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Complete Eternal Champions CD Guide!

OUCH!

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WALLOP!

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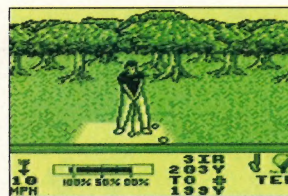
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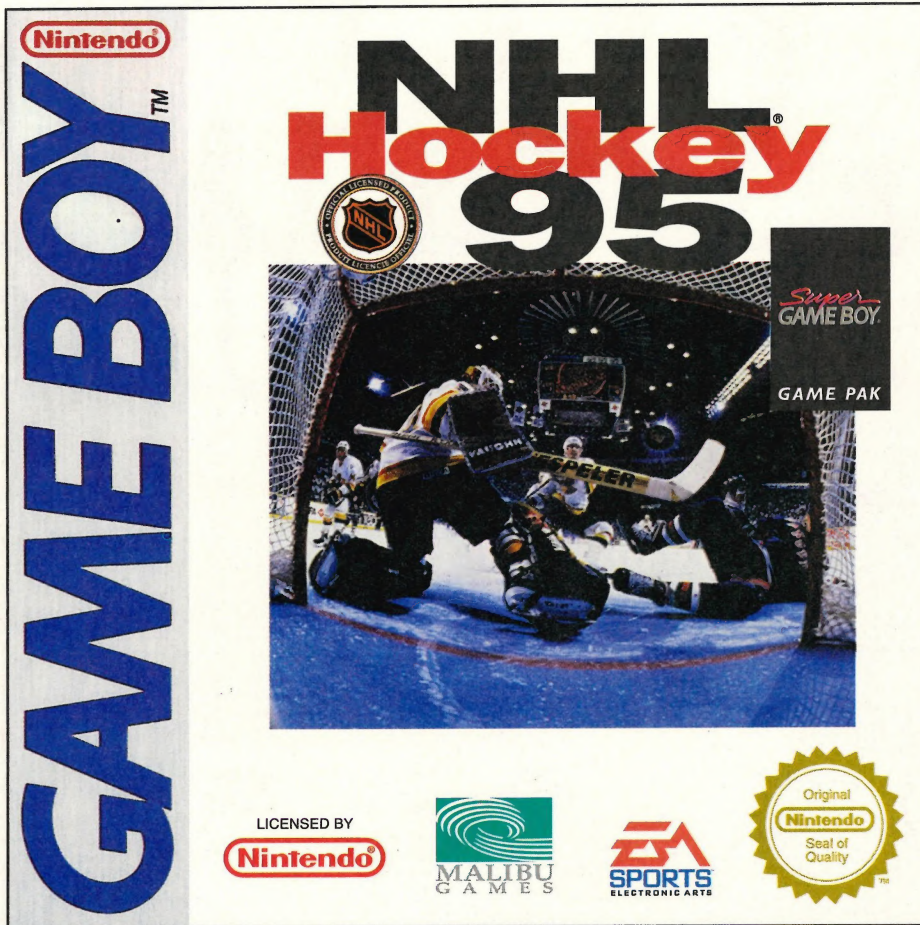
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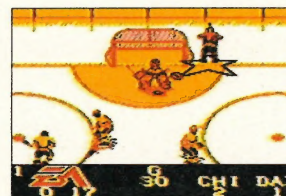
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The next generation is almost upon us, interactive tv is quickly becoming a reality and finally the video games market is picking up the pace again, but what does the future hold for these new machines and where does it leave the much-loved 16bit babies? Well worry no more, help is at hand. GamePro aims to be the most informative games magazine on the planet, giving you all the gossip, facts and figures that you require to get you through this next wave of interactive excitement. Not only that, but we'll supply you with the latest reviews and previews of the hottest games of the moment - when you need them. Check out the subscription offer on page 136 to save up to 50% on the cover price and you'll get all this plus interviews, news, features and one of the biggest tips sections (at least 40 pages every month!) you're ever likely to see. This can only mean one thing: It's time to meet the pros...



...prepare yourself

GamePro Contents

July 1995 Issue 1



72 World Video Game Championships

As the Blockbuster World Video Game Championships prepare to kick off at Thorpe Park this July, we fill you in on what's happening, who's going to be there and what's inside Acclaim's special Bat Dome. Plus another chance for you to win some top goodies! Batman games, shirts and watches are yours for the taking! Will you be a winner?

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SPECIAL THANKS TO:
 Acclaim for making the right decision, Caroline for her amazing anti-theft device, Richard for remembering, Mark Masclowitz for keeping the beans in the pan and his head on his shoulders, Doug for the invite, Sarah, Matilda, Felicity & Bernard for being team, Alex for the permanent reminder, Jo for being chill and Paul Roundell for having the throwing capabilities of a cross-eyed one-armed goat.



45 Star Trek Competition

Beaming down this month is the excellent Star Trek: Next Gen from MicroProse. Join in the celebrations with our exclusive compo, and cool limited edition goodies could be yours!

55 Dreddin' it!

Yes indeed, it's a chance to get your law-abiding hands on some funky Judge Dredd prizes. Impress your pals and take the law into your own hands with yet another wicked competition in which you could walk away with a copy of Judge Dredd on your preferred format!

64 Hot At The Arcades

The recent ACME coin-op show in Reno went down an absolute storm. Check out the best of the bunch in this arcade rundown.

74 Interactive Football League

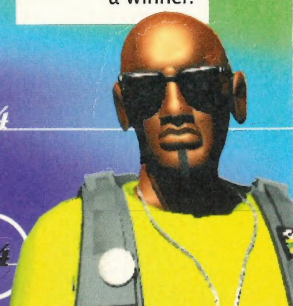
Football fanatics can now hit the modem and play away from home without leaving their armchair thanks to Team 17's new idea. Plus, you can win a season ticket to see the team of your choice - only in GamePro!

95 Fill In & Win!

Unbelievable as it sounds, there's yet another prize bonanza packed within our pages! Simply fill in the form and send it off. You could be a winner!

144 Internutter

Had enough of annoying e-mail? Are modems making you mad? Getting worried about the Web? Well, don't fret, all is in hand as our resident 'Net surfing nerd shows you the short cuts on the information superhighway.



18 ProReviews

All the latest releases on every conceivable format are here for your approval. Virtua Fighter, Fatal Fury 3 and Sampras '96 are just a few of the amazing products on offer. Turn to page 18 now!

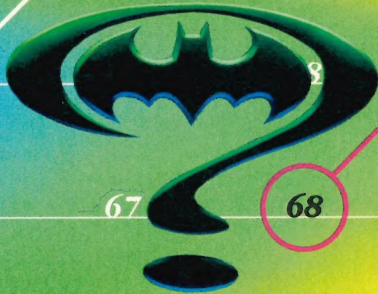


10 Eye Witness

Eye witness news starts here! Every newsworthy piece of interactive information on the planet has been carefully acquired and digested just for you. Gasp in awe at the Ultra 64's delay, smile at Sega's early release date, and watch as your jaw hits the floor over all the other thrilling stories. Check out the latest Blockbuster charts while you're at it too!

56 Everything Starts With An E3

Los Angeles was the sunny venue for last month's world's largest interactive electronic exhibition. We were there and we've brought all the good stuff back for you. Shudder with excitement over our fabulous eight-page special as we show you what's lurking over the interactive horizon.



68 Cover feature: Cape Fear!

The Dark Knight returns for his third movie and before you can say 'Holy Exclusive!', Acclaim Entertainment have snapped up the game licence. Exclusive news, awesome movie pictures and a behind the scenes look at Acclaim's new Hollywood-style special effects studio are all waiting for you on page 68.

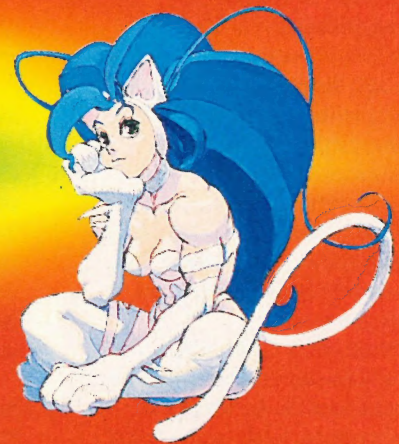


76 ProSpects

It's not only the Next Generation machines that have good games on the way. There's plenty of software for every format coming steadily along the road to reviewdom, and we have the lot. A complete list starts here. Read it and weep fat boy!

98 S.W.A.T.Pro

Hints, tips, prods, pokes, codes, cheats and guides from around the globe have been arriving at GamePro Headquarters for the past few months or so, and we've got so many we've decided to give them all to you, our lovely readers. Eternal Champions Mega CD, X-Men Arcade, Night Warriors and Killer Instinct are just a few of the high points of this massive section.



136 Fancy saving £15?

Yes? Then your best bet is to subscribe to GamePro. Face it, you're on to a winner whichever way you look at it with this special launch issue offer!

138 Next Issue

This is the part of the mag where we wildly speculate on what we've got planned for you next issue. But as the saying goes: Who knows what lies over the horizon? Well, we do actually, we just wish we could make it connect with our flippin' Lottery numbers. Ho hum...

140 Get A Grip!

No this isn't the joystick section of the mag, this is the part where we throw away our consoles and revel in the delights of other forms of entertainment. Video, cinema, books, toys and irrelevant info flood this four-page spectacular.

146 Write To Ronnie

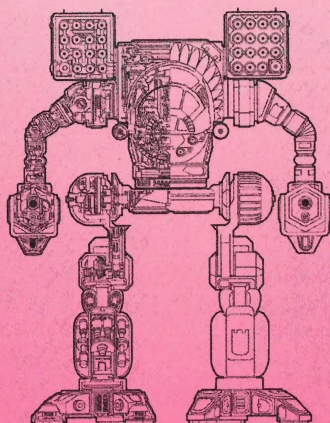
Questions, queries, complaints and countdown conundrums are all part of a regular day for rockin' 'Ronnie' Ronnie, GamePro's very own agony uncler.

Activision "Mech" It Big

OVER TWO years in the making, Activision Inc.'s ground-breaking combat simulation game, *Mechwarrior 2: The Clans*, is scheduled to appear in June for the PC CD-Rom. To produce this cutting-edge title, Activision has invested over \$2 million, collaborated with top artistic talent from Hollywood, and developed a number of new production techniques. A 25 member team lead by John

Spinale, creator of *Pitfall: The Mayan Adventure*, and producer Josh Resnick, are

eye witness



responsible for bringing the BattleTech universe to life.

Activision has capitalised on its ties with Hollywood by bringing film-quality sound effects to *Mechwarrior 2*. Soundelux Media Labs, responsible for the sound in films such as *Cliffhanger*, *True Lies*, *JFK* and *Home Alone 2*, has joined forces with Activision again following their successful link-up on *Pitfall: The Mayan Adventure*.

"*Mechwarrior 2: The Clans* will bring technological advancements to combat simulator software on an unprecedented level," states Bobby Kotick, CEO and Chairman of Activision Inc. "It represents an unparalleled achievement in using real-time computer graphics to create a 3D world that looks and feels almost real."

Mechwarrior 2 looks as though it could be one to keep an eye on.

Ultra 64 "Dream Team"

NINTENDO IS fielding what it calls its "dream team" for the Ultra 64. The company held a conference for gamers on CompuServe with executives Minoru Arakawa, Howard Lincoln and Peter Main. During the session, which was billed as *Three Men and a Modem*, the trio announced that long-time computer game

publisher Sierra On-Line will develop games for the Ultra 64.

Sierra's first effort will be *Red Baron*, a 3D World War One flying combat game that's already been a big hit on the PC.

Gametek and Angel Studios are also suiting up. Gametek's first product, *Robotech*, will



feature real-time 3D character animation. Angel Studios, a newcomer to the game industry, is an award-winning virtual reality and 3D graphics developer. If you've seen the movie *The Lawnmower Man* or Peter Gabriel's music video *Kiss That Frog*, you've seen Angel's work. Angel Studios is working on its new game with a group that includes Shigeru Miyamoto, creator of *Super Mario* and *Donkey Kong*.

Movie Mania!

ACCLAIM ENTERTAINMENT and the new media subsidiary of the Edward R Pressman Film Corporation have recently announced that an interactive game version of *The Crow: City Of Angels*, the second chapter in *The Crow* saga, will be their first joint project since the alliance began. The game is being created in conjunction with the film, which is set to feature international movie star Vincent Perez in the title role. The Acclaim/Pressman agreement

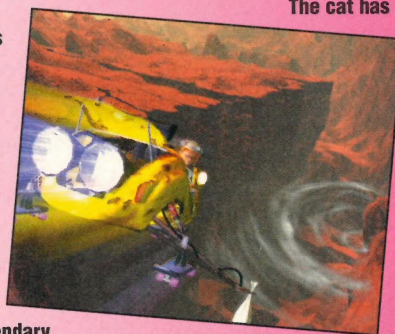
means that, in co-operation with Content Inc (Pressman's media subsidiary), Acclaim will publish titles based upon Pressman produced movies for all types of interactive media, including PC/CD-Roms, coin-ops and the home video game market. Let's just hope that Pressman has a long line of kick ass movies planned for the near future to follow up on previous Acclaim conversions such as *Terminator*, *Alien 3*, *Batman Forever* and *Judge Dredd*.



Have A Heart

AS FAR as games go there are some that you'd sell your elderly relatives for, and Amazing Studio has created a monstrous slice of CD-Rom software that will turn you into an instant granny-dealer. *Heart of Darkness*, which has been three years in the making, is one of the most eagerly-awaited PC CD-Rom titles ever created.

Amazing Studio, based in France, is fronted by Eric Chahi, creator of the innovative, award-winning *Another World*, and Frédéric Savoir, responsible for the now legendary *Flashback*. Joining Eric and Frédéric are a number of extremely talented human beings who helped with both previous projects and are now putting their all into this one.



Work on *Heart of Darkness* commenced in 1992 and for three years now Amazing Studio and publishers Virgin Interactive Entertainment have shrouded the project in secrecy.

The cat has only just been let out of the bag and this is because *Heart of Darkness* now has an official October release date.

The actual game has been compared to leading-edge animated feature films. The main character boasts a staggering 1,400 animation frames in one direction alone, and the transition between actions is seamless.

With a £1 million production budget, *Heart of Darkness* isn't just another computer game, it's a massive step forward for the future of PC CD-Rom entertainment. And that's official.

Parade Of Alliances

LEADING OFF a long list of recent industry alliances, Nintendo has spent more than \$25 million to sign an exclusive deal with the English-based software house Rare. The arrangement, which nets Nintendo a 25 percent share of Rare, means that Rare will develop games solely for the SNES, Ultra 64, Game Boy, and Nintendo. Could that mean a rendered 3D Mario game is in the works?

Well, we don't know yet, but the first title to emerge from this relationship will definitely be a sequel to DKC featuring Diddy Kong.

"We have another title in the works for 1995," a Nintendo spokesman told GamePro, "but we can't share its name yet."



"Both games will use the Advanced Computer Modelling that appeared in Donkey Kong, and we will continue to enhance and improve that technology for use in the Diddy game and other 16-bit games." Rare is also working on a game based on Goldeneye, the upcoming James Bond flick, and will port Killer Instinct to the Ultra 64.

Virgin Interactive Entertainment also strengthened its relationship with Nintendo, signing on to the "Dream Team" of Ultra 64 developers with an action game for the upcoming 64-bit system. A spokesperson for Virgin said that titles for the company's Ultra 64 games weren't available, but the first one is planned for release in 1996.

You Little Worm!

ACCORDING TO the noisy lads down at Team 17, 1995 is the year of the worm! Amazingly, it seems that Team 17's tooled-up earth-eaters aren't content with conquering the Amiga, so they've expanded their attack to the following formats for the coming year:

PlayStation, Saturn, Jaguar, Mega Drive, SNES, Game Boy, Virtual Boy, CD-i, IBM PC and Apple CD-Rom. Watch this space for more Worms-related info over the coming months.



Kickin' Comics

MALIBU COMICS Entertainment has combined forces with Marvel Comics to produce the official comic book of the hottest fighting arcade game to date. Virtua Fighter is the flagship release for Sega's newest addition to the world of Next Generation consoles, the Sega Saturn. The comic book, illustrated by Patrick Rolo and written by Mark Paniccia, will debut in August of this year, a whole month before you can



officially buy a Sega Saturn complete with Virtua Fighter from British game stores.

Malibu plans to develop the storyline behind Virtua Fighter so that readers can have a more in-depth look at the game. Fans will learn what brings eight fighters from different corners of the world to Virtua City. If things go well for Virtua Fighter: The Comic Book, this could well turn out to be one of the first of many comic book tie-ins with computer games.

Definitely Maybe?

eye witness



RUMOURS ARE flying about all over the place regarding Sega's Saturn games console and the fact of the matter is that Sega has finally revealed its plans for the Saturn's imminent launch. Originally scheduled for a late September release, the powers that be at Sega HQ have shocked the world and fobbed off journalists left right and centre by releasing the Saturn much earlier than originally expected (as they did with the American version last May).

So, when can you buy one? Well, as from July 8 you can go down to your local gaming emporium, slap a large wad of cash on the counter and purchase, nay, demand your very own Saturn. The starting price for this high-tech piece of interactive equipment? Well, still lingering somewhat in rumoursville, it looks certain that the beast will be on sale for around £399.99. But what about all the games? Mmmm, good question. Well, the software available from the launch date will probably be the two top arcade favourites

Daytona USA and the polygon paggafest that is Virtua Fighter. Obviously more and more titles will be released for the Saturn as the machine begins to become more and more popular. Bug!, Panzar Dragoon, Cyber Speedway, Shinobi, Beast Warriors, Pebble Beach Golf and numerous others should all be in the shops before the year is out. No fixed hardware/software bundle was announced at the time of going to press, but it's looking certain that Daytona or Virtua Fighter will be involved somewhere along the line. More news next issue.



Wake Up

VIRGIN INTERACTIVE Entertainment and The Blade Runner Partnership have joined forces to create and publish an exclusive interactive title based on the classic motion picture, Blade Runner. The title is going to be developed by Virgin's Westwood Studios for the PC.

Martin Alper, president and CEO of VIE comments on the forthcoming title: "Nearly every player in the industry raced to secure the licence to

one of the most visually compelling films of our age. Blade Runner has the potential to become the best game ever developed from a film, and we're thrilled to be a part of that process."

Gamers will be able to enter the world of Blade Runner, set in the year 2019, to follow the exploits of a licensed-to-kill policeman hired to track down and destroy a group of intelligent robots (replicants) who have hijacked a space shuttle and returned to Earth.

The Ridley Scott directed film was nominated for Academy Awards for best art direction and visual effects and stars Harrison Ford and Sean Young. The game, or interactive title, will be released on PC CD-Rom and Macintosh machines in Autumn 1996.



Sony & Namco Partnership

SONY HAS announced an exclusive deal with Namco for the rights to all its PlayStation titles. It's been heralded as the biggest sales and distribution agreement in the Next Generation games market – the deal, spread over twelve months, is worth approximately \$100 million.

As a result of the agreement, Namco has given Sony exclusive distribution rights to its entire catalogue of PlayStation software throughout

Europe, and will provide Sony with conversions of future coin-op titles and PlayStation specific titles.

Namco has already announced a range of software titles ready to support the launch of the PlayStation in Europe, including Ridge Racer,

Tekken, Cybersled, Air Combat and Starblade Alpha.

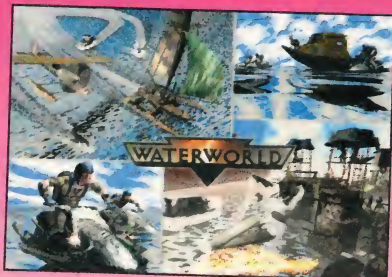
Chris Deering, President of Sony (Europe), comments: "With Namco's games line-up, the PlayStation will win the Next Generation games machine battle hands-down in the eyes of the world's gamers.

"The industry also recognises the significance of Namco's backing of Sony and we are fully committed to a long and successful partnership with Namco."



eye witness

Waterpalava!



OCEAN SOFTWARE has exclusively snapped up the distribution rights for the video game release of Kevin Costner's new highly over-budget movie, Waterworld. The 'Mad Max In Marineworld' movie has had producers and film moguls sweating in their sleep thanks to the ever-increasing budget which is now well into the millions. All involved are praying that the film will be a success, otherwise Kev and his pals have wasted a lot of hard-earned cash. Let's hope the movie and Ocean's conversions go smoothly from now on.

These Boots Were Made For Walken

OSCAR WINNER and star of countless cool movies, Christopher Walken, the man with the scariest eyes in the business, is all set to star in his first interactive movie. He's signed a £4 million contract for the Electronic Arts interactive movie, The Darkening. The first project of its kind to be filmed in the UK, The Darkening has Walken and 50 other actors plus 500 supports filming in Pinewood Studios. The additional programming is being taken care of by EA's Manchester based development facility. Expect an early '96 release for this PC/CD-Rom spectacular, and read the next issue of GamePro for the full rundown!



Virtually Here?

THE JAGUAR VR, the world's first fully immersive virtual reality game system was unveiled at E3. It's being developed by the Atari Corporation in conjunction with the Virtuality Group, the global leader in VR systems. The machine incorporates Virtuality's new VR head-mounted display and optional track joystick.

According to Sam Tramiel, President of Atari, "There is not one consumer VR product that can compete with the Jaguar in

terms of price, performance and quality. The Jaguar VR has been designed with human factors in mind and sets the standard for the industry to follow. We are committed to delivering great experiences and entertainment."

Virtuality Group is developing a number of games for the Jaguar VR. The arcade classic Missile Command is being re-created for the new VR format and will be available by the end of the year. Discussions are well underway

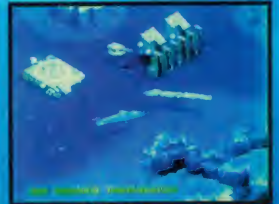
with a number of third-party developers, so by the time the Jaguar VR reaches these shores, there should be plenty of titles to go along with it. A UK price has yet to be determined, but in the US the Jaguar VR has a targeted retail price of \$300.



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Nintendo, Samsung Settle Suit

NINTENDO AND Samsung Electronics have stepped out of the ring and declared a truce in their lawsuits over copyright and trademark violations. Nintendo originally accused Samsung of contributing Rom chips

to counterfeit Donkey Kong Country cartridges. Samsung denied the allegations and retaliated with a countersuit that charged Nintendo with defamation. As part of the settlement, Nintendo acknowledged that

Samsung was not the source of the software used in the pirated games, and Samsung included Nintendo in its screening process, which detects counterfeit software. They seem to be best mates now.

Rave Alert

FLUX IS a unique cartridge for the Sega Mega CD and it's designed to turn your TV screen into an audio/visual experience. From a bank of built-in animated effects, Flux can create zillions of visual images that pulse, colour cycle and animate in time to whatever type of music you decide to play. Flux is being showcased at this year's Glastonbury Festival when it will be used to provide visuals for the giant video screens on the Pyramid stage between

band sets. EXP, the company behind Flux, is also going to simultaneously release Flux Trax – a compilation of 20 techno tunes featuring classics such as Voodoo Ray and Rez – which will be released on vinyl, double cassette and double CD. Both the album and the cartridge will be available to buy in August.



Return Of The Worm



ONE OF the biggest and most eagerly awaited games on display at the recent E3 show was Shiny Entertainment's sequel to Earthworm Jim. Cunningly entitled Earthworm Jim 2, the game will appear on both the SNES and the Mega Drive and will hit the States in October (British release date and publisher still unconfirmed at time of going to press).

The game utilises the new and improved Shiny technique, Animation II. This updated system gives Jim an animated motion picture quality and feel not only in attention to detail, but in fluidity of movement as well. Jim makes his way through an abundance of new levels featuring all your favourite characters from the original game.

To coincide with the release of the sequel, Earthworm Jim is to appear in his own animated series. The first episode will go out on September 9 on the WB Kids Network in the States. Earthworm Jim is also making his way to Great Britain via satellite TV, although a transmission date is yet to be announced.

Shiny Entertainment has big plans for its character. Not only are a series of figures and accessories being made by Playmates Toys, but Jim is also going to have his own comic book, stickers and set of trading cards.

eye witness

Ultra 64 Arrives April '96

NINTENDO ANNOUNCED at E3 that the final chipset for the Ultra 64 has now been completed by Silicon

America and Europe, with a number of revolutionary games, all exclusive to the Ultra 64.

Nintendo will officially unveil the Ultra 64 at its annual Video Game Exhibition on November 24, 25 and 26 in Japan and at the Consumer Electronics

development, we have attained our two main goals for Nintendo Ultra 64: to develop a chipset capable of delivering the world's best video game experience, and to do it at a price that can deliver a hardware set below \$250."

People will have to wait until next year to get their mitts on one of Nintendo's new wonder machines, but the delay will be more than worth it.

Nintendo has decided not to rush the Ultra 64 to give its software developers additional time to get the most out of it.

Without a shadow of a doubt, the Ultra 64 is going to be next year's big thing.



Show on January 5, 1996 in Las Vegas, Nevada. Howard Lincoln, chairman of Nintendo of America is ultra-confident about the future of his machine, "After 19 months of intense

We're All Doomed!

DOOM, ID Software's PC runaround and shoot'em-up spectacular, has been adapted for the SNES. Super NES Doom has been given a September US release date.

The FX2 chip in the SNES has been fully utilised and the 3D graphics and sound effects combine to create a game packed full of non-stop action. Over 22 levels of play the game will feature all the monsters, weapons, bosses and secret rooms that make the PC version so great.

Originally developed by ID Software as low cost shareware in

1993, Doom quickly became one of the most popular shareware titles of all time and one of the best-selling games of the year. SNES owners will now be able to get their trigger fingers as itchy as PC owners did two years ago.



At The Deadline...

Following the tradition established by Electronic Arts, Accolade and Sega, **Interplay** has formed **VR Sports**, a new division that will focus on developing a line of sports games for the Saturn, PlayStation, and PC. Although no titles were available, VR Sports' first wave of releases will include baseball, basketball and hockey titles that make use of 3D, full-motion-video technology.

Continuing Hollywood's move into the video game market, **Digital Domain**, a special-effects and production company formed by director James Cameron (True Lies, Aliens) and special-effects guru Stan Winston, is planning to begin video game development, according to a story by Variety. Specifics aren't available, but the company may base some of its titles on Cameron's movies. Three games for the Saturn, PlayStation, and PC platforms are in the works for Christmas 1996.

Digital Pictures has signed Mike Ditka to star in Quarterback Attack with Mike Ditka, a first-person full-motion-video football game that will be released this autumn on the **Saturn, 3DO** and **PC/CD**. The player will fill in for the injured first-string quarterback, and the former coach of the Chicago Bears will offer advice and his famous brand of criticism from the sidelines.

Continuing the surge of game-industry alliances, Interplay signed on with Sony Entertainment as a PlayStation developer. Versions of Descent, Cyberia, Waterworld and Casper lead off the list of Interplay's planned PlayStation titles. In a separate arrangement, Interplay agreed to publish and distribute the next four products from Parallax Software (the developers of Descent), but no titles were announced.

Maxis also made sure that it didn't miss the Next Generation boat: The developer of the famous SimCity PC games plans to release a Saturn version of SimCity 2000 this autumn. A PlayStation version of A-Train is also in the works, but a release date isn't available.

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NINTENDO® SUPER NINTENDO ENTERTAINMENT SYSTEM™

charts: June

BLOCKBUSTER VIDEO

Super NES Retail Chart

1. Theme Park
2. Judge Dredd
3. Cannon Fodder
4. Wario's Woods
5. Super Punch Out
6. Jungle Book
7. Donkey Kong Country
8. Street Racer
9. Lion King
10. FIFA Soccer

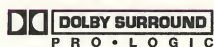
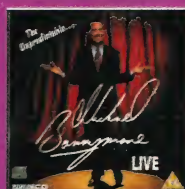
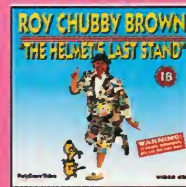
Mega Drive Retail Chart

1. Theme Park
2. Judge Dredd
3. Story Of Thor
4. Road Rash 3
5. Cannon Fodder
6. Sonic 3
7. Jungle Book
8. Lion King
9. Micro Machines 2
10. Sonic & Knuckles

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PolyGram Video



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ProReview

For the hottest and most up-to-date reviews on the planet – look no further!

GamePro has a whopping great pile o' reviews for you this month, each game lovingly played and completed in the swiftest fashion, then scored, slated or generally praised just for your benefit. Every format has been catered for and there's a couple of first time reviews in here too! Enjoy!



Super International Cricket



Silverload



Super Turrican 2



Star Trek: Next Generation



Across The Rhine



Judge Dredd

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A muscular blue character with a large orange worm-like head and a red bucket. The character is shown from the chest up, wearing a blue sleeve with a yellow stripe. The worm head has a white face with a small blue eye and a red mouth. The character is holding a red bucket with a yellow stripe. The background is a colorful, abstract landscape with a rainbow-like gradient.

Earthworm Jim p47

The dirt-eater with attitude worms his way into your lives via two new funky conversions! Check it!



By Tommy Glide

Leaping lizards! Finally – a hot platform adventure for the 3DO. You'll leave monkey country and won't look back once you get ahold of this wild gecko!

Generation Gex

Your Gex-cellent adventure begins when you become Gex the gecko, which is a small type of lizard. You've been sucked into a television world by the evil Rez, who wants to make you his network's mascot. To escape Rez's weird realm, you must collect remote controls throughout the levels, which are based on corny television genres.

Beginning with the multiple levels in the Graveyard World (the bad horror shows level), you journey through the Kung Fu World, Cartoon World, Jungle World, and Rez's nerve centre. After completing all the levels in each world, you face a boss who blocks your access to the next world until you show him what geckos are made of.

Much like Donkey Kong Country, Gex rewards curious

gamers with deep levels if they venture off the beaten path. Each of the multilevel worlds is loaded with out-of-the-way warps that bring you to bonus games and areas with power-ups and extra golden flies. (Collecting 100 golden flies adds another life.) Besides standard speed and invincibility power-ups, Gex can gain the ability to spit fireballs, ice balls, and – step aside, Raiden – even lightning bolts.

Rendered Reptile

Graphically, Gex would easily win a 3DO beauty contest. Elaborately detailed levels with large sprites and great animation make Gex a stunning example of first-class game imagery.

Each world has its own look, complete with its own strange enemies. Unfortunately, unlike Donkey Kong Country, Gex is the only rendered character in these worlds.

Gabbing Gecko

The fantastic sound has a lot to do with US comedian Dana Gould, who wrote the lines and acts as Gex's voice. With crystal-clear quality, Gex delivers hilarious one-liners, though some may be too obscure for young gamers. When Gex jumps on a coffin in the Graveyard World, gamers may hear Gex say, "Pardon me, Mr. Presley." Or, quoting from the film *Poltergeist*, "You moved the headstones but you didn't move the bodies!" There are so many one-liners in the dialogue that you won't hear the same ones repeated often, and they never become annoying.

Solid music and sound effects complement the original dialogue. The music



sets a nice tone for each level, and the enticing effects, like the whip-cracking snap of Gex's tail, earn the game a high-five for overall sound.

Gextra-terrestrial

Gex separates itself from the rest of the jump-n-attack crowd not only with great graphics and sound, but with great play control. True to his lizard lineage, Gex has the ability to climb almost anywhere on the screen!

Noticing which textures Gex can cling to takes time

and can cost lives. But once this frustration passes, you really get into the groove of jumping from wall to wall.

Gexual Healing

Gex will be a big boost for the struggling 3DO system, which boasts only a few outstanding titles to date, and is well worth the time it took to molt into its final form. Gex is destined to become the 3DO equivalent of Sonic or Mario, as this cool little lizard sets high standards for all future 3DO platform-hoppers.

3DO Game Profile

VIROTOP
CRYSTAL DYNAMICS

Gex is one little lizard who really puts the FunFactor back into the platform-action genre. If more games like this were available for the 3DO, more people would own this system.

£45.99
Available now
Action/adventure
1 player
3 save slots

75%



PROTIP: Eat these blue firefly power-ups to spit ice balls, which come in handy putting out the torches that spit fireballs at you!



PROTIP: In the Disco Inferno level, head down when you see this large stack of coffins. Follow the path to end up in a room loaded with power-ups



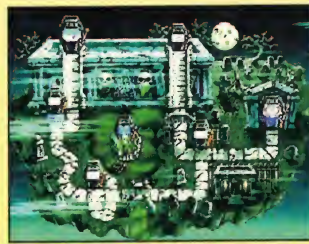
PROTIP: At the beginning of the Disco Inferno level, head down when you see this hole. At the bottom, you'll find a 1-up



PROTIP: Stay in the centre of the screen when battling this boss. Jump low and hit her with your tail when the skulls are over her head. The skulls will drop when she's hit. When they rise again, repeat the process. When she's almost finished, she'll start spitting green stuff. Hit her several times more, and she'll cough up the remote



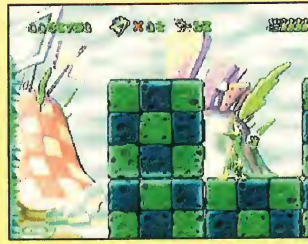
PROTIP: In the first level of Cartoon World, look for the moving block just over Gex's head (see the first screen above). Ride it up, then follow the path of carrots and stars to the exit



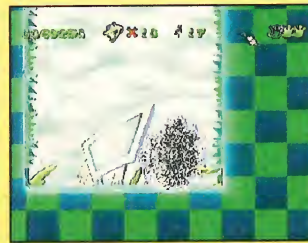
PROTIP: In the Disco Inferno level, once you find the special controller that lets you enter Cartoon World, you must use your last Graveyard controller to reveal the Island in the green pond, where you'll face the boss



PROTIP: Climb on the back walls to avoid some obstacles



PROTIP: Take time breaking these blocks. They'll reveal power-ups and golden files



PROTIP: Gex teases you with hidden areas. You'll find this one in Cartoon World's second level when you walk to the right of the two warps

AND SO IT BEGINS...



Gex eats a metallic transmitter that Rez sent disguised as a fly. The next thing he knows – Pow! He's being sucked into Rez's world!



ProReview

Super NES



PROTIP: Clear paths from the entrance are required for easy access to the rides

PROTIP: Punters can be directed where you like by making the paths into one-way systems



themePARK



PROTIP: All rides must be maintained in order to keep them running at their maximum potential



By Slo Mo

It's finally arrived! The best-selling Theme Park from Bullfrog/Ocean has finally made it to the Super Nintendo. Already a success on virtually any format you'd care to name, Theme Park puts you in full control of your very own, erm, Theme Park.

Imagine being in charge of somewhere like Alton Towers, choosing which rides to buy and where to place them. Then include more mundane

jobs such as hiring entertainers and finding good locations for shops and toilets, add it all together and you've got one of the most addictive games of all time.

The graphics may be cute and cuddly but there's no disguising the cruel realities of the business world.

Building major attractions is the best way to bring the punters through the gates, and if you're successful enough you'll be competing with other Theme Parks right around the world.

Theme Park is easy to play, although I missed the mouse control that is a major plus point of the PC and Amiga versions, but I guess you can't have everything. It is a SNES after all! Close to unmissable.

Super NES Game Profile
THEME PARK
 OCEAN

£44.99
 Available July
 Strategy
 1 player

91%



By Tommy Glide

This originally came out on the Amiga 1200 and surprised a lot of people with just how good it is. Technically it's the follow up to Super Putty but it's far superior to that particular product. The story goes along the lines of a load of Putty People being kidnapped by an evil dictator and held hostage. These little plasticine guys are Missing in Action so the Putty Squad has to go to work to set them free.

Your Putty Squad can mutate and transform into



PROTIP: Starting off as a ball of clay you have to find the next place of putty that's MIA

various shapes to get past the obstacles that litter the platforms, and there is quite a bit of thinking to be done along the way.

Putty Squad is a fine game which is both good-looking and imaginative. It set the Amiga world alight when it was released but that was mainly because the quality of software was declining in that particular market. This certainly isn't the case with the SNES, but Putty Squad is still worth spending your time with.



PROTIP: Transform your putty into a variety of shapes



PUTTY SQUAD



Super NES Game Profile
PUTTY SQUAD
 OCEAN

£44.99
 Available July
 Platform
 1 player
 8 levels

87%

HI-OCTANE™

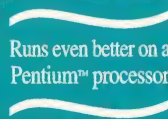


On the bleak streets of the 21st century, trigger-happy racers drive to the death. High Octane™ puts you at wheel of an armour-plated Hov-Car capable of 400+mph. Race through cities, deserts & mountain ranges at ferocious speeds with accessories you could really use in rush hour - like a missile launcher and chain gun. Choose between six⁽⁶⁾ super-charged vehicles, then take on seven⁽⁷⁾ of your friends simultaneously courtesy of Hi-Octane's multiplayer option. For ultra-fast arcade action and senseless violence, there's only one⁽¹⁾ winner.



From **Bullfrog,**
1995 ECTS
Award winners

Developer of the Year • Computer Software Game of the Year • Innovation Award • Game of the Year Germany • Game of the Year France • Most Original New Title



For more information about Hi-Octane, please telephone 01753 546 455, email uk-support@ea.com, or write to Electronic Arts, P.O. Box 335, Slough, Berkshire SL2 3XU • Visit Electronic Arts on the Web at <http://www.ea.com/> • Hi-Octane is a trademark of Bullfrog Productions Ltd. • Bullfrog is a registered trademark of Bullfrog Productions Ltd



Super NES



By Scary Larry

Put 15 of the baddest brawlers in one 32-meg cart, and you have a game that could have been one of the year's best. So what happened?

Hunky Bogards

To begin with, the game's premise is weak. Two brawling brothers known as the Bogards are looking for a fight. They've brought along a bunch of other fighters who are also looking for some



PROTIP: Combo attacks work. Jump in with a kick and follow with a special move

knuckle-dusting. Unfortunately, they didn't bring along the things they most needed: the enhancements from the Neo•Geo version.

The tricky control chalks up another problem on the scorecard, especially for Fatal fanatics familiar with the four-button Neo•Geo layout. You

FATAL FURY SPECIAL



PROTIP: Defend immediately after a blistering combo. The computer comes after you



PROTIP: Use spinning attacks like the Rising Knuckle to knock people out of the air



PROTIP: An alternative to real fighting is to trap opponents in the corner and whale away. Go low after every other hit

can assign buttons, making most moves fairly easy to execute if you're used to rumbling à la Street Fighter.

Augmenting the standard punches and kicks, however, are a series of special moves such as Mai's Dragon Fire and Terry's Rising Knuckle, which



PROTIP: Throw a projectile like Joe's Hurricane, then follow it in and waylay an opponent

are fun to watch but often difficult to do in succession. Be happy if you perform them three times in one round.

Included, too, are secret moves that wipe out your opponent when things look bad for you. These moves, which are activated when you're near death, are the game's cheesy way of evening out things between players of varying skill levels.



PROTIP: Hit small characters like Tung Fu Rue low

Small, Dark, And Fur(ry)

The graphics leave you hungry. Small sprites and missing frames of animation really play down the SNES's graphical capabilities.



PROTIP: You can do your special move only when your life bar is flashing red. Practice during a two-player game with the other player standing still

The backgrounds aren't as special as they were in Fatal Fury 2, and the whole game gives you a disappointing

sense of "seen it, fought it."

The annoying background/foreground jumping that made it hard to follow the action in the original FFS was also left in.

The sounds jam a little harder than the sights, but not by much. The hard-driving Fatal Fury music is here once again, and the game's generous voice and sound effects sufficiently pump up your fighting spirit.

The Late Show

Perhaps the biggest problem with Fatal Fury Special is that the game took so long to come out. Newer, more sophisticated fighters are already on their way, overshadowing anything Special about this game. Fury fans will want to own this, but only for sentimental reasons.

Super NES Game Profile FATAL FURY SPECIAL TAKARA

The Bogards are back, and they've brought some special fighting friends with them. This butt-kicking bonanza loses a little something in the translation from the Neo•Geo, though.

Import £ TBA
Available now
Fighting
2 players

71%

OUT!



[NOW]

"Very playable and addictive - an ace conversion of a classic sport to the Megadrive." Mean Machines

Brian Lara, the highest scoring batsman in Test history has joined the Sportsmaster team for this superb box-busting cricket simulation.

For the first time, square drives, on drives and cover drives are all on the Megadrive.

Up to 4 of you can play, selecting the team and adopting different tactics as well as having complete control of all your players



Sportsmaster
NUMBER ONE PLAYERS

Brian Lara
CRICKET
BEST BATSMAN IN THE WORLD

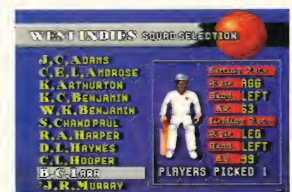
SAVE FEATURE
NVR
BATTERY BACK-UP

Licensed by Sega Enterprises Ltd. for play on the SEGA MEGA DRIVE SYSTEM

on the field. You can even save the game using the battery back-up.

Bouncers, yorkers, googlies - everything except ball-tampering is right here, accurately reproduced in real-time 3D panoramic perspective!

You'll need judgement, cunning and fingers like lightning - are you up to the ultimate test?



Codemasters

ProReview

Super NES



PROTIP: Press the 'start' button on your joypad and you'll be shown the enemies and chests

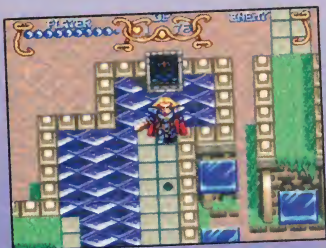
ILLUSION of TIME



By Slo Mo

Beat'em-ups, shoot'em-ups, platformers and racing games go practically hand in hand with the Super NES, but adventures and RPGs have always had a hard time appealing to the majority.

The Adventures of Zelda is the only game of this type that SNES owners have taken a strong liking to, and Illusion of Time is very much in the same vein. The story concerns a boy's search for his father and



PROTIP: There are various 'save' points dotted around the world. Use them regularly and the guardian inside will replenish your energy

his mission to gather together a collection of mystic statues.

The cutesy Japanese graphics are nice in places, but fairly bog-standard, and although the sound is annoying, you can just about put up with it.

The gameplay though is spot-on and the story flows well. Illusion of Time is surprisingly addictive, despite the fact it's aimed at the more methodical gamer.



PROTIP: There isn't a map option in the game, so it's a good idea to keep a pen and a piece of paper nearby to stop you getting lost



PROTIP: The enemies all have their own distinct attack patterns. Learn them and you'll save yourself a lot of energy

Super NES Game Profile
ILLUSION OF TIME
NINTENDO

£44.99
Available now
Adventure/RPG
1 player

84%



PROTIP: When bowling, make sure you time your run well. Too many no-balls will give the opposition the advantage

Super INTERNATIONAL™ C R I C K E T

By Tommy Glide



Released just in time for England's test series against the formidable West Indies, this is the first cricket game to appear on the Super NES. So, while you watch us getting thrashed on TV, you can take revenge via your trusty console!

You take control of one of the world's top eight teams, choosing from such class-acts as Australia, Pakistan and the West Indies. You can then decide to play a one-day international or a full-blown test match, although to begin with it's best to stick with the shorter and generally more exciting limited-over thrash.

The digitised cricketers give Super International Cricket a realistic feel, but the in-game music is a fairly annoying variation on the steel drum tunes of the West Indies. And what's worse, this can't be

turned off or down, unless you want to lose the sound effects as well!

The gameplay, which is surely the most important factor of any product, is fairly good. It's quite difficult to bowl someone out and it's generally a case of where you pitch you ball rather than any actual technique of bowling that will provide you with the majority of your wickets.

Cricket can sometimes be notoriously boring, and for the casual admirer of the sport this game might not appeal too strongly. However, true cricket fans will no doubt love it. Nintendo could well have a success on its hands.

PROTIP: Mix up the bowlers. Fast bowlers are good, but a spinner can provide great results



PROTIP: Keep an eye on how your opponent is playing and make sure you adjust your fielding positions accordingly

Super NES Game Profile
SUPER INTERNATIONAL CRICKET
NINTENDO

£49.99
Available now
Sports Sim
1-4 players

80%

ProReview

Super NES



By Scary Larry

Hagane (ha-gah-nay) is a good-looking, average-playing game that will remind players of the good old days of yore. Newcomers who have been recently dazzled by better games will want more from Hagane.

He Shoots, He Soars!

Hagane is a postapocalyptic fighter with a variety of weapons on hand. He shoots darts, throws bombs, and tosses a grappling hook, to name a few. As he travels through several nicely illustrated levels, he fights off all creatures great and small, which can be anything from



PRO TIP: Whenever falling, press Down on the Joypad so that your flaming foot can destroy any enemies below you

morphing slime men to samurai robots with attitude. Most enemies, however, are more your garden-variety leaping ninja types.

Hagane's war chest of awkward special moves sets it apart from other side scrollers. Not just any ordinary run-n-jumper, Hagane can also leap

The backgrounds are all impressive as well, but they follow the usual postapocalyptic, industrial complex theme.

The sounds aren't as stunning as the graphics. The eerie but unimpressive music is techno Japanese rock at its most mundane.

Dismal grunts and groans round out the soundtrack.

Performing Hagane's moves is simple. The effective controls are intuitive and easy



PRO TIP: You must destroy this boss while avoiding the two samurai on the right and left of the screen. Use your flip attack

Donkey Kong won't have to give up his bananas just yet, but Hagane is certainly worth renting for a few nights.

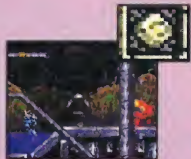
HAGANE

Weapon Management



Grappling Hook

Although listed as a weapon, it works better as a climbing tool. Don't waste time or precious energy fighting enemies with it



Grenades

Grenades are useful, but they have a slight distance problem. They sometimes arc over an enemy that's flying or moving toward you



Darts

Darts are the best weapons for long-distance enemies. Some enemies will stand and wait to be hit just offscreen. Use the darts to knock out flying enemies as well



Sword

The sword, your standard weapon, is in limitless supply. It's good for short-range fighting and blasting through walls and obstacles

Super NES Game Profile

HAGANE
HUDSON SOFT

A throwback to older games like *Contra III* and *Ninja Gaiden*, Hagane will be old hat to the experienced. This is for nostalgic gamers who want more action and less fighting.

£49.99
Out now
Action/Adventure
1 player
9 levels

87%

down on an opponent's head with a fiery foot flash, hang from the ceiling, bounce into walls (à la Super Metroid), and slide away from danger. And those are just a few of his special moves.

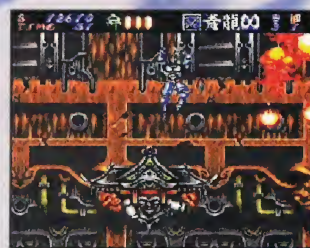
Here Today, Hagane Tomorrow

The graphics look cool and there are loads of amazingly large enemies, but in the end, their imaginative flair is overshadowed by repetition.

to master. Some stages require lightning-fast reflexes, but the controls respond instantly.

Hagane with The Wind?

In a feeble 16-bit market, Hagane will appeal to gamers looking for old-fashioned gaming. By no means a classic run-n-jumper, Hagane holds its own with classic side scrollers like *Batman Returns* and *Run Saber* (which have somewhat similar gameplay).



PRO TIP: You can bounce off large enemies for added height during a jump. This is crucial in Stage 1-4 when you have to leap across large chasms in a tight time frame

Saturn



Choose your character, study their interests and blood type, and away you go!



By Tommy Glide

Sega's flagship fighting simulator has finally made the long hazardous journey out of the arcades right into your living room – and it looks great! Virtua Fighter took the coin-op world by storm when it debuted in its original free-standing form. Eager audiences began cramming coins in slots like possessed polygon junkies and Sega laughed all the way to the bank. Now Sega is ready to

reap the profits once again as we gamers get the chance to purchase our very own copy of Virtua Fighter – along with a Saturn of course!

Polygon Pagga

The home conversion is equally as visual as the original, and includes all the selectable characters plus, if you're good enough, the chance to play against the metallic monster that is Durell.

You have the regular Arcade or Versus modes to choose from and all the usual difficulty settings, including variable life gauges, time limits, match point selection and that all-important continue option.

Each character has their own standard attack methods, but play around with different pad configurations and you'll be pleasantly surprised at what these fighters are capable of.



Virtua

Saturn Game Profile
VIRTUA FIGHTER
SEGA

Impressive, playable, visual and arcade-perfect in every way. Sega has done us proud and this game just strengthens the Saturn's position against the PlayStation.

ETBA
Available now
Beat 'Em Up
1-2 player
7 Selectable Fighters

93%

Hidden moves and secret combos are in here by the bucketload. Some may prove harder than others to pull off, but as they say, practice makes perfect!

Virtua bruises

After each successful bout you'll be treated to an action

replay of the final attack of the match. The earlier import versions had the habit of 'losing' parts of the fighters whilst in replay mode, but Sega has ironed out all these little imperfections so that the European audience won't have to worry about the odd glitch and slowdown.



PRESS START BUTTON



Wax on, wax off! The young and agile Pai displays her Karate Kid training moves

PROTIP: Playing against the computer will prove more difficult than you originally think



Kage the rubber-limbed ninja backflips away from an angry looking, pony tailed Bruce Gobbelaar



PROTIP: Don't throw stones in glasshouses, or alternatively, don't move in too close or you'll be punished

Fighter



Mmm, as you can see from this screen shot, Pai and Akira are all ready to start the fighting. Right, away you go!



PROTIP: By tapping forwards twice in quick succession, your character will display new moves



PROTIP: Work on your technique before steaming in with your legs and fists akimbo. Tactics is the name of the game. Well, actually, it's Virtua Fighter

It plays exactly the same as the arcade version, you've got plenty of fighters and manoeuvres to choose from, it looks like a dream and it simply must be at the top of your Saturn list. Don't be expecting fireballs and fancy weapons though, this is a straight up fighting

game where your only chance of winning depends upon your own fighting technique, the simple but effective moves at your disposal, and of course your will to win. They don't come much better than this.

ProReview

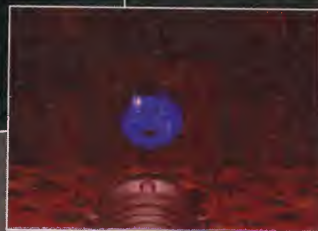
PC



By Slo Mo

It seems as though you gamers out there just can't get enough of Doom. The latest product to hit the streets is Ultimate Doom, which brings you nine more levels of satanic killing deep in the underworld. These levels have never been seen before, and at £30 they represent something you're either going to love or hate.

If you desperately need some more Doom levels (and these are stand-alone Doom 1 levels, they are not add-ons), then you'll be well away with what's on offer here. On the other hand, if you really can't see the point of spending all



PROTIP: Hammer around and shoot at everything that moves

that money on more of the same, it's understandable that you may begin to think the product is being milked just a little too much.

But, whatever your opinion on the subject, it's obvious that there is a market out there for this sort of thing and people will undoubtedly snap it up by the bucketload.

The whole PC games world continues to revolve around Doom, with endless spin-offs and clones appearing virtually every week. Maybe it's time for a change?

ULTIMATE DOOM



PROTIP: The bigger they come, the harder they fall. Go on my son, give this wobbler a taste of lead



PROTIP: Make good use of the map facility. It's simple to use and you never know just what's lurking round the corner

PC Game Profile
ULTIMATE DOOM
ID SOFTWARE

£30
Available now
Arcade
1-8 player
9 levels

80%



Paris founded: 3980 BC.



PROTIP: Save extra hassle by spending time learning the menu systems

Sid Meier's CIVILIZATION



By Air Hendrix

Another PC game that has been about for ages in various rehashed formats is Sid Meier's Civilization, and anybody who's into strategy games and has either a PC or an Amiga will no doubt have come across this classic before now.

Basically you have to take control of a fledgling civilization at its most primitive stage and help it evolve to a point where it is ready for space travel. As you might imagine, that's a pretty difficult task! The gameplay has been improved from the original, with the aid of a few little tweaks to make the game more user-friendly. But, other than that, there are no problems recognising it!

PROTIP: Watch out for sneak attacks from those evil and smelly barbarians

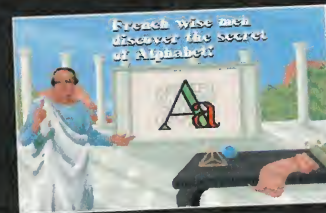


Fine game though it is, the one-player only nature of Civilization has always annoyed people - imagine taking on tribes which are controlled by your mates. That'd be good wouldn't it?

Well, if you have access to a network of up to eight PCs, this is now possible.

You may be thinking that this is of little or no use, but if you take a look around, chances are that such a facility will be available at your school, college or workplace.

PROTIP: Make sure you take note of all the important events that are happening around you



PC Game Profile
CIVILIZATION NETWORK EDITION
MICROPROSE

£ TBA
Available now
Strategy
1-8 player

85%

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By Slo Mo

Supreme Warrior is kung fu fighting its way through any system that can spin a disc – 3DO, Sega CD, 32X CD, and eventually the PC CD. The game, however, is exactly the same no matter what the format, which means you can expect a feast of first-person fighting that's fierce – maybe too fierce.

Kung Fu with Clarity

The story line is classic kung fu movie stuff. You're a kung fu rookie out to fight three villainous gods, their six bodyguards, and their master, the

SUPREME WARRIOR 英雄



PROTIP: Go after Floe God first. He's the weakest



PROTIP: Try not to kick when your opponent's too close. If you do you will lose valuable Attack Chl power

32X CD Game Profile
SUPREME WARRIOR
DIGITAL PICTURES

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Fighting
1 player
4 locations

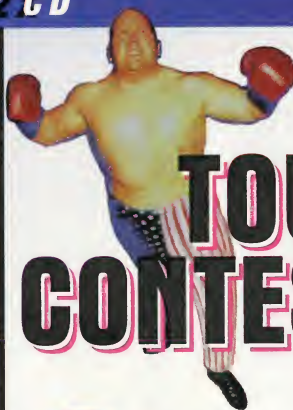
83%

ProReview

32X CD



PROTIP: If you score a hit, a video sequence will occur just before your successful attack. Memorise it. The opening is always there



TOUGHMAN CONTEST

Contest, or set up an eight player tournament.

Graphically, Toughman 32X picks up where the Mega Drive version left off. All the characters look pretty much the same, but the backdrops have been completely redone –

perhaps to their detriment. Unfortunately, most of the crazy background anims, such as feeding your



By Tommy Glide

Toughman is the same great game on the 32X that it is on the Mega Drive. Only a few enhancements separate them.

Tough Stuff

Maintaining the same amount of memory as the Mega Drive cart, Toughman 32X doesn't add much, and with identical gameplay, don't expect any new characters or power punches. As one of 24 challengers, Toughman players can square up to each other, enter the Toughman



The 32X gives you one clean and mean Bean

opponent to the lions, have been cut out. While new beautifully detailed backgrounds give the 32X game a much richer appearance, it's questionable whether it was worth sacrificing the humour.

The sound also improves noticeably over its 16-bit predecessor's. While it's just a little more crisp overall, only gamers with a surround-sound system will appreciate the added surround-sound feature.

Toughman Deluxe

If you own a 32X, you'll probably want this version over the Mega Drive version. They sell for the same price, so why not? Still, Mega Drive owners who don't have a 32X aren't missing much.



PROTIP: When your opponent is down, rapidly press the buttons and rotate the directional pad to gain energy



PROTIP: Land a hook, and you can get in two more with the same hand

32X CD Game Profile
TOUGHMAN CONTEST
ACCLAIM

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Boxing
2 player
24 challengers

80%



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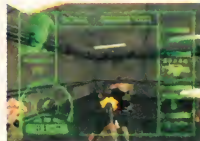
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PC/CD-Rom



By The Axe Grinder

Set in the early nineteenth century, Silverload is an adventure that comes across like a spaghetti western that's been cross-bred with The Evil Dead. You play the part of a drifter who bumps into a terrified group of settlers too afraid to move their wagons into the town of Silverload.

The town has a history which is not for the faint of heart. When the original settlers came to Silverload they discovered that the land was rich with silver. They



We've heard of touching wood, but this is absolutely ridiculous

murdered and raped the Indians who had made their home on the land, but the Indians who survived placed a curse upon the new residents, turning them into werewolves and making them unable to touch the precious silver.

SILVERLOAD

You are hired to go into the mysterious town and find out what has happened.

In return you are promised a new horse and saddle – handy things to have when living in the early 1800's.

Silverload is a gorgeous and downright spooky adventure that is packed with graphics that will both delight and scare you half to death. There are some particularly gruesome bits that will churn your stomach and you definitely won't want to play it after eating your tea!

The game has a distinct dark graphic novel feel to it and at times looks similar to Dave Gibbons' classic, critically acclaimed Watchmen.

You point 'n' click your way around using a series of icons, but the game doesn't have that interactivity you get with graphic adventures such as Full Throttle and the classic Monkey Island series.



PROTIP: When the hand icon appears it can turn into a Give or Take graphic. This should give you a clue



PROTIP: Whatever you do, don't ever dress like this man or you'll be asked to play in a dodgy Heavy Metal band



Attractive people don't seem to want to live in the town of Silverload



Silverload's SIGNOS concept is a nice idea, but for some reason doesn't quite pay off. Despite this, dedicated adventurers and gamers looking for a gore-fest might still fancy a bit of a dabble.

PROTIP: Be careful and take your time. That is, unless you want to end up like this unfortunate pair!



PC/CD-Rom Game Profile

SILVERLOAD
MILLENNIUM

Silverload is without doubt a great idea and a superb horror display. However, gamer's attention spans may wane after a while, especially if they have problems getting to grips with the control method.

£39.99
Available now
Adventure
1 player

75%

COMPETITION

Hungry like a wolf?

In conjunction with Millennium and Burton's Biscuits, GamePro has devised a rather tasty competition for you to enter. Simply answer a couple of questions correctly and you're in with a great chance of winning some top-notch software and a free feed. If you're one of the 10 winners you'll receive a copy of Silverload, Millennium's scary PC/CD-Rom adventure packed full of mystery, intrigue and a pack of ravenous werewolves, and a signed CD copy of the

game's title track. Winners will also receive 12 packs of Wagon Wheels courtesy of Burton Biscuits. Each pack contains six individually wrapped Wagon Wheels of the toffee variety, so you'll have 72 of these wonderful chocolate treats to scoff at your leisure. What are you waiting for? Answer the questions opposite and fill in the form now.

Send the coupon to Silverload Compo, GamePro, Media House, Adlington Park, Macclesfield, SK10 4NP by August 20.

The Questions

Q1) When were Wagon Wheels first introduced into the UK?

- a) 1950's
- b) 1960's
- c) 1970's

Q2) What does SIGNOS stand for?

- a) Scripted Interactive Graphic Novel Operating System
- b) Snail Inside Greenhouse Never Opens Sideboard
- c) Scary Iceberg Goes Near Orange Submarine

Name: _____
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Mega Drive



By Tommy Glide

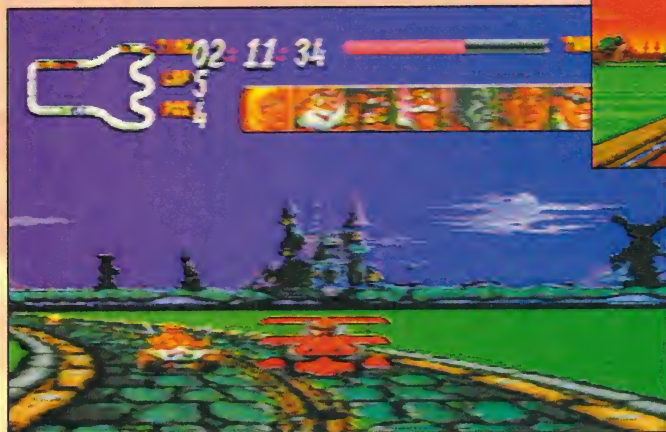
Since the dawn of time there's been a strong affinity between gamers and their race games. Ultimately these titles always work better when you're playing against a human opponent rather than a highly predictable computer chip, but what the hell?

Street Racer, created by Vivid Image, was a huge success on the SNES and now it's happily been converted to the Mega Drive. Reminiscent and subliminally inspired by the cartoon "Wacky Races", it's the first ever four-player split-screen simultaneous racing game to appear on Sega's 16-bit console.

If you're popular enough to have three friends who fancy a bit of a race around then Street Racer could be the game that fulfills all your multi-player fantasies.

Street Racer features full textured tracks giving the game that "mode 7" feel, and the rest of the graphics are mightily impressive too.

Particularly worthy of mention are the excellent backgrounds and the



animation of the characters.

The tunes are varied according to which track you're racing on, and while some are pretty good, there are others where you might prefer to have the volume turned down.

There are various modes of play, including a game of football which you can get involved in while still in your car, and a special fighting mode called Rumble where you have to brutally eliminate

STREET RACER



PROTIP: Turbos are very important. Try to save them for the latter stages of the race



PROTIP: Don't worry about getting a good start because you'll soon catch the pack up



PROTIP: Each character has got strengths and weaknesses, so choose your racer carefully

PROTIP: Special moves are hard to perform with a three-button joystick. Get yourself a six-button pad for success

all your opponents from a circular arena.

Street Racer is a title that the 16-bit market is desperately in need of, but there are a few niggles that might put gamers off, one being the all-important control system. While thundering around the various tracks you don't get a good feeling of speed, and

horror of horrors, at certain points within the game you don't seem to be in full control of your vehicle.

The attack moves are quite hard to perform with a three-button joystick, so you might want to invest in a six-button effort to get the best out of it.

If multi-player games are what turn you on then Street Racer fits the bill perfectly. It's a graphically splendid racer that's guaranteed to last you a lengthy amount of time. However, be warned, it's by no means a classic.

Mega Drive Game Profile

STREET RACER

UBI SOFT

Street Racer is a quality multi-player race game with top-notch graphics. Unfortunately it's let down slightly by a dodgy control system.

£44.99
Available now
Racing
1-4 player

82%



PROTIP: The Rumble is a tricky affair. Timing is of the essence, so it pays dividends to stay out of trouble for the first couple of laps and only go in for the kill when you're completely ready

ProReview

Mega Drive



By Tommy Glide

You can tell it's summer when lots of untalented people mooch down to the local park, rackets in hand, ready to play a few sets of tennis. Another sure sign is the arrival of a multitude of tennis games on the various formats.

Codemasters had a huge success last year with their Pete Sampras license for the Mega Drive, and in true John Madden style it's gone and spawned a sequel.

Sampras '96 is a vastly improved product featuring enough new features to make it attractive to people who bought it last year and even people who just aren't that keen on tennis.

New Balls Please

Not only have the graphics been overhauled but there are now seriously improved sound effects too. These include additional crowd noise and more natural-sounding speech samples.

Extra animation frames have been added to the players so they can now play more shots, throw their rackets to the ground in a temper tantrum, turn around instead of running backwards like in the original, and pull off more spectacular dives than ever before.

Add all this to the mix of male and female characters



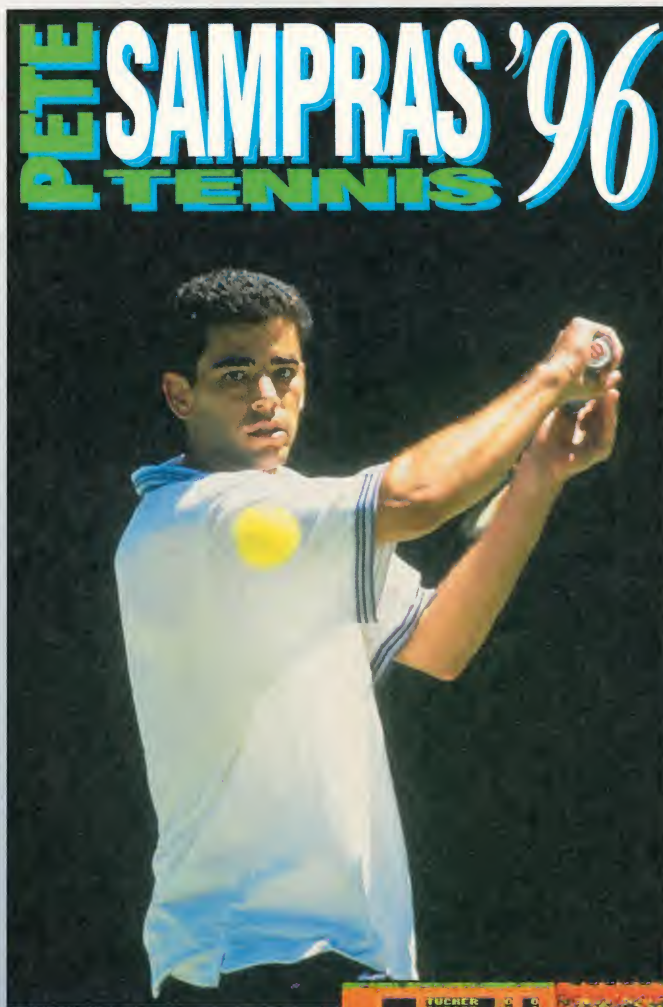
PROTIP: For heaven's sake stay away from the British players and choose Sampras



PROTIP: Extra power can be put on the service by pushing in the right direction



PROTIP: Hit to the female character in a doubles match as their return is never as strong as the man's. This gives you more chance to reach the ball before making a fool of yourself



PROTIP: Service timing is one of the most important aspects of the game. Give it some serious practice

you can control (including Mr Sampras himself), the varying tournaments on offer and a horde of hidden features, and Sampras '96 looks like a worthy successor to what is without doubt the best Mega Drive tennis game to date.

Thirty - Love

Codemasters have also thoughtfully supplied their patented J-Cart system once again. This is where the cartridge contains an extra couple of joypad ports so up to four people can play the game at once. This cuts out the expense of buying a four-way adaptor and means you can have a lot more multi-player fun than normal!

Pete Sampras '96 is a nicely enhanced product which takes the original, irons out most of the flaws and adds a couple of nice new touches of its own.

Mega Drive Game Profile **PETE SAMPRAS '96** CODEMASTERS

Pete Sampras '96 beats the current champ of tennis games on the Mega Drive by a long way, and as that's the original Pete Sampras, Codemasters will be well pleased.

£35.99
Available Early July
Sports Sim
1-4 player

91%

ProReview

Super NES



By Atomic Dawg

It's rumble-in-the-jungle time! For 40 years the Phantom has cleansed Africa of crime in newspaper comics. Now he arrives to save the day for action-hungry SNES players.

The Ghost That Walks

Phantom 2040 is based on the TV cartoon, which is based on the classic cartoon strip. The Phantom here is 24th in a century-long lineage of jungle crime fighters.

He stars in a rip-roaring action/adventure game that pumps the best elements of the genre: fast-moving, side-view, beat'em-up action; multiple selectable weapons; and hordes of enemies. The battle takes place in futuristic Metropia City, which sits atop



PROTIP: The Inductance Rope enables you to reach the unreachable. Learn to swing and jump from the walls

Super NES Game Profile
PHANTOM 2040
VIACOM NEW MEDIA

Hardcore adventure gamers will find that Phantom is for real! Average players, however, may take until 2040 to complete the maze-like levels.

\$49.99
Import
Action/Adventure
1 player
7 levels

84%



PROTIP: Vehicles protect you from everything, but an attack from directly overhead

PROTIP: Check the upper areas of the screen for 1-ups and other heavy-duty power-ups

PHANTOM

2 0 4 0

the Phantom's legendary Ghost Jungle.

Jungle Fever

The challenge is a real finger breaker, not suitable for low-attention-span intermediate players. Adversaries attack on the ground and from the air with weapons that track you as you move. They make each level a murderous maze, while



PROTIP: Conserve weapon energy by battering Blots with punches and kicks. Low kicks are safe and deadly

the mind-melting search for exits can make you freak. Moreover, you can pursue multiple pathways through the game to uncover 20 endings!

The brain-scorching challenge requires that the



Rebecca Madison is evil -- extremely evil

controls be excellent, and they are. The P-man adroitly busts punches, kicks (jumping and crouching), a running dash, and slick somersaults. He also fights with either hand, which you arm from a high-tech arsenal that holds 36



PROTIP: Use the Inductance Rope to carry out an elevated-attack strategy against the bosses

Phantom Moves!



Rope swing



Somersault



Jump kick



Rope attack



Dash

limited-ammo weapons – if you find them.

The control highlight is the sweet Inductance Rope. It sticks with precision to any surface, so you can develop impressive skill at scaling walls or swinging along overhead structures (à la Spider-Man).



PROTIP: Once you complete an area, return there later. You may find newly opened areas with power-ups or 1-ups

Phantom Pix

The graphics are a blast. The cool visual look is straight from the TV 'toon, featuring sharp, sinewy character sprites and weird backgrounds. The cart also flashes slick cinematic

transitions between levels.

Phantom's easy on the ears too. The sound is skimpy on the effects, but the tunes rock steady with variety and flair.

Phantom 2040 is a superbly crafted action/adventure that will grace anyone's games collection. As the Phantom says, "Someone has to care!", and Viacom apparently does.

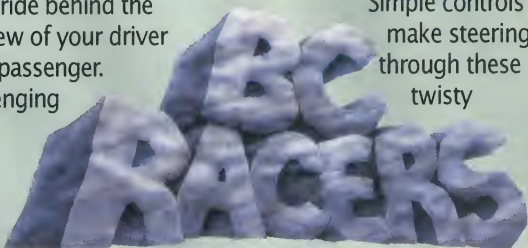


By Tommy Glide

Put the thrilling motorcycle racing of Road Rash in to a comical Flintstones-like Stone Age environment, and you get BC Racers – a goofy but enjoyable racing game.

Meet the Racers

In this wild prehistoric realm, you choose from six teams of racers, then ride behind the bike for a view of your driver and sidecar passenger. On 32 challenging tracks, you must race while using your sidecar



PRO TIP: When you make a big jump, navigate the track while you're airborne, or you'll land offcourse

character to attack others and defend your bike. To continue to the next race, you can't finish last or wreck your bike.

Detailed sprites and colourful backgrounds lend character to this game, which looks much crisper than the Sega CD version. The graphics, however, take an evolutionary step backward when the racing begins and the scrolling becomes choppy. Some slowdown plagues the simultaneous two-player split-screen races.

The decent music captures the game's funky flavour. But

32X CD Game Profile
BC RACERS
US GOLD

£39.99
Available July
Racing/Combat
2 players
32 tracks

77%

ProReview

32X CD

the sparse sound effects and shallow-sounding screech of your tyres taking a corner leave you craving better racing audio.

Bedrock Bombers

Simple controls make steering through these twisty

tracks relatively easy, but you hardly have time to use your attacks. Three skill levels let you select the difficulty. Normal and Harder modes plant crazy obstacles in the tracks, like pop-up coffins on the graveyard course.



PRO TIP: Drive through the row of meat at the side of the track by the starting lines to restore your bike's health



PRO TIP: To make tighter turns, ease off the accelerator just before you enter corners

BC Racer's numerous tracks, humorous attacks and simultaneous two-player action will appeal to those looking for a lighthearted challenge. Serious racers should steer clear.



By Captain Squideo

The strong elements of Fahrenheit on the Sega CD get even better on the 32X CD. Topnotch graphics and sounds make it one hot game.

Hot Stuff

The 32X CD's gameplay is identical to the Sega CD's. You're a firefighter battling blazes in a house, hotel and university. You walk through each setting from a first



PRO TIP: The valve on the right turns off the gas leading to this burning stove in the kitchen

Burning Down The House

This kind of gradual gameplay isn't for everyone. If you want lots of thumb-blistering control options, fan your flames elsewhere because this game is mostly limited to simple taps on the directional pad. Too bad

FAHRENHEIT

person perspective, making quick decisions about which doors to open. All the while, your air tanks are depleting, adding extra tension to your searches. The action's not fast, but it builds steadily.

The graphics are similar to what you'd see in a big-budget



PRO TIP: When you're asked to test bedroom doors, say yes, or the results could be explosive



PRO TIP: Inside the house, press Button A to remove this explosive lamp from the don

Hollywood flick: Lots of orange flames and weepy family members. As you'd expect, everything's more sharp and clear on the 32X CD, making your smoky search easier.

The sounds also cook. Fire crackles in the background, voices radio in, and audio clues drift through the air. All that's missing is memorable music.

you don't get to aim any hoses to douse the fires.

You do have to think your way out of tight jams, though. Those jams grow more intense on the Hard setting, where you have more decisions to make. It's that strategy, coupled with the ferociously hot visuals and sounds, that burns Fahrenheit deep into your memory.

32X CD Game Profile
FAHRENHEIT
SEGA

£39.99
Available TBA
Strategy
1 player
3 levels

83%



By Scary Larry

Two very sore thumbs up for this awesome shooter! Chaos Control is a looker, a fun way to waste some time. As far as depth and challenge, though, it doesn't deliver the chaos that it should.



PROTIP: Your guns overheat, so go easy. There's a lot of dead time between battles



PROTIP: If you shoot an enemy and they explode, continue to shoot through the explosion. Another enemy's usually following closely behind

Ground Control To Major Tom

You play as Lt. Jessica Darkheel, whose father commands Earth's outer-space forces. Word arrives that Keshron aliens intercepted an old spacecraft, and they mean to sweep into a futuristic Manhattan and lay waste to its pristine grandeur on their way to world dominance.

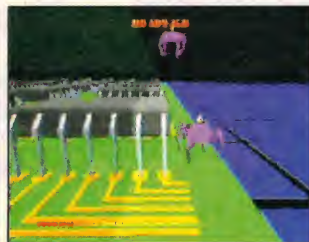
Piloting a sharp-shooting



craft, your basic duty is to blow the bolts out of anything that flies. Unfortunately, almost everything flies (usually right into your face): You encounter dazzling alien ships, robots, insects, and more.

But don't expect to be dazzled by the variety of weaponry aboard. All you have is your basic shot with no power-ups or extra weapons.

Simplistic control is the biggest problem with Chaos Control. Not only do you have just one weapon, but your



PROTIP: In the computer-chip level, blast anything purple



PROTIP: The second boss's weak spot is the middle ball

ship flies like it's on a rail. You don't control the dizzying turns and death-defying drops, you merely point and shoot. The inability to steer your ship is especially frustrating when you face hard-to-target enemies who elude you even when you think they're dead in your sights.

Cool Chaos

The visuals steal the show. The graphics are 3D-rendered polygons with



PROTIP: In the third level, watch out for claws that suddenly thrust through the ground

shooting and dodging, any intermediate gamer should master the levels. Although control problems take this shooter down a notch, if you can live with the game's uncontrollable chaos, then you'll love Chaos Control.

fantastic backgrounds like a pockmarked, mist-shrouded Manhattan and a computer-chip landscape. Despite a ton of onscreen action, the game shows no sign of slowdown.

The sound effects are not as spectacular. Basic shots and



PROTIP: This first boss is a pushover. Simply blast at his head until he's done for

subdued explosions constitute most of the sonic repertoire. Some voice during the game and lots of voice during the cinematics make up the rest.

Controlled Chaos

Chaos Control's thumb-busting gameplay will endear itself to shooting fans, and its lively graphics will draw in casual gamers. Because the bosses are downed by simple



PROTIP: Strafe the screen whenever you see a line of enemies quickly approaching



CD-i Game Profile CHAOS CONTROL PHILLIPS

Chaos Control is a beautiful, wild ride through well-crafted, amazingly detailed backgrounds. But restrictive controls and a limited armoury take the zip out of your ship.

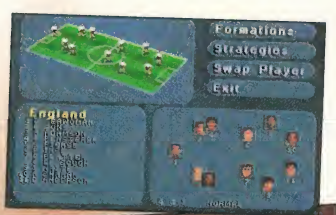
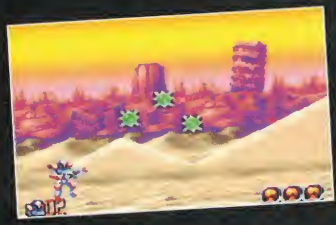
£ TBA
Available now
Action/adventure
1 player

78%

ProReview

Super NES

PC/CD-Rom



SUPER TURRICAN 2



By Slo Mo

Ocean's third SNES release of the month is a right stormer. Turrican has always been an arcade favourite and this sequel does nothing to ruin its reputation. Super Turrican 2 is one of the best shoot'em-ups to appear on the SNES in a long while.

PROTIP: Your grappling hook can be used to help you make the more difficult jumps out there



Changing Views

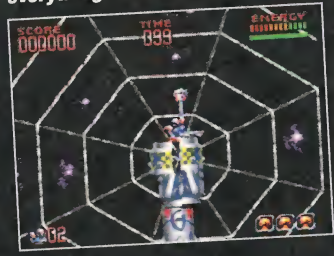
It all starts off simply enough with the screen scrolling vertically and your character moving from left to right, but this perspective changes as you progress through the levels.

Super Turrican 2 is absolute blasting mayhem from the second you press

the Start button. As you'd expect there are plenty of power-ups to aid your progress, and you'll find several devastating weapons just waiting to be picked up and used against the enemies you come across on your travels.

Highly recommended.

PROTIP: Be ready for a change of scenery and dodge everything on this section



PROTIP: It's all change again. Decent weapons have to be collected before this bit



PROTIP: Make sure you stand on a section of the hill that allows you to hit the enemy



Super NES Game Profile
SUPER TURRICAN 2
OCEAN

£35.99
Available now
Shoot'em-up
Numerous levels
1 player

87%



PROTIP: The goalies are good so try and get after-touch on your shots



By Tommy Glide

Decent footy games on the PC are few and far between. Gremlin have Actua Soccer on the go (see page 86) which looks like it will do the business, but for now things are a little more limited. Well, that's the position at the moment, but



STRIKER '95

Striker '95 on CD-Rom should go some way towards helping PC owners get their fix during the close-season. And, with in-match commentary from Sky's very own Andy Gray, you'll be able to scream "fantastic header!" with the best of them.

players (David Seawoman) and teams (Aston Frilla), detract from a superb game engine, but despite this, Striker '95 is what the PC has needed for a long time. In fact it's so good you can throw your FIFA Soccer away right now!

PROTIP: A slight tap is all that's needed to kick off



Naff Names

The game plays and moves really well, and sounds really good, especially with Andy interjecting choice pieces of wisdom like, "Oh, this keeper's having a blinder". Occasionally it all goes horribly wrong and he'll say, "That's a good cross into the box", when you have in fact leathered the ball up the field, but this is forgivable.

The ridiculously made-up

PC/CD-Rom Game Profile
STRIKER
TIME WARNER

£29.99
Available now
Sports sim
1-2 player

82%

Neo•Geo



By Major Mike

Less may be more, but fans of the long-running Fatal Fury series may be disappointed by this version's toned-down lineup. Fatal Fury Special had 16 combatants, but Fatal Fury 3 trims the lineup to 10. It keeps five familiar faces (Terry, Andy, Joe, Mai and Geese), however, and creates an equal number of new ones.

Three Lines Of Play

Where the other FF games had two lines of play (fore and background), FF 3 has front, middle, and back action (see sidebar)! This setup gives you a way to avoid projectiles and circle around an opponent. You can also use it in conjunction with combo moves. However, this system can be problematic with multibutton moves (Mai's Fun Flash Flamenco) because it can produce unintended results like jumping the line instead of doing the move.

Another addition is the fighting-level system that ranks you after each fight. The faster



Chart your progress across Southtown



THE NEW FATAL FURY LINEUP

THE SWAY LINE SYSTEM



The middle fighting line is where you start



Go to the rear line by pressing Buttons B and C simultaneously



Move to the front line by pressing Buttons A and B simultaneously

FATAL FURY 3

ROAD TO THE FINAL VICTORY

you defeat an opponent, the higher your ranking. Ultimately, your ranking affects the game ending.

King of Fighters

The five new fighters are a mixed bunch. Most interesting is Sokaku Mochizuki, who resembles Caffeine Nicotine from Samurai Shodown II.

But he's loaded with magical moves that don't fit the street-brawling mood. Franco Bash is the token slow, brutal boxer, while Bob Wilson and Blue Mary are limited by uninteresting attacks. The nunchakus-toting Hon Fu has quick moves and is more in the vein of the replaced Kim Kaphwan character.

Graphically, FF 3 stays in line with the other entries. This time, all the backgrounds have been redone (some beautifully so), and most stages have a unique "finishing" effect. If, for example, in Mai's aquarium stage, you hit your opponent from the foreground for the last hit in the second round, they'll fly into the glass.

A Worthy Entry

Instead of simply adding more fighters, FF 3 does more with fewer fighters (hidden moves and so on) and a unique method of gameplay. Rather than rehashing the same game, SNK has done something new to breathe life into the series.

Neo-Geo Game Profile
FATAL FURY 3
SNK

The eagerly awaited fourth instalment of the Bogard saga has fewer fighters, but it compensates with a new method of fighting and awesome special moves and animations.

ETBA
Out now - Import
Fighting
2 player
12 stages

90%



PRO TIP: Use Mai's Fun Flash Flamenco against air attacks



PRO TIP: In the second round, kick your opponent into the background from the front line for a cool finishing effect



PRO TIP: Get used to Yamazaki the first time you fight him - you'll meet again



PRO TIP: Sokaku's Lightning Strike scores multiple hits if it isn't blocked



By The Axe Grinder

Gamers, start your engines! Super Burn Out is a well-crafted behind-the-motorcycle racer with several tracks, excellent graphics, and plenty of options, but that's about it.

Options Galore

There are four modes of play: Championship, Record, Trainer and Versus. Championship is a race against the computer; Record is a race against time; Trainer lets you test-drive the tracks; and Versus allows you to race in a two-player split-screen game. You can also determine transmission type and how tough your computer opponents will be.

Graphics Finish First

SBO's strongest point is the graphics. The game's super-fast scaling is incredibly smooth across the varying landscapes, with some races set in the day, others at night. Even your bike is detailed, right

ProReview

Jaguar



PROTIP: Pick from several tracks in various areas of the world



PROTIP: Stay close to the inside during turns to keep from going off the track

down to the red taillight that lights up whenever you brake.

The visuals run into problems in the Versus mode, however. Here things get a

Super Burn Out



PROTIP: You can race head-to-head against a friend if you enter the Battle mode

Jaguar Game Profile
SUPER BURN OUT
ATARI

£49.99
Available July
Motorcycle racing
2 players
Forward view

80%

little tight: Your racer is the same size as in the one-player modes, but appears on half the screen. This makes it hard to see the road ahead.

Audiowise, the voices are clear and intelligible with the skidding and motor revving prevalent in most racers. The control is accurate and is blessed with a configure option – a life saver when you choose the manual transmission.

Overall, Super Burn Out provides the elements necessary for a solid racing title. All it lacks is that spark of originality that would boost it to the front of the pack.



By Scary Larry.

Kasumi Kombat? Way of the Cosmic Warrior? Take your pick. This clone of past digitised fighting games doesn't offer anything new or exciting.

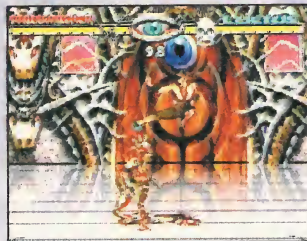
Keeping Your Guardian Up

Ultra Vortex centres around an ancient tablet, someone called the Guardian, and something called the "time of testing." If only Atari had taken the time

ULTRA VORTEX

for testing, this might have been a better game.

You choose from seven great-looking digitised fighters, ranging from a skeletal misfit à la Killer Instinct to a leggy fire-thrower named Volcana. Each fighter's roster consists of standard and special moves that are graphically impressive,



PROTIP: Jump over incoming projectiles rather than blocking them. Come in with a kick to catch your opponent offguard



PROTIP: Be careful in the corners. The computer will sweep you into submission



PROTIP: Mercury's Ice Slam costs his opponent more than two-thirds of their life bar

but they're also rarely seen in a one-player game because the computer is all over you like white on rice. Executing the moves, however, is easier than would be expected.

Looking for Trouble

The backgrounds are as gorgeous and eye-catching as



the fighters. Unfortunately, the fighters are as pint-sized as fighters get. Any detail is lost on their miniscule frames.

The sounds are basic techno-trash rock. Grunts, groans and screams round out the sound effects. Lots of bass, thumping electric guitar and ho-hum rhythms make the Vortex a vacuum on the ears.

Ultra Vortex is a great game for someone who hasn't seen Killer Instinct, Mortal Kombat II, or Super Street Fighter. But if you've seen and played those games, you've seen more than Ultra Vortex has to offer.

Jaguar Game Profile
ULTRA VORTEX
ATARI

£49.99
Available August
Fighting
2 players
7 fighters

78%

ProReview

PC/CD-Rom

PROTIP: Switch control between your crew members regularly. Someone may be able to solve the problem



By Tommy Glide

There was a time when MicroProse was recognised solely for its excellent flight simulations, but now with the release of this Next Generation game the company continues to climb from strength to strength.

A Final Unity is an extremely ambitious project, both in terms of expense and subject matter, and a fortune has been spent to secure the services of the real Next Gen

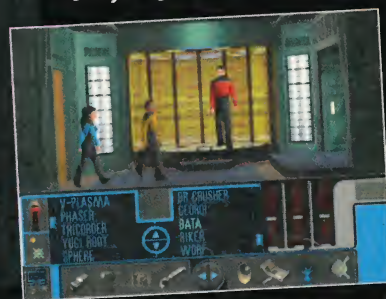


STAR TREK
THE NEXT GENERATION
"A Final Unity.."

With all the voices of the TV cast



PROTIP: The bridge is where everything must be controlled



PROTIP: Choose a well balanced Away Team before beaming down

actors for the full speech that is included on the CD. And what's worse, there's also the constant worry that the game is going to be analysed by hordes of trekkies examining absolutely everything and whingeing if the slightest detail on the holodeck is missing!

Set in the style of a graphic adventure, you get the opportunity to control all the major characters from the TV series and can switch between them as you please or when the need arises. These characters are Captain Jean Luc Picard, Riker, Dr. Bev Crusher, Worf, Deanna Troi, Geordie and Data. Each has their own special abilities and will have to be utilised in

one way or another as the game progresses.

Engage!

As well as all the crew members you'll undoubtedly recognise, the enemy races which have been included are all remarkably accurate. From time to time, Romulans, Garidians, Ferengi and others will pop up and cause you problems. The game has one major quest – which it would be unfair to spoil for you – but along the way the Enterprise will be re-directed on many sub-missions which you can choose to accept or leave well alone as you head for your ultimate goal.

Of course, deciding to ignore certain scenarios might

mean you miss out on some vital clues later on, but that's a risk you'll have to take.

Controlled mainly from the bridge, the game changes to more of a Monkey Island type thing when you have to send an "Away Team" down to another planet or beam them over to another ship. This team is chosen by you and it is important to try and get the right blend even though you never really know what you'll face when you get there!

Star Trek TNG: A Final Unity looks to be a groundbreaking piece of software. It highlights how far technology has come on in a short space of time and shows what can be done with a CD-Rom these days. The coders at MicroProse deserve a slap on the back for what they have achieved with this product. Recommended!



PROTIP: The size of these animations can be trimmed if you want better quality

PC/CD-ROM Game Profile
STAR TREK
MICROPROSE

This is one of the most impressive PC games in ages. The money spent on securing the real actors to do the voices was well worth it too as this enhances the game's appeal. Superb.

£44.99
Available now
Action/adventure
1 player

93%



Win Exclusive Star Trek Goodies



The Prizes on offer...

- 10 Limited Edition copies of the game (5000 LE copies produced)
- 2 STNG jackets
- 10 STNG T-Shirts
- 25 STNG badges
- 10 STNG mugs

All you have to do...

Errm, standard competition behaviour. Answer the questions below, fill in the tie-breaker and send the coupon to STNGAFU Compo, GamePro, Media House, Adlington Park, Adlington, Macclesfield, SK10 4NP. Easy!

You can't beat a good competition. It's the thrill of taking part and possibly winning that does it. Well, in a bid to improve all your lives, we've got together with those lovely people at MicroProse to offer you some exclusive Star Trek goodies!

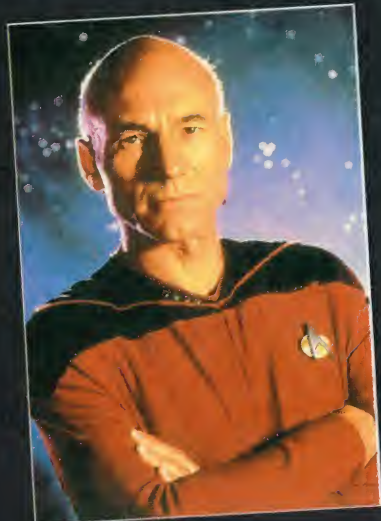
To tie in with the release of the Star Trek: Next Generation – A Final



Unity game reviewed opposite, we can offer you not only the chance to get your hands on limited edition copies of the game, but lots of exclusive merchandise too! There's a whole host of stuff on offer!

The two major winners will get one of everything and the other stuff will be split amongst the remaining lucky readers.

Even if you haven't got a PC we're sure you'll appreciate the non-game prizes, and just think how much you could get for that Limited Edition from that sad Trekkie spod with a Pentium down the road...



The Questions

1) Name three of the characters in Star Trek: The Next Generation

1: _____
 2: _____
 3: _____

2) What was the name of the ship's doctor in the original Star Trek?

- A) McCoy
- B) McIlroy
- C) McChicken Sandwich

3) The current captain of the Enterprise is:

- A) English
- B) Bald
- C) Both of the above

Tie-Break: Complete in 15 words or less: "I'm a sad Trekkie anorak because..."

Name: _____

Address: _____

Postcode: _____

Amiga

VIRO COP



By Scary Larry

Rainbow Islands, Fire & Ice, Uridium 2 and Bubble Bobble are regarded by many Amiga gamers as classic software titles. Each one is lovingly blessed with healthy helpings of playability and addiction and they're all topped off with graphics to make your eyes water and sounds to excite your ears.

Graftgold is responsible for these games and is about to make a lot more Amiga gamers happy with the release of Virocop.

PROTIP: Once you pick up a special weapon you should only really use it in an emergency



Amiga Game Profile

VIRO COP

WARNER INTERACTIVE

A rip-roaring and highly addictive shoot'em-up that will go a long way towards pleasing Amiga owners and proves there's still a lot of life left in the old machine yet.

£25.99
Available now
Shoot'em-up
1/2 players
5 levels

90%

A cross-breed between a platformer and a hardcore shoot'em-up, Virocop pits you as D.A.V.E. (Digital Armoured Virus Exterminator) against a number of viruses which are attacking the power and control systems of a number of game zones in The GameDisk, a virtual-holiday theme park.

Each of the four (five if you've got an A1200) zones has its own theme (ranging from sports to military), and features a set of enemies unique to that zone.

D.A.V.E. comes equipped with three basic forms of weaponry, but by collecting the powerballs that destroyed

PROTIP: Whatever you do, don't panic. The later levels may seem impossible, but they're not



PROTIP: Extra lives are very rare items, so when you do find one make sure you pick it up no matter what



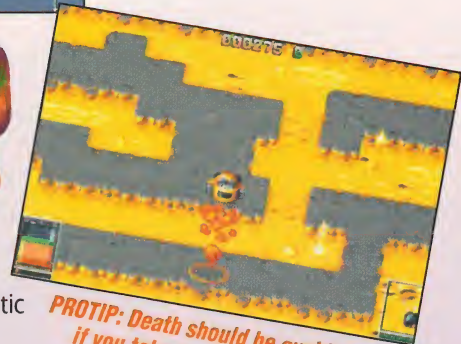
PROTIP: In the first world collect as many powerballs as you possibly can. Then buy a decent weapon with unlimited shots



enemies leave behind, our robotic friend can fashion himself a selection of hardware that'll impress gun-toting psychopaths everywhere.

Virocop is such an exquisite piece of software that it deserves nothing but praise. The graphics are gorgeous – especially noteworthy are the Medieval levels – the sound effects are reasonable enough, and even though the tunes aren't exactly my cup of tea, I can't complain too much about them.

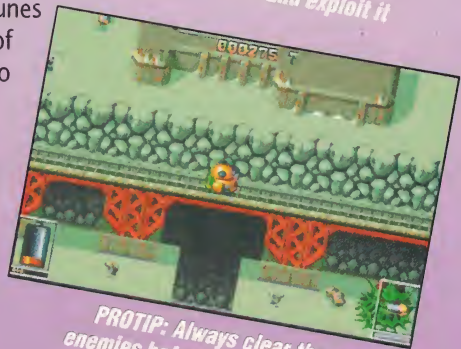
Playable as Pamela Anderson's best assets and addictive as a demon mixture of caffeine and nicotine, Graftgold have created yet another classic.



PROTIP: Death should be avoided, and if you take your time it can be. You don't gain anything by finishing the levels quickly



PROTIP: The end-of-world bosses all have at least one weakness which will prove to be their downfall. Find it and exploit it



PROTIP: Always clear the area of enemies before getting on a moving platform. If you don't you'll just get knocked off



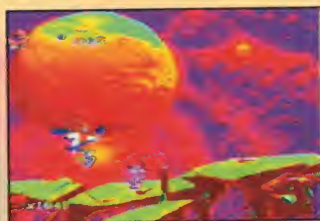
PROTIP: Some pick-ups look as though they can't actually be reached, but be patient and have a good look round

Mega CD

PC/Amiga



PROTIP: Hook on to ledges to escape immediate danger



PROTIP: Fire early! Kill all your enemies before they kill you

EARTHWORM JIM Special Edition



By Slo Mo

I'm always dubious about Mega Drive titles that have been allegedly enhanced for the Mega CD, as they usually turn out to be more or less the same game but on a nice shiny disk.

Thankfully Interplay, Shiny and Dave Perry have dared to be a little different. The Special Edition of Earthworm Jim follows on from the massively successful cartridge version and looks as though it is destined to become an essential purchase.

So what's different? Well, the first obvious change, apart from Jim strutting his stuff in an all-new introduction, is the soundtrack. This has been upgraded and enhanced no end, so you can now have CD quality music pounding through your speakers. This



PROTIP: Don't forget to waste all that comes before you



PROTIP: Use the word "worm" in a game title to get a cheap laugh

ranges from hillbilly barn dance stuff to ambient wailing noises, all overlaid with some beefy blasting sound effects.

But this isn't the only change. There's a whole new world – Big Bruty – to play, a new weapon to waste things with, new animations, better graphics and totally new endings in two of the worlds!

Oh, and thankfully a password system has been included this time round.

So, if the first version got your worm wriggling, the Special Edition will have it positively standing on end. Wahay! Seek it out!



PROTIP: Decide early on which Baldies you think are important and try to build up their skills



PROTIP: Keep an eye on your Baldies' progress. Make sure they flourish

BALDIES



By Tommy Glide

Gametek certainly has a diverse range of products in its portfolio these days. Its last release was Frontier 2 programmed by the legendary David Braben, but this latest title from the stable gets a few

The aim of the game is to dominate the Baldy world by ridding it of (bald) enemy tribes! To do this there are different kinds of Baldy at your disposal including builder Baldies and soldier Baldies amongst many others.

There are a number of



worlds to conquer during the game, each with its own special look and design. The Baldies are moved around by clicking on them with the mouse, carrying them to their new location and dropping them where you so desire.

It's fairly complex, and if you're after a nice cute game that demands a little bit of thought then Gametek's Baldies should be one of your first stops.

It's fairly complex, and if you're after a nice cute game that demands a little bit of thought then Gametek's Baldies should be one of your first stops.

It's fairly complex, and if you're after a nice cute game that demands a little bit of thought then Gametek's Baldies should be one of your first stops.



PROTIP: Soldier Baldies are an essential part of the community when things turn nasty

Mega CD Profile
EARTHWORM JIM 2
INTERPLAY

£35.99
Available now
Platform
1 player
10 levels

90%

PC/Amiga Profile
BALDIES
GAMETEK

£34.99
Available now
Strategy
2 player
N/A

77%

PC

Amiga



PROTIP: Don't step in the fire, unless of course you fancy giving yourself a nasty burn

PRISONER OF ICE



By Slo Mo

This top-quality graphic adventure from Infogrames is supposed to send shivers down your spine, but to simply confirm this view would be an understatement!

Set initially in 1937, Prisoner of Ice sees the player taking on the role of American O.N.I. agent Ryan as he becomes embroiled in foiling some particularly mysterious NAZI plan or other. And as if it isn't difficult enough being pitted alone against the might of the entire German army, there are plenty of strange monster types littered around to make life even more hard work.

Ice, Ice Baby

The SVGA graphics really do need to be seen moving to get the full, quite stunning effect, and the wonders of CD-Rom

provide us with some highly atmospheric tunes. There is full speech too, although it's unlikely the hammed-up acting will be nominated for many awards this time round.

A fairly high-spec PC is called for, but if you have access to one, Prisoner of Ice is an excellent game.



PROTIP: Listen carefully to everything people tell you



PROTIP: Examine everything and you'll find plenty of clues



PROTIP: A friendly approach is often the best policy

PC Game Profile
PRISONER OF ICE
 INFOGRAMES

£39.99
 Available July
 Adventure
 1 player

90%

Sensible GOLF

PROTIP: Choose a Skins game for maximum multi-player enjoyment



PROTIP: Check the green's contours before putting



By Tommy Glide

Golf sims these days tend to concentrate heavily on wonderful scenery and pixel-perfect golf swings, so it makes a novel change for a company to develop an iron-swinging game that is strictly arcade based. Sensible Software has made its name with 16-bit classics Sensible Soccer and Cannon Fodder, and this time the tiny sprites have got clubs!

Putting For A Birdie

Sensible Golf plays from a top-down perspective and features plenty of courses, loads of options and a few funny bits thrown in for good measure. It will doubtless do well on the Amiga but it will be interesting to see how it performs when it is released for the PC and

PROTIP: Stay out of the water at all costs. If you do splash down you'll be heavily penalised



PROTIP: Bring the map up before each shot to give you an overview of the hole from tee to green



PROTIP: Make sure you change your player's shirt and trousers for maximum fashion consciousness

comes up against the likes of PGA 486 and that game's photograph accurate courses. But, until that time, Sensible Software will be enjoying another Amiga success, especially as quality software is getting harder to find for this format.

Amiga Game Profile
SENSIBLE GOLF
 VIRGIN

£25.99
 Available July
 Sports Sim
 1-72 players

86%

ProReview

PC/CD-Rom



By Tommy Glide

The PC is not renowned for being a great beat'em-up machine. Currently top of the brawling table is Super Street Fighter 2 – a cracking conversion of the game that wowed a thousand console players, and it still reigns supreme as the latest challenger crashes roughly to the deck.

FX Fighter utilises some of the latest 3D graphics technology – a nifty little concept called BRender, developed by Argonaut Software. The result of this is a style which looks distinctly like Virtua Fighter, but with darker, alien backdrops and without the speed.

Beat'em-ups are not renowned for their quality plot lines and FX Fighter does little to change this view. The story, such as it is, concerns a geezer by the name of Cyben who has challenged you to a bout of fisticuffs. Only rather than there being a few quid at stake, there are entire planets to save or lose.

Should you take up the challenge of the tournament and be defeated, Earth gets blown to smithereens. Now that's a little excessive just for losing a fight, but that's the



PROTIP: Take advantage of a fallen opponent. Prepare to attack at once



way it is. Some practice might therefore be in order.

After selecting a fighter from a decent array of humanoid and insectoid challengers, the battles take place. The simple to grasp concept involves knocking the other guy out or belting him (or her) out of the ring.

Naturally a two-player option is included as well as the tournament and one-player games. Simple moves which utilise the direction buttons and punch and kick, make pulling off notoriously difficult special moves a fairly



straightforward affair. Some of them are quite ingenious too.

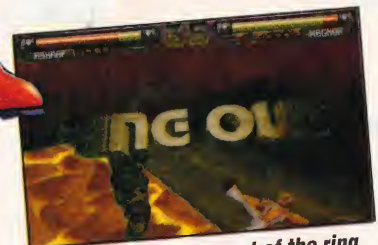
Sadly, FX Fighter pales in comparison to the likes of Virtua Fighter, and especially Toh Shin Den. Good graphics don't make up for dodgy clash detection. It's just typically middle of the road stuff which lacks the sparks-flying action that makes beat'em-ups the great fun they are. Pity.



PROTIP: Select your fighter with care. Strength is a priority



Some fighters are more pleasing to look at than others



PROTIP: Tip your foe out of the ring if you find yourself near the edge



The wild camera angles make for attractive, yet distracting viewing



Two-player mode offers more laughs and action than standard mode. Get some friends round!



Special moves and hidden combinations are a joy to perform and to watch



This has to be the smoothest moving PC fighting game around. Try before you buy though

PC/CD-Rom Game Profile

FX FIGHTER
GTE INTERACTIVE

Beat'em-ups aren't the PC's particular forté, and FX Fighter possibly suffers as a result of this. Okay, it's super-smooth and fast, but it aint no Virtua Fighter or Toh Shin Den.

£ TBA
Available now
Beat'Em-Up
1-2 player

75%



Amiga

PROTIP: Watch the matches from side-on as they are much more enjoyable that way



PLAYER Manager 2



By Air Hendrix

Anco has been very quiet over the past couple of years, so the release of Player Manager 2 comes as something of a pleasant surprise. The hot money was convinced the game would simply be a version of the dire Kick Off 3 with a few management bits thrown in for good measure, but this is far from the case.

The game is a vast improvement on the original Player Manager and you can now call in assistants

PROTIP: When in the role-play mode, get the ball at your feet



Amiga Game Profile
PLAYER MANAGER 2
ANCO

£19.99
Available now
Sports Sim
1 player

87%



PROTIP: Use the menu screen wisely to save time

and coaches, train your players to the peak of skill and fitness, and decide on your team's style of play. You can also choose to control one guy in a specific position (role-play) or take over the whole team. And what's more, you can view the actual matches from any one of four different perspectives.

Amiga footy fans should add Player Manager 2 to their collections immediately.

PROTIP: Make sure you have the correct tactics for each game



PC/CD-Rom

PROTIP: Try to keep an eye out behind you and watch for squads sneaking up



1944: ACROSS THE RHINE

By Captain Squideo



Wargames aren't everybody's cup of tea so it naturally follows that not everybody will be interested in 1944: Across the Rhine. However, those whose pulses quicken at the thought of tanks and soldiers rampaging across Europe will be treated to a decent strategy game based around World War II.

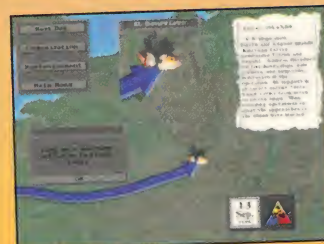
Play begins in June 1944 and finishes at the end of the war in 1945. You can choose to play as either the Americans or the Germans in the struggle for superiority.

Rhine Gigg

Most of the combat is resolved on either a tank versus tank or squad versus squad basis and you will have to make split-second decisions regarding when to attack and when to run away!

The graphics are in an impressive high resolution and a novel window plan has been utilised to let you see everything necessary on the screen at any one time.

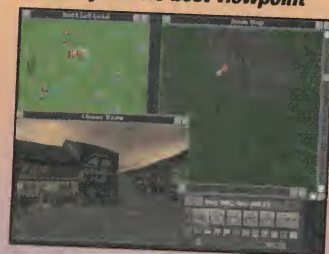
Most of the famous battles of the era are featured and there is also a Battle Builder



PROTIP: Watch the re-runs of Dad's Army and sing along with "Who do you think you are kidding Mr. Hitler?" It's great!

included so you can create your own. If you have a fast PC, a nice CD-Rom and a lot of patience then 1944: Across the Rhine should be very rewarding.

PROTIP: Size your windows correctly for the best viewpoint



PC/CD-Rom Game Profile
1944: ACROSS THE RHINE
MICROPROSE

£44.99
Available now
Strategy
1-4 players

90%

Mega Drive

Fever Pitch Soccer



PROTIP: Erm, get the ball in the net. What other tips do you want for a soccer game?



PROTIP: Be very careful at the kick off. The other team are very quick off the mark at the beginning



By Captain Squideo

US Gold's last foray into the football game market came with its popular World Cup '94 official licence, but it has strayed a little from the straight and narrow with this latest Mega Drive title (also available on the SNES).

Fever Pitch features everything good and bad in soccer, ranging from top-corner volleys to elements taken from the beat'em-up genre. There are no managerial elements to be found anywhere in the arcade-style action but it's still down to you whether you kick the ball in the goal or the defender in the groin!

It's set in a FIFA Soccer-style perspective and it's a bit off-

putting at first trying to get your man to run in the right direction. Also, if you choose to play as England, you may also find your goalie is useless - maybe US Gold has gone for as much realism as possible!

At the end of the day what you have is pure arcade fun and games, and although no great amount of depth is included, Fever Pitch is worth a look if you're after a new footy challenge.



PROTIP: Aim your throw-in carefully or there'll be trouble



PROTIP: Oh yes, and score more goals than them!



By Scary Larry

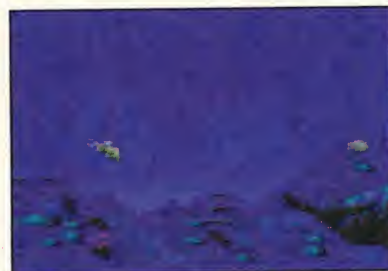
Seaquest DSV is based on the underwater TV series that isn't as popular over here as it is in the States. It sees you put in charge of the future's largest and most powerful submarine in its mission to rid the waters of all things bad.

Yellow Submarine

Basically you sail around a bit until you get a call out to a mission. Then you find the site and choose which of the Seaquest's systems to employ to solve the problem. It may be the Crab, which is used for picking things up or Darwin the talking dolphin, used for being cute.

Sinking Feeling

First impressions of this Mega Drive cart weren't too favourable. The graphics are a bit on the clumsy side and there's definitely something



PROTIP: Don't play near deep water kids. It's dangerous



PROTIP: Select carefully from the available functions



PROTIP: Take great care to avoid absolutely everything!

lacking in the playability department as well. There's a nice selection of things to do, it's just that the way the whole thing is executed leaves something to be desired. Lots of room for improvement.



PROTIP: The main screen is used for intercepting messages. Don't miss any!

Mega Drive Game Profile
FEVER PITCH
US GOLD

£49.99
Available now
Sports Sim
2 players

80%

Mega Drive Game Profile
SEAQUEST DSV
THQ

£34.99
Available now
Arcade
1 player

72%



By The Axe Grinder

If you're still going ape over Donkey Kong Country, you'll be surprised by Donkey Kong Land, the Game Boy version of the 16-bit hit. Regardless of reductions in scope and cutbacks on technical aspects, DKL has excellent character sprites that really come alive, huge levels, and a tough challenge that means you won't complete this cart in anywhere near one sitting.

ProReview

Game Boy



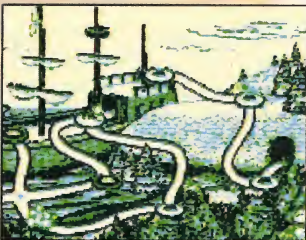
The DK title screen on the Super Game Boy

DONKEY KONG LAND

Law of the Wild

The rules are simple: Start as Donkey Kong, but if you find a barrel labelled "DK," you can break it open and find Diddy Kong. You don't play with both characters on the screen at the same time, however. Instead, you toggle between the two by pressing Select.

You can also use barrels to dispense with bees and other enemies that you can't defeat with jumping attacks. If you



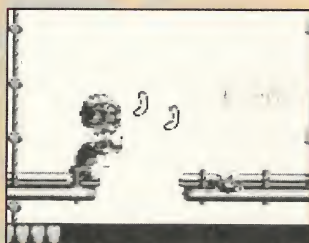
PROTIP: At the main map, you can return to completed levels and search for more hidden bananas and power-ups

get hit, you revert to your alter ego. Take a hit after that, and it's all over.

Goin' Ape

With selectable colours, this game is made more for the Super Game Boy than the monochrome Game Boy. The green-and-white Game Boy monitor just doesn't do this game justice. The sound is tinny and benign with subdued effects and a subtle music score.

The difficulty was cranked up on this cart. Some later stages require painstakingly careful movements. One false move, and you could lose a hit or an entire life. With such strong gameplay and graphics, Donkey Kong Land is a formidable effort.



PROTIP: When you find a barrel, carry it around and throw it at bees and other tough enemies



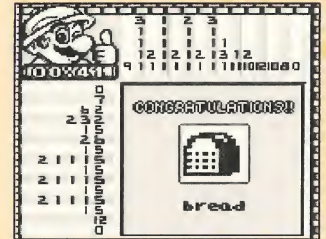
By Tommy Glide

Nothing remarkable distinguishes Nintendo's new puzzle game, yet Picross is undeniably addictive, especially if you have a love of numbers.

Mario Maths

Picross is basic point 'n' click action. The game presents a grid of columns and rows. Outside the grid are

sounds, you'll be disappointed because he's just a showpiece. The game's graphics keep the focus on the grid and the numbers, with some text to help you. The sounds help out



PROTIP: Don't focus on the overall pictures. They're hard to guess and sometimes have details you can't anticipate



Mario's Picross

by alerting you as time elapses, but the repetitive music will drive you insane.

Playing Picross

The controls are straightforward: You move the cursor quickly and accurately across grids, and you easily undo mistakes. There's not much to do, but this isn't a thumb-straining game.

It is, however, a brain-strainer. The puzzles become progressively harder, and Star grids can be attempted only after you solve every previous puzzle. For novices, 64 easy puzzles are available, and a Hint option offers partially completed puzzles.

Whether you're a beginner or an expert, you'll find yourself tempted to try just one more puzzle.



PROTIP: Always start by filling in the rows and columns that use the highest number of squares



PROTIP: If any rows or columns use zero squares, immediately "X" them out

numbers telling you how many squares are blanked out in each column or row. Using the numbers as clues, you calculate which squares to eliminate and which to leave in place. A timer juices the intensity, and you're rewarded with a simple picture of a common object.

If you're waiting for Mario to appear in the graphics or

Game Boy Game Profile
DONKEY KONG LAND
 NINTENDO

ETBC
 Available August
 Platform
 1 player

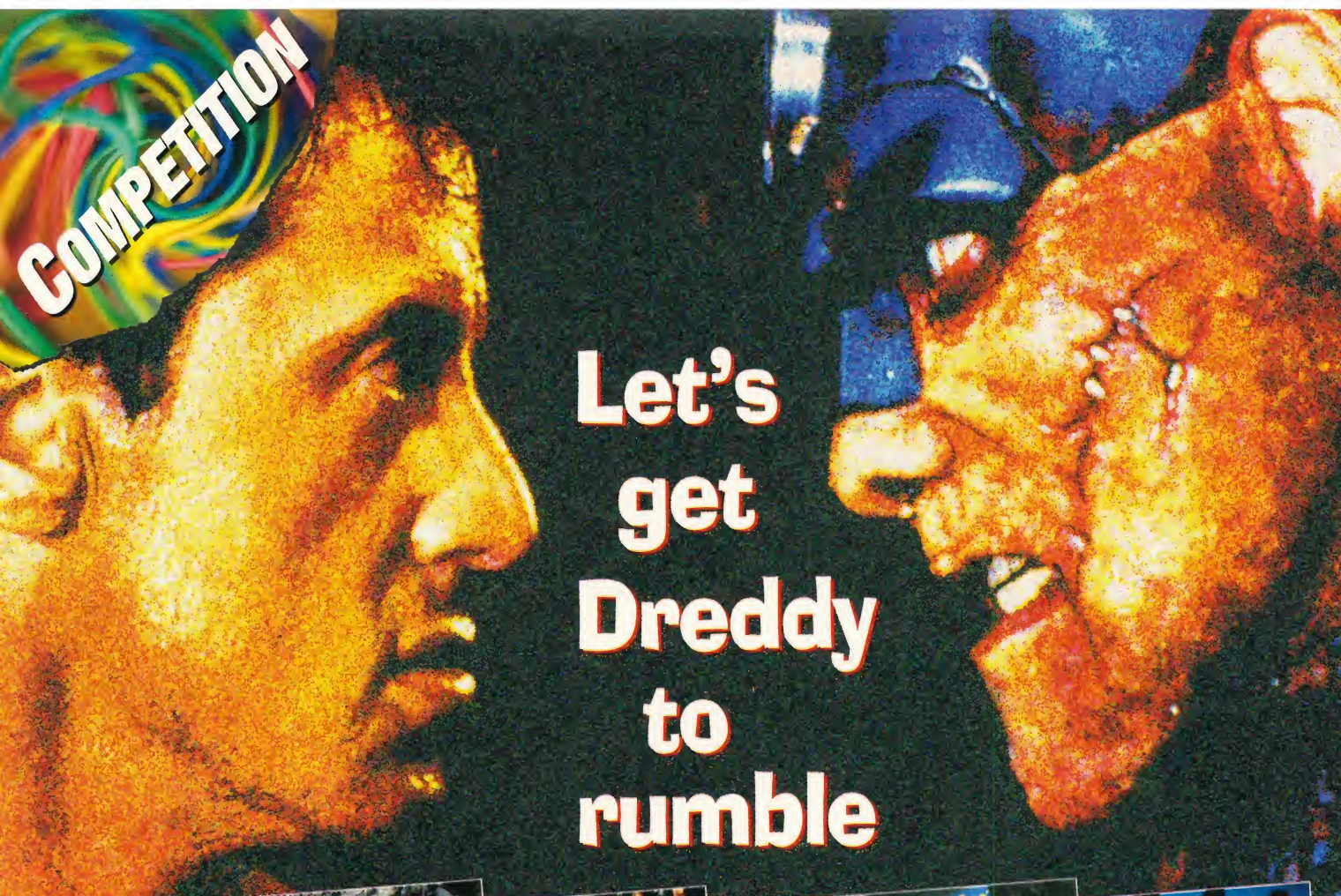
86%

Game Boy Game Profile
MARIO PICROSS
 NINTENDO

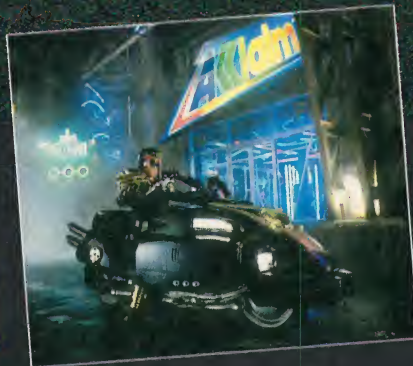
ETBC
 Available July
 Puzzle
 1 player

79%

COMPETITION



Let's get Dreddy to rumble



Yes, it's the headline you've been 'dredding', but the compo you've been gagging for! Judge Dredd may be stalking your local cinema as we speak, but he'll be round your house quicker than you can say, "I am the law!" if you win this top competition brought to you by GamePro in conjunction with your all-time favourite movie software producers, Acclaim Entertainment.

What we require of you is simple. So simple in fact that even the more educationally unsound amongst you have a decent chance of winning!

All you have to do is answer the three easy questions opposite, send in your answers, and if you see your name up in lights, so to speak, in the next issue, you've won! Easy eh?

The prizes are as follows: Three lucky, lucky winners get a brand new copy of Acclaim's Judge Dredd game on a format of their choice, plus a funky Judge Dredd badge and a wicked Judge Dredd movie poster! So, what are you waiting for? Get entering punks!

Send the coupon to Dredd Compo, GamePro, Media House, Adlington Park, Macclesfield, SK10 4NP by August 20.

Q1) Tough one this. Who plays Judge Dredd in the forthcoming blockbuster movie?

- a) Sly Stallone
- b) Sly Stone
- c) Sly Fox

Q2) Judge Dredd started out life in which cult British comic?

- a) 2000 AD
- b) 3000 BC
- c) Quarter Past Eight

Q3) What's the affectionate term Dredd uses for criminals?

- a) Perps
- b) Punks
- c) Pimps

Name:

Address:

Postcode:

Super NES



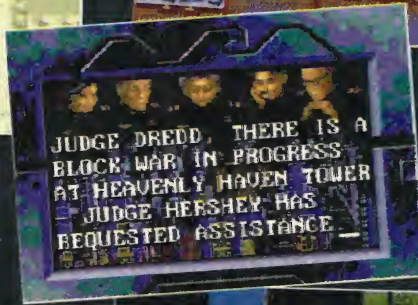
PROTIP: Shoot enemies while climbing the ladders – you can shoot through some floors while remaining safe



PROTIP: In some stages, you can walk through hidden passages in walls that appear to be solid



PROTIP: Defeat the first boss by crouching and firing, then moving only when he throws fire bombs



PROTIP: Briefings at the start of each mission prepare you for the action



By Tommy Glide

Pass the popcorn and grab the controller. Acclaim's at it again with yet another movie adaptation, this one for Sylvester Stallone's actioneer *Judge Dredd*. Unfortunately, you've seen this game before, especially after the initial freshness wears off.

Judgment Day

In the year 2139, the court system is radically simplified. Judges capture bad guys and dish out harsh sentences on the spot – including executions.

Super NES Game Profile **JUDGE DREDD** ACCLAIM

Dredd's gameplay is very similar to Alien 3 – it has a similar toughness too. Tricky levels, addictive missions and no continues make this one hard to master.

£59.99
Available July
Action/adventure
1 player
Difficult setting

88%

PROTIP: Stand in front of computer terminals and press Up for mission updates



That's where Dredd comes in – and you grab the controller.

Dredd has linear gameplay, several items to collect, boss characters – in short, everything you've come to expect in an action/adventure title. Instead of blowing away everything in sight, Dredd gives you a choice: Put suspects in the morgue immediately, or arrest them and earn more points. The latter is a nice alternative, but trigger-happy players will probably opt to blow away the baddies.

Although Dredd has several attacks, the game's control isn't up to snuff. Dredd picks up weapons as he goes and can kick, punch and head-butt suspects into submission.

The dead-on weaponry responds well, but in close combat, the punches and

kicks get a little confused – what you press is not what you get.

Jury Duty

The levels make for a good time because they're loaded with plenty of action and hidden passages. The same can't be said for the boss characters though.

Usually fought in tight quarters, battles with these menaces are simply wars of attrition with little room for strategy or technique.

The technical aspects are also routine. The graphics are drab, and the stages take place in washed-out settings. With so-so explosions and gunshots right out of the archives, the sound effects also bear the generic label.

Thumbs Not Quite Up

Dredd has its moments, but not enough to make a lasting impression or to warrant much replaying. With no continues and intermittent passwords, the game's challenging, but it quickly becomes routine. Judge Dredd is guilty of being barely above average.



ProReview

Mega Drive



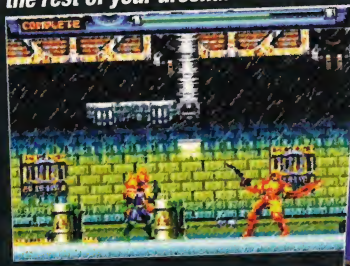
By Captain Squideo

Action fiends will find their thumbs twitching in anticipation of Acclaim's latest big-screen conversion. Dredd offers engaging graphics and long, challenging levels, but its somewhat banal platform action won't blow you away.

Demolition Man

Based on this summer's Sylvester Stallone action flick, Judge Dredd drops you into a futuristic world where judges patrol the streets and sentence – or execute – criminals on the spot. As the convoluted plot unfolds,

PROTIP: To obliterate the first boss, plaster him with three or more grenades, then hit him with the rest of your arsenal



Dredd is betrayed by a corrupt judge and must clear his name.

With grenades, five types of missiles, rubber bullets that stun crooks, and more, Dredd's armoury is suitably daunting. Punches, kicks and head butts round out his attack abilities. Refreshingly, Dredd doesn't always have to waste his foes. With a slightly less vigorous attack, most enemies surrender to arrest, often coughing up a few power-ups to boot.

Rocky Action

Unfortunately, the combat falls short of riveting. The muddy controls don't allow any complex or strategic fighting; correctly timing a jump kick, for example, involves more luck than skill. Usually, you and your opponent just face each other and shoot like drunken Western gunfighters until somebody drops.

Nonetheless, the long levels pose a serious challenge. Initially, you patrol the city to trace and destroy ammo stockpiles, while later missions charge you with tasks like suppressing a prison riot by shutting down the computer system.

The constantly changing scenery and nicely varied



PROTIP: In the flying stage, stay in the middle of the screen and be prepared for attacks from both sides



PROTIP: In the first stage of the Block War level, push this barrel against the right-hand wall, then use it to jump the barrier



PROTIP: Use ricochet missiles to sentence opponents whenever possible



PROTIP: Always look for safe places from which you can shoot opponents without being hit by their return fire

missions keep things fresh and furious, despite the somewhat tired mix of shooting wildly and searching for items scattered throughout levels.

For the Specialist

Impressive graphics and sounds add polish to the game's rougher edges. Background elements, such as ladders, blend too deeply into the scenery, but the sci-fi landscapes breathe a sense of futuristic excitement into the overall action.

A respectably sized sprite, Dredd plows through his enemies with graceful realism. An enjoyable soundtrack also meshes nicely with pulse-raising gunfire.

Ultimately, the mediocre gameplay tips Dredd's scales down, but the beautiful graphics and tough challenge tip them back up.

Hardcore action gamers will have a blast whipping through the levels of Judge Dredd, but more casual players will be much better off with a solid cart like Stargate.



PROTIP: Defeat these perps by shooting them and jumping away from their bullets



Mega Drive Game Profile

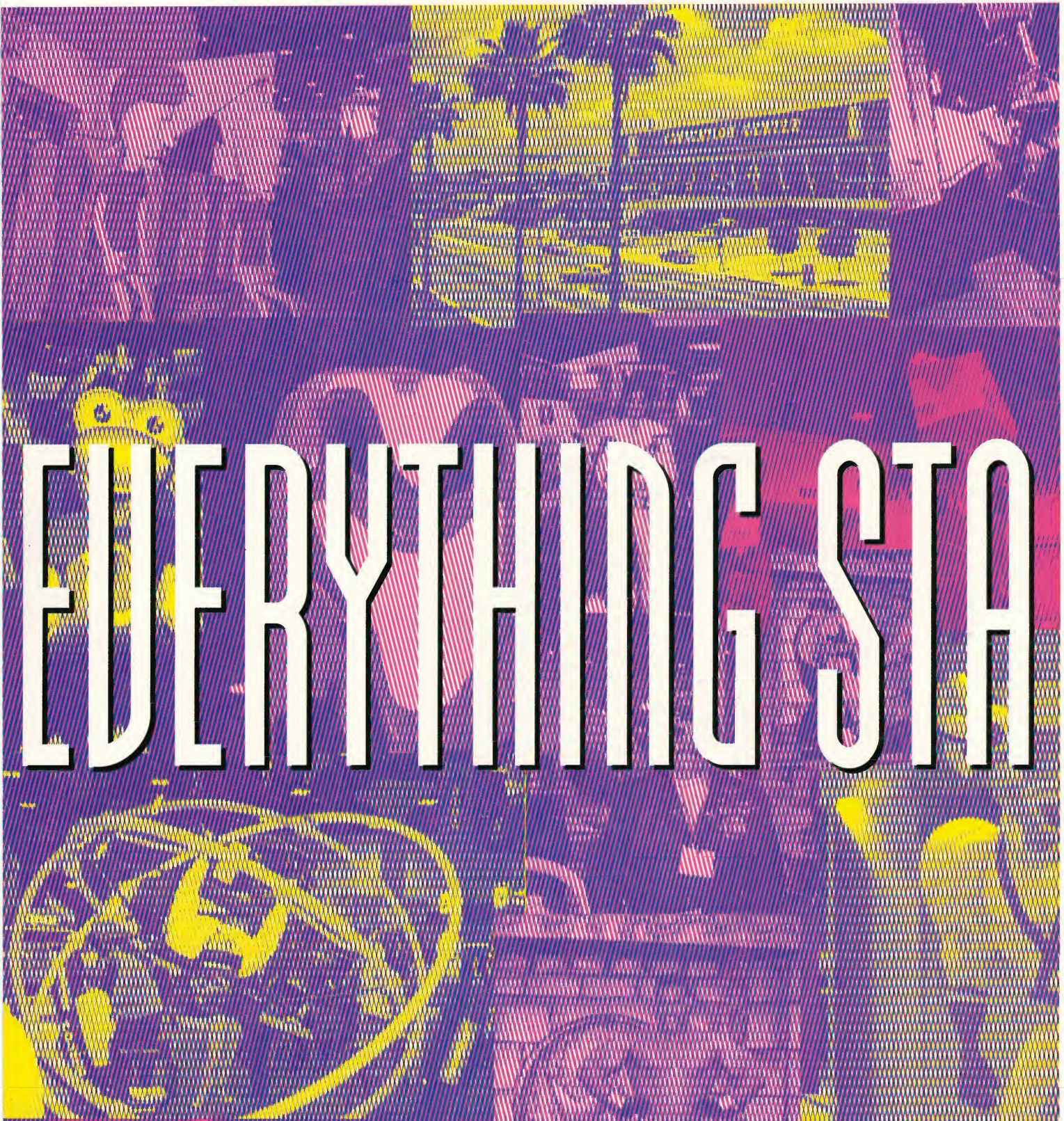
JUDGE DREDD

ACCLAIM

Again, as with the SNES version, Dredd is guilty of being a little too tough in places. That in mind, the gameplay begs you to come back so you end up a glutton for punishment.

£49.99
Available July
Action/adventure
1 player
Difficult setting

87%



EVERYTHING STA

Computer exhibitions, no matter how glamorous they sound, are normally quite bland. All the ones we have over here are now incredibly predictable in the way of who's exhibiting this and who's showing off that, so when we heard there was another show looming, let's just say that we didn't get over excited. When we later found out that the show in question was E3 and that it was being held in Los Angeles, it would be 80 degrees in the shade and some of the biggest names in interactive entertainment were really, really, honestly going to reveal loads of new and exciting stuff, we were on a plane, notebooks in hand, within minutes. Those of a nervous disposition better prepare themselves as GamePro hits Hollywood...

RTS WITH AN E3

Well, they say everything in the good 'ol US of A is not only better, but considerably bigger to boot, and judging by the size of Infotainment World's Electronic Entertainment Expo (E3) in sunny Los Angeles, they're gospel spouting truth warriors.

For those of you unfamiliar with the E3 show, let us give you a few pointers. Try to imagine six dozen replica G-Mex Centres, each completely encased in glass, add 60,000 visitors, lightly sprinkle with attractive showgirls in revealing costumes and pack it all to the rafters with every conceivable piece of interactive electronic entertainment product known to man. Top it all off with a dab of Hollywood pizzazz and you're kinda halfway there.

But ogling leggy, spandex-clad showgirls and laughing at thousands of sweaty business types weren't the reasons we were there, oh no. Our mission involved getting our hands on as many pant-wetting pieces of gaming delight as possible, and if interactive eye candy was our main target, we'd stumbled head first into a virtual sweetshop.

All the hardware and software developers on the planet were there to show off their wares to an eagerly awaiting audience of buyers, journalists and business men, and on reflection, we don't think anyone came away disappointed.

As we presumed before arrival, Sony, Nintendo and Sega were the hot contenders for not only the next generation console wars, but for the unofficial 'unfeasibly large exhibit stand' competition too.

Nintendo treated us to a huge golf ball-type sphere, but not only were plaid shorts and silly hats missing from the stand, its ground-breaking console was too. Yep, no Ultra 64. Those who'd anticipated a Nintendo retaliation at E3 came away confused and dismayed, as the only thing worth raving about was the bevy of babes who were strategically placed around the booth.

The only sniffable piece of Ultra 64 news came in the form of a press release and a 35mm transparency – cheers! Apparently the new console won't be seeing the light of day until April '96, so it looks like Sega and Sony are going to have Christmas all to themselves.

Still concentrating heavily on the 16-bit platforms, Uncle Nintendo gave us a



E3 was the most awesome gaming extravaganza for many years... not surprising really when you think that GamePro's publisher, Infotainment World, was sponsoring the whole affair. Anyway, here's a brief rundown of what to expect in '95...

Absolute Entertainment

High tech meets below-the-belt tech here. **Battletech: Gray Death Legion (Saturn)** puts you in command of a gigantic mechwarrior through 30 treacherous missions. **Penn & Teller's Smoke and Mirrors (3DO)** showcases weird gags and interactive magic with such celebrity guests as Lou Reed and Deborah Harry.



Penn and Teller's magical pranks are 3DO bound

Acclaim

No replacement baseball here. **Frank Thomas "Big Hurt" Baseball (Saturn, PlayStation)** could be a 32-bit star. **Judge Dredd (Mega Drive, SNES, Game Gear, Game Boy)** will keep 16-bit jumping. And **Revolution X, Batman Forever (Mega Drive, SNES, Game Gear, Game Boy)**, and **NBA Jam TE (Saturn)** head an impressive-sounding Acclaim 1995 lineup.

Accolade

Last year's Doom-style shoot'em-up thriller gets a sequel before Christmas, **Zero Tolerance II (Mega Drive)**. Accolade continues its drive into MD sports with **Hardball '95, Barkley: Shut Up and Jam 2,** and **Jack Nicklaus Golf '95.**

Activision

Activision's going with tried-and-trusted games. Get set for **Shanghai Triple Threat (PlayStation)**, **Pitfall: The Mayan Adventure (32X, Windows 95)**, **Mechwarrior 2: The Clans (PC CD)**, an **Atari 2600 Action Pack 2 (PC CD)**, and **Infocom Classics (PC CD)**, a five-volume series containing such classic PC text adventures as **Hitchhiker's Guide to the Galaxy, Trinity and Witness.**

American Laser Games

There's something for both girls and boys at ALG. **Madison High (3DO, PC, Mac)** is a social interactive adventure from ALG's new division, Games for Her. **Space Pirates (3DO)** tops the live-action shooting action. Speaking of shooting, the GameGun is now available in a two-player version for the 3DO and PC.



Space Pirates: Don't be expecting Virtua Pugwash!

American Sammy

Sammy's goin' fishin'! In **Jimmy Houston's Bass Tournament U.S.A. (SNES)**, one of the most famous fishermen from across the pond takes you on an educational and competitive fishing trip.

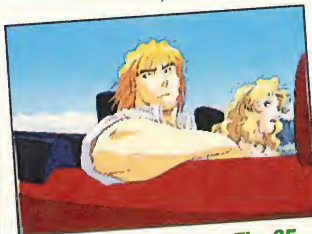
Atari

The **Jaguar CD** should arrive just in time for the show. This long-awaited peripheral adds more hardware muscle to the system, but everyone wants to see the games. Among the list of discs, **Blue Lightning** sounds like a winner, and **Highlander, Dragon's Lair,** and **Battlemorph** will arrive soon as well.

Capcom USA

This could be a Street Fighter coming-out party. **Street Fighter: The Movie, Street Fighter Legends,** and **Street Fighter: The Interactive Movie (Saturn, PlayStation)** are all set to party. A new version of the coin-op, **SF Movie** was redesigned by Capcom Japan (the original Street Fighter people). **Legends** is a head-to-head fighter that stars characters from the original Street Fighter and Final Fight. **The Interactive Movie** is based on the Japanese anime movie.

The show's dark horse, however, could be **Darkstalkers**, fresh from the arcades for **PlayStation and Saturn.** Overlooked but not forgotten are the 16-bit systems. How about **Mega Man 7, Mega Man X³, X-Men 2,** and **Breath of Fire II** — all for the **SNES**, all for '95!



The Interactive Movie: The SF clan get cartooned for PSX

Catapult Entertainment

The X-Band plays on. Catapult's making a big push to get modem-based video game competition wired into every gamer's home. Show attendees could try a hands-on demo of the **SNES** and **Mega Drive** Catapult modem, but the reality looks to be some way off.

Crystal Dynamics

Crystal has **Gex** appeal (see ProReview). The gecko with an attitude leads the **3DO** offerings, but Crystal Dynamics is going **Saturn** in a big way, too. Its **Championship Sports** product line kicks off with the awesome-looking **3D Baseball '95** and **Basketball '95.** For future Saturn adventurers, Crystal's showing **Dragons of the Square Table**, a King Arthur meets Monty Python graphic adventure game; **Legacy of Kain — Blood Omen**, starring a reluctant vampire; and **Solar Eclipse**, an outer-space shooter.

Data East

High tech teams with low tech here. **Defcon 5 (Saturn, PlayStation)** was formerly called Incoming! The name's changed, but the aliens haven't called off their attack in this sci-fi shooter. Also, watch for **Dark Legends (Saturn, PlayStation)**, a head-to-head fighting game. If you'd rather stick it to billiard balls, **Minnesota Fats Pool Master (Saturn, PlayStation)** features seven popular table games hosted by Fats himself.



Oi, fat bloke! Yes, Minnesota's fat pool master is back!

Digital Pictures

Digital's turning PC — that's "personal computer," not "politically correct" — with **PC** versions of **Slam City, Supreme Warrior** and **Corpse Killer.** DP also has **PC CD** and **Saturn** titles brewing. **Maximum Surge** is a futuristic, live-action shooter versus an evil dictator. In **Cyclopathic**, you're a high-tech bike messenger racing through dangerous San Francisco to outwit a psychotic dispatcher.

Quarterback Attack is a first-person, 11-man football cart with a pro QB to be named later. **Viral Transmission** is a strategy game where you try to keep terrorists from stealing a terrible plague in the...uhhh, vein of Night Trap.



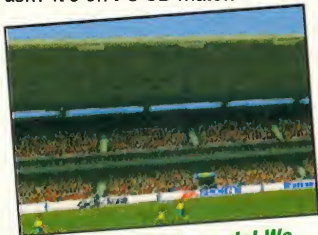
Supreme Warrior: First person perspective pagga!

Domark

Absolute Zero (3DO), a sci-fi action game with flying elements, looks good. Also on hand will be **Theme Park** and **Syndicate**, Sega CD ports of the popular PC games.

EA Sports

Everybody's favourite sports powerhouse has most of the likely suspects lined up for '95. For 3DO, check out **NHL Hockey '96**, **PGA Tour Golf '96**, and a boxing game called **Foes of Ali**. For the PlayStation, there's **PGA Tour Golf '96** and **FIFA Soccer '96**. The Saturn gets **FIFA Soccer '96** and **Rugby '96**. Where's **Madden NFL '96**, you ask? It's on PC CD mate!



We love you FIFA, we do! We love you FIFA, we do...

Electronic Arts

EA's big on 3DO. **Psychic Detective** is an interactive movie where you play a private eye who can see through other people's eyes. **Space Hulk**, based on the PC and board game, is a Doom-style alien-wasting shooter with

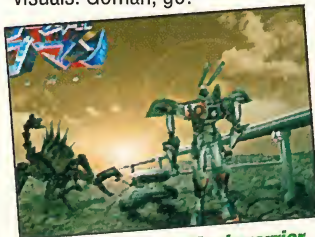
strategy. **Shred Fest** is snowboarding with an enhanced Road Rash engine. **Wing Commander III** and **Shock Wave II** are also coming to 3DO. EA PlayStation games of note include **Wing Commander III**, **Syndicate Wars**, **Road Rash**, **Shock Wave**, and **Psychic Detective**. The EA Saturn show stars **Wing Commander III**, **Magic Carpet**, and **Road Rash**.

Enix America

Enix is determined to keep SNES fantasy RPGers and adventure gamers happy. **Ogre Battle** shared the E3 spotlight with **The 7th Saga II**. **Dragon Warrior V** may make an appearance at the show. For action players, **King Arthur and the Knights of Justice**, is on hand for hack-n-slash medieval combat.

47-Tek

This new PlayStation-only developer's touting its mechwarrior battlefest called **Team-47 Goman**. The company plans to push the PlayStation with amazing 3D 360-degree visuals. Goman, go!



Team 47 Goman: Mechwarrior blastfests ahoy!

GameTek

GameTek's non-stop taxicab shoot-em-up **Quarantine (3DO)** scored top E3 billing with **Air Cavalry (3DO)**, a helicopter shooter, flying close support.

Goldstar Electronics

Goldstar's adding its major consumer-electronics muscle to the 3DO family. The company has big plans for its 3DO unit this year, and we're looking forward to the release of its very own attractive software line.

GTE Interactive Media

Working with Nintendo, GTE Interactive's creating **FX Fighter (SNES)**, a 3D polygon, one-on-one, outer-space slugfest. Powered by the SNES FX2 chip, FX Fighter seeks to out-Virtua Sega's **Virtua Fighter** for the Saturn. FX could be a star, but we want to ask GTE about **Tank Girl** for PC CD!

Interplay

Interplay is showcasing a very Inter-resting video game lineup for '95. **Kingdom, Alone in the Dark 2, Waterworld, and Casper the Friendly Ghost** materialise for 3DO. Saturn games include **Alone in the Dark 2, Cyberia, Casper**, and the awesome PC game, **Descent. Cyberia, Waterworld, Casper, and... Rock 'N' Roll Racing** make up the other PlayStation offerings.

Interplay will also have some great-sounding 32X games: **Blackthorne, Clay Fighter II, and Star Trek Starfleet Academy**. The big "sneeze" (SNES) game is... **Boogerman!**

JVC

Samurai Shodown and **Rise of the Robots (Sega CD)** boosted JVC at E3, but these games have been out for a while on other formats and are familiar faces to the wise *GamePro* staff.

Kemco

Kemco is not abandoning SNES gamers. **Crime Time** (working title) is a puzzle/action game where you guide cops or robbers through multiple gameplay situations. Combine the racing antics of Mario Kart with the



Kingdom: Adventures beckon as Interplay hit the 3DO

diagonally scrolling view of **Crazy Chase**, toss 'em into outer space, and you get **Crazy Race** (working title). Kemco also has the "ball" to put out a **Virtual Boy** cart... baseball, that is. **Virtual League Baseball** is set for release this summer for the V-Boy.

Koei

Koei's getting romantic again with **Romance of the Three Kingdoms, Part IV** for Saturn, SNES, PC CD, and possibly the PlayStation. New SNES games include **Brandish II** and **P.T.O. (Pacific Theater of Operations) II**. Koei also plans to make a strong return engagement to the PC CD format with **Celtic Tales** (a traditional RPG), **New Horizons**, and **P.T.O. II**.

Konami

At last, a new Castlevania SNES cart! **Castlevania: Dracula X** joins **Run and Gun Basketball** and **International SuperStar Soccer 2** as Konami's 16-bit games for '95.

Vampire killers will also want to stalk the Saturn and PlayStation for a new **Castlevania** game. Other PlayStation and Saturn games include **Major League Baseball**, a 3D polygon MLBPA-licensed game, and **Project Overkill**, a Contra-style, 3/4-overhead-view game with rendered character graphics. PlayStation-only titles include **Super Parodius** (two Parodiuses in one), **Run and Gun Basketball** (an NBA license is in the works), and 3D soccer and golf games.

Mindscape

Strategy-game enthusiasts should prepare themselves for **War Hammer**. Mindscape has three games based on this popular board game - **War Hammer 40,000 (PlayStation, PC CD)**, **War Hammer Fantasy Battle (PlayStation, PC CD)**, and **War Hammer Blood Fist (PlayStation, PC CD)**.



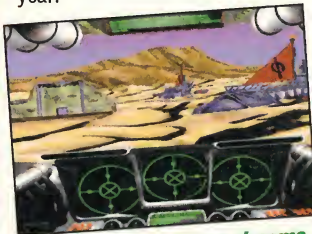
For different types of PlayStation strategy action, check out **NCAA Football** and **Championship Pool**. Finally, **VMAX (Velocity Maximum)** will bring futuristic demolition-derby racing to the PlayStation.

n-Space

n-Space is a new PlayStation developer led by the team that created Desert Tank for the arcades. **Razorwing** is its first and very impressive game.

Namco Hometek

Namco's readying some of its great arcade games to go all out for the PlayStation. **Tekken** is an okay arcade game, but it's reportedly re-energized in its PlayStation incarnation. Other arcade-to-PlayStation games include **Ridge Racer**, **Cyber Sled**, **Air Combat**, and **StarBlade Alpha**. **WeaponLord** is Namco's much-touted weapons-fighting game that could lead the charge for the SNES and Mega Drive this year.



Razorwing: The things dreams are made of...

Nintendo of America

What's in store for the **Ultra 64**? Nothing until April next year I'm afraid. Nintendo's "Dream Team" of Ultra 64 developers may have offered some tantalising titles, including **Doom** and **Mortal Kombat** by Williams Entertainment, **Turok: The Dinosaur Hunter** by Acclaim, and **Top Gun** by Spectrum HoloByte. Nintendo's Ultra 64 works-in-progress include **Killer Instinct** and **Cruisin' USA**.

E3 was also the coming-out party for the **Virtual Boy**, but Nintendo hasn't forgotten who



Samuri Showdown: Hot blades and deep gasps for all!

battered its bread. **StarFox 2**, **FX Fighter**, and **Comanche** showed what the FX2 chip can do for the SNES. But the big SNES gorilla just had to be the Diddy Kong sequel to last year's amazing platformer **Donkey Kong Country**, **Diddy's Kong Quest**.

Ocean of America

Ocean has big plans for the sci-fi action thriller, **Waterworld**, which is based on the summer blockbuster starring Kevin Costner. No platforms have been announced yet for this heavy-hitting title.

Philips Interactive Media

The CD-i will keep rolling along, but the **CD-i 2** system is definitely something to ask about. Philips is also making the move to **PC CD** and **Macintosh CD** with **Thunder in Paradise**, **Burn: Cycle**, and **Chaos Control** ready to jump from the CD-i.

Psygnosis

Psygnosis is playing big-time PlayStation politics this year. In **Krazy Ivan**, you enter the Siberian wasteland...wearing only a 40-foot highly armoured battle suit. **Demolish 'Em Derby** enables you to smash the @#\$\$ out of other cars. **Wipe Out** is a futuristic race in a hovercraft that's armed and, of course, dangerous. **Assault Rigs** delivers tank combat in a multi-player game that can be played over networks. And if this is Psygnosis, then there must be... **Lemmings!** This time you can play from the lemmings' very own suicide-laden perspective in **Lemmings 3D**.

ReadySoft

ReadySoft will be ready for both PlayStation and Saturn with **Braindead 13** and **Dragon's Lair II** this year.

Sega of America

E3 was Sega's real coming-out party for its hot new 32-bit system. The launch is set to coincide with the release of 20 new titles, including 10 by Sega.

Sega's Saturn games include **Virtua Fighter**, **Daytona USA**, **Panzer Dragoon**, **Bug!**, **Clockwork Knight**, **Pebble Beach Golf Links**, and **Worldwide Soccer: International Victory Goal**. Keep an eye open for **Myst** and **NHL All-Star Hockey**, too. **Virtua Fighter 2** for the Saturn is also in development, but it won't be released too soon so it won't steal Virtua Fighter's thunder.

Seta

Nosferatu, the vampire action game, is alive for the SNES! The Japanese version's been available for months. Only Seta knows when the undead will walk for UK gamers.

SNK Corp. of America

SNK has a nifty hunk of hardware ready to cross into the U.S. - the **Neo-Geo CD**. The master plan calls for all existing Neo-Geo games to be ported over to CD format, while all new games will be released for arcades, Neo-Geo carts, and CDs. As for the games, check out **Fatal Fury 3** and hope that **King of Fighters '95** arrives soon.



Virtua Fighter: Saturn is set to see Virtua Fighter 2, too!

Sony Computer Entertainment

Sony's PlayStation is poised to make next-generation video gaming a three-horse race with the Saturn and Ultra 64. The hardware is definitely there. As for the games, a ton of licenses are lined up to produce for the new platform, so expect a slew of PlayStation titles.

Spectrum HoloByte

Spectrum's playing just about every next-generation video game angle in a big way. For the PlayStation, Spectrum secured the Battletech license, and it's creating a **Battletech** game with FASA Interactive that features graphics from the cartoon show. Spectrum's also a card-carrying member of Nintendo's first wave of Ultra 64 game developers, the so-called **Ultra 64 Dream Team**. You can look forward to a 64-bit version of **Top Gun**, Spectrum's supersonic flight sim.

Square Soft

Square Soft's name is synonymous with great Nintendo role-playing games. **The Secret of Evermore (SNES)** is its first U.S. developed RPG and it should be ready for a UK summer launch. Square Soft might also have on hand **Chrono Trigger**, an RPG from Square Soft Japan that's headed our way fast.

T•HQ

T•HQ has **The Mask**, **Urban Strike**, **PGA European Tour Golf**, **PGA Tour Golf '96**, and **Bass Masters Classic** for the SNES. Guess which game's slated for the **Mega Drive**? Right... **Bass Masters**. **Game Boy** and **Game Gear** players get thrills too, with **Super Star Wars Return of the Jedi**, **NHL Hockey '96**, **FIFA International Soccer '96**, **Madden '96**, **PGA European Tour**, **PGA Tour Golf '96**, **Jungle Strike**, **Michael Jordan Chaos in The Windy City**, **Shaq Fu**, **NBA Live '96**, and **Urban Strike**.



Top Gun: Don your daft shades and hit the skies!

Taito America

Taito's showing *Zeitgeist*, a PlayStation outer-space shooter; *Pyramid Intruder*, a space-fighting action game; and *Lufia 2*, an exciting new RPG/adventure for the SNES.



SquareSoft's Secret Of Evermore is an RPG delight

3DO

3DO's been building a strong library of games for its 32-bit hardware. And while other systems are dazzling the masses by playing big-time PR, 3DO's ready to bust into 64-bit territory. If you're a serious high-end game system shopper, take a look at the *M2 Accelerator* upgrade for the 3DO Multiplayer. 3DO's stated design goal for the *M2* is to outperform the PlayStation and Saturn. How well you think it's succeeded could mean next-generation gamers have four systems to choose from this year.

3DO Studio

3DO's homegrown software developers have been busy. *BladeForce* is a helicopter-style combat game, except that you have the chopper blades strapped to your back. *Killing Time* is an absolutely creepy Doom-style mystery/adventure set in a haunted house.

The All New People's Game Show is a way out and wacky interactive TV game show based in an imaginary Eastern European country that was recently freed from Communism (we said it was way out and wacky).

Time Warner Interactive

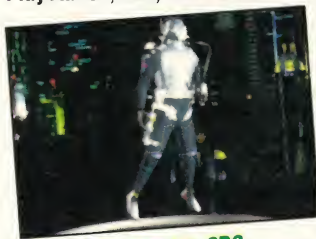
Primal Rage, the smash arcade dinosaur-fighting game, is on hand for PlayStation, Saturn, 3DO, Jaguar, 32X, SNES, Mega Drive, Game Boy, and Game Gear. The supercharged engines of *Virtua Racing* and the fierce arcade tank combat of *T-Mek (Saturn)* will also be roaring at you this year.

Titus

Titus is piggish on the SNES and Mega Drive. *Power Piggs of the Dark Age* is an adventure game that features ham-fisted action.

Ubi Soft

Rayman, Ubi Soft's long-long-long-long-awaited action platform game, is coming to the Saturn, PlayStation, and 32X. Hot on its tracks will be *Street Racer*, a rip-roaring Mario Kart-style racing game for the PlayStation, 32X, and PC CD

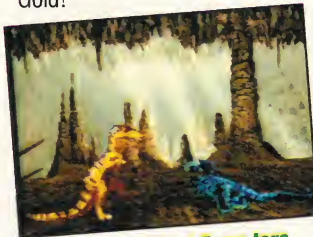


Blade Force on the 3DO dazzled all who saw it, maybe

U.S. Gold

U.S. Gold sees gold in the 32X with *SoulStar*, *ThunderHawk*, *Head-On Soccer*, *Shellshock*, and *BC Racers* all set for that Sega system. Titles in line for yet-undetermined advanced-game systems are *Tomb Raiders*, an Indiana Jones-style adventure game, and *1996 Summer Olympic Games*. Also, *Mega Man* jumps from Capcom

for Game Gear duty with U.S. Gold!



Rage hard! Primal Rage tore strips off its opponents!

Viacom New Media

Viacom's *Phantom 2040 (SNES)* is an action game based on the popular cartoon. Expect to see *Congo* for the Saturn and PlayStation. Also, one of the most unusual licensed games at E³ just had to be *Aeon Flux*, which is based on the highly stylized sci-fi combat cartoon featured on MTV's *Liquid TV*.



"Uh oh, fart." Rainman wasn't at the show, but Rayman was!

Virgin Interactive Entertainment

Virgin revives the ever-loveable Spot, who'll make his next-generation debut in *Spot Goes to Hollywood (Saturn, PlayStation, 32X, SNES, Mega Drive)*. In *F-111 Aardvark: The Agile Warrior (PlayStation)*, you're a member of an elite squadron who has to survive seven missions. There's also hoops of action with six-way comic-book-style play in *Converse City Ball Tour (PlayStation, Saturn, 32X, Mega Drive, SNES)*.

Williams Entertainment

"*Mortal Kombat 3!*" is maybe all you need to say (see "Hot at the Arcades"). The home version's coming late this year, thanks to the PlayStation. In addition to

MK 3, however, Williams will field a strong Ultra 64 field with *Doom* and *Cruisin' USA*.



Purple panted super heroes are invading your console!

Working Designs

Working Designs continues to design quality RPG games with *Lunar: Eternal Blue (Sega CD)*.



Lunar: Eternal Blue is a smart RPG, not a lewd skin flick!

So, no matter which system you own or decide to buy this year, it certainly looks like you're in for a cracking good time as far as software goes. There's plenty of next generation goodies to drool over, plus it seems as if Nintendo and Sega haven't forgotten about their 16-bit friends either. Lots of games and lots of ideas make for an exciting and thrilling next few months. Write your Christmas want list now and don't miss out!

HOT AT THE ARCADES

Midway

Mortal Kombat 3

Without doubt the most anticipated arcade game of the year has got to be Mortal Kombat 3! The version we looked at recently was about 90 percent complete, so we'll withhold judgment for now and just describe it to you.

Although not the improvement that MK II was over the original Mortal Kombat, MK 3 does represent a change in the way you'll play fighting games. More combos, lots of fast action, and plenty of hidden secrets add new dimensions that will bring you

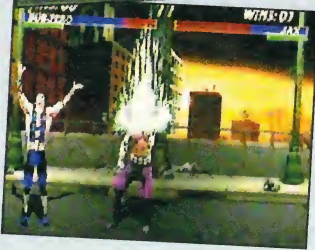
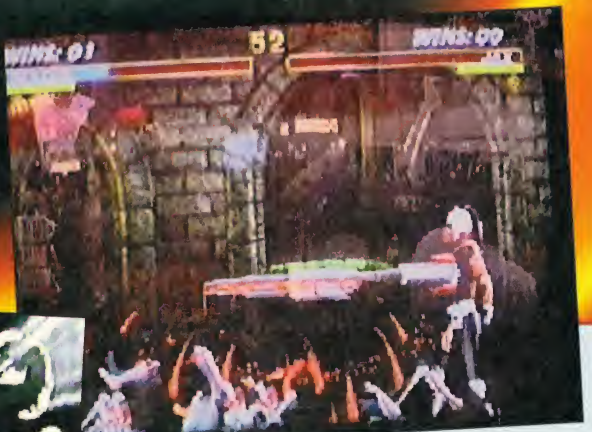
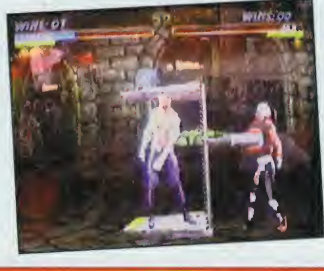
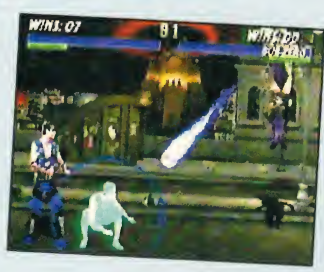
(and your dosh) back to the game over and over again.

One significant change is the inclusion of a password feature. The symbols at the bottom of the screen allow players to enter a six-digit code that will add secret powers and more. The million possible combinations also give the game much more variety. Where will you get passwords? Midway plans to release them through television and print ads, as well as through the movie!

Thirteen new backgrounds, seven new characters, and seven returning characters will grace the screen. We were also told that in September a Rom update for the arcade kit will add still more characters and backgrounds.

Another important new feature is the Run button. Your kombatant can now run to break out of (or into) a fight! This move is designed to increase the pace of the action and prevent players from hiding in the corner. With the addition of multiple-hit moves, this ability translates into bone-crunching, face-smashing fun.

Clearly the hands-down, thumbs-up game at this year's shows, MK 3 seems ready to take on the world. Let's hope the world is prepared!

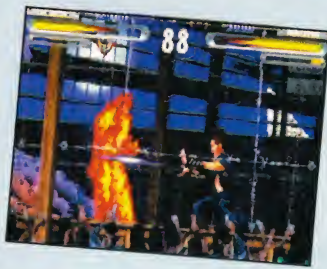


Capcom

Street Fighter: The Movie

Another clear winner at the shows was the new Street Fighter game that's based on the movie. Digitized images of Van Damme and the other actors from the film were incorporated into this MK-type clone. The redeeming factors are multiple-hit juggles, hidden characters and moves, a tag-team mode (where your defeated fighter is replaced by another fighter of your choice), and 35-hit combos.

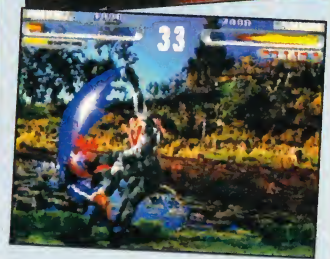
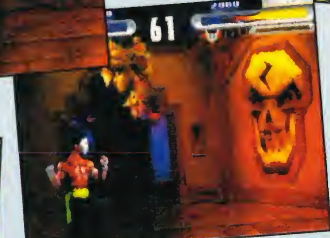
All the moves (and super moves) of Street Fighter II Turbo were included, along



with three new characters (Sawada, Akuma, and Blade). The digitized graphics are crystal clear, and the gameplay, though quirky and



hard to get used to, is easy to learn – especially if you're a Street Fightin' fool.



Sega

Cool Rider

This hard-driving motorcycle game features eight drivers with different attributes and 48 stages. The game looks good and plays well.



Virtua Striker

Another great-looking Sega game is Virtua Striker. This speedy polygon soccer game could be described as a technological milestone. A good sports title like Virtua Striker may draw in a lot of non-sports arcade rats.

SNK

Fatal Fury 3

Fatal Fury 3 is here! Although some players were left out and others were added, it still contains all the furious fun of the others in the series.



Double Dragon

Double Dragon, based on the movie (which was based on the game), is another fighter to watch for from SNK. Great moves, great backgrounds, great game!

Super Sidekicks 3: The Next Glory

Super Sidekicks is a top-notch SNK sports title. New options and updated teams mean more fun for soccer fans.



HOT AT THE ARCADES

Taito

Space Invaders '95



Taito also remade the classic shooter into Space Invaders '95. Looking more like Parodius than anything else, this granddaddy of games has a '90s feel.

Elevator Action Returns

Taito's bringing back fond memories by revamping a slew of old favourites. Up first is the sequel to Elevator Action; fans of the original will love this upgrade.



Qix 2

Another blast from the past that's been spruced up, Qix 2's simple line-drawing strategy action is still more fun than a lot of the action in more technologically advanced games.

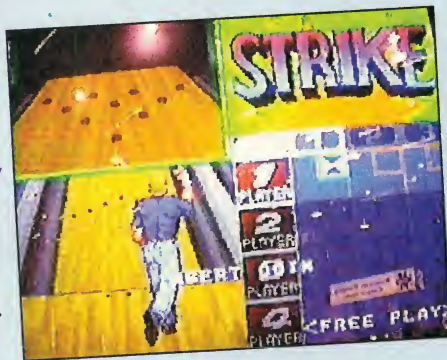


Super Circuit

Super Circuit is the latest driving title by Jaleco. This two-player racing game uses great graphics to enhance the fast-moving driving experience.

Strike Alley

Strike Alley is a stand-up arcade bowling game. Combos? Fatalities? No, just knockin' pins and throwin' strikes.



JALECO

P47 Aces

A great-looking shooter with a World War II theme, P47 Aces is filled with huge explosions and more plane wrecks than a Wesley Snipes movie.

Namco

Alpine Racer



Virtual reality on ice. That describes Alpine Racer, a cross between a skiing game and the Nordic track.

Ace Drivers



Ace Drivers is another racing game from Namco that pits you against the open road. Remember that seat belt? You will.

Air Combat 22



Need your action on the wing? How about Air Combat 22, a polygon air-combat sim from Namco?

Cyber Cycles



More bike-busting fun with Cyber Cycles. This fast-moving, stomach-clenching speed demon of a game is just as much fun to watch as it is to play.

Soccer Superstars



Another soccer game, this double-cabinet unit allows fast player-to-player interaction.

Hole in One

Golf never looked better. With gorgeous courses, great players, and a simple interface, this puts golfing in its place.



Konami

Sure Shot Sheriff

A reaction shooter similar to Mad Dog McCree, Sure Shot Sheriff's anime action will test your thumbs, eyes, and patience.



American Sammy

Eagle Shot Golf



Track-ball golf. The interface feels natural, and the game is gorgeous. We give it a fore.

Extreme Downhill



Cooler part of this skiing game? Watching a player miss a jump and go tumbling into a ravine. Killer shredding.

Gallagher's Shooting Gallery



If you've always wanted to shoot Gallagher, here's your chance! Definitely geared toward the younger end of the gameplaying market.

American Laser Games

Mazer



A 3/4-overhead-view action game, Mazer is actually powered by a 3DO in the cabinet. It's a futuristic firefest with plenty of action and great graphics.

Data East

Backfire

A Rally-type racing game, Backfire takes you through some of the hardest courses in the world. Bounce this one around at your local arcade.



Outlaws of the Lost Dynasty

A lush-looking fighter set in ancient China, Outlaws of the Lost Dynasty takes a shot at the Kings of Kombat.



Time Warner Interactive

COPS

Based on the TV show of the same name, COPS takes the Mad Dog McCree approach to law enforcement. Split between a driving game and a shooting game, COPS is fully digitized. Whatcha gonna do?



Incredible Technologies

Play Golf!

Another track-ball golf game, this one tries to incorporate a more realistic yet humorous approach. Play Golf! blows the other golf games away!



Kaneko

Great 1000 Mile Rally 2

A racing-game sequel from Kaneko, 1000 Mile Rally 2 is a two-player sit-down unit with potential.



Cover
Feature



CAPE



Behold... The Bat Mobile in all its glory! Nice garage by the way Bat bloke!

As eager cinema audiences fill the multiplexes around the globe this month in a desperate attempt to see the third exciting instalment in the Batman trilogy, we here at GamePro have turned our thoughts to something equally as important – the console conversion of what has just got to be this summer's biggest blockbuster.

As with most of the film/game licences that flood the market these days, you'll find that the chaps from Acclaim Entertainment are the ones behind it all. Having already released an abundance of movie games in the past,

Everyone's going Batman crazy and we're no exception. In fact we're so excited we hitched a ride to New York to take a peek at Acclaim's new HQ and check out how the Batman Forever game conversion is getting on. Hold on to your bats as we go Stateside...

FEAR!



Val Kilmer portrays the Caped Crusader in the forthcoming *Batman Forever*. So there!

Acclaim certainly knows the score when it comes to securing that all important licence. And considering that *Batman Forever* and *Judge Dredd* look favourites to be this year's box office blitzers, Acclaim Entertainment has done it again.

For those of you who haven't seen the movie yet, let us fill you in: Harvey 'Two-Face' Dent has escaped from the famous Gotham City loony bin, and on his way home has bumped into one of Bruce Wayne's former employees, namely Mr Edward Nygma.

It soon transpires that Eddy has developed a fascinating brain reading/absorbing

device which Harvey takes a shine to. Teaming up, the pair cause havoc around Gotham, managing to discredit Batman and knock Bruce Wayne down a peg or two in the process.

You see, Harvey Dent isn't called Two Face for nothing. Batman is the man responsible for his, shall we say, unique facial structure, and he is now seeking his revenge on our bat-eared pal. Edward Nygma AKA The Riddler (E. Nygma – geddit?) is in a similarly revenge-fuelled state and together they make a devastating team.

To The Bat Cave!

Along the way, Two Face murders the family of Dick Grayson (Robin), who in turn vows to avenge their untimely deaths by taking Batman's side in the war against evil. Predictably, the four meet up and proceed to beat each other to a pulp. Who will win? Who will survive? Will the

Riddler ever realise that his super villain name is equally as stupid as his real one? The only way you're going to find out is by going to see the movie, or playing the game.

What is promised to be this year's premier video game event was created using the high-tech blue screen studio at Acclaim's new Hollywood-style base. We visited these new global headquarters in rural New York to get ourselves a glimpse of just how close the movie making and game creating processes have become.

Inside this sleek, futuristic building is a place where Hollywood-style special effects and up-to-the-minute video game technology are blended together to make some of the year's most eagerly awaited games. For almost six months now, the building at 1 Acclaim Plaza has been specifically devoted to Acclaim's many video game projects.

Although the exterior is white and wrapped with glass, the interior is darker,

The Motion Capture Studio



Attention fact fans: Acclaim HQ can be found at 1 Acclaim Plaza in Glen Cove, New York



Crew members surround Frank Thomas inside Acclaim's vast motion capture studio



Big Franky quietly dons his sensor studded black costume and prepares for action



Thomas is just about to step into an imaginary pitch and send it roaring downtown...



And away it goes! That's gotta be a home run!



Cover Feature



Weapon screens (left) show off Batman's ammunition supplies

Batman waits impatiently at Euston for his connecting tube



The Bat Mobile was one of the most popular displays at the E3 show



dominated by labyrinthine corridors and small offices humming with high-tech equipment. It's a look common to other video game companies, except for the sheer size of it (70,000 square feet, accommodating almost 300 employees), and the room in the basement.

This 2500 square foot basement is what puts the Hollywood special effects into Acclaim's latest games. Called the Motion Capture Studio, it's the size of a small high school gym with 24 foot high ceilings, a black, padded interior and a huge glass enclosed control room. Powerful lights and custom built cameras stand in the corners, a flying rig for aerial stunts hangs from the ceiling, and a black basketball hoop stands against one wall – obviously left over from the NBA Jam days. 'Impressive' is not the word.

Anyone familiar with Hollywood's special effects studios would recognise this room – the surprise is that it's here at Acclaim. Acclaim is the only video game company to have its own on-site motion capture studio. Here an actor will don a black costume studded with up to 300 reflective light sensors, and while he does his thing, the corner mounted cameras mentioned earlier will pick up the movement of the sensors.

All the information is fed into yet another piece of equipment in the control room. This digitises the images into 3D. These movements can then be re-created as the actions of a smoothly moving video game character. Frank Thomas Big Hurt Baseball was created here, and the Chicago White Sox All-Star himself spent several days in the basement

being filmed swinging bats and the like.

The creatures in the forthcoming Alien Trilogy for the PlayStation were created in a similar fashion. An actor slithered and jumped about in the black suit, then his computer image was given the 'skin' of an agile alien beast. An in-house studio gives Acclaim a tremendous advantage over other game companies, which must rely on the availability of outside studios for their motion capture effects.

Acclaim has another ace up its sleeve – its very own blue screen studio. Located across the street from the HQ, this former car showroom now creates effects common to movies like Forrest Gump and True Lies. A live, costumed character is filmed in the foreground against a blue or green backdrop (the colour of

the background depends on the colour of the character's costume), and later they're superimposed on to the background that appears in the film or game.

The results are not merely impressive, they're award winning. Last spring the advanced Ultimatte film technique, similar to what's used at Acclaim, won an Oscar for technical achievement.

Motion Notion

On the day we were there, filming was underway for the monster Batman Forever conversion. Guided by a director and stunt coordinator, a purple-clad stuntman named Matt Norklun performed flips that will appear in the game as one of the thug's attack moves on the Caped Crusader.

Everything behind and around him was bright lime



Here we see some incredible shots from the game. And they're all digitised!



Take it to the bridge! Robin and the Caped Crusader kick ass for the lord!



green, including the props and the small trampoline he was bouncing off. Later, everything green will be replaced by the actual detailed backgrounds and props seen in the game.

Using the stuntmen from the Batman film set and actual movie costumes help massively in making the game look as authentic as possible. The blue screen studio helped Warner Brothers create some of the effects for the movie too and was used by R Greenberg Associates for certain effects in New Line Cinema's animated home movie release of Mortal Kombat.

The motion capture technology was developed by Acclaim's own Advanced Technologies Group, again based within the headquarters complex. It uses scanning, traditional modelling and an exclusive platform-independent tetherless motion

capture process which measures bone rotations via hundreds of optical sensors. All of this was used for the Batman game.

The game itself boasts computer-rendered, interactive backgrounds taken directly from the original film scenes. And for the first time ever, a built-in two-player co-operative playing facility allows players to control both Batman and Robin. Over sixty stages of gameplay are spread over eight levels, which should give you some idea of the work that has gone into Batman Forever.

Bats Entertainment!

As usual, Acclaim isn't pulling any punches over its marketing plans, so expect to see Batman Forever splashed all over TV, cinema screens, radio, cable, game stores and numerous magazines. There'll

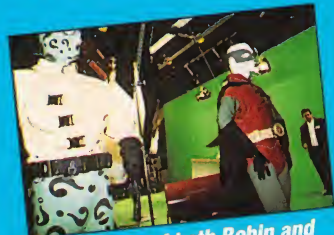
also be specially designed video cards packed in with the official Batman Forever trading cards, offering hints and tips on the game.

The Super NES, Mega Drive, Game Gear and Game Boy versions of Batman should be released sometime this autumn, with the Next Generation versions hitting the Saturn, 32X, PC/CD-Rom and PlayStation later in the year. Armed with cutting edge technology and its very own studios, Acclaim is pointing the way forward to the next decade of game making. In addition to the titles already mentioned, the upcoming 16-bit game, George Foreman For Real Boxing, will feature effects created in the Acclaim Studios. With the world of movies and video games now constantly converging, perhaps one day all games will be made this way.

The Blue Screen Cinema



Here's big Frank again, waiting in front of the green screen for yet more filming



Mannequins of both Robin and The Riddler were used in the Batman Forever shoot



Stuntman Matt Norklun confers with stunt co-ordinator Jeff Gibson in the studio



Here, animators turn the filmed footage into digitised video game characters. Amazing!



Jim Carrey stars as the Riddler in the movie. Not only that, but he's in the game too!



Quick Robin, to the Blockbuster World Video Game Championships!



Holy wet pants! You too could get this close to the Bat Mobile if you venture down to Thorpe Park for a top laugh riot/fun festival!

Continuing the Batman theme, where are you going to be on July 26? Well, if you're a bright, young video games player, you should be at the Blockbuster World Video Game Championships at Thorpe Park in Surrey.

"But hang on, what's the Batman connection?"

Yes, we thought you'd ask that. Well, let us explain.

Sixty-four contestants, who have made it through the preliminary rounds of thumb-blistering, will be at Thorpe Park to compete against one another in a desperate bid to win that all-important first prize – a trip for two to the world finals which will be held in, wait for it... San Francisco!

The UK finals on the other hand will be played in a much more exciting environment. Never before seen in the UK (here's the Batman connection kids), it's the one, the only, the pant-wettingly good, Bat Dome! The Acclaim Batman Forever Experience – to give it its full

title – will be open to the UK finalists, members of the Thorpe Park and Acclaim Entertainment staff, and a few certain other specially selected guests.

Under no circumstances will Joe Public be allowed in! Only the gifted, talented and those of us who've blagged a press pass will be permitted to experience the Bat Dome. So, all you non-players will have to fight back those tears of disappointment and watch proceedings from afar. No, seriously, there'll be plenty of opportunity to watch the final playing heats thanks to a massive video wall placed outside the Bat Dome.

"Mmmm, Gary? These new Blockbuster stores have a wicked range of rental games titles don't they?"

"Yes Baz, plus a remarkably wide selection of retail software too. Jeepers!"

Okay, so what if you're in the running for the actual championship itself? What will you win apart from this trip to San Francisco? Well, how about an attractive, glimmering World Champ trophy? That'll look nice on your mantelpiece! Plus you'll also receive a choice of either a £5,000 educational scholarship or a savings bond! (Don't know about the savings bond, but the scholarship sounds a bit bland!)

Not only that, but anyone who has entered this year's event will receive a prize! Yep, a massive goodie bag packed full of top game-related stuff will be yours simply for having entered.

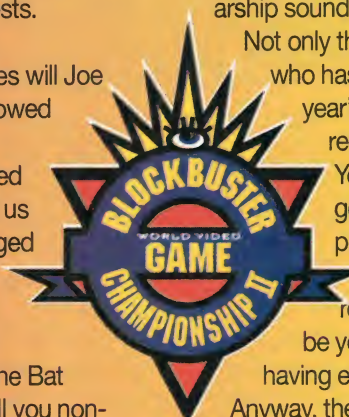
Anyway, the question is: Are you going to be there? You could go and support a friend who's made it to the

finals, you could just go and sit outside the Bat Dome all day in the sun, or you could even have a day out with your Gran, get her to pay you in, and then guide her in the general direction of the botanical gardens while you go and play the Batman Forever game before it has even been released!

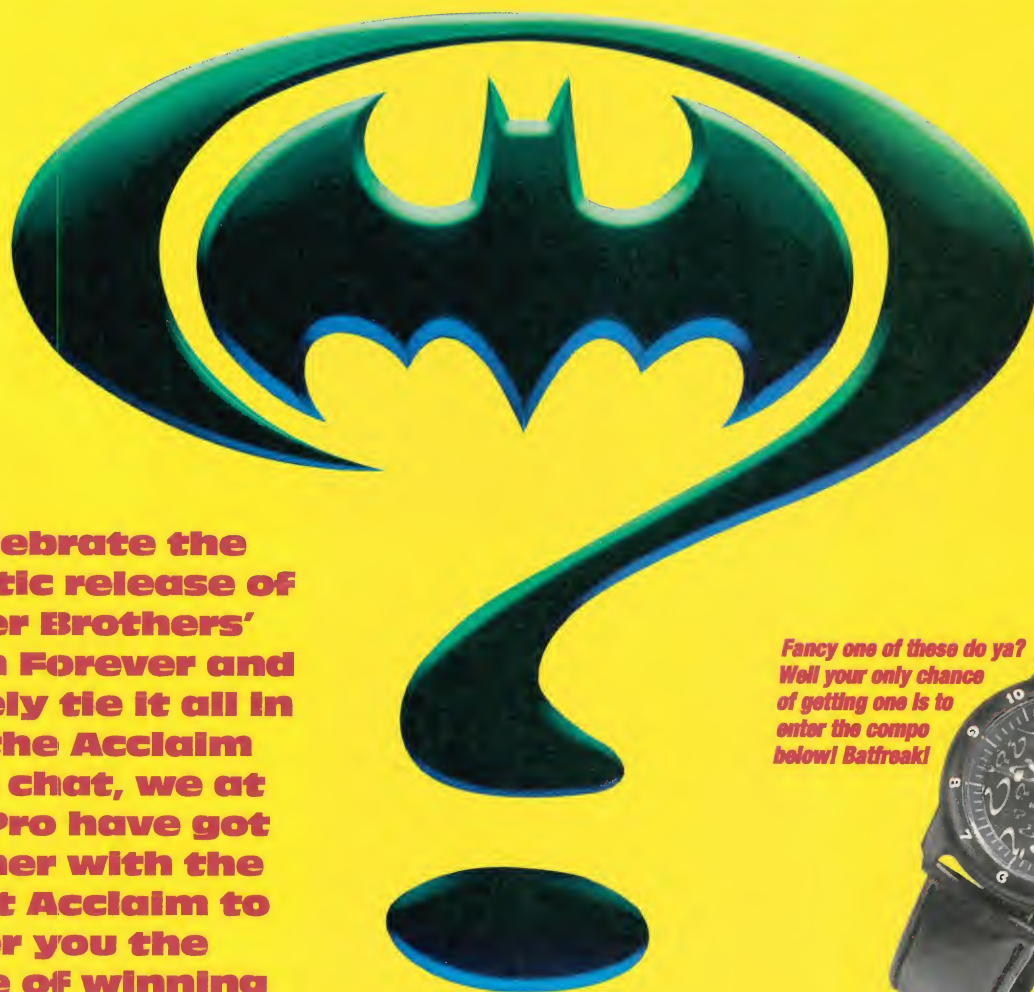
Oh sorry, did we forget to mention that? Yes, you'll get to play Batman Forever before its scheduled release in September.

Face it, it'll be a top day out whether you're a contestant or not. You'll be able to watch loads of people lose and start crying, you'll get to play Batman Forever months in advance, you can get your photo taken in front of the new Bat Mobile, and hey, who knows, you might even bump into one of the GamePro team members while you're there.

Blockbuster World Video Game Championships, Thorpe Park, Chertsey, Surrey, July 26, Bat Dome, lotsafun – be there! You know it makes sense.



Riddle me this...



To celebrate the cinematic release of Warner Brothers' Batman Forever and to loosely tie it all in with the Acclaim studio chat, we at GamePro have got together with the boys at Acclaim to offer you the chance of winning some wicked prizes! Simply answer these questions correctly and you could be walking away with Batman Forever T-shirts, a copy of the Batman Forever game on your preferred format, plus one of three very special Batman Forever watches! All you have to do is enter. Good luck!

Fancy one of these do ya? Well your only chance of getting one is to enter the compo below! Batfroak!



- Q1) Who played the Joker in the very first Batman movie?
a) Jack Nicholson
b) Jack Duckworth
c) Jack Yourbody
- Q2) In Batman Forever, Chris O'Donnell plays Robin, but what's Robin's true identity?
a) Billy Grayson
b) Dick Grayson
c) Larry Grayson
- Q3) Which one of the following movies didn't get converted into a game?
a) Judge Dredd
b) Alien 3
c) Pulp Fiction

Send your answers to:
Batman Compo, Media House, Adlington Park, Macclesfield SK10 4NP

My answers are...

Q1:

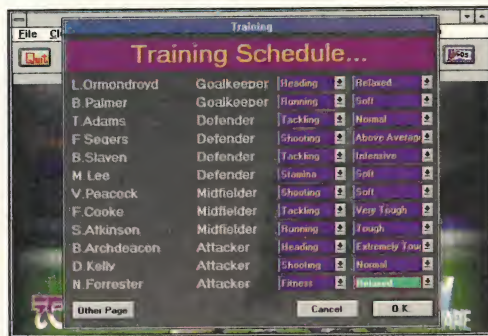
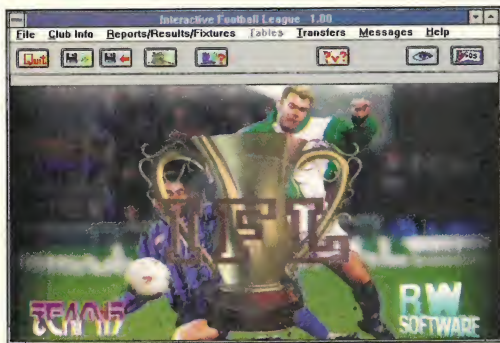
Q2:

Q3:

Name:

Address:

The Interactive FOOTBALL



You'll be pitting your wits against other managers with help from Team 17

It looks as though Team 17, the once-giants of the Amiga arena, are about to kick up a fuss with the first in an ambitious series of on-line gaming projects. IFL (Interactive Football League) should be just about up and running by the time you read this and is one of the most exciting ideas for a long time.

You are all probably familiar with the concept behind football management games; pick a team, select the players and hope they win enough matches to enable you to pick up a trophy or two! This all basically boils down to you versus the computer, which can be uninteresting in the long run, so what Team 17 aim to do is get hundreds of real-life managers pitching their teams against each other in a modem-run game.

Put in its most simplistic form, you select your team, define who's good at what and send the details to Team 17, either through a normal modem link via the Internet, or by post. When you sign up for the game, Team 17 will

send you all the gubbins you need for either your Amiga, PC or Mac. After that all you need to do is make two three-minute calls a week, one to send your information and one to get your much-awaited match report back.

You can spend the rest of the time deliberating over whether to rest a couple of your star players. You only play one game a week so in effect a season lasts for five and half months.

The structure of the league is as follows (take a deep breath because it's quite complicated):

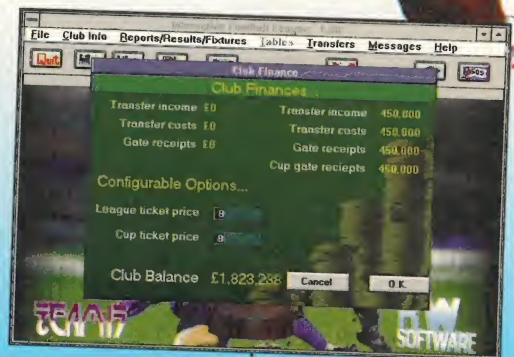
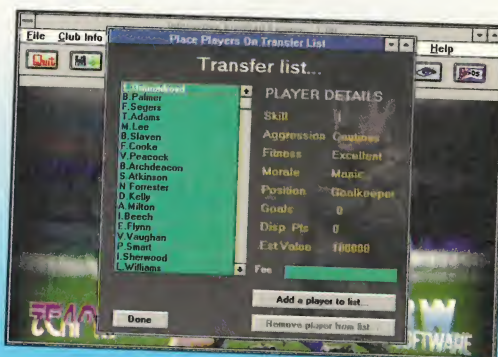
There are 12 teams in each division and six divisions in a league. Finally there are 10 leagues in each conference.

This format goes on until the demand for places runs out.

No one division will be better than another but cup competitions will run during a season and will be inter-divisional. To add to all the fun, Team 17 are offering prizes – £50 for a cup and a whopping £500 for the winner of a conference. There'll also be smaller prizes for the Manager of the Month.

How much does it cost? Well, it's just £20 a season (£30 if you want to play via mail), and if you want further details you can do one of the following:

email baggers@team17.demon.co.uk
Write to: Team 17, Longlands House, Wakefield Rd, Ossett, West Yorkshire, WF5 9JS.



IFL LEAGUE

Compo



Watch LIVE footy for free...

Those awfully nice people at Team 17 have got a bit carried away with all this IFL business. They appear to be just throwing money away. "Can we have a competition?" we asked. "You certainly can!" was the reply. So here it is.

It's an offer almost too good to be true for footy fans who are all too aware of how prohibitively expensive it has become to go and see the real thing - if you want to get into a Premiership game these days it's going to set you back at least £15.

Well, how about getting in free ALL SEASON? That's right, courtesy of Team 17, we're giving away a Season Ticket for your favourite club to one lucky winner, thus allowing you to see all their home league games in 1995/96 completely free of charge.

(It may prove tricky to get hold of a ticket for places like Manchester United and Newcastle where there are ridiculous waiting lists, but we'll do our best!)

For the slightly less lucky runners-up there are 15 Team 17 goodie bags on offer. These contain such delights as T-shirts, mugs and posters, so if you don't win the top prize there's a pretty good chance you'll end up with something!

All you have to do to stand a chance of winning is pick a soccer team! Well, that's a bit vague, so let's explain.

You have to choose 11 top players (in their correct positions) from the Premiership to form your own

Dream Team. You can have anyone at all (no cash restrictions), so Shearer and Cole are yours for the asking!

Our panel of experts will also select a team and the winner will be the person whose side is the nearest match to that of our Team 17 pundits! Easy eh?

Simply write your team down on the coupon below, then post the whole caboodle off to us at the address shown and eagerly await the next issue of GamePro to see if you're a winner!

My Dream Team is.....

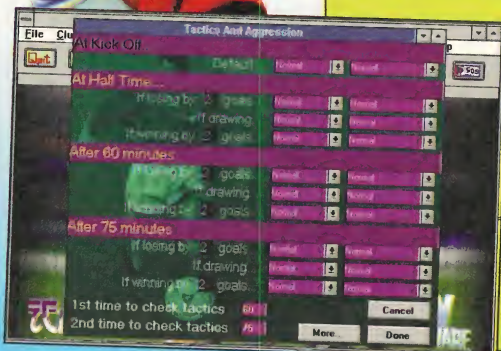
- 1
- 2
- 3
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- 5
- 6
- 7
- 8
- 9
- 10
- 11

Name

Address

Postcode

Send your entries to IFL Competition, GamePro, Adlington Park, Adlington, Macclesfield, SK10 4NP by August 15.



Tactics play a big part in the world of IFL. Get these wrong and you could be on the wrong end of a drubbing by a better-equipped side

As well as all the reviews we've crammed into this issue, we also have an abundance of sizzling forthcoming attractions. The following pages are jam-packed full of ground-breaking software that's lurking just over the horizon, poised and ready to pounce on a system near you soon. Ladies and gentlemen – welcome to the previews...

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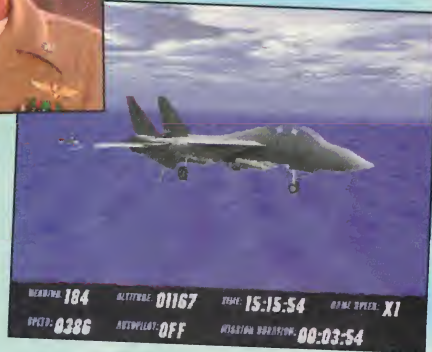




Ridge Racer p85

Namco's dreamworthy driving delight skids into view

Top Gun PC/CD-Rom



MicroProse goes back to its roots by releasing yet another flight sim on the PC, and Top Gun is tipped to be one of the best ever examples of this particular genre.

It's the licence of the old Tom Cruise film, which seems a little strange considering how long ago the movie was

released, but what the heck eh? May as well have the licence as not!

Graphically Top Gun is absolutely stunning, but you'll need a PC the size of Portsmouth to run it properly! So, if you have a top spec machine like a Pentium sitting around just waiting for its next

challenge, it might be as well to start cranking it up now because Top Gun will be with us shortly.

By MicroProse
Available September

Magic The Gathering PC



Magic The Gathering was originally released in the United States in August 1993 as the first ever trading card game.

It sold more than 10 million cards in a six week period, and to date there are in excess of 300 million of the little beggars in existence. What has all this got to do with anything? Well, MicroProse have just signed

up the rights to do a computer game version.

Rather than sack the card idea all together and just have another RPG, the game still requires you to collect cards and trade them in in order to get better spells and the like. This of course is done against the computer although there are plans to take the game

on-line. So, it's looking more and more crucial that you get that modem before the whole on-line thing really takes off!

Magic The Gathering will be released in September and it'll need a 386 PC or better.

By MicroProse
Available September



Time Warner's VR Virtua Racing

Saturn

Don't let the name scare you! Time Warner's planning a Virtua Racing disc that may leave its predecessors in the dust. This two-player version of the arcade classic will offer 10 tracks (the three original arcade tracks and new ones like Amazon Falls and Surfers) and five cars (High Speed Go Kart, Sports Coupe, Sports Prototype, Modern Formula, and Vintage 1960s Formula). The three racing modes include Arcade, which is identical to the arcade gameplay; Grand Prix, where you race against 15



other teams in a season; and Practice. New cinematic sequences highlight the racing action and provide tips and racing info.

By Time Warner Interactive

Brain Dead 13

Sega CD

Saturn

3DO

PlayStation

Jaguar CD

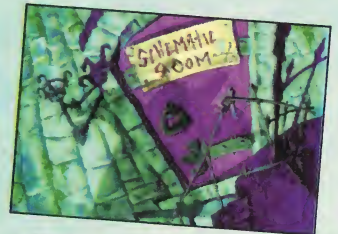
From the ReadySoft crew that brought you Space Ace comes another animated adventure. The star of this graphic adventure is Lance, a computer repair guru. Things get strange for Lance when he's called to Dr. Nero Neurosis' castle late one night. After he fixes the mad doctor's computers, Lance learns of the doctor's plan to dominate the world. In order to stop the doc, Lance has to search for the Chamber



of the Brain. Along the way, he must evade Fritz, a half-human, half-pet who's been instructed to destroy him. The demented castle holds all kinds of other surprises, including camp monsters like FrankenJock and

Draculette. Brain Dead 13 boasts orchestrated digital sound and breathtaking cartoon-style animation.

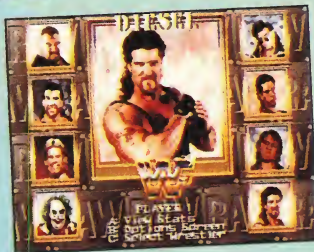
By ReadySoft
Sega CD, 3DO, Saturn, PlayStation,
Jaguar CD All Available Third
Quarter '95



WWF Raw

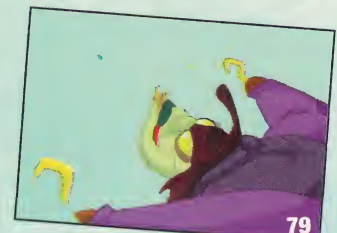
32X

Acclaim's latest WWF offering, the first for the 32X, includes more than the usual head-banging, mat-slamming, body-bashing action. Improvements include a mystery wrestler, pin moves like the "Roll Up Pin" and the "Hot Dog Pin," a tag rope you can use to tag teammates or choke opponents, moves like the Power Slam



and the Corner Book, and illegal objects like a "RAW" sign. This game will make you yell "Uncle!"

By Acclaim
Available Summer '95





Forget Mortal Kombat, forget Fatal Fury, and come to think of it, forget flipping Street Fighter – this is the real deal! Sega may

have Virtua Fighter, but hey, this game is the one you want to be concentrating on. It's a beauty to look at, the sounds are as funky as Huggy Bear's record collection and it plays like an absolute dream.

Seven selectable characters and two hidden boss men, all with a vast array of battle moves and hidden powers, are pitched against each other

across a series of lush backgrounds. This makes for one hell of a fighting bonanza, especially with the 'roll out' facility which allows you to move away from swiftly approaching blows with the greatest of ease.

You'll more than likely be able to buy this baby as soon as the PlayStation hits the streets, so it would be in your





best interests to start saving straight away.

Toh Shin Den boasts some of the finest graphics ever seen. Thousands of polygons have been beautifully rendered, mapped and thrown together to make up a collection of fighters that would make even Ryu soil his karate suit.

Each character has an impressive array of standard

skills and finishing techniques at their disposal, and each has access to their own preferred weapon of combat. Knives, claws, whips, swords – they're here by the bucket load and so is the gameplay! Hot moves, smart characters and great graphics make Toh Shin Den a must!

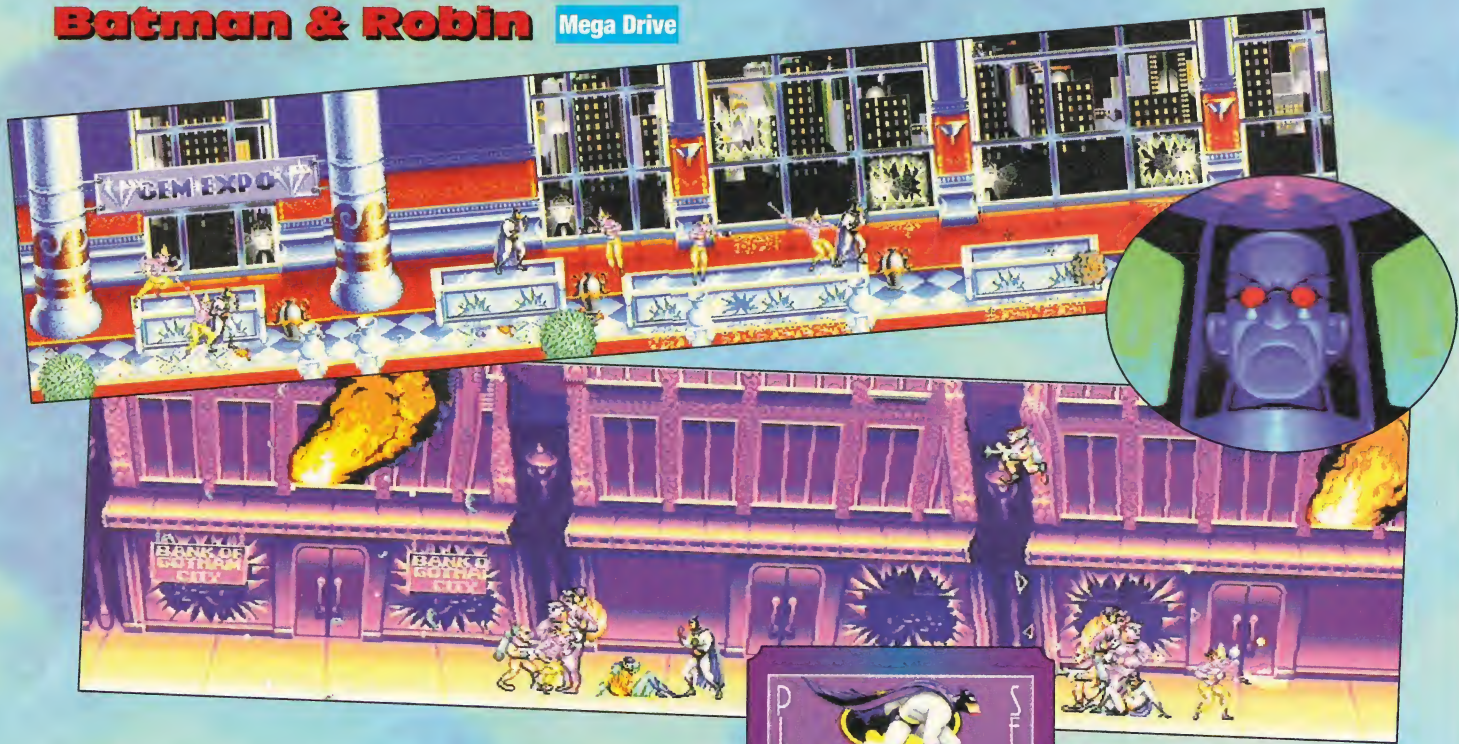
By Takara

Available Third Quarter '95



The Adventures of Batman & Robin

Mega Drive



This one's been a long time coming, but Sega promises that it's finally putting the finishing touches on its Batman game — and the cart looks like it'll be well worth the wait. Based on

the Emmy-winning animated cartoon show, the game tracks the adventures of the Dark Knight and Robin as they try to keep Mr. Freeze from putting Gotham City on ice. Other Batman villains, like Joker, Two-Face, and the Mad Hatter, put in appearances as well.

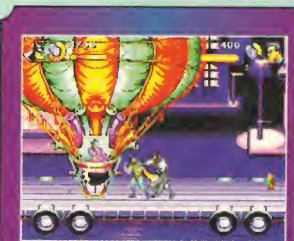
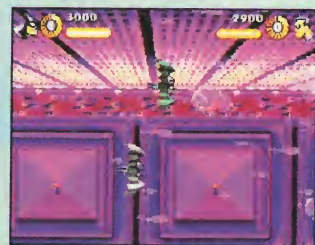
This 16-meg, side-scrolling action/adventure uses special effects that closely mimic the animated cartoon series, achieving effects you wouldn't think the Mega Drive could pull off, including some interesting rotation! The two-player simultaneous mode, with one player as Batman and the other as Robin, is especially hot. The steady action is fast and tough enough to remind you of classics like Contra.

The boys have a bevy of weapons, as well as the ability to jump, climb, and kick. There's even a traditional shooting level where you ride

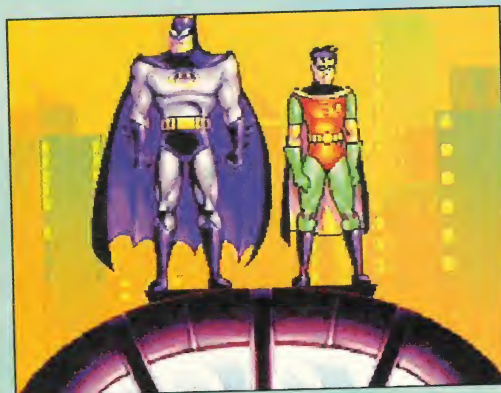


on a bat wing. A scorchin' soundtrack keeps the adrenaline high. This could be the Mega Drive game of the year.

By Sega
Available Summer '95



In addition to Mr. Freeze, familiar foes like Two-Face and Joker lie in wait for the dynamic duo



Primal Rage PlayStation

By Time Warner Interactive
Available August 25

Already a massive success in the arcades, Time Warner's mammoth home conversions are all set to smash on to your games console at high speed come August. This multi-format release should be the beat'em-up event of the year. Whilst people are bragging about their new systems, 16-bit platform owners will finally be able to hold their heads up high safe in the knowledge that they've got themselves a fighting game to be proud of.

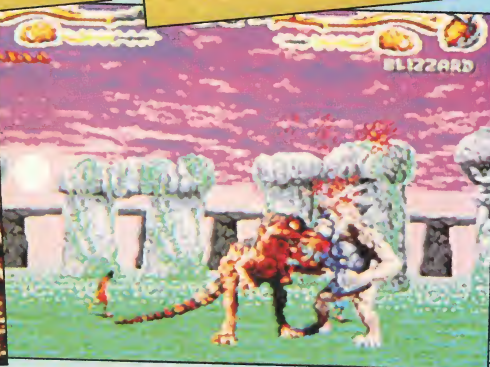
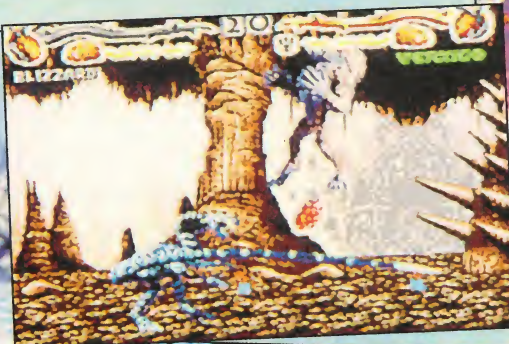
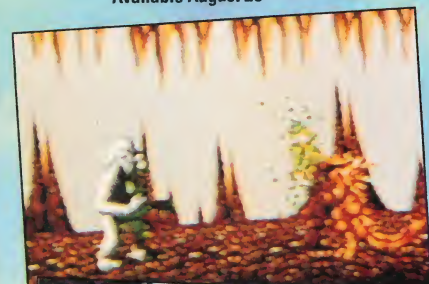
For those of you who don't know anything about this beast, Primal Rage pits wild dinosaurs and various other ancient flesh-rippers against

each other in the usual 'first to three' bouts of blood, sweat and carnage.

Full stop-motion animation brings the game's characters to life from their original latex puppet frames. Each one was filmed in hundreds of different positions to enable the display of an awesome array of moves, ranging from the standard attacks to the more visual specialities and fatalities.

The new and improved fighting engine allows space for more combinations than ever before, and there's the added attraction of finding the bonus levels too!

This one is going to be big, so expect a prehistoric August. If Time Warner have anything to do with it, Primal Rage isn't going to get a quiet release!



Air Power

PC/CD-Rom

If you want a quality flight sim these days then specialist developer Rowan Software is usually the first stopping point. With massive hits for PC and Amiga plane buffs behind it (including Overlord, Dawn Patrol and Reach for the Skies amongst others), it's no surprise that Air Power is attracting a great deal of attention at the moment.

In a slightly unusual twist Rowan has steered away from a factual storyline and created a fantasy tale involving Emperors trying to take over a kingdom using airships and a number of bizarre planes.



The engine of the game looks similar to that of Dawn Patrol but we are assured it's been well tweaked and there are lots of good-looking strategy bits thrown in for good measure.

When Air Power is released in September by Mindscape it will come on regular PC floppy disc and enhanced CD-Rom formats and will be priced at £44.95. Watch this space.

By Mindscape

PC/CD-Rom Available September



All Stars Tennis

Amiga PC

Sometimes games come at you right out of the blue and All Stars Tennis is a prime example. With Wimbledon in our faces, tennis is hot news right now, and this looks like it could be the home computer equivalent of the consoles' Pete Sampras '96.

GameWave is a collection of guys from around the UK who have experience with major companies like Team 17 and Grandslam behind them, and now they're all set to go it alone with one of the best-looking versions of tennis we've ever seen.

The graphics can only be described as cartoon-like, and there are a number of superbly drawn players and courts to choose from.

The game is to be released for Amiga and PC (the Amiga one will be first), and there are also plans for a special

Christmas version featuring elves and the like thwacking tennis balls about! Sounds good doesn't it? Well, you'll have to wait a while yet, but touch wood there'll be a full review in the next issue!

By GameWave

Amiga Available July,
PC Available August



Ridge Racer

PlayStation



Touted as one of the greatest driving games ever, Ridge Racer screeches into view and accelerates on to the PlayStation with the smell of burning rubber in the air.

This racing spectacular has been faithfully duplicated by the boys at Namco, so the home version will have all the features of the arcade original, plus lots more!
A short burst of that old arcade

classic Galaxian as the game is loading is an excellent touch, as is the new driving perspective. The arcade version only allowed you to play from a single viewpoint, but this new angle is a blessing.

Along with Tekken and probably Toh Shin Den, Ridge Racer looks certain to be one of the few official releases to tie-in with the PlayStation's launch, and if this is only the first of many new and exciting PlayStation games, then who knows what kind of digital gaming delights we'll be drooling over next year?

By Namco
Available
September

Rayman

Jaguar PlayStation 32X PC/CD-Rom Saturn

That cheeky purple, erm, thing has taken himself off to yet another platform but he still hasn't managed a release! Before the year is out he's gonna hit the Jaguar, PlayStation, 32X, PC/CD-Rom and the Saturn! Who is he? Why, Rayman of course.

Rayman is all set to become one of the gaming industry's classic computer heroes, and the game has been endlessly tweaked and tugged to ensure that its prolonged release will be worth the wait.

Six universes, over 40 different enemies, original ear-pleasing tunes and a main sprite that's built up from over 120 different animations sure should make for a visual gaming treat.

Rayman is a challenging and completely bonkers platform romp that should blow you away when it finally arrives.

By UbiSoft

Jaguar, PlayStation Available
September, 32X Available October,
PC/CD-Rom, Saturn Available
December



Actua Soccer PC PlayStation



Gremlin's Actua Soccer is the first in the Actua series and features real human movements "motion-captured" in a special studio.

Real professionals (Chris Woods and Andy Sinton) were brought in to provide the movements and these were then incorporated into the

game to give it as realistic a look and feel as possible.

Certainly on a graphical level it is absolutely superb, and the tactics should be sound too considering it has taken over two years to sort them out.

Believe it or not, the game originally started out as an Amiga project but it was soon realised that the Amiga could never hope to handle it!

All the correct international team data will be included before completion, and we look forward to reviewing the end product in the next issue.

By Gremlin

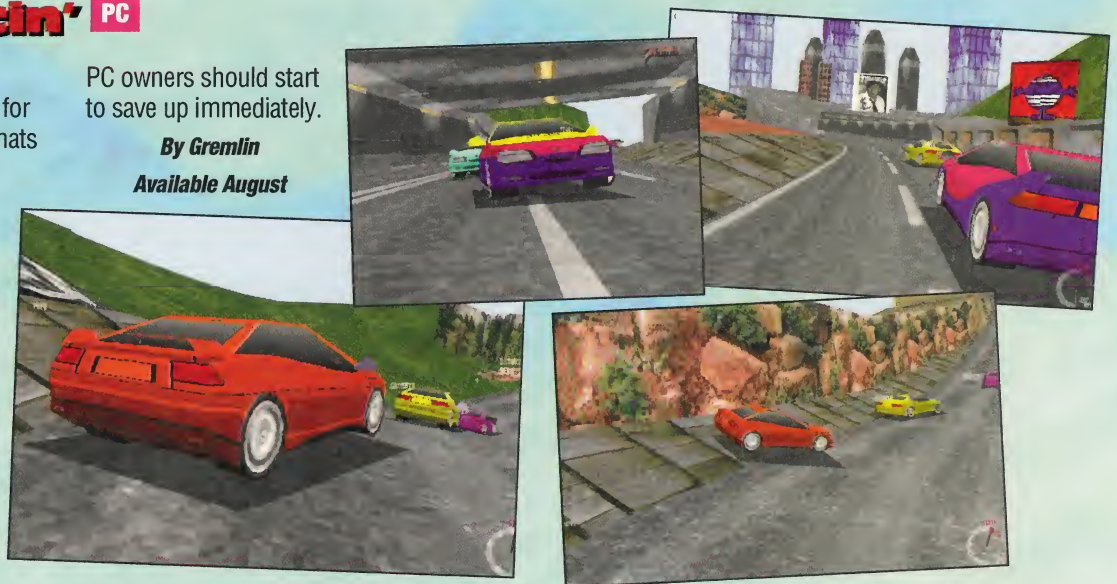
**PC Available August
PlayStation Available September**

Fatal Racin' PC

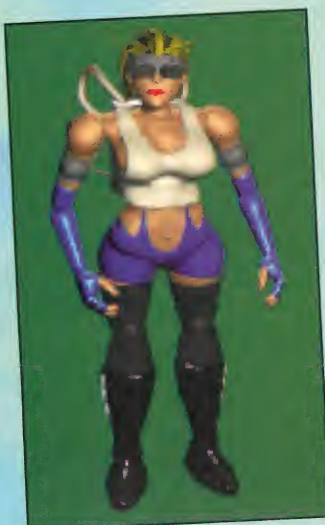
Fatal Racin' looks set to become the new standard for race games across all formats and it certainly surpasses anything we've seen on the PC so far, and that includes NASCAR! It looks like Daytona and Ridge Racer but has eight tracks and a proper 3D universe, so stunts such as loop the loops can be performed with the minimum of fuss. To say that Fatal Racin' looks pretty impressive would be an understatement.

PC owners should start to save up immediately.

By Gremlin
Available August



Loaded PlayStation

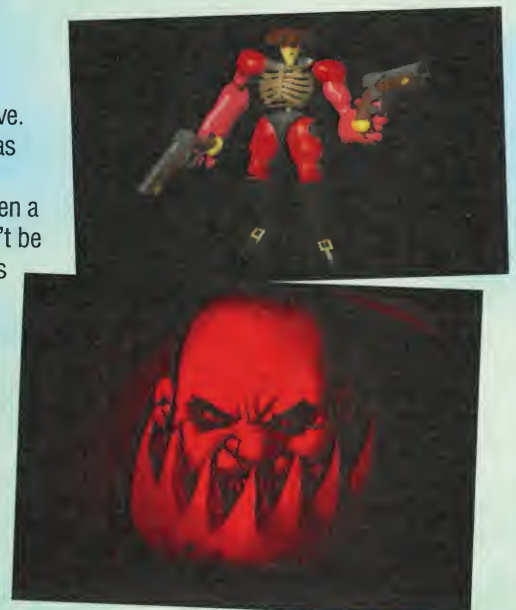


No, it's not the 'lads' magazine of the same title, but yet another Gremlin game. It's a top-down shoot'em-up that is beautifully drawn and packed full of mad action and bizarre characters, some of which you'll be able to see scattered about this page. The action is frantic and fast and there are plenty of huge explosions and horrendous amounts of gore (which may be taken out so as not to upset sensitive gamers).

In a way the game is similar to Gauntlet but with a slightly

different perspective. Guraud shading has been used so extensively that even a mighty PC wouldn't be able to cope, so it's Sony only! Gremlin hope to have it finished by the time the PlayStation is launched in this country.

By Gremlin
Available September



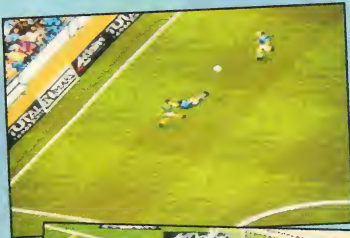
Total Football

Mega Drive

Those of you still recovering from last year's soccer simulation overload may need to sit down and catch your breath. The reason – Acclaim's new footy sim, Total Football. Currently being touted as the ultimate football experience, this soccer spectacular boasts not only five-player simultaneous play, massive sprites, battery backup and action replay facilities, but also the options of World Cup and International

tournaments, over 60 different playing moves, an isometric perspective, and 2500 separate animation frames for each of the players! Total Football has the added bonus of being officially endorsed by the one and only Les Ferdinand, and if Les says it's cool, we fully agree.

By Acclaim
Available September



AI Unser Jr Arcade Racing

PC

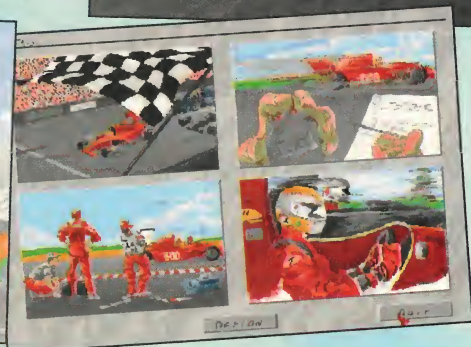
If you're going to produce a racing game you may as well get a racing driver to endorse it. AI Unser Jr is the chap who's put his name to this latest Mindscape effort, and although that's a name that probably won't mean much to many people this side of the Atlantic, Mr Unser happens to be two times winner of the Indy Car racing series, his latest triumph being in 1994 when he obliterated Nigel Mansell in the process.

The PC has a lot of driving games already but big AI is prepared to go the whole hog and say, "What's really exciting is the level of real-life racing experience we're bringing to the game". Features-wise the game boasts that it will be the only 'Windows '95, networkable multi-player head-to-head arcade-style racing game', which sounds impressive even if you don't know what it means. Other than



that there will be 15 tracks and 10 other drivers to race against. Full review hopefully next time kids!

By Mindscape
Available September



ComixZone **Mega Drive**

ComixZone, a hot Sega cart that blends original gameplay with a comic-book look, could be one of the year's most innovative games. You play as Sketch Turner, a 19-year-old who created a successful strip called *ComixZone*. Lightning strikes one night, and Mortus, the villain in *ComixZone*, escapes from the comic and warps Sketch into it. To stay in the real world, Mortus has to eliminate Sketch, so you must keep Sketch alive and manoeuvre him safely through the comic.

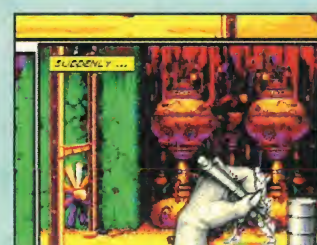
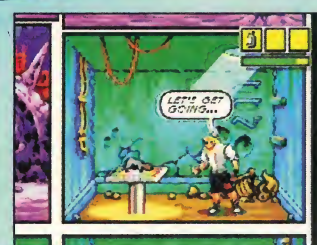
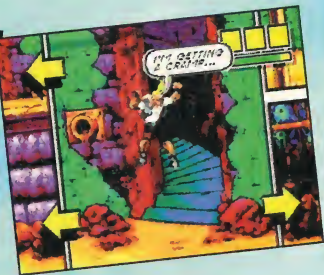
You'll notice ComixZone's sizzling graphics right away. Lots of games have been based on comic books, but this is the first one that attempts to genuinely imitate the look and feel of a real comic. Using a newly patented gameplay design, ComixZone puts Sketch right into the hand-drawn pages.

Each of Zone's six levels is a page in an issue of *ComixZone*. You'll need both your brain and your brawn to pass through the panels on each page. You must destroy all the enemies on each panel or solve a puzzle before you can continue to the next panel. All panels have to be cleared before you can move to the next page.

As you drop from panel to panel in this side-view, one-player game, Mortus's hand appears and quickly draws in his henchmen – a crew of mutant humanoid aliens. Fortunately, Sketch is not on his own. He'll get some serious help from Roadkill, his pet rat, and General Alissa Cyan.

In light of the scarcity of great 16-bit games, ComixZone should be a great Comix relief.

By Sega
Available August



Sega Rally Arcade



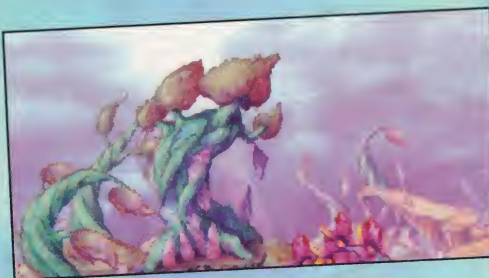
You've seen Daytona, Ridge Racer, The Need For Speed and countless other so-called driving simulators. Well, now give yourself a breath of fresh air with 'the most realistic car-racing game', namely Sega Rally. This beauty is probably being installed in your local arcade right now, so what are you waiting for?

Some of SR's features include desert, mountain and forest levels, two stage perspectives, the choice of tearing around the course in either a Celica GT Four WRC or the attractive Lancia Delta Integrae '92 WRC, plus an innovative 'Active Shock Generator' which links the impact on screen to the seat of

your pants. All this is in there to make it as realistic as possible, and it works! So, get down to your nearest gaming emporium and get yourself strapped into one of these babies for the day. It may hurt your bank balance, but it's well worth it.

By Sega
Available Summer '95





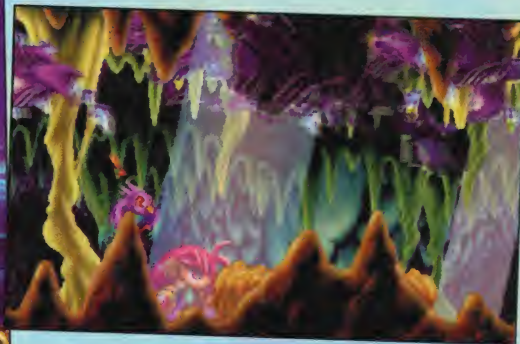
Astal Saturn

Cute Japanese platform character aho! Along with the Saturn's other platform addition, Clockwork Knight, this looks certain to please those of you who like your

games bright, colourful, full of quirky little dudes and slightly bizarre. Astal is probably best described as a long-haired oriental hamster who spends his time collecting crystals, beating up

mutants, whistling, and shouting incomprehensible war cries at high volume. It's fun, it's colourful and ever so freaky too. Watch out for it!

**By Sega
Available August**



Cyber Speedway Saturn



Daytona had better watch its back as this incredibly swift-moving hover car simulator prepares to hit the Saturn. Texture mapped cyber-race courses await you as you strap yourself into one of the many selectable vehicles, top up your ammunition and attempt to win races by any means necessary. If this means you have to blow

up your opponent, so be it – you're in this to win after all. It's amazingly fast in both one and two-player mode, where the Saturn finally gets to show off its capabilities in the funky split-screen extravaganza. Cyber Speedway will screech on to the Saturn kicking butt!

**By Sega
Available August**



Virtua Fighter 32X

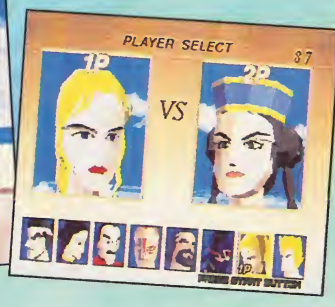


The Saturn is getting a lot of cool stuff, but Sega still has some surprises in store for the 32X. This version of Virtua Fighter obviously can't go toe-to-toe with the Saturn game, but it does use the same two-player head-to-head fighting action. The warriors are

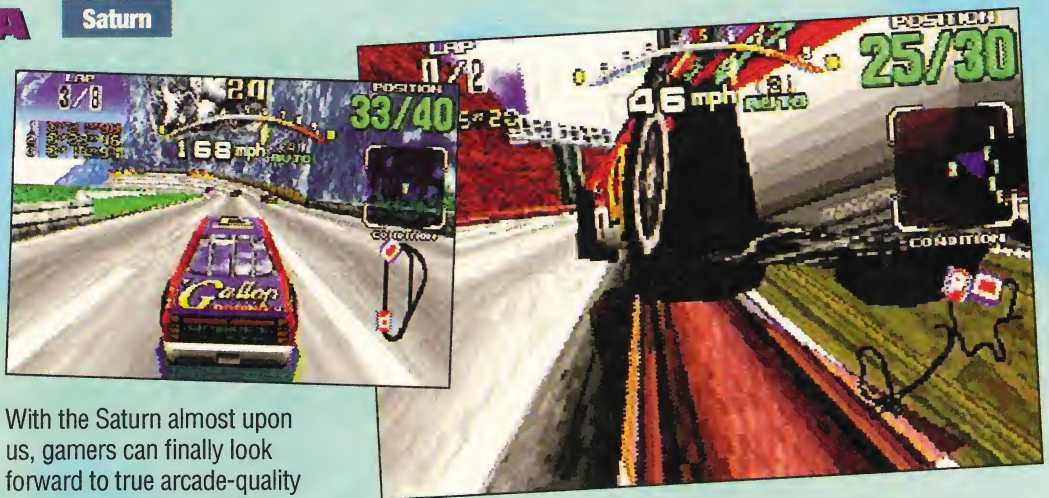


animated with the familiar polygon look, and each has a repertoire of moves straight from the arcade game. It's too early to make a call on the play mechanics, but Sega promises they'll be as smooth as silk.

By Sega
Available Third-Quarter '95



Daytona USA Saturn



With the Saturn almost upon us, gamers can finally look forward to true arcade-quality racing action at home. Daytona USA is an almost pixel-perfect port of Sega's popular racer – and then some.

The play modes include standard Arcade mode and a new Saturn mode, which offers an extra view (the four in the arcade, plus a hidden fifth helicopter view) and the capability to set the length of the race.

Arcade mode provides two cars to choose from, while Saturn mode provides three – plus more if you win!

Jam on all three original arcade tracks, but keep an eye out for hidden side trips off the main routes. Sega also has some peripherals in the works to jazz up the gameplay, including a steering column and possibly a six-player adaptor.

By Sega
Available Summer '95



Virtua Hydlide

Saturn



Unlike the PlayStation, the Saturn has a definite lineup of titles promised for release and beyond. We all know about Virtua Fighter, Daytona USA, Panzer Dragoon, Clockwork Knight, International Victory Goal Soccer, Bug!, and Pebble Beach Golf, but the release of the mysteriously titled Virtua Hydlide may come as something of a surprise to most gamers.

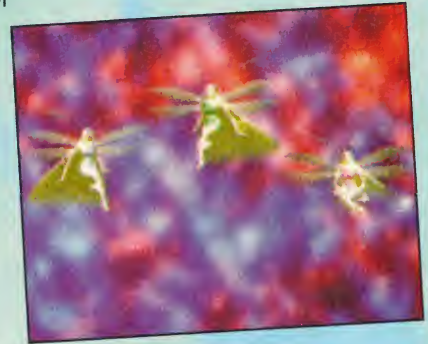
Hydlide will use rendered graphics and animated visuals in a bid to put adventure into RPGs.

You're mysteriously cast into a fantasy land where magic holds the key to your

escape... if you can master it. Oh, and just one more thing, does anybody out there remember the original Hydlide? If so, why not write in and tell us all about it. We'd be glad to hear from you.

By Sega

Available Third Quarter '95



Daedalus

Saturn

Daedalus's shooter gameplay and first-person view is reminiscent of Doom, but the texture-



mapped, ren-

dered graphics are definitely not.

An orbiting space station is overrun by malevolent aliens, and you use a remote-controlled, heavily armed robot unit to scour a number of spooky labyrinthine levels.

By Sega

Available Third Quarter '95



Primal Rage

Saturn



Primal Rage is without doubt going to be one of the top games this summer on the home systems. In fact, so much interest surrounds its release on all formats that we thought we'd give you a progress report.

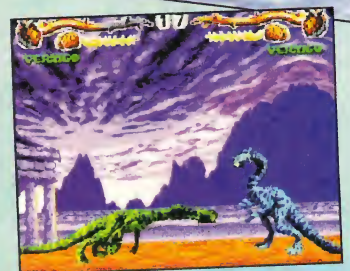
Time Warner's goal is to make all the home versions as close as possible to the arcade original. Obviously the handheld carts will be graphically limited compared to what is available on the home consoles, but the early versions certainly have good detail, large sprites and smooth gameplay mechanics.

The 16-bit versions will have two-player head-to-head fighting action with all seven original dino fighters (Sauron, Diablo, Armadon, Talon,

Vertigo, Blizzard, and Chaos). The early versions look great, especially the graphics on the Saturn version. Time Warner promises to include virtually all the popular moves, combos and finishing sequences. Wonder if that'll include Chaos's handy use of his bodily functions? We'll keep you informed...

By Time Warner Interactive

Available November



Panzer Dragoon Saturn

This groundbreaking, one-player shooter is a monstrous hit in Japan, and it's sure to earn top-flight honours among the initial crop of Saturn games. The story line unfolds with an incredible, polygon-rendered cinematic sequence that opens the game.

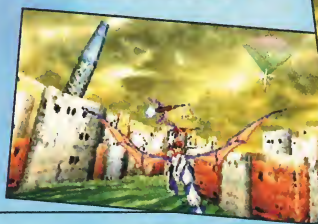


You play as dragon rider, soaring through seven levels of 3D shooting action on the back of a huge reptilian mount (if you play in Hard mode, you face an additional level). The action takes place on all sides as you defend and attack from four views (including the sides and the rear) with a laser and plasma homing missiles.

The stunning levels – which include jungles, mines, water worlds and mysterious ruins – are composed with 3D texture-mapped graphics, as are the vile creatures you fight.

Sega promises special enhancements (including a tougher challenge) and lots of secret codes for the U.K. version of the game, which is certain to be a must-have disc for Saturn owners.

*By Sega
Available Summer '95*



Victory Goal Saturn

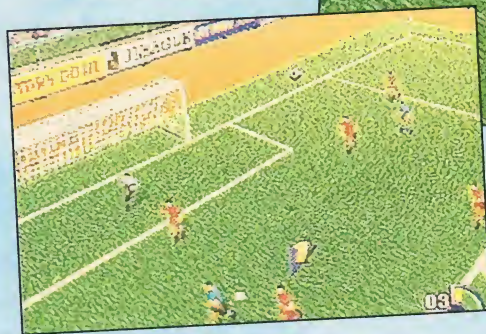


Sega's out to challenge FIFA Soccer with this four-player game (a Saturn multi-player adaptor is required for more than two players to join in).

Kick into gear with video soccer that includes much more than just the basics. The World Cup action boasts fully rotational on-field play from multiple viewpoints. Head-to-head games, tournament options,

penalty shootouts, instant replays, awesome cinematics and lots more score a stunning goal for Victory.

*By Sega
Available Summer '95*



Bug Saturn



Bug! is an outrageously off-beat action/adventure/puzzle game that takes the genre in an entirely new direction. As Bug, you navigate through 18 labyrinthine levels fraught with enemies and obstacles.

The side-view 3D graphics make the mazes different from standard overhead action, while imaginative enemies attack you in unusual ways.

*By Sega
Available Summer '95*



Hold on to your hats because this 3D tank simulator is going to blow you away! Your mission, if you decide to take it, is to guide your personal battletank through a variety of beautifully texture mapped 3D terrains in the guise of a rookie member of the featured tank squadron. Storming international headquarters, the removal of terrorists and

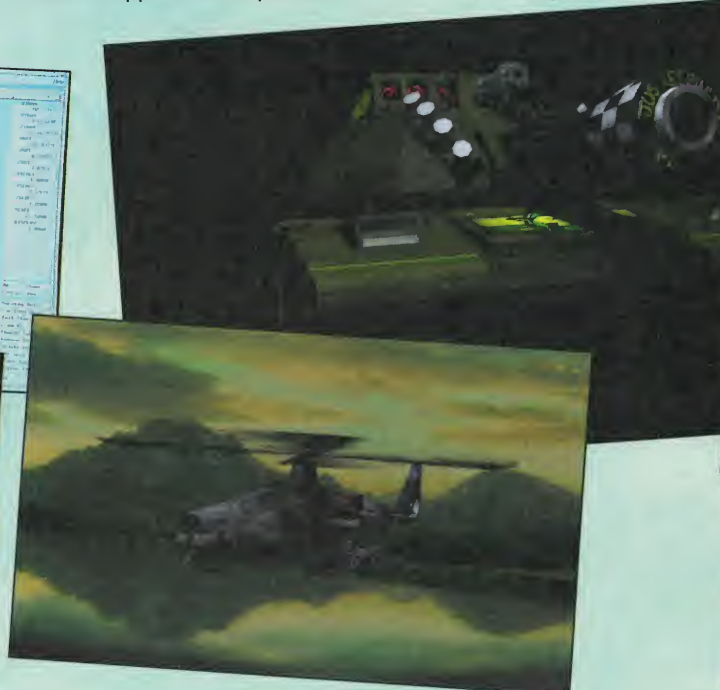
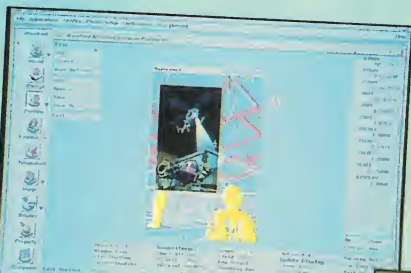
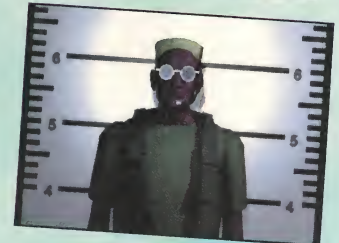
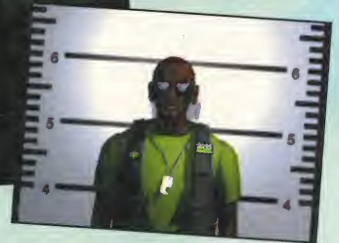
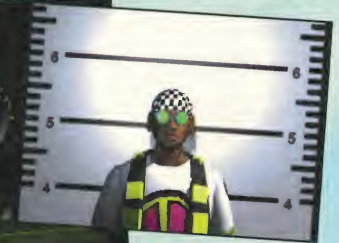
generally blowing loads of things up are all part of your tricky tour of duty, but persevere and you'll receive extra add-ons for your tank plus that all-important promotion.

The game also features a full rap soundtrack, Silicon Graphics rendered vehicles, fractal mapped landscapes and

a vast array of totally realistic combat scenarios. Shellshock! should be a treat.

By Core Design

PC/CD-Rom Available August, Saturn and PlayStation Availability TBC





Every time a new mag hits the shelves it's a sure fire thing that there'll be a reader survey lurking deep within its pages. Well, you've found the **GamePro survey**, so you might as well fill it in and send it back, not only to supply us with the relevant **information about our new-found friends**, but on the off-chance of winning one of our

exclusive GamePro T-shirts or a cash free subscription to one of your favourite games magazines (so long as it's GamePro). There are only 30 questions to get through, so behave yourself and answer them correctly. Right, eyes down, away we go...

FILL IN AND WIN

ABOUT YOU

1 Name:

2 Age:

3 Sex:

4 Hardware. Which of the following do you currently own?

Please tick.

-SNES
-Mega Drive
-32X
-Mega CD
-Saturn
-PlayStation
-3DO
-CD-i
-Jaguar
-Amiga
-Amiga CD32
-Game Boy
-Game Gear
-Lynx
-PC
-Neo Geo

5 And which ones are you thinking about buying in the next 12 months?

ABOUT US

6 Why did you buy this issue of GamePro?

7 So, did you like this issue of GamePro? Please give it an overall score out of 10 (with one being the lowest - you hated it - and 10 being absolutely superb!)

8 Out of 10 again, give us a mark for the quality of design.

9 Yet again, using our revolutionary "out of 10™" scoring system, tell us what you thought of the editorial content and style.

10 Do you reckon you've had value for money from this first issue?

-Yes
-No

11 If not, why not?

12 What do you intend to do with this issue? (please tick)

-Keep it
-Pass on to a friend
-Throw it away

13 On average, how many people will see/borrow/steal your copy of GamePro?

-None
-1
-2
-3
-More than 3

14 What type of features would you like to see in GamePro?

15 Given a choice, which of the following would you like to see more of in GamePro?

Please tick.

-ProReviews
-Prospects
-Hot At The Arcades
-Get A Grip!
-Eyewitness
-S.W.A.T.Pro
-Fighter's Edge
-Internutter

16 Is there a particular section you disliked? If so, why?



FILL IN AND WIN



17 Do you intend to subscribe?

-Yes
-No

18 If not, why not?

19 If you aren't going to subscribe, do you intend to purchase the next issue of GamePro?

-Yes
-No

20 If we were to (occasionally) give you a little free gift on the cover of GamePro would you prefer (please tick)

-Book (tips, guides etc)
-Supplement (big full-colour thing)
-CD/Disk (with demos of games on)
-T-Shirt (impress your friends)
-Video (erm, a video)

ABOUT YOU AGAIN

21 Do you frequent the local arcade?

-Yes
-No
-Occasionally

22 How many video games do you buy/get given per year?

-0-5
-6-10
-11-15
-16+

23 Do you work hard for your money?

24 If you answered no to the last question, you're obviously on the dole or a student. Which one are you?

25 How much do you earn a year, please tick? (If you work of course)

-1 pence - £5000
-£5001 - £10000
-£10001 - £15000
-£15001 - £20000
-£20001+

26 Do you have a bank account? (If so, with which bank?)

ENTERTAINMENT

27 What type of music do you listen to? Please tick.

-Teen bands (Take That, East 17)
-Dance (Portishead, Prodigy)
-Hip Hop (Ice Cube, Beastie Boys)
-Rock (Pearl Jam, Green Day)
-Heavy Metal (Megadeth, Def Leppard)
-Indie (Oasis, Blur)
-OAP Pop Rock (Phil Collins, Elton John)
-Complete-twaddle-that-passes-itself-off-as Dance (Rednex, Doop)
-Other (please state):

28 How many CDs/LPs do you buy per year?

-0-5
-6-10
-11-15
-16+

29 On average, how many videos do you rent out per month?

-None
-1-3
-4-6
-More than 6

30 What was the last video you rented out?

31 How many times do you go to the cinema each month?

-Never go
-1-3
-4-6
-More than 6

32 Whatever happened to Mr T?

33 Given a choice, which one of the following films would you go and see?

-Pulp Fiction
-Forrest Gump
-The Lion King
-Speed
-Little Women

34 Other than slouching on the sofa playing video games, what hobbies do you have?

35 Which of the following magazines do you read regularly?

-CVG
-Games Master
-Games World
-Ultimate Future Games
-Edge

-The Face
-I-D
-Sky
-Loaded
-Premiere
-Empire
-Smash Hits
-Mojo
-NME
-Melody Maker
-Select
-Vox
-TV Hits
-Wired
-Viz
-Pigeon Fancier's Weekly
-Big 'Uns Monthly

36 Are you a frequent Internet surfer?

37 If so, are you a one-handed typist or do you seek out information and knowledge from the Internet?

Thanks for that. It wasn't that time consuming was it? Now you can get back to playing Toh Shin Den or whatever. Just don't forget to fill in your name and address below. Nice one!

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Page 100
Win forever with our fabulous Mega CD guide for the amazing *Eternal Champions*!



Page 110
Capcom's arcade classic, *Night Warriors*, gets completely exposed in this top players' guide!



Page 115
If you're craving Shaq's blood or fancy cheating at *Sonic & Knuckles*, you've come to the right place!

Video Game Strategies, Weapons and Tactics

S.W.A.

Wanna be the tips 'n' cheats king of the classroom? Do you want people to gasp and whisper flattering remarks when you enter the local arcade? Do you want to beat your pals so bad that they'll never go near a joypad again? Then you've come to the right place my dear friend. Complete strategy guides are no problem, hundreds of tips, cheats and pokes each month are easy-peasy and arcade players guides are a piece of proverbial. The thing is, do you think you can handle such an awesome pile of hints, guides and codes each and every month? If your answer is Yes, then read on my noble games playing warrior and may the powers of S.W.A.T.Pro guide you on your merry way...



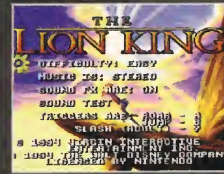
Page 118

Get to grips with the X-Men: Children of the Atom and suss out all of the secret stuff and killer combos!



Page 124

You want double speed on Killer Instinct? You got it! Super Damage on Mortal Kombat 2? Sure, no problem. We're professionals!



Page 133

A full page of Game Enhancers! More secret codes than your brain can handle!

ETERNAL CHAMPIONS



Battle it out with the Eternal Champions in our exclusive players' guide including killer combos, overkills and special moves. Just turn the page for your ultimate guide...



By Bruised Lee

The Final Contest

Eternal Champions: Challenge from the Dark Side proves that the second time can be the charm. The sequel to Eternal Champions brings back all the original fighters with several new moves each, but it improves greatly on gameplay and character animations. And for those who wanted more blood and more ways to finish off your opponent, there are now four ways to brutally end a fight. If that's still not enough change for skeptics, four new characters (Ramses, Riptide, Dawson and Raven), nine playable hidden characters, and two other players somewhere in the game beef up the roster.

This guide gives you a breakdown of the main fighters and their hidden special and skill moves. You'll also find some tasty combos and learn how to do an Overkill on each character's home turf.

SEGA
CD

ETERNAL CHAMPIONS

CHALLENGE FROM THE DARK SIDE

Controller Key



Kicks:

Button A = Snap
Button B = Thrust
Button C = Wheel

Punches:

Button X = Straight
Button Y = Lunge
Button Z = Swing

↑ = Up

↗ = Up-Toward

→ = Toward

↘ = Down-Toward

↓ = Down

↙ = Down-Away

← = Away

↖ = Up-Away

Motion = Move the directional pad in one smooth, continuous motion.

Tap = Tap the buttons or directions indicated in sequence.

Charge = Hold the direction indicated for the number of seconds indicated.

Close = The move must be done when close to the opponent.

() = Simultaneously execute commands in parentheses.

Special Note: All instructions assume that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

SHADOW

Shadow is a true ninja — adaptable, versatile, and deadly. She has a wide variety of projectile weapons, hand-to-hand attacks, and mystical ninja powers at her disposal. There is no enemy or obstacle she can't handle.

SPECIAL MOVES

Shadow Mode



Press (X Y Z) to become a "shadow" and attack without fear of injury. This effect lasts for five seconds.

Flying Mine



Motion ↓ ↘ → Z. Shadow throws an autolocking mine that explodes on impact.

Ninja Weapons



Charge ← for one second, Tap →, X or Y. Shadow throws a Shuriken straight forward.

Charge ← for one second, Tap ↗, X or Y. She throws a knife upward.

Charge ← for one second, Tap ↘, X or Y. Shadow throws a bomb toward the ground.

SKILL MOVES

Banzai Blitz



Charge ← for one second, Tap →, (B C). Shadow pulls an auto five-hit move.

Flying Step



Charge ← for one second, Tap →, (A B). Shadow high-speed slides.

KILLER COMBOS

Five-Hit Combo

Jump in and Tap B, ↓, A, (start to Charge ←) B, →, (Y Z).

Seven-Hit Combo

Jump in and Tap Z (start to Charge ←), X (in close), →, (B C).

S.W.A.T. PRO

LARCEN

Larcen relies on a strong attack, even more so now with the addition of his new specials. With the exception of one air-defence-and-reflect move, he has a virtual arsenal of attacks, aerial assaults, projectiles, Machine Gun Kick, Slash 'n' Turn, and other special moves that combine to make him a truly fearsome fighter.



SPECIAL MOVES

Low Sweep



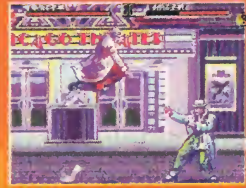
Charge ← for one second, Tap →, Z. Larcen wraps his grappling hook around the opponent's legs

Power Sweep



Press (A B C), and Larcen attaches his hook to the ceiling and swings feet first

Air Sweep



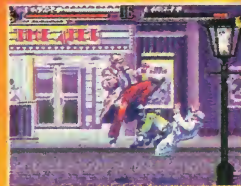
Press (A C). This move can be done in the air as well. Larcen jumps back and throws his hook toward the enemy

Backflip Kick



Motion ↓ ← ← C. Flip backward to deliver a bone-cracking kick

Mantis Strike



Motion ↓ ↘ → A to jump forward and deliver a battering knee strike

KILLER COMBOS

Four-Hit Combo

Jump in and Tap B, ↓, B (start to Charge ←), Y, →, Z.

Six-Hit Combo

Jump in and Tap C (start to Charge ←), B (in close), →, (Y Z).

RAX

A dangerous fighter before, Rax is now a true combat machine. Cyber-charged punches, kicks, and Atomic Knee strikes coupled with the Shock Wave and jet-powered uppercuts make him an opponent to be feared



SPECIAL MOVES

Air Jets



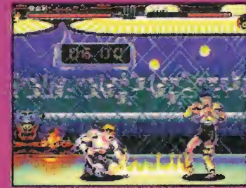
Charge ↓ for one second, Tap ↑, B. Rax ignites his jump jets and hovers for a short time

Cyber Kick



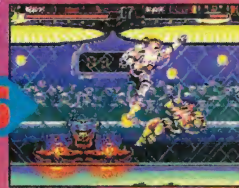
Press (A B C). This move boots the enemy with a devastating kick

Shock Wave



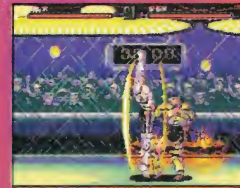
Charge ← for one second, Tap →, (Y Z). Rax summons a blast of electricity, then slams his fist, sending a shock wave across the ground

Jet Uppercut



Charge ↓ for one second, Tap ↑, Z. Rax delivers a cyber-powered uppercut with his jet boots.

Turbine



Charge ← for one second, Tap →, A. This move blows your opponent to the opposite side and neutralizes their projectiles

KILLER COMBOS

Seven-Hit Combo

Jump in and Tap Z (start to Charge ←), A (in close), →, (B C).

Five-Hit Combo

Jump in and Tap C, ↓ X, Motion ↓ ↘ → B.



S.W.A.T. PRO

SLASH

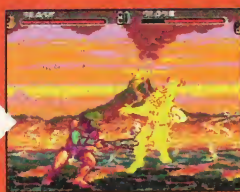
Slash has a few new tricks up his sleeve. His club has been modified to shoot fire and spray ice, and he's learned a couple of wild acrobatic manoeuvres to throw the enemy for a loop.

Don't underestimate his ability to deliver a good beating.



SPECIAL MOVES

Fire Club



Motion ↓ ↘ → X. Slash shoots a stream of fire from his club

Ice Club



Motion ↓ ↘ → Y. Slash freezes his enemies with a spray of ice from his club

Spinal Crush



While in close, Hold →, Tap Y to grab your opponent and club them over the head

SKILL MOVES

Double Foot Kick



Motion ↓ ↙ ← C. Slash does a back flip while kicking the enemy rapidly with his feet

Club Dive



Motion ↓ ↙ ← B. Slash leaps over his enemy's head, beating them as he passes

KILLER COMBOS

Seven-Hit Combo
Jump in and Tap Z (start to Charge ↙), B, →, (B C).

Three-Hit Combo
Jump in and Tap C, A (in close), Motion ↓ ↙ ← C.

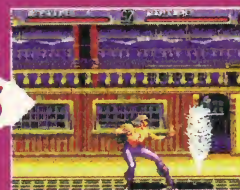
RIPTIDE

Aside from her daggers and Kajukenbo blitz attacks, Riptide can make her opponents reel from the sounds of thunder and lose their footing as if being tossed about in a ship. She can also summon the force of a tidal wave in one great punch.



SPECIAL MOVES

Whirlwind T-Port



Charge ↓ for one second, Tap ↑, C. Riptide disappears and reappears in a cyclone of wind

Kriss Blade (Air Attack)



While in the air, Charge ← for one second, Tap →, X (to throw the blade forward) or Y (to throw the blade downward)

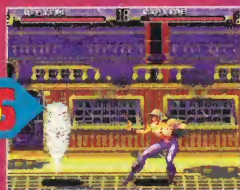
Kriss Blade (Ground Attack)



Charge ← for one second, Tap →, X (to throw the blade forward) or Z (to throw the blade upward)

SKILL MOVES

Whirlpool Reflect



Charge ← for one second, Tap →, A. Riptide morphs into a whirlpool that catches and reflects projectiles.

Tidal Punch



Motion ↓ ↘ → X. Riptide's punch summons the force of a crashing wave.

KILLER COMBOS

Seven-Hit Combo #1
Jump in and Tap Z (in close), Motion ↓ ↘ →, Tap Z.

Seven-Hit Combo #2
Jump in and Tap C (start to Charge ↙), A, →, (B C).

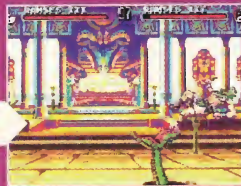
RAMSES III

The epitome of raw power, Ramses can change into a great snake, a golden statue, or living fire. He can also summon the spirit of the phoenix, the crocodile, or the jackal and can focus the power of the sun into a blast of energy. Ramses is a supreme attacking and defensive fighter. Only a very clever or skilled warrior can pose a threat to him



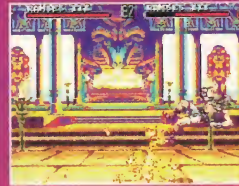
SPECIAL MOVES

Snake Attack



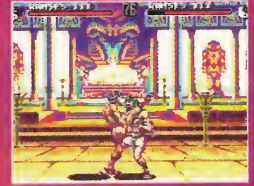
Charge ↓ for one second, Tap ↑, C. Ramses morphs into a great serpent and delivers a sneak attack

Torch Attack



Charge ↓ for one second, Tap ↑, Y. Ramses transforms into a living fire, rolling about and scorching enemies

Hack and Smack



Charge ← for one second, Tap →, (X Y). Ramses wields his blade and flails in a four-hit combination

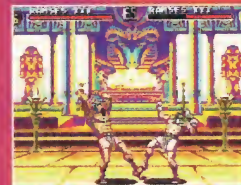
SKILL MOVES

Phoenix Dive



While in the air, Charge ← for one second, Tap →, Z. Ramses becomes a firebird and dives at the enemy

King Combo



Charge ← for one second, Tap →, (B C) to unleash a five-hit strike attack

KILLER COMBOS

Seven-Hit Combo

Jump in and Tap Z, ↓, Y, ←, X, →, (X Y).

Five-Hit Combo

Jump in and Tap Y, ↓, Y, Motion ↓ ↘ → C.

BLADE

Blade returns with new multiple-strike moves and a few power moves that utilize his great strength. Blade overcomes his enemies with moves like the Brick Wall and the Lightning Strike. He can also chop his enemies down to size with his Slice 'n' Dice move.



SPECIAL MOVES

Personal Shield



Press (X Y Z). The shield absorbs about half of the damage inflicted on Blade. Too many attacks can overload it

Tracking Blade



Charge ← for one second, Tap →, (X Y). This move is like the straight blade with the added advantage that it auto-attacks

Projectile Containment Field



Press (A B). The field causes any projectiles fired at Blade to travel at half speed

Brick Wall



Charge ← for one second, Tap →, B. Blade uses his own mass and strength to overpower the opponent

Excessive Force



Charge ← for one second, Tap →, (B C). Blade punches, kicks, and batters the opponent with this five-hit attack

KILLER COMBOS

Six-Hit Combo

Jump in and Tap C, ↓, Y, Motion ↓ ↘ → C.

Four-Hit Combo

Jump in and Tap Y, C (in close), Motion ↓ ↘ → (B C).

S.W.A.T. PRO

TRIDENT

Trident boasts a stronger attack and more control over the seas that are his home. His bio-fields still form the foundation for his fighting style, but he now has brutal special moves that subject his opponents to face-lashing, wave-pounding, and blade-slashing attacks. He can also escape or make surprise attacks with his Wave Master teleport.

SPECIAL MOVES

Repulser Field



Press (B C). A yellow cloud surrounds you and pushes away your opponents

Bio-Drain Field



Press (Y Z). If opponents touch you, this red cloud limits their attacks

Depth Charge Field



Press (X Y). This blue cloud makes your enemies move slower if they touch you

Liquid Mode



Press (A B C). Trident transforms into water and passes through solid objects. This move is good for getting out of corners

SKILL MOVES

Tidal Wave



Motion ↓ ↘ → Z. Trident summons a wave from the depths of Atlantis to hurl at his opponent

Slash Spin



Motion ↓ ↘ → C. Trident turns into a ball and rolls forward. Motion ↓ ↙ ← C to roll backward

KILLER COMBOS

Seven-Hit Combo
Jump in and Tap C, ←, B, →, (A B).

Eight-Hit Combo
Jump in and Tap Z (start to Charge ↙), B, A, →, (B C).

MIDKNIGHT

MidKnight is back with a new set of fighting moves and special moves born from his vampiric powers. He can manifest the power of the beast within and render his body highly resistant to damage. He can also summon the energies of the ancient bloodsuckers and deliver a Demon Fang Kick to an airborne enemy.

SPECIAL MOVES

Flying Wall Smash



Charge ← for one second, Tap →, Z. MidKnight flies forward with both fists extended and rams the opponent

Mist Attack



Press and hold (A C). MidKnight vaporizes into mist and barrages the opponent with ghostly strikes.

Manifest



Press and hold (A B C). MidKnight becomes supercharged and resistant to damage.

SKILL MOVES

Shoulder Roll Or Side Kick



While in close, Motion ↓ ↘ → Z. MidKnight rolls up and over, delivering a blow to the back of the enemy's head.

Overhead Stomach Punch



Charge →, press (A B C) to grab your opponent and send them flying with a punch to the midsection.

KILLER COMBOS

Eight-Hit Combo
Jump in and Tap Z (start to Charge ↙), Y, A, →, (B C).

Six-Hit Combo
Jump in and Tap C, C (in close), Motion ↓ ↘ → B.



S.W.A.T. PRO

XAVIER

Originally a spell-thrower with limited defensive abilities, Xavier returns with stronger defence and a spell or two. Xavier can keep opponents away with his Dragon's Bite uppercut, reflect projectiles with his Mystic Shield, and harass foes with his Phantom Strike.



SPECIAL MOVES

Swap Spell



Press (X Y). Xavier switches places with the opponent. This move tricks foes into being hit by their own projectiles

Possession



Press (X Y Z). Xavier changes to his opponent's identity. Possession lasts several seconds

Confusion Spell



Press (A C). Xavier's spell confuses his opponent by scrambling their controls for five seconds

SKILL MOVES

Snap Back



Charge ← for one second, Tap →, X to strike from a distance by extending the end of the cane to twice its normal length

Dragon's Bite



Motion ↓ ↘ → C. Xavier delivers a nasty uppercut with his cane

KILLER COMBOS

Five-Hit Combo

Jump in and Tap Z, ↙, A, Motion ↓ ↘ → C.

Seven-Hit Combo

Jump in and Tap C (start to Charge ↙), X, X, →, X.

JETTA

Jetta was primarily a hit-and-run character in the first EC, but now she has some fierce attacking and defensive moves. Coupled with her Phasing powers, the new moves make Jetta a formidable fighter.



SPECIAL MOVES

Flying Choke Hold



Charge ← for one second, Tap →, Z. Jetta throws her sleeve around her opponent's neck and pulls upward

Resonate



Press (X Y Z) to do the Phase move, then press (A C). This move causes a non-blocking enemy to shake uncontrollably and respond poorly to their controls

Ceiling Grab Or Death Dive



Charge ↓ for one second, Tap ↑, B. Jetta grabs on to the ceiling and hurls a Bladerang, then falls in a Death Dive

SKILL MOVES

Power Burst



Motion ↓ ↘ → C. Banging her bracelets together, Jetta sends an energy burst back and forth

Ricochet



Charge ↓ for one second, Tap ↑, A or C. Jetta spins into a ball, bounces off the ceiling, then quickly darts left or right

KILLER COMBOS

Eight-Hit Combo

Jump in and Tap A (start to Charge ↙), Y, →, (Y Z).

Seven-Hit Combo

Jump in and Tap A, (start to Charge ↙), A, →, (B C).

S.W.A.T. PRO

RAVEN

A manipulator of the forces of time, Raven can slow time, step into a time portal, teleport about the battlefield, create a time rift, suck the enemy into a black hole, and actually delete seconds from the battle clock with the power of her hourglass. As a voodoo priestess, she can animate her snake tattoo, create a voodoo doll of the enemy to hurt them from afar, or dive at her opponent with a Raven's Fury.



SPECIAL MOVES

Create Void



Motion ↓ ↘ → Z. A black hole appears and sucks in your opponent

Time Split



Charge ← for one second, Tap →, (Y Z). Raven teleports around the field, escaping damage
Note: Tap A, B, C to reappear

Destabilize Time



Press and hold (X Y Z). Raven's hourglass slows everything around her, including her opponent

Raven's Fury



While in the air, Motion ↓ ↘ → B. Raven dives at the enemy

Mambo Combo



Charge ← for one second, Tap →, (B C). Raven unleashes a five-hit kicking attack on her opponent

KILLER COMBOS

Five-Hit Combo

Jump in and Tap B (start to Charge ←), B, A, →, A.

Nine-Hit Combo

Jump in and Tap A, A, (A B C).

DAWSON

Dawson is the perfect mix of martial finesse and bar brawling. He can pummel enemies with his Spinning Axe Pick or coil and cuff them with his Rattle-Snake Belt Grab. He can also work them with his rolling Tumbleweed or whip them with his Pony-Tail Strike. Through brute force or stylized attack, Dawson gets the job done.



SPECIAL MOVES

Dual Knife Throw



Charge ← for one second, Tap →, X. Dawson throws a pair of knives dead-on at his opponent

Spit Attack



Charge ← for one second, Tap →, (Y Z). Dawson spits tobacco at his enemy, slowing them down

Hat Attack



Charge ← for one second, Tap →, Z. Dawson throws his hat at the enemy

Spinning Axe Pick



Motion ↓ ↘ → C. Dawson spins at his opponent

Step Out



Stand on the opposite side of the screen from the opponent and Motion ↓ ← ← C. Dawson teleports from one side of the screen to the other

KILLER COMBOS

Six-Hit Combo

Jump in and Tap B, A, Motion ↓ ↘ → C.

Seven-Hit Combo

Jump in and Tap Z, ←, B, Motion ↓ ↘ → B.

S.W.A.T. PRO

THEY WERE JUST TOO
YOUNG TO DIE



BLADE



MIDNIGHT



RIPTIDE



DAWSON



RAMSES III



SHADOW



SLASH



JETTA



RAVEN



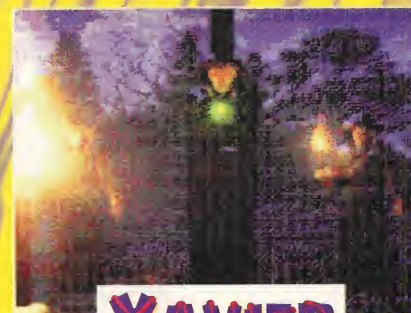
TRIDENT



LARCEN



RAX



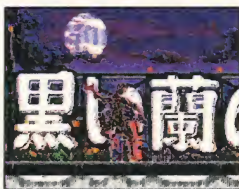
XAVIER

OVERKILLS

Note: Overkills can be performed only during a match's final round



Shadow's Overkill



When fighting in Shadow's stage, manoeuvre your opponent under the second letter of the sign to the left. Position yourself even further to the left and throw a projectile to activate the Overkill.



Larcen's Overkill



During the final round in Larcen's stage, your enemy must be standing to the right of the double doors. Place yourself further to the right and use your hook to start the Overkill.

Rax's Overkill



To activate the Overkill on Rax's stage, lure your enemy toward the middle of the screen in the centre of the fire. To start the move, position yourself to the left and let loose with a projectile.

Slash's Overkill



To start the Overkill on Slash's home turf, manoeuvre your victim into the left corner. Stand toward the right and deliver a final move to start the Overkill.

Riptide's Overkill



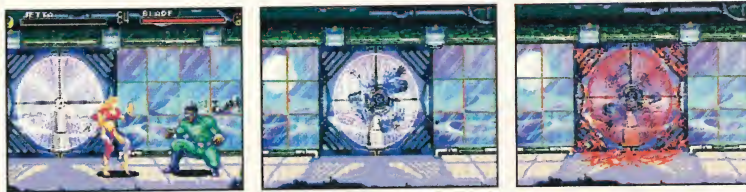
To perform the Overkill on Riptide's stage, position your opponent directly underneath the wooden mast in the centre of the ship. Stand on the right and throw a projectile.

Ramses III's Overkill



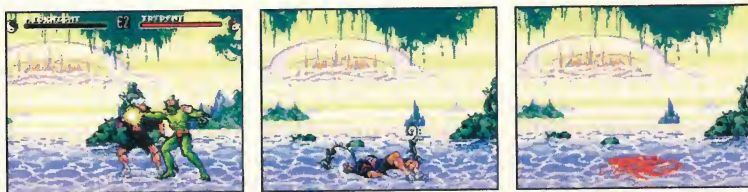
To do the Overkill on Ramses' stage, lure your opponent directly under the small pillar in the background that's just to the right of the centre. To start the slaughter, face just to the left of them and release a projectile.

Blade's Overkill



In Blade's stage, position your enemy just to the right of the end of the fan. You should be standing just to the right of your enemy when you deliver the last hit.

Trident's Overkill



To achieve the Overkill on Trident's stage, your enemy should be directly underneath the mermaid statue. Position yourself just to the right of your enemy as you deliver the last hit.

MidKnight's Overkill



To activate the Overkill on MidKnight's stage, get your enemy directly under the danger sign on the right. Place yourself almost in the corner of the right wall, then release your final hit to start the Overkill.

Xavier's Overkill



To activate the Overkill on Xavier's stage, work your opponent into the area to the left of the fire, directly in front of the closest side-door entrance to the house in the background. Stand on the far left and launch a projectile at them.

Jetta's Overkill



To get to the Overkill on Jetta's stage, lure your enemy toward the second entrance sign on the right, directly in front of the right flap. Stand on the left side, fairly close to them. To activate the Overkill, just let loose with a projectile.

Raven's Overkill



On Raven's stage, you can start the Overkill when your opponent is standing just to the left of the flaming skull. Position yourself on the left-hand side but remain fairly close to them. Throw a projectile to finish them with the Overkill.

Dawson's Overkill



To activate the Overkill on Dawson's stage, work your opponent into the right-hand corner of the stage. Push them all the way into the corner before you deliver the final hit.

NIGHT WARRIORS

ARCADE

By Bruised Lee
(Special thanks to Phil Reed, Eric Luther, and the staff at Capcom)

Note: Move commands are subject to change. This guide is based on a test version of the game

Hsien-Ko Born: 1730, China

Hsien-Ko and her sister were born during turbulent times. When they were young, their mother sacrificed herself to save her village from the Darkstalkers.

Controller Key

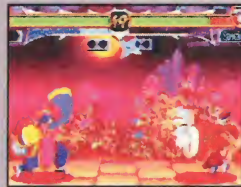
↑ = Up	↙ = Down-Away	K = Press any Kick button
↗ = Up-Toward	← = Away	MK = Medium Kick
→ = Toward	↖ = Up-Away	MP = Medium Punch
↘ = Down-Toward	FK = Fierce Kick	P = Press any Punch button
↓ = Down	FP = Fierce Punch	QK = Quick Kick
		QP = Quick Punch

Motion = Move the joystick in one continuous, smooth motion.
Tap = Tap the directions indicated in sequence.
Charge = Hold the direction indicated for the number of seconds indicated.
() = Execute commands in parentheses simultaneously.

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Skill Moves

Matter Throw



Motion ↓ ↘ → P

Shield Guard



Motion ↓ ↙ ← P

Note: Counters projectiles and can be done in the air

Swing Attack



Motion → ↓ ↘ P

Note: Can be done in the air

Special Moves

Note: Special bar must be charged to Level One or higher

Ground Blades



Motion ← ↙ ↓ ↘ → (QK MK FK)

Donovan

Born: Date and country unknown

An enigmatic man, Donovan travels the world battling the forces of darkness. Some speculate that his family was destroyed by the Darkstalkers.

Skill Moves

Fire Fury



Motion → ↓ ↘ P

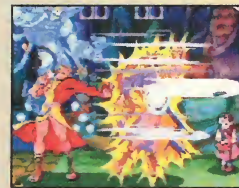
Note: Counters projectiles

Ice Attack



Motion ↓ ↘ → P

Electric Shock



Motion ← ↓ ↙ P

Sword Dive

In the air, hold ↓, Tap K

Sword Attack

(QP MP FP QK MK FK) to put the sword down. Then, simultaneously press the same type of punch and kick button to make the sword attack. For example, (MP MK)

Special Moves

Note: Special bar must be charged to Level One or higher

Super Electric Shock

Motion ← ↓ ↙ (QP MP FP)

Multiple Ice Attack



Motion ↓ ↘ → (QP MP FP)

Foot Stomp



Motion ← ↙ ↓ ↘ → (QK MK FK)

New Character

Huitzil

Boss

Born: Date unknown, Mexico

Huitzil, the supreme guardian of the Mayan culture, emerged from the Mexican ruins when Pyron assaulted the ancient civilization. Huitzil's body is completely clad in an unidentified metal.

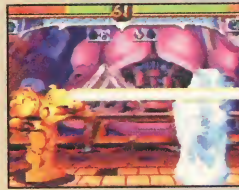
Skill Moves

Flame Strike



Motion ↓ ↘ → K

Freeze Beam



Motion ↓ ↘ → P

Body Shaker



While in close, Motion ← ↓ ↙ P

Top Spin



In the air, hold ↓, Tap FP

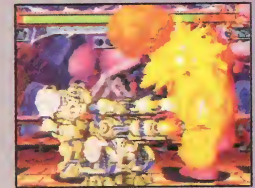
Follow-Up Moves

After you knock down a player, hold ↑ and Tap P or K to land on top of your opponent for an extra hit.



Special Moves

Firing Squad



Motion → ↓ ↘ ↙ ← (QK MK FK)

Note: Special bar must be charged to Level One or higher

Super Freeze Beam

Motion ↓ ↘ → (QP MP FP)

Super Body Shaker

While in close, Motion ← ↓ ↙ (QP MP FP)

Pyron

Boss

Born: Date and country unknown

Pyron, the "ultimate being", has no regular shape or substance. He has been collecting what he calls "beautiful planets" since before humankind populated the Earth. His latest infatuation is Earth.

Skill Moves

Fireball



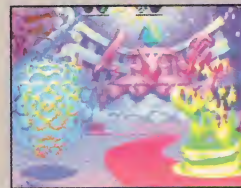
Motion ↓ ↘ → P

Wheel Spin



Motion → ↓ ↘ P

Teleport



Motion ← ↓ ↙ K

Air Spin



While in the air, Motion ← ↓ ↙ K

Air Fireball

While in the air, Motion ↑ ↗ → P

Special Moves

Note: Special bar must be charged to Level One or higher

Super Fireball

Motion ↓ ↘ → (QP MP FP)

Atom Blast



Motion ← ↙ ↓ ↘ → (QP MP FP)

Demitri

Born: 1493, Romania

Demitri has called the Darkstalker warriors together to prove that he is still the Lord of the Night. After 500 years, his fighting skills remain razor sharp.

Skill Moves

Fireball



Motion ↓ ↘ → P

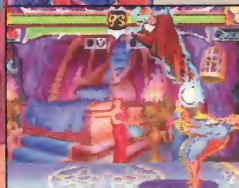
Note: Can be done in the air

Uppercut



Motion → ↓ ↘ P

Teleport Drill



Motion ↓ ↙ ← K

Note: Can be done in the air

Special Moves

Note: Special bar must be charged to Level One or higher

Super Fireball

Motion ↓ ↘ → (QP MP FP)



Motion ↓ ↘ → (QP MP FP)

Super Uppercut

Motion → ↓ ↘ (QP MP FP)

Super Teleport Drill

Motion ↓ ↙ ← (QK MK FK)

Morrigan

Born: Date unknown, Scotland

Morrigan, who took her name from an ancient queen of Scotland, is known as a temptress and a mistress of the night. Her power is matched only by her dark, mysterious beauty.



Skill Moves

Fireball



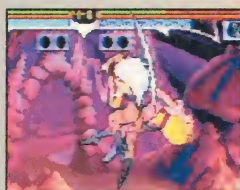
Motion ↓ ↘ → P

Air Fireball



In the air, Motion ↑ ↗ → P

Uppercut



Motion → ↓ ↘ P

Drill Charge



In the air, hold ↓, K

Special Moves

Note: Special bar must be charged to Level One or higher

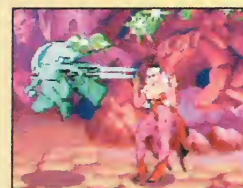
Super Fireball

Motion ↓ ↘ → (QP MP FP)

Super Uppercut

Motion → ↓ ↘ (QP MP FP)

Flying Attack



Motion → ↘ ↓ ↙ ← K

Note: Continue pressing K to score more hits

Anakaris

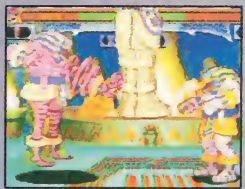
Born: 2664 B.C., Egypt

Anakaris was once the Pharaoh's greatest warrior. Nearly 5000 years later, he intends to prove that he is still the greatest warrior in existence. And yes, he has a face that only his mummy could love.



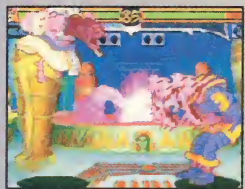
Skill Moves

Coffin Drop



Press the same type of punch and kick button. For instance, (MP MK)

Spell Attack



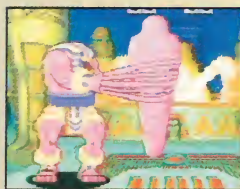
In the air, Motion ← ↙ ↓ ↘ → P

Face Absorb



Motion ↓ ↙ ← K

Mummy Grab



Motion ↓ ↘ → P

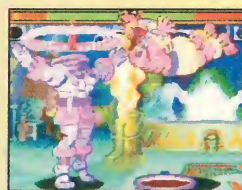
Special Moves

Note: Special bar must be charged to Level One or higher

Super Mummy Grab

Motion ↓ ↘ → (QP MP FP)

Air Smash



Motion ← ↙ ↓ ↘ → (QK MK FK)

Victor

Created: 1830, Germany

With his creator, the mad Dr. von Gerdenheim, long gone, Victor struggles to find his place in the world – as well as a good plastic surgeon.



Skill Moves

Clothesline



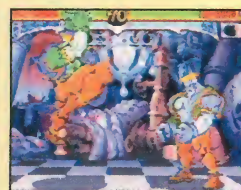
Charge ← two seconds, Tap →, P

Electric Spin



Motion ↓ ↙ ← P

Knee Charge



Motion ↓ ↙ ← K

Special Moves

Note: Special bar must be charged to Level One or higher

Spirit Electric Charge

Motion ↓ ↘ → (QK MK FK)

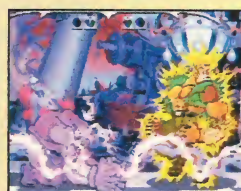
Note: To throw an electric bolt, press P

Electric Charge



Charge ← two seconds, Tap →, (QP MP FP)

Jump Shocker



Tap ↓, ↑, (QP MP FP)

Sasquatch

Born: 1903, Canada
 Captured and put on display as a circus freak, Sasquatch fights for the day when he can be free.



Special Moves

Note: Special bar must be charged to Level One or higher

Super Ice Castle
 Tap ↓, ↓, (QP MP FP)

Ice Blast
 Motion ↓ ↘ → (QP MP FP)


Ground Ice

 Motion ↓ ↘ → (QK MK FK)

Skill Moves


Ice Ball


Motion ↓ ↘ → P

Ice Castle


Tap ↓, ↓, P

Leg Spin
 Motion → ↓ ↘ K

Ceiling Attack


Motion ↓ ← ← K

Lunch Time


While in close, Motion ↓ ← ← FP

Bishamon

Born: 1673, Japan
 Bishamon was charged with protecting his land and people. He has never rested from this duty and still defends his honour.



Skill Moves


Sword Attack
 Motion ↓ ↘ → P
 Note: Continue pressing P to charge your enemy after throwing the sword


Spirit Grab


In the air, Motion ↑


Special Moves


Note: Special bar must be charged to Level One or higher

Clone Attack

 Motion ↓ ↘ → (QK MK FK)

Spirit Attack

 Motion ↓ ↘ → (QP MP FP)

Super Spirit Grab
 In the air, Motion ↑ ↗ → (QP MP FP)

Sword Swipe

 Charge ← two seconds, Tap →, (QP MP FP)

Spirit Hold

 Motion ↓ ← ← (QP MP FP)

L. Raptor

Born: 1889, Australia
 Lord Raptor, an Australian rocker, jams on his guitar every chance he gets and believes he should bear the title Lord of the Night.




Skill Moves

Teleport


Motion ↓ ↘ → K

Spin Attack



Motion ↓ ← ← K


Bug Off


In the air, hold ↓, Tap K

Special Moves

Note: Special bar must be charged to Level One or higher

Mutant Munch

 Motion → ↓ ↘ (QP MP FP)

Electric Hold

 Motion ← ↓ ← (QP MP FP)

Super Spin Attack
 Motion ↓ ← ← (QK MK FK)

Rikuo

Born: 1953, Brazil

Believed to be the last of his aquatic race, Rikuo searches the world for others of his kind. Rikuo occasionally takes time off from his search to appear in low-budget horror movies.

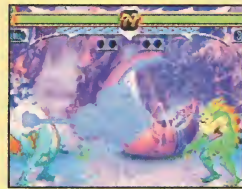
Skill Moves

Sonic Rays



Motion ↓ ↘ → P

Gas Attack



Motion ↓ ↘ → K

Drill Attack



Tap ←, →, P

Air Drill



In the air, Tap FK

Special Moves

Note: Special bar must be charged to Level One or higher

Super Sonic Rays

Motion ↓ ↘ → (QP MP FP)

Super Gas Attack

Motion ↓ ↘ → (QK MK FK)

Tidal Wave



Motion ← ← ↓ ↘ → (QP MP FP)

J. Talbain

Born: 1940, England

Jonathan inherited the family curse of lycanthropy early in his life. At first he sought escape, but now he accepts his fate.

Skill Moves

Charge Attack



Motion ↓ ↘ → P

Note: In the middle of the charge, press P again to begin another charge attack. Move the controller to change the direction of the attack.

Upward Charge



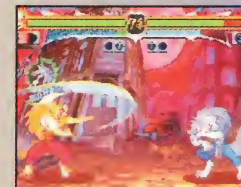
Motion → ↓ ↘ P

Inferno Kick



Tap ↓, ↑, K

Claw Swipe



Motion ← ↓ ← P

Special Moves

Note: Special bar must be charged to Level One or higher

Super Charge Attack

Motion ↓ ↘ → (QP MP FP)

Super Inferno Kick

Tap ↓, ↑, (QK MK FK)

Super Claw Swipe

Motion ← ↓ ← (QP MP FP)

Wolf Pack



Motion ← ← ↓ ↘ → (QK MK FK)

Flaming Dragon Strike



Motion → ↘ ↓ ← ← (QP MP FP)

Felicia

Born: 1967, United States

Felicia is an exotic battle dancer. The youngest of the Darkstalkers, she's very strong.

Skill Moves

Cat Scratch



Motion ↓ ↘ → K

Roll Attack



Motion ↓ ↘ → P

Bouncing Roll

Motion ↓ ← ← P

Flying Kick

Motion ← ↓ ← K



Special Moves

Note: Special bar must be charged to Level One or higher

Super Roll Attack

Motion ↓ ↘ → (QP MP FP)

Super Bouncing Roll

Motion ↓ ← ← (QP MP FP)

Super Flying Kick

Motion ← ↓ ← (QK MK FK)

Feline Fury



Motion ↓ ↘ → (QK MK FK)



S.W.A.T.-PRO

Video Game Strategies, Weapons, and Tactics

Mega Drive

Sonic & Knuckles



Level 2: 2965 3192 9023	Level 15: 3543 1266 0927	Level 28: 3119 6696 7740	Level 41: 2817 0087 0076
Level 3: 3610 2354 7327	Level 16: 2853 9185 7599	Level 29: 3936 3845 5228	Level 42: 3518 2963 2956
Level 4: 2921 0274 3999	Level 17: 4014 2308 3455	Level 30: 3252 5452 2812	Level 43: 2788 8229 7788
Level 5: 3737 7423 1487	Level 18: 3319 6540 9215	Level 31: 3897 4614 1116	Level 44: 3474 0044 7932
Level 6: 3053 9029 9071	Level 19: 3964 5702 7519	Level 32: 3208 2533 7788	Level 45: 2916 3298 1948
Level 7: 3698 8191 7375	Level 20: 3275 3622 4191	Level 33: 2994 5155 4236	Level 46: 3606 8800 3004
Level 8: 3009 6111 4047	Level 21: 4092 0771 1679	Level 34: 3673 9888 9404	Level 47: 2877 4066 7836
Level 9: 3482 7286 3167	Level 22: 3408 2377 9263	Level 35: 2944 5155 4236	Level 48: 3562 5881 7480
Level 10: 2809 6267 2575	Level 23: 4053 1539 7567	Level 36: 3629 6970 4380	Level 49: 3348 5109 0364
Level 11: 3454 5429 0879	Level 24: 3363 9459 4239	Level 37: 3072 0223 8396	Level 50: 4028 3236 9596
Level 12: 2765 3348 7551	Level 25: 3837 0634 3359	Level 38: 3762 5728 9452	Level 51: 3298 8503 4428
Level 13: 3582 0497 5039	Level 26: 3163 9615 2764	Level 39: 3033 0992 4284	
Level 14: 2898 2104 2623	Level 27: 3808 8777 1068	Level 40: 3718 2807 4428	



Sonic 1 Lock-On Codes

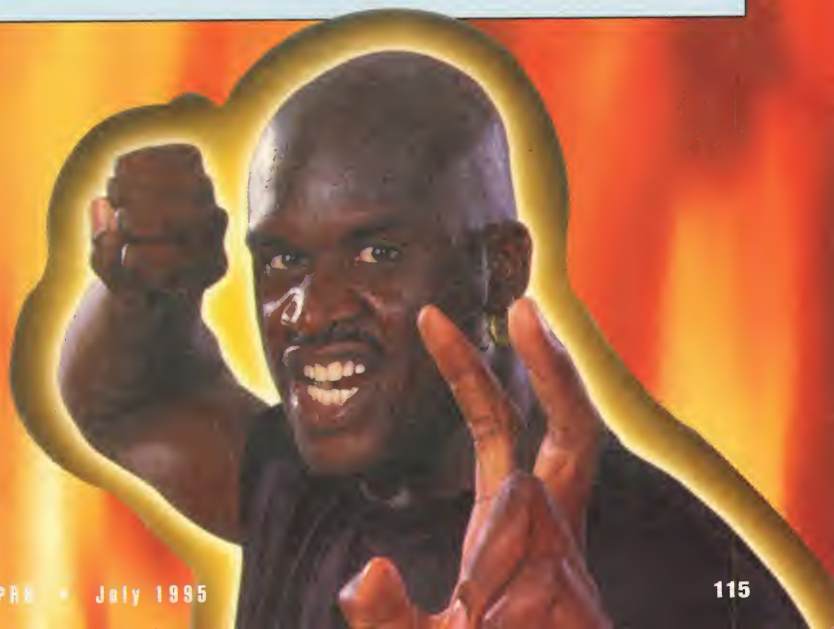
Lock in Sonic & Knuckles with the original Sonic the Hedgehog cart. When the message "No Way!" appears, **simultaneously** press A, B, and C. When the "Get Blue Spheres!" message appears, you can enter any of these codes to play the bonus rounds. In the menu screen, you can switch between Sonic and Knuckles by pressing any button. Use the red cursor to start the round as Knuckles, and the blue to begin as Sonic.

Super NES

Shaq Fu Blood Code

At the Options screen, quickly press Y, X, B, A, L, R. The screen flashes red to confirm the blood code.

Don't expect to see buckets of red though, it's no Mortal Kombat in the blood and guts department.



S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

3DO

Way of the Warrior

Playable Hidden Characters and Space Game



In the Versus mode, enter these hidden characters' names and birthdays:

- Gulab Jamun:
Gulab, February 29, 1900
- Major Trouble (a palette swap of Major Gaines):
Bad Boy, February 4, 1908
- Voodoo (a palette swap of Fox):
Evil, June 6, 1966
- Black Dragon (a palette swap of Dragon):
Wyvern, March 9, 1927

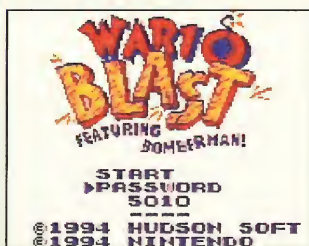
The pad trick to play the hidden space game is much easier to do with two people. At the character-select screen, pick a character on Controller Two and simultaneously press and hold down A, B, and C while holding Down-Toward on the directional pad. Then press II while continuing to hold down all the buttons. On Controller One, simultaneously press and hold Buttons L and R, Up-Away on the directional pad, and press

II. The screen will vanish, and a spaceship appears. Player One must press II again to join in the game. An octopus may come in handy to help you carry out these instructions successfully.

Game Boy

Wario Blast Featuring Bomberman

Passwords



The passwords listed are for Bomberman. To play as Wario, simply reverse the numbers. For example, Bomberman's password for Level 4-1 is 4152, so for Wario, it's 2514.

Level 1-1: 4696	Level 3-2: 8264	Level 5-3: 2904	Level 7 Boss: 7110
Level 1-2: 7006	Level 3-3: 0173	Level 5 Boss: 1726	Level 8-1: 5814
Level 1-3: 8774	Level 3 Boss: 2828	Level 6-1: 3614	Level 8-2: 8136
Level 1 Boss: 5141	Level 4-1: 4152	Level 6-2: 0610	Level 8-3: 0390
Level 2-1: 9185	Level 4-2: 3451	Level 6-3: 9867	Level 8 Boss: 3158
Level 2-2: 4610	Level 4-3: 4312	Level 6 Boss: 9618	Secret Battle
Level 2-3: 2630	Level 4 Boss: 0874	Level 7-1: 1884	Game: 5656
Level 2 Boss: 3569	Level 5-1: 1909	Level 7-2: 7702	
Level 3-1: 8401	Level 5-2: 5010	Level 7-3: 6925	

Do You Have a Secret Weapon?

If so, send it to SWAT and, if we publish it, we'll send you a free GamePro T-shirt! We also want more of your artwork. Every reader who gets their artwork published in SWAT will also receive a free T-shirt. Cool! Write to:

GamePro Magazine

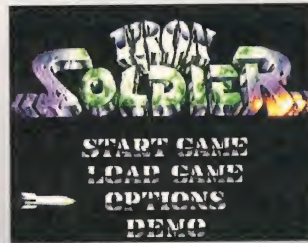
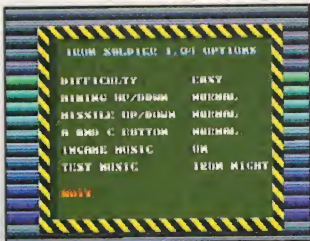
Secret Weapons
Media House
Adlington Park
Macclesfield
SK10 4NP.

You can also e-mail us at:
tips@gamepro.demon.co.uk

Jaguar

Iron Soldier

Level Select and All Weapons



At the Options screen, enter the number 37668242 on the keypad. The screen border shimmers if the code is entered correctly.

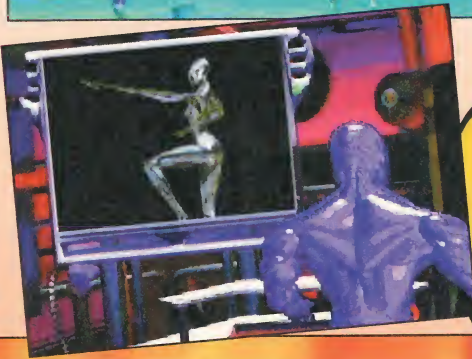
When you begin the game, all 16 missions are selectable and all the weapons are available. Are we good to you or what?

Super NES

Rise of the Robots

Play as the Supervisor

At the Player Select menu, press **Up, Right, Down, Left, and R**. If you manage to do the trick correctly, you'll find the evil, metallic Supervisor in the line-up of the two-player game. Player Two can now play as the Supervisor. If it hasn't worked, try again. Perseverance is the key.



Game Gear

Beavis and Butt-Head Passwords

Burger World:
GEL DLW BTZ
Highland High:
XLM DUO ATY
Highland Hospital:
WRG DVI GTY
Turbo Mall 2000:
SXI HZC EPY
GWAR:
HYA CKC MUZ



THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies



X-MEN Children of the Atom



By Bruised Lee
(Special thanks to Phil Reed, Eric Luther, and the staff at Capcom)

It's X-Men against X-Men, mutant against mutant. Capcom's taken some of the best Fighting elements from both Darkstalkers and Street Fighter II and rolled them into X-Men: Children of the Atom. Put your Fighting skills to the ultimate test as you pick your favourite mutant and try to destroy Magneto once and for all.

BEFORE STARTING

Before you dive into the fray, know your choices. You choose from ten characters (see the following pages for character details). You can also choose manual or automatic blocking. With automatic blocking, the computer blocks for you, but returns to manual blocking when you win a round. In the two-player mode, you can also select the background you want to fight in.

Select a Fighter



Ten mutant fighters are at the ready

Blocking Options



Choose between auto or manual blocking in a fight

Select a Background



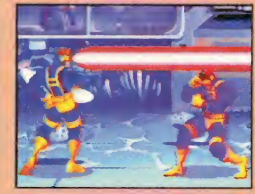
Pick your favourite stage to battle in

SPECIAL MOVES

You can vary some characters' special moves by performing the same controller motion but following it with a different button press, eg. Cyclops can perform his Optic Blast three ways. Experiment with each character.



Motion ↓ ↘ → QP

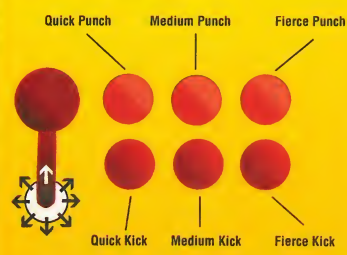


Motion ↓ ↘ → MP



Motion ↓ ↘ → FP

Controller Key



- ↑ = Up
- ↗ = Up-Toward
- = Toward
- ↘ = Down-Toward
- ↓ = Down
- ↙ = Down-Away
- ← = Away
- ↖ = Up-Away
- FK = Fierce Kick
- FP = Fierce Punch
- K = Press any Kick button
- MK = Medium Kick
- MP = Medium Punch
- P = Press any Punch button
- QK = Quick Kick
- QP = Quick Punch

- Motion** = Move the joystick in one continuous, smooth motion.
- Tap** = Tap the directions indicated in sequence.
- Charge** = Hold the direction indicated for the number of seconds indicated.
- Close** = The move must be done when close to the enemy.
- ()** = Execute commands in parentheses simultaneously.

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

GROUND MOVES

Learn these basic moves. They come in handy during most fights.

Dash Attack



Tap →, → to run toward your opponent. Tap ←, ← to run away from your opponent

Quick Recovery



To stand quickly after being knocked down, Tap →, → or ←, ← and simultaneously press all three kick buttons

MUTANT BAR

The Mutant bar must be at Level Two to perform Wolverine's Healing Factor

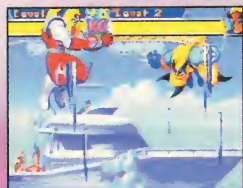
The Mutant bar is underneath your life bar and has three levels. Some special moves are possible only when your Mutant bar is at a certain level. For example, you can only do X-Power moves when your Mutant bar is maxed out. The bar, which automatically recharges throughout the match as you fight and execute other special moves, carries over to the next round.



TAKE TO THE AIR

In X-Men, the battleground isn't always terra firma – your mutant can fight in the air as well. Each mutant can also do a Super Jump when you quickly hit ↓, ↑ on the controller or when you simultaneously press all the kick buttons. When you execute the Super Jump, your fighter's launched high into the air, giving them a few seconds to do some heavy damage. You can perform most ground moves in the air.

Super Jump



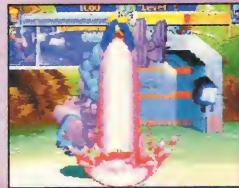
To become airborne, quickly hit ↓, ↑ or simultaneously press all three kick buttons

Air Moves



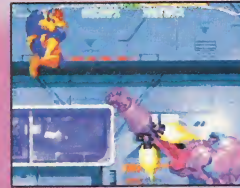
Each character performs three airborne special moves

Air Throws



To throw your opponent in the air, hit → and either Fierce button

Air Block



To Block while you're in midair, hit ←

MEET THE BOSSES

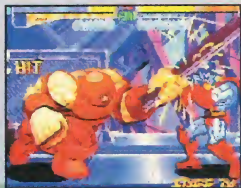
You go toe to toe with two bosses, the evil Magneto and his crony, Juggernaut.

Juggernaut

If Juggernaut's size alone doesn't intimidate you, his moves surely will. He has several grab moves that do major damage, and he can also grab a girder and swing it like a bat.



Juggernaut's powerful head-butt stuns Cyclops



Block Juggernaut's girder attack at all costs



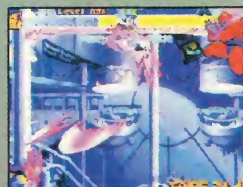
When you see an opening, quickly do a grab move



Steer clear of Juggernaut's pounding fist, which has great range

Magneto

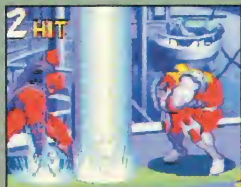
Magneto's power and speed are almost unmatched. He fights mostly in the air, so prepare to Super Jump a lot. Batter him with lightning-fast hits to wear him down.



If you're not quick enough, Magneto takes to the air and sprays projectiles



Blocking his projectiles and counterattacking is the key to overcoming Magneto



Magneto's ground attack registers multiple hits if it isn't blocked



This force shield renders him temporarily invincible



COLOSSUS



Name: Piotr Rasputin

Formerly one of the most dedicated, selfless X-Men, the once-gentle Colossus defected to Magneto's side after his sister, Ilyana, succumbed to a disease created to end the mutant race. Super strong, with an invulnerable steel body, Colossus seems incapable of harming his former friends... but the X-Men pray they'll never find out.

X-POWER

You can perform the following moves only if your Mutant bar is at maximum.

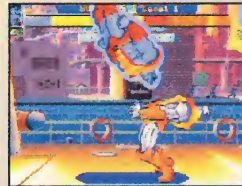
Super Armour



Motion ↓ ↙ ← (QP, MP, FP)

Note: Colossus's moves do twice as much damage

Dive Bomb



Motion ↓ ↘ → (QP, MP, FP)

SPECIAL MOVES

Colossus Charge

Colossus Spin



Motion ↓ ↘ → K



Motion ↓ ↘ → P

CYCLOPS



Name: Scott Summers

The first X-Man, Cyclops was approached by Professor Charles Xavier when he was a teen and unable to control his mutant power following a near-fatal plane crash that killed his parents. Today, Cyclops wears a special ruby quartz visor to control his optic blasts. His devotion to the X-Men is only surpassed by his love for his wife, Jean Grey.

X-POWER

You can do these moves only if your Mutant bar is at maximum.

Tracking Beam



Motion ↓ ↙ ← (QP, MP, FP)

Mega Optic Blast



Motion ↓ ↘ → (QP, MP, FP)

SPECIAL MOVES

Optic Blast



Motion ↓ ↘ → P

Gene Splice



Motion → ↓ ↘ P

Note: If you connect, continue to press a Punch button to chain the move into multiple hits.

ICEMAN

Name: Robert Drake

One of the five founding X-Men, Iceman encases his body in ice, then freezes the moisture in the air around him into an ultra-dense, ultra-cold ice that he can shape into anything, including weapons or the ice slides on which he travels. Recent events indicate that Iceman may be tapping into only a fraction of the power he possesses. The question is: Will he be able to master his untapped power?

You can perform this move only if your Mutant bar is at maximum.

Arctic Attack



Motion ↓ ↘ → (QP, MP, FP)

Ice Ball



(P, K)

Note: You must use the same type of punch and kick; for instance, (MP, MK)

SPECIAL MOVES

Ice Fist



Motion ↓ ↙ ← (QP, MP, FP)

Note: The Mutant bar must be at Level Two to perform this move

Ice Beam



Motion ↓ ↘ → P



PSYLOCKE

Name: Betsy Braddock

When her mind and its telepathic abilities were displaced into the body of a ninja assassin named Kwannon, Psylocke became the ultimate warrior for the X-Men. Her abilities enable her to attack her opponent's mind and body, anticipate their every move, create a "psychic knife" to disrupt their consciousness, and telepathically communicate with the X-Men.



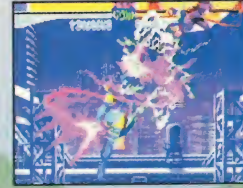
SPECIAL MOVES

Psi Flash



Motion ↓ ↘ → P

Psi Blade



Motion ↓ ↘ → K

Ninjutsu



Motion ↓ ↙ ← (QP, MP, FP)

Note: Your Mutant bar must be at Level Two to perform this move

X-POWER

Your Mutant bar must be at maximum to perform this move.

Psi Thrust



Motion ↓ ↘ → (QP, MP, FP)

OMEGA

Name: Arkady Rossovich

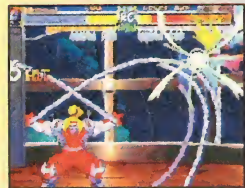
Armed with unbreakable Carbonadium tentacles and "death pheromones", Omega Red is a walking weapon of destruction that is on a quest for the Carbonadium Synthesizer, which will revive his dwindling life force. Until he recovers the C-Synthesizer, Omega Red prolongs his life by releasing "death pheromones", which drain the life force of those around him into his body.



X-POWER

You can perform this move only if your Mutant bar is at maximum.

Omega Destroyer



Motion ↓ ↘ → (QP, MP, FP)

SPECIAL MOVES

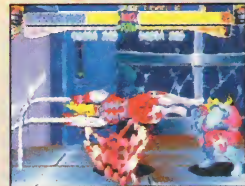
Life Drain



Motion ↓ ↘ → (QP, MP, FP)

Note: Hit P to drain their life bar or K to drain their Mutant bar

Omega Strike



Motion ↓ ↘ → K

SPIRAL

X-POWER

You can perform this move only if your Mutant bar is at maximum.

Mega Morph



Motion ↓ ↘ → (QP, MP, FP)

Name: Spiral

A six-armed humanoid slave created with genetic engineering on the planet Mojo, Spiral traveled to Earth to track a fleeing rebel. She decided to stay, enlisting in the Freedom Forces and spreading disorder. Her strength comes from her ability to cast a wide range of spells, including ones that nullify the superhuman powers of her foes.



SPECIAL MOVES

Teleport



Motion ↓ ↙ ← MP
Note: Your Mutant Bar must be at Level Two to perform this move

Power Dances



Motion ↓ ↙ ← QK or MK or FK
Note: The Mutant bar must be at Level Two to perform this move. QK gives you strength, MK makes you faster, FK turns you invisible

Dancing Sword



Motion ↓ ↘ → (QP, MP, FP)
Note: The Mutant bar must be at Level Two. To throw one sword at a time, hit P. To throw all the swords at once, Motion ↓ ↘ → FP

SILVER SAMURAI



Name: Koniuchio Harada

The mutant son of a Japanese crime lord, Harada studied to become a samurai from an early age. He emerged as the bodyguard of Viper, utilizing his superb swordsmanship, shuriken, teleportation ring, and energy-generating abilities to defend his charge.

SPECIAL MOVES

Sword Slash



P (Rapidly)

Shuriken



Motion ↓ ↘ → P

Spirit Shadow



Motion ↓ ↘ → (QK, MK, FK)

Note: The Mutant bar must be at Level Two to perform this move

Power Sword



Motion ↓ ↙ ← QP or MP or FP

Note: The Mutant bar must be at Level Two to perform this move. QP conveys the power of lightning, MP the power of ice, and FP the power of fire

X-POWER

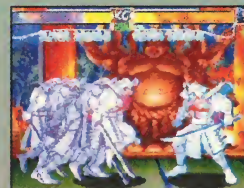
You can perform this move only if your Mutant bar is at maximum.

Mega Shuriken



Motion ↓ ↙ ← (QP, MP, FP)

Samurai Shadow



Motion ↓ ↙ ← (QK, MK, FK)

Lightning Strike



Motion ↓ ↘ → (QP, MP, FP)

SENTINEL

Name: None

Giant flying robots, Sentinels were developed to destroy or capture the mutants. The progressively advanced models are now capable of learning from their own mistakes and adapting their abilities to counteract that of their opponents. Nimrod, the most advanced and dangerous Sentinel, has travelled back in time from the future to hunt down modern-day mutants.



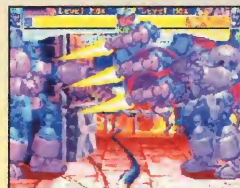
SPECIAL MOVES

Rocket Punch



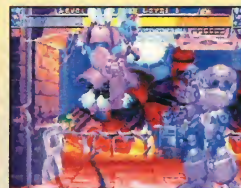
Motion ↓ ↘ → P

Sentinel Force



Motion ↓ ↘ → QK or MK

Sentinel Fly



Motion ↓ ↙ ← (QP, MP, FP)

Note: The Mutant bar must be at Level Two to perform this move

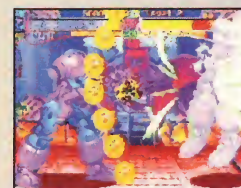
Sentinel Bombers

Motion ↓ ↘ → FK

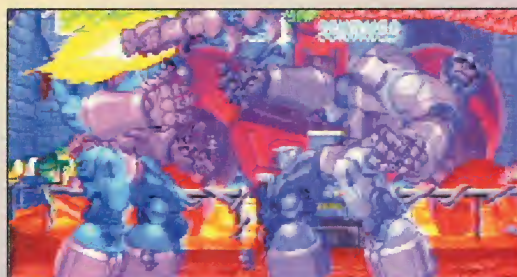
X-POWER

You can perform this move only if your Mutant bar is at maximum.

Plasma Storm



Motion ↓ ↘ → (QP, MP, FP)



STORM

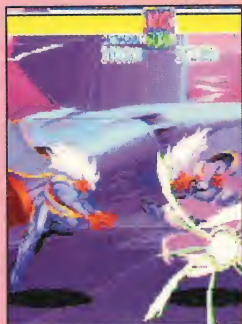
Name: Ororo Munroe

From her orphaned childhood in Cairo to her days as a deity with an ancient African tribe, Storm has weathered her life's cycles. Now a committed member of the X-Men, Storm commands total dominance over the elements of weather - storms, winds, and lightning.



SPECIAL MOVES

Typhoon



Motion ↓ ↘ → P

Lightning Attack



(K, P) and move the joystick in the direction you want to attack
 Note: You must use the same type of punch and kick; for instance, (MP, MK)

Storm Wind



Motion ↓ ↘ → (QK, MK, FK)
 Note: This move pushes your enemy back. Motion ↓ ↘ ← (QK, MK, FK) to pull your enemy toward you. The Mutant bar must be at Level Two to perform this move

Storm Flight

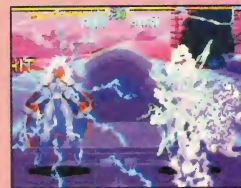


Motion ↓ ↘ ← (QP, MP, FP)
 Note: The Mutant bar must be at Level Two to perform this move

X-POWER

You can perform this move only if your Mutant bar is at maximum.

Lightning Storm



Motion ↓ ↘ → (QP, MP, FP)

WOLVERINE

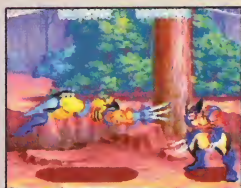
Name: Logan

As a victim of the top-secret Weapon X Project, which was creating a race of indestructible super soldiers, Wolverine was subjected to memory-fragmenting implants, which made his past untraceable. He also believes that his bones were coated with unbendable ad-antium steel and that his razor-sharp, retractable adamantium claws were attached at this time. Wolverine's mutant healing power serves him well, as he is a relentless fighter.



SPECIAL MOVES

Drill Claw



(K, P) and move the joystick in the direction you want to attack
 Note: You must use the same type of punch and kick; for instance, (MP, MK)

Tornado Claw



Motion → ↓ ↘ P
 Note: If your move connects, continue to hit P to chain the move into multiple hits

Mutant Speed



Motion ↓ ↘ ← (QP, MP, FP)
 Note: The Mutant bar must be at Level Two to perform this move

X-POWER

You can perform this move only if your Mutant bar is at maximum.

Berzerker Barrage



Motion ↓ ↘ → (QP, MP, FP)

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Jaguar

Zool 2

Cheat Codes



Enter the cheat codes at the Options screen. Confirmation of each code is noted by the sound of a rooster crowing.

First stage of Bulberry Hill:
77749

First stage of Tooting
Common: 88563

First stage of Snaking Pass:
33666

First stage of Mount Ices:
11968

Start of Mental Blockage:
91266

Automatic access to bonus
round after each stage:
31867

Infinite health: 11275
99 lives: 31965

Jaguar

Kasumi Ninja

Fight as the Same Character

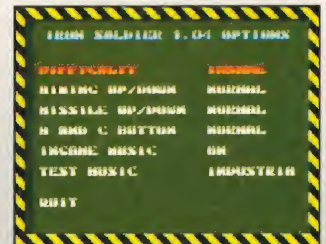
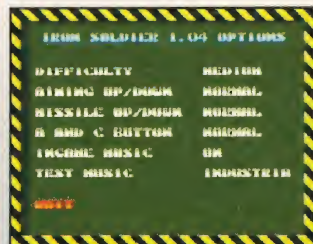


Two controllers must be plugged into your Jaguar for this trick, and you must already have entered a Gore Code. At the Options screen, access the Change Code option. While holding down Buttons A and C on Controller Two, use Controller One to press Buttons 6, 2, 1, 5, 4, and 4. You will hear "Ha!" and see the words "Wrong Code" appear as confirmation. Now if you exit the Options screen you should be able to pit the same opponents against one another. To avoid any unnecessary confusion, the second player's character appears a shade darker than the first player's. These programmers think of everything!

Jaguar

Iron Soldier

Insane Difficulty Option

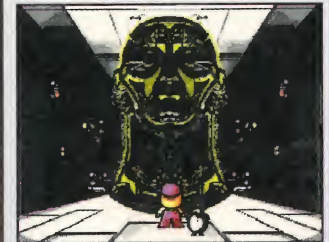


Go to the Options screen and press Buttons 6, 8, 2, and 4. The screen border briefly flashes to confirm that you've correctly entered the trick. You can now select an Insane difficulty level. This may not seem to be the best cheat in the world, what with making the game as hard to play as possible and all, but just chill out for a minute. The Insane level is best described as More Challenging than Hard, so if you're any good at the game you shouldn't be frustrated for too long.

Sega CD

Panic!

Level Select



At the title screen, press Right, Right, Down, Up, Left, Right, Up, Up, Left, and Down. A Scene Select menu appears if you did the trick correctly. If you want to completely spoil it for yourself, simply select scene 120 and you will be shown the game's ending.

Super NES

T2: The Arcade Game

Unlimited Credits



At the T2 title screen, quickly **press Left, Up, Right, Up, Left, Left, Right, Down, and Down**. Be sure to press all the buttons before the screen fades, and you'll hear a booming noise to confirm that you've done the trick correctly. Now, at any point during the game, you can **press R on Controller One** to boost your credits to nine! And the best thing about this cheat is that you can do it as many times as you want.

Mega Drive

Wolverine: Adamantium Rage

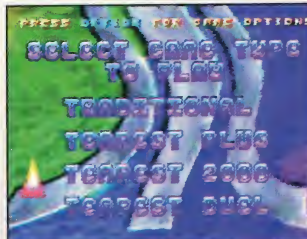
Passwords

Level 2: **MARIKO** Level 6: **ASANO**
 Level 3: **SILVER FOX** Level 7: **THE HUDSONS**
 Level 4: **DEPARTMENT H**
 Level 5: **MADRIPOOR**

Jaguar

Tempest 2000

Cheat Mode



First you must activate the Cheat mode. At the main menu, set your cursor on the game mode you want to play and **simultaneously press Buttons 1, 4, 7, and A**. You will hear "excellent" if the trick worked. To skip levels, **press Option**. To enable the warp bonus round, **press 6**.

Super NES

Warlock

Passwords



The Garden: **GRKKL**

The Castle

Begin third stone quest:

SHPJL

Continue third stone quest:

CDJHL

Begin fourth stone quest:

BRSH

Final part of fourth stone quest:

HBLST

Realm of the Damned

Begin quest for fifth stone:

THKTH

Continue fifth stone quest:

DCTFF

Begin quest for sixth stone:

BSTJK

Continue sixth stone quest:

LHBHL

Final part of sixth stone quest:

DFGBH

Super NES

Michael Jordan: Chaos in The Windy City

Power-Up Password



This password puts you halfway through the game with 93 lives: **99999999999999**

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

32X

Doom

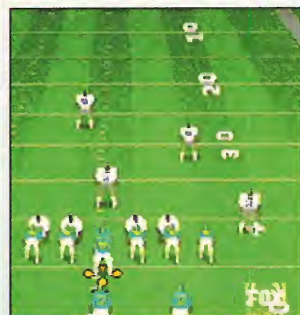
Invincibility and Ammo



You need a six-button controller to use these codes. Begin a regular game, press Start to pause, then press the indicated buttons. For invincibility, **simultaneously press X, Z, Mode, and Up**. If you've done the trick correctly, your character's eyes will be yellow when you unpause the game. To instantly load all the weapons with 500 rounds of ammo, **simultaneously press A, C, Mode, and Up**. Unpause the game, and your inventory is stocked.

Mega Drive

Madden NFL '95 Expansion Teams Code



At the Game Set Up screen, **press B, A, C, A, C**. If you hear Madden yell "Pow!", you will find next season's NFL newcomers, the Jacksonville Jaguars and the North Carolina Panthers taking their place in the Team Select menu.

Mega Drive

Earthworm Jim

Extra Life, Continue, and Full Ammo



Any time during a game, pause and enter any of these cheats. Each time you perform a trick correctly, Jim will shout something different.

Fully loaded gun: **A, B, B, B, C, A, C, C**

Extra life: **B, B, C, C, A, A, A, A**

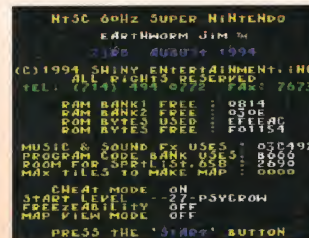
Plasma power-up: **C, A, B, C, A, B, A, C**

One continue: **Press A, simultaneously press Left and B then press A, B, A, B, C, A**

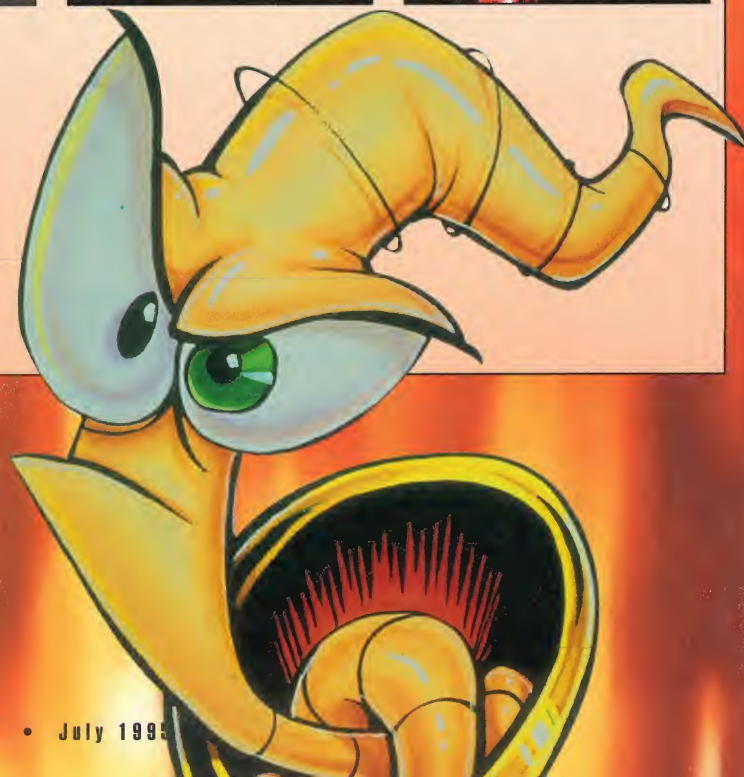
Super NES

Earthworm Jim

Level Select and Invincibility



Press Start to pause the game. **Simultaneously press and release Left and A, then press B, X, A, A, B, X, A, and Start**. A picture of the Earthworm Jim design team appears, followed by a debug menu with level-select and invincibility options.



Super NES

Donkey Kong Country

50 Lives, "Bad Buddy" Trick, and Sound Test



At the Select A Game screen, highlight "Erase Game" with your cursor and then enter any of the following tricks:

50 Lives

Press B, A, R, R, A, L, and then begin with one of your saved games.

"Bad Buddy" Code

Press B, A, Down, B, Up, Down, Down, and Y. In two-player team games, this trick enables either player to gain control at any time by pressing Select.

Sound Test

Press Down, A, R, B, Y, Down, A, and Y. Press Select to skip through the game sounds and music.

3DO

Shock Wave

Power-Up Cheats



Press II to pause the game during play and enter this master code: B, A, C, C, A, A, and X. Press II again, enter any of the codes below, and then press X. You can use the missile power-up and smart bomb only once per mission.

Laser power-up: C, A, A, B, A, C, A

"Xtra Laser" message appears.

Missile power-up: C, A, A, B, A

"Nuke 'Em Up" message appears.

Smart bomb: A, C, A, B, A, A, C, A, A, A

"Smart Bomb" message appears.

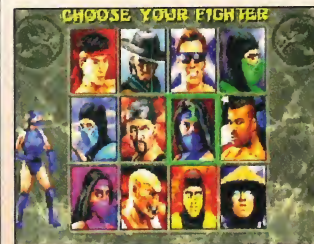
Invincibility: A, B, A, C, A, A, B, A

"Invincible" message appears.

Super NES

Mortal Kombat II

Double Fatality Time and Super Damage



Quickly enter the following button presses at the character-select screen. A wooshing sound confirms it.

Double fatality time:

Up, Up, Left, Up, Down, Select

Super damage (two hits defeat your opponent, and your opponent's hits damage you half the normal amount):
Down, Up, Right, Up, Left, Select.

Arcade

Killer Instinct

Double the Speed

As soon as each player has selected a character, hold Right on the joystick and simultaneously press all three punch buttons (in a one-player game, the first player must do this with their controller and Player Two's controller). These buttons must be held until the pre-fight match screen appears and then released after you hear the swooshing noise for the second time. This code doubles the normal speed of the game, but it must be re-entered with every new match.



S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Super NES

Mega Man X2

Dragon Punch Power-Up

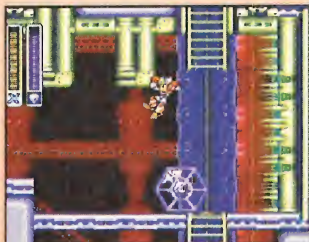
Give Mega Man the power to do Ryu's Dragon Punch from Street Fighter II. First you must acquire every item Mega Man can possess, including the eight weapons, eight Heart Tanks, and four Subtanks. You must also have nine lives, all weapons, and fully charged Heart Tanks.



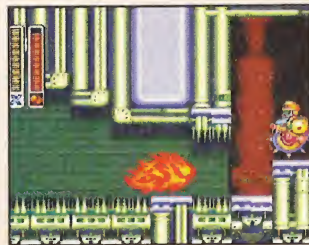
Get started with this password:
8377, 8143, 6828,
7651



Proceed through the X-Hunter level and defeat the bosses Violen and Serges. About halfway through the level to the third boss, Agile, you come to a point where a ladder descends and another ladder is above you, but out of reach.



Use the Crystal.H weapon to crystalize the bat and jump on him to reach the ladder above.



Charge up the S.Burner and release it to cross the first set of spikes.



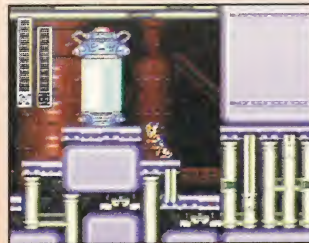
At the second set of spikes, launch the S.Chain weapon, then lightly jump to carry yourself across the spikes.



As you drop, turn left, Air Dash to the platform, and grab the 1-up. This tricky manoeuvre takes perfect timing. At this point, you must still have perfect health, and all your Subtanks must be full.



When you fall into this long drop, hug the right side of the wall and use the radar to find the wall's invisible section.



Enter this hidden area. Inside you find the Dragon Punch capsule and a message from Dr. Light that reads, "I'm not worthy!"



To use the Dragon Punch, your energy bar must be completely full. To execute it, Tap →, ↓, ↘, and press Button Y.

3DO

Super Street Fighter II Turbo

Play as Akuma in the Versus Mode



Select the Versus mode and set the speed. When you select a character, **simultaneously** press A, B, C, L, R, and P. Hold down these buttons until your opponent has selected their character. Akuma's silhouette appears on the Stage Select screen. On the Result screen, Akuma's record is now listed under the name "Gouki." Fascinating eh? I bet you can't believe your luck!

Arcade

X-Men: Children of the Atom

Play as Akuma



Pit this Super Street Fighter boss against the X-Men! As Player One at the character-select screen, move the cursor to Spiral in the lower right-hand corner and hold it there for two seconds. Then, in one motion, move the cursor left across the bottom row of characters until you reach Iceman. Continuously move back one to the right to Colossus, up one to Cyclops, right two (past Wolverine) to Omega Red, and down to Silver Samurai. Wait there for two seconds, then **simultaneously press Fierce Punch, Fierce Kick, and Quick Kick**. Akuma will jump down and pose for you. His moves are the same as in SSF II Turbo.



Super NES

Samurai Shodown

Play as Amakusa

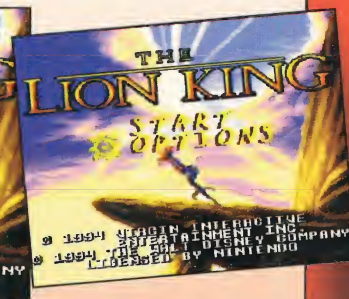


This trick enables you to play as Amakusa in the two-player or Countdown game. At the Takara logo screen, **press A, Y, X, and B**. A voice will confirm it. At the title screen, select the game you want to play. Then, at the character-select screen, select any character and **simultaneously hold down L and R** to select Amakusa. In the two-player game, continue to hold down the buttons until your opponent has selected his character.

Super NES

The Lion King

Level Select and Invincibility



Go to the Options screen and **press B, A, R, R, Y**. Level-select and invulnerability options appear. When you exit the Options screen and begin the game, you immediately jump to the level you selected and, if you switched Invulnerability to "On", you'll be invincible!

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Genesis

Pitfall

Ammo, Nine Lives, and Classic Pitfall



At the title screen, use these pad tricks to access special features:

Atari 2600 version of Pitfall:
Down, A 26 times, Down

Nine lives: **Right, A, Down, B, Right, A, B, Up, Down**

Ammo at 99: **A, B, Up, C, A, C, A**

3DO

Demolition Man

Blood Code, Level Select, and Secret Levels



OPTIONS

▶ RESUME

■ QUIT

SFX MUSIC

#1#VRGN#2#

At the title screen, press R, then rotate the directional pad clockwise in a full circle until red spots appear on-screen. Begin the game, and you'll see blood when you shoot.

Pause the game, then **press L, A, Up, Down, R, and Up** to activate the level select.

Press and hold B, then press Up and Down on the directional pad to scroll through the levels that appear in the password box. VRGN 1 to 5 are five Doom-like levels inside Virgin Studios believe it or not!. These programmers eh? There's no stopping 'em.

Super NES

X-Men: Mutant Apocalypse

Passwords

Hivebrood's Deserted Camp:

Xavier, Magneto, Gambit, Cyclops, Apocalypse, Gambit, Magneto, Magneto

Genoshan Prison:

Gambit, Beast, Magneto, Cyclops, Cyclops, Gambit, Magneto, Apocalypse

Apocalypse's Base:

Beast, Gambit, Beast, Wolverine, Magneto, Beast,



Cyclops, Wolverine
Danger Room (Omega Red):
Psylocke, Wolverine, Wolverine, Gambit, Wolverine, Beast, Psylocke, Cyclops
Danger Room (Juggernaut):
Gambit, Beast,

Cyclops, Cyclops, Wolverine, Cyclops, Psylocke, Beast
Avalon:
Beast, Gambit, Gambit, Wolverine, Magneto, Magneto, Xavier, Gambit

Super NES

Pitfall: The Mayan Adventure

Infinite Continues, Level Select, and Classic Pitfall



Lose your life in the first level. When the Continue screen appears, press **B** three times. The continue counter switches to nine and stops counting down, giving you infinite continues.

At the title screen, press **X**, **Select**, **A**, **Select**, **Y**, **A**, **X**, and **Select** to get a level-select option. The name of each level appears under the title. Press **L** and **R** to scroll through the levels.

To play the Atari 2600 version of Pitfall, at the title screen, press **Select**, **A**, **A**, **A**, **A**, **A**, **A**, **Select**, and **Start**.

Super NES

Michael Jordan: Chaos in The Windy City

Power Password

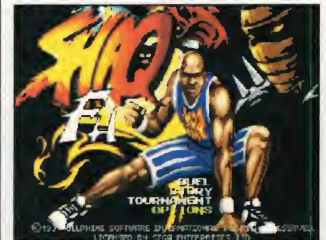
At the password screen, enter **MCHLJRDN-23**. This password enables you to skip ahead in the game, gives you extra energy, and starts you with 25 lives. It won't make you any better at basketball, but that's life.



Mega Drive

Shaq Fu

Blood Code



At the Options screen, quickly press **A**, **B**, **C**, **C**, **B**, **A**. If you've done the trick correctly, the screen flashes. Begin a game, and you'll see blood during the fights.

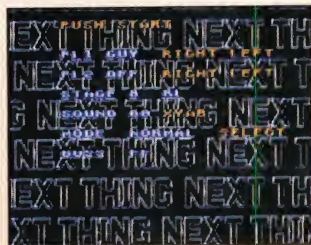
S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Super NES

King of Monsters 2

Debug Screen
With Level Select

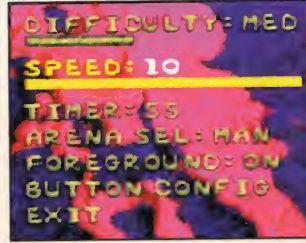


At the Mode Select screen, press Right three times, Left four times, Right three times, and Left four times. Then, on Controller Two, simultaneously press and hold Y and Select, then press Start on Controller One. Choose the Vs. Computer mode and start the game. You'll immediately go to a Debug screen with a stage select and other options. The rest is down to you.

Super NES

Clay Fighter 2

Hyper Speed, Hidden Characters, and Random Select



Hyper Speed

At the Game Start screen, hold down Y and press L, L, R, Down, Left, and R. A beep confirms the correct code. Go to the Options screen, and you can set the speed as high as 10, instead of only 4!

Hidden Characters

At the Game Start screen, enter these codes to reveal the following hidden characters:

- Thunder: Hold Up-Right on the directional pad and press Y, B, X, B, B, X, A.
- Sarge: Hold Right and X, then press L, L, Up, Down, Left, Down.
- Jack: Hold Up on the directional pad and press X, A, R, R, Y, A.
- Peelgood: Hold Down-Left on the directional pad and press B, Y, Y, A, Y.
- Butch: Hold L and press X, R, A, X, R, R.
- Ice: Hold B and press Up, L, L, L, Right.
- Slyck: Hold Y and press L, L, Up, L, Left, R.
- Spike: Hold R then press X, B, B, A, Y, Left, A.

Random Select

At the Character Select screen, simultaneously press R and L.

GAME ENHANCERS

Hot Game Genie and Pro Action Replay Codes

Mega Drive (Game Genie)

Wolverine: Adamantium Rage	83VT-B97L	Jump higher
	ATKA-AA9C	Infinite lives
	REHT-A604	Health doesn't improve
	NVDA-2AFE	Health power-ups add 100% to health
	ATHT-AA6C	Elsie-Dee never comes
	BTZT-AA5A	Invincible against fire, acid, water, and bats

Ecco: The Tides of Time	ALBA-4A8R	When miss gates in 3D levels, no rings lost
	HDLA-WAD4	Eat fish to restore all health
	A4KT-2A38	360-degree sonar blast
	FZ0A-TAGY	Begin on Vortex Queen level
	AKZA-TA7A	Infinite air

Nintendo (Game Genie)

The Jungle Book	PAEGVGTE	Start practice level with nine lives
	PAENGGIE	Start normal level with nine lives
	AAVEEYPA	Infinite time
	AVYZLAA	Start with five of each weapon
	PENEEIAA	Infinite weapons
	ZEKKULAP + SXXNLKOU	Need two gems to finish levels 1, 3, 4, 7, 9

Mega Drive (Game Genie)

X-Men 2: Clone Wars	AKRT-AA58	Infinite lives
	ABRT-AWEE	Start with 9 health after first life
	6F7B-WADG	Wolverine heals himself four times as fast
	RFMA-N60W	Play as Magneto on any level

Have you discovered a hot Game Genie or Pro Action Replay code? If so, send it to Game Enhancers. If we publish your code, we'll print your name and you'll get a cool *GamePro* T-shirt! So get cracking and send your results to:

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Mega Drive (Pro Action Replay)

Dark Castle

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Mega Bomberman

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Game Boy (Game Genie)

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Super NES (Pro Action Replay)

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BLOODY HELL!

We take a trip into the gruesome world of ultra-violent games, searching out anything with the merest hint of blood, violence or throbbing innards and slapping it haphazardly into our massive, enthralling GOREPRO feature!

SATURNDAY NIGHT'S ALRIGHT FOR FIGHTING!

Way-hey! Sega's whopping big pile of Saturn software should be reviewable next issue, so we'll be crashing cars, riding dragoons and punching polygons next time around!

S.W.A.T.PRO!

Another portion of pant-busting tips will be begging to be teased out of the next issue of GamePro, including:

MORTAL KOMBAT 3 - Exclusive Arcade Techniques!

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In order to give us time to cover these mind-blowing events in sufficient detail, issue two of GamePro won't be on sale at your newsagents until August 28. So, while you're sunning yourself on some far-flung stretch of sand this summer, why not take time out to fill in the order form below. Present it to your local newsie on your return and he will gladly reserve a copy of the world's best-selling computer games magazine for you. After all, life wouldn't be the same without GamePro!

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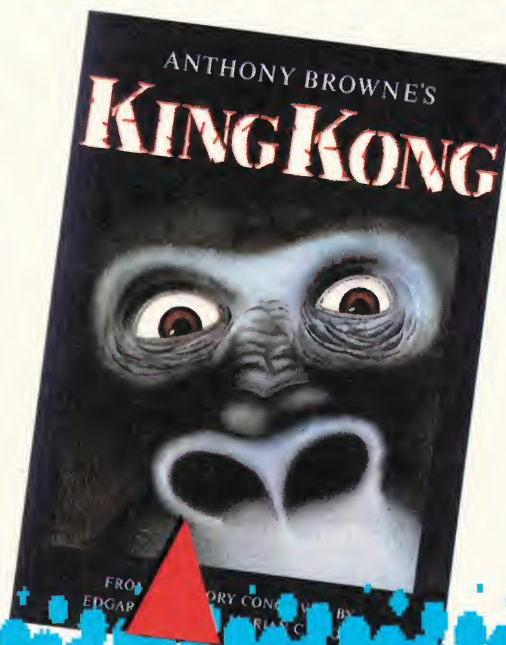
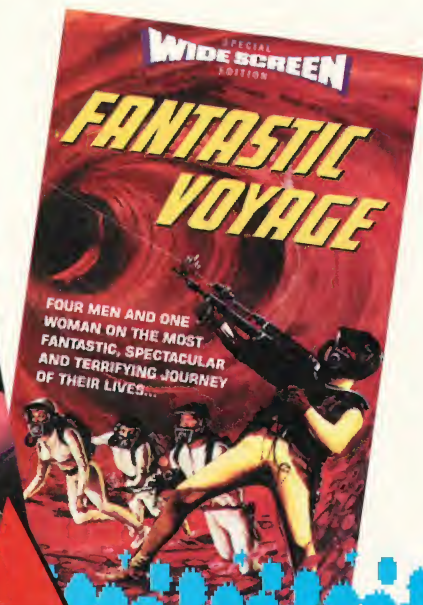
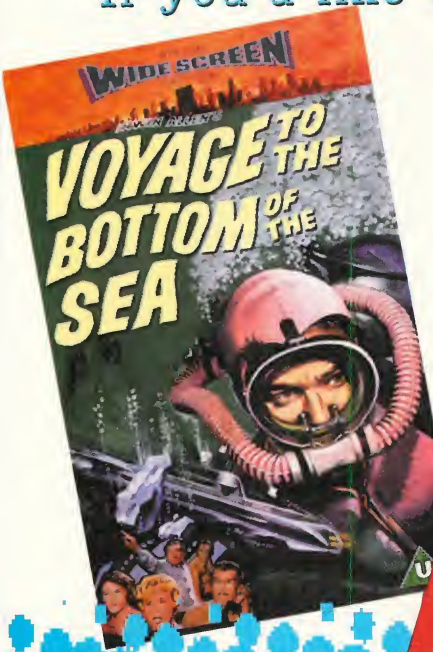
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Polygram

The film that made Tarantino famous is at last available to rent, after 18 months of umm-ing and aah-ing by the BBFC. Heralded as the gangster movie of all time, it's essential viewing for anyone who hasn't got a nervous disposition. Featuring a cast which includes Tim Roth (Pulp Fiction) and Steve Buscemi (Airheads), it's a tense affair throughout, with most of the dialogue taking place in a deserted warehouse. Certainly not for impressionable parents.

Fantastic Voyages
Fox Video

Ask anyone what their favourite film with Voyage in the title is and the answer will be either 'Fantastic Voyage' or 'Voyage To The Bottom Of The Sea'. Okay, so maybe it won't, but it will after watching either or both of these classic 60s kitsch sci-fi flicks. Fantastic Voyage has since been updated in the movie Inner Space, and Voyage To The Bottom Of The Sea is an obvious influence on SeaQuest DSV. Check out Raquel Welch in Fantastic Voyage to see how sexy she used to be.

'Making A Splash
Matchbox

Matchbox are pinning their hopes on a long, hot summer with the launch of two new water-filled toys. Splash Out and Sonic Splash Zoom Ball are plastic playthings that rely on good weather and an understanding of slapstick humour. Splash Out (£9.00) is basically a ball filled with water, whereas Sonic Splash (£12.00) is best described as a ball filled with water on a string with two handles on each end. Good fun if you don't mind getting wet. Not for use near people with hydrophobia.

King Kong

Julia MacRae Books
A book for kids, movie memorabilia fans and art lovers alike, Browne's King Kong tells the tale of the massive misunderstood monkey in glorious technicolour. A visual treat as well as a pleasing – though quick – read, its hardback format makes it something to keep and cherish forever. Look out for the hidden monkey faces in most of the illustrations and steel yourself for a tear-jerking ending. Priced at £12.99, it's a beautiful and worthy re-creation of an all-time monster of a movie.

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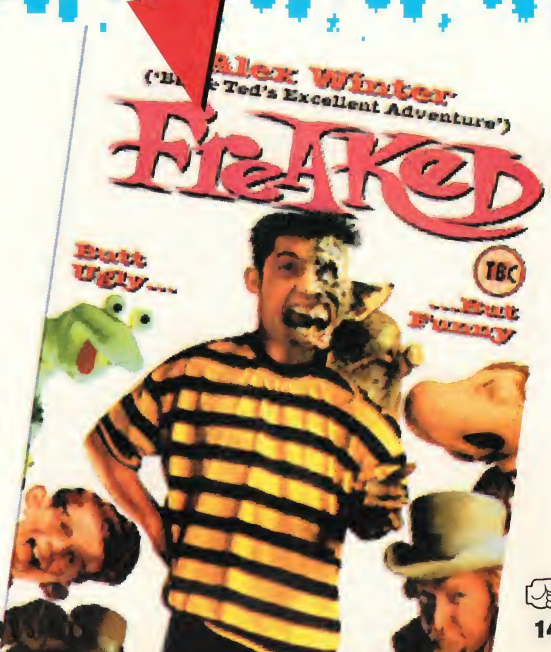
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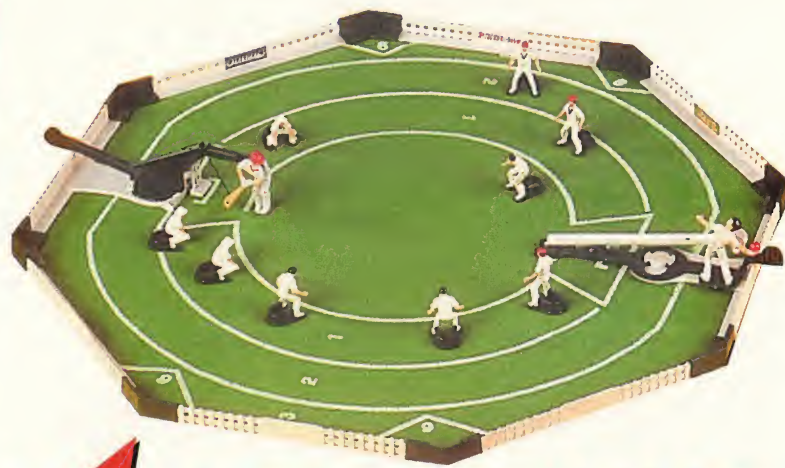
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Freaked
Fox Guild
 Alex Winter, the one out of Bill & Ted who isn't Keanu Reeves, makes his directorial debut in Freaked. A comical and horrific special effects extravaganza, it stars Keanu Reeves, Randy Quaid, Brooke Shields and last of the medallion mohicans, Mr T. Everything goes pear shaped when Quaid turns Winter into a mutant freak and fuses Michael Stoyanov with Megan Ward to morph them into a two-headed nutter. One for B-movie fans. Out to rent now.

The Making Of Tank Girl
Titan Books
 The biggest British science fiction comic star since Judge Dredd receives her movie debut in the same year as the miserable law enforcer – and she was only invented just over six years ago! With The Making Of Tank Girl, you can find out all you need to know about the marsupial-loving riot grrrl without having to scour over-priced second hand comic shops. Featuring interviews with the cast (including Ice-T who plays T-Saint), and the origin of the maladjusted malchick. £7.99.





Mighty Max.

BBC1 Saturday mornings
Generous soul that he is, Max's dad has given his son his old baseball cap. Trouble is, this is no ordinary item of headgear. It's a cosmic cap, and when Max puts it on, he becomes 'The Mighty One' – able to travel through time by means of Portals. Stumbling through time with his protectors, wise old Virgil and fearless Norman, Max battles such gruesome monsters as Skull Master and Magus. You can see the *Adventures Of Mighty Max* on BBC1's *Fully Booked* – Saturdays from 8:30am.

Horror Flicks

Lumiere
Most of the actors appearing in these movies are dead now, but they'll live on in the nightmares of horror fans. Rasputin, Dr Crippen and Frankenstein Created Woman are all lesser-known classics of the Hammer Horror genre. Eerie Christopher Lee plays Russia's greatest love machine in *Rasputin*, spooky Donald Pleasence hams it up as Dr Crippen, and ghoulish Peter Cushing gets to carry a beautiful bikini-clad chick around. At £10.99 a vid, you'd be mad to miss out.

World Cup Cricket

Peter Pan
Ostensibly a chute, a bat, a piece of string and a plastic ball, World Cup Cricket (WCC) is the nearest you can get to the real thing without actually taking your life in your hands and wandering out to the crease. Batsmen and bowlers will enjoy the action, but with the emphasis placed on tactical field settings, this is a game that all budding cricket captains will want to play. Solidly built, there's nothing too fiddly about WCC, although the balls are admittedly quite losable. Price – £14.99.

Diabolo

Toy shops everywhere
Lovers of peaceful walks in the park beware, for there's a new outdoor phenomenon looming. As well as being disturbed by frisbee throwers, softball players and frothing lovers, you're about to witness the day of the Diabolo. Comprising two plastic swords and a Diabolo (two plastic cones joined in the middle by their tips), the idea is to hurl the Diabolo off your sword towards your chum, who in turn attempts to catch it on his plastic sword. Gripping stuff and only £9.95 a throw.

GET A
GET A
GET A





GRIP GRIP GRIP

Star Wars Radio Drama *Brian Daley*

How did Princess Leia and the Rebels get the plans for the Death Star? What kept Han Solo from double-crossing Luke and Ben? How did Leia withstand Darth Vader's hideous torture method? Find out the answers to all the above and more in Star Wars – The Original Radio Drama by Brian Daley. Featuring over 30 all-new scenes which expand upon the Star Wars story, there's plenty of info and storyboard art to get excited about. At only £7.99, it's a must for all collectors.

Judge Dredd *Guild*

Justice will be done on July 21! Judge Dredd makes his British film debut with Sylvester Stallone wearing the helmet and riding the bike. Sticking closely to 2000AD's vision of the eponymous lawman of the future, the movie is set in Mega City One in the year 2139. Directed by Danny Cannon, other stars to look out for are Rob Schneider, Balthazar Getty and Max Von Sydow. Judge Dredd will re-establish Sylvester Stallone as the world's number one action adventure hero.

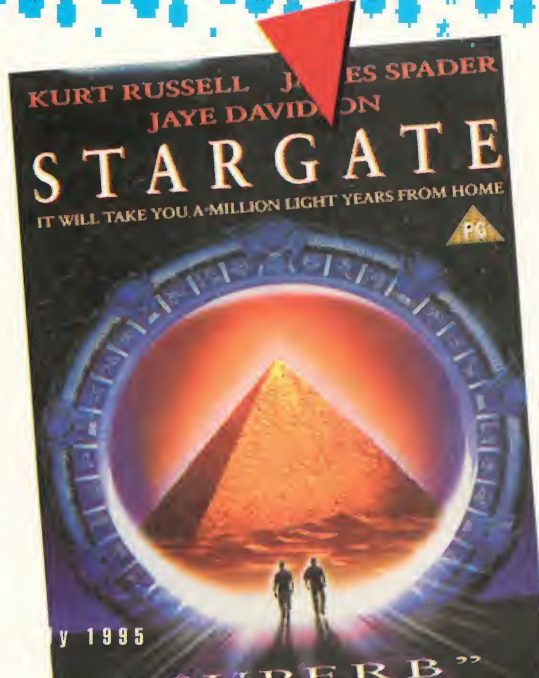
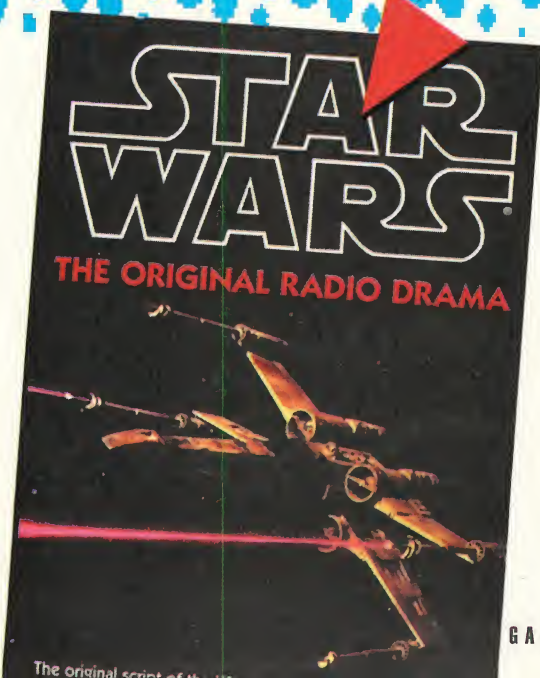
Stargate

Fox Guild Home Ent.

Whenever they looked through the arched window on Play School there was always something really boring behind it. But not in Stargate. Here, things are totally different. The question is: What would happen if aliens invaded ancient civilisations on Earth? Stargate answers this with a barrage of the sort of rip-roaring special effects that make you realise why Doctor Who traded in his Tardis many moons ago. Starring Kurt Russell and James Spader, you can rent it from July 10.

Rise Of The Robots – Novel *ROC Fiction*

Based on the most hyped multi-format game of 1994, Jim Murdoch's debut novel paints a grim picture of the future – a world run by mechanoids. Downer. The video game was a bit of a disappointment (although the arcade version is pretty good), but the novel shouldn't be tarred with the same brush. There haven't been many novels based on video games, but this proves that it can be done, and done well. At £4.99, it's a damn sight cheaper than its CD and console counterparts.



internutter

No matter what system you've got you'll have heard of the Internet. It's on the news, it's been in all the papers and magazines, in fact it's absolutely everywhere. Whether you use an Amiga, a PC, or connect through a machine at school or college, there are an estimated 25 million users regularly logging on and talking to the rest of the world for the price of a local phone call. In this regular monthly feature I'll be taking a look at different areas of the Internet to see just what's on offer. This month I'm featuring games, but even that's too broad a subject to handle in one go! Let's give it a try anyway and see where we end up.

When you talk about games on the Internet you could be referring to any number of things. You could be after information on games and systems, you could be looking for hints and tips to steer you through your latest software purchase, or, more excitingly, you might want to play some kind of live adventure game against an array of opponents spanning the globe. These generally take the form of Multi User Dungeons (or MUDs).

If you're old enough to remember text-based adventures you'll instantly be at home with this concept. There are no graphics (although this is beginning to change as technology improves), all you get are text descriptions



of each location and what the other users are doing there. Each character is a real person from another part of the world. They could hail from just around the corner, or they may be logged in from as far afield as South Africa – you won't know until you ask 'em.

In a MUD you are given a quest which usually involves collecting treasure and dumping it somewhere in order to amass points and move up the ranks.

There is a great deal of interaction and people take their characters very seriously indeed. In fact, if you kill one of them in a battle, be prepared to be



Super Nintendo Entertainment System



Hey There! and welcome to my Super Nintendo Page, here you will find lots of great Video Game FAQs along with a number of Game Genie Codes and of course a few links to some cool Video Game WWW Pages.



You can also flip the FAQs, Genie Codes and Charts from my ftp server which is located at sbh.cse.bris.ac.uk/~pub/Nintendo using the username "anonymous" and your e-mail as password. Enjoy!

If you have any suggestions or comments concerning this page please mail me as I like to know what people think!

This page has been accessed 23339 times.



viciously attacked at a later date by your victim, and maybe two or three of his mates as well!

Talkers take a slightly different slant. They operate under the same principal as MUDs except there is no game as such to play. A talker generally consists of numerous locations which can be traversed by typing things in like GO BEACH or GO HOME, but the real idea is to talk to people.

Within an hour or so you could find yourself with lots of "cyberfriends" who you'll be swapping e-mail with like there's no tomorrow!

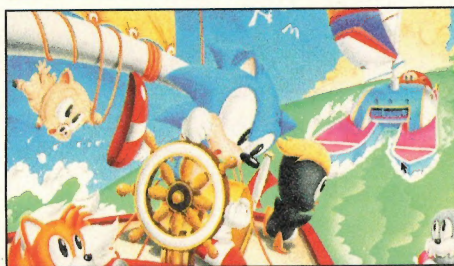
Check out the addresses at the end for some of the

coolest places to hang out. (I could get used to this netspeak stuff!)

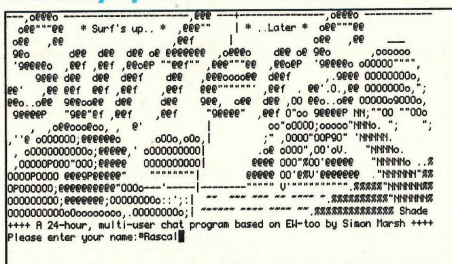
On the other side of the coin, most of today's major players in the games producing arena have their own sections on the World Wide Web (one of the most popular features on the Net). For example, Sega have a well put together section where you can sign up for free and get the latest information straight from the other side of the Atlantic.

By the time you read this the pages will contain a brand new Saturn area which could be worth looking at if you're wondering whether to buy a

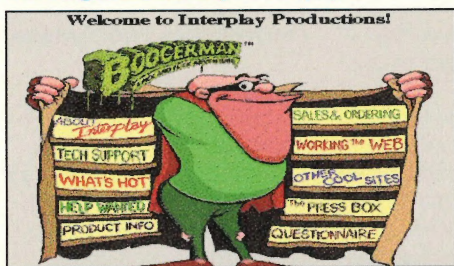
Home-made Sonic net-artwork



Chat with people/students worldwide!



The Boogerman can help at Interplay



Get all the latest screenshots from games not even released yet!

SNES owners are well catered for on the Internet

The contents of Williams' MKIII page!



Saturn or a PlayStation. Speaking of PlayStations, there are a couple of unofficial Web pages devoted to all things light grey. See the latest screenshots, read the hottest reviews, or alternatively, just keep reading Gamepro!

The amount and quality of Sony coverage is bound to increase as soon as the machine is launched in the States and over here, so watch this space in a couple of month's time.

That's it for now. Next time I'll have a look at UFO activity on the Internet and play a few games with the little green men!

Mortal Kombat III gossip. Get it here!



Everyone's favourite hedgehog on the highway



Internet addresses:

Addresses beginning with http: will need a Web Browser such as Mosaic or Netscape to access them. Telnet addresses need a Telnet client, but if that doesn't mean anything to you, don't worry about it, because these things are readily available from your Internet provider!

Software Companies

Sega:

<http://www.segaa.com>

Sony:

<http://www.sepc.sony.com/sepc/index.html>

Nintendo:

<http://www.nintendo.com/>

Games related pages

Virtua Fighter:

<http://minyos.xx.rmit.edu.au/~s9407314/>

Mortal Kombat III:

<http://www.cd.ucl.ac.uk/students/zcacaes/mk/mk.html>

Killer Instinct:

<http://www.eden.com/%7Epunk/ki/>

Primal Rage:

<http://csclub.uwaterloo.ca/u/cebarton/primal/primal-rage.html>

Dark Forces:

<http://force.stwing.upenn.edu:8001/~jruspini/lucasarts/df.html>

Sonic the Hedgehog:

<http://www.primenet.com/~rotor>
<http://www.ysu.edu/~ptighe/sonic.html>

Multi-User Dungeons and Chat areas

Telnet: zippy.spods.kcl.dcs.ac.uk

3232 (Surfer's Talker)

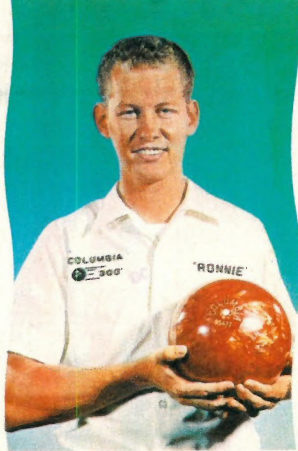
Telnet: new@sprawl.fc.net

(HoloMUD)

Telnet: ugsparc23.eecg.toronto.edu (Northern Crossroads MUD)

Zarf's list of Multi-player games and toys on the Web:

<http://www.cs.emu.edu/afs/andrew/org/kgb/www/zarf/games.html>



Let's write to Ronnie

Hi kids! Y'all ready for lots of clean Summer fun? Well dust off your bowling balls and lets get ready to rumble! As you may have guessed, I'm Ronnie and I'm here to help all you gaming dudes have bags of fun and also to make sure you don't become petty thieves, carjackers or sexual deviants along the way. If there's anything you want to get off your chest, whether it be gaming troubles, hardware queries or personal hygiene tips - I'm your man, so don't hesitate to drop me a line. But remember kids - safety first, fun later! See y'all next month, I'm off to topple a couple of pins.

I hate you

Dear Ronnie
I'm looking to buy a brand new machine. Which one do you recommend I spend my money on? I've been told about the Saturn and the PlayStation, but which one is cheaper and which one has the better games?

Danny Green, Leicester

Ronnie's reply...

Oh look, just go away, curl up and die. This is the type of letter which I detest. There are about a billion consoles heading our way before Christmas, all have differing prices, some have better games than others, and to be honest it's up to you which one you decide to purchase. My only advice is to keep reading GamePro. By reading all the top reviews, previews and features we'll be carrying on the Next Generation consoles in the future, you should be able to make up your own mind about which machine best serves your needs. So there.

Top tip

Dear Ronnie
When you've finished using your SNES, why not donate it to a small child for a day? This way if the kid's parents decide to go for a daytrip to the seaside, the lucky sprog will be able to sit upon the console and thus see all the wonderful sights from out of the car window.

**Al "Horatio" Cunningham,
Maidstone**

Ronnie's reply...

Now this is the kind of letter I like. If you've got any handy console-related tips then send them in right away. After all, it'll make the world a much nicer place.

Help on the way

Dear Ronnie
I don't usually write into magazines begging for help, but I'm having major problems with my wife and kids. Recently, Marjorie (my wife), caught me with another woman and it looks as though I've completely destroyed my marriage just for one night of passion.

My kids have taken to joy-riding and theft and are always getting in trouble with the law. The courts blame me and say I'm a bad parent just because I like a drink now and again. But more important than this is the fact that I can't seem to get anywhere in Super Return of the Jedi. I feel as if I'm losing my mind and just wondered whether you could give me some advice and help with any of these problems.

Jeremy Wilkinson (age 37), York

Ronnie's reply...

Yes I can solve your little predicament... with these following level codes, which incidentally will only work on Jedi skill level. Cheer up, you'll be able to turn your life around.

The codes are: RRSBTS, YQYHJN, ZPNKKZ, BZGBJX, MSDZZR, XXVPBG, CQQBKP, XNHPSF, KQMLXP, MFWHQM, VCYNNP, BPSDVS, DSFYGD, NJHPLH, BZCBCB, VGKSNJ, PPNZNY, CJQKMX and TXQLTM. Of course now you've got these codes you can forget all about your wife and kids.

Find a friend

Dear Ronnie
I've got a severe gaming problem and I wonder if you can help me? For years now I've been buying console games and every night I sit in my bedroom until the early hours

playing wonderous delights such as NBA Jam, Mortal Kombat, Donkey Kong Country and Earthworm Jim.

I do like games, but I have no friends whatsoever. Why is this and do other people have the same problem as me?

Geoffrey Duncan, Wolverhampton

Ronnie's reply...

Get out of your bedroom and go get yourself a life. This way you may bump into fellow gamers and you can enjoy some quality two-player action. Remember, like all good things, console games should be taken in moderation and not excess.

Rumbled?

Dear Ronnie
If this is the very first edition of GamePro UK then how come you've already received a load of letters? You've made them all up in a vain and quite pathetic attempt to fill some space haven't you?

Paul Davison, Oxford

Ronnie's reply...

Well done Paul, you've rumbled me you little tyke! So, in a fit of wild generosity I'm going to send you our office PlayStation and a copy of Toh Shin Den. Happy? Well, no you shouldn't be, because I made your letter up too, so considering the fact that you don't actually exist outside my furtive imagination, you don't get anything at all.

Promised you a miracle

Dear Ronnie
When is Mortal Kombat 3 coming out and will it be available for my SNES?

Barry White, Chicago

Ronnie's reply...

Well Barry, MK3 was released in the American arcades on April 15, but there's no definite date as yet for its UK arrival. I should imagine that one day MK3 will grace your SNES, but I ain't promising anything. Okay?

Worrying git

Dear Ronnie person
I can't wait for the 'Next Generation' consoles, but one thing bothers me. Each time I fork out on an expensive piece of hardware, someone always releases something more attractive and less expensive a few months later. Is there anything else lurking round the corner.

Johnny Bland, Sadville

Ronnie's reply...

Oh Johnny, you are a little worrier aren't you? As you are probably aware, Nintendo has yet to rear its ugly head in all this 'Next Generation' hoo-hah, and the Ultra 64 machine is indeed lurking around the corner. Apple's Pippin is also on the horizon and rumours of a PlayStation 2 are floating about too. So, you'll just have to wait and see which one suits you best before you make a decision and lay out the cash. I'm not saying don't buy a Saturn or a PlayStation until you've seen the next wave in motion, I'm just telling you what's coming.

Ronnie lives at:
Media House,
Adlington Park,
Macclesfield,
Cheshire SK10 4NP
and he'd love to hear from YOU

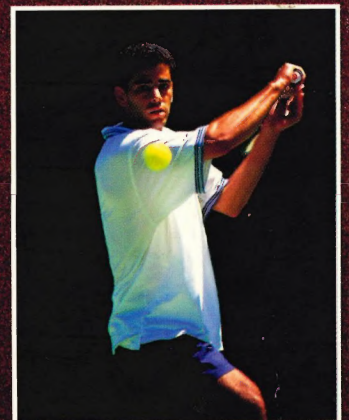
SAMPRAS RETURNS.

J-CART
FOUR PLAYER POWER

'Pistol' Pete Sampras is back with a bullet. All the killer features of the original smash have been completely revamped and we've packed in loads more ammo besides. We've added jump shots, the super serve and hard smash as well as hidden power shots. Relive your greatest hits with automatic action replays you can watch from loads of different camera angles.

Pete Sampras Tennis '96 boasts supreme realism and superb playability. And of course, all of this comes to you on the J-Cart for blistering 4 player power.

If you thought the original was classy, wait till you see Pete Sampras Tennis '96. It'll blow you away.



The Bullet Is Back...

Sportsmaster
IT'S NOT JUST A GAME

Codemasters