of Lomax is not state-of-the-art, it is a genuinely fun ride.'



Wipeout 2097 (PS1, Saturn, PC) 1996
Called Wipeout XL in the US, this is a brilliant sequel, with better designed tracks, better music and with a better difficulty learning curve. **NowGamer** gave it **93%** and said 'Psygnosis has managed to improve

WipeOut to such a degree that even those that hated the original will find WO2097 accessible and rewarding to play. A real showpiece, WO2097 is now the definitive next-generation racer for the PlayStation. With WO2097, Formula One, and the forthcoming Destruction Derby 2, Psygnosis looks set to take the PlayStation by storm again this Christmas. The Liverpool likely lads have done it again. WipeOut 2097 is a scorcher!

1997



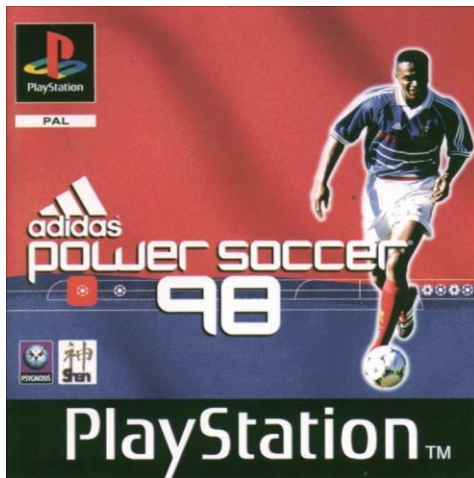
Addidas Power Soccer 2 (PS1) 1997

Another football game. **NowGamer** gave it **63%** saying 'overrated the first time around and is now getting its just desserts. Two years ago this could have passed for entertainment, but in the face of superior competition, it hides sheepishly in the dugout. Go for Actua 2 or FIFA '98 instead.'



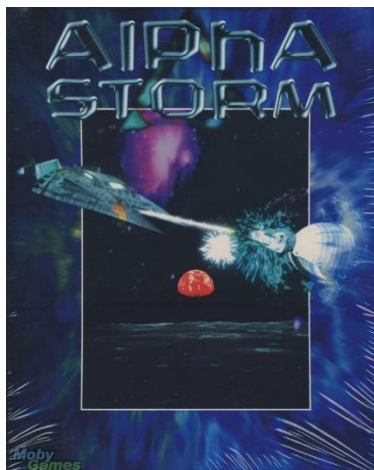
Addidas Power Soccer International 97 (PS1) 1997

Another football game, this added 3 more leagues. **NowGamer** gave it **52%** de-riding it for being little more than a glorified data-disk.



Addidas Power Soccer 98 (PS1) 1997

This added the World Cup in all but name to the game. **NowGamer** gave it **75%** noting that it was vastly improved over previous games in the series, but was still a long way behind the pack.



Alpha Storm (PC) 1997

Impressively detailed Doom clone that has you take the role of a Galactic traveller, who must fly and board enemy crafts, to gain upgrades and save the universe (or something like that). Good fun for what it is.



Alundra (PS1)

1997

A beautiful RPG.

GamePro (US)

gave it **90%** mentioning the 'off-the-hook action and challenging gameplay elevate it to must-have RPG status. Wake up and buy the game-missing out may cause you to have nightmares.'



Codename: Tenka (PS1) 1997

Really good FPS that is forgotten about today. IGN gave it **7/10** 'Tenka is a good, solid shooter. It won't knock Doom off its throne, but it is strong enough to contend.'



Colony Wars (PS1) 1997

This space blaster completely blew me away back in the day, and still impresses today. IGN gave it **9.3/10** saying 'Brilliant. Awesome. Spectacular. Trouser-creamingly good.'



Formula 1 – Championship Edition '97 (PS1) 1997

Bizarre Creations last game for Psygnosis, as they went to work for Sega (MSR & Fur Fighter) and then of course Microsoft (Project Gotham series).



GP-Police (PS1) 1997
 Love this game, love the futuristic setting and solid gameplay. **IGN** gave it **8/10** 'With a flair for the dramatic, and an attention to detail that should impress even the toughest of critics, G-Police is a rock-solid example of great gameplay. Add this one to to Psygnosis' list of winners.'



Overboard! (PS1) 1997
 Known as Ship Wreckers! In the US. Another favourite of mine, loving the chilled out Caribbean gameplay vibe and music **IGN** gave it **6/10** 'isn't a bad game. The control is solid and the graphics clean, if a bit dated. But with so many other great

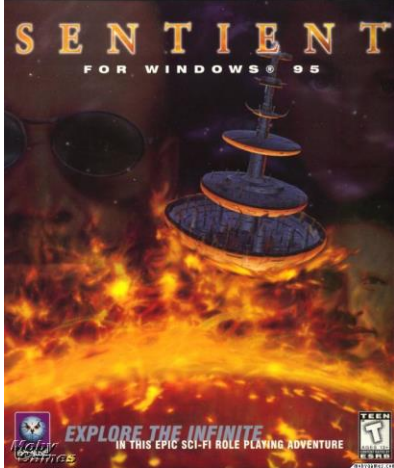
games out this holiday season (many of them from Psygnosis, actually) there's just no reason to blow \$50 on this one.'



Professional Underground League of Pain (PS1) 1997
 Also known as Riot. It is a futuristic sports game, mixing in elements of Hockey and Basketball. Sadly the game simply isn't fun to play.'



Rush Hour (PS1) 1997
 Fun but Short-lived, overhead racer. **Power Play** a German magazine gave it **64%** noting that the 3D graphics and seamless zooming in and out impresses. But the 9 tracks lack variety and you will quickly become bored.



Sentient (PS1 & PC) 1997

Nice idea, but dull to Play. **GameSpot** gave it **51%** saying 'The basic idea behind Sentient is a very good one: to make you one of the crew of a space station that's in extreme peril. Executed

properly, it could make for a compelling experience - but unfortunately, there's very little about Sentient that's done well.'



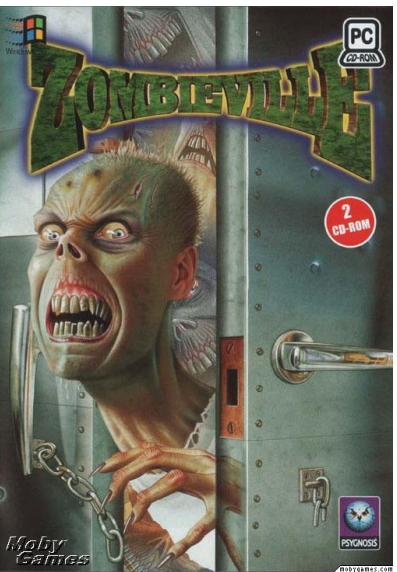
City of Lost Children (PS1 & PC) 1997

Captures the surreal nature of the film, offering a unique gaming experience. **PC Zone** gave it **84%** saying 'if you've always liked Alone In The Dark-type games, but been put off by the irksome combat and constant dying, this could be the ideal game for you.'



Thunder Truck Rally (PS1 & PC) 1997

by Reflections (Destruction Deby). It is a fun ,if nothing special 3D Truck game. Where you race in both open and closed circuits. A decidedly average game.



Zombieville (PC) 1997

Sadly a really bad game, stuck in a cool game idea. You must go around and solve puzzles and kill zombies. Unfortunately it is clunky to control and frustrating to play. Best to avoid really.

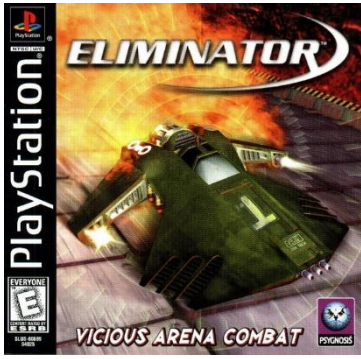
1998



Colony Wars – Vengeance (PS1) 1998

Brilliant sequel that improves on the first in every way. **IGN** gave it **9.5/10** saying 'I've been enjoying everything about the game immensely, from the new ships to the ingeniously paced campaign. It's easy enough to pick up and

play, but offers depth to satisfy the serious sim nut in me. None of the space blasters I've played has made me feel as immersed as this. It's the next best thing to being there. In a nutshell, Vengeance is simply a much better game than its predecessor in every conceivable way; no serious sci-fi action buff will want to be without a copy. Two very sore thumbs up!



Eliminator (PS1 & PC) 1998

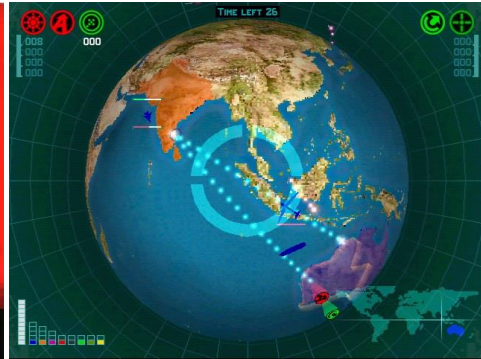
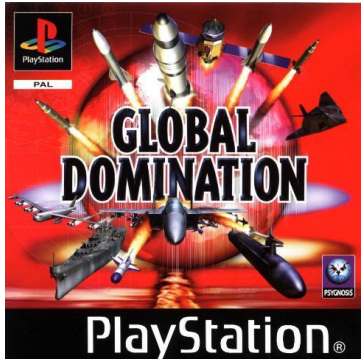
Futuristic blaster. **PC Zone** gave it **30%** saying 'Unfortunately, Eliminator has none of the finesse of either Tunnel B1 or Forsaken and is a failure in almost every department.'



Formula 1 98 (PS1 & PC) 1998

Another good racer, with Visual Science now at the helm. **GameSpot** gave it **75%** saying 'In the final analysis, Psygnosis has created another fine racing sim. F1 98 is certainly a superior product. Why then do we feel let down?

Well, it's just that after so many tries, you've gotta wonder why they can't make it perfect by now.'



Global Domination (PS1 & PC) 1998

Simple, action based strategy with long FMV sequences. **CGW** gave it **60%** saying 'Hard-core strategy gamers are not going to like this game. Its emphasis on frenzied mouse- clicking is sure to leave them cold..[sic]..GLOBAL DOMINATION can be an exciting action gaming experience.'



Newman Haas (PS1 & PC) 1998

Reasonable Indy car racing game. **IGN** gave it **80%** saying 'For gamers who like the sim in simulators, and just have to play the latest Indy car game, take a good hard look at Newman Haas Racing.'



Escape..Or Die Trying (PS1 & PC) 1998

Weird and dull 3D adventure. **IGN** gave it **55%** saying 'You really have to love bizarre characters and strange forbidden lands to get into this game..[sic]..But frankly, ODT should be avoided at all costs.'



Psybadek (PS1) 1998

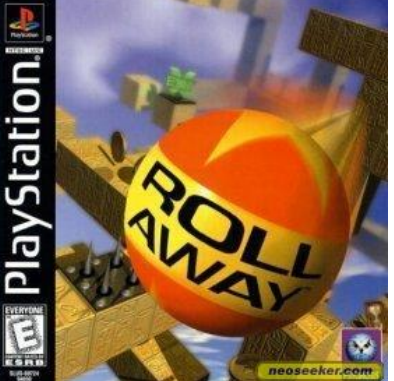
Terrible hover-board game with broken controls. **EGM** gave it **29%** detailing that 'Psybadek is comprised of a hodge-podge of ill-conceived puzzles and races loosely connected by one

overall objective - to fight the final boss. Kind of nebulous to say the least. In fact, the whole game seems like it was pieced together haphazardly...that's to say nothing of the poor graphics and suspect gameplay. To cover for the weirdness, it's supposed to be "psychedelic". Come on, you can't blame this one on drugs!



Rascal (PS1) 1998

Terrible Platform game trapped in a great game engine. **GamePro** gave it **50%** saying that 'Despite all the eye candy and this game's enormous potential, only the most forgiving gamers will stick with this title after a brief play. This game is one slippery Rascal.'



Roll Away (PS1 & PC) 1998

Great puzzle game. **IGN** gave it **89%** saying that 'Puzzle fans will flip over this gem, and what's nice is the smooth learning curve that should have casual gamers falling over themselves to play it.'



Rosco McQueen – Firefighter Extreme (PS1) 1998

Surprisingly fun platform game **NowGamer** gave it **89%** saying 'an immensely playable game which juggles clever ideas with solid and dependable platform action.'



Sentinel Returns (PS1) 1998
 Enjoyable adventure game **CGW** gave it **80%** saying 'Despite 3D acceleration, the dark and eerie environments aren't terribly impressive. The boulders look like

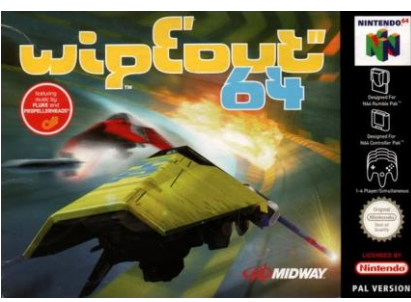
packing crates, and the trees favour the animated whiskers in Gillette commercials, But no matter; this game is refreshingly different, eminently playable, and each level leaves you hungry for just one more. While early levels take only a few minutes each, there are 650 levels in all, so you'll be happily busy for quite a while.'



Shadow Master (PS1) 1998
 An ok FPS. **GameSpot** gave it **72%** saying 'For those who prefer the rush of wanton slaughter and who feel that the accomplishment of objectives is best handled with raw firepower, Shadow Master is more than a Doom-clone art show; it's a furious fighter that'll give that quick fix for any first-person fan.'



Spice World (PS1) 1998
IGN gave it **2/10** saying 'initial oddity of controlling their favourite pop figures may be appealing, but the game itself should be considered a definite rent-only for even the most hard-core Spice Girls followers.'



Wipeout 64 (N64) 1998
Gamespot gave it **69%** saying 'WipeOut 64 isn't horrible, it just feels like the developer's first effort for the system at times - which it is. The one- and two-player modes are worth exploring, but the game will still likely be disappointing for hard-core

fans of the series who expected more improvements after the two-year wait. Those looking for a more worthwhile futuristic racing game on the N64 might want to check out Nintendo's F-Zero X or, for a more combat-oriented take on the theme, Acclaim's Extreme G (which has a sequel due very soon as well).'

1999



Attack of the Saucerman! (PS1) 1999

Looks great, but plays badly. **PC Gamer** gave it **29%** saying 'This is basically a myopic, small scale shooter: control is slow and slightly kludgy, but it doesn't affect

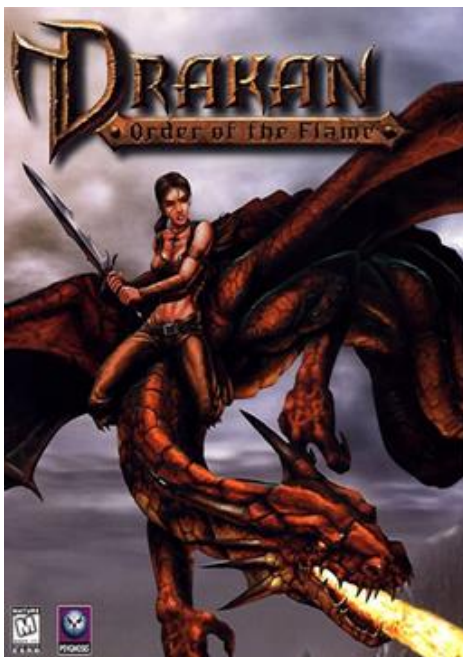
aiming much, because you can't look up or down, and your guns aim automatically at targets above or below you. AI consists of enemies running straight toward you and firing. All in all, it's a mind-numbing experience not worth your time or money.'



Blast Radius (PS1) 1999

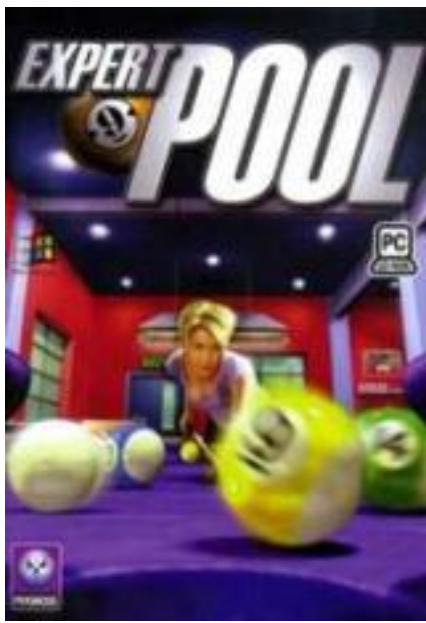
Space Shooter. **IGN** gave it **60%** saying 'Blast Radius is just a made-for-TV version of Colony Wars – the developers hacked

away the story and anything else that would get in the way of a straight-forward shooter. Sure, all the good stuff is here, but even Colony Wars had more clever weaponry and craft. I got more satisfaction out of Colony Wars than I did out of this game -- but if you're looking for a jump-in-quick action title, give this one a rent.'



Drakan – Order of the Flame (PC) 1999

Tomb Raider meets Conan the Barbarian. **IGN** gave it **60%** saying 'When it comes down to the details of gameplay Drakan feels like a lot of games you've played before, but it's really the combination of those details that make Drakan so entertaining.'



Expert Pool (PC) 1999

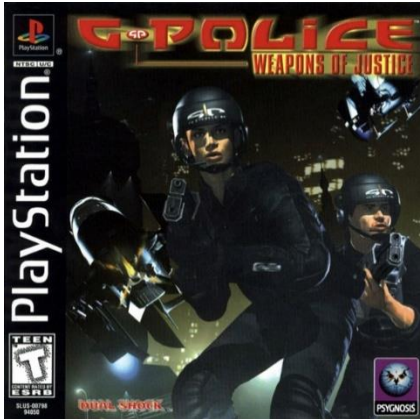
A solid pool game. **IGN** gave it **8.3** saying 'There's no doubt that Expert Pool is an excellent pool simulator, and I would recommend it to just about anyone who's interested in

the sport. It out performs THQ's earlier release Ultimate 8-Ball on just about every level (except it doesn't include any of the oddly shaped tables) and is miles beyond the last generation of Interplay releases.'



Formula One 99 (PS1 & PC) 1999

More Formula One... **IGN** gave it **8.5** saying 'probably the best F1 game I've ever played. If you're at all into F1 racing, do yourself a favor and snag a copy.'



G-Police – Weapons of Justice (PS1) 1999

Great sequel, adding to the complexity of the original. **IGN** gave it **8.5** saying 'Psygnosis could have churned out just another pretty game with Weapons of Justice, but it didn't. Everything about this game shows amazing

attention to detail and expert craftsmanship. If you're looking for a simple game, you won't find it here. But if you're looking for a shooter with lots of complexity and excellent design, Weapons of Justice fits the bill.'



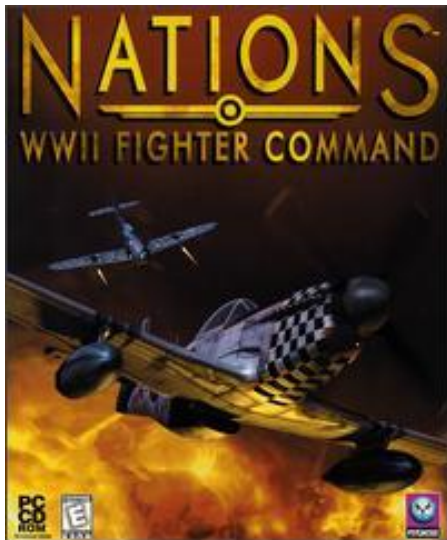
Kingsley's Adventure (PS1) 1999

Average 3D platformer **IGN** gave it **60%** saying 'Generally, Kingsley's Adventure is a step in the wrong direction. It's often more confining about where you can go than the original Croc was.'



Lander (PC) 1999

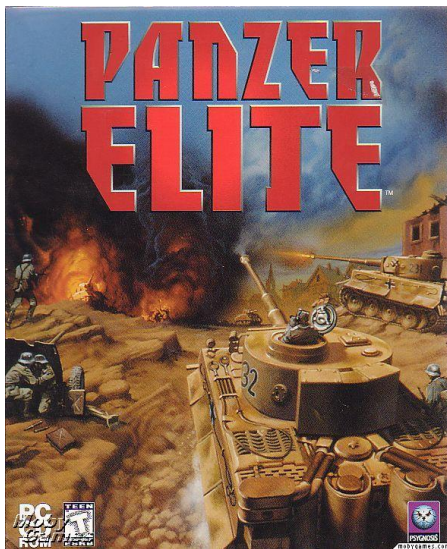
The controls don't work. **Gamespot** gave it **59%** saying 'The single-thruster craft, while perfect for games about landing on the moon, is wholly unsuited to the precision indoor combat manoeuvres simulated in Lander. It's like taking a blimp to a jet battle.'



Nations - WWII Fighter Command (PC) 1999

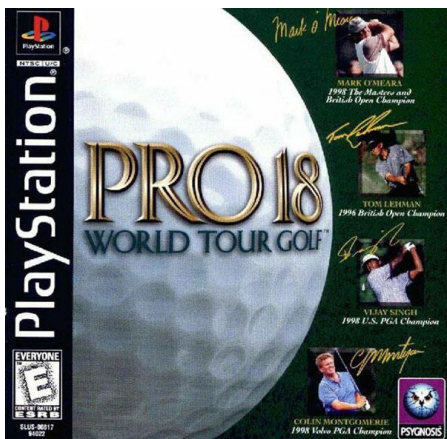
Nice attempt but lacks variety. **IGN** gave it **6.8/10** saying 'this is a great first effort for Psygnosis and I hope Nations does well enough to prompt the

company to develop other titles along these lines. I liked the flight model and the look of the game, but the limitations of the campaigns and single missions had me longing for the days of Aces of the Pacific.'



Panzer Elite (PC) 1999

Too complex to play. **IGN** gave it **5.2/10** saying 'it's just too hard to control to get any real enjoyment out of it. In their effort to build a first-rate Panzer simulation, Wings Simulations has apparently forgotten that this product is a game.'



Pro 18 World Tour Golf (PS1) 1999

A bad golf game. **IGN** gave it **3/10** saying 'The interface is clunky, the graphics are muddy, and you've probably never even heard of some of the real players in the game.'



Retro Force (PS1) 1999
A bit rubbish sadly.
NowGamer gave it **43%** saying 'Retro Force is a tawdry, brainless piece of tat that seems at least a decade out of place. Funny then, that the 'plot' involves time travel, because if we could open up a portal for just a few seconds that's exactly where we'd chuck it. Avoid at all costs unless you're a glutton for punishment or simply must have another shoot-'em-up.'

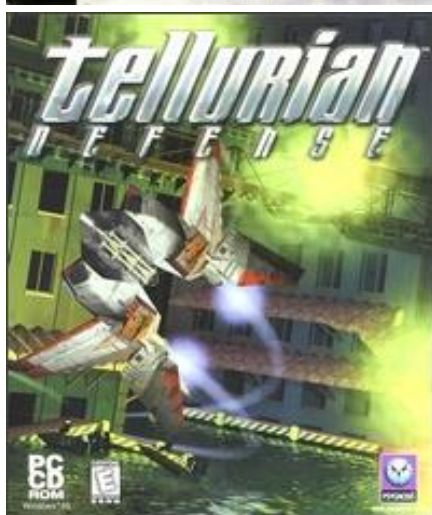


Rollcage (PS1 & PC) 1999
Great arcade racer, Buggy Boy set in the future, love it. **Absolute Playstation** gave it **90%** saying 'Rollcage is a fairly honest game, which is possibly why I find it so appealing. It doesn't pretend

to be a Gran Turismo clone or a Ridge Racer beater. It's basically an Arcade Rollercoaster ride that will leave you breathless for a moderate period of time. Psygnosis have thankfully returned to what they do best... breakneck speed futuristic arcade racers. WHOOPEEE!!!'



Rollcage - Limited Edition (PS1) 1999
Deluxe edition that came with the audio CD and a great selection it was as well.



Tellurian Defense (PC) 1999
PC Zone gave it **56%** saying 'To start with, the gameplay and graphics are tedious, your ship looks like origami crushed by a child, while the control system feels like it's been designed by one. There are 30 missions, ranging from pure combat to undercover reconnaissance, but it's incredibly difficult to control your craft - you always seem to be going either too fast or too slow, spinning frantically in the hope of catching sight of an enemy ship. Tellurian Defence tries to cater for both flight sim fans and straightforward arcaders and falls somewhere in the middle'



Wipeout 3 (PS1) 1999
Brilliant update one of the best racers of all time.
Absolute Playstation gave it **95%** saying 'My first impression was that this was very similar to

Wipeout XL (2007). Then I played them both together and I must have been blind not to notice the vast improvements. The inclusion of challenge and Deathmatch modes greatly enhance the gameplay, while the two player split-screen mode is sheer class. Add to this the hidden four player Split-screen-Link-up mode and.... well, what are you waiting for? Go get some!

2000



Colony Wars – Red Sun (PS1) 2000
Another great game in the space shooting series. **IGN** gave it **85%** saying 'Colony Wars' biggest flaw, really, is that it's still the same old game, just organized better and with better sound

And graphics. It's good but it's time for something new. Perhaps Colony Wars 4 on PlayStation 2 will be the trick.'



Destruction Derby Raw (PS1) 2000
Brilliant update one of the best racers of all time. **IGN** gave it **7.9** 'Having played a substantial amount of Destruction Derby 1 and 2, I have to say that on many levels this game is better, and more well-rounded. And

even in some cases, it's simply a better game than its predecessors. I prefer the Reflections engine to this one because it's so much more spectacular and complex'



Lemmings Revolution (PC) 2000
Last Psygnosis game before Team 17 took over the reigns. Plays quite well. **GamesSpot** gave it **71%** saying 'Nevertheless, bugs or no, Lemmings Revolution is still a blast.'

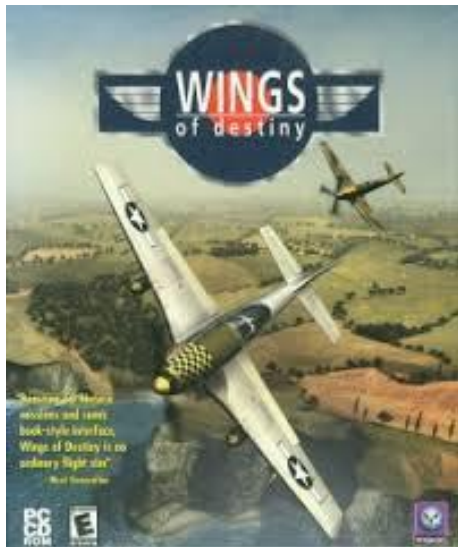


you just want to have some good old-fashioned unadulterated fun, take a look. I rather thought that I had weaned myself off of silly little console racing games, but Rollcage Stage II brings it all flooding back...'

Rollcage 2 (PS1 & PC) 2000

Love this game, improves on the original in every way.

Eurogamer.net gave it **90%** saying 'Rollcage Stage II is definitely one of my favourite little games this year. If you want a simulation, leave right now - this is not for you. But if



cheesy cartoon rather than fighting in the skies over Europe in WWII.'

Wings of Destiny (PC) 2000

A disappointing flight sim.

All Game Guide gave it **50%** saying 'Wings of Destiny presents an original concept but the developers could have at least drawn a better-looking comic book. This one makes you feel as if you're in some



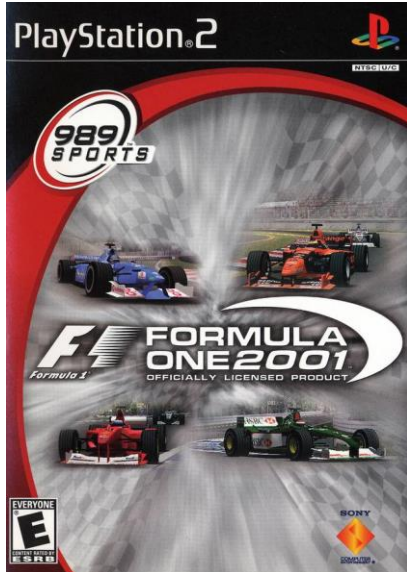
Wipeout 3 – Special Edition (PS1) 2000

Taking tracks from the other two, but with the new Wipeout 3 engine makes this the best in the series. **NowGamer** gave it **89%** saying 'think of this Wipeout package as the ultimate evolutionary stage in the development of a series that has finally reached its zenith.'

By 2000 Psygnosis as a name was no longer used and instead they became SCE Studio Liverpool.

Games Under The Sony SCE Studio Liverpool name

2001

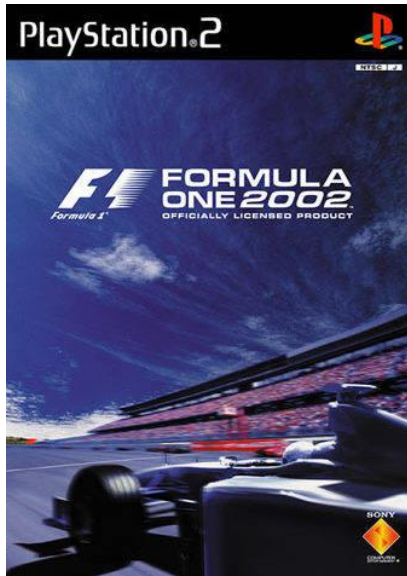


Formula One 2001 (PS2) 2001

Good update, making good use of the new PS2 hardware. **GamePro (US)** gave it **80%** saying 'Arcade racers will be quite challenged by the difficulties of true F1 racing, and may run crying

back to the muscle cars in GT3 out of frustration. However, if you already know what F1 racing is all about, then you can expect a well-crafted racing experience.'

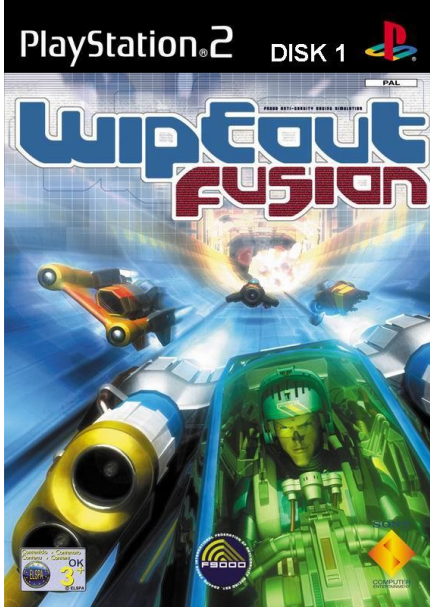
2002



Formula One 2002 (PS2) 2002

Little more than an update disk to the previous year. **IGN** gave it **7/10** saying 'Unfortunately its similarity to last year's game is more than just passing, and for fans that played the previous version; there may not be enough

reason to return. But for those of you looking for a new racing experience and can take your simulation with a grain of salt, F1 2002 will do you no wrong.'



Wipeout Fusion (PS2) 2002

Wipeout on a PS2, yes please 😊. IGN gave it **9/10** detailing 'I could go on for another 1000 words about the nuances of the gameplay, about the different pilots you can

open up, about how the final league you get to build yourself, but I would just be reiterating a theme. Wipeout Fusion is a lot of fun. It is the best combat racer for the PS2 yet and it is possibly the fastest racing game on the system as well. There is so much to do and so many different ways to play that you will get at months of playing out of this game.'

2003



Formula One 2003 (PS2) 2003

Little more than an update but still a great game.

EuroGamer gave it **8/10** stating 'Scoring a game like this is a nightmare; for those with last season's version dock a point, or

add one if you've never taken the plunge. Regardless, for straight up racing thrills at insane speeds, Sony's home grown effort is the best Formula One game money can buy.'

2004



Formula One 04 (PS2) 2004

GameFAQ said 'Formula 1 04 is the best F1 game ever, it was the first Formula 1 game to include Career mode where you start in a low team, (Minardi, Jordan or Toyota) and work your way up through a 5 season career'

2005



F1 compels you and you don't mind home-schooling, then this is a good buy. Otherwise you might want to stick with Gran Turismo.'

Formula One 05 (PS2) 2005

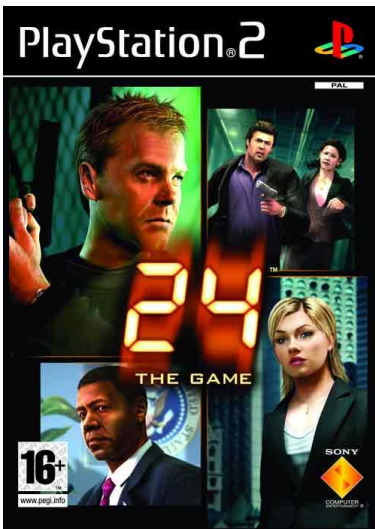
Tough to learn but a great console Formula One game. **Eurogamer** gave it **7/10** said 'But whether you'll enjoy it probably comes down to that question of how you'd learn to swim. If



Wipeout Pure (PSP) 2005

The great Wipeout on the handheld, on the big screen. **IGN** gave it **9.3/10** said 'While a few frame rate issues keep its presentation from being completely flawless, there's no doubt that Pure will stun even the most jaded onlookers. It can be rather difficult at times, so be wary. But players who give themselves to Wipeout Pure will get plenty back in return. The race is on, and it couldn't be much more lovely.'

2006



24 : The Game (PS2) 2006

Looks good but not great to play. **IGN** who gave it **4.2/10** said 'Yes, you'll see some cool stuff and you'll get to watch Jack shoot and threaten a bunch of folks. But the actual game itself really is simply poor.

There's almost nothing redeeming to find during any section where the analog sticks are in use, and being that this is a game and not a TV show, that simply doesn't cut it. If you must check it out for the story and presentation content, do it as cheaply as possible. Anyone who's not a major fan of the show would be wise to steer very clear.'



F1 06 (PS2) 2006

Still too tough but a great sim for those who persevere. CVG gave it 7/10 said 'As the (almost) acceptable face of simulation, there is some masochistic pleasure to be had if you have the time and patience.'

2007



F1 Championship Edition (PS3) 2007

Another rock hard update now with all the beauty of the PS3 graphics. CVG gave it 7/10 said 'Championship Edition is super-realistic. Perhaps too much for its

own good. For F1 buffs that's ideal, but if you want an adrenaline-pumping ride on PS3, there's another game, with a big desert and mad vehicles, which does it far better.'



WipEout Pulse (PSP & PS2) 2007

Great on the PSP but on the big TV screen on a PS2 its awesomer, what's not to like? 😊 Much better than WipEout Fusion in my opinion. But rock hard, to play.

2008



Wipeout HD (PS3) 2008

Wipeout best of with stunning graphics, what's not to like? 😊 When I buy myself a PS3, this will be the first game I will buy.

CVG gave it **8/10** and said 'So, while the circuits and gameplay are the same, you simply won't care as it looks so ruddy brilliant. The action remains as deeply entrenched in speed and thrills as ever it did, and just to play online in high definition is worth the entrance fee alone.'

2009



Wipeout Fury (PS3) 2009

Wipeout add on to HD, offering more tracks and stunning graphics, what's not to like? 😊 Man I really need to pick up a PS3.

EuroGamer gave it **9/10** and said 'With a whole new 80-event campaign designed to showcase these new modes, along with a smattering of traditional races and fastest-lap challenges, Fury almost doubles the size of an already generous game and therefore thoroughly warrants its asking price. One of the best downloadable games available now has one of the best expansion packs. If you've drifted away from Wipeout's charms, having milked the original release dry, then strap yourself to the sofa and get ready to be sucked back in.'

2012



Wipeout 2048 (Vita) 2012

Wipeout add on to HD, offering more tracks and stunning graphics, what's not to like? 😊 Man I really need to pick up a PS3.

Edge gave it **8/10** and said 'Overall, then, *Wipeout 2048* shines brightest in the relative serenity of multiplayer, with four or fewer racers on the track. The blinkers on the online segment focus the experience further, channelling its thrills into unpredictable bite-size moments, and heightening the sense of achievement and reward.'

Thanks for Reading

Well that's it (apart from a cool game box gallery section of the book and a bibliography.). I hope you enjoyed. Both this and the podcast? If you did, then please consider saying hi on the forums, as it's always good to have feedback.

You may also be interested that I have also been working on a couple of retro projects that you may enjoy...

DSK – Guide to Video Game History

<https://www.youtube.com/user/TheDrisk>

This is a video series, where I have attempted to tell the story of videogames right from the beginning, right up to modern times. It has been a massive undertaking and already seen over seventeen hours worth of videos telling the story.

Because of this I believe it is the most comprehensive video game history in video form around. Also I have been told, parts of it has been used as a reference in video game courses, at a few Universities (including Stanford) – How awesome is that 😊.

Another crazy project I have also started, is where I have attempted to catalogue every Commercial Amiga game released, in detail, in a book series. At time of writing this I have done two volumes, taking us up to the letter B.

The books can all be found here...

Drisk's Amiga Game Guide

<http://www.retrogamingclub.net>

All of the above are free, I just do all because I love videogames and love understanding it's history. Also I probably have far too much time on my hands, and should go out more 😊

- Paul Driscoll (AKA The Drisk)

As well as being a huge fan of retro asylum, I also can be found on another US monthly podcast called the Retro Game Squad.

<http://www.retrogamesquad.com>

I feel this compliments Retro Asylum quite well, as they obviously give a US perspective, and so they cover many of the games and systems that Retro Asylum don't tend to focus upon.

This site also has a great community, and so well worth listening to the podcasts and coming along to the forums and saying hi.

Another site I also enjoy is <http://www.retrogamingclub.net>

This was set up by Madsdk, and is where we all vote on a retro game to play each month, often with friendly challenges. We also write some retro game reviews of games we love.

It is a great fun club, as it makes you play retro games that you may not have come across before, and I have certainly stumbled across some hidden gems, since joining this club.

So hope to see you there, as well as Retro Asylum of course.



PSYKINGSTAS



RETRO
ASYLUM

GAME COVER GALLERY

(selected works)





PlayStation

NTSC U/C

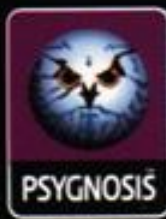
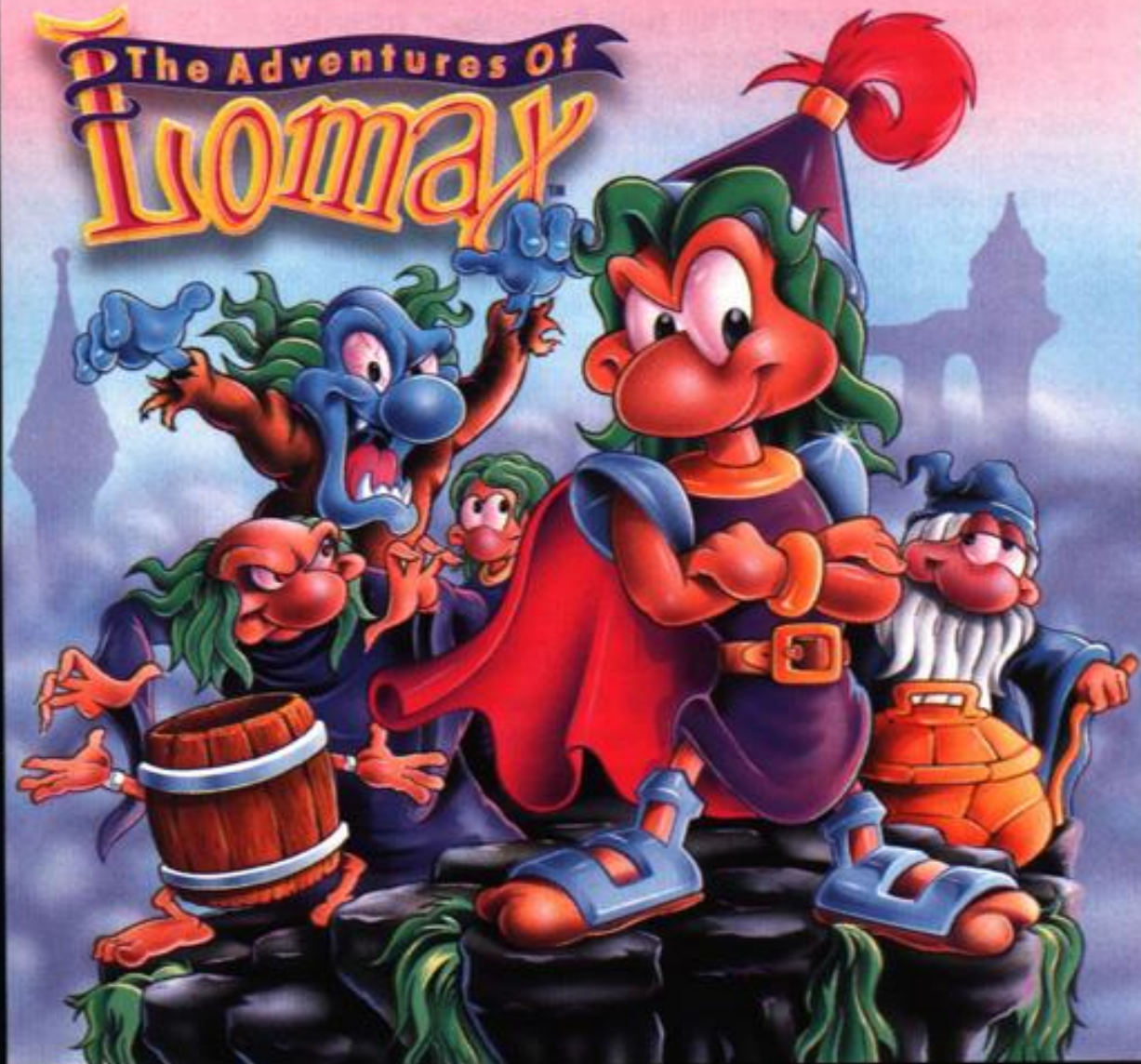
PlayStation™

KIDS TO ADULTS



CONTENT RATED BY
ESRB

SCUS-94906

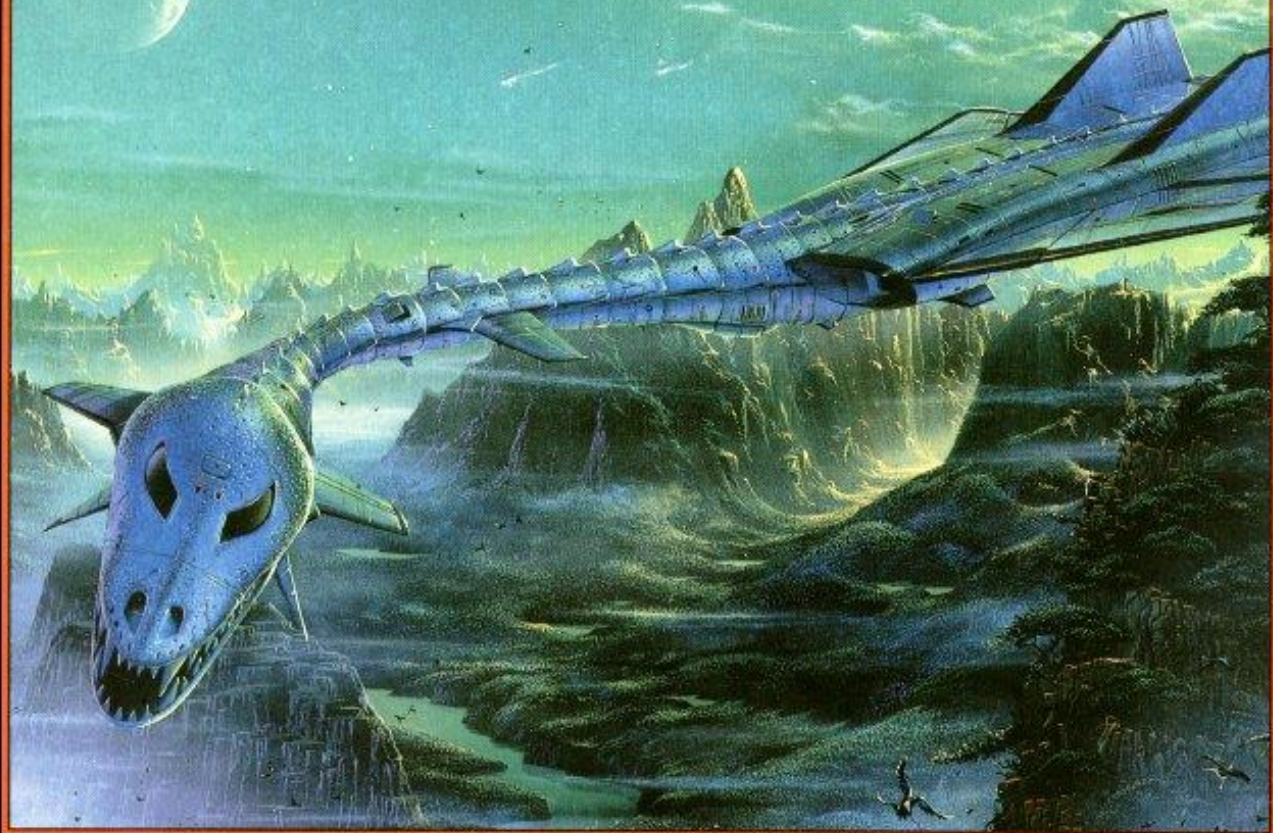


Agony™

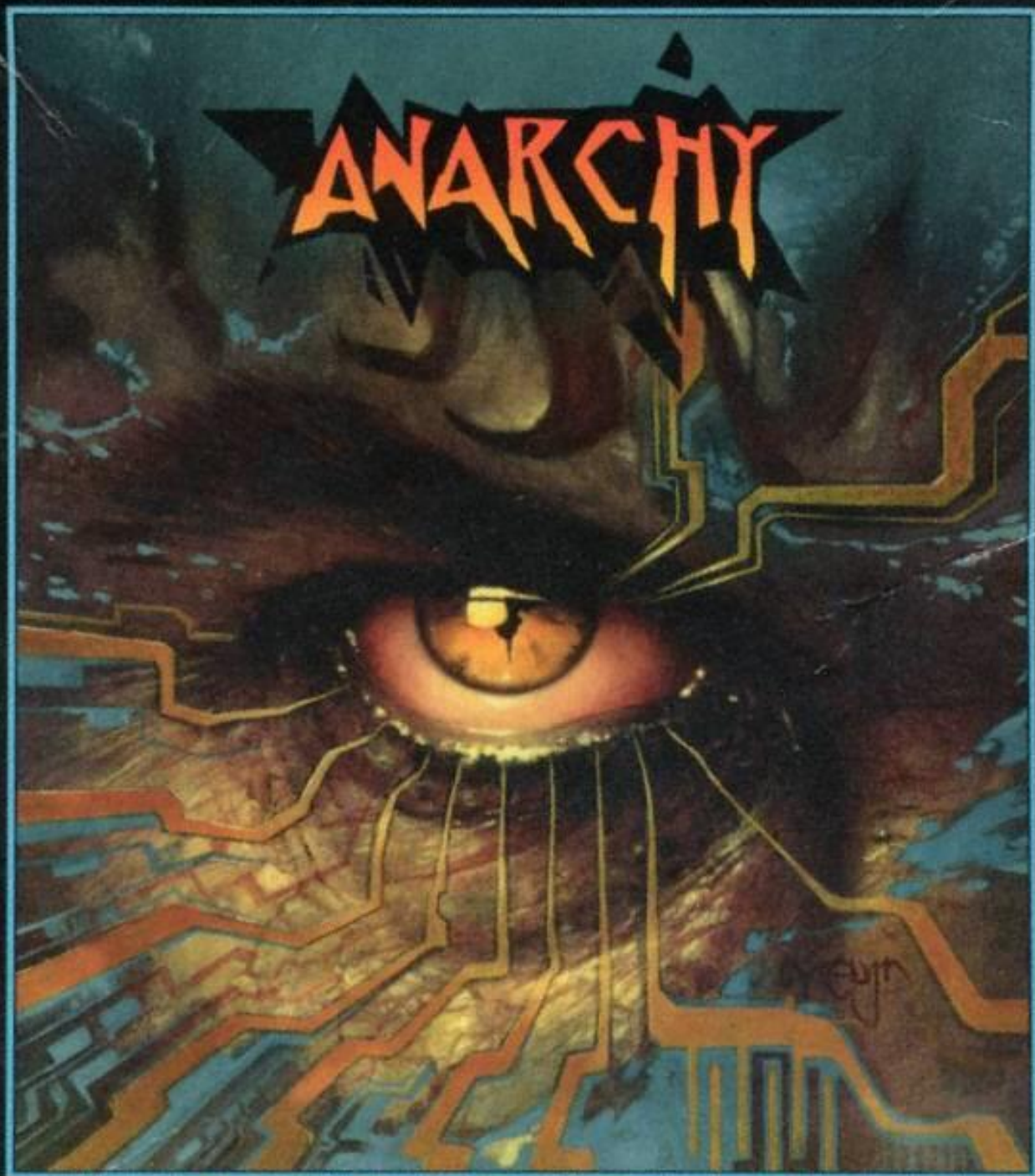


PSYKNOSTIS

AAMNIOAS



PAKNOASIS



REVELATION

AQUAVENTURA™



AMIGA
A500, A500
plus, A600,
A1000, A1500,
A2000, A3000
512k required

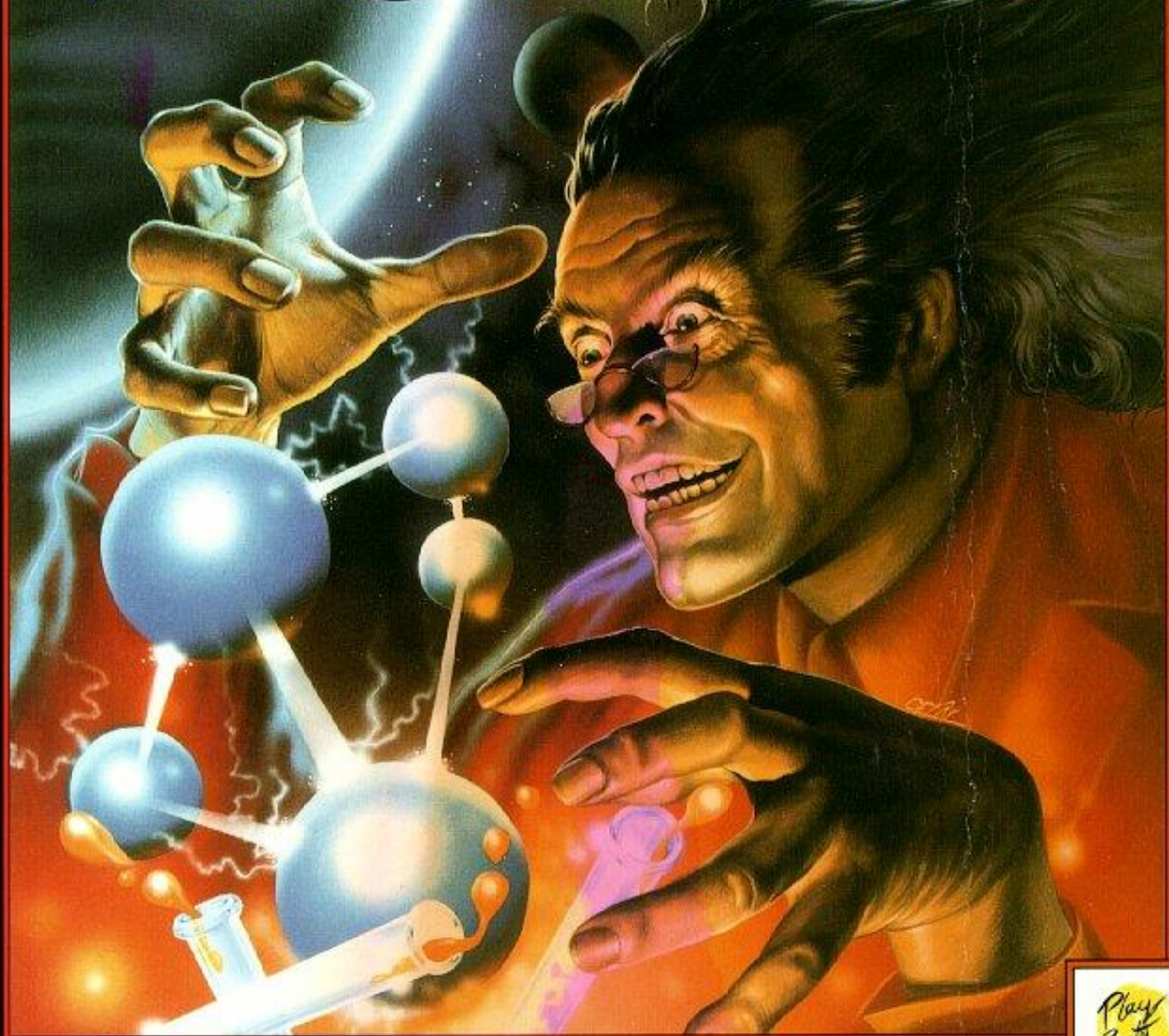
REVIEWS

ARMOUR-GEDDON



TECHNOLOGIA

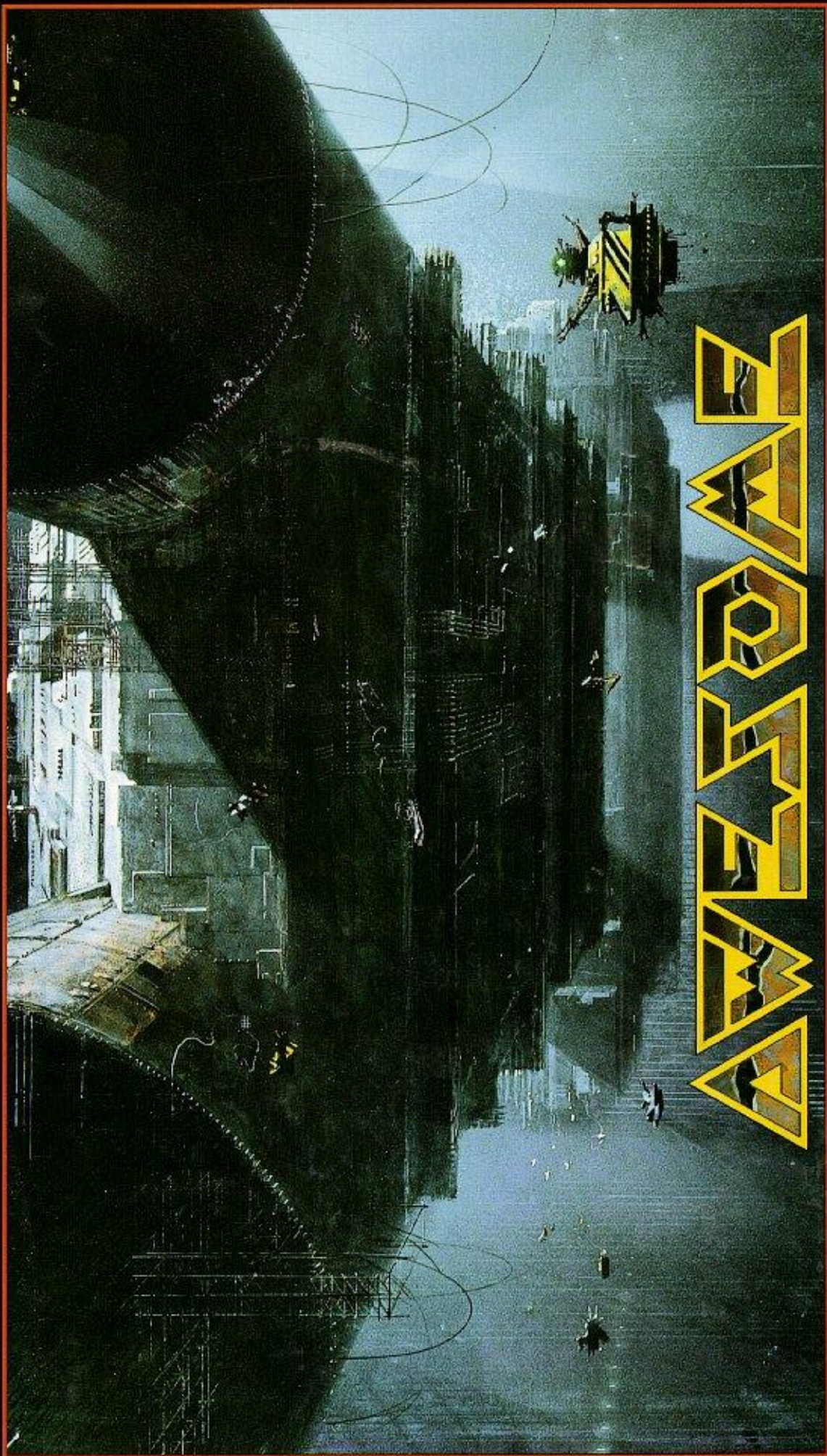
ATOMINO



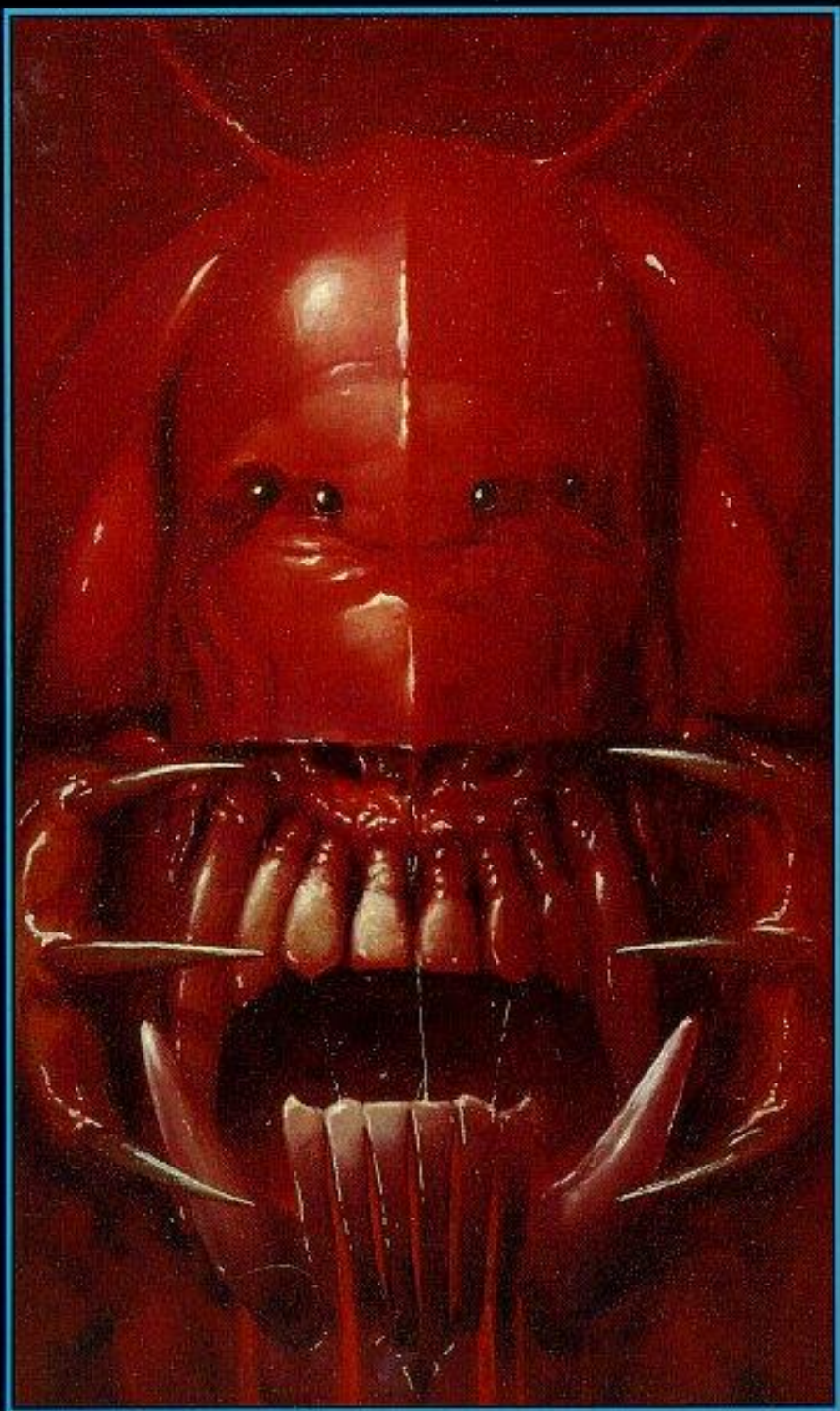
AMIGA
512k required

EUROPE &
AUSTRALASIA
PAL VERSION

PLAY BYTES



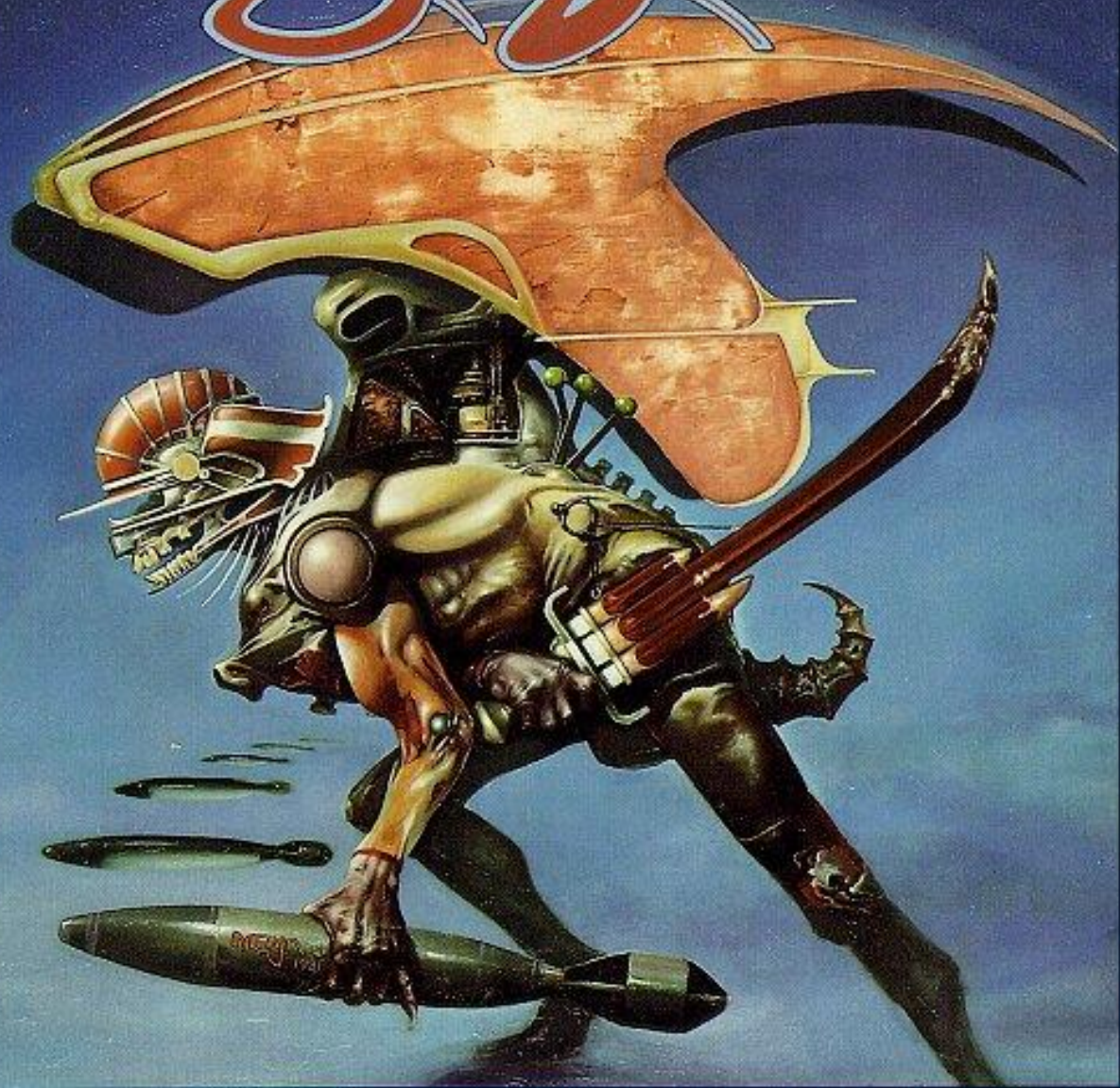
B
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REVELATION

Ballistik



REVOLAZSE

Barbarian



BARBARIAN II™



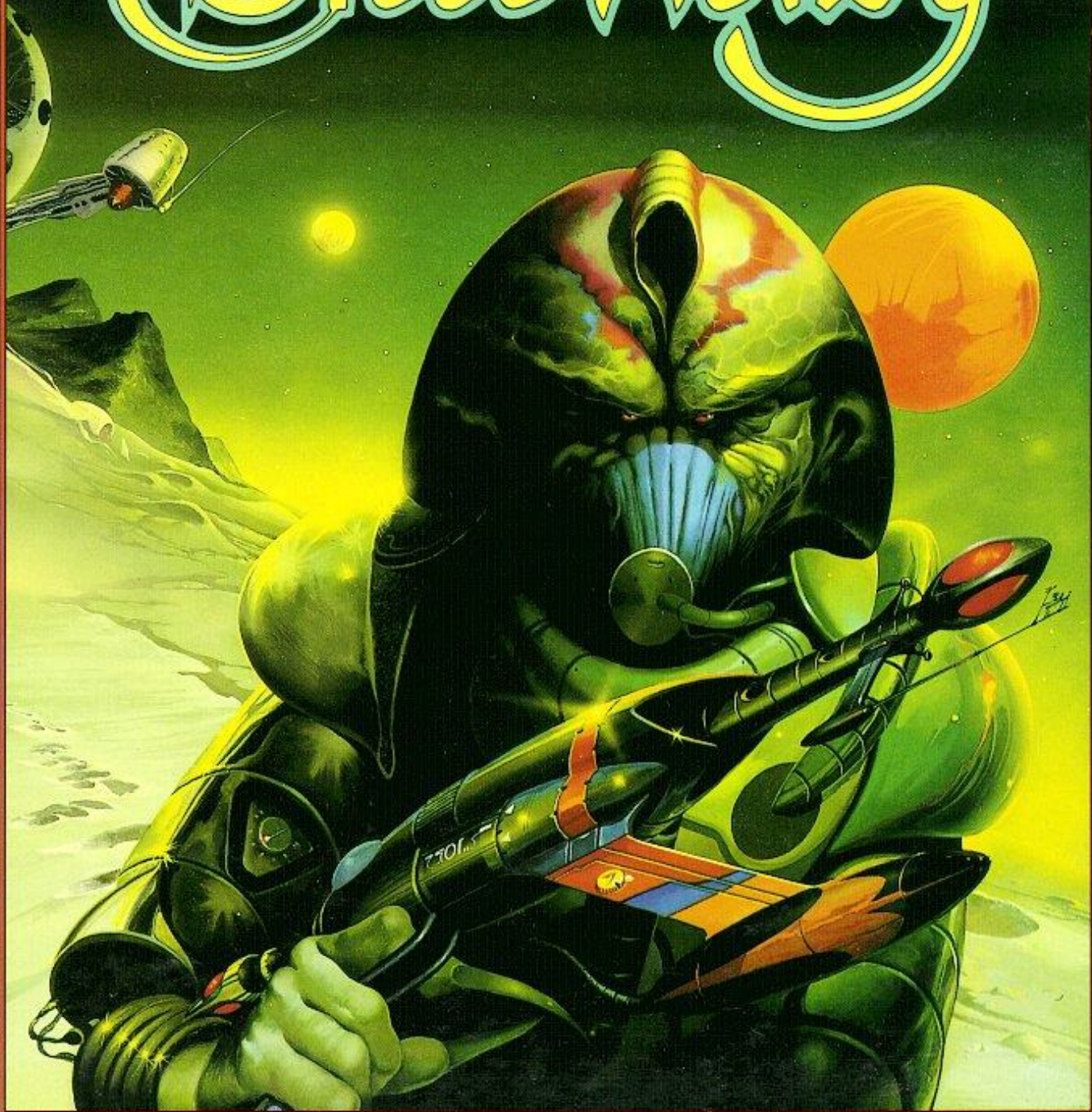
AMIGA

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EUROPE &
AUSTRALASIA
PAL VERSION

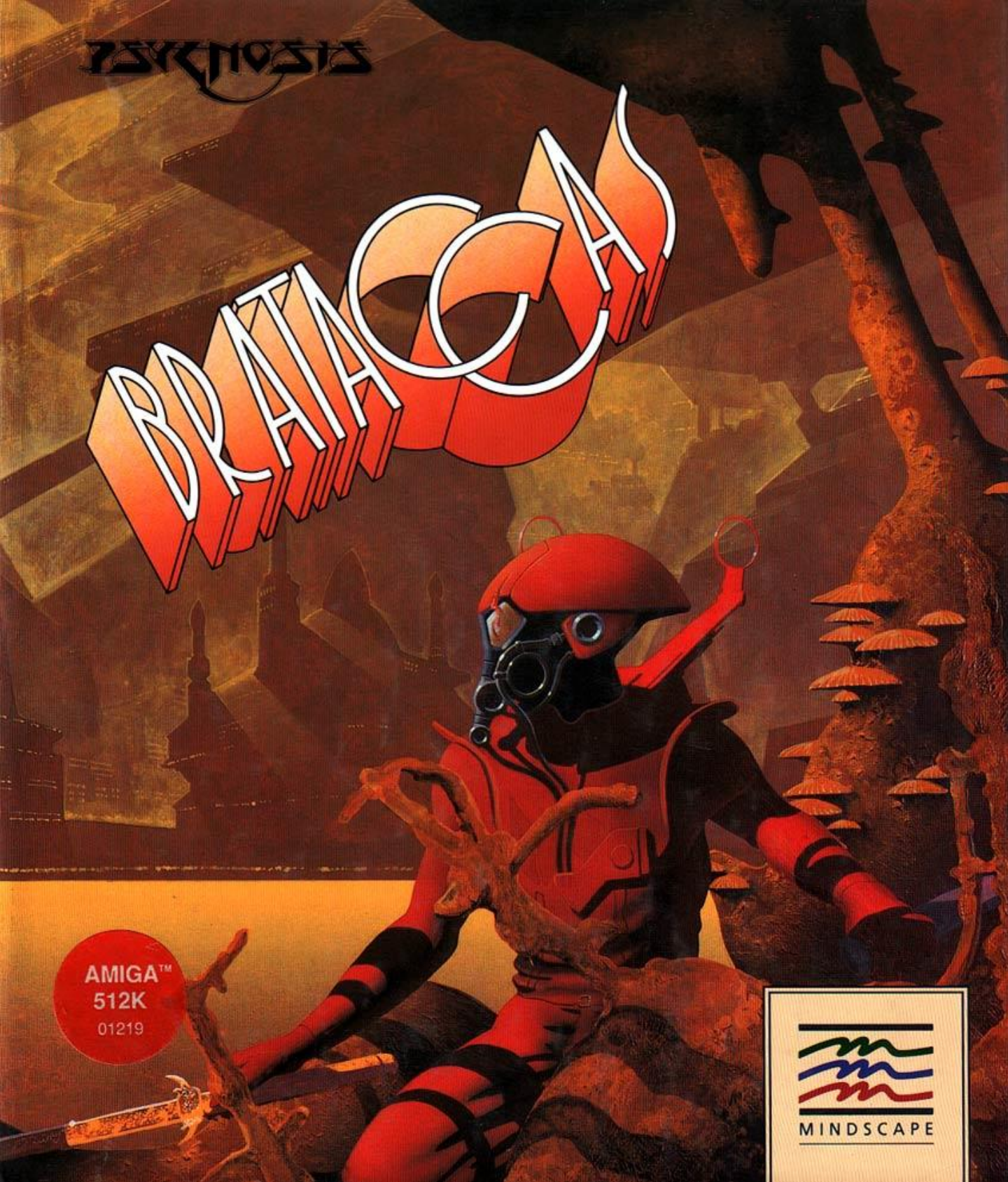
REYNOLDS

Blood Money

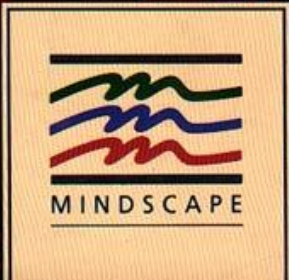


PSYCHOSIS

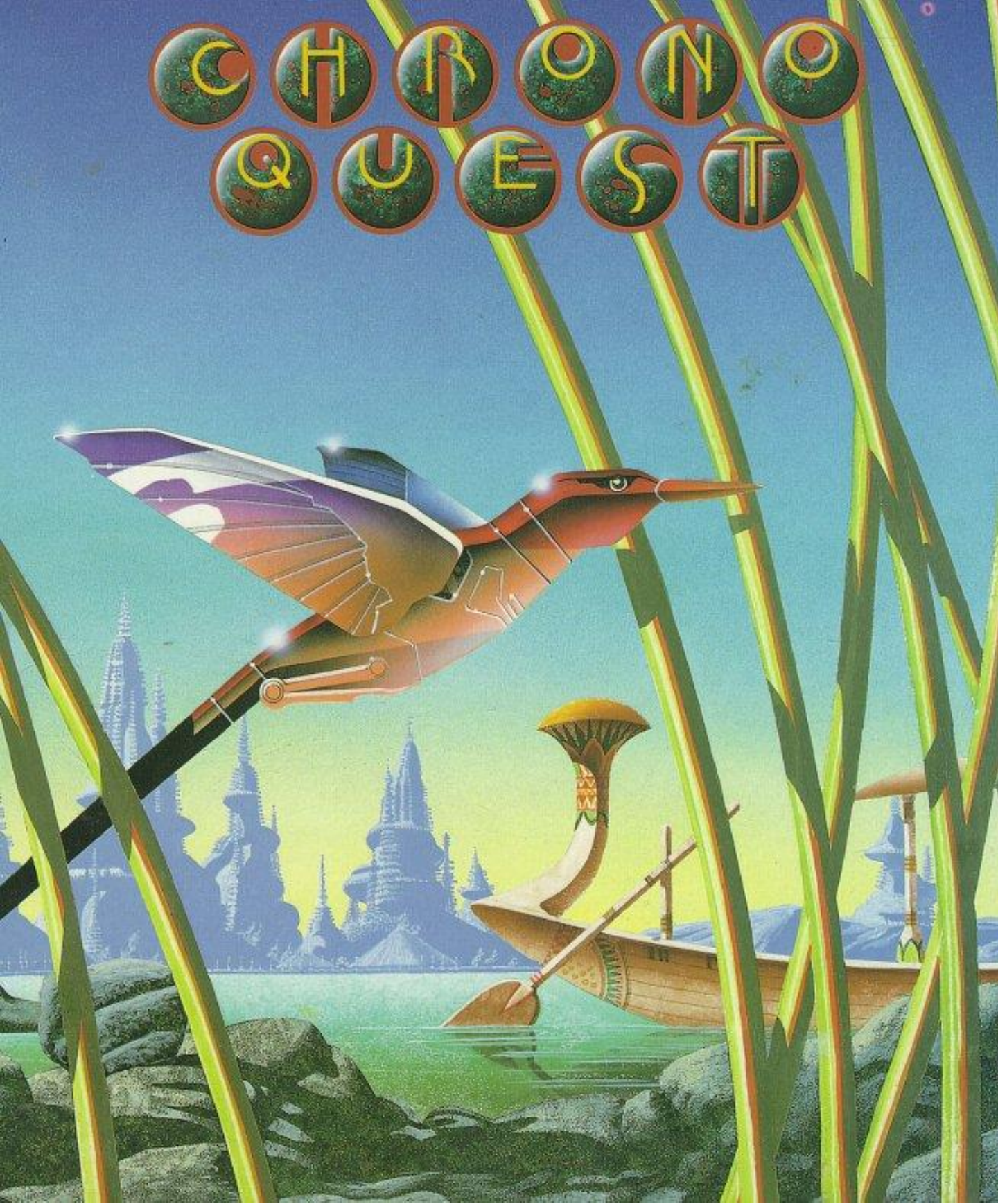
BRANCA



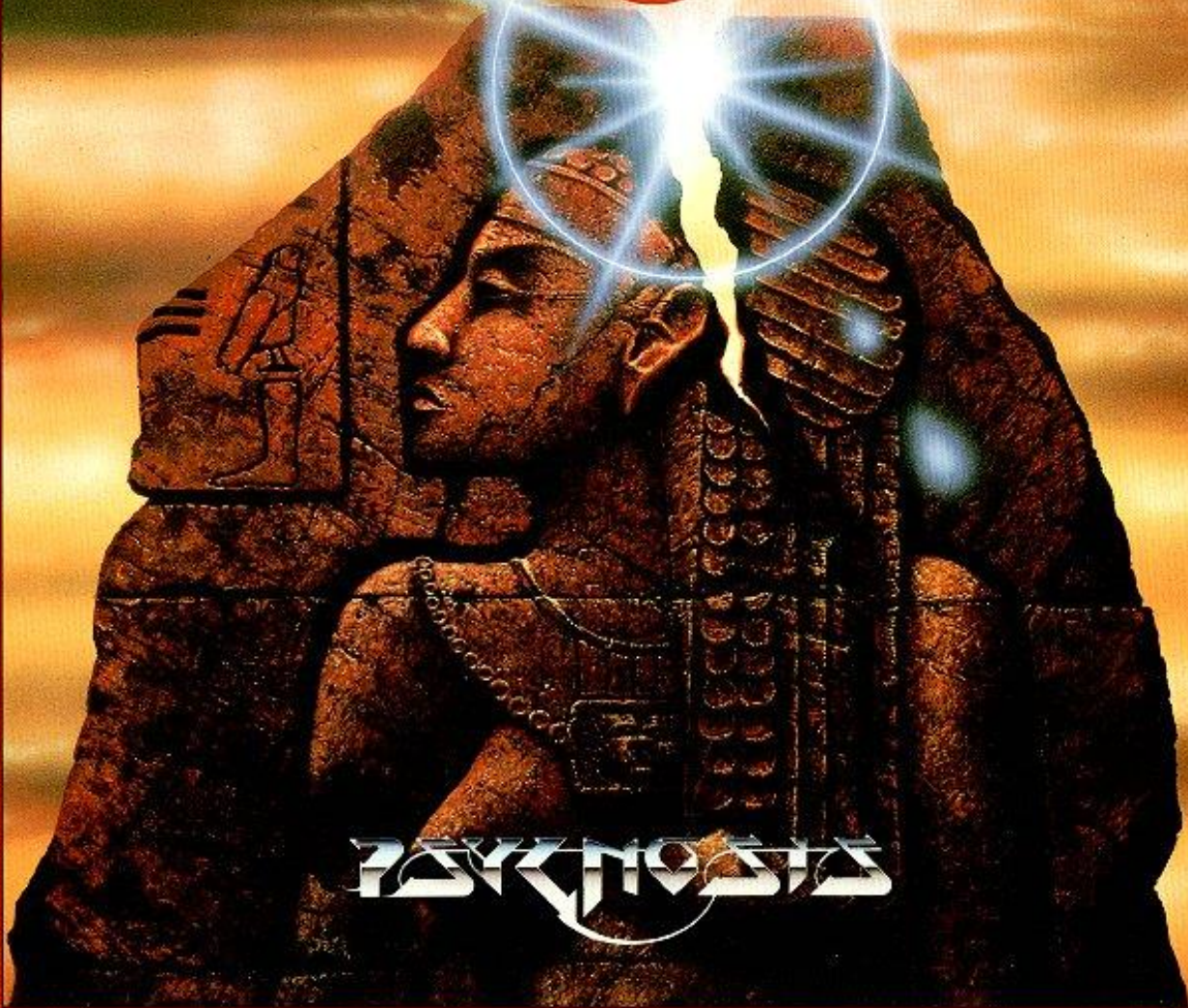
AMIGA™
512K
01219



C H R O N O
Q U E S T



C H R O N O
Q U E S T



PSYCHIC

AYTRON™



AMIGA
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EUROPE &
AUSTRALASIA
PAL VERSION

REVIEWS

DEEP SPACE



AMIGA
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COLOUR VERSION

DISCWORLD™

A vibrant, fantastical illustration for the Discworld game. The scene is set against a dark blue, starry sky. In the center, a large, blue, multi-eyed creature with a wide-open mouth is riding a massive, golden, circular disc. The disc is decorated with intricate patterns and a crescent moon. A red, multi-headed dragon-like creature is perched on the disc, holding a golden treasure chest. To the right, a grimacing skeleton in a black robe holds a scythe that glows with a bright light. In the background, a large, green, elephant-like creature is visible, and a bright sun or starburst shines in the upper right corner.

DISCWORLD PC

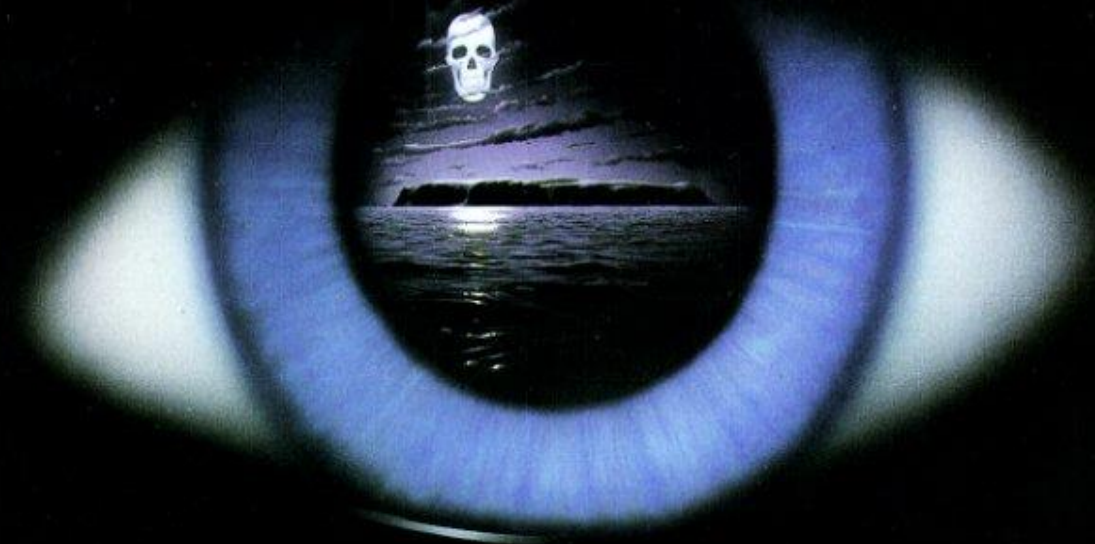
**"Best graphic
adventure game
of the year!"**

featuring voices by
Eric Idle

INFESTATION



THE KILLING GAME SHOW



獅子王と獣が力比べをしています。™

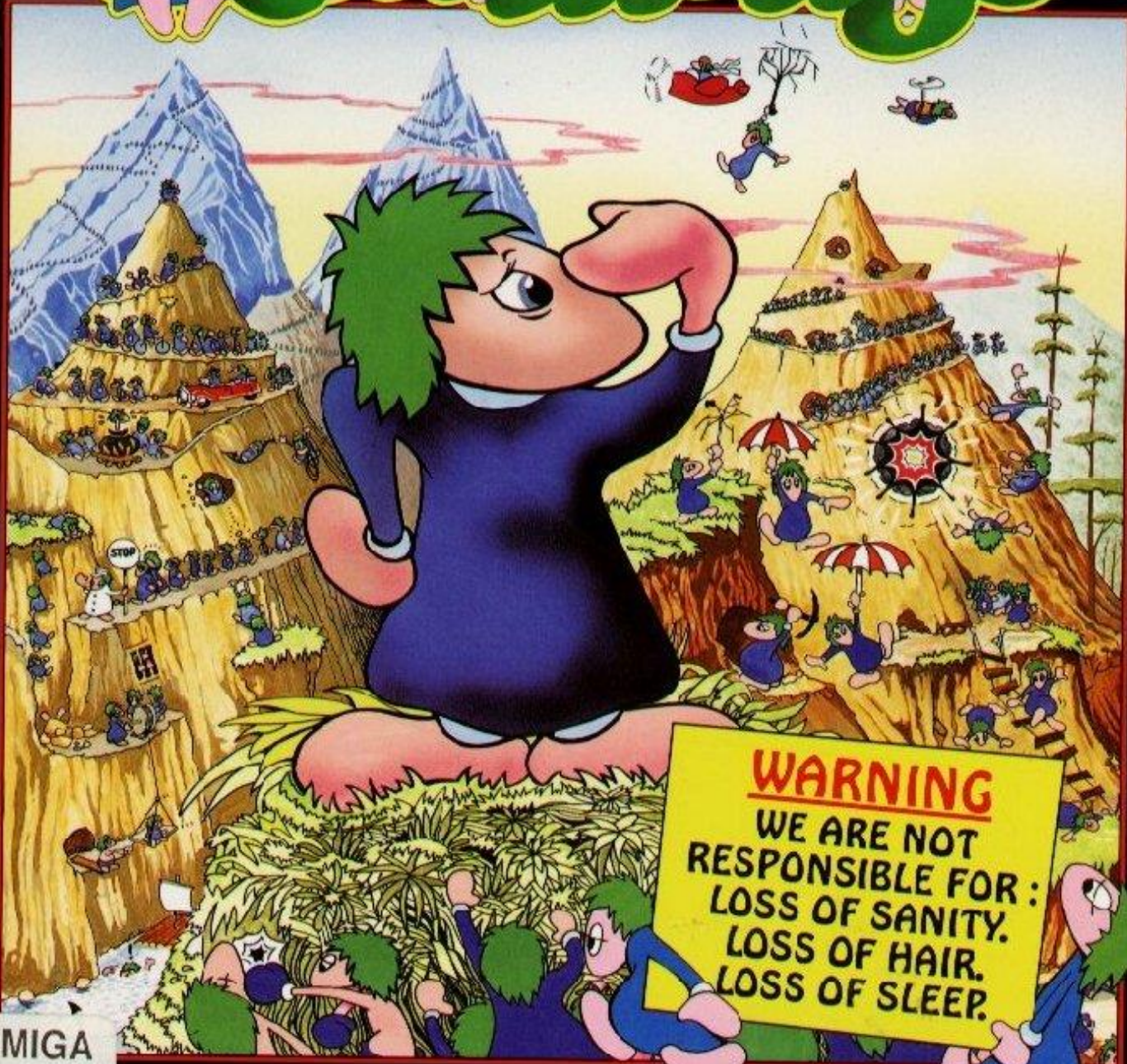
ライオン・マンと獣が
力比べをしています。



THE LION KING

Headbangers

TM



WARNING
WE ARE NOT
RESPONSIBLE FOR:
LOSS OF SANITY.
LOSS OF HAIR.
LOSS OF SLEEP.

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EUROPE &
AUSTRALASIA
PAL VERSION

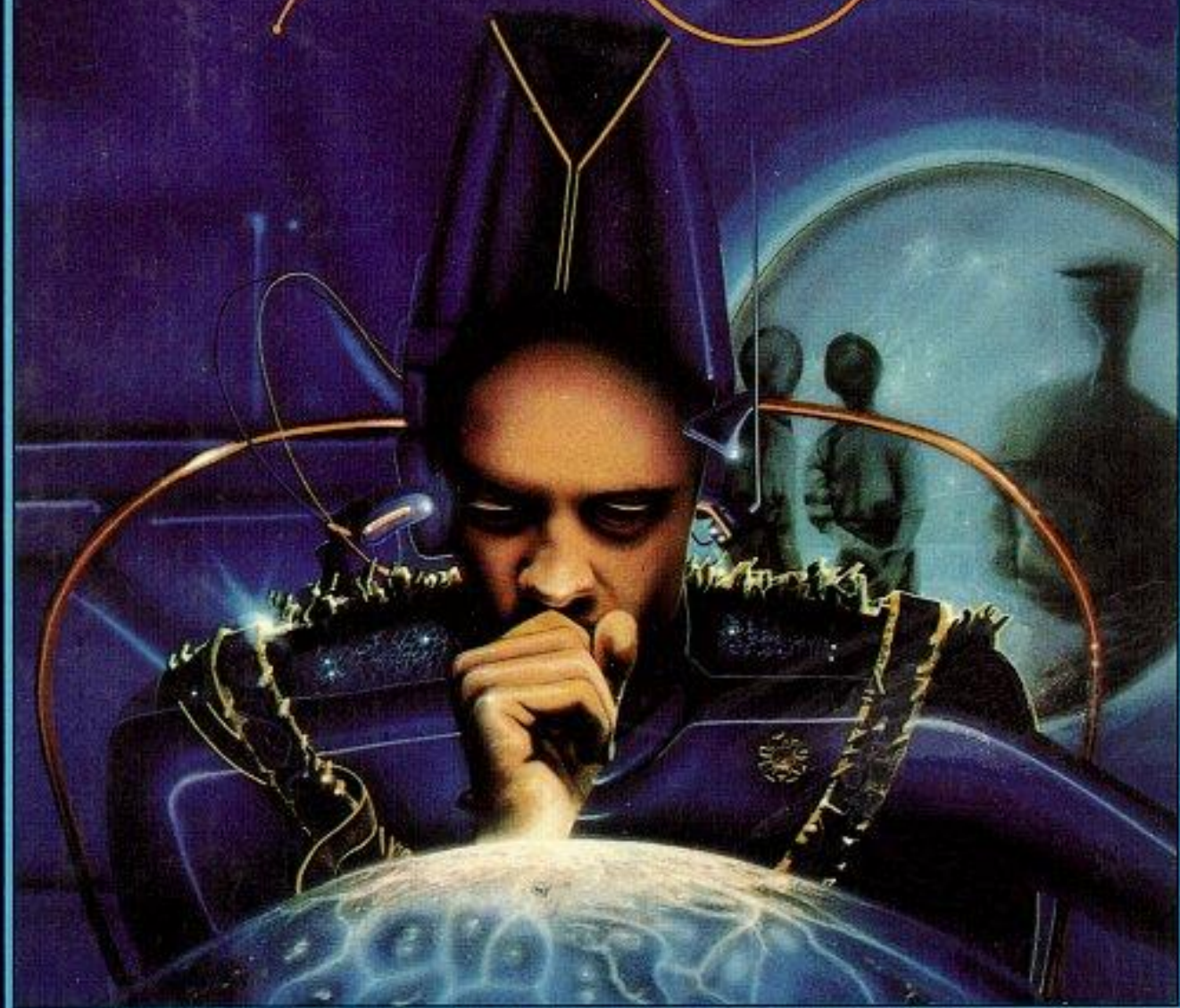
HYPERMART

MENACE



REVOLVER

NEVERMIND



REVELATION

NITRO



Light

OBITUS 'T' SHIRT
ENCLOSED

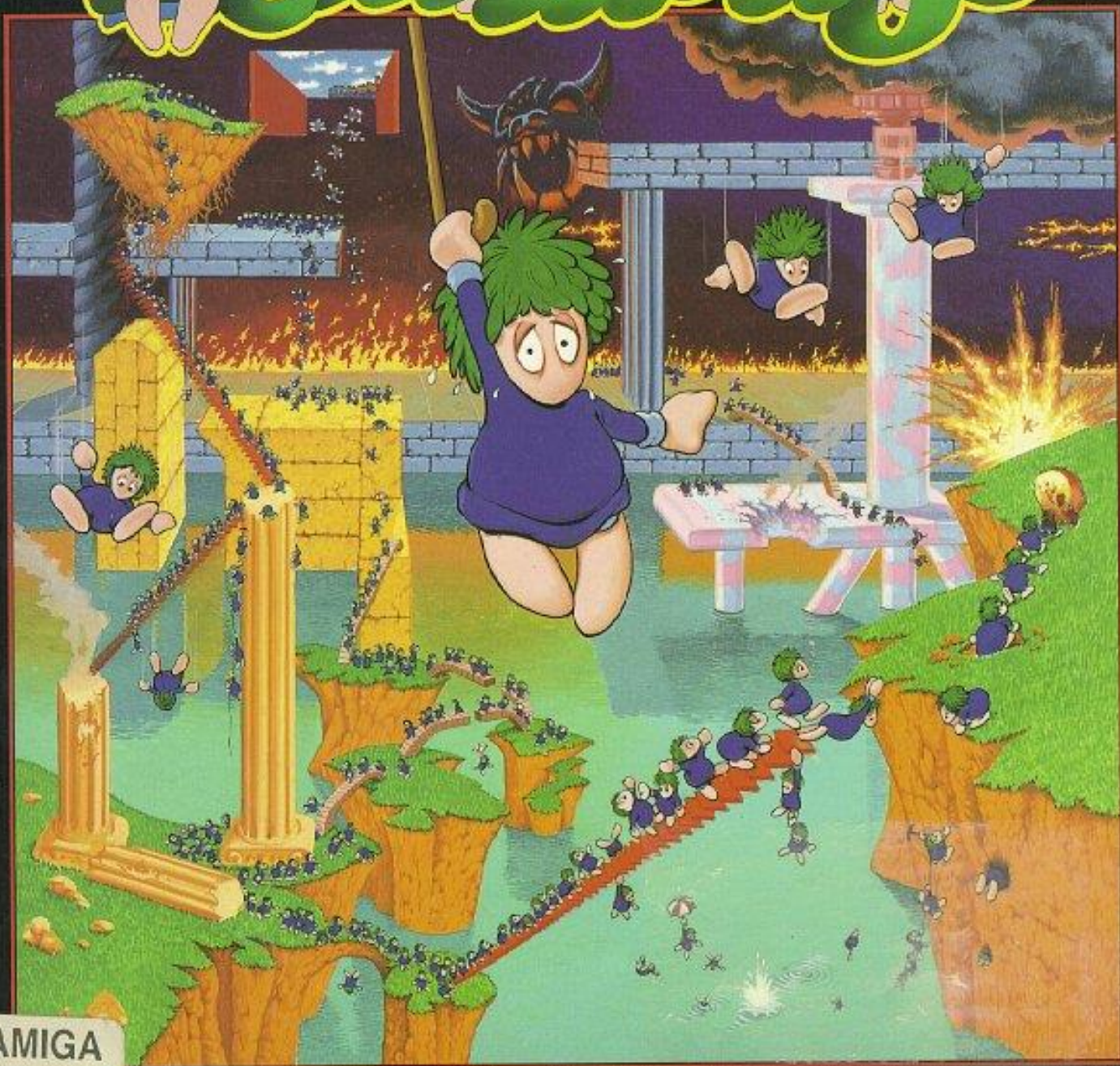


OBLITERATOR



OH NO! MORE

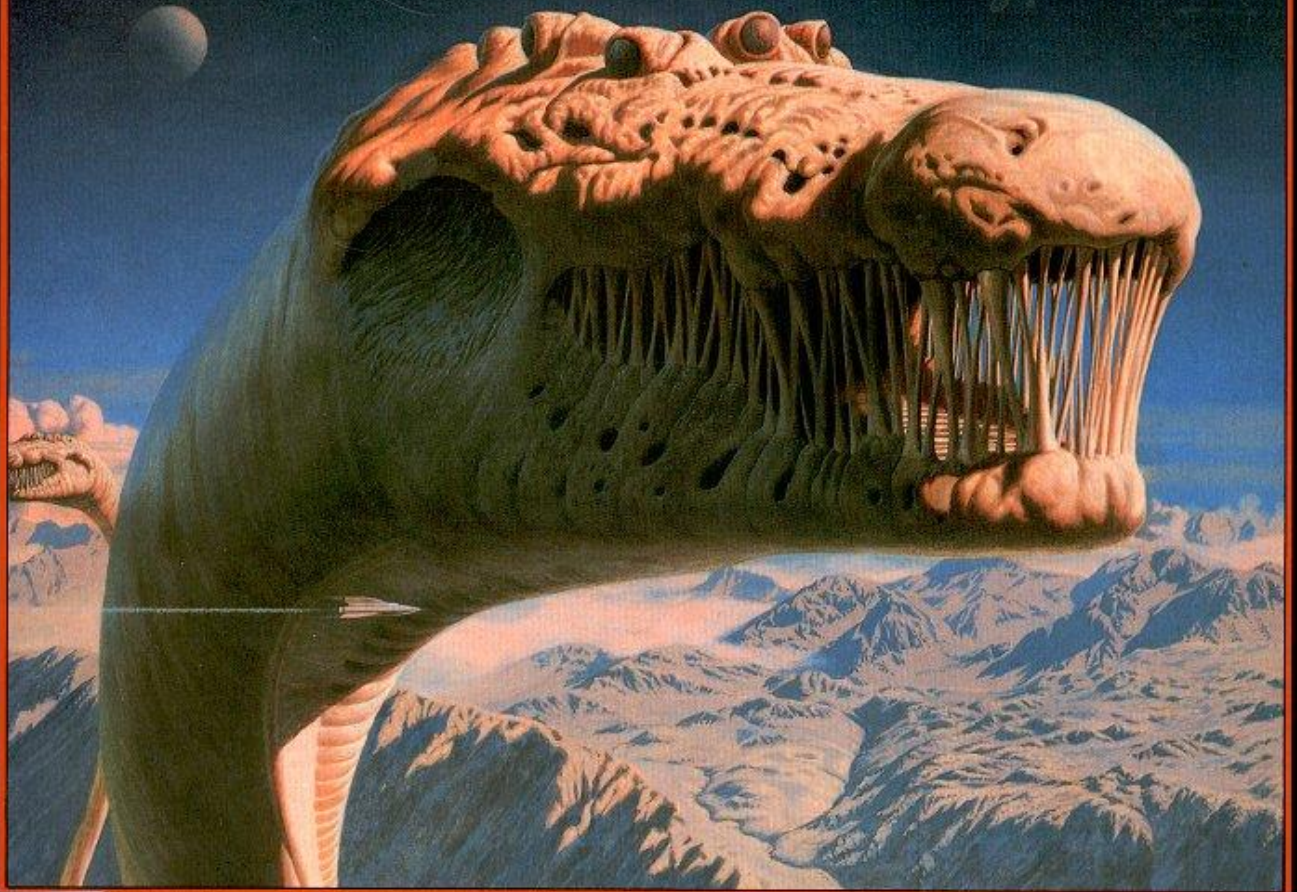
Headbangers™



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EUROPE &
AUSTRALASIA
PAL VERSION

HEADBANGERS

ARK™



AMIGA
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EUROPE &
AUSTRALASIA
PAL VERSION

ARK

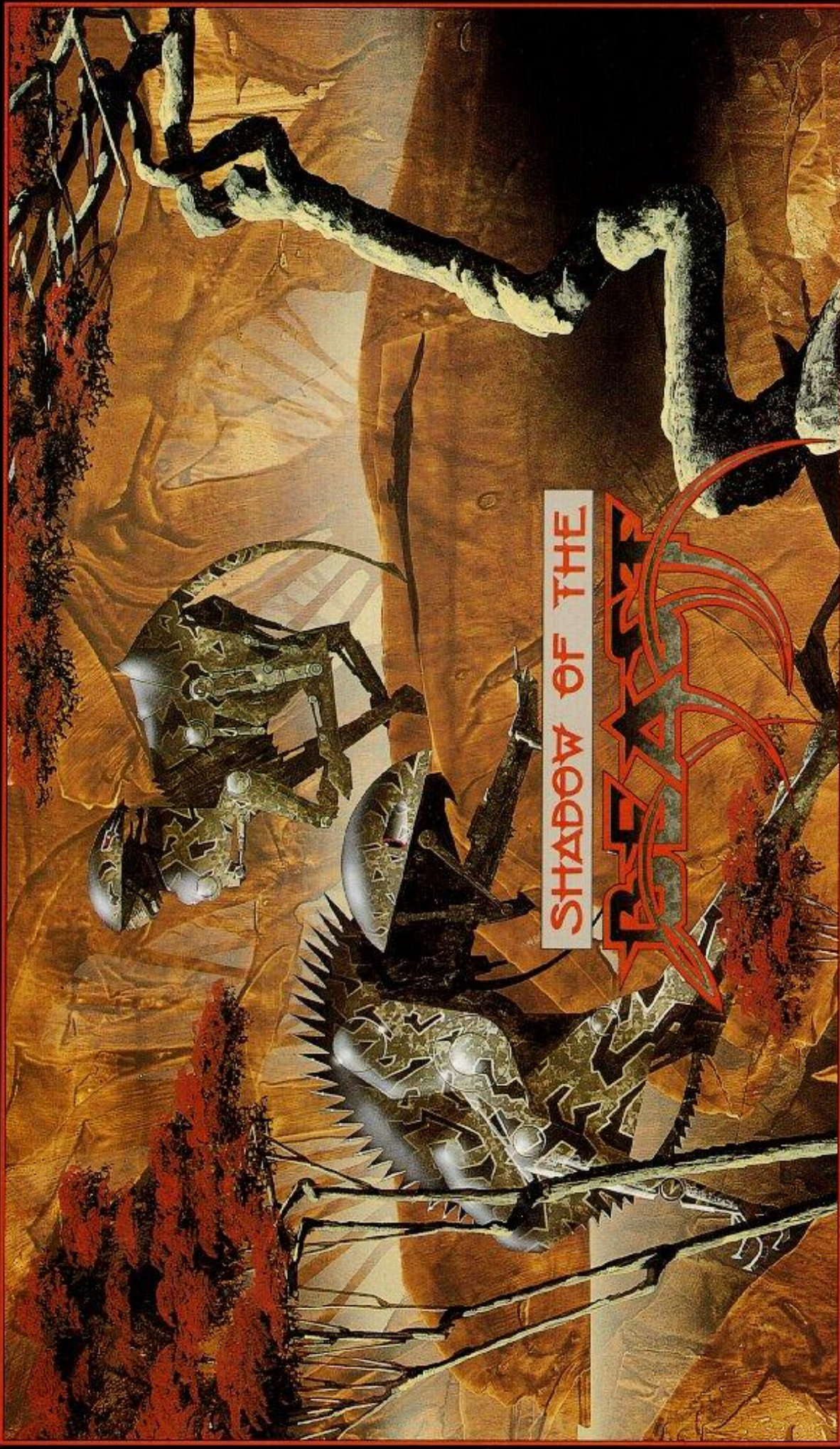
RedZone™

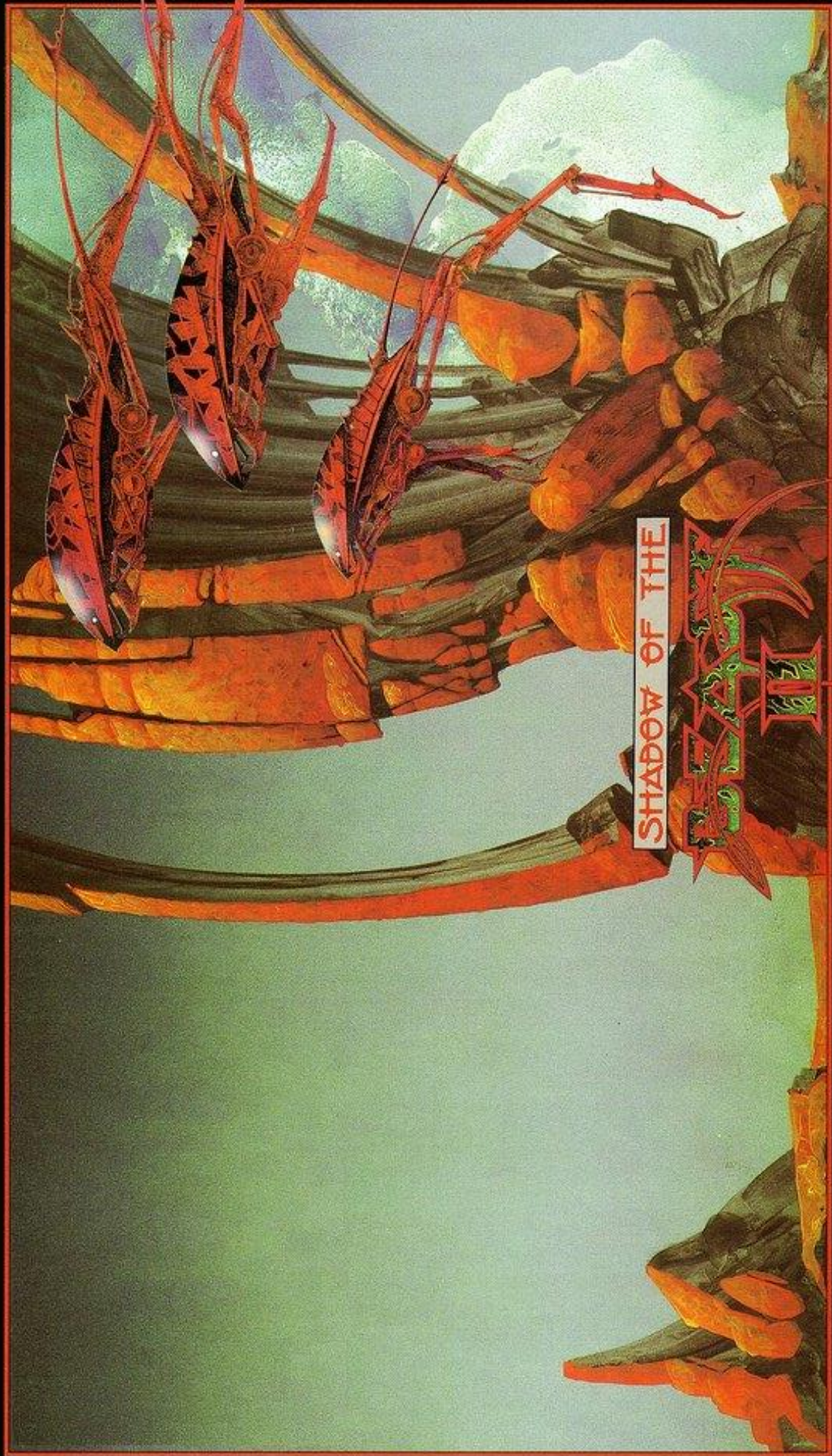


REVOLUTION

SHADOW OF THE

BEAST





SHADOW OF THE

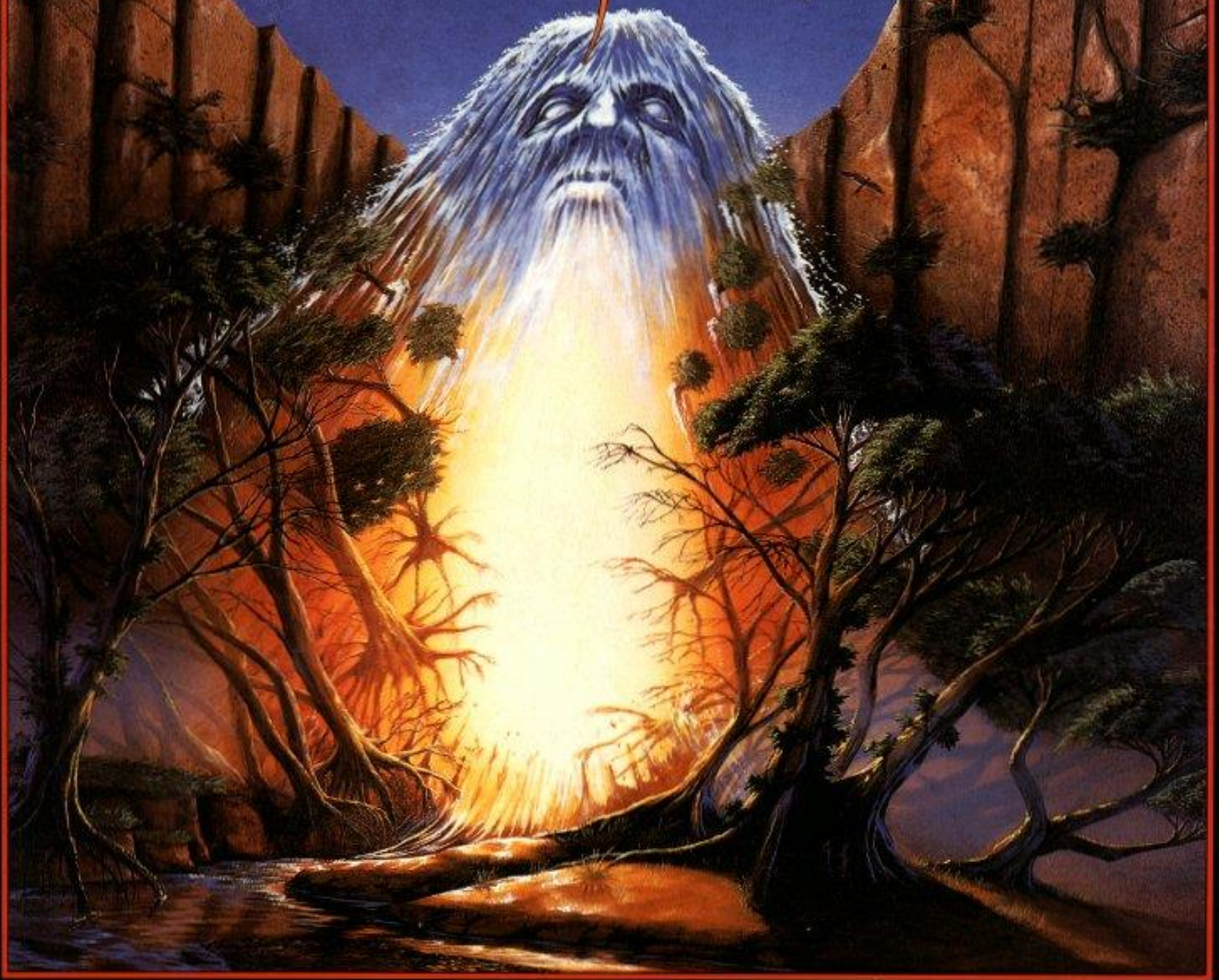
BEAST III

SHADOW OF THE

BEAST

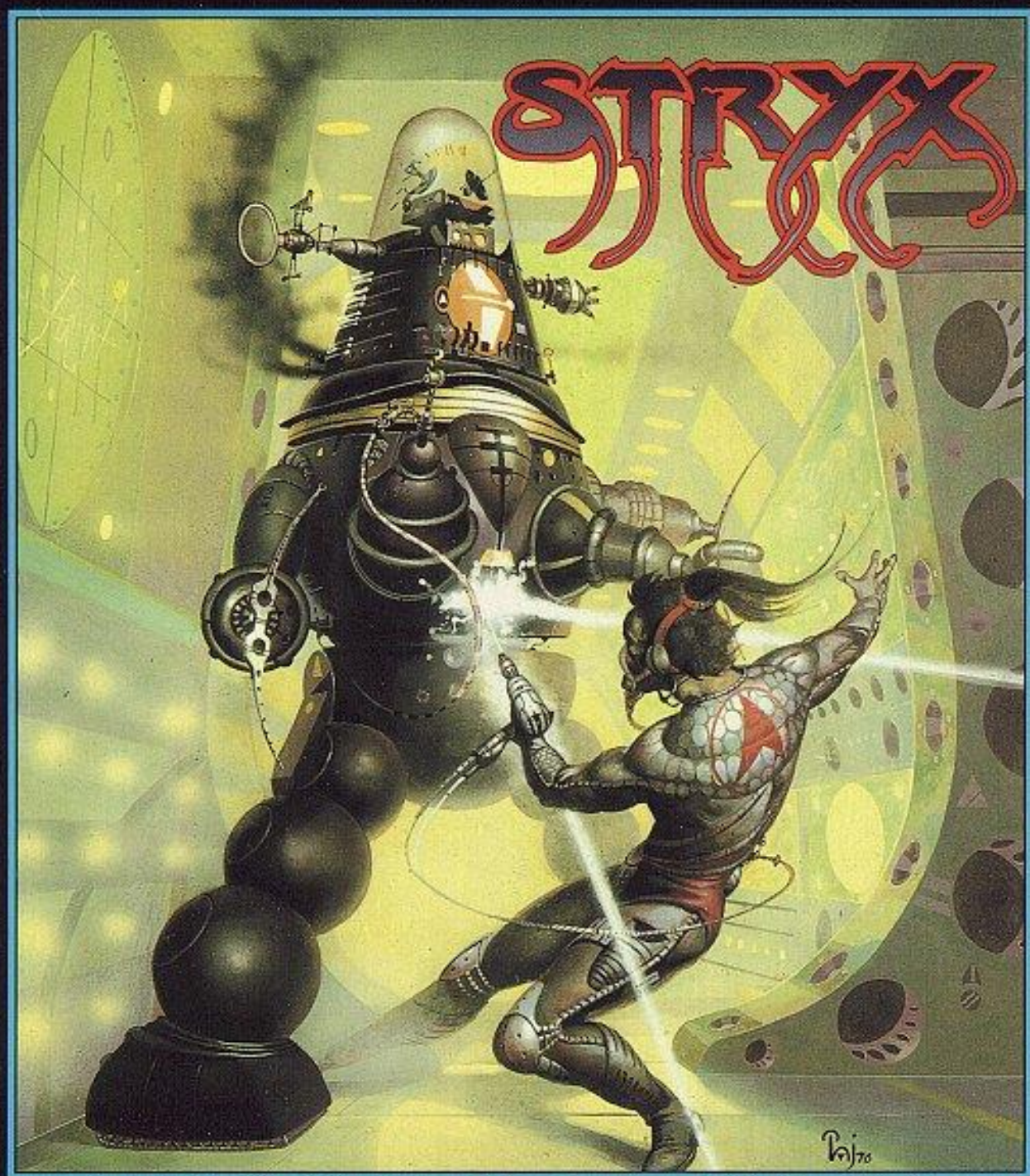
TM

III



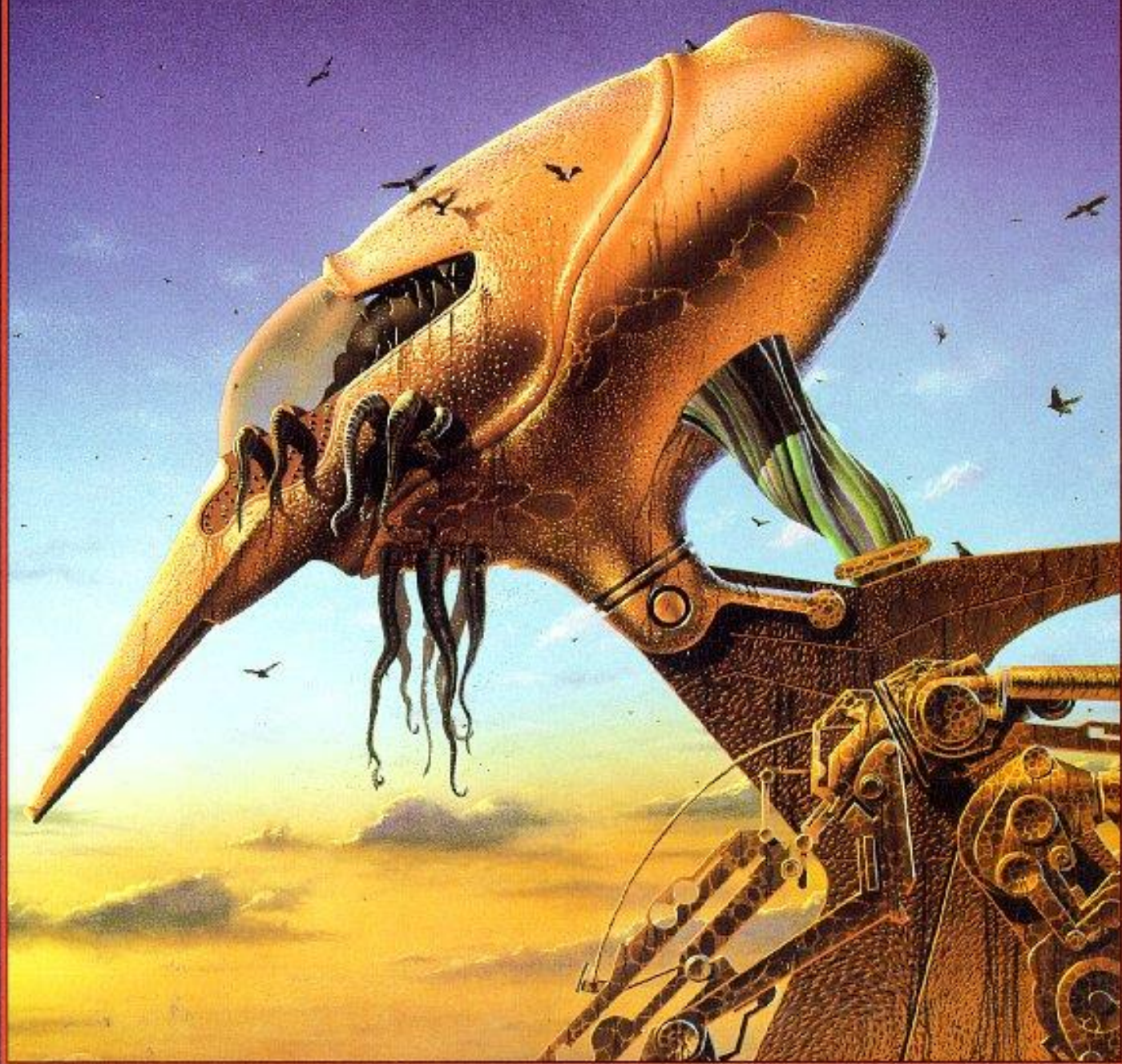
REYNOLDS

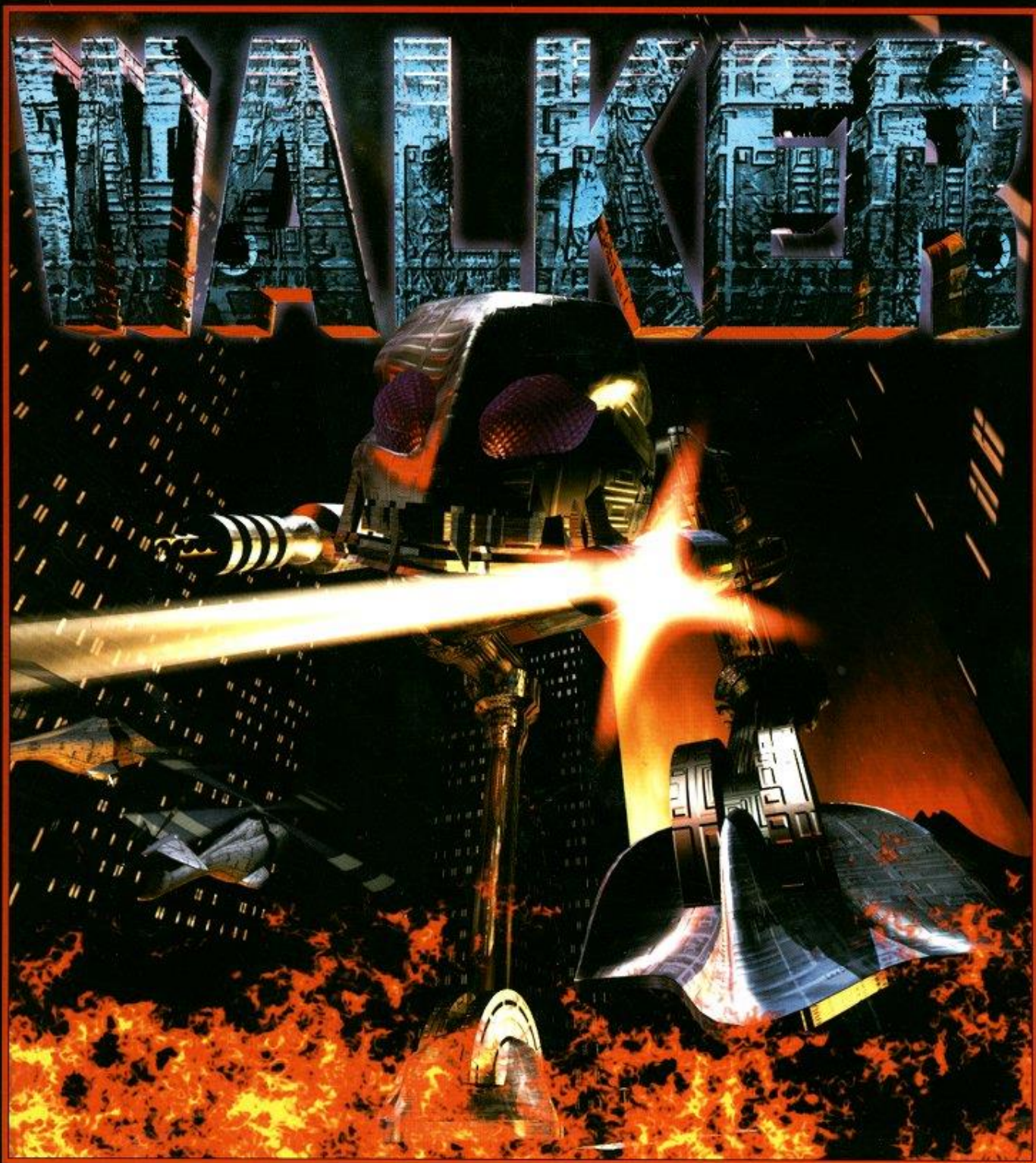
AMIGA
512k require
EUROPE &
AUSTRALASIA
PAL VERSION



REVOLVER

TERRORPODS





AMIGA
1MB
REQUIRED
PAL VERSION

2048

DMA
DESIGN

2-PLAYER WIRE-TO-WIRE RACING

-0.5, -0.4, -0.3, -0.2, -0.1, 0.0

400



WIPROUT

WIPROUT
32-BIT

FILE UNDER: ADREVALIN RUSH

WIPROUT
*W'0''

wiprouit™



36K A-G RACING

65

W'0''

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COMPACT DISC DIGITAL
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PAL

ワイプアウト 2097

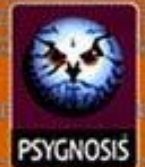
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ワイプアウト - 2097

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NTSC U/C

PlayStation®

Best racing game of E3.
-IGN.com

Wipeout 3



SLUS-00865
94078

DUAL SHOCK



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PHILIPPE LESIRE

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Special thanks to Madsdk, Trantor and Thorn, for helping proof read the book.

RETRO
ASYLUM

PSYKNOTIS

PHILIPPE LESIRE

