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£2.50 OCTOBER 1995 ISSUE 2

# GamePro

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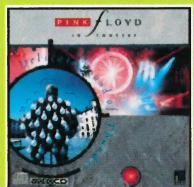
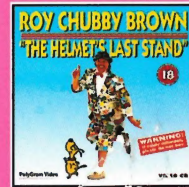
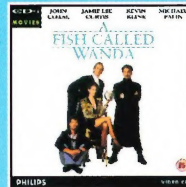
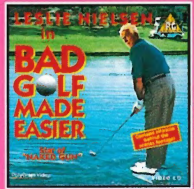
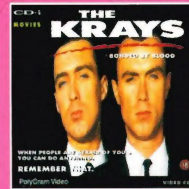
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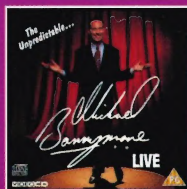
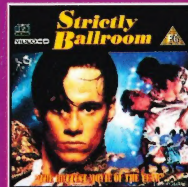
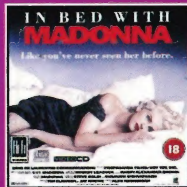
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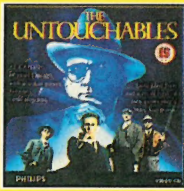
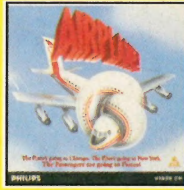
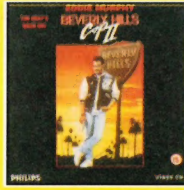
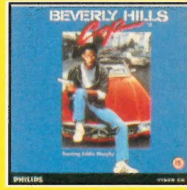


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Hi Honey, I m home







Is it just us, or do game screenshots acquired via a camcorder look poo? Can anybody else out there see the point of producing blurred and barely recognisable shots and slapping an 'exclusive' label on them? We certainly can't. We at GamePro don't go in for that kind of stupidity. We get all our stuff straight from the source, no running around exhibitions with a Kodak, and definitely no bloody camcorders. We leave that to our poor quality rivals, and of course, Jeremy Beadle. Everything you see in here is first hand - actual shots direct from the creators - and we hope you appreciate this fact. Once again we've managed to find the hottest titles from around the globe so we can present them to you in our usual high quality fashion, with quite a few exclusives - actual exclusives - thrown in for good measure. This month's S.W.A.T.Pro section is packed to capacity with numerous complete guides and tips (a staggering 50 pages if you will), where you'll find we've concentrated on fighting games and given you more scrapping solutions than you can possibly handle. A massive PlayStation Top 100 also awaits inside, where you can finally get to see what's coming soon for your Next Generation pleasure, plus a whole host of Saturn software gets the review treatment courtesy of the pros. All this plus the usual generous splattering of the hottest news, previews, features and thigh-slapping comedy can only mean one thing: It's time to meet the pros



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**52 Wanna Get Loaded?**  
Yes, our world exclusive look at what has to be the most violent game ever produced spans even more pages as the pros go behind the scenes at Gremlin. Top interviews, sketches, artwork, screenshots and generally loads of stuff you won't see anywhere else for at least a month is here for you now! Excuse us, our pants have just exploded!

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**66 Mortal Movie**  
One of the best games ever is soon to become one of the best films ever – probably. Anyway, we've got all the pictures and an exclusive interview with Rayden AKA Christopher Lambert of Highlander fame! Beat that Games World!



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**SPECIAL THANKS TO:**

Jim for breaking his groin just when we needed it, Chris for being combomeister, Mr McKeivitt and Gremlin for making the right decision as far as where exclusives go, Greg Staples for an awesome cover, American CDs for being the most technically confusing thing since the dawn of time, Alex for getting spliced, Time Warner for the arcade machine, Denise for being chill when things got tough, Sarah & Peachie, Jim (again) for giving Jay numerous heart failures and several sleepless nights and to Jo for making Canada seem like a very rosy option indeed.

**162 Write To Ronnie**  
Abusive letters, death threats and bags of excrement are not what Ronnie likes. He enjoys queries, friendly chats, loose women and free booze. Unfortunately none of the above has reached his postbag; only moans, gripes, whines and plenty of 'we like the mag' letters. Why does he bother? If only we knew.

**154 Get A Grip!**  
All the best videos, books, comics, films, toys and other crazy items of luxury are awaiting your approval. Check it out, it may be your last chance!

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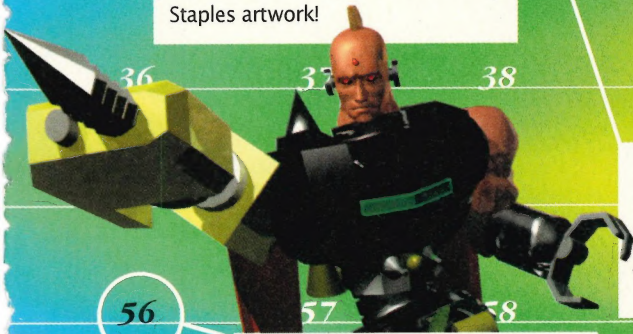
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### 97 Loaded Compo

Your chance to get your grubby little hands on some exclusive Greg Staples artwork!



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### 56 PSXual Healing

GamePro has got together with the boys and girls at Sony and is currently serving up a whopping top 100 PlayStation titles on table 56. Come and dine at our virtual buffet of delight!

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### 98 S.W.A.T.Pro

Over 50 pages of tips, prods and pokes have been crammed into this month's issue, spilling player's guides, tactics and general game enhancers everywhere. Come help clean up the mess on page 98 - if you can handle it!

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### 18 ProReviews

Many formats, many games. Something for everyone in fact, so just skip to page 18 and get the full rundown for this issue.

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### 70 ProSpects

As the Next Generation war hots up, we're there to get all the latest news and shots of all the up-and-coming games. 16-bit buddies may not be dead yet though. Check out the list inside.

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### 110 Primal Bonanza!

Your one and only chance of winning yourself a Primal Rage arcade machine lies on page 110. Impress your friends and annoy your parents, all thanks to GamePro and Time Warner Interactive!

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### 156 Internutter

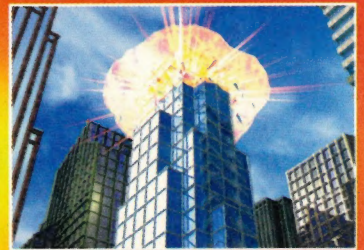
Web heads and net surfers rejoice as the man with more stains on his mouse mat than his duvet returns with plenty of Internet chat and nonsense. UFOs are his topic of the month. So there.

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### 10 Eye Witness

Wayhey! Your one-way ticket to newsville is stamped and waiting for you on page 10. The hottest gaming gossip on the globe has been scooped for your entertainment. Can Virtual Reality give you brain damage? Who won the Blockbuster Video Game Championships? When is Pam Anderson's CD coming out? All these questions and more have amazingly been answered inside! Turn the page now!

### Reviews this issue include:



Command & Conquer



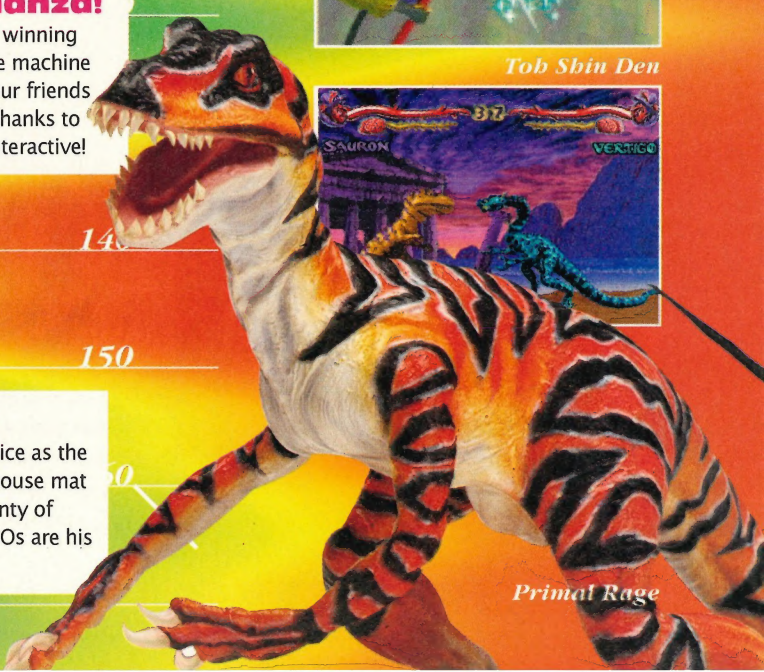
Doom



Tob Shin Den



Primal Rage





eye witness

Yes,  
it's time once again  
to skip the light fantastic  
with the hottest news section on  
the planet, brought to you exclusively  
by the boys at GamePro. Ground-  
breaking global gossip will hammer your  
senses into submission over the next few  
pages, with stories fresher than a  
pre-moistened towelette and more  
information than you'll find on  
the Internet. Probably.  
Erm... read on!

eye witness

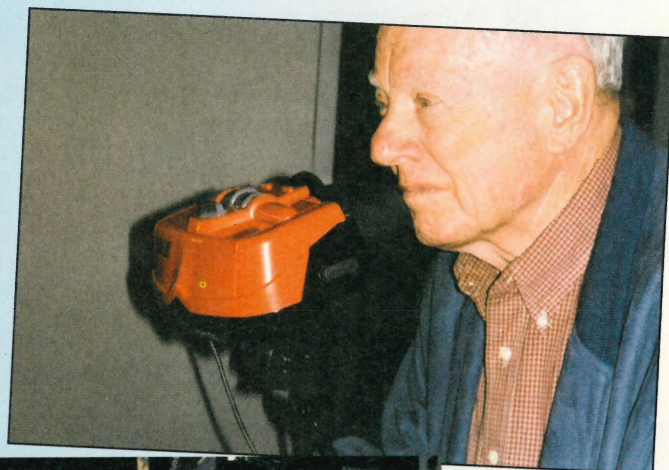
## Virtual Brain Damage?

**E**VER WONDERED about the possible side effects of wearing a virtual reality headset? Well, some scientists have, and they've started sounding the alarm about possible human safety hazards. An article published on June 5 in *Electronic Engineering Times* suggests that Nintendo's Virtual Boy and other such VR headsets currently in development – which all place small screens directly in front of the eyes – may cause sickness, flashbacks and possibly even permanent brain damage. These are only guesses so far because the long term effects are still unknown.

Thomas Furness, director of the Human Interface Technology Lab at the University Of Washington, has strong opinions about the headsets. In an on-line article published on CMP's TechWeb, he warns that, "there are... long term psychophysiological effects that need more study before the lawyers start suing". The makers of the headsets have differing opinions. Tony Ashe, president of StrayLight Corp, a company developing one of the targeted products, claims in the same on-line article that such hazards are, "greatly exaggerated," and that the headsets pose, "virtually no

danger when used for a short time and with an attendant standing by". How many gamers will actually wear the headsets

for short periods with the all-important attendant standing nearby is of course the burning question.



Left: This type of VR unit may cause violent stomach upsets, allegedly due to the forces of gravity  
Above: An OAP looks on bewildered by the current pace of today's modern technology



Left: Nintendo's Virtual Boy is currently awaiting release in the States, but no firm UK release date has been set as yet.  
Right: The visitors at the E3 show last May were treated to many various forms of VR, including the sit-down headsets





## Pouting Pamela CD Shocker!

**PAMELA ANDERSON**, real life Barbie doll and all-round sexual fantasy, is coming to your home via Dark Horse Interactive's new Barb Wire CD-Rom. Now you can ogle luscious Pammy's babealious curves at your own pace without any of the brief glimpses, corny acting and terrible plots you have to put up with whilst viewing Baywatch. The CD promises to have lots of film news as well as that all-important portion of Pam.

But if Baywatch is the pinnacle of your Anderson fixation, then you can live out your fantasies to the max thanks to the new Baywatch Screensaver from Byron Press. The

disc will have plenty of appeal for those people who sit through Baywatch purely for the CJ Parker content. And let's face it, don't we all?



## Sony Undercut Sega

SEGA HAS already released the Saturn to an eager audience, but Sony is hoping its new price for the PlayStation will win the hearts of the undecided. All set for an early September release, the PlayStation now looks certain to have a cool £299 price tag. Considering the Saturn currently weighs in at around £399, the PlayStation seems the cheaper, yet not necessarily the better option. No packaged bundles have been announced as yet, so you may get nothing more than the hardware for the £299. We'll have more news as and when it breaks.

eye witness

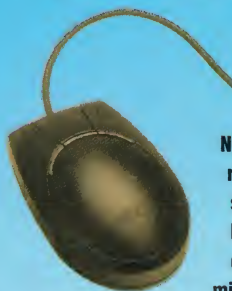
## Blockbuster Saturn Rentals



YEP, IT had to happen sooner or later. Blockbuster Video is giving its members the chance to have a go on the Next Gen Sega machine in its fabulous new offer. Nigel Travis, Vice President of Blockbuster Europe had this to say: "We are pleased to offer our customers Sega Saturn as part of our commitment to offer the very latest hardware and software as soon as it becomes available. Rental allows the consumer an affordable way to try out the latest hardware without the commitment to a purchase of nearly £400." Blockbuster also hopes to stock the latest software for the machine as soon as it becomes available. So, if you want to try before you buy, get yourself down to your local store and rent out the future.

**BLOCKBUSTER VIDEO**

## Sega Powers Up The Peripherals



NOW THAT you've rushed out and spent all your hard earned cash on a Saturn, you might be interested to know that there's a

huge line-up of add-ons to spend even more of your cash on.

First off we have the delightful Virtua Stick which is basically an arcade joystick, complete with eight rapid fire buttons. This set-up allows you to pull off arcade moves with a simple flick off your wrist.

Next up we have the ever-handy six-player adaptor so you and your pals can battle it out against one another whilst playing sporting type software. The analogue technology-based Arcade Racer may sound quite confusing, but what we have is basically a realistic controllable steering wheel with smooth gear changes, viewpoint switching facilities and adjustable height and tilt options. This all goes some way towards making Daytona more realistic and even more fun! Video cards will also be available in the near future which will allow



you to play your movie CDs and fiddle about with them to your heart's content. Zoom, flip, screen-in-screen, fast forward, rewind, strobe, pan, slow motion – the list just goes on and on, enabling you to get the most from your Saturn and your movies.

The Photo CD system works in a similar way, but this time around you get to store your holiday snaps on CD and have the advantage of presenting them in your own special way thanks to the amazing filters and presentation system included. A mouse has also been developed to help all you role playing freaks out there.

So, the question now isn't which one do you want? It's more which ones can you afford? It's only a few months until the annual greed jamboree that is Christmas, so have a word in your parents' shell-likes.





## Baldies Blunder – It's All Our Fault!



YES, YES, yes. The legend that is the traditional first issue blunder here in magazineland paid us a visit last month and left a trail of disaster and dismay in its wake. Stupid as it may seem, we reviewed the PC/Amiga game Baldies by Gametek instead of previewing it. The little blighter somehow ended up being set as a review, despite being originally written as a preview. So what happened next? Well, we ended up upsetting a few

people down at Gametek. The Slough based company became the

unfortunate and unintentional victims of a classic cockup, and we at GamePro offer our sincerest apologies and beg for eternal forgiveness from the creators of such great games as Frontier, Trolls, Brutal and Quarantine. To compensate for our stupidity, we've agreed to run the official preview of Baldies in a future issue, and of course, print this disclaimer. We hope that Gametek will now rest easy knowing this, and that we'll give Baldies a proper good going over when it is ready.

## Naked Ladies Raid Your Living Room!

THE FIRST release from Telstar Electronic Studios' new adult label TF&G hit the streets earlier this year and caused a considerable stir of interest amongst CD-Rom users everywhere. The title concerned was *The Pleasures Of Sex*, and as you can imagine, it combines a unique guide to sexual

relationships along with a specially commissioned hour-long film exploring the physical and emotional aspects of 'making lurve'. Obviously TF&G's products are designed with the over 18s in mind, and its next release looks set to be just as interesting. Vegas

Girls aims to be the ultimate gambling experience, with, shall we say, certain 'rewards' on offer for winners.

Roulette, black jack and poker are just some of the games on offer in this Vegas funpack, and where card games on the PC have usually been quite timid and boring, TF&G hopes to liven things up by having some of the world's most beautiful women strip as you win. Since this news broke, the entire GamePro team has set up camp by the letterbox, anxiously waiting for the complementary copy to plopp through the flap. So to speak.



## Gameboy Revival

AS YOU probably know by now, the wee little Game Boy is getting another big promotional push thanks to the chaps at Nintendo. To increase the sales of the 'Boy over the coming months, Nintendo has a saucy line-up of top titles for release, including classic arcade games of yesteryear such as Centipede, Missile Command, Asteroids and Galaxian. Another forthcoming Game Boy monster is the long awaited conversion of Streetfighter, which should be fighting for top spot alongside the amazingly strange conversion of the wicked arcade fave, Killer Instinct. How these graphically supreme beat'em-ups will transfer to the small screen of the 'Boy has yet to be

seen. We'll bring you more exciting news when we get it.



## Bandana Boy Gets His Own Pad

RRRRRRR000AAAAARRRRRR! THE Games Animal has been released! Or should he be locked up? Anyway, top self-proclaimed games 'guru', the tea-towel wearing Dave Perry (he of Games World 'fame'), has become the first industry figure to endorse a range of combat joypads in an alleged 'ground-breaking deal' with top pad makers Powerplay. Apparently the pads have been specially designed with beat'em-up software in mind, so much so that they're specifically for use with that great beat'em-up platform – the Amiga. A skull and crossbones, complete with bandana, adorns each pad along with independent fire buttons for that all-important responsive control on those tricky combinations and finishing moves.

Pads are currently being designed with other games formats in mind, such as the SNES and Mega Drive, so those of you who don't own an Amiga won't miss out on this hot joypad breakthrough. They should be in the shops now priced around £14.99. If not, give Powerplay a call on 01457 876 705. There'll be someone there to point you in the right direction.





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## I Bet He Plays Virgin White Labels



### eye witness

FANCY SOME classic PC CD-Rom games without having to shell out loads of dosh? Thought so.

Well, you want to be checking out Virgin's White Label collection, where top-notch games are available at cut price erm, prices. How much? Well, Sim City will cost you £12.99, Overlord's a low low £9.99, Dune comes in at £9.99, Buzz Aldrin's Race Into Space will cost £12.99 of your Earth money, Lands Of Lore looks good at £14.99, Hand Of Fate weighs in at £14.99, Conspiracy is yours for £9.99, and Indy Car Racing screeches into view for an incredibly cheap £9.99. Bargains, each and every one of them! Er, hang on... STOP THE PRESS! We've just been informed that a whole host of LucasArts titles are to be released for peanuts too! Day Of The Tentacle, X Wing and Rebel Assault will appear around the September period.

## Free Cash Bonanza!

THE WORLD'S biggest games club, Special Reserve, has obviously been sitting in the sun too long this month if its latest promotion is anything to go by. The Summer Membership Drive Arm Twister basically involves a cash bonus to any current member of the Special Reserve club who introduces a new member. A crisp five pound note will be



credited to your account if you can persuade a mate to join the club, and of course the more people you get to join, the more fivers you rack up. Annual membership only costs £7.00 and you'll be joining over 250,000 joystick wagglers who receive catalogues, discounts, bonus points, and a 48 page mag each and every month. Go on, blag your friend and earn yourself a fiver!

## Blood Frenzy!



**DESKTOP UTILITY** software has never before been as gruesome as this little beauty. All your favourite demons and death bringers are here in this fabby screen saving device for your PC. Four modules come with the pack: Barrel O' Fun, The Duel, Fireworks and Skeet Shoot. All the above modules are compatible with Windows, After Dark and Norton Desktop screen saver utilities, and the Doom II Screen Saver should be in the shops now! Beats the cr\*p out of flying toasters.

## Loboagogo

OCEAN SOFTWARE has snapped up yet another big name licence to add to its recent Mission Impossible and Waterworld deals. DC Comics toughman LOBO is the guy getting the conversion treatment this time around, and the game boasts beautifully rendered versions of the man himself. Ocean also recently announced the arrival of Doom on the SNES. It had to beat off several big name opponents with a large stick to secure the licence, which is by far the best ever conversion of the PC original. (See the review on page 26.)



## Acclaim Get Ready For Kombat... Again

ACCLAIM ENTERTAINMENT has secured the rights to one of the most anticipated beat'em-ups of all time, Mortal Kombat 3, for the SNES, Mega Drive, Game Gear and Game Boy. No release dates have been issued, but it should hit the home platforms later this year, causing arcade addicts to throw their hands in the air with glee.



## Namco Unveils Wonderpark

IT'S WALL-TO-WALL arcade action in London's latest electronic theme park. But this hot new edition to the never-ending stream of arcades is by no means just another arcade on a dingy street corner. This expo of techno art is run and owned by NAMCO, the creator of arcade legends such as Tekken and Ridge Racer. Now the company brings you its latest games fresh from Japan. It plays host to steaming sequels such as

Tekken 2 and Rave Racer – the sequel to Ridge Racer – plus brand new titles including the superb ski simulator, Alpine Racer, Galaxian 6, and La Cucaracha! This may be one of the hottest arcades in London, but you won't be sweating due to the top air conditioning and the cool vibes flowing through the place. It's situated in Great Windmill Street off Shaftesbury Avenue, at the back of the Trocadero.



# At The Deadline...

CONTINUING ITS expanding titles library dealings, Acclaim Entertainment is now set to publish PlayStation, Saturn and PC CD-Rom versions of the coin-op conversion of **Street Fighter: The Movie** (heavily tipped in this month's S.W.A.T.Pro). However, there's no set release date as yet.

MANGA PUBLISHING unleashes **Mortal Kombat: The Comic** on August 22. The comic is based on the top-selling beat'em-up of the same name. 95p and it's yours to keep!

TWENTY FIRST Century Entertainment is releasing **Pinball Illusions** for the PC on both 3.5" floppy and CD-Rom. Priced at £37.99, they should be in the shops some time around September.

DOMARK IS finishing **Confirmed Kill**, a World War 2 flight sim that can be played on the Internet by up to 500 players simultaneously.

INTERPLAY IS bringing a new deluxe version of **Descent** to Genie On-line Services by the end of the summer.

SONY HAS recently announced that it is to branch out into the world of sports games. Its newly formed development studio in San Diego is currently developing five sports titles for the PlayStation including the forthcoming **ESPN Extreme Games**.

GAMEPRO RECENTLY paid a visit to **DigiPen**, the small school in Vancouver that teaches only one thing: video game programming. The school offers an intense two year course for over 18 year-olds at a cost of around \$6000 per year. 30 students from around the globe are already signed up and on their way to become game creators of the future. If you're interested, call Jason Churt on Vancouver 604/682 0300 for application forms and the like.

KONAMI IS to release the sequel to the amazingly popular **International Superstar Soccer** later this year. But the Deluxe version isn't just an updated version of the original; Konami has doubled the cart size to a whopping 16 Megs and introduced a wide range of additional extras.

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# DIAL-A-TIP

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# Charts: October

## BLOCKBUSTER VIDEO

### Super NES Retail Chart

1. DK Country
2. NBA Jam - TE
3. Lion King
4. Fever Pitch
5. Street Racer
6. Jungle Book
7. Judge Dredd
8. Jungle Strike
9. Mortal Kombat II
10. Earthworm Jim

### Mega Drive Retail Chart

1. Theme Park
2. Road Rash 3
3. Pete Sampras '96
4. Micro Machines 2
5. Street Racer
6. Jungle Book
7. Mortal Kombat II
8. Urban Strike
9. Lion King
10. X Men 2

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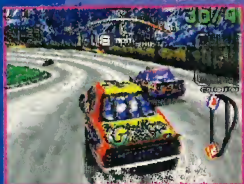
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# ProReview



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**Command & Conquer** p22  
Whopping great rendered tanks and huge  
explosions that fill your pants! Top stuff.







### Sir Gamabus

The cute platform game has officially arrived for the Sony PlayStation and Rayman is here to rival Sega's Bug! UbiSoft is the company behind it and has managed to avoid churning out the expected Sonic clone, instead coming up with a game that is both playable and gorgeous to look at – even if it is a platformer.

Initial impressions will remind you of the first time you saw that hedgehog on the Mega Drive. You will smile at the cuteness and romp across the initial stage thinking, "this is too easy," but where as the easiness stayed all the way through Sonic, Rayman gets bloody hard, very quickly indeed!



That's not to say the enjoyment wears off, because even though things get more frustrating, you still want to keep playing. When you reach the stage where you don't think you can get any further and your Continues are fast running out, there's still an urge to carry on right to the bitter end – and that's a long way.

On supplying us with the game,

UbiSoft set a competition for magazine journalists. The first person to finish Rayman would get a prize worth £2000. This is because UbiSoft genuinely believes the game has tons of lastability.

This can only be a good thing, and a handy password system has been implemented so it's not as if you have to start each game from scratch.

Rayman has everything you could

**PROTIP: On all but the timed levels, patience is the important quality. If you start rushing about you'll lose lives quickly**

ever expect from a platform game: It's cute, colourful, has varied and exciting levels, and most importantly, it's infinitely playable. You still have to be a platform fan to fully appreciate it but then that's the same with most genres.

The PlayStation is better off for releases of this quality, and any company with a platform release up its sleeve should take note of Rayman.



### PlayStation Game Profile

## RAYMAN

UBISOFT

**Rayman is a godsend for the PlayStation – a platform game that plays as good as it looks. The main character is great and a sequel would be very welcome indeed.**

£49.99  
Available now  
Platform  
1 player  
Various levels

# 90%

**PROTIP: Make sure you go back through the levels when you acquire a new skill. Brand new areas will now be accessible**





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## Saturn

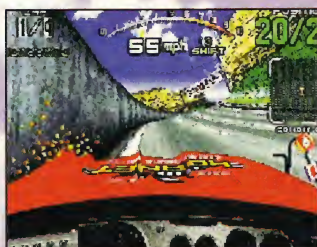


By Air Hendrix

Screaming out of the arcades to accompany the early launch of the Saturn, Daytona USA's nerve-jangling racing action shows off the Saturn's power. You'll miss some of the arcade trappings, but the gorgeous graphics and taut gameplay will leave tyre tracks across your room.

### Peeling Out

Daytona makes an impressive leap from arcade to home with a strong set of features. Race against the timer and the pack in Arcade mode, which exactly duplicates the gameplay and two-car



**PRO TIP:** When you lose speed by hitting obstacles, immediately downshift to retain power



**PRO TIP:** Stay tight on an opponent before you enter a turn, then pass them



**PRO TIP:** Set up controlled skids by entering a turn from the outside, quickly tapping the brake, and then maintaining a tyre-shrieking skid through the turn

### Saturn Game Profile DAYTONA USA SEGA SPORTS

Daytona lives up to the Next Generation fanfare with dazzling graphics and riveting racing. With the exception of a few minor flaws, this home racer's virtually arcade-perfect.

£59.99  
Available now  
Racing  
1 player  
3 tracks

# 89%

selection of the arcade version, Saturn mode turns off the timer and adds two more cars, giving you leg room to learn the tracks.

The same three tough tracks test your driving skills, but Mirror mode spices up the course by converting every left turn into a right, and vice versa. However, the disappointing absence of two-player action diminishes Daytona's competitive intensity.

With four views of the action, you can tackle the track any way you like. The controls respond beautifully, providing as much racing realism as a joystick reasonably could.

Arcade pros will really miss the steering wheel, stick shift,

# DAYTONA USA



**PRO TIP:** Keep your finger on the gas when braking to prevent uncontrolled skids



**PRO TIP:** If you're stuck in an uncontrolled skid, steer counter to the direction of the skid



When starting out, the Time Lap mode helps you explore a course without interruptions



Victory!

and steering feedback of the sit-down unit though.

### Graphical Overdrive

Gorgeous texture-mapped graphics immerse you in a bright, vivid world of stock-car racing. Your front end even crumples after you wreck, and other excellent details – clouds reflected in your car's windscreen, for example – enhance the game's beauty. The graphics aren't flawless

though: Jagged sawtooth edges outline each shape, slightly detracting from the game's realism.

The sound has its own problems. The roaring engines and shrieking tyres elevate your pulse, but the cheesy lounge music inspires only nausea.

### Gentlemen, Start Your Engines

Daytona pales in comparison with Ridge Racer for the PlayStation, which takes an early lead with all-round better features, gameplay and graphics.

Regardless, Daytona's intense gameplay and breathtaking graphics will exhilarate any racing fan. And with adjustable difficulty, these tracks will challenge you for a season or two.







By Atomic Dawg

Eternal Champions: Challenge from the Dark Side is almost the same as the cart version, enhanced by a few new moves, four new fighters (not including several hidden ones), and three major play modes, including a Tournament game with multiple variations. The main differences are multiple finishing moves and some technical upgrades, but it's still not a game you'll play eternally.

### What's Upgraded

Visually, some of the new stages really shine: A storm slowly destroys Riptide's pirate ship in the background of her stage, and there's a slowly moving train in Dawson's mine stage. The cinematics, while somewhat dithered, are fully rendered sequences and offer a nice alternative to the full-motion, live-action video prevalent on Sega CDs.

The sounds, unfortunately, haven't changed much. Collision noises for the

punches and kicks are basically identical to the cartridge version's. Vocal effects, like taunts and dizzying yells, have been slightly improved.

The music is guitar riffs and other rock inflections with a few



Even Godzilla shows up. Where's the kitchen sink?

# ETERNAL CHAMPIONS

CHALLENGE FROM THE DARK SIDE

Sega CD



FINISHING MOVES: gorealore!

nasty (Riptide's hook). While they don't add to the gameplay, they do provide a horrific element.

This version adds four fighters to the lineup, and there are also several hidden characters lurking somewhere in the game. Instead of taking us to the next level, EC has merely taken us to a different part of the same one.



PROTIP: To perform the Sudden Death on Riptide's stage, you must position your opponent to the extreme left for the final hit in the final round

symphonic pieces thrown in for variety.

### The Horror, The Horror

Mixing charge moves with typical fireball motions for the various projectiles and dash attacks, the controls are generally strong.

Most moves are easily accomplished, yet you can't always execute the special moves at will; some require a full yin yang symbol.



PROTIP: Shadow's Vendetta can be done only on the final round. Stand beside your opponent and tap ↓, ↓, ←, ↓, Button C. Your opponent must be dizzy and have 33 percent or less energy

There is a decent combo system with some air juggles to help maximise the number of hits. But, EC's real hook is its gory stuff: Overkills, Sudden Deaths, Vendettas and Cinekills.

The first two types require that victims stand in certain spots as they take the last hits in the final round. These finishes range from weak (Jetta's car drop), to humorous (Shadow's Godzilla stomp), to



This version adds four fighters to the lineup. Several hidden characters are also here

Sega CD Game Profile  
**ETERNAL CHAMPIONS:**  
Challenge from the Dark Side  
SEGA

This challenge for the Eternal Champions comes from the Dark Side, with ghoulish cinematics to show your demise. Otherwise, it's standard one-on-one fighting.

£49.99  
Available now  
Beat'em-up  
2 players  
Side view

84%



PROTIP: Bat projectiles back and forth repeatedly with deflection moves



PROTIP: Use across-the-screen hits to set up opponents for a projectile or combo



PC CD-Rom



By Doctor Zombie

There are very few games that take your breath away, but if you had to name a company that might produce such a jaw-dropper, Virgin would probably be high on your list!

Virgin has teamed up with Westwood Studios to knock this little gem together, and anybody who's played Dune II will know just how cleverly Westwood turned a potentially bland strategy game into an unmissable event using its Command & Conquer game engine. Now that engine has been made into a full game.

## Good Looking

Graphically it's excellent. From the superbly clear hi-res cut-scenes that chop up the action to the Cannon Fodder-with-knobs-on arcade/fighting sequences that make up the actual game, everything is as close to a pixel-perfect dream as possible!

And what's more, the game also features some of the best



If you peer closely at the screenshots you'll get some idea of the graphical detail



The in-between mission cut-scenes are amongst the best ever!



Westwood has really done the business with the in-game graphics

machine gun noises and human speech effects you're ever likely to hear.

Westwood really has gone all out to create the perfect war game. It's actually unfair

to compare it to Cannon Fodder too much as Command & Conquer features a lot more strategy, and while you still have to kill everything in sight, you also have to think a little and plan much further ahead. This is because you don't just control a small troop of men, you're in

charge of the whole of the armed forces!

## Nodding Off

Money is collected by mining a new mineral that has been found on Earth called Tiberium (effectively the Spice from Dune 2). Two forces are fighting over it, the evil, want-to-dominate-the-world Brotherhood of Nod, and the GDIs who want to ensure the new riches are distributed evenly. The best bit is you can choose to play as either side and both require completely different strategies.

At the beginning of a mission you are shown a cut-scene which indicates what



Mass destruction is a great thing to cause!



Imagine these moving fluidly. You can't? Well they do!

There's loads of variety in the missions and plenty of action to keep you happy







*Better not get in the way of that big gun!*



*PROTIP: Build your base under as much protection as possible*



*PROTIP: Don't gawp at the graphics for too long or you'll lose*



*PC owners should be dribbling at the prospect of getting their hands on this*



*We had so many good screenshots to choose from, but these are the best on show*



*Another one bites the dust in a cut-scene. Will it affect the outcome?*

exactly you're supposed to be doing for the next couple of minutes. From then on it's a mouse button frenzy as you try to direct all your units, order the construction of key buildings and installations, and generally keep your losses down to a minimum.

Once you have selected your units – using the same technique that was utilised in Dune II – you will hear your troops reporting ready for action. You can then direct them where to go.

And so it goes on, mission

after mission, each with different objectives as you try to take control of the Tiberium fields. It really is absorbing stuff that's extremely difficult to put down.

*PROTIP: Land your little guys as close as possible to the action, thereby reducing risk of death while covering the terrain*



Command & Conquer comes on two CDs and you'll need a 486 DX33 with 4 Meg to run it effectively. If you've got the equipment, this is close to unmissable!

**PC/CD ROM Game-Profile**  
**COMMAND & CONQUER**  
VIRGIN

**'Stunning' is the only word to describe this. It's a giant leap forward in the way games of this type are presented. Things have come a long way since turn-based wargames.**

£44.99  
Available now  
Arcade/Strategy  
1 player

**94%**



Saturn

## CLOCKWORK KNIGHT™



By Major Mike

The dubious honour of reviewing one of the Saturn's first offerings is now upon us. Games from several genres were in the initial mix of available titles, ranging from racing games (Daytona USA) to fighting games (Virtua Fighter). Clockwork Knight represents the side-scrollers. It's far from perfect, but it offers a glimpse of what a similarly themed game could be in the future.

### Like Clockwork

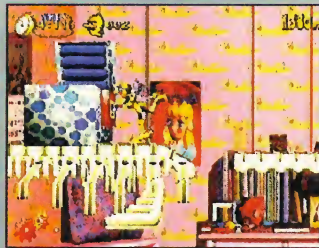
Borrowing a page from the handbook of simple plots, Clockwork's storyline is the standard you-must-find-the-kidnapped-princess scenario. The twist is you're Pepperouchau, a toy warrior

amidst a land of fellow playthings. The action takes place across several huge side-scrolling levels with a boss waiting at the end of each.

In a series of children's bedrooms, ordinary childhood toys become deadly menaces: Everything from defective alarm clocks to building blocks are after the tenacious Pepperouchau as a



**PRO TIP:** Defeating the first boss is a breeze. Stay close and rapidly press the Attack button



**PRO TIP:** Search every level thoroughly for hidden items

monotonous mechanical musical score with very muted sound effects drones on and on. The easy gameplay, in conjunction with the toy-riddled settings, makes Knight most appealing to younger players.



Incredible cinematics show off the Saturn's capabilities



**PRO TIP:** Pick up the objects the second boss drops on you and throw them back at him



Watch your progress across the various rooms

### Simple Controls

Clockwork uses a 3D wrap-around perspective where objects have actual edges and corners that you feel you could almost touch. The main character sprite, however, is very small.

Despite incredibly clear, realistic graphics, the game is maybe a little too colourful, and it's easy to get overwhelmed by the surroundings at times – especially with layers of multi-scrolling in the background.



**PRO TIP:** When you find a pipe, don't pass it up. Press Up in front of it to enter a secret level

simple attacks, you'd think the controls would be tuned to perfection, yet things get dicey when you're near ledges or making particularly high jumps: Pep has a tendency to slip a little.

Jumping across cliffs is also problematic because Pep's little feet keep marching to his own beat, making it difficult to register exactly where they are at any given time.

Clockwork is a great-looking game that's too easy.

Nonetheless, it's a great showcase for the main Saturn features.



Stunned enemies may suddenly wake up and harm you

### Good Knight, Bad Knight

Armed with a large skeleton key, the main character can jump, attack with his key, run, look up and down, push objects, and even pick up and throw stunned foes. With such



Saturn Game Profile  
**CLOCKWORK KNIGHT**  
SEGA

The Saturn gets off to a rousing start with this side-scrolling action game. While younger players may stay at home for this one, older ones may want to take the Knight off.

£39.99  
Available now  
Platformer  
1 player  
7 stages

70%



# HE'S S-S-S-SMOKIN'!

## THE

# MASK



*"When mild-mannered Stanley Ipkiss discovers an ancient relic, it mysteriously fuses to his face and life is never the same again ... it turns the meek bank clerk into a wise-cracking, indestructible superhuman The Mask."*

The theme behind one of 1994's Top 5 grossing films and now T•HQ are turning the humour, fantasy and special effects of the film into a massive 16 meg video game.

Incredibly fast paced action and adventure, based on this mega film, all take place in T•HQ's 'The Mask' video game, which explodes onto Super NES on 29th September.



"In this game, we've aimed to capture the humour and amazing powers of The Mask as demonstrated in the film by Jim Carrey. The extraordinary morphing graphics were taken from the film's powerful special effects, created by LucasArts' Industrial Light &

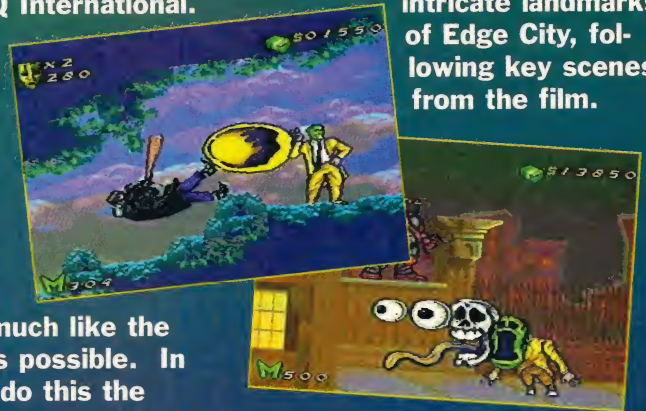
Magic," comments Stephen Berman, President of T•HQ International.

"We were in constant communication with ILM and they were sending us effects as they finished them. Our task was to make The Mask look and feel as much like the FX's in the film as possible. In

order to do this the sprite is much larger than you would expect so that the effects really zing out."

In the game, players assume the role of The Mask to humorously confront and outwit the unsavoury characters of Edge

City. The Mask must explore the menacing back streets and intricate landmarks of Edge City, following key scenes from the film.



All his amazing powers are needed to bump off the crooks and rescue heart-throb, Tina, and the hostages, all holed up in the Coco Bongo Club.



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

*"Somebody stop me!"*



## Super NES

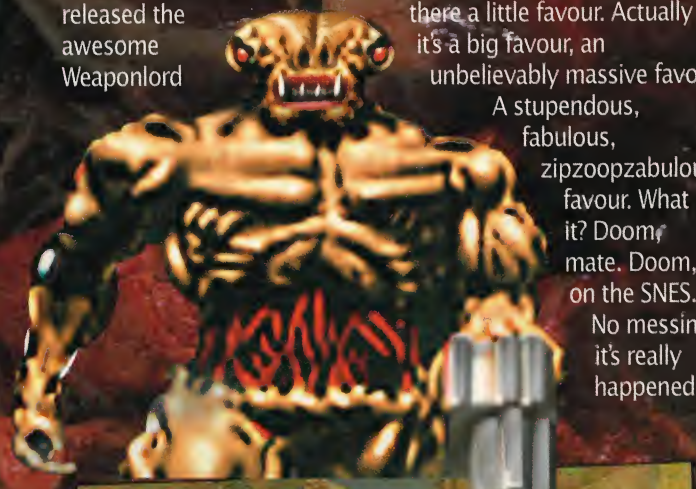


By Bonehead

What busy chaps they are at Ocean Software. Not only have they secured two top movie licences (Mission Impossible & Waterworld), released the awesome Weaponlord

on to an unsuspecting audience, AND managed to produce one of the most elaborate and amazingly splendid company brochures we've ever seen, but those likable lads and lasses have done all you SNES owners out there a little favour. Actually it's a big favour, an unbelievably massive favour.

A stupendous, fabulous, zipzoozabulous favour. What is it? Doom, mate. Doom, on the SNES. No messing, it's really happened.



Doom, as anyone with the smallest interest in video games should already know, is the classic first-person perspective shoot'em-up from id that took the world by storm when it was originally released on the PC many moons ago. PC owners across the globe rate Doom as the best game ever, as indeed do over half of our PC-owning office staff. So, with this in mind, its Nintendo debut was awaited with bated breath.

Lined up to be the best conversion of all time, apparently blowing all the

other available versions out of the water, we've finally got our hands on this throbbing, pulsating product of delight and played it until our collective fingers bled.

All the weapons, all the bad guys and all the annoying little traps and surprises have been beautifully recreated for the SNES, and together they add up to make Doom the essential purchase for your 16-bit buddy. The only thing missing from this top-notch conversion is the texture mapping originally used on the floors and ceilings of the

Super NES Game Profile  
**DOOM**  
OCEAN

**This is what we want! Guns, blood, guts, ooze-spewing beasties and more guns. Doom is the sort of game that will make you fall in love with your SNES all over again.**

£49.99  
Available now  
Shoot'em-up  
1 player  
Various levels

**96%**



**PROTIP: Don't under any circumstances attempt to tackle these beasts with anything less than a shotgun. This pathetic pistol will only lead you down the road to Deathsville**

**PROTIP: Take your time and be extremely careful when opening doors. Always be ready for action**





# DOOM

**PRO TIP:** It's always useful to collect as many weapons as possible. That way you can surprise your victims and scoff, "Ha ha! Eat lead, evil mutant man," as you casually blow them away



**PRO TIP:** The tiny glowing skulls scattered around the place are health bonuses. Pick 'em up and top up your energy



demon-housing den of iniquity, and of course, the top swearing festival that is the multi-player link-up facility. But hey, you can't have everything. Right?

What you do have though, is a heart attack-inducing, sweaty palm-guaranteeing, scorching of a product that, quite frankly, blows away all that has gone before it on the 16-bit platform.

The action gets so hot once you're inside the labyrinth of demon accommodating corridors that you'll instantly find yourself ducking and

swaying in your armchair as hordes of Uzi-toting mutants swoop in from every conceivable angle intent on battering your energy bar into near submission. That is of course until you whip out your big barreled bazooka and introduce them to your two close friends, Mr Pain and Madam Suffering.

If you haven't clicked yet, all of us here at GamePro love this game. Not because we're sick, gun-crazed young men with a passion for mindless violence, but because Doom is simply the best thing to hit the Super Nintendo since the very dawn of time.

Obviously, because of its high body/giblet count, Doom will be carrying the dreaded 18 certificate, so all you younger readers won't be able to get your hands on it (ha ha). But, the older, wiser and generally more manly members of the SNES set will no doubt be rushing down the

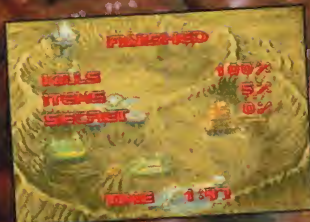
shops quicker than a Kentucky Derby winner on race day, waving their 50 quid in the air.

If you own a SNES you've got to get this game. Your parents will hate it, and your girlfriend and non-games playing pals will probably disown you. But believe us, it's worth it. It's a pant-soiling, blood-soaked, gun-waving thrillfest, and if anyone

tells you different... kill them. It's as simple as that.



Each time you complete a level, you get a nice little progress screen like this one. Nice isn't it?



**PRO TIP:** Make use of the built-in map screen. Getting lost is not a wise move in this game.





Saturn

## International Victory Goal



By Slo Mo

Not since FIFA amazed 3DO owners has another soccer game looked so good and played so well. This "first-generation" Saturn title offers captivating graphics and gameplay that will intrigue more than just soccer fans.

### Virtua Soccer

Adding great visual depth over 16-bit sims, International Victory Goal comes to life on a rendered 3D field with 12

**PRO TIP:** If you're having difficulty scoring, change your strategy and formations during the halftime break



#### Saturn Game Profile

**INTERNATIONAL VICTORY GOAL**  
SEGA

This is without doubt **THE** football game for Saturn owners. Superb graphics create a great match atmosphere, making it easy to forgive the dodgy passing and dribbling.

£49.99  
Available now  
Sports sim  
4 players  
Multiple views

**85%**

playable views. Blending arcade excitement with true soccer strategy, IVG demands quick passes and tough (but legal) defence, giving it an arcade-quick pace.

Choose from 12 leading soccer nations (the teams have the same attributes as the current national teams, but lack real players), and launch into an 11, 22, or 44-game season. Or, with a multi-player adapter (sold separately), bang shins with up to four players in Exhibition and Tournament modes.

### Visual Hat Trick

Victory Goal is pleasing to the eye, giving you the flexibility to zoom in tight for up-close action or zoom out to see more of the field with



**PRO TIP:** The computer is lousy at throw-ins. Take advantage of this to regain possession of the ball



**PRO TIP:** When faced with sudden-death shoot-outs, always aim for the upper corners



**PRO TIP:** Playing from the highest view benefits your passing game

respectively smaller players. The beautifully rendered stadium and field give you a great sense of depth, and the players look and move extremely well.

When playing on the closest view, however, the characters look more like crash-test dummies than humans. The scrolling is unbelievably smooth, and the camera automatically moves in and out on penalty and corner kicks to give you good perspective.

The sound, while good, doesn't quite match the graphical quality.

The energetic yet generic rock-n-roll soundtrack overshadows the sound effects. The crowd noise is good, but there isn't enough of the huffing and grunting

**PRO TIP:** Try to avoid tackling the opposition from behind because it almost always draws a foul. Instead, use the shoulder tackle to muscle away the ball



**PRO TIP:** Close shots are more effective. Try to run the ball in close, then pass it off quickly for a sure shot



associated with the real on-field action.

### Net Generation

The simple controls are easy to learn. Responsive passes, shots, lobbs and defensive movements also enhance the quick pace.

Unfortunately, the absence of a speed-burst feature makes for very slim chances of breakaway excitement. The characters also seem to have "magnetic" dribbling and passing, as opposed to the more realistic dribbling and passing found on 3DO's FIFA.

Sports fans who got into the Saturn market early should be extremely pleased with this title. IVG will certainly pass the time until more sports titles become available in the coming months.





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## PlayStation



By Brother Buzz

So it's finally here and on the cover too. What exactly does GamePro think of Gremlin's first dabble in the PlayStation market then? 'Awesome' would be a good word. We haven't enjoyed a game as much as this in a long time. You can keep your run-of-the-mill shoot'em-ups, this is different, and refreshingly so.

If you've played either Skeleton Krew or The Chaos Engine in the past, you might see some similarities, but this is more reminiscent of Gauntlet than either of these.

Loaded takes a formula that hasn't yet been overused (ie the top-down perspective shoot'em-up), and serves up a slice of classic blasting mayhem, where the guns just keep getting bigger and the deaths bloodier and bloodier.

So bloody in fact that there's an 18 certificate attached. Rest assured though that the people who want to see a reduction in video game violence will be begging to let

*Mamma's rocking now he has his juicy powered-up weapon to play about with. Watch out!*



their kids do all the fatalities in Mortal Kombat rather than get their grubby hands on this. There's something satisfying about the splat a baddie makes as he evaporates into a squishy mess!

With in excess of 15 graphically different levels to wade through, and with a whole horde of different monsters to kill and avoid, there's no danger of becoming tired of Loaded. Control is as simple as you want to make it: One button fires your gun and the D-pad moves you about, or you can mess around with a combination of buttons and strafe the room, fire while walking backwards and so on. Either system is fine, although as you advance through the stages, picking up the other techniques quickly is fairly invaluable.



Along the way there are a host of pick-ups. The most important of these are the first-aid boxes, the extra ammo and the power-ups. Initially it's pretty easy to power up your weapon and just wade in, but beware! Lose one of your three lives and all that hard work is gone.

There are six different characters to choose from, all designed by Judge Dredd artist Greg Staples. Each behaves very differently and most importantly has his or her own weapon system.

For example, Bounca has a rocket launcher but Vox uses her voice as a weapon, shrieking out death to all within her range.

Graphically, Loaded has no equals in its field. The 3D effects and the way the lighting of the rooms and corridors is achieved is nigh on perfection. It's sometimes a little tricky to see what's going on if you're blowing everything up, but this can easily be forgiven as the game is just so playable.



**Fwank:** Dubiously named but a psycho nonetheless. Fwank doesn't care who or what he shoots, just as long as they die



**Cap 'N' Hands:** A complete cyborg apart from his head, the Captain has been killing people for centuries. Who's going to stop him now?



**Butch:** As cross-dressers go, Butch is the most dangerous in the galaxy. Whatever you do, don't try and chat this guy up!

### PlayStation Game Profile

**LOADED**  
**GREMLIN**

**There are no reasons not to buy Loaded. A whole host of titles are due to be launched for the PlayStation, but provided you're over 18, there's no need to wait for anything else.**

£44.99  
Available now  
Shoot'em-up  
1-2 players  
15 levels

**94%**





**Mamma:** Abandoned as a child on a distant spacestation, he has grown up with no manners or education. Fancy a job mate?



**Bounca:** Just your standard, not very intelligent piece of meat employed to keep the peace at various intergalactic nightspots



**Vox:** This is one girl whose voice is more deadly than normal. Blessed with the ability to kill with a single word, Vox is one mouthy bitch!

*Everything in the room can be destroyed - including the furniture! So get blasting*



This problem can also be solved to a certain extent by pausing the game and reducing the scale. This makes your character smaller, but allows you to see more of the surrounding area and makes the game even better looking. There's even a map feature which can be switched on by hitting one of the top buttons, in case you're one of those losers with no sense of direction. Nothing has been left out.

Oh, and in case you were wondering, there is a two-player option where the screen scales down as the two characters get further away from each other.

This is also expandable to a four-player action fest if you fancy linking your machine up to a mate's.



*Anything on the other side of the door is going to be cooked by the time you get through it*



## Super NES



By The Axe Grinder

Just when standard one-on-one fighting games seemingly faced extinction, WeaponLord rises from the ashes of the home video game genre – but not without a few faults.

### Re-Inventing the Fight

WeaponLord has no simple fireball motions, no cheesy corner traps, and no half-life air juggles. Its complicated moves re-invent fighting

involves holding down buttons, then executing motions on the directional pad. While the controls are responsive enough, mastering this unique play engine requires patience and practice. Once familiar with it, though, you can execute some pretty wicked combos.

A unique system of blocking enables you to knock down an opponent's guard and even block in the air. The former is particularly arresting because it constantly puts players on the offensive.

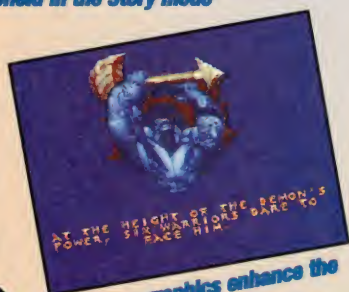
# WeaponLord



Follow your path across the battlefield in the Story mode

game controls. Even the throws require more than being close to your opponent and pressing one button.

Instead of solely using the standard motion-then-button routine, WeaponLord's system



Awesome graphics enhance the cinematics



PROTIP: For a quick two-hit combo, do Jen-Tal's Leg Breaker and immediately follow it with a Down Strike

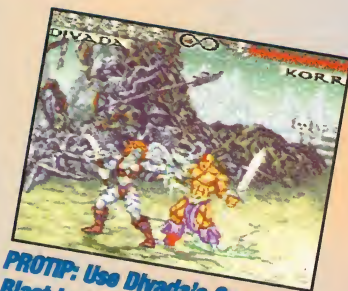
The game also has its own variety of finishing moves that require more than simply pressing a series of buttons and letting the computer do the rest. Finishing moves depend entirely on the skill of the player, who must combo into a special move in the final moments of the last round, which then triggers the finishing move. Flashy players can decapitate their opponent, and if they're good enough, bat the severed head around.

### Bloody Fun

Three play modes – Story, Arcade and Versus – heat up the action. The first two are



PROTIP: For Jen-Tal to decapitate an opponent with a finishing move, simply perform her Down Strike (hold R or X, tap ↑, ↑, ↓) after the enemy has fallen



PROTIP: Use Divada's Ground Blast to knock opponents for an air juggle



PROTIP: Some Frenzy moves can be chained together and used repeatedly

for one player; however, the game really shines in the two-player Versus mode, where the exciting matches are long and grueling.

The graphics are colourful: Sparks fly when weapons clash, and blood flows freely. There are humorous visuals, too – like cutting off Korr's long ponytail. The backgrounds are also well done, but some of the background elements suffer from choppy animation.

The audio accompaniments, from the clanging of rugged metal to the slicing of tender flesh, are fitting. However, the music on some stages sounds heavy handed and operatic.

### The Final Cut

Some gamers may be put off by WeaponLord's complexity, and it's surely not for the squeamish. But WeaponLord's multi-tiered fighting cuts a notch above the rest of the recent pack.



Pick from seven warriors

Super NES Game Profile  
**WEAPONLORD**  
OCEAN

A tough challenge, even for the most hardened gamer, but tricky moves and combos maketh the game.

£49.99  
Available October  
Beat'em-up  
2 players  
Side view

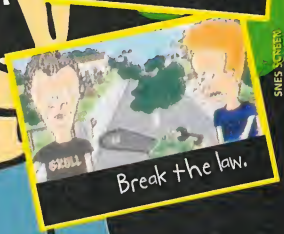
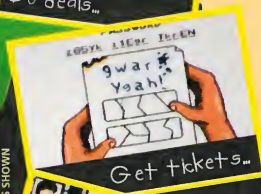
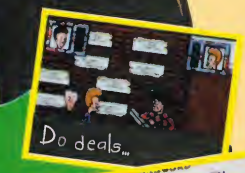
**90%**



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"Play it with your friends. Then play with yourself, HEH HEH HEH."  
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## Mega Drive

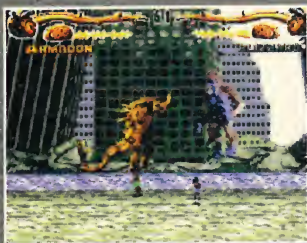


By Air Hendrix

Primal Rage stomps from the arcade to the Mega Drive without even denting the plastic on the 16-bit hardware. Finger-snarling controls leave a scratch or two, but solid arcade gameplay and respectable graphics will snare fighting fans.

### Total Domination

The seven original dudes duel to rule once again, commanding the same blistering special moves and combos that they did in the



**PROTIP:** As Armadon, catch your opponent in mid-air with a High Quick followed by a High Fierce

arcade. Each prehistoric power lashes out with six standard moves (high and low quick,

fierce and power strikes), as well as a sweep and an uppercut. Winners of the best two-out-of-three matches gain the loser's land and their loyal worshippers. The fast, smooth gameplay revolves around



**PROTIP:** Sauron's Cranium Crusher (hold High Quick and Low Fierce, then tap Down, Up) effectively takes out opponents when they jump in



**PROTIP:** Slash foes from afar with Vertigo's Scorpion Sting: Hold High Fierce and Low Quick, then tap Toward twice

combos: One-hit attacks, even if they look brutal, never pack the heat that a wicked five-hit combo does.

The search for effective combos – and the practise required to pull them off – makes for plenty of fun, deep action that easily outshines the less polished SNES version of Primal Rage.

### Quick Kill?

The controls exactly duplicate the four-button arcade layout, but they should've been adapted to fit home controllers. Many special moves are executed by holding down three or four buttons while motioning on the directional pad – a feat that only the most rubber-limbed gamers will be

capable of on a three or six-button pad. With a fighter's joystick, this problem vanishes and the moves respond seamlessly, but gamers who can't spring for a joystick will have a hard time.

Graphically, this version puts on a decent but not flashy show. The backgrounds and dinos pop with colour, and you'll recognise everything from the arcade. The sprites, however, are a tad too small, and their movements stutter slightly – the SNES world looks a lot better.

The sounds lack the spine-rattling bass boom of the arcade, but the effects and music perform well for a home conversion. The smacks and cracks of combat definitely keep the pace lively.

### Primal Conquers

With an impressive list of selectable options and a widely adjustable challenge, this strong conversion of the classic arcade dinosaur basher will no

doubt engross fighting fans the world over, despite its very few shortcomings.

Primal Rage looks the part and certainly plays well, but just doesn't match its Super Nintendo counterpart in visual or smoothness departments.



**PROTIP:** Chaos's Fart of Fury (hold High Fierce and Low Quick, then tap Down, Toward, Up, Away) dizzies opponents, so follow it with your best combo



**PROTIP:** Hold HF, LQ and LF, then tap Toward five times



**PROTIP:** Take advantage of Talon's lithe speed by jumping in for quick combos, then leaping away fast!



#### Mega Drive Game Profile

### PRIMAL RAGE

TIME WARNER

A massive hit in the arcades, but can it cut the console mustard? Well the SNES and PC versions certainly can, but I'm afraid the Sega conversion just doesn't pack a big enough punch. Nice try though!

£49.99  
Available now  
Beat 'em-up  
2 players  
Side view

**87%**





By **Axe Grinder**

Killing Time kicks off with an impressive

introduction sequence which displays full-motion video graphics and 3D graphics intercut with digitised pictures and film footage taken from the 1930s.

The hero of the adventure is searching for an ancient Egyptian water clock which can grant the power of everlasting life. The clock was first found by his old Egyptology professor, but it mysteriously disappeared when Tess Conway, an occult fanatic and the expedition's patron, got involved. The trail has now led to her strange mansion and it's your duty to solve the mystery.

Killing Time could be labelled as an adventure, but it's got far more in common



**PROTIP:** The clowns are quite scary, but can be easily killed with one shot from your gun

# Killing Time

with Doom than anything else. As you make your way through and around the surreal scenery you're confronted by all manner of weird and bizarre enemies, including ghosts who present you with handy clues as to the clock's location.

Ducks, hunters, gangsters, clowns and flying heads all feature, and must be disposed of with your various pieces of weaponry. You start off the game with a simple pistol, but as you wander around you'll find better weapons and more ammunition.

The most outstanding features are the sound effects and the music. They create such a spooky atmosphere you'll end up wetting your pants. Not a game to play late at night.



**PROTIP:** There are different coloured lights dotted around. They all give you a handy energy boost, apart from the red one which takes it away

3DO Game Profile  
**KILLING TIME**  
ELECTRONIC ARTS

£44.99  
Available now  
Arcade Adventure  
1 player

# 88%



GAMEPRO •

# ProReview

3DO



By **Manny LaMancha**

Games Workshop and its collection of RPGs have over the years been faithfully transferred from board to computer game. Space Crusade by Gremlin was perhaps one of the best, but EA also got in on the act, releasing Space Hulk on the 16-bits. That did fairly well, although it wasn't as good as it should've been.



**PROTIP:** Blimey! If you're faced with this confrontation then either cry or bash the ugly bug with your power fist

Once they do attack, the sound effects kick in – at volume – and scare you half to death. Screams and desperate shouts from the marines litter the air as they get overrun and killed by the genestealers.

3DO owners who fancy a proper game which requires a decent level of intelligence to play will want this. And to top it all off, it's got graphics and sound that'll make you go all squiffy.



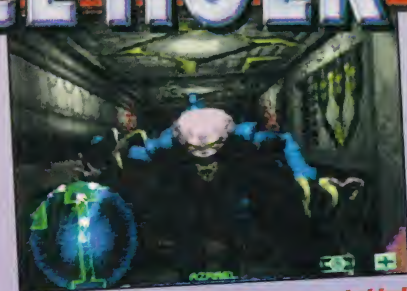
# SPACE HULK

EA has returned clutching a copy of Space Hulk, but this time around it's making an appearance on the 3DO. Now the 3DO hasn't been raved about as much as the Saturn or the PlayStation, but Space Hulk is by far one of the best games ever.

The graphics are superb, and are wonderfully rendered, including the fast-paced genestealers (that's the aliens by the way). The introduction and cut-scenes will take your breath away, and easily rival those of Panzer Dragoon.

There are two factors that really make Space Hulk stand out. The first is the gameplay: It's challenging and requires some real thought.

Secondly, it's the atmosphere. Whilst wandering the dark corridors you get a real sense of nervousness as you wonder where the aliens will strike next.



**PROTIP:** Genestealers will creep up behind you, so keep an eye on the radar



**PROTIP:** Don't walk in front of your chums or you'll get shot in the back

3DO Game Profile  
**SPACE HULK**  
ELECTRONIC ARTS

£44.99  
Available now  
Arcade Adventure  
1 player

# 91%



## Super NES

By Scary Larry



Finally, this monstrous fighting game has made it from the arcades to your homes. If the thought of some carnivorous cranium crunching makes your heart pop (and it will), this game is for you.

### All the Rage

Once upon a time, long before Bedrock had indoor plumbing, dinosaurs ruled the Earth. They were gods that represented life and death, good and evil, insanity and decay, hunger and survival. A magician named Balsafas saw the threat these beasts posed, and entombed one. The others went into hiding, and millions of years later, the encased dino escaped. Now the prehistoric gods once again rule the planet.

You play as one of seven skin-ripping fighters, each with its own unique fighting style. Some half-breed DNA disasters, like Vertigo, can hypnotise and spit acid, while others, like the steel-plated Armadon, rely mostly on punches and kicks to finish the best two-of-three round matches. Human worshippers also run

around in each match, but they serve mostly as snack food to replenish a dino's health. It's all exactly like the arcade version, albeit with smaller sprites.

The game has a basic combo system, and multi-hit combos are registered on the side of the screen.

Combos rely mostly on deft button pressing, since only four buttons are required to execute them. Simple controls make this game



**PRO TIP:** Sauron's strength is his unsuspecting air throw (Button 2 and Button 4 when in the air). Use it when enemies try to come in with flying moves, such as Armadon's Iron Maiden

very easy to learn and extreme fun to play.

### Primal Screen

Purists looking for the arcade version's heart-stopping graphics will be somewhat disappointed. Although this version is a lot better-looking than the Mega Drive version, the graphics are not as crystal clear as they should be. The fighters lose some detail and their colours are murky. The backgrounds, though, are well done and imaginative, from fiery lava ruins to an abandoned city.

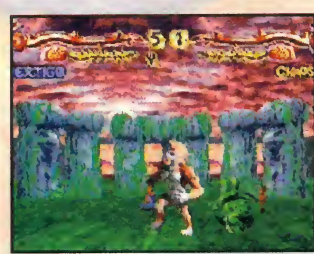


Super NES Game Profile  
**PRIMAL RAGE**  
TIME WARNER

A scorching game no matter which way you look at it, but not of course, without the occasional hiccup. Better and smoother graphics than the Sega version put this one slightly ahead.

£49.99  
Available now  
Beat'em-up  
2 players  
Side view

# 90%



**PRO TIP:** Beware of teleporting with Vertigo. She's vulnerable when she comes up



**PRO TIP:** When Armadon goes into his Bed-O-Halls, he's susceptible to a low hit



**PRO TIP:** To do a good four-hit combo using Armadon, jump in with Button 1, then hit Button 2 and rapidly alternate between Buttons 1 and 2 as you land

## FATAL FURRY

These two fatalities are for the apish Chaos and the gorilla of your dreams, Blizzard

**Blizzard's To Da Moon**



Hold all buttons and tap  
↓, ↓, ↓, ↑

**Chaos's Churl**



Hold all buttons and tap  
→, →, →, ←, ←, ←

The sounds excel in the SNES version. Each roar, fart and skin-ripping sound effect is right on target. The music is a bit ropery, but it doesn't impair the action.

### A Rage to the Finish

Primal Rage is an imaginative concept, but the sluggish gameplay and less-than-spectacular graphics spoil the atmosphere a little. Still, this dino has teeth.







# ProReview

Super NES



By Scary Larry

Killer has finally come home! Home to the 16-bit SNES, that is. This version of Killer isn't flawless, but it is surprisingly addictive and fun to play.

## Natural Born Killer

In a bleak and desolate future, one corporation reigns supreme: Ultratech. Makers of advanced weaponry, they are also the sponsors of the top-rated Killer Instinct TV show, in which warriors from all walks (and crawls) of life compete for the right to call themselves the best... and to be granted anything their hearts' desire.

The 10 warriors slated for this version have many

different desires. Some want fame and fortune, others want respect... but all want to pound their enemies into submission.

The range of fighters, from an alien life form to a disgraced heavyweight boxer to Ultratech's deadliest robot, possess their own brand of brawling. Some use fists and feet, some use projectiles and claws, while others teleport, slide and change form to win the battle. There won't be a dull moment during the bouts.

This unique fighting game works on a very fast, very simple, and quite effective combo system.

Instead of your normal one-button, one-hit fighting style, you sometimes chain together three to 21 hits in a

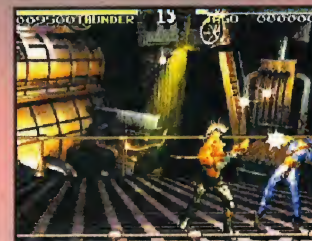
few button presses. While this style of combos is not for everyone and may upset fighting purists, it's certainly entertaining and fun to watch... the first time.

But ultimately, you end up doing a lot of watching. What fun is it to stand by and watch another player of advanced skill whip you until you scream "Submit!?" Although moves called Combo Breakers enable you to break free from this barrage of beastly brutality, they don't work all the time.

Adding further to the humiliation are, believe it or not... Humiliations. Humiliations are embarrassing moves that totally disgrace your opponent by, for example, farting on them, exposing yourself to them, or otherwise robbing them of their dignity. The many other finishing moves will also do the job of making your enemy feel like a proper down-trodden loser.



**PRO TIP:** Sabrowulf's Howl (tap ↘, ↓, ↙, Fierce Kick) is more than an auditory warning. It enhances his strength. Howling then hitting has dangerous results for your opponent



**PRO TIP:** Most players have a quick three-hit combo that starts with a Fierce Punch followed by a Medium Kick



**PRO TIP:** If you land a Monster or Awesome combo, try throwing a projectile just before your opponent lands

## Basic Instinct

Although the arcade version broke ground with its rendered combatants, don't expect anything close to that here. The graphics are good – but not great – with lots of choppy movement and missing frames of animation.

The backgrounds are nowhere near the quality of the arcade version, and some of the better background effects, like knocking enemies off the high-rise and on to the roof of a parked car on the street below, were taken out.

The scaling in and out of the stages that appeared in the arcade is unfortunately absent as well.

Super NES Game Profile  
**KILLER INSTINCT**  
NINTENDO

Last year's hottest arcade game is now available for the SNES. And guess what? You don't even need a 32-bit add-on! It fairs well against the current console kings, but it ain't a killer!

£49.99  
Available October  
Beat'em-up  
2 players  
Side view

**91%**





## Sabrewulf

Howl



Tap ↘, ↓, ↙, Florce Kick

## Spinal

Sketeport



While in the air, tap ↓, ↓, any kick or punch

The sounds vary between okay and awful. Some fighter's sounds are intact, like Sabrewulf's howling and whimpering, but some sound effects, like Fulgore's Teleport, are just a dismal din. The music permeates each stage with a thumping house mix, but there's little variety. Also missing is the announcement of the combos, which amped the arcade excitement.

Control is not too difficult. Special moves can be

regularly applied because most are fireball and Dragon Punch motions. You can also easily string together lots of moves for combos. But the tougher combos (like the Ultra and Ultimate) are button presses that need to be performed during another combo, which makes for a lot of confusion on the joystick.

## Glacius

Ice Lance



Tap ↘, ↓, ↙, Quick Punch

## Riptor

Dragon Breath



Tap ↘, ↓, ↙, Florce Punch

## T.J. Combo

Rollercoaster



Charge ←, tap →, Medium Punch

## Jago

Tiger Fury



Tap →, ↓, ↘, →, any punch

## Orchid

Fire Cat



Charge ←, →, any punch

## Chief Thunder

Phoenix



Tap ↓, ↘, →, any kick

## Cinder

Inferno



Tap →, →, any kick

## Fulgore

Laser Storm (Three shots)



Tap →, ←, ←, ↓, ↘, →

## KI Is OK

If you loved Killer in the arcade, you'll be slightly disappointed but not upset by this version. If you've always wanted to play Killer but were intimidated by the Killer Stinkers who seemed

to always hang around the machine, this is a good version to practise on.

It maybe isn't a Killer, but it's definitely a felon.



# ProReview

Amiga

**PROTIP:** Don't get too excited because it isn't as good as Doom!



## GLOOM



**By QuickDraw McGraw**

Doom is Doom and everybody knows that. However, is Gloom Doom or simply Gloom? And if so, just what is Gloom? In fact is there room for Gloom with Doom being so popular?

Well, basically, Gloom is by far the best product of its type available for the Amiga. But does this make it an enjoyable experience?

The first thing to notice about the actual game is that it has tried to outdo Doom in the goriness stakes. Killing a baddie results in various parts of his anatomy flying off all around the screen in a blood-soaked frenzy. It's more like Rise of the Triads (PC) than Doom in this respect.

The playing window can be altered according to your

**PROTIP:** Look around the corner to see if their guns are bigger! preferences. It can either be extremely small, causing a marked improvement in the quality of the graphics, or it can fill the whole screen. Speed of gameplay doesn't seem to be affected as a result, so it's just a question of how you like your visuals.

Gloom is a noble attempt at the impossible on the Amiga. Just don't expect a PC quality product and you'll be okay.



**PROTIP:** Have a well deserved breather between levels before you start killing again



**PROTIP:** Powering up your weapon is essential. Extra power means extra deaths

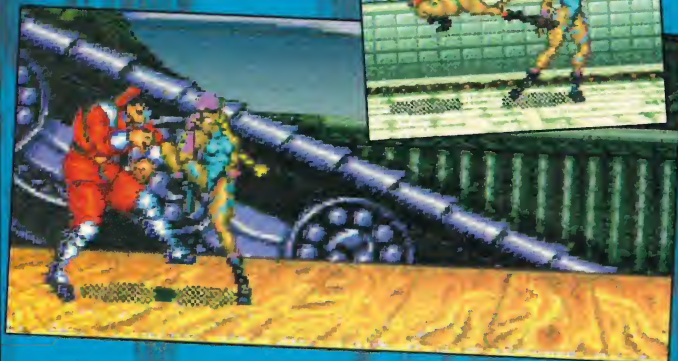
Amiga Game Profile

**GLOOM**  
ACID

£24.99  
Available now  
Shoot'em-up  
1 or 2 players  
9 levels

**82%**

**PROTIP:** Try to get your Special Moves off at the start of a fight



**By Brother Buzz**

After the debacle that was Street Fighter II on the Amiga, you could have been forgiven for thinking that US Gold would never want to touch the project again for fear of getting its hands burned once more.

However, its gone all out to rectify things by getting a completely new team to start this revamped version from scratch.

Too slow, too blocky and too rubbish were all complaints aimed at the original, and the brief this time was obviously targeted at getting rid of these problems. And amazingly enough, it seems to have worked.

This Amiga version is



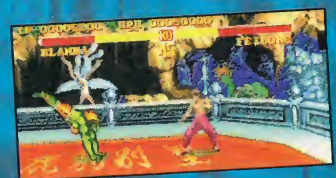
**PROTIP:** Learn one or two characters' Special Moves before trying out all the others

**PROTIP:** Catch your opponent in the corner when you can

probably two years too late in that SSF II represents what the original should have been. But, with the

machine being in its death throes, it probably won't get the audience it deserves.

US Gold has set the record straight, and if you still have an Amiga then this is an essential beat'em-up to put on your shopping list.



**PROTIP:** Only the best combinations bring off a victory



**PROTIP:** Combinations give better results than isolated hits

Amiga Game Profile

**SUPER STREETFIGHTER II**  
US GOLD

£24.99  
Available now  
Beat'em-up  
1 or 2 players  
16 challengers

**89%**



Saturn

# Pebble Beach

## GOLF LINKS



By Scary Larry

Not too much can be said about golf. You tap the Top Flite, hoping to land the sucker in the hole in under twenty strokes. But this new Saturn title actually makes golf fun to play... though it's still kind of boring to watch.

### Havin' a Stroke

You play with the pros in PBGL, which is hosted by Craig Stadler. As a matter of fact, Craig can't stop himself from being helpful. He shows up at every hole, dishing out advice and trying to make a pro out of you.

Pebble Beach is loaded with options, including three views of the action, four-player action, seven modes (including a Skins tournament), and a custom selection of clubs.

Because of the laid-back nature of golf, the options make a big difference. Watching the view from the ball cam, where the camera

**PROTIP:** The lower-left corner shows just where the ball is sitting and how deep in the green it is. Use this to determine the strength of your swing



Back Tees 327 yards  
Middle Tees 303 yards

**PROTIP:** Be choosy about club selection. Sometimes a weaker club gives better control

angle is from the ball's point of view, is really exciting. Well... fairly exciting.

### Grass Kickin' Graphics

The graphics in this game are just what you'd expect from a high-end system like the Saturn. Shots of the course are crystal clear, and the players swing with grace, albeit a very slow grace.

The game progresses in a kind of overall lethargy, which is true to real golf but not much fun.

The sound varies from crisp narration and appropriate ball effects to annoying supermarket music between holes. Although you could



**PROTIP:** Keep the Golf Cart view on. It brings up an overlay of the course and shows the flight path of each player's ball, which helps you track where you need to go



crank up your own heavy metal or acid jazz rap as background, you still need to hear Craig's advice.

The control is governed by a circular interface. You choose your club, stance and direction, then swing when the pointer on your swing circle reaches its peak. It's not as easy as it sounds.

Without a proper grasp of the interface, you'll end up slicing the ball and landing in a sand trap... or the ocean.

### Missing Links

Pebble Beach is one of the best golfing games that money can buy, and the

**PROTIP:** Keep a close eye on the wind meter. This least-mentioned hazard is usually the one that affects the game most



Saturn adds great sound and graphics to what is in essence, a standard golf game.

But there are no extras that would make this game any more interesting. Golf fans will be the only ones allowed on this fairway.



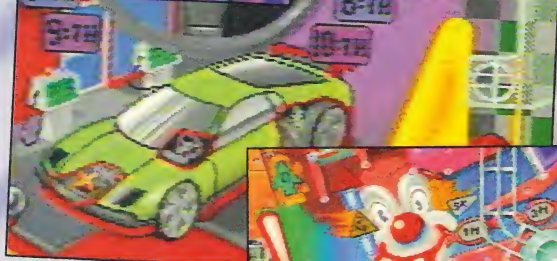
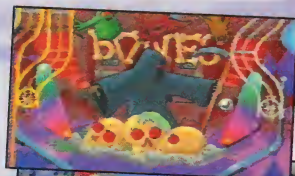
Saturn Game Profile  
**PEBBLE BEACH**  
SEGA SPORTS

Saturn-owning golfers will lap up Pebble Beach, but it's unlikely that it will attract many converts from fans of other genres. The sound and graphics are great, but it's still golf!

\$49.99  
Available now  
Sports sim  
4 players  
Multi-scrolling

**84%**

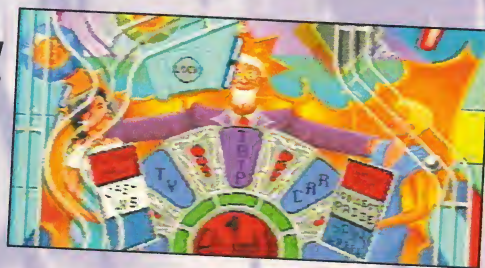




**PROTIP:** Use the skill shot on Partyland to find the hidden bonus

# PINBALL FANTASIES

**PROTIP:** Try and keep your eye on one ball in the multi-ball. Anything you get with the second is a bonus



**By Captain Squideo**

When 21st Century Entertainment released Pinball Dreams a few years ago, no-one quite imagined just how successful the game would become. A sequel duly arrived, and surpassed its predecessor, proving a massive hit on almost every single computer and console.

About this time, Atari's Jaguar was born, and thus it missed out on the original

pinball phenomena.

However, Pinball Fantasies has now made its 64-bit debut and it might just be the best version yet.

The game features four distinctly themed tables, all of which are supremely playable, hideously addictive, and boast some gorgeous graphics and a unique soundtrack.

Joypad controls can be altered and tinkered around with to suit your own needs, and once you're deep inside your own pinball world they'll become second nature to you.

Pinball Fantasies is one of those games that has it all – graphics, sound, playability, addictiveness, the whole caboodle. The greatest pinball simulator ever? Yes, until a second sequel appears.

**Jaguar Game Profile**  
**PINBALL FANTASIES**  
21ST CENTURY

£44.99  
Available now  
Pinball  
1-8 players  
4 tables

**90%**



**By Sir Garnabus**

Loosely based on the hit movie of the same name, White Men Can't Jump is a 64-bit basketball fest with a difference. Up to four players can enjoy a two-on-two game of street basketball courtesy of Atari's "Team Tap" 4-player adapter which comes free with the package.

This is no ordinary basketball event because you're playing on the streets for money, and the lack of a decent umpire means that you can kick and punch your way to victory.

There are a number of players and a total of four courts to choose from: Venice Beach, Downey, Torrance and Compton.

Players skill ratings differ; the black players are blessed with some fancy moves, but the white players (although not as exciting), are just as



**PROTIP:** Study each team's skill rating before you go into battle. This way you know exactly what you're going to be up against



**PROTIP:** During the tournament, play against lesser opponents until you're confident enough to play against the big boys (and girls!)

likely to earn you some points.

On the graphics front, White Men Can't Jump looks pretty good, although sometimes the action gets a bit too pixellated making it hard to see what's going on.

The automatic camera control keeps up with the pace of the game very well and gives you a good cinematic viewpoint of the action.

White Men Can't Jump works well, especially in multi-player mode. Jaguar owners looking for a sports sim with a difference will appreciate this.



**PROTIP:** Three-pointers tend to work on percentages. The more shots you have from outside the area the more three-pointers you will score



**PROTIP:** Use special moves only when necessary. Your opponent will get used to them and simply knock you to the ground

**Jaguar Game Profile**  
**WHITE MEN CAN'T JUMP**  
ATARI

£59.99  
Available now  
Sports sim  
1-4 players  
4 courts

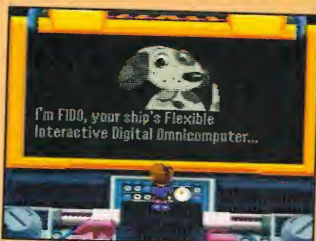
**75%**



## Super NES



**PROTIP:** Make sure you visit and search every planet. There might not be any aliens hanging around, but there'll be items worth finding



**PROTIP:** Always ask FIDO, your ship's computer, for advice, because more often than not he'll have some ideas to get you out of trouble

# Big Sky TROOPER



**PROTIP:** Pick up the health fruit, and then to replenish your energy, beam back to your ship and use the first-aid square



**PROTIP:** Try and hide behind bits of scenery and then shoot the aliens. This will give you some means of protection

By Bacon Face

Disaster! The Sultan of Slime is attempting to take over the universe with his deadly alien slugs and, as a recently recruited Big Sky Trooper, it's up to you to take him out of action.

You must make your way through the galaxy from planet to planet completing your mission objectives while killing all known green aliens.

Equipped with an exo-suit, a blaster, plus help from FIDO, the spaceship's computer, you should be able to save the galaxy and arrive back on Earth just in time to catch the latest episode of Brookie.

In the gameplay stakes, Big Sky Trooper takes the old runaround and blast'em-up concept and mixes in some good, hearty adventuring.

The graphics are basic and very chunky, but just because Big Sky Trooper hasn't got amazing 3D rendered visuals doesn't mean to say that this style doesn't work.

There isn't anything too impressive on the audio side of things, but due to the nature of the game you shouldn't be expecting a thumping soundtrack. A few decent atmospheric sounds wouldn't have gone amiss though.

Although there's not enough depth to keep the more experienced gamer glued to the screen, Big Sky Trooper is an original idea packed full of fun graphics, quirky missions and will no doubt appeal to the younger gamesplayer.

Super NES Game Profile  
**BIG SKY TROOPER**  
JVC

£34.95  
Available now  
Shoot'em-up  
1 player

**80%**



By Toxic Tommy

Based loosely on the books and cartoon films created by Goscinny Uderzo, this platformer follows the adventures of Astérix and Obelix as they take on the might of the Roman Empire.

The two heroic Gauls must journey to Rome and back, but on the way they must collect a souvenir from every country that they pass through. It's pretty much basic platform fodder all the way through, although there are quite a few



**PROTIP:** During the rugby match, pass the ball back to your partner when an opponent appears and you'll be able to leap over him with ease

Astérix and Obelix does have some good points. For starters, it's bloody hard, and it'll take some time to complete it.

Astérix and Obelix is just another platform game, so at the end of the day it's down to you whether you want to buy another one or stick with what you've already got.

# OBELIX



nice touches thrown in for good measure.

You can play as either of the two heroes, but you can team them up if you find someone else for a two-player game. Some of the levels are slightly different from the norm and don't exactly follow the platform formula.

One of the game's best points is the good standard of the graphics. The looks and character of the heroes have been faithfully re-produced and are well animated.

Sound-wise, the music is cheesy and predictable, but thankfully it can be turned off if you don't like it. The sound effects are rather better and feature a whole bunch of comedy fight noises.

**PROTIP:** When trying out for the Olympic Games, tap away at the run button and you should win the race with ease



**PROTIP:** On the crossing level, try to stay in the centre of the screen. Well, until a rock appears anyway

Super NES Game Profile  
**OBELIX**  
INFOGRADES

£44.99  
Available now  
Platform  
1-2 players

**83%**



# MECH WARRIOR 2

## 31ST CENTURY COMBAT

# ProReview

PC



By Tommy Glide

This is one of those games that has been on the cards for what seems like Donkey's years. Mechwarrior 2 is, as you might imagine, the sequel to Mechwarrior which did rather well for Activision a couple of years back. No surprise then to see a sequel, but it's taken a lot longer than everybody would have liked.

The main reason for this is that Sierra has already released Earthsiege, which follows similar lines, with huge metal robots fighting it out on a desolate terrain.

As far as Mechwarrior 2 is concerned, the year is 3057 and society has degenerated into a collection of warring clans who use Mechwarriors as their main weapon against their foes.

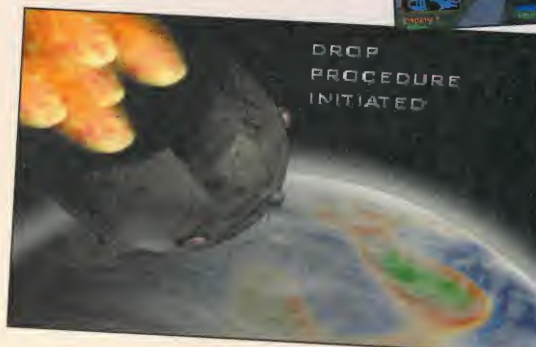
Your must face mission after mission of destroying enemies. This is done using the game's 3D Virtual Cockpit which looks very nice indeed. You have the choice of either jumping straight in and fighting single arcade-type missions, or going the whole hog and playing out an entire career.

Seeing as the game is based in the 31st Century (none of this 21st Century rubbish anymore), the graphics need to be suitably futuristic, and this is all helped along by a stunning intro by the guys at Digital Domain. As far as 3D intros go, this is one of the best examples you're likely to come across.

Playability-wise, Mechwarrior 2 handles just fine. It's a shame Activision chose to miss out the link-up facility, opting instead to sell it as an add-on at a later date. Sierra wisely included it in Earthsiege, and with the amount of time it took to get this ready, it really should have been put in there. But that aside, this is plenty good enough, even in today's PC market.



Everything is played out in nicely drawn and shaded 3D graphics



PC Game Profile  
**MECH WARRIOR 2**  
ACTIVISION

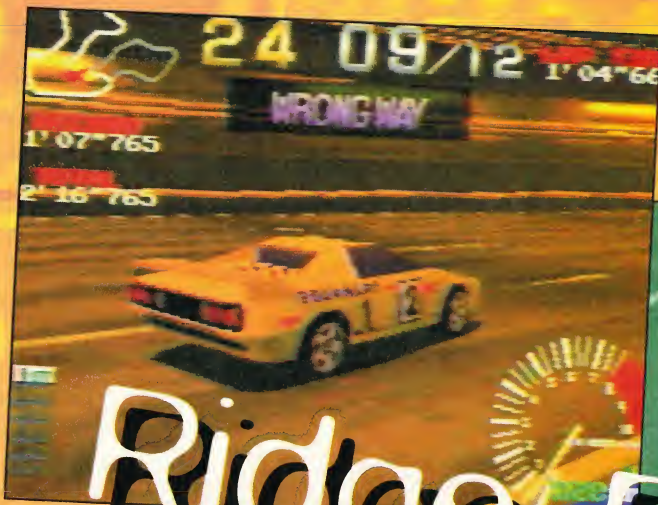
If you like games about robots then you'll be sorted with this and Earthsiege at the moment. Both have their plus points, but Mechwarrior 2 is no poor cousin.

£39.99  
Available now  
Simulation  
1 player

**91%**



PlayStation



# Ridge Racer



By Bonehead

The battle is on between the Saturn's Daytona and the PlayStation's Ridge Racer. You wouldn't have believed your eyes if you'd seen these two in your mate's bedroom six months ago, but virtually arcade-perfect conversions are now a reality.

Or are they? On face value, Ridge Racer is the best car game of all time. There can be no doubt about what a superb piece of programming it is.

However, while being extremely playable, the fact that it is far too easy to complete and features no two-player option, makes it a little limited.

But don't fret. There are many redeeming features, one of which is the ability to open

up your PlayStation after the game has loaded, pop in one of your own CDs and race along with your own music in the background and the sound effects playing over the top.

If you haven't got any spare Prodigy CDs lying about and all you can get your hands on is your mum's Neil Sedaka collection, you can always leave the music on that comes with the game. This is mostly dance stuff, and includes one particularly harsh tune called Rotterdam Nation!

Control of the car is a bit tricky at first, as it seems over-responsive, but once you get into it, there will be no problems. As with Tekken there is a Galaxians sub-game at the beginning and should

*It's a close run thing as the cars scream towards the line*

you manage to shoot all the ships you get the option of racing in several hidden cars.

There are only two views to watch the action from instead of the arcade's four, but these are more than adequate, as is the game in general.

It could have just done with the difficulty level tweaking a bit and the inclusion of more than one basic track.

It's a really nice game that's slightly let down by a couple of niggles. The fun isn't really spoiled though and Ridge



Racer can still be played for hours on end.

It's been a tough race, but Ridge Racer just pips Daytona to the chequered flag.

## PlayStation Game Profile

### RIDGE RACER SONY

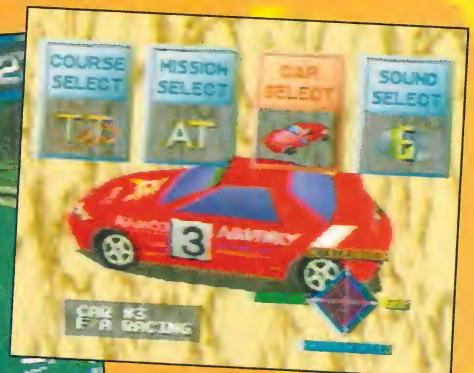
**Ridge Racer just beats the Saturn's Daytona by virtue of its superior presentation and gameplay. If you've got your hands on a PlayStation, this tyre-squealer is a must-buy.**

£44.99  
Available now  
Racing  
1 player  
4 tracks

**90%**



*As you get the end of race replay your feats are shown from many different angles and viewpoints. And very nice they are too!*



*The car selection increases if you get past the Galaxians stage*





**By The Unknown  
Gamer**

Slap Panzer Dragoon into your Saturn, lean back in your chair, and prepare to enjoy an amazing cinematic intro sequence. Once the story of the blue dragon has captivated you, you'll be itching to get your finger on the trigger and fly into battle – and when you do, you'll be challenged, surprised and amazed, but never, ever bored. For the Saturn launch, Sega needed a good shooter to give us a taste of what the new system can do. With Panzer Dragoon, you have that and more.

### Magic Dragon

When the rider of the blue dragon is fatally injured, you become the new Sky Rider. To stop the Imperials, you must ride the blue dragon into battle to destroy the Tower and the Dark Dragon.

Ahead lie seven episodes (eight in the Hard mode) of shooting action, different from any other you've experienced to date. Each episode takes place in different terrain,



**PROTIP:** To destroy Episode One's boss, just dodge the bombs he fires and rapidly fire the laser gun at the brown part of the ship. To get the clearest shots, shift your view so you're looking over the wing



**PROTIP:** Episode Three's boss takes patience and timing to destroy. You must first target the central green core, but be sure to dodge the propellers. When the craft begins to launch into the air and returns fire, target the oncoming side rockets, then focus again on the central core

including caverns, jungles, water worlds, ancient ruins and mines.

You fight while astride the dragon. The first-person view adjusts to close, medium and long-range, so you can always see the dragon and the rider. Quick button taps also shift

# PANZER DR



your view to cover the right or left wing of the dragon, as well as behind him. Making use of the views is an essential part of your strategy.

### Target Practice

The Sky Rider's weaponry consists of a laser gun and a homing laser (rumour has it that a secret code exists for other weapons). Button taps fire the laser gun, which targets enemies via a yellow square. The homing laser is easier to target: You just hold any fire button, then position the targeting square. You can lock on to eight moving targets at once.

Changing weaponry and the view is easy, though it takes a little in-flight training to effectively get the hang of turning, firing and view shifting – especially against



**PROTIP:** You can destroy most projectiles by firing point-blank at them as they fly at you



**PROTIP:** In Normal and Hard modes, the more enemies you destroy, the more continue credits you earn – and you'll need them!

**Saturn Game Profile**  
**PANZER DRAGON**  
SEGA

**Incredible graphics, tough action and innovative gameplay make this a perfect first shooter for the Saturn. It is very difficult though. You have been warned.**

£59.99  
Available now  
Shoot'em-up  
1 player  
First-person view

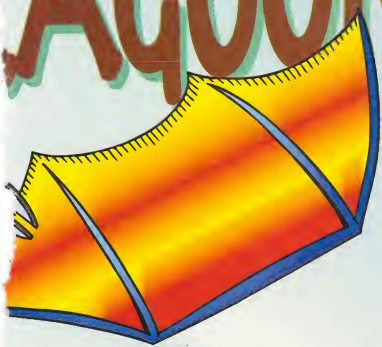
**90%**

Play the Game,  
See the Cinematics





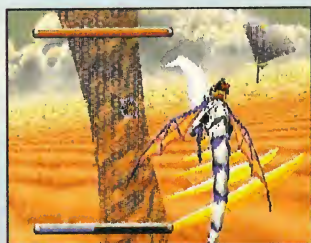
# AGOON



enemies who repeatedly dart in front and behind you. The only control problem is with the yellow targeting square, which is often difficult to see against the background, making precision shooting tricky.

## Have Dragon, Will Travel

Each episode delivers straightforward action. The dragon's course is preset, so



**PRO TIP:** The Episode Two boss is hard to target since he's so far away. Tag this dragon with the homing laser



**PRO TIP:** In Episode Three, shoot all the enemies on the side shelves for higher points



**PRO TIP:** Use the homing laser in areas with lots of background scenery and rapidly moving foes. You can press the button and sweep the target back and forth, thereby strafing enemies you can't even see

**PRO TIP:** The brutal boss in Episode Four flies in front and at the back of you. The homing laser doesn't damage him, so target his wings and repeatedly blast him with the laser gun



you don't guide him, you merely control the direction he's facing. Your hands are full however, trying to target and destroy the hordes of enemies. Each episode ends with a battle to the death against a treacherous boss.

The blue dragon lives or dies on a straight damage system – no power-ups, no extra lives, no nothing! The various play modes offer varying numbers of continues, and you can earn extras, but there are no real tricks here. Panzer Dagoon is a straight-on fight to the finish. Keep an eye out for hidden secrets – Sega promises that lots are tucked away in this game.

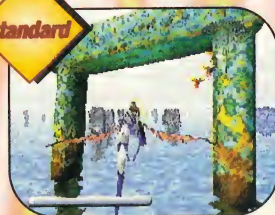
## Beauty and a Beast

Graphically, Panzer Dagoon is a masterpiece. From the stunning cinematics to the gorgeous background scenery and the lithe and beautiful movements of the dragon, you'll see exactly what the new system has to offer. Awesome effects like Episode Four's stomach-churning mine chase are just what you've been waiting for. Beautiful CD-quality music and sound effects perfect the package.

Take a look at Panzer Dagoon – and remember that it always takes developers some time to figure out how to program for new game systems. Hopefully, this game's a killer sign of what's to come for the Saturn. It looks great, sounds great, and plays like a dragon's dream.

## A Different View

Standard



Dynamic



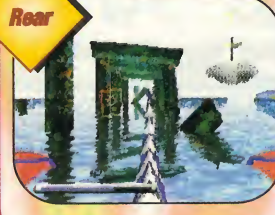
Long-Range



Side



Rear





## Saturn



By Major Mike

The Mega Drive may have Sonic, but the Saturn has Bug! This perky pest is the hottest side-scroller to hit the Saturn so far.

### Lights! Camera!

Bug! has a simple rescue-your-pals story. Bug's nemesis is Queen Cadavra, the evil spider queen who sees Bug's buddies as lunch and holds



Check out the awesome cinematic sequences between each act!

them captive. Bug rescues one of his friends when he completes a stage.

The gameplay is straightforward: You must make it in one piece to the Bug Stop at the end of each gigantic stage. The stages are loaded with such hidden items as extra lives, special powers and blue diamonds that you collect to gain entrance to bonus levels.

You can also secure other



PROTIP: In Stage 2, stay away from the sleeping lizards in the Lizard Pit - they will awaken and chase you

collectables, such as the gigantic coin icon that

empowers you to enter the bonus game at the shower head by the Daddy-O Longlegs. The bonus games range from avoiding giant boulders to racing Sonic the Hedgehog!

### Crazy Little Thing Called Bug

Bug is armed with jumping and ducking abilities, and he can spit goo and shock



PROTIP: Don't keep repeatedly hopping on the Stage 1 small boss. He turns into a helicopter and harms you



PROTIP: The checkpoints assume different forms in each act. Make sure you touch everything that doesn't look threatening

# BUG!



PROTIP: Collect as many blue gems in the stages as possible and you go to the Dragonfly Bonus Act



PROTIP: Jump on enemies multiple times in the air and rack up big bonus points

enemies with his antennae if he collects the right icons. But his usual method of dispatching foes is very simple: He jumps on them. Aided and abetted by an annoying wisecracking voice,

Bug takes on a personality of his own through the levels.

Excellent animation brings Bug to life. From the wings sprouting on his back to his giant (need we say it?) bug eyes, this is one character life-like enough for the flyswatter.



PROTIP: Stay in the middle of the screen on the Dragonfly Bonus Act. If you go to the extreme edges, you could hit the flaming hoops and end the Act



#### Saturn Game Profile

**BUG!**  
SEGA

Loaded with plenty of evil enemies, massive levels and excellent graphics, Bug! is one little pest worth paying attention to!

£49.99  
Available October  
Platform  
1 player  
3D view

**92%**





Look who makes a cameo appearance! Is Bug faster than Sonic?

## Bug Eyes

What makes Bug! so enjoyable are the huge levels and excellent graphics. Bug! has a fantastic zooming perspective that follows our hero as he moves horizontally and vertically around the screen. Vertical path up ahead? No problem! Bug walks right up it. Bug walks to the right and left, toward and away from you.

One of the problems with this ever-changing perspective, however, is knowing exactly where enemies are – especially when you're walking forward or backward. At times it's easy to over- or undershoot an enemy, and you take the hit. The stages are set high above the ground and if you're not careful, one false move could send you to your death.

The controls are good for the most part. The exception is when you're undertaking multiple jumps. When you jump on enemies several times, you don't always leap exactly where you wanted. Sometimes this inaccuracy



PRO TIP: Collect the big coin, then go to the shower head by Daddy-O Longlegs. You then enter a timed bonus stage for a chance to win extra lives

causes you to take a hit or go flying off the edge.

## Bad Case of Buggin' You

Excellent music and vocals underscore this game. Jazzy music complements the action and paces Bug's every step.

The vocals are also done well, but those easily annoyed by Bug's nasal one-liners (like "Bang and a miss", "I hate that",



PRO TIP: To get a better fix on where Bug is, hold Down on the control pad to zoom out



PRO TIP: Keep moving when Bug climbs up a wall. Items are likely to drop on him or enemies to fly into him

and "He shoots, he scores") will be grateful to discover that he can be silenced in the Options menu.

The game is difficult with checkpoints spaced far apart in the huge levels. While this increases the game's challenge, it can also annoy.

Bug's enemies vary in difficulty, from slow-moving snails to spastic praying mantises. You may find that sometimes it's easier to take the hit and flicker past an enemy than to figure out a way to defeat it.

The boss characters are big and menacing. Some have



PRO TIP: Never try to take on the B52s head on. Jump on their backs to defeat them easily



PRO TIP: Don't bother with the blue goms when the boulder is chasing you



PRO TIP: When walking upside-down, jump at an angle to reach the ledges that are right-side up. One false move and you'll fall to the ground



easily detectable patterns, however, that make them minor nuisances.

## Bug! Is a Wonderful Thing

For a system with no spokesperson (or spokeshing), Bug! fills the role nicely for the Saturn... for now. As the Saturn is still in its infancy, Bug! is an excellent game even with the lead character's one-liners.







By Bruised Lee

Some people are saying that games will never be the same now that the PlayStation is a part of the scene. This is certainly true of beat'em-ups.

It's not so long ago that Street Fighter II on the SNES was being hailed as an arcade-perfect conversion and that things could get no better, and at the time that probably seemed like the correct thing to say.

But the thing is, having seen the likes of Toh Shin Den and Tekken for the PlayStation, you'd have to say exactly the same thing again.

Where do beat'em-ups go from here? Short of actually getting into a karate suit yourself and having the living daylight's smashed out of you with a big club, there is virtually no way of bettering it!

As you may have gathered by now, Toh Shin Den is great.

### PlayStation Game Profile

## TOH SHIN DEN SONY

**Toh Shin Den is a release that will make even the most loyal 16-bit owners re-evaluate their allegiance. As far as beat'em-ups go, gameplay and graphics don't come any better.**

£44.99  
Available now  
Beat 'em-up  
1 or 2 players  
8 characters

# 92%

**Looks nice doesn't it? Toh Shin Den takes some beating in the graphics department**



**The game can be viewed from many different angles which change at regular intervals during the bout**

As far as superb looking fighting games go, this is awesome, and there's an added advantage for all you completely-bob-at-games-nonces in that a lot of the special magic moves are available at the simple touch of a button.

If this sounds like less fun than your average beat'em-up, don't worry, because there are plenty of death moves and other exciting stuff to discover all for yourself. Every game is an adventure kids!

I suppose you want to know some more in-depth details about it now don't you?

Well, you can choose from eight different characters, ranging from your usual kung-fu blokes out to avenge their father's death and whip-wielding, scantily-clad young ladies who look like they'd be more at home in an MP's bedroom, right down to a big ogre type bloke with a massive Captain Caveman club. Just your average nightclub bouncer really.

As you might expect, each character has his or her own advantages. For example, Ellis may only be a small child whose hits hardly hurt, but she's so fast that she can get past the tightest defence and repeatedly stick that cute little foot into your teeth.

Duke on the other hand has a hefty sword which, while capable of inflicting some good damage, makes him a

little slower. You have to wonder why the other guys would choose to attack him bare-handed, but then it is just a game after all.

Like the majority of beat'em-ups, Toh Shin Den is better played in two-player mode. While the single-player game is enjoyable, you can find your interest waning once you become proficient enough to regularly beat the computer.



**PRO TIP: A knee in the groin does the business every time. If that doesn't work, use your sword!**



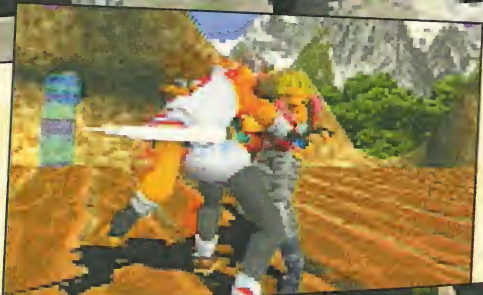
# TOH-SHIN-DEN



*The bigger they are... etc. Finish him off for good now*



*Get off your knees mate and give him a belt with that big stick before he gets up*



**PRO TIP:** Kids! never do this with your legs! Never ever

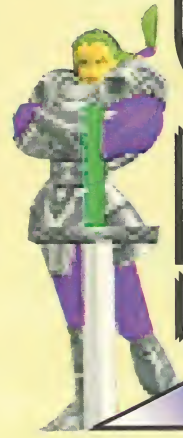
This isn't a problem though if your mates can play at a similar standard to yourself. Probably the major selling point of Toh Shin Den and perhaps initially, the PlayStation, will be the

quality of the graphics, and there can be no denying that those on offer here are outstanding. Far smoother and more detailed than the Saturn's Virtua Fighter, this wins hands down in the looks department. However, there is little to choose between the two on the gameplay front. Toh Shin Den is

undoubtedly more Japanese in flavour with all the mystical moves and so on, whereas VF is more your Saturday night brand of beered-up brawling.

If you're going to buy a PlayStation, chances are that this will be one of the first games you'll get your hands on. The good thing about this is that you certainly won't be disappointed.

Some of you out there will be used to the likes of Street Fighter II and Mortal Kombat on the 16-bit consoles, but with the advent of the Next Generation machines, the face of computer games looks as though it is about to change forever. Whether you choose to wait for Tekken is a tough decision, but both that game and Toh Shin Den are definitely worth having.





# The Making



**"No!** You're walking like a lass!" bellows Matt, one of the programmers behind Gremlin's first PlayStation release, *Loaded*. We're upstairs at Gremlin's Sheffield HQ in the brand new £250,000 Motion Capture Suite, and filming has just started on the introduction sequence that the game will carry.

The aim is simple, get employees of Gremlin to move around like the characters of the game, record these movements using special computers, and stitch this data to the game graphics to give a lifelike appearance to the whole caboodle.

Of course to get everything just the way Matt wants it, isn't quite that simple. Everything has to be right for the camera lovey! And this isn't just any Tandy camcorder we're talking about. Getting this stuff into the PC and ready to port to the PlayStation is a task in itself. As it happens, balls are the key. The actor or actress spends ages having special little balls taped and elastic banded to his or her body, before moving into the camera's field of vision. The special camera then records the position of these balls and the way they move about as the actors go through their stuff.

The effect is weird and ever so slightly wonderful, and if you walk like a lass it's going to show up in the final version of the game, so it simply won't do.

Six characters needed to be captured during the day, and Ade was the guy taking on the role of Bounca, the big bulky monster that more than slightly resembles a bad-tempered nightclub doorman... with a rocket launcher attached to his arm. Maybe you're beginning to get the picture as to why effeminate strutting was not needed today.

So much time and effort is being put into the Motion Capture sequences, it's easy

to get carried away and forget about the game. Yet all this is only for the introduction and character selection screen. Elsewhere

and ready to port to the PlayStation is a task in itself.

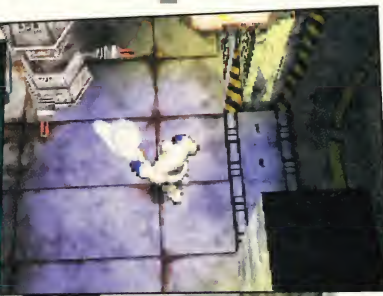
**THE MAKING OF LOADED**



# of Loaded



*It's all go at the Gremlin office. Holding a mouse won't convince anyone will it now mate!*



*This is Greg Staples, the man behind the Loaded characters*



for the launch of the PlayStation itself.

You probably want to know at this stage what all the fuss is about, and maybe you even need a little background as to what exactly Loaded is. Suffice to say it is one of the most brutal, gory, blood-sodden shoot'em-ups ever dreamt up. Oh, and it's totally amazing too.

Without giving too much away – you can read all that for yourself in the review – the game is a top-down blaster which puts you in the role of a bizarre character trying initially to escape from a futuristic prison. Where it differs from other

comparable titles (eg The Chaos Engine and maybe even Gauntlet), is in the thought that has gone into the design of the characters and the game levels.

One of the main reasons for this is Greg Staples. Comic freaks out there may recognise the name, because it's the same Mr Staples who does a lot of work on the Judge Dredd comics and has in fact recently finished work on the Judge Dredd movie starring Sylvester Stallone. He is also the same guy who designed this month's GamePro cover. The man's credentials are not in doubt.

We sat Greg at his drawing board and

proceeded to bombard him with questions.

"I've always lived just down the road from Sheffield so this job was quite convenient. I'd done a lot of stuff on Dredd but I'd also done the box artwork for Shadow Fighter (released on the Amiga just before Christmas). A friend of mine here at Gremlin phoned me up and told me they might have a job I'd be interested in. I came in and I was. I wanted to devote myself to the project 100% so I came in here full-time. That way I get more of a say in the way I want things to turn out."

It all seems ideal, but are the six characters in Loaded

in the building people are frantically hammering away at the code for the game itself, getting it ready in time for GamePro to review and

. As it happens, balls are the key. The factor of ac  
 I hope to...  
 loaded...  
 .....



# The Making



your own creations or did you have any help?

"Work had already been done on sketches of 12 different guys before I started. I just worked on those to see what I could come up with. Initially they were Super Hero types and I just made them more funky. I had to cut them down in the end to a final six because of time constraints, but I'm happy with what I've got. It's very different from what I usually do, but it's been satisfying."

We wondered how different Greg's interpretation of the characters was from the originals. If you put both of them side by side could

you still recognise them as the same guy?

"Yes you can. Lots of work had already been done on Fwank for example, and he is easily the closest to the original concept."

What next then for the artistic genius who's only as old as the writers of GamePro and yet has undeniably more talent?

"I'm going back to do some more Judge Dredd stuff, but there are plans for a sequel to Loaded and I'll be doing the artwork for it."

In fact, a quick chat with Steve McKeivitt (Gremlin's PR chap) confirmed our suspicions. Loaded will definitely have a sequel and

the characters have already been designed. It couldn't be those other six that got left out could it?

So that's the art side and the intro covered, but what about the game itself? How exactly did that take shape.

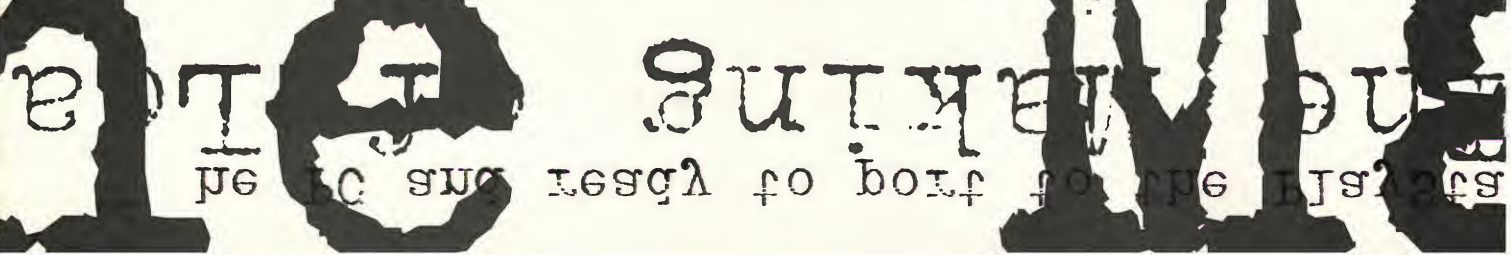
Simon Short (or Shorty to everybody who works with him), stepped in to tell us exactly how the game's levels were created.

"My job is to program the maps for each level. I'm given stuff by the coders and artists and have to put it in there. It can take up to five days to complete a map. Sometimes you'll get on a roll and do it in three days, but it's tricky sometimes to

keep your mind focused. I'm happy with the way it's turned out though."

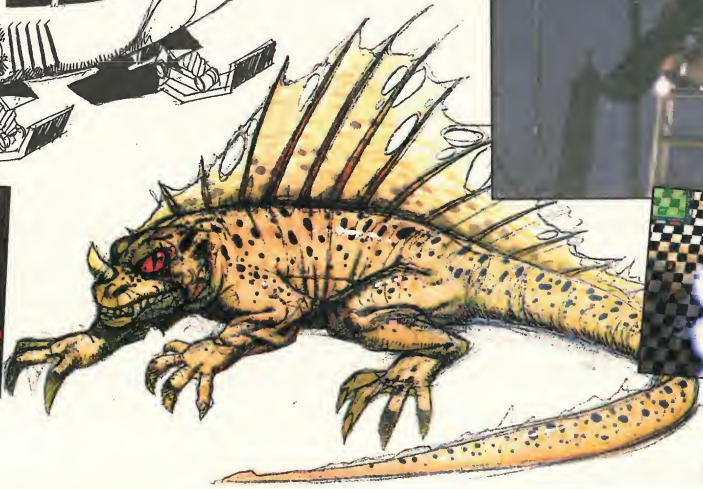
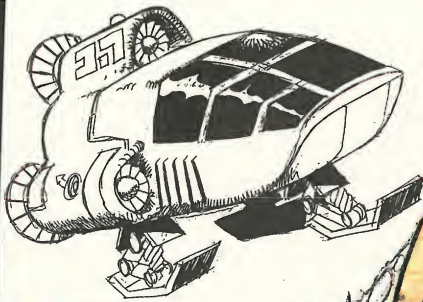
It's only when you have Loaded up and running in front of you with the

The Making of Loaded The Making of Loaded





# More Loaded



you can witness all the blood in its glorious redness, that you can fully appreciate just how good this game is.

Because of the violence and language content it's hardly surprising that the final packaged version will carry an 18 certificate to make sure no minors are twisted by its depravity! The first chance you'll get to experience Loaded will be when you buy your PlayStation. A whole level should be appearing on the demo CD Sony are planning to give away in the box. However, there'll be no foul language in that version and the blood and splattered remains will have

miraculously changed from red to a more conservative black, just so that everybody can play it without worrying about that 18 rating.

All that remains to be said is thanks to everybody at Gremlin for all their help, and especially to Steve McKeivitt for going out of his way to get everything sorted in time. Oh, and Loaded's great.

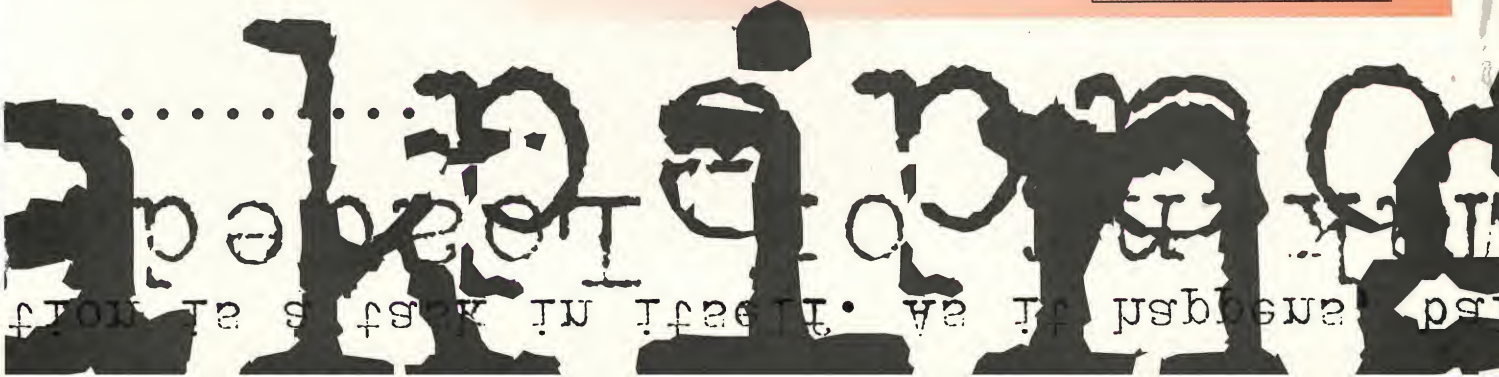


*Entering a room with all guns blazing is definitely the best tactic*

## The Cast

- Pat Phelen – Creative Manager/SFX
- Tim Heaton – Software Manager
- Mark Glossop – Producer
- Ash Bennett – Senior Programmer
- Matt Hopwood – Programmer
- Paul Hiley – Programmer
- Greg Staples – Artistic Design
- Simon Short – Map Implementation
- Mick Hirst – Graphics
- Wai Ming – Graphics
- Matt Furniss – 3D Graphics
- Neil Biggin – Music
- Ade Carless – Game Design

soundtrack pumping out of a decent sized telly, the speech swearing loud enough to make your neighbours blush, and the colour turned up so





# PSXUAL



**Sega has already jumped the gun as far as release dates are concerned, but Sony remains rigid on its September 28 launch date. According to the experts, the PlayStation has the leading edge as far as new software goes compared to its Saturn counterpart. Virtua Fighter, Daytona and Cyber Speedway face strong, if not better, opposition when Tekken, Ridge Racer and Wipeout enter the ring, but until that day comes, Sega is the current Next Generation champ. We've all seen the main software titles for both machines' first few months of release, but we at GamePro decided we wanted more. Next month we'll be seeing what Sega has to offer for the future, but for now just sit back and relax as we take you through a massive, sprawling list of the Top 100 PlayStation titles that'll be slamming on to your Next Gen machine over the coming year or so...**

## 1) JUMPING FLASH

**B**ionic bunny in perfect polygon puzzler shock! Jumping Flash (apparently the name is set to change for the UK market), is one of the most bizarre games we've ever had the pleasure of playing. Shooting top-hatted toads, bouncing on polygon spiders and collecting virtual carrots is a blast as well as being incredibly addictive. You must locate the collectable carrots, disperse any troublesome enemies and hit the exit. Stunningly simple, but awesomely addictive.

JUMPING FLASH by Sony



## 2) HEART OF DARKNESS

**V**irgin's pant-soiling, visual treat that should be hitting the PC later this year, is currently being primed for the PlayStation. Stunning animation should make this one a classic.

HEART OF DARKNESS by Virgin



## 3) RIDGE RACER 4) ACTUA GOLF

**T**his wicked arcade conversion of the ultimate racer certainly sets the high speed pace for future PlayStation driving games. Sporty cars, leggy women and high speed thrills will certainly set many a heart thumping, but if you're after more information, check out our full in-depth review starting on page 45.

RIDGE RACER by Namco

Gremlin continues its actua range with this top golf sim.





# HEALING



## 5) TEKKEN

**A**s far as Next Generation beat'em-ups go, Tekken from Namco takes the rest of the fighting crowd and bashes them into oblivion. Lush graphics, endless amounts of hidden moves, combos, secrets and awesome characters, make this game a joy to play. A quick few seconds of Galaga greet you when the game is loading up, which is just one of Tekken's many perks. There's a massive line-up of selectable death-bringers to choose from, as well as a fair old splattering of hidden dudes, each one coming complete with a vast array of speciality combos, punches, kicks and visually stunning surprises. If you're planning on purchasing a PlayStation, you want to be putting some money to one side for this baby.

TEKKEN by Namco





## 6) TOH SHIN DEN

If one-on-one beat'em-ups are a particular favourite of yours, you want to be looking at Toh Shin Den. No, correction: You *need* to be looking at Toh Shin Den. This visually stunning piece of software pits numerous fighters head-to-head in the usual 'best of three' bouts. Check the in-depth review on page 50 for more. TOH SHIN DEN by Takara



## 7) WIPEOUT

Psygnosis' game creators are huge Ridge Racer fans, so they've set out to make their futuristic racer better than the arcade and PlayStation powerhouse. Wipeout aims to drop you in the seat of a mean anti-gravity vehicle for a wild, stomach-twisting drive around a varied and awesome looking selection of tracks. The gameplay is superb and you'll be pleading for 'just one more go'.

WIPEOUT by Psygnosis



## 8) SCREAMING WHEELS

Race around until you drop! JVC's latest is looking cool.

## 9) MAGIC CARPET

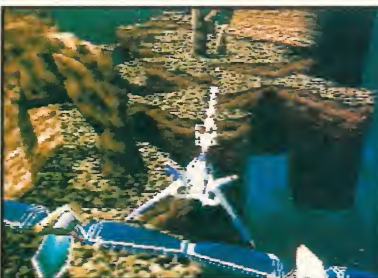
Electronic Arts converts the excellent smash-hit PC title.

## 10) BIG HURT BASEBALL

Acclaim puts big Frank Thomas on the virtual mound.

## 11) ZEITGEIST

You'll be toggling from a cockpit to an overhead view when you take control of this beast. Rain massive laser fire upon squadrons of spacecraft piloted by angry alien life forms as Space-age technology and nasty aliens fight it out amongst the stars. ZEITGEIST by Taito



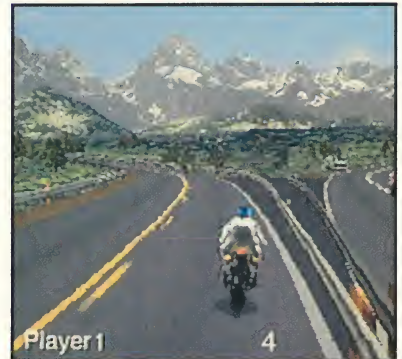
## 12) STREET RACER

Ubisoft's amazing four-way-play 16-bit saviour makes its way on to the Next Generation platforms at high speed.



## 13) LOADED

You'll be drooling over our world exclusive elsewhere in the mag, and you'll be drooling even more when you get a hold of this baby. A 3D blood-filled blaster for all! Get Loaded, have a good time. LOADED by Gremlin



## 14) ROAD RASH

Hyper-violent motorbike frenzy! Electronic Arts gives you the ultimate joyride.



## 15) CASPER

Spooky 3D perspective movie fun from Interplay.



## 16) WITCHWOOD

Team 17's Sperm Legacy gets beefed up for the PlayStation.

## 17) JOHNNY MNEMONIC

**J**ohnny has 12 hours to download the confidential code on the memory chips implanted in his brain... or else he dies. Harsh but true. This one's based on the original short story and screenplay by cyberpunk guru William Gibson, but big names don't always make good games. Johnny may just break the mould. JOHNNY MNEMONIC by Sony



## 18) VMAX

**L**ike Psygnosis, Mindscape has set its PlayStation mind on high-tech racing simulators. VMAX means 'velocity maximum', which you'll strive to achieve in a far-out vehicle that flashes along rails of light. Of course the competition are all attempting to do the same, and they'll be trying to put out your lights with the demolition derby style combat. One to look out for. VMAX by Mindscape

## 19) TANGRAMS

Over 100 picture-based puzzles to solve, courtesy of Capcom.

## 20) WARHAWK

High thrills combat flight sim from the chaps at Sony.

## 21) CYBERIA

Interplay give you lots of cool fantasy beasts to beat up!

## 22) ZOOP

Tetris style play from four sides! Viacom leads the way.

## 23) AGILE WARRIOR

**A**rcade entertainment in your own home scratches another notch on the bedpost of progression with Virgin's showcase flight shooter Agile Warrior: F-111X. This promises to be the most realistic air combat game around, so don't say we didn't warn you. AGILE WARRIOR by Virgin



## 24) ALIEN RACE

Doom style shooting fun from the ever-constant Team 17.

## 25) M. FATS

The portly pool master returns in this top sim from Data East!

## 26) DARK SUN

Fantasy fun from Data East.



## 27) HARBINGER

Aliens take over your mind, all thanks to Mindscape!

## 28) GALAXIAN 3

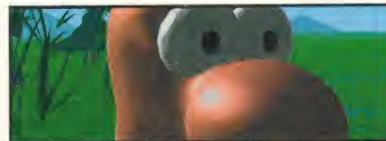
Namco unleashes this multi-player fixed-path alien zapster!

## 29) DEFCON 5

Spacey shooter with strategy knobs on, from Data East.

## 30) WORMS

Earth-eating action from Team 17.



## 31) DEMOLISH 'EM DERBY

**C**rash, bang, wallop! Psygnosis has done it again. Not content with producing one of the smoothest and fastest racers we've ever seen for the PlayStation, it's now gone and made every boy's dream come true with Destruction Derby. Those of you who've fantasised about driving performance cars at high speed and *actually* having to crash into the opposition in order to win, will fall head over heels in love with this one. Stock car, straight-up racing, or the laughfest that is the destruction derby will thrill and fill the pants of all who play it. DESTRUCTION DERBY by Psygnosis





## 32) STREET FIGHTER MOVIE

**R**yu! Guile! Chunners! Yep, the gang's all here for this stonking movie adaptation of the fighting fave. Jean Claude, Kylie and the rest of the posse get digitised and go head-to-head for the world warrior title, in what surely must be the last in the Street Fighter spin-offs. Developed in Japan, the game will feature new and different fighting actions, which makes it totally different from the arcade game of the same name. Smooth moves and hot fighting action are guaranteed!

STREET FIGHTER MOVIE by Capcom



## 33) WAR HAMMER

**N**Mindscape has captured the licence for the hot War Hammer series of fantasy board games, where

humans and elves wage an epic conflict against the orcs and goblins of some faraway land. War Hammer is a point-and-click strategy game where you position a team of multi-talented mercenaries on a battle field, hit start and let 'er rip! What's more, you can take control of any fighter at any given time. Role players should love this!

WAR HAMMER by Mindscape

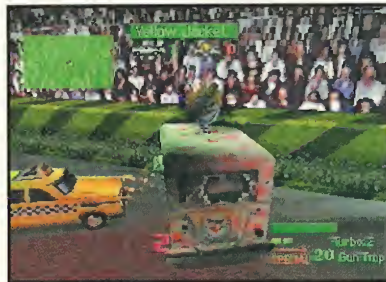
## 34) SHOCKWAVE

Electronic Arts gives us this top space craft shooter from the 3DO. Invading alien life forms must be stopped if Earth is to survive this attack. You're the man for the job, so it's off to the flight deck you go!

## 35) STARBLADE ALPHA

**N**amco is rolling out all its arcade hits for the PlayStation, with Starblade Alpha being the latest addition to all things Sony bound. Currently out in Japan, the game features the same first-person, fixed-path, shoot'em-up gameplay as the arcade, Sega CD and 3DO versions. The Alpha reference in the title means two extra missions and a CD juiced-up soundtrack.

STARBLADE ALPHA by Namco



## 36) TWISTED METAL

**I**f take-no-prisoners vehicle combat gives you the jitters, Twisted Metal motivates you to take the controls by offering supernatural powers as the prize. The deadly competition takes place on the downtown streets of Los Angeles, where you can select from up to 12 hot rods and hit the streets in a destructive fashion. Gameplay perspectives include a first-person view, two outside angles and several other camera viewpoints, including a 'God's Eye' view.

TWISTED METAL by Sony

## 37) ACTUA SOCCER

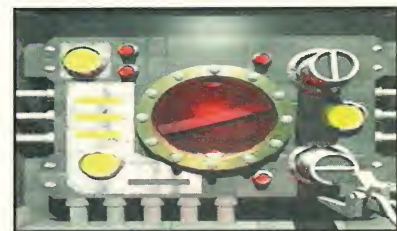
Gremlin are currently putting the final touches on this top simulation.



## 38) KILEAK THE BLOOD

**T**his Doom-style dungeon blaster seeks to get seriously bust down with the graphics and the gameplay. In fact, Kileak's truly deep... you'll bust into an underground fortress and keep heading... straight down! You'll have to find your way through each murderous maze, full of frightening, well-armed mechanical horrors breathing down your neck, with just your weapons, wits, reactions and a limited life supply to help you. Kileak's out for blood!

KILEAK THE BLOOD by Sony







## 43) CONGO: THE MOVIE

Virtual gorillas at their best!



## 47) INCREDIBLE TOONS

G&G style adventure by Capcom.

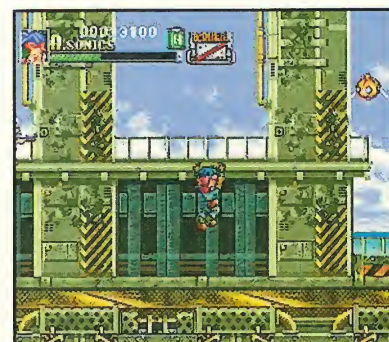
## 48) AIR COMBAT

Combat. In the air. From Namco.



## 49) CYBERSLED

3D spaceship shenanigans!



## 50) RAPID RELOAD

Weird anime side-scrolling shooter which appears to be a real blast from the past!

## 51) DESCENT

Interplay helps you fall down large vertical shafts of doom!

## 52) ROLL CAGE

Team 17 crash virtual sports cars for a daft laugh!

## 53) DEATHSTAR

Shooting action like you've never seen, from Gametek.

## 54) RUINS

Egyptian infested playing action from the chaps at Lobotomy.

## 55) PGA '96

Digitised pros swing their virtual clubs for Electronic Arts.

## 39) FOXHUNT

Interactive spy adventure from the makers of Street Fighter.

## 40) BATMAN FOREVER

Big name – big game? Only time will tell for Acclaim.

## 41) ESPN EXTREME

Race on skates, luges and lots lots more from Sony's sports division.



## 42) TOTAL PINBALL

Ocean has done it again! As well as the excellent Raiden and Power Serve, it's currently putting the finishing touches to this awesome pinball sim. Virgin's Tilt is a strong contender though, so Ocean's got a really tough battle ahead. TOTAL PINBALL by Ocean

## 44) ALIEN TRILOGY

3D Xenomorphs in your face all thanks to the boys down at Acclaim Entertainment.

## 45) FIFA '96

Top footballing action from Electronic Arts!

## 46) CREATURE SHOCK

Data East does it again!





## 56) KRAZY IVAN

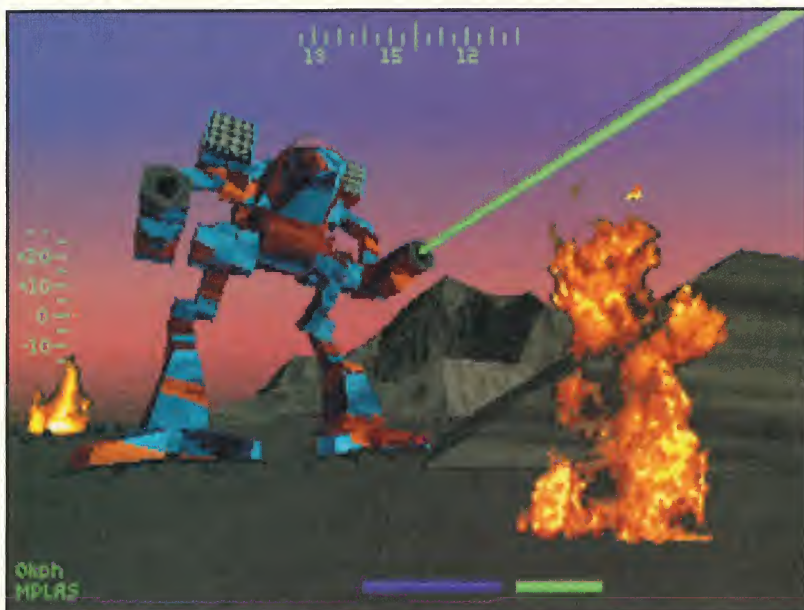
This will be a first-person 3D shooter set in the year 2086. According to the storyline, the planet has been overrun by nasty aliens (again!) and they've fenced themselves off from the outside world behind impenetrable force fields. The Russians crack the force fields and send in Ivan. Your job as Ivan the 40 foot, 50 ton mechwarrior is to fire as many missiles, bombs and the like at our alien pals. The battles utilise scaling graphics and a 360 degree field of view. Here's a Russian revolution with potential.

KRAZY IVAN by Psynosis



## 57) MECH WARRIOR 2

Activision's PC robot blaster makes its way towards the PlayStation looking every bit as mean as its PC brother. Full review of the PC version? Yep, it's in this very issue!



## 58) SYNDICATE WARS

The latest instalment from EA follows the original PC hit.

## 59) TOONSTRUCK

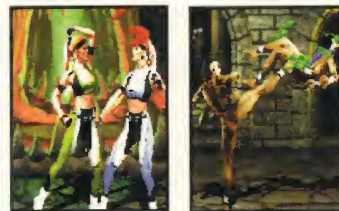
Christopher Lloyd – he of Back To The Future fame – stars in the tale of a talented animator who's sick of working on the "Fluffy Fluffy Bun Bun Show" but somehow ends up being thrown into the sickly sweet world of his own creations. Puzzles, adventures and mayhem all pay you a visit as you desperately try to get home. Sounds freaky, and looked amazing at E3 in LA. TOONSTRUCK by Virgin

## 60) BIOHAZARD

Capcom continues its beat'em-up history with this, a zombie fighting game if you will. Time for something new perhaps?

## 61) MK3

Kombat crazy kids should be getting their hands on this arcade beast before the other console versions if everything goes to plan. All the moves, all the characters and all the gore will be here in glorious technicolour. Check next month's issue for more news! MORTAL KOMBAT 3 by Sony

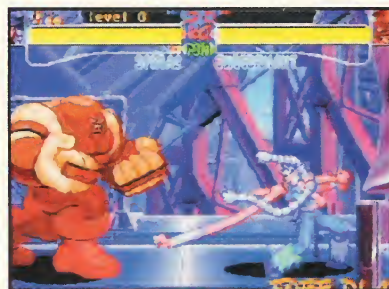


## 62) PARODIUS

Konami's quirky shoot'em-up is awaiting release as we speak.

## 63) XMEN: CHILDREN OF THE ATOM

Regular arcade visitors should be familiar with this one. All your favourite comic book heroes and super villains battle it out over the infamous 'best of three' bouts. CHILDREN OF THE ATOM by Capcom







## 68) PRIMAL RAGE

**P**rehistoric reptiles battle it out this time around in yet another PlayStation beat'em-up. Blood, guts and scaly skin shreds are all packed in here along with numerous fighters, even more special moves and plenty of hidden extras for you to play with.

PRIMAL RAGE by Time Warner

## 69) AEON FLUX

Viacom signs up MTV's futuristic cyber babe for PlayStation action!

## 70) CONVERSE CITY BALL TOUR

Virgin's basketball blast looks set to take NBA Jam's crown.

## 71) D&D: TOWER OF DOOM

Capcom's conversion of the arcade role playing feast.

## 72) SPOT 3

**S**potty returns in this isometric platform extravaganza that's guaranteed to blow you away. Hollywood is the home for his little jaunt this time around, where he encounters all kinds of movie-related mirth and merriment along with the usual bag full of tricky obstacles and menacing enemies. Jaws, Jurassic Park, The Lion King and Indiana Jones are just a few of the films that have been ruthlessly woven into the plot, purely for entertainment's sake of course! It looks excellent.

COOL SPOT 3 by Virgin



## 64) PSYCHIC DETECTIVE

EA warps your mind as you solve clues in this crime caper.



## 65) RISE 2: THE RESURRECTION

**B**ionic robots with violent tendencies are coming back to your games console!

One of the most hyped games of all time has spawned a sequel that's heading straight for the PlayStation. More robots to punch, numerous new moves to master and a handy tournament editor are just a few of the surprises awaiting you.

RISE 2:THE RESURRECTION by Mirage



## 66) TOP GUN

**S**omewhat strangely tied in with a movie that was made over eight years ago, Top Gun doesn't feature the likes of Kelly Magillis, Tom Cruise and Val Kilmer, but instead concentrates on the planes used throughout the film. Yes, it's a flight simulator, and this Top Gun provides a lot more than just fancy aircraft and a Berlin soundtrack.

TOP GUN by MicroProse



## 67) HYPER FORM. SOCCER

Ocean serves up a piece of the footballing pie.



## 73) DEADLY SKIES

JVC rolls out the bi-planes and dogfights its way to victory!

## 74) RUN & GUN BASKETBALL

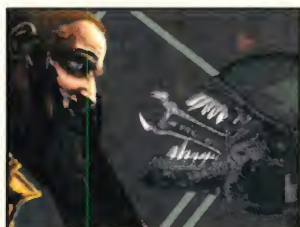
Konami brings the cult arcade classic to the PlayStation.

## 75) PROJECT OVERKILL

Possibly the most violent game on Earth. Blame Konami!

## 76) ALIENS

They're scary and they're coming to get you! Mindscape unleashes the comic book xenomorphs in your general direction.



## 77) STREET FIGHTER: THE ANIMATED FILM

Straight from Japan is the cool cartoon version of your fave world warriors. Capcom is unsurprisingly behind this bizarre release.

## 78) DARK LEGEND

Data East tools up Chinese warriors in this weird beat'em-up.

## 79) HOUSTON'S BASS TOUR

Go fishing with American Sammy and bag up big time!



## 80) G POLICE

Psygnosis has produced yet another visually stunning PlayStation adventure. Plus they have a lot more in store for '95!

## 81) MAJOR LEAGUE B.BALL

Konami digitises real life players from the States.

## 82) PYRAMID INTRUDER

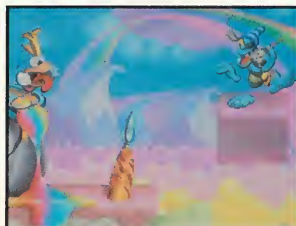
Intrude pyramids at a leisurely pace with Taito.

## 83) ROCK 'N' ROLL RACING

Interplay's 16-bit smash puts massive rock anthems and high speed trucks in yer face!

## 84) RAYMAN

Ubisoft is pinning its hopes on this eye-pleasing platformer. Expect a full review next issue.



## 85) BLAZING DRAGONS

Terry Jones is the man behind this quirky animated adventure, with Crystal Dynamics supplying the crisper-than-a-whole-pack-of-Pringles visuals!



## 86) FADE TO BLACK

Electronic Arts convert the awesome PC adventure. See preview, page 88.

## 87) THEME PARK

Mindscape reworks Bullfrog's finest hour, just for you!



## 88) SHANGHAI TRIPLE THREAT

Activision's ancient oriental dominoes invade your console.

## 89) CYBER SPEED

Mindscape is back again with this frantic racing bonanza.



## 90) PREMIER SOCCER

Yet another wicked soccer simulation to enjoy, from Konami.

## 91) PHILOSOMA

The development team behind Sony's Jumping Flash are also the ones responsible for this space-age blaster.

## 92) NCAA FOOTBALL

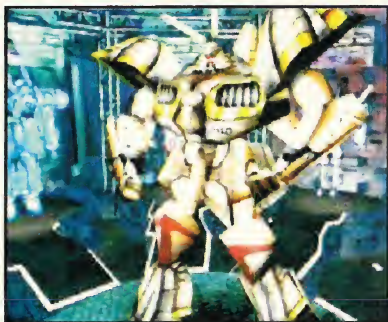
Mindscape's conversion of the acclaimed PC gridiron fave.

## 93) SWAGMAN

A dreamworld adventure that promises to be bags of fun.

## 94) TEAM 47 GOMAN

Oversized mechwarrior style battles from new boys 47 Tek.



## 95) TILT

Virgin's forthcoming visually stunning pinball extravaganza should soak the pants and widen the eyes of all who come in contact with it!

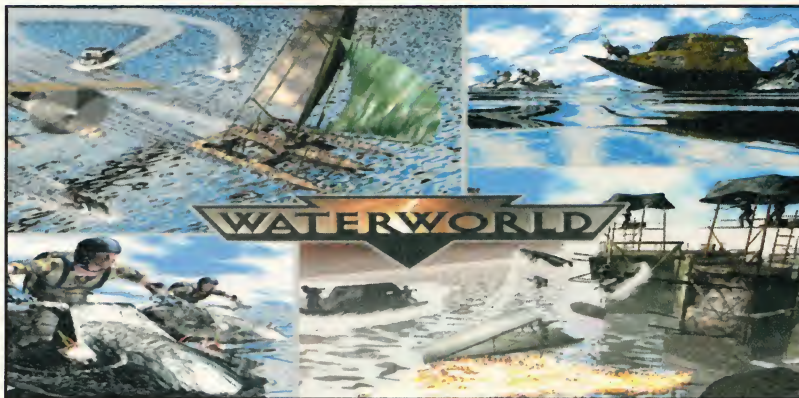


## 97) VICTORY BOXING

JVC unleash the first of no doubt many boxing simulations.

## 98) THE ALIEN TRILOGY

All your favourite face huggers and acid spilling beasts in 3D!



## 96) EA'S SHREDFEST

Become a snowboarder and make Lucozade adverts. Maybe.



## 99) WATER WORLD

Ocean has snapped up the licence to Costner's big movie.

## 100) EARTH WORM JIM

Yes, you heard it here first! The amusing cartoon, video game and bendable toy star will be hitting the PlayStation next year. Watch this space for more news.



*...pretty impressive line up innit? The PlayStation certainly won't be short on the old software front over the upcoming months, and there's even more just over the horizon. Tune in next month for lots more Next Generation information - only in GamePro!*





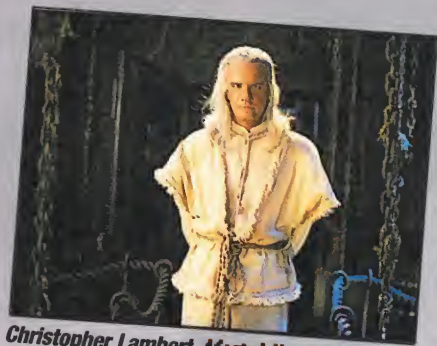
# MORTAL KOMBAT

## Movie Koming

Another game gets converted into a film and GamePro is there to get the gossip for you! Exclusive pictures, news and a funky exclusive interview with top film star Christopher Lambert are all here for the taking kids!

**G**amePro went behind the scenes recently to unearth some details on the eagerly awaited *Mortal Kombat* movie. The latest update is that the ending has been re-shot so that it will include some key elements found in the MK 3 arcade game. You'll be able to see it all for yourself pretty soon when New Line Productions releases the finished product in cinemas up and down the land.

While the film was still in production, *GamePro* caught up with Christopher Lambert, the actor playing Rayden. We asked the star of such films as *Tarzan: The Legend of Greystoke* and *Highlander* about his role.



Christopher Lambert, *Mortal Kombat's* Lord Rayden, the Thunder God



Liu Kang (Robin Shou) stands next to an eerie statue outside the gates

**GamePro:** How much did you know about the game *Mortal Kombat* before taking on the movie role?

**Christopher Lambert:** I'm a video game freak, so I knew quite a lot. What I wanted to know mostly was how the game was going to go to the big screen in live action.

I would say that *Mortal Kombat* has one advantage over movies like *Street Fighter* or *Super Mario Bros* because you already have a solid, well-developed story within the video game. That's not the case with *Super Mario* - two plumbers trying to save the day. You don't go that far with a story like that.

**GP:** What kind of games do you like to play?

**CL:** I've played everything from *Pac-Man* to *Mortal Kombat*. I remember playing *Pac-Man* when it first came out. I was spending hours at the arcade wherever I was in the world.

**GP:** Do you have martial arts training?

**CL:** I don't need it to play Lord Rayden. He's guiding the three "heroes" [Liu Kang, Johnny



Rayden (Lambert) doesn't appear to be a god at first glance, but he soon demonstrates his incredible superhuman powers

Cage, and Sonya Blade] towards Outworld, and he's there to make sure that no one is cheating. As he says, "If you're not playing by the rules, you're dead, because Shang Tsung will rip you up."

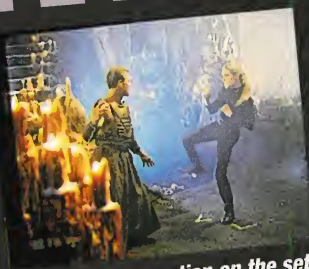
What's interesting about the character is that he's a good



A technician helps control Goro's extensive animatronics

guy, and he's also very witty - he likes to play with these three human beings. He's part of their team, but he doesn't really fight. I mean, he fights from time to time... when it's





Getting into the action on the set with Sonya Blade (Bridgette Wilson), who recently starred in *Billy Madison*.



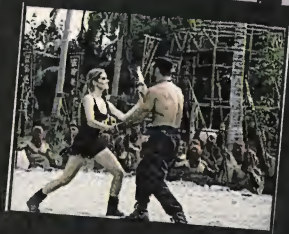
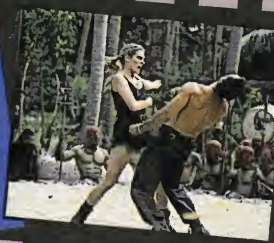
Shang Tsung (Cary-Hiroiyuki Tagawa) sidesteps a future victim.



Johnny Cage (Linden Ashby) springs into action.

### Sonya Kombos Kano!

Sonya Blade (Bridgette Wilson) faces off against the knife-wielding Kano (Trevor Goddard), spins a kick to his good eye, and blasts him with a backfist.



Prepare for Mortal Kombat!

Shang Tsung, the aged sorcerer played by Cary-Hiroiyuki Tagawa, strikes a fighting pose.



Turn the page for even more Mortal Kombat Movie mayhem! Pure exclusive movie piccies overleaf! Crikey!

### MK on the Net!



Check out behind-the-scenes film footage, special photos, interviews, special promos, and more movie info at the MK Web site: <http://www.mortalkombat.com/kombatbegins>

really necessary, like when they're being attacked by 30 Barakas. Rayden says, "Uh-uh, I don't think so." The Barakas look up and see electricity. They just part when I walk through them.

**GP:** Will gamers be troubled when they see different characters in the movie?

**CL:** The movie's bigger than the game because of the scale of the sets, the fact that it's live action, and what you can do with the camera. Paul Anderson [the director] didn't

change things characterwise.

We brought in some kids [for feedback on the movie], and they had no problems except for little bits and pieces



Director Paul Anderson watches as Johnny Cage (Linden Ashby) prepares to boot this hood out of the 'hood

here and there, like one kid saying, "Scorpion doesn't have a red eye, so that guy's not Scorpion." Kids know everything!

The movie's expanding on what's in the game, storywise. The combat styles are very faithful to the game. Goro, for example, has four arms - he's completely animatronic. The characters are very faithful to the game.

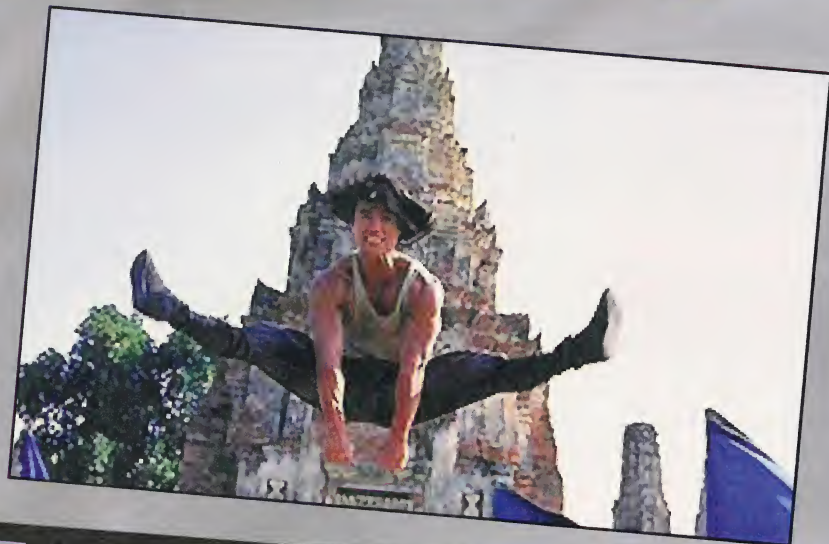
Movie images R. E. Aaron/New Line © 1994 New Line Productions





# MORTAL KOMBAT

## Movie Koming



### The gang's all here!

Most of the original game characters have made it into the movie, including Scorpion, Rayden, Sub Zero, Sonja Blade, Kano, Johnny Cage, and of course the four armed beast they call Goro.







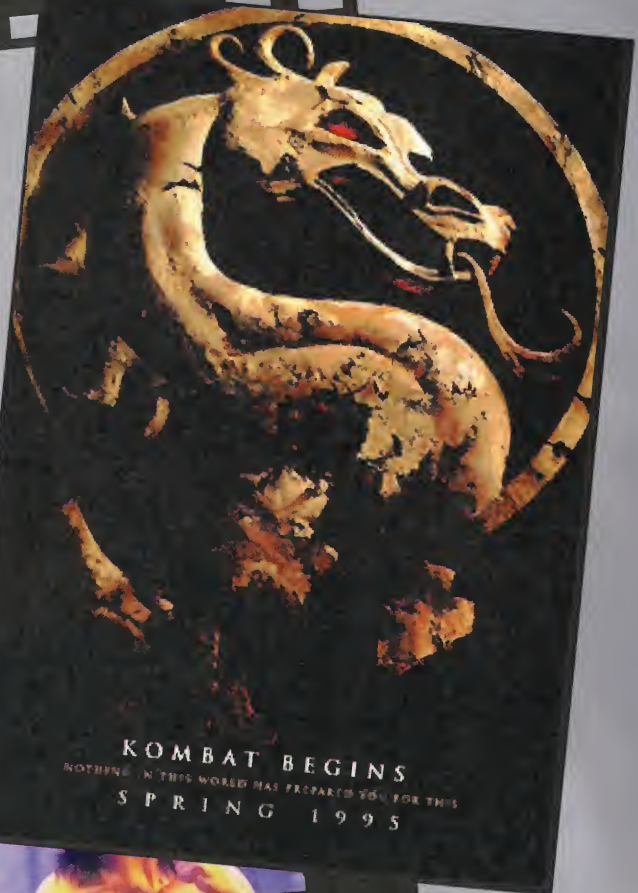
**Liu Kang!**



**Sub Zero!**



**Sonja Blade!**



*Sub Zero flexes his ninja muscles during filming, and prays he doesn't get a sharp and painful case of cramp.*



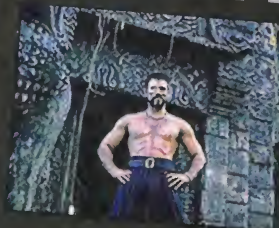
*Kitana, as you can see quite clearly, is one hell of a babe in the live action movie. But who do you prefer? Sonja or Kitana?*



*Robin Shou AKA Liu Kang hides sheepishly behind a big movie poster. You can't see him, so what's the point of this caption?*

### Set for Kombat!

Special effects and massive sets were created especially for the Mortal Kombat movie. Check out the detail on the pictures to the right to get a small idea of how much time and money has been spent on this baby. Now it just needs to be a massive success in the cinemas to make all the money back!





Belch loudly and act as if your virtual stomach hasn't taken a pummeling after that monstrously large PlayStation feature, because we've got even more forthcoming software to grease your palate with over the next few pages. The road to review city is a long and hazardous one, so it seems only fair that we at GamePro offer a bed for the night to all these beautiful pieces of interactive eye candy, so we have done... sort of. Right, stop talking nonsense, away we go...

# ProSpects



## FADE TO BLACK

p88

Prepare to be amazed as Delphine Software finally shows off Conrad's most excellent adventure yet





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**Tilt****Saturn****PlayStation****PC**

Pinball freaks have never really had much of a choice as to which games they should play. That is until now. 21st Century's Pinball Dreams/Fantasies/Illusions have been the only acceptable games of this nature to date, but this is all set to change thanks to a couple of forthcoming releases, most notably Tilt from Virgin Interactive.

Utilising a very different perspective from normal, the action takes place on what looks more than ever like a real pinball table. Gamers will be stunned at the difference this makes to the action.

Using specialist rendering software and hard graft, the guys programming the game (NMS) took a real pinball table apart and measured every component. Bulbs, bands,

flippers and so on were all painstakingly re-created and rendered so that the final result is as close to real pinball as you can imagine. Gone are the 2D viewpoints we are all used to (although if you prefer, an option to switch to this will be included in the final version).

Many special reflective techniques have also been employed in order to give Tilt that extra realistic feel. By the time coding is completely finished, the ball will move around according to the laws

of physics and behave just like its real-life counterpart.

A lot of time has been taken over the graphics and making things run as smoothly as possible, and it shows.

Tilt looks as though it will make Virgin a lot of friends when it is released sometime towards Christmas.

*By Virgin*

**Available Fourth Quarter '95**





## Shin Shinobi Den **Saturn**

Back in the early days of home console entertainment, Shinobi was one of the first games to make an appearance on the



Mega Drive. This sideways scrolling ninja'em-up was converted from coin-op city and took the flourishing 16-bit game scene by storm.

Updated for the nineties, Shinobi, now re-named Shin Shinobi Den, is about to make its debut on the Saturn.

The storyline is fairly formulaic and unoriginal, and the action is spread over nine levels – each featuring some nice graphical touches and an end-of-level boss – but what makes this game really stand out is its superb introduction



and between-level sequences. You're going to need a crash course in Japanese to understand them, but that's what you get for purchasing imported games.

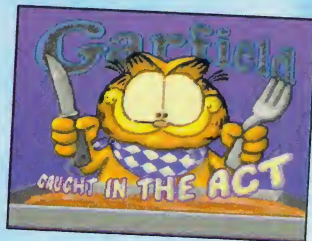
Apart from the film sequences, Shin Shinobi Den

doesn't look too spectacular, but if this genre appeals to you, check it out at your local importers now.

**By Sega**  
**Available October**

## Garfield: Caught in the Act **Mega Drive**

Lazy, work-shy, fat and irritating are just a few words that could be aimed at the lasagne eating moggy with attitude, but Sega has thrown all these putdowns out of the window and is currently making Garfield a

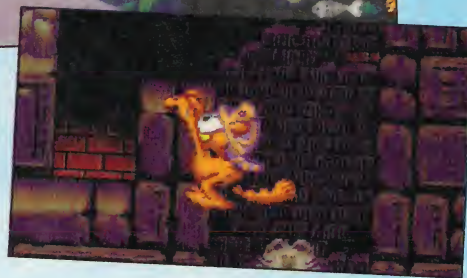


superstar again. This latest Mega Drive platform hero takes a wild and wacky trip around the globe and bumps into a huge array of troublesome creations as he goes about his business. Ice levels, space zones, underground caverns and rooftop obstacles are all packed into this whopping cart of pussy power which should make a nice change from dealing with all those recreated Sonic sequels every few months. This one looks very



impressive, but whether it plays as good as it looks is another thing entirely.

**By Sega**  
**Available October**



## Clockwork Knight 2 **Saturn**



The less than thrilling product that is Clockwork Knight has spawned a sequel that'll be winding its way on to your Saturn before the year is out.

Boasting more levels, more obstacles

and some amazing 3D jiggery-pokery, this stunning sequel seems to be a great deal more challenging than its predecessor, which

should help improve the Clockwork image. Expect a full review pretty darn soon.

**By Sega**  
**Available**  
**Fourth Quarter '95**





## Ms Pac-Man

Mega Drive



If you had to name three classic arcade games you would include Pac-Man without a moment's hesitation. Incredibly simple in concept – all you have to do is guide a pill-munching yellow ball around a screen while avoiding ghosts – Pac-Man was more addictive than any of its competitors and was immediately heralded as a classic.



Ms Pac-Man was released three years ago in the States, but for some bizarre reason it never made it over here. The game has now got itself a European release courtesy of Time Warner Interactive and you'll be able to buy it at a special budget price.

There are 36 levels of pill-gobbling in all. Some of the mazes are lifted straight from the arcade, while most of them are brand new.

The game can be played by one or two players. In two-player mode you can either



take it in turns or you can play as a team with Player Two controlling Pac-Man.

Mega Drive owners who've got £20 to spare and fancy a pill-munching trip back through time will be in Pac-Man heaven.

**By Time Warner  
Available October**

## Micro Machines '96

Mega Drive

One of the most popular racing games of all time for the Mega Drive is Codemasters' Micro machines. The sheer playability generated by having up to four

people crowded round a Mega Drive hammering around a variety of weird and wonderful tracks has yet to be beaten.

Now with an October release date planned for the sequel, Mega Drive owners are bracing

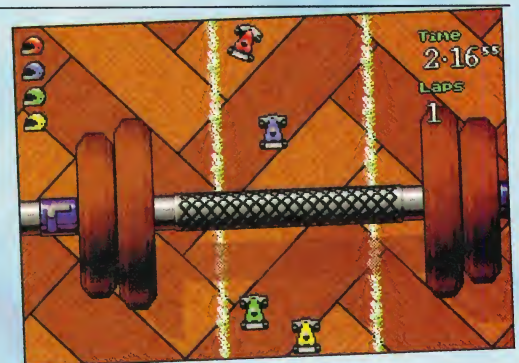
themselves for another essential purchase.

Micro Machines '96 will again have the J-Cart feature which allows you to plug an extra

couple of joypads into the cart itself for that four-way-play experience. Add a load of new tricky tracks, and

an overdose of the same simple playability, and you can rest assured that Micro Machines '96 will satisfy many racing gamers.

**By Codemasters  
Available October**



## Super Skidmarks

Mega Drive

Acid Software is little known outside Amiga circles, but the New Zealand based coders have teamed up with Codemasters to convert the hit racing game, Super Skidmarks, to the Mega Drive. The game really stood out on the Amiga because there was very little else like it. The Sega market is a little tougher,

but Acid definitely has the pedigree to pull it off.

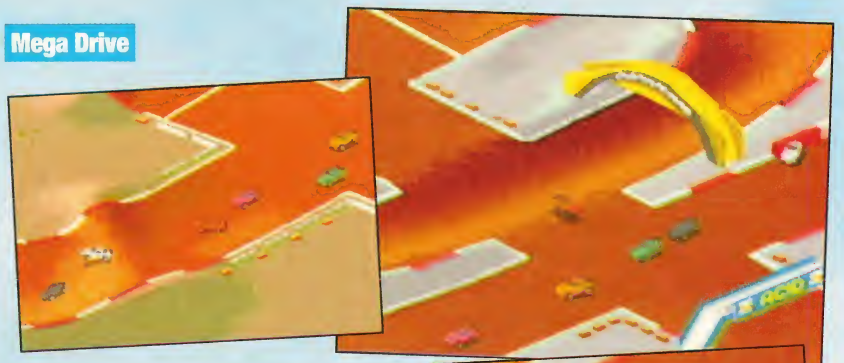
There are enough differences between this and Micro Machines

to enable Codemasters to have two hits on its hands, as the perspective on this game is a lot different.

Super Skidmarks requires a completely different outlook if you're to have any chance of

doing well. You'll be able to see for yourself whether this conversion comes up to scratch at its release.

**By Codemasters  
Available Late '95**





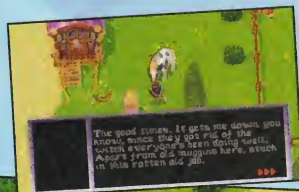
## Witchwood

PC PlayStation

Programmed by Team 17 in-housers, Synergy, Witchwood is looking good at this stage.

You play as Pip and go around doing a lot of hacking, slashing and getting information out of characters just as you did in Zelda on the SNES.

Graphically, the game shows just how good a PC can be when it comes to this sort of thing. Although all the effects



weren't there when we saw it at Team 17 headquarters in Wakefield, it's apparent that when they are, this is going to be a force to be reckoned with.

**By Team 17**  
**Available Early '96**

## Rollage

PC PlayStation



## Allegiance

PC PlayStation

Allegiance has just been awarded an 18 certificate because of its graphic Full Motion video sequences showing people being shot in the head and kneecapped.

These FMV sections are excellent if you don't mind a fair bit of blood, but they are primarily there to help explain the complex plot that surrounds the actual game.

Team 17 are at pains to stress that Allegiance will not just be another Doom clone, even though the game is played in first-person perspective. By the time everything is finished, there will be much more strategy



involved than in your average gorefest! Realistically it's not going to appear until the beginning of next year, even though the FMV is virtually sorted. The PC version will start the ball rolling and will be followed by the PlayStation. So, you'd better be 18 by then!

**By Team 17**  
**Available Early '96**



Believe it or not, Team 17's showpiece driving simulation will have an extremely similar engine to Allegiance. Rollage is however definitely based around the thrills and spills of off-road racing.

By the time the product is finished (at this stage it looks likely to slip until early next year), there'll be loads of cars, tracks and a real 3D universe to race around.

**By Team 17**  
**Available Early '96**

## Worms

Amiga PC PlayStation

Team 17 is placing most of its hopes on Worms. It is seen as the game that will successfully launch the Teamsters on to all platforms. The Amiga version will come first, closely followed by the PC and then the PlayStation.

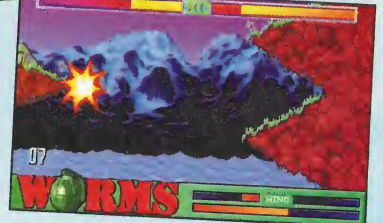
Worms is tremendous fun if you're not on your own, but work is also being carried out to make the one-player game just as addictive.



In case you've been asleep and don't know anything about Worms, you have control over a platoon of four wrigglers on a randomly generated terrain, and you have to wipe out other platoons using a combination of flame throwers, rocket launchers,

grenades and so on. It really is bizarre, but it's also very, very good indeed. You can expect launches to begin within the next six weeks.

**By Team 17**  
**Available Fourth Quarter '95**





## This Means War

PC

It's like MicroProse month here at the GamePro offices! Yet another game on the cards from them is This Means War, which, not totally surprisingly is a war simulation.

To look at it there is a definite air of Transport Tycoon/Sim City 2000 about the graphics, but the whole game is played in real-time. So, instead of pondering decisions there is a great deal of frantic clicking to get into.

In fact, from the second you start to the second you stop,

you'll be hammering away at the mouse button like there's no tomorrow.

The idea behind the game is that a computer virus has infected the world-wide information network and plunged the planet into a crazy Mad Max style scenario where people are struggling to rebuild society as we know it.

As you'd expect, there are always some people out to

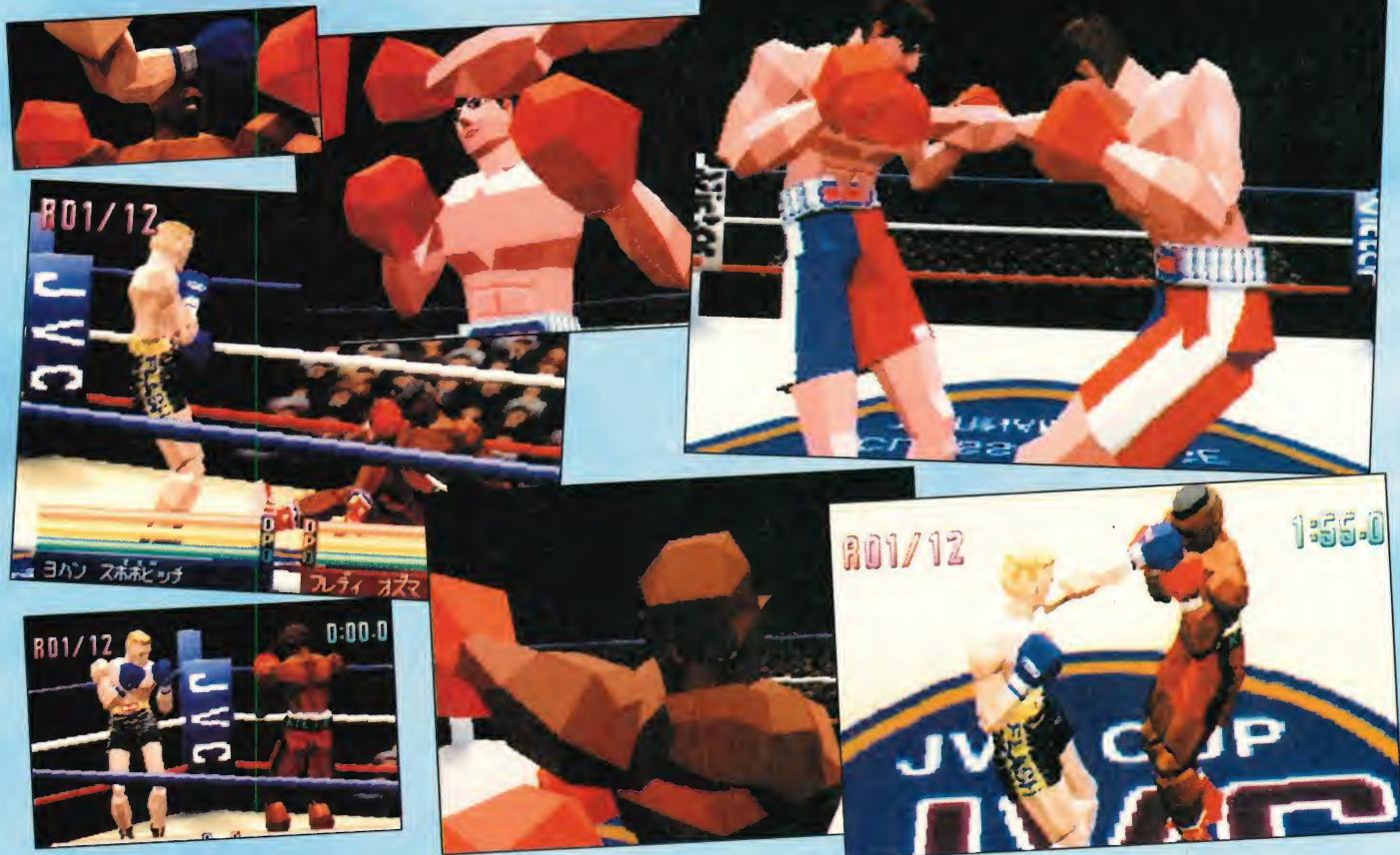
spoil it and you will face a number of battles against baddies such as Crocodile, Mondo Khan and Shadowhawk.

Keep an eye on GamePro for more information.

**By MicroProse**  
**Available October**



## Victory Boxing PlayStation



Boxing games have been tried on consoles before and they've suffered badly, mainly due to a lack of realism. But as we are now entering the 32-bit age, JVC has decided to bring back boxing to the consoles.

Victory Boxing is a deadly combination of 4D graphics

and full motion video techniques, but this is no button-bashing slugfest. Those clever people at Victor Entertainment Inc. have included the Queensbury rules and believe that this highly noble sport is a mixture of strategy, finesse and skill, and

not just an excuse for two blokes to smack each other around for cash.

You get to choose from 11 Champions (eight men and three women), and then you can box in one of the four main playing modes – Sparring, Debut, Championship and the

all-important and highly essential two-player mode.

With a video replay option, roving camera angles and real-time commentary, Victory Boxing floats like a butterfly and stings like a bee.

**By JVC**  
**Available Winter '95**



# Geoff Crammond's Formula One Grand Prix 2

PC CD-Rom



Only a few other PC producers are able to boast the superb credentials of MicroProse, but none of them have the ace in the pack that is racing game legend Geoff Crammond tucked up their sleeve. Famed for his Stunt Car Racer and the original Formula One Grand Prix, Crammond has built up a cult following.

Now Formula One Grand Prix 2 has his fans eagerly awaiting its release, because they know that this sequel will be something special.

The original game was a milestone in racing simulations. Many companies were in the habit of releasing arcade racing games, but Crammond gave MicroProse something that could be played as an arcade racer or an extremely in-depth simulation that would take months to complete.

This sequel has been

virtually re-written to offer not only vastly improved graphics and sound (more of which later), but the artificial intelligence has been greatly upgraded to "offer a greater, more realistic challenge".

Apparently each driver now has their own personality, including traits such as aggressive or passive driving, consideration or impatience, and the inclination to play fair or adopt dirty tricks.

Graphically the game features highly advanced light sourcing and texture mapping. As you can see from the screenshots, the detail level of the cars is extremely high and all the shadows and reflections are correct.

Another feature you might be interested in is the Full Lap Replay, which you can save to disk and watch at a later date from virtually any angle you choose.

There will be 16 tracks – all accurately modelled on the 1994 season's courses – and five different skill levels, so anybody can play the game.

**By MicroProse**  
**Available October**

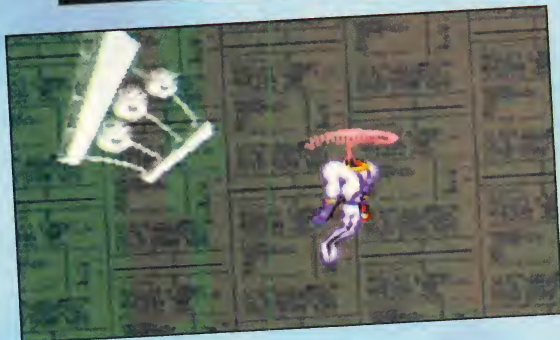




# Earthworm Jim 2

Mega Drive

Super NES



One of the gaming highlights of last year was Earthworm Jim. On the surface this groundbreaking classic is probably best described as a fairly standard action-platformer, but David Perry's Shiny Entertainment took a well-used genre and gave it a right kicking with huge doses of originality in the looks and style department.

Earthworm Jim 2, due for release on the Mega Drive and SNES in

October, is going to be massive. In fact, on a hugeness scale of one to 10, Jim 2 is going to be at least a 12.

Most storylines are quite easy to follow, but the plot in Earthworm Jim 2 is a headache and half due to the surreal nature of the game. After losing his job as a fry-cook, Jim decided to go to the Planet of the Monsters with his greeny-chum, Snott, in search of divine revelation.

Although Jim didn't find what he was looking for, he found a bunch of big

and angry monsters. Guess our wormy chum should've known better judging from the name of the planet!

Jim must take on the might of cheese graters, deadly aliens, flying salamanders, circus performers and even the I.R.S. (Intergalactic Revenue Service).

On the graphics front, Shiny Entertainment has updated and improved its Animation™ system.

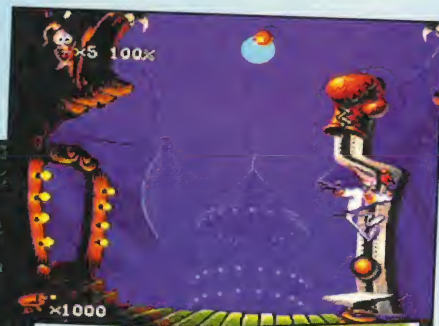
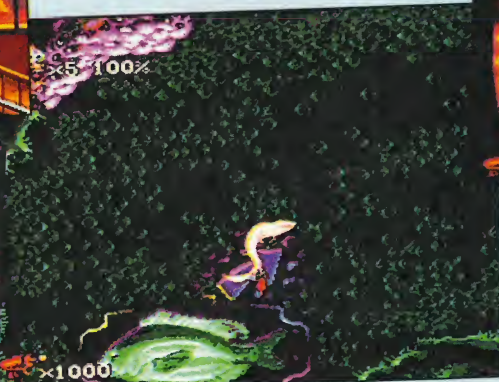
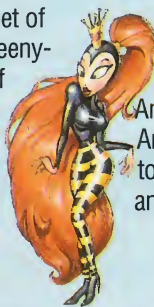
Animation II™ allows Jim to retain that animated

motion picture quality and feel.

If things go to plan, and considering how confident Virgin and Shiny Entertainment are, Earthworm Jim might just become the most popular game character of all-time. We, of course, shall see for ourselves when everyone's favourite worm re-appears this autumn.

By Virgin

Available October





## Heavy Machinery

32X

Off-road jeepsters, 4X4 lovers and Kamikaze buggy freaks, rejoice! Your ideal interactive piece of entertainment has arrived! Well, nearly. Aiming for an Xmas release date, Los Angeles based Scavenger is currently putting the finishing touches to this scorching racing combat project. Long hazardous tracks await you, as do land mines, snipers, missile launching choppers and air reconnaissance bombers, as you desperately make your way



towards the finish line avoiding objects and the opposition as you go. This looks hot and should be arriving pretty soon.



*By Scavenger  
Available  
Christmas '95*



## Into The Shadows

PC



This baby left plenty of people with extra moist pants when it was showcased on the Scavenger stand at the recent E3 exhibition. Tongues fell out, people became weak at the knees and there were all kinds of saliva problems going on! Take a long hard look at these screenshots and you'll surely agree that this game is amazing. Real Light technology has been used to create one of the most impressive visuals we've ever had the privilege of seeing. The game's plot revolves around Eric the



Lionheart battling his way past fantasy creations and evil henchmen in an attempt to save the moonchild before the Necromancer can get his slimy hands on her. It looks good, it sounds good, but let's just see if it plays as well when we finally get it in for review.

*By Scavenger  
Available Christmas '95*

## Vertigo

Saturn

Fancy getting inside a weird looking cycle ball and belting around a futuristic metropolis at high speed whilst avoiding oncoming traffic and the odd missile or two? You do? You must be mental! Those of us who would like to but have the sense not to try it out for real will find Vertigo a God-send. Not only can you do all of the above and more, but you can

do it from the safety of your own armchair without the worry of breaking your mum's ornaments. With graphics as slick as this, Vertigo looks set to be another success for the Scavenger crew.



*By Scavenger  
Available Christmas '95*



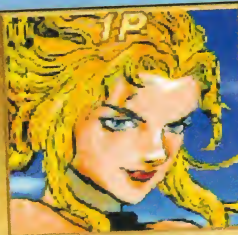
# Virtua Fighter Remix

Saturn

At first glance this looks like someone has humorously tampered with the screenshots to make a game look completely different to reality. In fact, Virtua Fighter Remix is the real thing, featuring glorious texture-mapped

graphics which remove some of the blockiness of the original characters.


The game has been packaged with the Saturn in Japan to celebrate the machine selling a million units, but there are no definite plans to release it over here officially so it's imports only kids! It's easy to see Sega's dilemma: It



**PROFILE**

Name	Sarah Bryant
Country	America
Age	20
Sex	Female
Job	College student
Blood Type	AB
Hobby	Sky diving

**SARAH**





already has Virtua Fighter in the shops and VF2 could be here before Christmas, so there isn't really room for the remixed version.

You could argue that it should have been released

instead of Virtua Fighter, but it's too late for that now.

Remix is Virtua Fighter with tarted up graphics... and it's a much better game for it too!

*By Sega*

**Available Now on Import**

# Vitua Fighter

32X

If you were one of those people who bought a 32X, you must have felt pretty sick at some point over the past few months. Especially when the Saturn was released seemingly leaving your add-on in the lurch as far as top software was concerned.

The 32X may have been treated as badly as the Mega-CD by Sega, but at least it had the courtesy to convert Virtua Fighter for you.

Now you'll be able to play one of the best arcade fighting games of all time at home, and without spending £400 on a Saturn. The conversion looks like it's going well, and a release is imminent. There's certainly nothing lacking and all 32X owners should be dashing out to buy this.

*By Sega*

**Available October**





# Dungeon Master 2

Amiga

It's already made a debut on the PC but now, almost unbelievably, an Amiga version is on the horizon. Dungeon Master was the game that sold many an ST back in 1987. It was one of the first 16-bit games to make an impact, and it persuaded many a gamer that there was no longer life left in

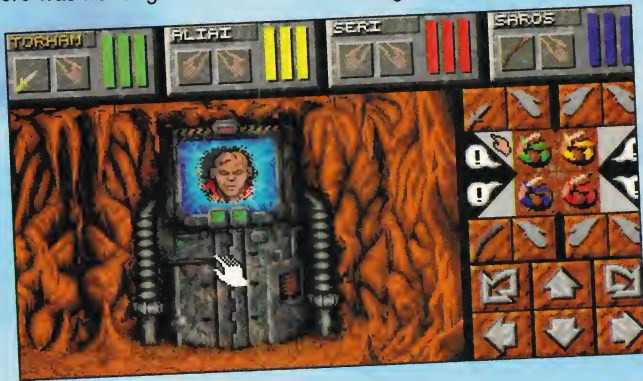
their Spectrum or C64. Unfortunately, if the PC version is anything to go by, nothing has

changed. There hasn't been any tremendous improvement in the graphical department, but these days Amiga owners have to be thankful for anything that gets released on their machine.

Anyway, we're not here to judge at this stage, you'll have to wait until next month for that

kind of thing. Suffice to say that Dungeon Master 2 is on its way. You have been warned.

**By Interplay**  
**Available October**



# Quake

PC

This is the one all PC owners have been waiting for. No game has ever had the impact of Doom. Despite its conversion to some of the consoles, nothing will ever match that original PC version.

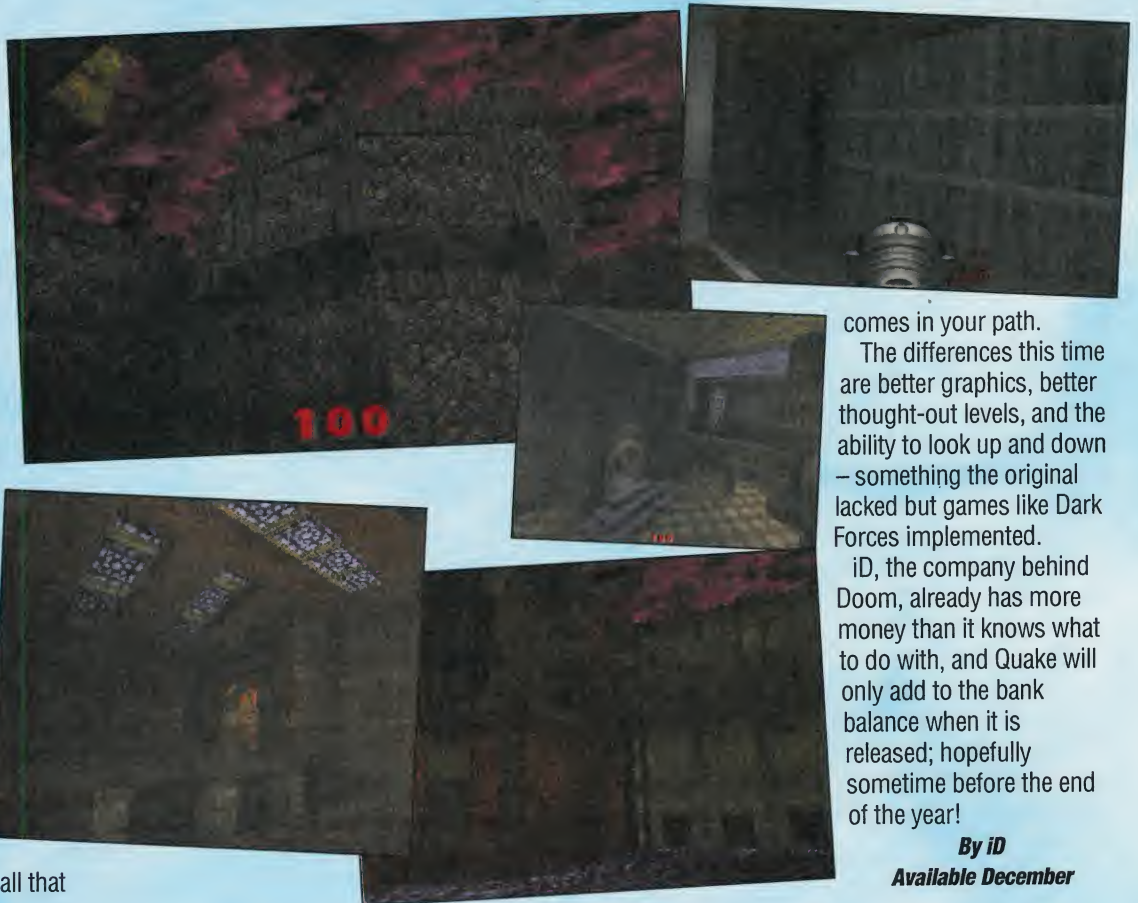
Anyway, even though Doom II has been and gone, and there have been hundreds of clones and spin-offs, the next step on has always been Quake.

It's been talked about since the first Doom, but now there are finally some screenshots available for you to peruse. Surprise surprise, it still features you rampaging about with various weaponry killing all that

comes in your path. The differences this time are better graphics, better thought-out levels, and the ability to look up and down – something the original lacked but games like Dark Forces implemented.

iD, the company behind Doom, already has more money than it knows what to do with, and Quake will only add to the bank balance when it is released; hopefully sometime before the end of the year!

**By iD**  
**Available December**





## Aliens PC CD-Rom

Licences come and licences go, but if ever there was a film that deserved to be made into a game then it was James Cameron's *Aliens*. Okay, so *Alien 3* made an appearance on the 16-bit consoles, but it didn't do too much to impress, and wasn't as atmospheric or as good as it should've been.

Mindscape's forthcoming adventure may be based on the Dark Horse Comics' series of *Aliens* rather than the film(s), but that's more than acceptable



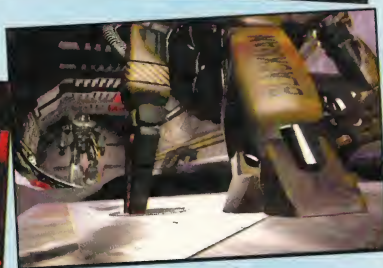
because the comics, as well as relating the atmosphere from the movies, take the storylines that bit further into territory that even Hollywood can't reproduce.

The game follows an intricate plot (the marines must battle with aliens after discovering a mysterious outpost), and is blessed with some superb SVGA graphics. These are a combination of 2D animated comic book characters and some jaw-droppingly good 3D backgrounds.

From what GamePro has seen so far, *Aliens* is definitely one to keep a close eye on, whether you're a fan of the films or not.



**By Mindscape**  
**Available November**



## Raven Project

PC CD-Rom

Billed as a high-speed death ride, *The Raven Project* by Mindscape is a game that features three different kinds of gameplay.

The storyline is a relatively simple one. An alien race has taken over the Earth and, faced with possible extinction, you decide to join a rebel force determined to stay alive.

What you've got is a fast-paced blast fest that features some of the most gorgeous graphics you'll ever clap eyes on. Live-action video is mixed with sophisticated rendered graphics to give a cinematic feel to the game.

Gameplay is split between bursts of furious ship-to-ship space combat, high tension mechanised warrior action and no-nonsense surface pilot warfare.

With all these varied styles of gameplay and its superb graphics, Mindscape's *The Raven Project* is looking very impressive indeed.

**By Mindscape**  
**Available October**



## Spot Goes To Hollywood

Saturn PlayStation

Everyone's favourite red dot is making a welcome re-appearance, this time on the 32-bit machines. It's yet another platform/adventure, but this time the coolest sprite in the world struts his stuff through some of Tinseltown's best known movie genres. Scenes from *Indiana Jones*, *Star Wars*, *Jurassic Park*, *Jaws* and *Aliens* are all featured and parodied to full

humorous effect. You can expect the same level of quality animation, but this time, due to Next Generation technology, it'll look even more impressive. Spot must journey through 40 3D generated levels, solving puzzles and avoiding movieworld's greatest baddies. What you've got in store is a game that promises visual treats and brilliant gameplay to match. Grab your shades and prepare for a massive dose of cool this autumn.

**By Virgin**  
**Available October**





## Cybermage

PC CD-ROM

Comic books and cutting edge technology collide in this first person perspective sci-fi adventure. Set in the bleak and



violent Earth of the future, you are thrust head first into dangerous situations and futuristic fights simply because you saved a marked man. This corporate exec was to be executed, so, obviously pleased with your life saving efforts, he rewards you with the Darklight Gem. This beauty not only looks good on your mantelpiece, it also supplies you with superhuman powers. However, before you can get used to your new found specialities, you bump into the army of the evil leader of the Darkside – NeCrom. Only he and



yourself hold the powers of the Darklight, so obviously you need to steal his gem to make the world a happy place once more. Doom it ain't, but the similar gameplay is here, as are a few add-ons which make Cybermage a potential top-notch futuristic blaster.

*By Origin*

*Available September*



## Crusader

PC CD-ROM



In the distant future, the world has become a harsh and evil place. The entire globe is ruled by the World Economic Consortium – an amalgamation of the world's governments whose main aim is to see law and order enforced in a manner that suits them. If any civilians



decide to break the rules they are sent a lethal warning in the form of a member of an elite military team known only as The Silencers. You take the role of one of the Silencers, but you're different from the others. Mentally tormented by the evil deeds done by yourself and your squad, you make an effort to right your past wrongs by becoming a fighter for the resistance. Here your mission begins. This 3D rendered battlefest boasts many excellent features, dozens of



tricky missions and several multi-level objectives. This will definitely set your heart pounding when it hits the PC.

*By Origin*

*Available September*





# Urban Decay

PC CD-Rom



Psygnosis' Ecstastica was one of last year's shining lights on the PC. An incredible game that featured state-of-the-art animation and was obviously marketed at young adults due to the amounts of blood and violence contained within the adventure.

The team responsible for Ecstastica are currently working on the sequel. A star of the recent E3 show in the States, Urban Decay promises to bring you yet another dose of hyper-violence. The hero of the game decked out in T-shirt and jeans is not a bloke you'd want to mess with. As he wanders around the dark slums of a run-down city he



deals out death like other people deal out cards in a game of Happy Families.

Watch out for a particularly gruesome scene as the gun-toting hero(?) shoots one of his enemies. He then watches another bad guy trying to crawl away before adding a fatal shot to his head, then peppering his body with a few extra bullets just to make sure he's dead. Blimey!

If you liked Ecstastica you're going to fall in love with Urban Decay. People with nervous dispositions will have to lie down in darkened rooms.

**By Psygnosis**

**Available April '96**

# Winning 11

PlayStation

The PlayStation and the Saturn are at the moment trying to keep up with the Joneses. Whatever one has got the other one has to have. In beat'em-ups you've got Virtua Fighter vs Tekken and in racing games you've got Daytona USA vs Ridge Racer.

Last month's release of Victory Goal on the Saturn and its subsequent entry near the top of the charts wasn't too much of a surprise, especially



as football is one of the most popular gaming genres.

PlayStation owners are not going to be left behind though because they've got Winning 11. It's a polygon-based football game based upon the trials and tribulations of the J League (the fairly new Japanese football league). It features ray-traced graphics

guaranteed to make your eyes drop out of your head.

Winning 11 features all the appropriate J League clubs, including Nagoya Grampus Eight, the team Gally Rineker played for before he retired.

On sheer presentation alone, Winning 11 looks like it could rapidly become a firm favourite with PlayStation owners. There are several different camera angles to watch the action from plus full CD commentary from

the Japanese equivalent of John Motson.

Winning 11 is out now on import, but the British version entitled Goal Storm will feature all the Premiership clubs and an English commentator.

Whether you buy it now or wait for the official version, this is the first Next Generation sports sim that's going to impress.

**By Konami**

**Available Now**

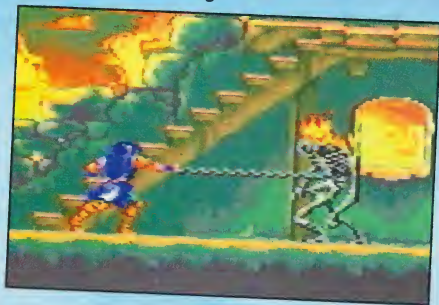




## Vampire's Kiss

Super NES

Another episode in the highly popular Castlevania series is on its way. In Vampire's Kiss, it is not the legendary hero Simon Belmont, but his great grandson,



Richter, who dons the adventuring boots and prepares to take on the might of Dracula.

There are seven stages to explore, all of which are decorated with some very nice graphics, and there are also two hidden sections if you can find them.

If it's anything like the preceding games, Vampire's Kiss should be a fairly basic



platformer, but loads of spooky enemies, plenty of pick-ups and big end-of-level bosses will make sure that the latest platform adventure in the

Castlevania series appeals to SNES owners everywhere.

**By Konami**  
**Available September**

## Lemmings 3D

PC PlayStation



Aside from Sonic and Mario, these green-haired creatures are quite possibly the most famous computer game characters in the world. The Lemmings onslaught began in 1991 and not even

Psychosis could have predicted their success. Now they've returned in this, their sixth incarnation, but this time around everyone's favourite suicidal rodents have entered the third dimension.



A roving camera allows you to pan and zoom around each level. You can view the Lemmings in their original state, or zoom right up and admire them full sized. There's even a Virtual Lemming mode which gives you a 'Lemmings-eye-view'.

Psychosis and Lemmings 3D creators, Clockwork Games,

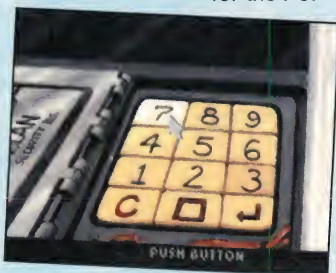
have put the emphasis on puzzle solving rather than pixel perfect positioning, and this should ensure that this is the most successful version of Lemmings yet.

**By Psychosis**  
**Available September**

## Synnergist

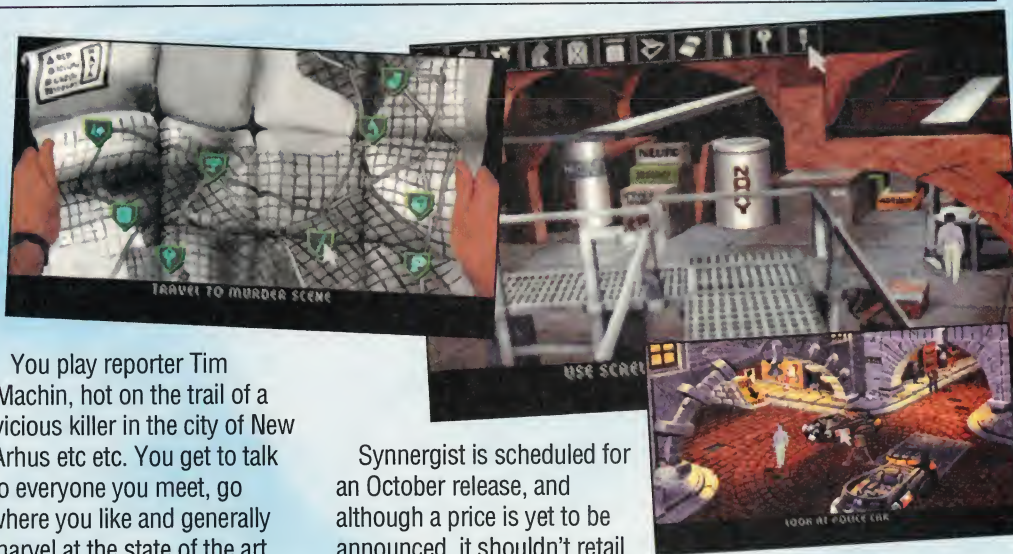
PC

Like an actor who has been type-cast in a particular role, so has 21st Century been type-cast as a producer of pinball games. However, all this is to change with the release of the unusually named Synnergist for the PC.



You play reporter Tim Machin, hot on the trail of a vicious killer in the city of New Arhus etc etc. You get to talk to everyone you meet, go where you like and generally marvel at the state of the art technology which provides the graphics and sound.

Synnergist is scheduled for an October release, and although a price is yet to be announced, it shouldn't retail at anything out of the ordinary for a PC game.



**By 21st Century Entertainment**  
**Available October**



## PO'ED 3DO

The 3DO is a machine that has so far missed out on the Doom experience. But never fear, coming to a screen near you soon is the bizarrely-titled Po'ed, and by the looks of things it could make Doom fanatics jealous!

Imagine the runaround blast-'em-up joy that is Doom. Now add weapons such as frying pans, flame-throwers and power drills, include some of the weirdest aliens you've ever seen, give yourself a jet-pack so you can take to the skies, and liberally chuck in some bloody huge, well-designed levels and you've got Po'ed.

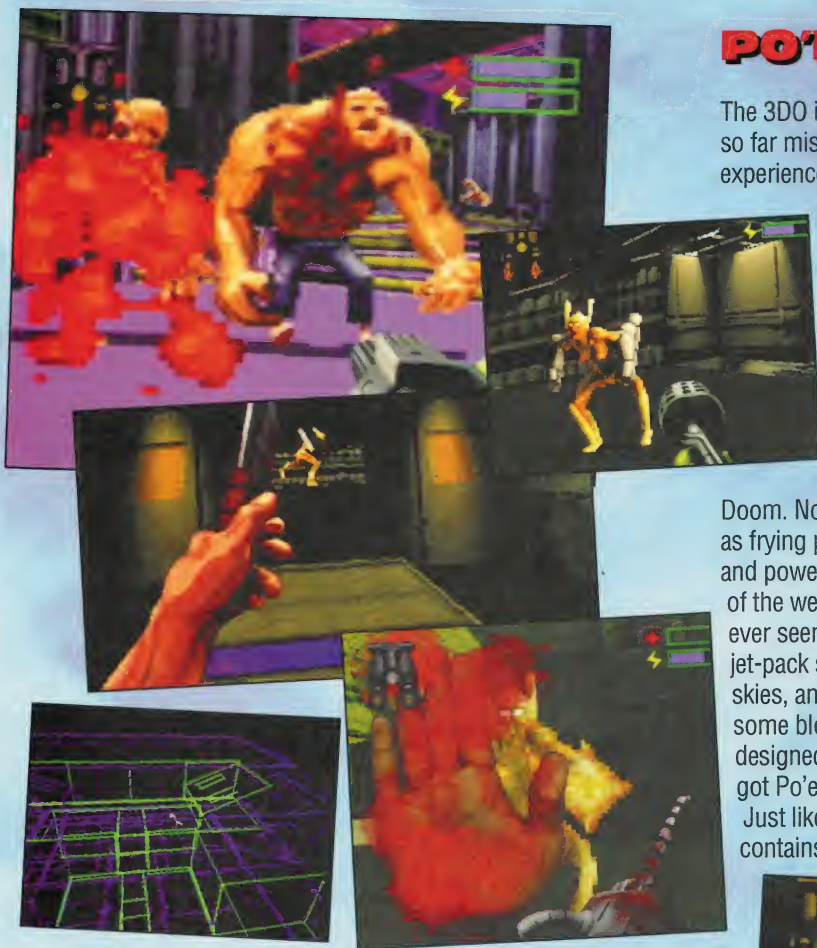
Just like Doom, Po'ed contains a fair amount of

blood 'n' guts. As an example, when you start using the power drill to bore into an unsuspecting alien, loads of blood squirts out and splashes all over the screen.

Another fancy feature worth a mention is the superb 3D map option. The wire-frame style of the map and the fact that it's in 3D makes it simple to see where to go, and the whole thing can be zoomed in and out of with ease.

Po'ed might have a bit of trouble trying to compete with Doom on the 3DO, mainly due to the sheer popularity of the latter, but considering the excellent features that Po'ed contains, we wouldn't be surprised if it turns into a Doom-beater after all.

**By Electronic Arts  
Available November**



## ESPN Extreme

PlayStation



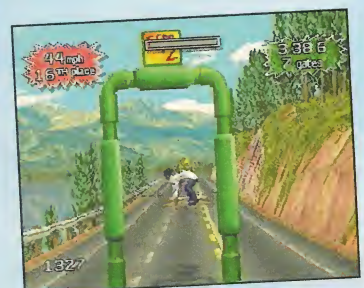
If you fancy getting a bit rad on your PlayStation then this will undoubtedly be the game for you. Kneepads, armpads and any other sort of pads are not required, but that should be where the realism stops. Sony have their tie in with ESPN (some bizarre TV Sports network in the States) almost ready for launch, and the game shouldn't be too far behind the machine itself. So, if skateboarding, BMXing and so



on are your scene then ESPN Extreme Sports should fit the bill quite nicely. It'll also be the first game of its ilk for the

PlayStation, which will no doubt help it do well.

**By Electronic Arts  
Available November**





# Big Red Racing

PC

Ridge Racer and Daytona USA are currently the staple diets for console freaks everywhere. They're full of fast, flashy graphics that run at an incredible speed and you can't do anything but admire them.

PC owners have had to do nothing but worship them from afar due to the lack of decent race games on their machine, but this situation could easily be reversed this November when Domark releases Big Red Racing.

It's a fast 3D arcade racer

that's being developed by Big Red Software, the programming team behind several versions of the highly-acclaimed Micro Machines. Even though it's looking pretty good, Big Red Software has put a firm

emphasis on gameplay and playability too.

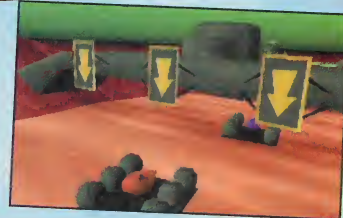
There are 18 tracks spread over six different terrains, and 12 different vehicles including jeeps, dinghies and dumper trucks. Big Red Racing also uses network cables and the modem to allow up to six players to battle for the coveted first place spot.

Thanks to the 3D graphic engine, the racing action can be viewed from any angle. MTV-style presentation and a

thrashing rock soundtrack is also promised, but the best news about Big Red Racing is that you can play it on any PC without loss of game speed.

**By Domark**

**Available November**



# Deadly Skies

PlayStation Saturn PC CD-Rom

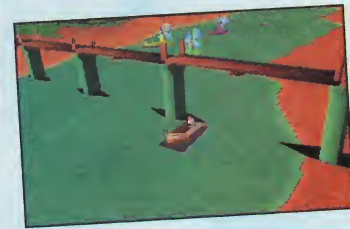
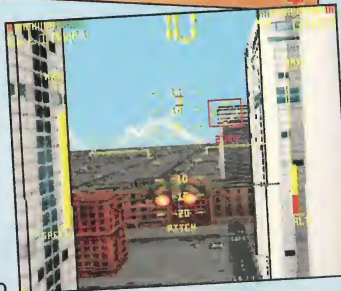
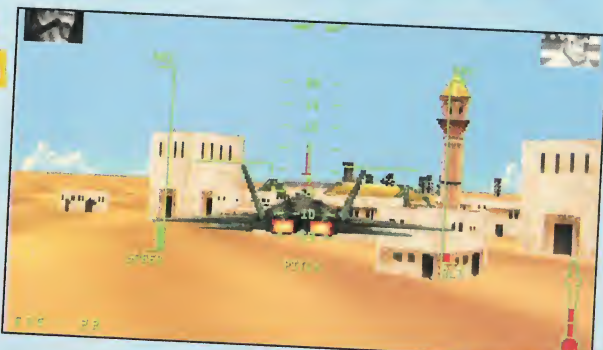
New from JVC is an arcade flight-sim for the PlayStation, Saturn and PC CD-Rom. Scheduled for a release sometime before Christmas, it depicts a sort of pseudo-Top Gun scenario where you are one of the best rookie pilots in your academy and you must fight against the other pilots and some instructors. In fact, it's not so much pseudo-Top Gun as the real thing is it?

All the pilots have their own personalities and there will be a good variety of aircraft to fly, each needing different strategies for success.

We haven't seen the game moving but everything looks interesting enough from the screenshots we've managed to get our hands on. There hasn't been a really good dogfighting game for a while, so hopefully this will be right that wrong when it is eventually released.

**By JVC**

**Available Late '95**





# Fade to Black

PC CD-Rom



Flashback was the game that originally gained Delphine Software its excellent and well-deserved reputation, and seeing as how this game has been released on just about every format imaginable, it was only a matter of time before a sequel emerged.

At this stage Fade to Black is looking like it will break all known boundaries for this type of game, just as its

predecessor did a couple of years ago.

Conrad B Hart is the hero and he's been captured by an alien army called The Morphs. Escape is on the agenda and guess who's job it is to sort it all out?

A completely new 3D engine has been designed to cope with all the clever trickery that Delphine want to include, and the finished product will span

six huge levels and contain numerous sub-games, all viewed from different camera angles. Sounds like a rare treat indeed.

**By EA**  
**Available**  
**September**



# The Darkening

PC CD-Rom

Whenever Electronic Arts and Origin are mentioned in the same breath, you know that you're going to experience something a little bit out of the ordinary. From the same stable that brought us the four-CD space adventure/interactive movie that was Wing Commander III comes The Darkening, currently in production at Pinewood Studios in Buckinghamshire.

Whereas WCIII starred the likes of Mark Hamill and John Rhys-Davies, The Darkening

will feature even more household names.

Clive Owen from Chancer(!), Christopher Walken (Pulp Fiction), John Hurt and Brian Blessed are just a few of the stars worth mentioning.

Plot-freaks may be interested to know that The Darkening is an interactive science-fiction adventure. The main character is Lev Ariss, a man who awakes from his cryo-pod having lost his memory, then spends the rest of the game

trying to find it.

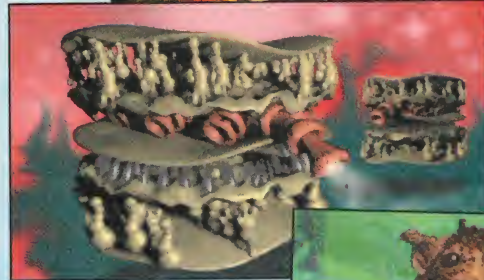
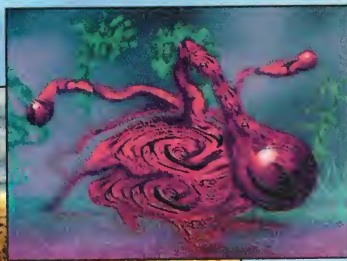
It all sounds great, but don't expect to see this game before February next year when it is scheduled for a PC CD-Rom release.

**By EA**  
**Available**  
**February '96**





## Ascendancy PC CD-Rom



Prepare to be thrown into the heart of a galaxy chock-a-block with devious alien life forms and out of this world transportation. When Ascendancy hits your PC you'll take control of a single race inhabiting a slowly dwindling planet. You must cultivate this world's resources and acquire

enough knowledge, power and technology to enable you to leave your dying globe in search of pastures new. Intergalactic conflicts will become part of everyday life, but your mission involves getting as much out of your alien chums as possible without having to give up much

in return. Sometimes they'll be cool about it and give you what you need, but some arguments can only be solved by combat. This is the first venture from The Logic Factory and it looks like a scorcher. Watch out for the review next issue!

**By The Logic Factory**  
**Available October**

## Deep Space Nine

Super NES Mega Drive

SNES and Mega Drive trekkies should get ready to squirm in excitement because Playmates is about to beam down a Deep Space Nine adventure on to your consoles.

The plot is simple. A bomb has been planted on the space station and Commander Sisko must discover which faction of the inhabitants is responsible.

Remaining true to the top-rated TV show, the game features multiple locations for

the player to explore, including the Starship USS Saratoga, a Cardassian warship and many levels of the Deep Space Nine space station.

You assume the identity of four characters, Commander Sisko, Major Kira Nerys, Doctor Julian Bashir and Chief of Security Odo, each having their own unique talents and skills.

Crossroads of Time is a runaround platformer featuring

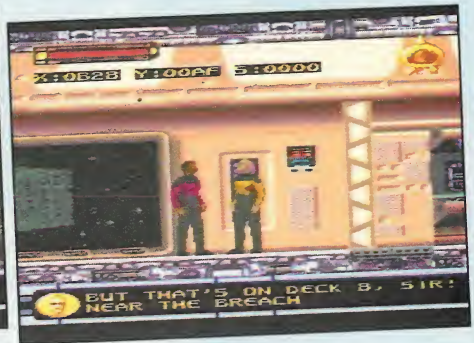


short bursts of action and a fair bit of detective work.

Trekkies everywhere will be lusting after this one, but you'll

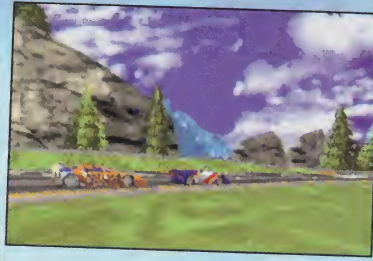
have to wait a while to see if it tickles your warp-drive.

**By Playmates**  
**Available October**





## Screamer PC



Everybody wants to do a Ridge Racer game for the PC. Companies have realised that there is a market for it and that PC owners don't necessarily want hi-tech simulations all the

time. Gremlin and Team 17 both have projects on the go but Virgin's Screamer is the one that it is making all the waves at the moment.

Featuring detailed cars and bucketloads of smooth animation, Screamer promises arcade driving action the likes

of which PC owners have never previously experienced.

Virgin are expecting big things of this later in the year, as PC owners scramble to pick up something exciting to play during the winter.

**By Virgin**  
**Available October**

## Mission Critical PC

American software giant Legend has just signed up with our very own Virgin Interactive Entertainment in a deal enabling Virgin to exclusively distribute its products throughout Europe. You're probably thinking, 'So what?'



Well, it does mean that a couple of extremely high profile American releases will get the best possible service in this country.

One of these titles will be Mission Critical, a space adventure starring Michael

Dorn (Worf from Star Trek), and Patricia Charbonneau (Robocop 2).

We haven't actually been able to play the full game yet, but the demo and press releases we've managed to get hold of point to things turning

out to be suitably exciting.

So, if you fancy playing the role of a rebel fighter or battling against a nasty alien race, then watch out for Mission Critical.

**By Virgin**  
**Available October**

## Vector Man Mega Drive

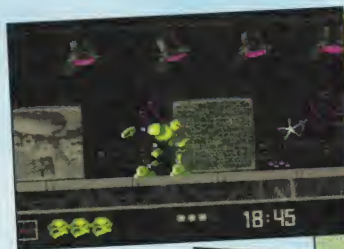
With all the fuss over the Next Generation stuff and the PC, it's easy to forget the little old Mega Drive still struggling away there with diminishing releases. Vector Man is one such product, and although it is, predictably, a platform game, it looks a little out of the ordinary on the playability and looks scale.

Programmed by Blue Sky for Sega, the main character will be made up of polygons that use special revolutionary vector animation techniques, allowing

him to morph into different shapes.

We'll have even more on Vector Man very soon indeed, so watch this space.

**By Sega**  
**Available October**





# Super Bomberman 3

Super NES

Bomberman is the definitive multi-player game. It may not be blessed with superb rendered graphics or a thumping soundtrack, but it plays like a dream. Dangerously addictive and more importantly a lot of fun, Bomberman rules the multi-player games kingdom.

This latest instalment in the series doesn't differ too much from the previous games, but some improvements have been made. For the 'battle' games you get to choose your own character. Each has his own distinctive characteristics (ie fat bloke, small bloke, tall bloke and a Bombergirl!), but



they don't give any advantage when playing the game.

The kangaroo-like Louies (last seen on the Mega Drive 12 months ago) have also been included in this third adventure. These creatures sprout from giant eggs and each has a special ability to assist your Bomberman.

Graphics-wise everything looks very similar, but there are some newly designed screens for your manic bombers to run around in. Each has its own specific theme ranging from freezing icy wastes through steaming

volcanic islands to the scorching Egyptian desert.

Super Bomberman 3 is even more manic and chaotic than its predecessors. For this reason alone you should consider buying HudsonSoft's superb bomb'em-up when it arrives in October.

**By HudsonSoft/Virgin**  
**Available October**



# Exo Squad

Mega Drive

Based on the Universal Cartoon Studios TV series from the States, you can select to play this game as one of three Exo Squad heroes or one of four Neosapien foes.

Each character wears an E-frame, created to increase the fighting capabilities of their human operators to incredible levels of devastation.

The heavily armed E-frames can punch, kick, jump, fly, and pick up or drop objects.

Exo Squad contains a number of games on one

cartridge. Duel mode features one-on-one E-frame battles between two players or one player vs. the computer, whereas Arcade mode is a multi-level one-player adventure with three different stages. Guns, missiles and close range combat comprise the first stage; the player charges into battle while trying to avoid obstacles such as robots and cannons in the second; and the third stage is a traditional battle sequence where the E-frame soars high

to combat airborne enemies.

These characters are virtually unknown here in the UK, but apparently the cartoon is bigger than big in the States. Thanks to Playmates it won't be too long before we get our own chance to experience the wonders of ExoSquad.

**By Playmates**  
**Available September**





## The Dig PC CD-Rom



Created by LucasArts from an idea by movie supremo Steven Spielberg and complete with special effects by Industrial Light & Magic, *The Dig* is a deep space adventure about a team of space explorers who are stranded on an alien planet.

Science fiction writer, Orson Scott Card, winner of the Hugo and Nebula awards for his novels *Ender's Game* and *Speaker for the Dead*, is providing the game's dialogue

in association with project leader Sean Clark.

The graphics will reflect the mysterious and alien feel of the game while the soundtrack will echo this mood and is said to be inspired by Wagner.

*The Dig*, as you can see from the screenshots, is looking gorgeous, and with the world's best movie maker behind it, LucasArts looks to have another winner on its hands.

**By LucasArts**

**Available October**



## Rebel Assault PC CD-Rom

*Rebel Assault* has sold over 1,000,000 copies worldwide, and arriving this winter and due to surpass the original is the sequel, the aptly named *Rebel Assault 2*.

Like its predecessor, *Rebel 2* is an action-arcade game set in the Star Wars universe. However, unlike the first adventure, the sequel features a completely original story and includes some live-action video sequences.

This is the first time George Lucas has let anyone else film a live action Star Wars adventure. All the characters within the game are played by professional actors who perform their lines in authentic Star

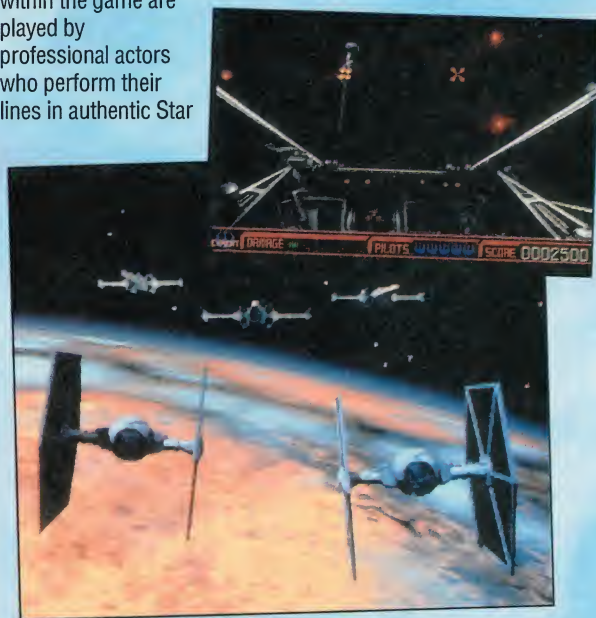
Wars costumes with actual props from the movies.

You get the chance to pit various starfighters and the Millennium Falcon against TIE fighters and Star Destroyers. Gameplay in *Rebel Assault 2* features much of the action-orientated shooting and flying that was seen in the original game, but it's now been improved via a technically enhanced game engine.

If you're a Star Wars addict you should place your order for it now.

**By LucasArts**

**Available Winter '95**



## Creature Shock 3DO

A massive hit on the PC CD-Rom, *Creature Shock* is an exploratory space shoot'em-up which features graphics guaranteed to either amaze or scare you half to death.

You assume the role of a reconnaissance pilot summoned by the United Nations to discover exactly what happened to the survey

ship *Amazon*, and to defend the Earth against the threat of planetary terraforming.

The game incorporates two styles of play – first person adventure levels and flight simulation sequences viewed from behind your spacecraft. There are also several cinematic cutaways to enhance even further the spooky

atmosphere of the game.

Judging from the superb graphics and the current PC version, *Creature Shock* looks like it could become a firm favourite with 3DO owners everywhere.



**By Virgin**

**Available Autumn '95**



## Lost Eden

3DO

Billed as an "Eco-adventure", Lost Eden transports you back to the time when mankind and dinosaurs peacefully co-existed. You play the role of

Adam who must match his wits against Moorkus Rex.

To defeat Rex, a series of huge citadels must be constructed, but the plans have been lost.

Through a mixture of strategy and adventure, the Secret of the Builders must be found.

Lost Eden contains some



dramatic 3D rendered graphics that are as good as anything seen on the 3DO so far. The superb visuals are backed up with digitised speech and a soundtrack that blends New Age and primitive sounds.

If 3D rendered dinosaurs and beautifully constructed colossal adventures are your thing, then Lost Eden could be just what you're looking for.

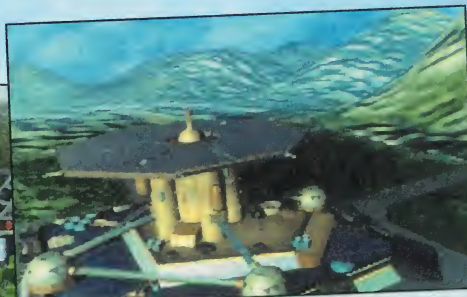
**By Virgin**

**Available Autumn '95**



## Terra Nova

PC CD-Rom



Strike Force Centauri is an elite fighting force dedicated to liberating hostages. In exchange for your co-operation they'll train you in the art of

futuristic warfare and chuck a free Powered Battle Armour suit your way too.

Created by Looking Glass Technologies – previous

credits include Ultima Underworld and Flight Unlimited – this shoot'em-up is sure to please most trigger-happy PC owners.

Thanks to the combination of TerraScaping technology and the Immersive Reality Combat System, the real-time, texture-mapped, 3D worlds which you fly over are looking impressive to say the least.

Terra Nova with its full-motion video sequences, digital stereo soundtrack and challenging gameplay looks like one game well worth keeping an eye out for when it finally makes an appearance this autumn.

**By Virgin**

**Available October**

## 11th Hour

3DO

Following the success of The 7th Guest – one of the best selling CD-Rom games ever – Virgin Interactive Entertainment and Trilobyte have joined forces once again to create The 11th Hour: The sequel to The 7th Guest.

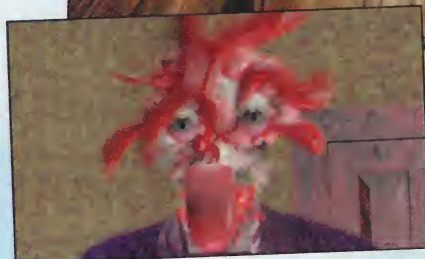
You assume the role of Carl Denning, an investigative reporter for television's "Case Unsolved". You follow Denning as he searches for his producer and lover who has disappeared during a murder investigation.

The game will come on three CDs and includes over an hour of full motion video featuring the talents of a host of professional actors.

The 11th Hour also contains an original orchestral music score, over 40 complex yet logical puzzles, 13 interactive quests and some rendered 3D scenes that will make your eyes quite literally pop out of their sockets.

**By Virgin**

**Available Autumn '95**





# Mortal Kombat 3

PlayStation

Stop everything! For a couple of months now gamers have been arguing amongst themselves about which is the best beat'em-up on the 32-bit machines.

Virtua Fighter may have oodles of playability, Toh Shin Den has certainly got nice graphics, and Tekken's got a good combination of both, but you've all been forgetting about a certain forthcoming feature presentation, namely Mortal Kombat 3.

Coming your way in September, just in time for the UK launch of Sony's Playstation, MK3 is going to pound its competitors into the ground – on reputation alone!

Due to the current advancements in console technology, MK3 on the PlayStation is arcade-perfect and actually runs slightly faster than the coin-op version. The question is: Where do we start to tell you about Acclaim's third addition to their beat'em-up series?

Well, the graphics look faultless and are a sheer feast for your eyes. The backdrops are now more interactive; you can hit someone on the subway level for instance and they'll fly through the roof into another level!

There are seven new characters (Sheeva, Sindel, Stryker, Nightwolf, Sektor, Cyrax, Kabal,) backed up by seven old favourites (Kano, Sonja, Kung Lao, Liu Kang, Shang Tsung, Jax, Sub Zero), and there are at



least three hidden characters including the mysterious Smoke.

The 14 main characters have got a fantastic collection of moves, and the inclusion of a run button means that you can now perform a whole load of new manoeuvres.

There are also some lethal combination moves, one of which, if performed correctly, can cause over 70% of damage! If you think the developers have eased off the blood 'n' guts after last time's media outcry, then you'd be dead wrong. MK3 is set at gore-factor 11!

Just like last time, MK3 is full of fatalities, babalities and

friendship moves, but prepare yourself for the introduction of animalities. A lot harder to perform, but worth it as your character transforms into an animal and then devours or mauls your opponent to death.

Another big feature is the inclusion of secret Kombat codes. Punch these in via your joystick while on the versus screen, and you'll be able to alter some of the game parameters.



The action is even more fast-paced this time around, and in-game breathers are practically non-existent. Mortal Kombat 3 will claim back its crown and install itself as King of the beat'em-ups when it arrives next month. Ding Ding, seconds out, let's go into round three!

**By Acclaim**  
Available September



# The Jungle Book PC

If you fancy becoming King of the Swingers, or a Jungle VIP. If you've reached the top and had to stop and that's what's bothering you, then Virgin has the answer. The Jungle Book has been tremendously successful on the consoles and

now the 'more serious' owners of PCs get to Mowgli on down to some decent platform fun for a change.

Aladdin was pretty successful when it made the same transition a few months ago, proving that the PC can

handle decent console style games if they are produced properly.

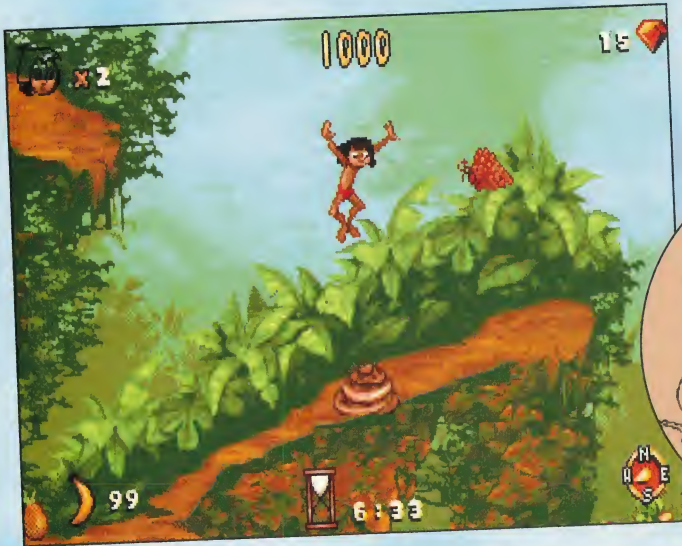
The Jungle Book for the PC will be every bit as colourful when it does eventually get released.

There's a bit of work yet to be completed, but all the basic



elements of a quality platform caper are in there, and with a little luck we'll have a full review this time next month.

**By Virgin**  
**Available October**



# Virtual Karts PC

Not wanting to be outdone by another software company, MicroProse has lined up a release of its karting sim Virtual Karts for October.

Aimed at taking Virgin's SuperKarts out of the picture, VK will have just about every feature you could ever dream of in a go-karting game!

Probably the best feature of the whole caboodle is the option to view the action from absolutely any angle via the Virtual Display mode. And with the graphics being



high-resolution and nicely texture-mapped it looks certain to be a visual treat.

It'll be interesting to see how the game compares with Virgin's offering, which itself rates highly in the playability stakes, even though it perhaps doesn't look quite as good. Only time will tell. There'll be a full review of



Virtual Karts in the next issue of GamePro, so if you keep a careful eye on your local newsagent's shelves you'll be

well and truly sorted in about a month's time.

**By MicroProse**  
**Available October**





## Indycar Racing 2.0 PC



Racing games for the PC are very definitely in vogue at the moment. Indycar 2 is technically the follow-up to Papyrus' Indycar, but since then we've also had NASCAR racing and that makes things a little more confusing. This is the official sequel however, so

let that be an end to all the squabbling.

Graphically Indycar 2 is an absolute dream, but then you can see that for yourself from the screenshots on this page. Playability looks to be similar to the popular NASCAR but there will probably be one or

two little tweaks thrown in for good measure.

It's important to remember that NASCAR wouldn't run to its full potential even on a Pentium 90 PC, so be prepared for a little jerkiness if you've got some sort of slow lumbering beast on your desk!

Indycar Racing 2.0 should be well worth checking out when it arrives sometimes within the next couple of weeks.

**By Virgin**  
**Available October**

## Championship Manager 2 PC

Widely regarded as the best football management game ever, Championship Manager is Domark's best selling product. Quite an achievement considering it consists of little more than rows of statistics and numbers – there's no pretty icon-driven interface to be seen. That is until now!

Intelek (the company behind CM) has been busy programming a sequel for the PC that will be enhanced for CD-Rom, and the change has been stunning. The user interface is as tidy and good looking as possible, and even more statistics have been crammed in there. You can

now access details of just about anything. Throw in hundreds more stats for each player – all easily accessible – improve the transfer market option and just about everything else, and you've got an absolute pearl of a game.

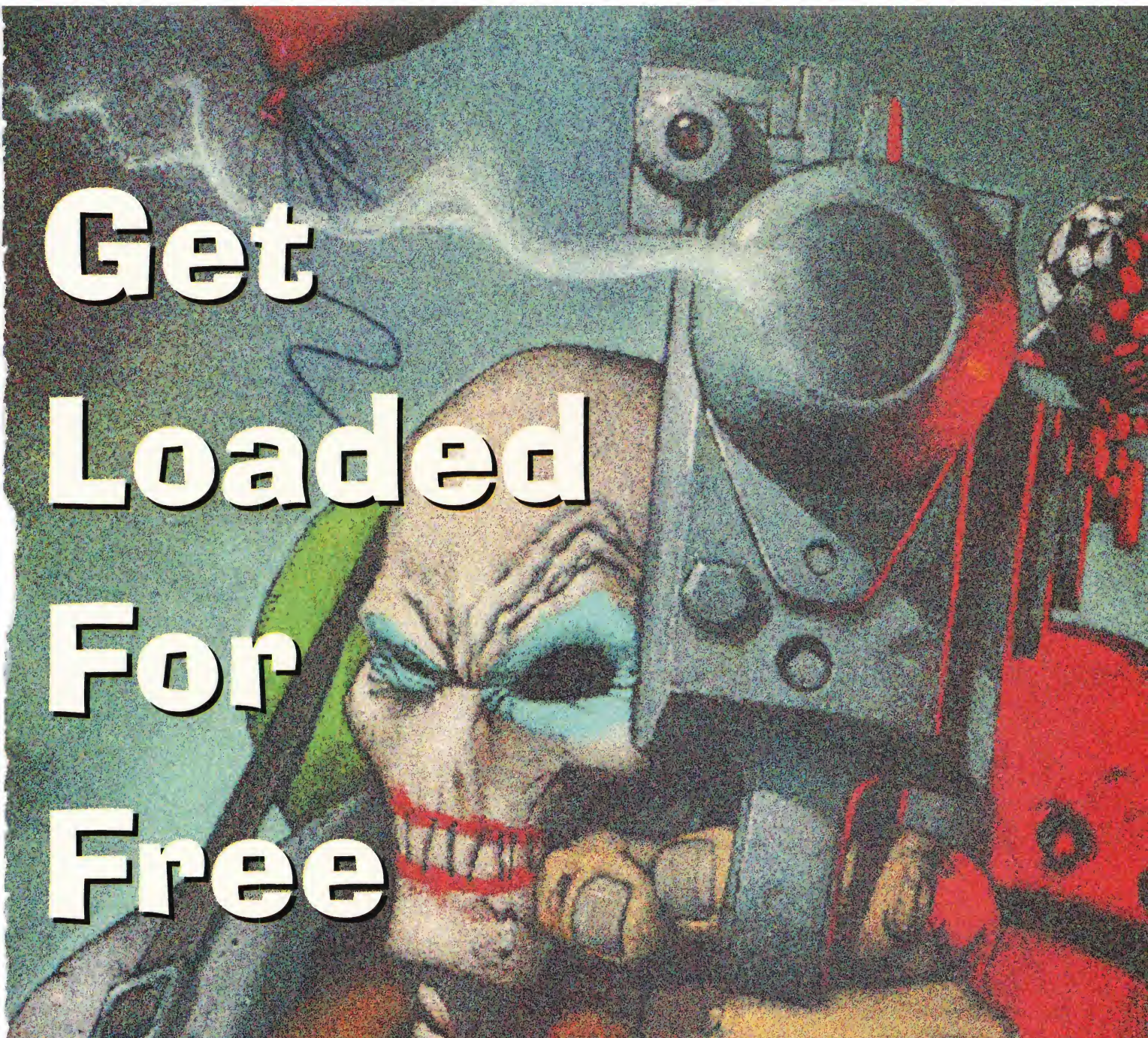
Championship Manager 2 has just slipped a month to

mid-October but expect it to be high in the charts by Christmas. Oh, and in case you're wondering what the CD enhancements are, basically you get commentary by Clive Tyldesley and pictures of every ground in the country!

**By Domark**  
**Available October**







# Get Loaded For Free

Fancy getting your hands on a lovely wall-covering for your room? Yes? Well courtesy of Gremlin Interactive we have some exclusive original Loaded sketches, all nicely framed and ready for hanging.

There aren't any more of these in existence, so you'll be the proud owner of the only copy. No doubt it'll end up being worth a few bob when Loaded sells as many copies as we think it will.

Add to that the fact that artist Greg Staples has done

lots of work on the Judge Dredd comics and film and you know you're not going to end up with some childish scrawl done by some infant school kid.

So, if you want to, simply answer the three easy questions below and send them in to us at:

**Loaded Compo, GamePro,  
Media House, Adlington Park,  
Macclesfield, SK10 4NP.**

With a bit of luck you'll be the first one drawn out of the hat and you'll be the winner!

1) How many characters are there in the final version of Loaded?

2) What certificate will the final game carry?

3) What colour will the blood be in the demo version of Loaded?

Name:				
Address:				
Postcode:				





**Page 100**

*Street Fighter: The Movie* complete player's guide. Learn the tricks, get down the arcade and kick ass!



**Page 112**

*Mortal Kombat 3* complete guide with additional exclusive moves and codes. Hurrah!



**Page 123**

Tips, tips and even more tips. More codes, hints, secret rooms, prods and pokes than you'll find anywhere else in the world

**Video Game Strategies, Weapons and Tactics**

# S.W.A.

Arcade beat'em-ups eh? They rob you of all your dinner money, cause numerous blisters and still manage to make you look a complete prat in front of dozens of your mates. Something needs to be done about these coin eating beasties, so we at GamePro have decided to retaliate against these monsters and give them a dose of their own medicine. How? Well, just let your peepers scan the following 50 plus pages and annoying arcade games will soon be a thing of the past, all thanks to the pros. Don't say we never give you 'owt!





**Page 132**

*Fatal Fury 3! If arcade solutions are what you're after, then look no further*



**Page 136**

*Sega's scorching Saturn slap-around, Virtua Fighter, gets the complete guide treatment thanks to GamePro. Happy now?*



**Page 138**

*What? Another complete player's guide? Yes indeed! This time we have Primal Rage on all formats. Cool or wot?*

# GAMEPRO



*The original was great, the sequel was better, the movie was pants but the game version of the movie is amazingly cool. What are we on about? Street Fighter: The Movie, fully played, fully tipped and awaiting you overleaf...*





# STREET FIGHTER: THE MOVIE



## The Movie

by Bruised Lee

(Special thanks to Brian L. Smolik, John George, Elaine Ditton, Richard Ditton, Leif Marwede, Jane Siegrist, and the staff at Incredible Technologies)

### Basic Skills

Every player should learn these basic skills and use them. Most of the basics are also explained in each of the character profiles.

You've seen the movie, now play the game. Incredible Technologies teamed up with Capcom to bring all the fast action of the *Street Fighter* movie to an arcade near you. The game's fighters were created by digitizing the actors from the movie. *Street Fighter: The Movie* includes almost all of the original *Street Fighter II Turbo* moves, along with several new moves, features, and a list of secret options that spice up the action in any fight. This guide breaks down the game's basics and the moves for each character.

#### Interrupt Move



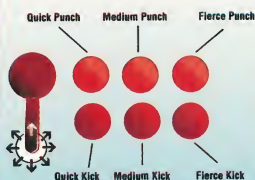
You can perform an Interrupt move immediately after you block a move. Each character has different Interrupt moves.

#### Super Moves



As in SF II Turbo, your Super bar must be full in order to execute a super move. Each fighter has several super moves.

### 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.
- ()** = 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.

#### Come Back Move



Come Back moves can be done only when your life bar flashes "Danger".

#### Counters, Throws and Escapes



To throw a player, move in close, Tap ← or →, and use either MP, FP, MK, or FK. To escape a throw by any attacker, just Tap ← or → plus any four buttons simultaneously. To counter a throw, you must know your opponent's Counter move

#### Linking Moves



You can link some moves together to score extra hits. For example, Chun Li's Spinning Air Kick ties together with her Spinning Bird Kick. Try to link moves with all the characters.

#### Air Juggles



To juggle your opponent, first knock them in the air. Then jump up and hit any of the buttons or perform a special move. To continue juggling an enemy for several hits, avoid using the same button twice in a row. Each time you score a hit, press a different button.



### AKUMA

With his Air Fireball and Teleport moves, Akuma is one of the stronger characters

#### Dragon Punch



Motion → ↓ ↘ P



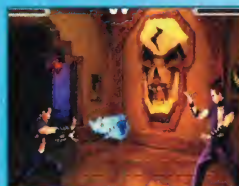
### Special Attacks

#### Air Hadoken



In the air, Motion ↓ ↘ → P

#### Blue Hadoken



Motion ↓ ↘ → P

#### Red Hadoken



Motion ← ↙ ↓ ↘ → QP (for one hit) or MP (for two hits) or FP (for three hits)

#### Hurricane Kick



Motion ↓ ↙ ← K  
(Note: This move can be done in the air)

#### Teleport



To teleport toward your opponent from afar, Motion → ↓ ↘ (QP MP FP). To teleport away from your opponent from a distance, Motion ← ↓ ↙ (QP MP FP). To teleport toward your opponent from nearby, Motion → ↓ ↘ (QK MK FK). To teleport away from your opponent from nearby, Motion ← ↓ ↙ (QK MK FK).

#### Shadow Charge Kick



Charge FK for two seconds, then release it

#### To Counter Throws

Tap ↑, MK

### Super Moves

Note: You can perform these moves only when your Super bar is full

#### Super Fireball



Motion ↓ ↘ → ↓ ↘ → P

#### Super Punchnect



Move in close, hold down P, Motion ↓ ↘ → ↓ ↘ →, release P

### BALROG

Balrog has a new set of punches that he can use in close to juggle an opponent.

#### Shoulder Charge



Charge ↓ for two seconds, Tap ↑, P

### Special Attacks

#### Dash Punch



Charge ← for two seconds, Tap →, P

#### Dash Uppercut



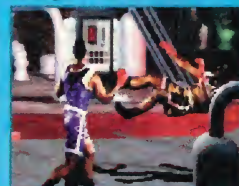
Charge ← for two seconds, Tap →, K

#### Turn Punch



Charge P for two seconds, release P

#### Charge Punch



Charge (QK MK FK), then release (QK MK FK)

Note: The longer you charge, the greater the damage you'll inflict and the greater distance you'll travel

#### Super Uppercut



Motion ↓ ↙ ← FK

#### Repeating Standing Jabs



Repeatedly Tap QP

#### Come Back Move



Charge QK, Tap →, →, release QK

Note: You can do this move only when your life bar flashes "Danger"

#### To Counter Throws

Tap ↑, FP

### Super Move

Note: You can perform this move only when your Super bar is full

#### Super Shadow Dash



Charge ← for two seconds, Tap →, ←, →, P





## STREET FIGHTER: THE MOVIE

### M. BISON

Most of the evil ruler's moves are intact, but his Scissor Kick now has a much wider range.

### Special Attacks

#### Psycho Crusher



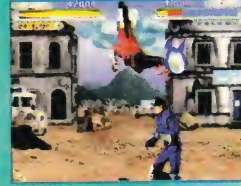
Charge ← for two seconds, Tap →, P

#### Electric Psycho Crusher



Hold down P, Charge ← for two seconds, Tap →, then release P

#### Reverse Back Flash



Charge ↓ for two seconds, Tap ↑, P, move in close, P

#### Scissor Kick



Charge ← for two seconds, Tap →, K

#### High Scissor Kick



Hold down K, Charge ← for two seconds, Tap →, then release K

#### Foot Sweep



Hold ↓, Tap FK

#### Electric Arm



Charge FP for two seconds, release FP

#### Head Slump

Charge ↓ for two seconds, Tap ↑, K, move in close, K

#### Head Slump Devil Punch

Charge ↓ for two seconds, Tap ↑, K, move in close, K, P

#### 6x Counter Throw

Tap ↑, FK

### Super Move

Note: You can perform this move only when your Super bar is full

#### Super Scissor Kick



Charge ← for two seconds, Tap →, ←, →, K

### BLADE

New to Street Fighter, Blade is a mysterious master of edged weaponry and can seemingly create weapons of death from thin air. He appeared from the shadows and quickly climbed the ranks of Bison's army, but not much else is known about him. He's a good character to start off with.

### Special Attacks



Tap ↓, ↓, K

Note: Use this move against incoming flying attacks

#### Rolling Kick



In the air, Charge MK

#### Slam Head



Charge MP for two seconds, release MP

#### Rolling Throw



Tap →, ←, →, P

#### Air Block



In the air, Motion ↓ ↘ → P

#### Choke



Move in close and Charge FP, Tap →, release FP

#### 6x Counter Throw

Tap ↑, MP

### Super Move

Note: You can perform this move only when your Super bar is full

#### Super Rotator Attack



Charge ← for two seconds, Tap →, ←, →, P





### Cammy

Cammy's backfist is improved for both attack and defence. She can now do her Cannon Drill in the air as well.

### Special Attacks

#### Cannon Drill



Motion ↓ ↘ → K

#### Air Cannon Drill



Charge K in the air, Motion ↓ ↘ →, release K

#### Hoeligan Combo



Motion ↓ ↘ → ↗ P. Move in close and hit P again to shoulder ride

#### Thrust Kick



Motion → ↓ ↘ K

#### Spinning Backfist



Motion ↓ ↘ → P

*Note: With FP, you can get three hits, spin through projectiles, or cross up by spinning past your opponent and attacking from behind*

#### Whip Choke



Charge FP for two seconds, release FP

#### Rock Elbow



Move in close, Tap → or ←, MK or FK

#### To Counter Throws

Tap ↑, QP

### Super Move

*Note: You can perform this move only when your Super bar is full*

#### Super Cannon Thrust



Motion ↓ ↘ → ↓ ↘ → K



### Chun Li

Chun Li can link her Air Kick with the Bird Kick for up to seven hits. She also has a new grab move that she can perform from any distance.

#### Spinning Bird Kick



Charge ← for two seconds, Tap →, K

#### Front Kick



Move in close, Tap MK

#### Face Step



Hold down FP, Charge ← for two seconds, Tap →, release FP, move in close, Tap P

#### Come Back Move



Motion ↓ ↘ → P

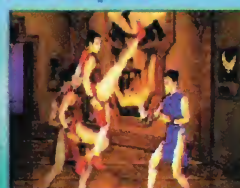
*Note: You can do this move only when your life bar flashes "Danger"*

#### Spinning Air Kick



Charge ↓ for two seconds, Tap ↑, K

#### Double Flip Kick



Charge MK for two seconds, release MK

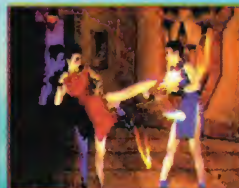
#### To Counter Throws

Tap ↑, QP

### Super Moves

*Note: You can perform these moves only when your Super bar is full*

#### Super Lightning Kicks



Charge ← for two seconds, Tap →, ←, →, K

#### Super Birds of Prey



Charge ← for two seconds, Motion ↓ ↘ → ↓ ↘ → P

### Special Attacks

#### Lightning Kick



Rapidly Tap K

#### Kikouken Projectile



Charge ← for two seconds, Tap →, P

#### Head Kick



In the air, hold ↓, Tap MK





## STREET FIGHTER: THE MOVIE

### Guile

Guile is even stronger now that he can chain some of his kicks together. He can also throw handcuffs to immobilize his opponent.

### Special Attacks

#### Sonic Boom



Charge ← for two seconds, Tap →, P

#### Flash Kick



Charge ↓ for two seconds, Tap ↑, K

#### Spill Apparent



Charge FP for two seconds, release FP

#### Double Punch



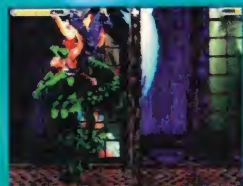
Charge MP for two seconds, release MP

#### Double Foot Sweep



Hold ↓, Tap FK

#### Interrupt Move



Tap ↑, QK

Note: You can only perform this move immediately after you block one of your attacker's moves

#### Come Back Move



To launch a Sonic Boom, Charge ← for two seconds, Tap →, ←, →, P. To make it explode, Motion ↓ ↙ ← ↓ ↘ →

Note: You can do this move only when your life bar flashes "Danger"

#### To Counter Throws

Tap ↑, MP

### Super Moves

Note: You can perform these moves only when your Super bar is full

#### Super Flash Kick



Charge ↙ for two seconds, Tap ↘, ↙, ↑, K

#### Super Van Damme Kicks



Charge ← for two seconds, Tap →, ←, →, K

### Honda

Honda now has more in-close two-in-one moves that do major damage. His new Sumo Stomp is sure to take attackers by surprise.

### Special Attacks

#### Headed Head Drop



Rapidly Tap P

#### Sumo Head Butt



Charge ← for two seconds, Tap →, P

#### Sumo Elbow



Charge ↓ for two seconds, Tap ↑, K

#### Ochido Body Throw



Move in close, Motion ↓ ↙ ← P. To perform a Double Ochido Body Throw, Motion ↓ ↙ ← ↓ ↙ ← P

#### Sumo Stomp



Charge (QK MK FK) for two seconds, then release (QK MK FK)

#### Two-Two Punch



Move in close, Tap QP

#### Lean to Roundhouse Kick



Move in close, Tap FK

#### Come Back Move



Charge ← for two seconds, Tap →, ←, →, K

Note: You can do this move only when your life bar flashes "Danger"

#### To Counter Throws

Tap ↑, FP

### Super Move

Note: You can perform this move only when your Super bar is full

#### Super Torpedo



Charge ← for two seconds, Tap →, ←, →, P



### KEN

Ken has a new Standing Uppercut that he can use to begin any one of several different combos and juggles.



### Special Attacks

**Hadoken Projectile**



Motion ↓ ↘ → P

**Dragon Punch**



Motion → ↓ ↘ P

**Hurricane Kick**



Motion ↓ ↙ ← K

Note: You can perform this move in the air

**Shadow Hurricane Kick**



Hold down K, Motion ↓ ↙ ←, release K

Note: You can perform this move in the air

**Hurricane Kick Double Jump**



Motion ↓ ↙ ← K, then hold ↑ (QK MK FK)

**Faming Uppercut**



Charge FP for two seconds, release FP

To Counter Throws Tap ↑, MP

### Super Moves

Note: You can perform these moves only when your Super bar is full

**Super Flaming Dragon**



Motion → ↓ ↘ → ↓ ↘ P

**Super Knee Slam**



When in close, Motion ↓ ↙ ← ↓ ↙ ← K

### Special Attacks

### RYU

Ryu's Fireball is still unmatched by anyone. He can also use his Hurricane Kick to easily juggle opponents.



**Red Hadoken**



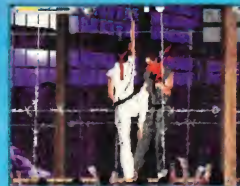
Motion ← ↙ ↓ ↘ → P

**Blue Hadoken**



Motion ↓ ↘ → P

**Dragon Punch**



Motion → ↓ ↘ P

**Hurricane Kick**



Motion ↓ ↙ ← K

Note: You can perform this move in the air

**Shadow Hurricane Kick**



Hold down K, Motion ↓ ↙ ←, release K

Note: You can perform this move in the air

**Shadow Roundhouse**



Charge FK for two seconds, release FK

**Shadow Front Kick**



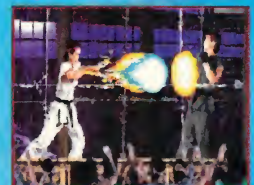
Charge QK for two seconds, release QK

To Counter Throws Tap ↑, MP

### Super Move

Note: You can perform this move only when your Super bar is full

**Super Burst Fireball**



Motion ↓ ↘ → ↓ ↘ → P



## STREET FIGHTER: THE MOVIE

### Special Attacks

## SAGAT

Sagat has a new two hit projectile and an Evil Eye move that will stun his enemies for a short time.



Tiger Knee



Motion ↓ ↘ → ↗ K

Tiger Uppercut



Motion → ↓ ↘ P

Tiger Shot High



Motion ↓ ↘ → P

Tiger Shot Low



Motion ↓ ↘ → K

Super Tiger Shot



Hold down P, Motion ↓ ↘ →, release P

Evil Eye



Charge (QP MP FP) for two seconds, then release (QP MP FP)

To Counter Throws

Tap ↑, FK

### Super Move

Note: You can perform this move only when your Super bar is full

#### Super Tiger Knee Uppercut



Motion → ↓ ↘ → ↓ ↘ P



## SAWADA

Captain Sawada is Colonel Guile's right-hand man at the A.N. He is known and respected for his ability to execute devastating fighting techniques, such as the Atomic Drop Kick, the Rising Katana, and a modified version of Guile's Flash Kick.

### Special Attacks

Atomic Drop Kick



While in the air, Motion ↓ ↙ ← MK

Axe Kick



Motion ↓ ↙ ← K

High Axe Kick



Hold down K, Motion ↓ ↙ ←, release K

Back Axe Flash Kick



Charge ↓ for two seconds, Tap ↑, K

Shiny Katana



Motion → ↓ ↘ QP

Note: This move can reflect projectiles

Rising Katana



Motion → ↓ ↘ MP or FP

Flash Dodge



Charge MP for two seconds, release MP

To Counter Throws

Tap ↑, MP

### Super Moves

Note: You can perform these moves only when your Super bar is full

#### Super Axe Kick



Motion ↓ ↙ ← ↓ ↙ ← K

#### Super Punch Katana



Move in close, hold down P, Tap →, →, release P







## STREET FIGHTER: THE MOVIE PROSTRATEGY GUIDE

### Special Modes



**T**ry out these cool added options before you begin a fight. You must select all the options before you choose a fighter. Most of these special modes work only in a two-player game, and you must press all the buttons simultaneously to activate them. You can activate more than one mode at a time.



#### Random Select



Tap **↑** and **Start** to have the computer select your character. This trick works in one-player mode.

#### Hidden Strength Meters



Press **Start** and **QP** to hide both your Life bar and Super bar during a fight. This trick works in one-player mode.

#### Activate Come Backs

Press **Start** and **MP** to activate a mode that lets you use all Come Back moves any time during the match (instead of only when your Life bar flashes "Danger").

#### No Throws



Press **Start** and **FP**, and you won't be able to throw your opponent.

#### No Special Moves



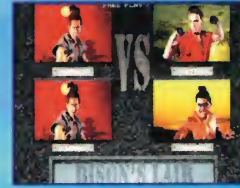
Press **Start** and **QK** to deactivate all special and super moves. You can fight only with standard moves.

#### No Standards



Press **Start** and **MK** to deactivate regular kicks and punches, and limit the combat to special moves.

#### Tag Team Mode



Press **Start** and **FK** to select two characters. You fight with one in the first round and the other in the second round. This trick works in one-player mode.



#### Handcapped Mode



Tap **→**, **Start**, and **QP** to begin the round with half of your energy.

#### Turbo Mode



Tap **→**, **Start**, and **MP** to speed up the game. Tap **→**, **Start**, and **MP** again to activate a Slow mode.

#### Combo Mode



Tap **→**, **Start**, and **QK** to make multi-hit combos easier. This mode prevents your opponent from falling as far away from you after being hit.

#### No Kick Buttons

Tap **→**, **Start**, and **MK** to disable your kick buttons. You can use only punches.

#### No Punch Buttons

Tap **→**, **Start**, and **FK** to disable your punch buttons. You can use only kicks.



#### Upside Down Mode



Tap **←**, **Start**, and **QP** to flip the entire screen upside down and backwards.

#### Wacky Controls

Tap **←**, **Start**, and **MP** to reverse all the joystick movements so that they're upside down and backwards.

#### Swap Fighters and Modes

Tap **←**, **Start**, and **FP** to enable your opponent to pick your character and modes for you.

#### Random Modes

Tap **←**, **Start**, and (**QK**, **MK**, **FK**) to have the computer randomly select several of the modes for you. You won't know which modes are active until you begin fighting.





# COMING SOON

**A survival guide for parents**

## **Sue Cook**

Ex-Crimewatch presenter Sue Cook has strong views on family computers

### **The biggest day of your life**

The first day at school is more traumatic for parent than child

### **National Curriculum – help or hindrance**

What does it mean to your child?

### **Number crunching**

Helping 7-11-year olds with their maths at home and school

### **Spoilt for choice**

We gave one family £1,500 and told them to buy a computer

### **Competition**

Three top-of-the-range CD-ROM drives to be won




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For further information, ring 01625 878888



# RAGE HARD!



Erm... if anyone needs me I'll be in the bar!

Think you're a tough guy do ya? Come and have a go sunshine. I'll show you bloody primal rage!

Quick Maureen, phone the police! There's a couple of dinosaurs scrapping on our patio!



# This is it! The ultimate Primal Rage compo – only in GamePro!

**This is your chance to win your very own fully operational Primal Rage arcade machine, courtesy of Time Warner Interactive. Impress your friends and annoy your parents in four easy stages! How do you do it? It's simple.**

**Stage 1: All you have to do is answer the three easy questions below, but don't send the answers in yet!**

**Stage 2: In issue 3 you'll receive another three questions, but don't send them in!**

**Stage 3: When issue 4 arrives, answer the final three questions, collect up all your correct answers from the previous two issues and send them all in together!**

**Stage 4: We pick your postcard out of the huge bulging sack of entries and you win your own arcade machine! But remember – you've got to be in it to win it! Go for it!**



**Here's your first three 'true or false' questions:**

**Q1) Primal Rage is a dinosaur football simulation**

**Q2) Primal Rage is a futuristic space RPG**

**Q3) Primal Rage is a quality dinosaur fighting game**



**Crikey! This free standing pillar of arcade delight could be sitting in your bedroom in a couple of month's time! Please note: Highly dangerous dinosaur not included!**

**Right, now that you've been given your first set of questions make sure you keep your answers in a safe place until next month, when there'll be another three waiting here for you. Good luck and we'll see you soon!**



# THE FIGHTER'S EDGE

ARCADE

Tournament-Winning Combos and Strategies

# MORTAL KOMBAT 3



By Bruised Lee (Special thanks to "XBen," Brian L. Smolik, John George, and Eric Bianchi)

In MK 3's updated 2.0 version, several moves and combos have been changed to balance the characters. Some combos are now less devastating, giving players an increased chance to survive long enough to actually play the game. This month's "Fighter's Edge" breaks down all the fighters' moves and provides some hard-hitting combos.

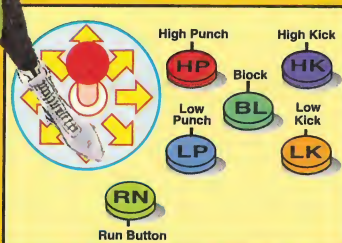


## Fatality

This list of finishing moves covers most of the characters and includes some Babality and Friendship moves. To do a Babality or Friendship, don't use the Block button on the deciding round.

To perform an Animality, you must be on the third round and perform a Mercy. To perform a Mercy, hold RN, tap ↓, ↓, ↓, then release RN.

## Controller Key



- ↑ = Up
- ↗ = Up-Toward
- = Toward
- ↘ = Down-Toward
- ↓ = Down
- ↙ = Down-Away
- ← = Away
- ↖ = Up-Away
- HP = High Punch
- LP = Low Punch
- BL = Block
- HK = High Kick
- LK = Low Kick
- RN = Run

- Motion** = Move the joystick in one continuous, smooth motion.
- Tap** = Tap the indicated buttons or directions in sequence.
- Charge** = Hold the direction or button indicated for the indicated time.
- ()** = Execute commands in parentheses simultaneously.

(Special thanks to Adam and Mike at Golfland USA in Sunnyvale, CA; 408/245-8434)



**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.



<p><b>SEKTOR</b></p> <p><i>Fatality 1: LP, R, R, BL (Sweep)</i></p> <p><i>Fatality 2: F, F, F, B, BL (Over half the screen)</i></p> <p><i>Animality: F, F, D, U</i></p>	<p><i>(Perform up close)</i></p> <p><i>Friendship: R, R, R, R, D (Half screen)</i></p> <p><i>Babality: B, D, D, D, HK</i></p> <p><i>Pit: R, R, R, D</i></p>
<p><b>JAX</b></p> <p><i>Fatality 1: U, U, D, F, U, BL (Close)</i></p> <p><i>Fatality 2: R, BLR, R, LK (Full screen)</i></p>	<p><i>Animality: Hold LP (F, F, D, F) when up close</i></p> <p><i>Friendship: LK, R, R, LK</i></p> <p><i>Babality: D, D, D, LK</i></p> <p><i>Pit: D, F, D, LP</i></p>
<p><b>SINDEL</b></p> <p><i>Fatality 1: R, R, BL, R, BL (Sweep)</i></p> <p><i>Fatality 2: R, R, BL, BL, R+BL (Up close)</i></p> <p><i>Animality: F, F, U, HP</i></p> <p><i>Friendship: R, R, R, R, R, U</i></p>	<p><i>Babality: R, R, R, U</i></p> <p><i>Pit: D, D, D, LP</i></p>
<p><b>STRYKER</b></p> <p><i>Fatality 1: D, R, D, R when up close</i></p> <p><i>Fatality 2: Full screen R, R, R, LK</i></p>	<p><i>Animality: Sweep RN, RN, RN, BL</i></p>
<p><b>KUNG LAO</b></p> <p><i>Fatality 1: R, BL, R, BL D</i></p> <p><i>Fatality 2: F, F, B, D, HP just inside sweep</i></p>	<p><i>Animality: R, R, R, R, BL up close</i></p> <p><i>Friendship: R, LP, R, LK</i></p> <p><i>Babality: D, F, F, HP</i></p> <p><i>Pit: D, D, F, F, LK</i></p>
<p><b>KABAL</b></p> <p><i>Fatality 1: D, D, B, F, BL</i></p> <p><i>Fatality 2: R, BL, BL, BL, HK up close</i></p> <p><i>Animality: Hold HP (F, F, D, F) when up close</i></p>	<p><i>Friendship: R, LK, R, R, U outside sweep</i></p> <p><i>Babality: R, R, LK</i></p> <p><i>Pit: BL, BL, HK</i></p>
<p><b>SHEEVA</b></p> <p><i>Fatality 1: F, D, D, F, LP</i></p> <p><i>Fatality 2: Hold HK (F, B, F, F) when up close</i></p> <p><i>Animality: R, BL, BL, BL, BL up close</i></p>	<p><i>Friendship: F, F, D, F, Pause for 1 second then HP</i></p> <p><i>Babality: D, D, D, B, HK</i></p> <p><i>Pit: D, F, D, F, LP</i></p>

<p><b>SHANG TSUNG</b></p> <p><i>Fatality 1: Hold LP (D, F, F, D) When up close</i></p> <p><i>Fatality 2: Hold LP (R, BL, R, BL) Performed when up close</i></p> <p><i>Animality: Hold HP (R, R, R) Sweep</i></p>	<p><i>Friendship: LK, R, R, D</i></p> <p><i>Babality: R, R, R, LK</i></p> <p><i>Pit: U, U, B, LP</i></p>
<p><b>CYRAX</b></p> <p><i>Fatality 1: D, D, U, D, HP (Anywhere)</i></p> <p><i>Fatality 2: D, D, F, U, R (Up close)</i></p>	<p><i>Animality: U, U, D, D (Up close)</i></p> <p><i>Friendship: R, R, R, U</i></p> <p><i>Babality: F, F, B, HP</i></p> <p><i>Pit: R, BL, R</i></p>
<p><b>SMOKE!</b></p> <p><i>Fatality 1: U, U, F, D (Full screen)</i></p> <p><i>Fatality 2: Hold R+BL (D, D, F, U) Sweep</i></p> <p><i>Animality: D, F, F, BL (Over sweep)</i></p>	<p><i>Friendship: R, R, R, HK (Full screen)</i></p> <p><i>Babality: D, D, B, B, HK</i></p> <p><i>Pit: F, F, D, LK</i></p> <p><i>Invisibility: U, U, R</i></p>
<p><b>SONYA</b></p> <p><i>Fatality 1: Hold BL+R (U, U, B, D)</i></p> <p><i>Fatality 2: B, F, D, D, R</i></p> <p><i>Animality: Hold LP (B, F, D,</i></p>	<p><i>F) Up close</i></p> <p><i>Friendship: B, F, B, D, R</i></p> <p><i>Babality: D, D, F, LK</i></p> <p><i>Pit: F, F, D, HP</i></p>
<p><b>SUB ZERO</b></p> <p><i>Fatality 1: BL, BL, R, BL, R (Up close)</i></p> <p><i>Fatality 2: B, B, D, B, R (Outside sweep)</i></p>	<p><i>Animality: F, U, U (Up close)</i></p> <p><i>Friendship: LK, R, R, U</i></p> <p><i>Babality: D, B, B, HK</i></p> <p><i>Pit: B, D, F, F, HK</i></p>
<p><b>LIU KANG</b></p> <p><i>Fatality 1: F, F, D, D, LK</i></p> <p><i>Fatality 2: U, D, U, U, BL+R</i></p> <p><i>Animality: D, D, U (Sweep)</i></p>	<p><i>Friendship: R, R, R, D+R</i></p> <p><i>Babality: D, D, D, HK</i></p> <p><i>Pit: R, BL, BL, LK</i></p>
<p><b>KANO</b></p> <p><i>Fatality 1: Hold LP (F, D, D, F) when up close</i></p> <p><i>Fatality 2: LP, BL, BL, HK (Sweep)</i></p>	<p><i>Animality: Hold HP, (BL, BL, BL up close)</i></p> <p><i>Friendship: LK, R, R, HK</i></p> <p><i>Babality: F, F, D, D, LK</i></p> <p><i>Pit: U, U, B, LK</i></p>





## CYRAX

## SPECIAL MOVES

### Green Net



Tap ←, ←, LK

### Teleport



Tap →, ↓, BL

### Close Bomb



Hold LK, tap ←, ←, HK

### Far Bomb



Hold LK, tap →, →, HK

### Air Throw



Tap ↓, →, BL. When in close, tap (← LP) or (→ LP)  
*Note: Your opponent must be in the air*

## COMBOS

### In-Close Combo: 6-HIT (30% Damage)



Tap HP twice



Tap HK



Tap HP



Tap HK



Tap (← HK)

### Double Throw Combo: 2-HIT (40% damage)



When in close, tap →, LP for Cyrax's Pile Driver throw



When your opponent bounces off the ground from the Pile Driver, tap ↓, →, BL. When in close, tap (← LP) or (→ LP) for the second throw

## JAX

## SPECIAL MOVES

### Single Missile



Tap ←, →, HP

### Double Missile



Tap →, →, ←, ←, HP

### Blonic Rush



Tap →, →, HK

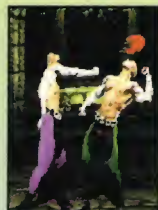
### Gotcha Grab



Tap →, →, LP

## COMBOS

### In-Close Combo: 5-HIT (24% Damage)



Tap HP twice



Tap BL



Tap LP



Tap (← HP)

### Ground Slam



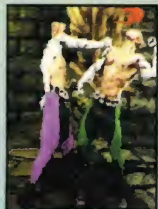
Charge LK for three seconds, release LK

### Back Breaker

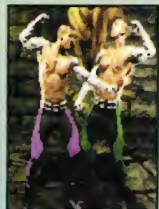


While in the air, hold BL

### Corner Juggle Combo: 7-HIT (33% Damage)



Tap HP



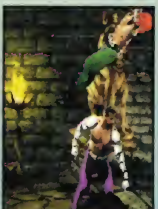
Tap HP



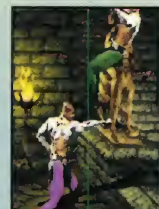
Tap BL



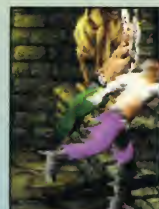
Tap LP



Tap (← HP)



When standing, tap LP



Tap →, →, HK



## KABAL

## SPECIAL MOVES

## COMBOS

### Fireball



Tap ←, ←, HP

Note: You can perform this move in the air.

### Web Spin



Tap ←, →, LK

### Ground Saw

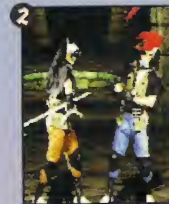


Tap ←, ←, ←, RN

### In-Close Combo: 6-Hit (37% Damage)



Tap LK twice



Tap HP twice



Tap HK



Tap (← HK)



### In-Close Juggle Combo: 9-Hit (45% Damage)



Do a deep jump kick



Tap ←, →, LK



Tap LK twice



Tap HP twice



Tap (↓ HP)



Jump kick



Tap →, →, HP while still in the air

## KANO

## SPECIAL MOVES

### Spinning Ball



Charge LK for three seconds, release LK

### Blade Toss



Motion ↓ ↙ ← HP

### Blade Swipe



Motion ↓ ↘ → HP

### Grab and Shake



Motion ← ↙ ↓ ↘ → LP

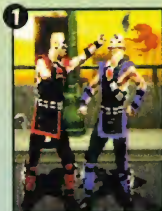
### Air Throw



Hold BL while in the air

## COMBOS

### In-Close Combo: 5-Hit (26% Damage)



Tap HP twice



Tap HK



Tap LK



Tap (← HK)

### In-Close Air Juggle Combo: 7-Hit (40% Damage)



Tap HP twice



Tap (↓ LP)



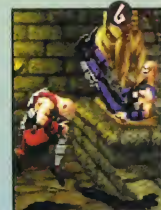
Tap (↓ HP)



Hold LK and walk in with HP



Jump kick



Release LK





## KUNG LAO

## SPECIAL MOVES

### Hat Throw



Tap ←, →, LP

### Teleport



Tap ↓, ↑

Note: You can punch or kick immediately following the teleport

### Spinning Shield



Tap →, ↓, →, RN

### Air Diving Kick



Tap (↓ HK) while in the air



## COMBOS

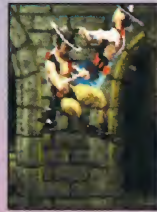
### Spinning Shield Combo: 4-Hit (44% Damage)



Tap →, ↓, →, RN



Run in with HP



Jump kick



Tap (↓ HK) while in the air

### In-Close Combo: 7-Hit (34% Damage)



Tap HP



Tap LP



Tap HP



Tap LP



Tap LK twice



Tap (← HK)

## NIGHTWOLF

## SPECIAL MOVES

### Arrow Attack



Motion ↓ ↙ ← LP

### Hatchet Uppercut



Motion ↓ ↘ → HP

### Shadow Charge



Tap →, →, LK

### Chest Reflect



Tap ←, ←, HK

Note: This move will reflect projectiles

## COMBOS

### In-Close Combo: 3-Hit (19% Damage)



Tap HK, HK, (← HK)

### In-Close Double-Hatchet-Uppercut Combo: 7-Hit (42% Damage)



Tap LK



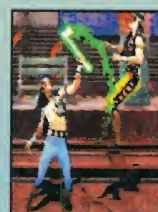
Tap HP twice



Tap LP



Motion ↓ ↘ → HP



Walk in close and motion ↓ ↘ → HP



Jump kick



# LIU KANG

## SPECIAL MOVES

### Air Fireball



Tap →, →, HP while in the air

### High Fireball



Tap →, →, HP

### Low Fireball



Tap →, →, LP

### Flying Kick



Tap →, →, HK

### Bicycle Kick



Charge LK for three seconds, release LK

## COMBOS

### In-Close Combo: 7-Hit (36% Damage)



Tap HP twice



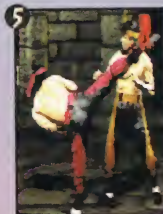
Tap BL



Tap LK twice



Tap HK



Tap (← LK)

### Jump Kick Combo: 3-Hit (20% Damage)



Jump kick



Tap →, →, HP



Tap →, →, HK

# SEKTOR

## SPECIAL MOVES

### Missile



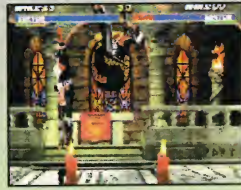
Tap →, →, LP

### Seeking Missile



Motion ↓ ← ← HP

### Teleport Uppercut



Tap →, →, LK

## COMBOS

### In-Close Combo: 5-Hit (26% Damage)



Tap HP



Tap HP



Tap HK



Tap HK



Tap (← HK)

### Seeking-Missile Juggle Combo: 4-Hit (40% Damage)



Motion ↓ ← ← HP



Tap →, →, LK



Tap LP



Tap ←, ←, LP

Note: You must be far away to start this combo

### Jump Kick Combo: 3-Hit (24% Damage)



Hold down LK, then jump kick



Run in with LP



Release LK

### Deep-Kick Juggle Combo: 4-Hit (31% Damage)



Jump in with a deep kick



Tap →, →, LK



Tap HP



Jump kick



# SHEEVA

## Teleport Stomp



Tap ↓, ↑

## Ground Stomp



Tap ←, ↓, ←, HK

## Fireball



Motion ↓ ↘ → HP



## COMBOS

### In-Close Combo: 7-Hit (42% Damage)



Tap HP twice



Tap LP



Tap HK twice



Tap LK



Tap (← HK)

### In-Close Fireball Combo: 6-Hit (36% Damage)



Tap HP twice



Tap LP



Tap (→ HP)



Tap HP



Motion ↓ ↘ → HP

# SINDEL

## Wave Scream



Tap →, →, →, HP

## Float



Tap ←, ←, →, HK

## Fireball



Tap →, →, LP

## Air Fireball



Motion ↓ ↘ LP while jumping

## Floating Fireball



Motion ↓ ↘ LP while floating

## COMBOS

### In-Close Combo: 5-Hit (33% Damage)



Tap HK



Tap HP twice



Tap LP



Tap HK

### In-Close Air-Juggle Combo: 6-Hit (40% Damage)



Tap LK



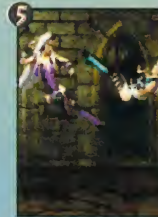
Tap HP



Tap HP



Tap (↓ HP)



Jump kick



Motion ↓ ↘ LP while in the air



## SONYA

### SPECIAL MOVES

#### Ring Toss



Motion ↓ ↘ → LP

#### Teleport Punch



Tap →, ←, HP

#### Rising Bike Kick



Tap ←, ←, (↓ HK)

#### Leg Throw



Tap (↓ LP BL)



### COMBOS

#### In-Close Combo: 6-Hit (31% Damage)



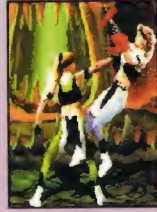
Tap HK twice



Tap HP twice



Tap LP



Tap (← HP)

#### Deep-Kick Rising-Bike Combo: 2-Hit (22% Damage)



Jump in with a very deep kick, then immediately tap ←, ←, (↓ HK) to get off the Rising Bike Kick

## STRYKER

### SPECIAL MOVES

#### Rushing Throw



Tap →, →, HK

#### Baton Takedown



Tap →, ←, LP

#### Low Grenade



Motion ↓ ↙ ← LP

#### High Grenade



Motion ↓ ↙ ← HP

### COMBOS

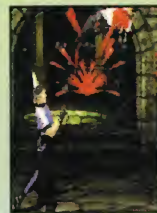
#### In-Close Combo: 4-Hit (23% Damage)



Tap HK



Tap HP twice



Tap LP

#### In-Close Rushing-Throw Combo: 6-Hit (45% Damage)



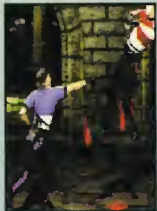
Tap HK



Tap HP twice



Tap LP



Walk in with HP



Tap →, →, HK





## SUB-ZERO

## SPECIAL MOVES



### Low Ice



Motion ↓ ↘ → LP

### Ice Shower



Motion ↓ ↘ → HP. Motion ↓ ↘ → ← HP for a near Ice Shower. Motion ↓ ↘ ← → HP for a far Ice Shower

### Ice Clone



Motion ↓ ↘ ← LP

Note: This move can be done in the air

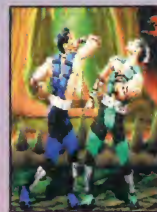
### Slide



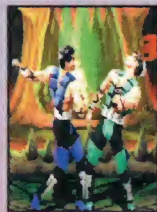
Tap (← LP BL LK)

## COMBOS

### In-Close Combo: 6-Hit (30% Damage)



Tap HP twice



Tap LP



Tap LK



Tap HK

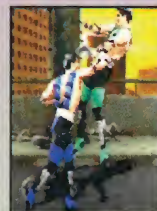


Tap (← HK)

### Ice-Shower Combo: 4 Hits (36% Damage)



Motion ↓ ↘ → HP



Tap HP



Motion ↓ ↘ → LP



Tap HP



Jump kick



Tap (← LP BL LK)

Note: You must first freeze your opponent in the air to start this combo

## SHANG TSUNG

## SPECIAL MOVES

### Fireball



Tap ←, ←, HP

### Multiple Fireballs



Tap ←, ←, →, HP for two fireballs. Tap ←, ←, →, →, HP for three fireballs

### Ground Fireballs



Tap →, →, ←, ←, LK

## COMBOS

### In-Close Combo: 5-Hit (27% Damage)

When in close, tap HK, HP twice, LP, (← HK)

### Fireball Juggle Combo: 6-Hit (37% Damage)



Tap →, →, ←, ←, LK

Note: Your opponent must be far away to start



When your opponent starts to fall, tap ←, ←, →, →, HP to juggle them with three horizontal fireballs



## Morphs

### Cyrax

Tap BL, BL, BL

### Kano

Tap ←, →, BL

### Jax

Tap →, →, ↓, LP

### Kabal

Tap LP, BL, HK

### Kung Lao

Tap RN, RN, BL, RN

### Liu Kang

Motion a full circle starting →

### Nightwolf

Tap ↑, ↑, ↑

### Sektor

Tap ↓, →, ←, RN

### Sheeva

Hold LK, tap ↓, →, release LK

### Sindel

Tap ←, ↓, ←, LK

### Sonya

Tap ↓, (RN LP BL)

### Stryker

Tap →, →, →, HK

### Sub-Zero

Tap →, ↓, →, HP







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# GAME ENHANCERS

## Hot Game Genie and Pro Action Replay Codes

### Super NES (Game Genie)

#### Spider-Man

DBAF-1FD0	Start with nine lives
FDAB-1D65	Start with 99 lives
CB9C-1DA4	Infinite green grenades
CBCC-4FA4	Infinite blue grenades

### Mega Drive (Game Genie)

#### Road Rash 3

R0TB-86XJ	Master code (Note: This must be entered first)
ATXT-EA6N	Bike doesn't take damage from hitting cars
8T2A-ACAC	Start with \$5000
RFHT-C612	Never get charged for police fines
AXVA-AA6J	Free upgrades

### Nintendo (Game Genie)

#### Smash TV

UIVY-GXVS	Infinite lives
OPNX-VTTE	Many more grenades
OXXU-UYVS	Infinite grenades
EA0Z-PZEY	Destroy most enemies by touching them

#### Toki Game

AEKY-XYZA	Start with one life
SXNY-ZSVK	Infinite lives
sZNO-GUVV <sub>+</sub>	
SXEO-LUVV <sub>+</sub>	
SX00-ZUSE	Weapon doesn't run out
IEOP-TLAA	When weapon runs out of ammo, it's replaced with fireball weapon

### Game Gear (Game Genie)

#### NBA Jam Tournament Edition

7E3-859-3B7	Infinite turbo on offense
7E3-A59-3B7	Turbo doesn't recharge
00D-2EA-19E	No shot clock
00A-CE6-E62	CPU's two-point shots are worth zero
217-02D-6E2	Master code: Must be entered first for hidden characters
017-03D-B3E	Bill Clinton is character number one/three
0D7-03D-B3E	Hugo is character number one/three
017-04D-D5D	Bill Clinton is character number two/four
027-04D-D5D	Hillary Clinton is character number two/four
0C7-04D-D5D	MCA is character number two/four

### Mega Drive (Pro Action Replay)

#### Rolling Thunder 2

FFF24-30036	Player Two has infinite bullets
FFF24-50040	Player Two has an infinite machine gun
FFCD7-30001	Player Two has invulnerability
FFF24-D0002	Player Two has infinite lives
FFF04-D000X	Level select (replace "X" in code with "0-A" for level number)

#### Zero Tolerance

FF0DE-00064	Infinite energy
FF103-80068	Infinite ammo
FF104-0001E	Infinite rockets

### Super NES (Pro Action Replay)

#### Sparkster

00FF-AD00	Allows you to play the European version on Japanese and U.S. carts
7E06-910E	Unlimited energy
7E01-6809	Unlimited lives
7E01-6A63	Extra life for each gem collected
7E06-A8FF	Full power meter
7E07-2100	One hit needed to kill the first boss on Level One
7E07-B100	One hit needed to kill the second boss on Level One
7E0C-6100	One hit needed to kill the boss on Level Two

#### Vortex

0299-69EA	Unlimited lives
02F0-6FEA	Unlimited cannons

### Game Boy (Game Genie)

#### Madden '95

000C-3BE-19E	Infinite play clock
00C-62E-19E <sub>+</sub>	
F09-33C-6E6	Infinite game time
048-8ED-E6E	Start on fourth down
005-DED-19A <sub>+</sub>	
FAE-F0C-4C1	Down never increases

### Game Gear (Game Genie)

#### FIFA Soccer '95

00E-71D-19A	Infinite timer
01E-35D-F7A	Each half lasts one minute
00D-39A-19A	Computer can't score
018-E0D-E6A	Game only lasts for a half



# S.W.A.T. PRO

Video Game Strategies, Weapons and Tactics

## Super NES

### GP-1, Part II

#### Passwords



At the title screen, select "GP Race", then enter the following passwords at the Continue screen:

Racing Team: Yellow Storm

- |  |  |
|--|--|
| Round 2:<br>Malaysia                           | <b>JHDXB1CX PZBZ5WLCL<br/>YFW4BB4B DBGDBBCF2</b>     |
| Round 3:<br>Japan                              | <b>JMGYB1CX PZBZ5WWC4<br/>#LCRKCWB GBGFBBDK6</b>     |
| Round 4:<br>Spain                              | <b>JSOYB1CX PZBZ5W4FM<br/>RRYBLDLB JBGHBBCPH</b>     |
| Round 5:<br>Austria                            | <b>JX2YB1CX PZBZ5XBGM<br/>4XD8QFWB JWGKBBBVG</b>     |
| Round 6:<br>Germany                            | <b>J126B1CX PZBZ5XKHP<br/>G1Z8TGBB KGBRBB CZW</b>    |
| Round 7:<br>Netherlands                        | <b>J527B1CX PZBZ5XSJY<br/>06G4XGBB MBGSBWGDB</b>     |
| Round 8:<br>Italy                              | <b>J93FB1CX PZBZ5XZKZ<br/>D#140GWB MWGYBWCK6</b>     |
| Round 9:<br>France                             | <b>KC3FB1CX PZBZ5X7K7<br/>XFJW3HBB QWG3BWKQJ</b>     |
| Round 10:<br>Great Britain                     | <b>KJKFB1CX PZBZ5YFMQ<br/>&amp;K3G6JBB RBG5BWJVD</b> |
| Round 11:<br>Czech<br>(Maxed-out bike)         | <b>KPKGB1CXPZBZ5YQPO<br/>SRK88J4D TBG5BWHY&amp;</b>  |
| Round 12:<br>USA<br>(Maxed-out bike)           | <b>KTKGB1CXPZBZ5YYP0<br/>5W48#LBD WBL8BWZFZ</b>      |
| Round 13:<br>Argentina<br>(Maxed-out bike)     | <b>KYKGB1CX PZBZ5Y6RH<br/>K1MXBLLD YBL8CMBJF</b>     |
| Round 14:<br>Europe Finals<br>(Maxed-out bike) | <b>K2KGB1CX PZBZ5ZBSS<br/>356SBMLD ZBR&amp;CMJPF</b> |

## 3DO

### The Need For Speed

#### Blow Up Surrounding Traffic



Start a race against the computer.



When the Loading screen appears, **press and hold L, R, and Left** on the directional pad.



At the starting line, press **Pause** and quit the game. Start

the game again. At the Loading screen, **press and hold L, R, and Up**. At the starting line, pause and quit the game again. Start the game a third time. At the Loading screen, **press and hold L, R, and Right**. Pause at the starting line and quit the game again. Start the game a final time. At the Loading screen, **press and hold L, R, and Down**. This time, don't quit the game when you're at the starting line. Release the buttons and start racing.



Whenever traffic is in front of you, **press Button X** (the stop button), and the other cars will flip in the air as if they've been in an accident! This comes in extremely handy, especially when there are loads of slow cars in front of you.

## Game Gear

### The Lion King

#### Level Select



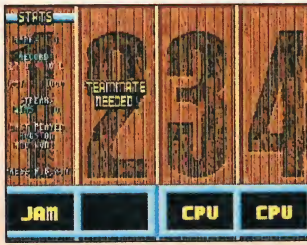
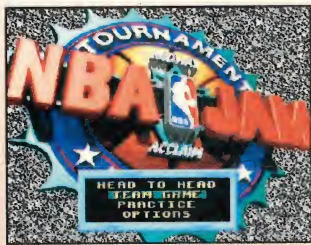
When the Sega logo appears, **press Up, Down, Left, Right, Up, and Down**. Start a game, and a level-select option will appear. From here it's a simple case of selecting which particular level you would like to play.



# Super NES

## NBA Jam Tournament Edition

### All-Star Teams

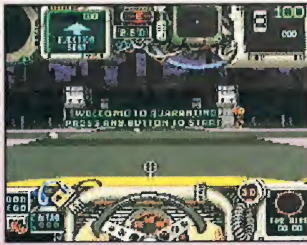


At the title screen, press Start to advance to the menu. Then press Button Y, Up, Down, B, Left, A, Right, Down, and Start. If you did the trick correctly, team mode is the automatic selection. Next, at the Enter Initials screen, enter the letters "JAM." Stats indicating that all 27 NBA teams have been beaten should appear. At the team-selection screen, you'll have a choice of All-Star teams instead of rookie teams.

# 3DO

## Quarantine

### Start with \$10,000 and Access to All Weapons



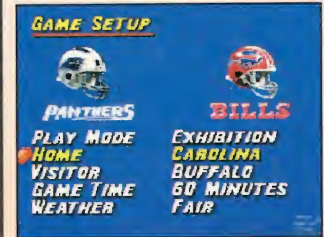
At the language-select screen, highlight "English", then press B, C, B, A, and Start. If you did the trick correctly, you'll hear a scream instead of a laugh. You'll begin the game with \$10,000 and access to every weapon and power-up from the Repair Shop.

# Super NES

## Madden '95

### Play as the Two Hidden Expansion Teams

At the Game Setup screen, highlight either "Visitor" or "Home" and press the following:



To play as the Panthers, press Buttons L, R, L, R, Y.

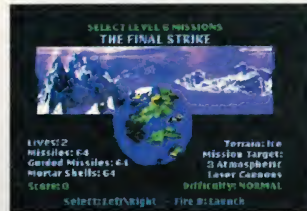


To play as the Jaguars, press L, R, L, R, A.

# Jaguar

## Hover Strike

### Level Skip, Unlimited Weapons and More



Do the following pad tricks at the Mission Select screen.

Change globe speed and direction:

Simultaneously press Buttons 4 and 6.

For unlimited weapons, energy, and shields:

Simultaneously press Down and Buttons 3, 4, 6, and 7.

Extra lives:

Simultaneously press Buttons 3, 6, 9, and #.

Level skip:

Simultaneously press Buttons 2, 4, 6, 7, 8, and 9.

# Mega Drive

## Road Rash 3



To start at the beginning of the game with \$200,000 and the Wild Thing 2000 bike – a black bike that goes more than 200 miles per hour without nitro! – enter this password:

15S9 PU03





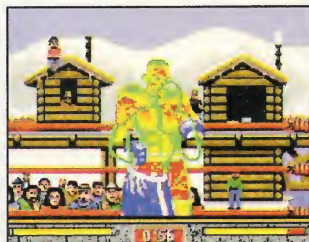
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Video Game Strategies, Weapons and Tactics

## Mega Drive

### Toughman Contest

#### Power-Up Passwords



In the Game Setup menu, select "Restore From Password" and enter the following passwords to get the power-ups:

#### Director's Cut

(headless opponents and maximum blood): **RUBE**

#### Stealth mode

(opponent is all black): **FQSTER**

#### To the Death mode

(no time limit, first with three knockdowns wins): **2LT**

#### Caffeinated mode

(game is played at double speed): **HYPER**

#### Iron Man mode

(Player One is invincible): **MAXX**

#### All Moves On

(throw all power punches, regardless of what's chosen on the set-up screen): **MRBUCKEYE**

#### Little Napoleon

(draws opponent 32 pixels shorter than normal): **WEASEL**

#### Nuclear Waste Man

(turns opponents into neon-coloured fighters): **NUCLEAR**

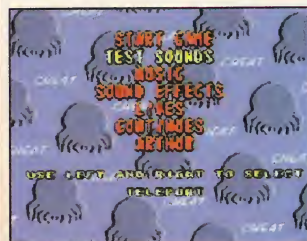
#### Whoop Ass mode

(CPU difficulty is on the highest setting): **SUPERG**

## Super NES

### The Tick

#### Stage Select



At the title screen, press Start to go to the Options screen. At the Options screen, set "Arthurs" to two, "Lives" to seven, and "Continues" to four. Next, choose the Test Sounds option and select "Teleport." Press Start, and the word "Cheat" will appear. Start the game, pause it, and press Select. You now have a stage-select mode.

## 3DO

### Return Fire

#### Play on Any Level and Debug Menu



**Play on any level:** Start a new game and go to the map-selection screen. Keep pressing Up on the directional pad until you reach the Password entry screen. Enter the password **WOLF**. You can now pick any level in the game.

#### Debug Menu:

First, enter the **WOLF** password above to begin a game. Then, anytime during gameplay, hold down Buttons L and R and pause the game. A debug menu will appear that enables you to have the flag in the first building and to play sounds from the game.



## Samurai Shodown II

### Play as Kuroko the Referee



This pad trick works only for a two-player game. At the player-select screen, move the cursor to Haohmaru and, using either controller, **press Up, Down, Left, Up, Down, and simultaneously press Right and Button A**. Kuroko the referee will appear. Do the trick on both controllers for a same-player fight! You can fight as Kuroko for only one match – win or lose, a Game Over screen will appear, making it impossible to finish the game with him.

## Super NES

### Shien's Revenge

#### Player Two Controls Boss, Hidden Difficulty, and Extra Continues and Weapons



**Player Two controls boss:** Start a normal game while **holding down Buttons L and R on Controller Two**. You will start the game by fighting the first boss, but the second player will control him.

**Hidden difficulties:** At the title screen, **press Button L seven times on Controller Two**. Go to the Options screen, and you'll see a new difficulty called "Dynamic," which is super easy. **Press Button R seven times on Controller Two** to get the "Almanic" or super-hard setting.

**Extra continues:** At the title screen, **press Select seven times on Controller Two**. If you did the trick correctly, you'll hear a sound and be given 30 continues.

**Extra weapons:** At the title screen, **press Start seven times on Controller Two**. If you did the trick correctly, you'll hear a sound and be given nine special weapons.

## Super NES

### Power Instinct

#### Play as Young Otane

At the Mode Select screen, choose V.S. Mode. **Press and hold Buttons A, B, and Y on Controller One, and press Start**. At the Player Select screen, Player One should put the cursor on Otane. **Press and hold Buttons L and R, and press A, B, and X or Y**. Next, Player Two should pick their fighter and press Start.

## 3DO

### Pataank

#### Upside-Down Game, Free Mobility and More



Go to the Options screen and enter the following pad tricks:

Upside-Down game: **Hold Button R, and press Button A, C, B, Right, B, C, B, A.**

Free mobility: **Hold Button L, and press B, B, C, Up, C, C, B, A.**

Sky view: **Hold Button L, and press B, C, C, Left, A, C, B, A.**

Basement view: **Hold Button R and press A, C, A, Right, B, B, C, B.**

Immediate Hall of Fame: **Hold Button L, and press A, Pause, A, Pause, B, and B, then release Button L.**



# S.W.A.T.-PRO

Video Game Strategies, Weapons and Tactics

## Mega Drive

### Barkley: Shut Up and Jam 2

All Barkleys, Mirror Match,  
And Nonselectable Characters



The following codes work only in the Exhibition mode. Pause the game and highlight the word "Quit". Try any of the following pad tricks. After doing the button presses, highlight "Resume" and press Start:

All Barkleys (all four players are Barkley):

Press Button B three times

Mirror Match (both teams are identical):

Press Button C three times

Play as Barkley's Partners (pick nonselectable tournament teammates):

Press Button A three times: Blade

Press Button A four times: Dolemite

Press Button A five times: Hamma

Press Button A six times: Jim-Pak

Press Button A seven times: Pauly

Press Button A eight times: Shuga

Press Button A nine times: Spider

Press Button A 10 times: Bongo

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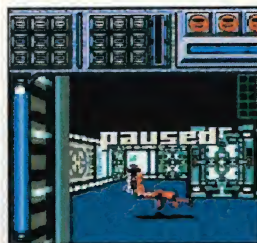
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## Sega CD

### Battle Frenzy

#### Cheat Codes



Begin to play a game, then pause it at any time and enter the following pad tricks:

Get the red key: Down, Down, B, C, Up, Up

Get the yellow key: Up, Up, B, C, Down, Down

Full oxygen: C, C, B, A, Down, Down

Full ammo: B, B, B, Right, Down, Left

Level skip: Up, A, Up, A, A, Down

Cannon: Left, B, C, Down, Down, Right

Grenade: Up, Down, Up, Right, B, C

Lock on: A, A, Left, Right, Left, Right

Piercer: Up, Right, Down, Left, Up, Right

Rapid: C, Up, Up, Right, Right, A

Ricochet: Left, Right, C, A, B, Right

Spray: Up, B, Up, A, B, B

Tribolt: A, A, A, Right, A, Right

## Jaguar

### Cybermorph

#### Passwords



At the Select Destination screen, enter the following passwords using the numbers on the pad:

Sector 2: 1328

Sector 3: 9325

Sector 4: 9226

Sector 5: 3444

Unknown: 6009



## Mega Drive

### Bubsy II

*Invincibility, Super Jumps and More*



Do the button presses at the title screen to get the desired cheat.

99 portable holes: Press Right, Up, B, B.

Super jumps: Press B, A, B, C.

50 lives: Press B, Up, B, B, A.

Invincibility: Press C, A, B, C, Up, Down.

99 nerf shots: Press B, A, Left, Left.

99 diving suits: Press B, Left, Up, B.

## 32X

### Motocross Championship



250cc Class:

- Track 1: EDAAAAAAA]G
- Track 2: qWwwBEJAooG
- Track 3: cmYRjHSAQJH
- Track 4: LAZC[KVAOpH
- Track 5: jSxCnOdAcK]
- Track 6: uipD]SmAer]
- Track 7: 76ZEJWvAsLJ
- Track 9: R2SWtb4AOMK
- Track 11: xZT3OeCBAOL
- Track 11: xZT3OeCBAOL
- Track 12: n3DoQhGBouL

With the Super Bike:

- Track 1: GDAAAAAAA]M
- Track 2: XWwwhEKAgoM
- Track 3: BrQBjHPAEJN
- Track 4: nHRykJVAopN
- Track 5: dW5CmMfA]KO
- Track 6: VrhTnPmAsqO
- Track 7: UAKU]TpAQLP
- Track 8: yQqUJUzA0rP
- Track 9: 2[S1qV1AUMQ
- Track 11: oGjmNcCBUNR
- Track 12: CbT3OfKB8tR

## Mega Drive/Super NES

### True Lies

*Passwords for Infinite Lives, Full Weapons and Infinite Continues*



Enter the following passwords:  
Full weapons: **BGWPN5**

Infinite lives: **BGLV5**  
Invincibility: **BGGRLY**

## 3DO

### Return Fire

*Invincibility*



Start a game and go to the attack-craft select screen. Highlight your craft and press **Button C**. Hold down the top **R** and **L** buttons. While holding **L** and **R**, press and hold Buttons **B** and **C**. Continue to hold all four buttons and press the **Stop** button. This takes you to the Exit Game option. At this screen, continue to hold the four buttons and push **Down** on the directional pad. You'll hear a confirming sound. Do this for each craft you wish to make invincible.

## Super NES

### Bubsy II

*99 Portable Holes, 50 Lives and More*



Do the pad tricks at the title screen.

99 portable holes: Press **Right, Up, Select, Select**.

Super jumps: Press **B, A, B, Y**.

50 lives: Press **B, Up, B, Select, Y**.

Invincibility: Press **X, A, B, Y, Up, Down**.

99 nerf shots: Press **B, A, Left, Left**.

99 diving suits: Press **B, Left, Up, B**.



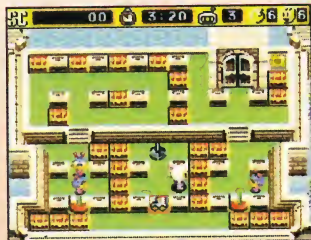
# S.W.A.T. PRO

Video Game Strategies, Weapons and Tactics

## Super NES

### Super Bomberman 2

#### Excellent Password

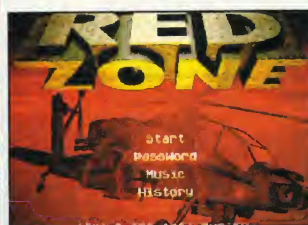


At the title screen, select "Password", and enter 1111. This password enables you to drop six bombs with the maximum blast radius and gives you a detonator. If you're blown up, the only item you'll lose is the detonator.

## Mega Drive

### Red Zone

#### Hidden Asteroids Game



Start the game, go to the Password option at the title screen, and press Start. Then enter the following password: C, C, A, C, A, A, C, A, C, A, C. Press Start to play a hidden game.

## Saturn

### Virtua Fighter

#### Play as the Boss Dural

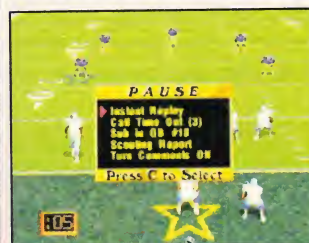


Press Down, Up, Right, and simultaneously press A and Left.

## 3DO

### John Madden Football

#### Resize Referee and Players



**Attack of the giant referee:**  
Start a regular game and pause it. Then press R, D, L, U, R, D. Unpause the game, and the referee will be a giant.

**The incredible shrinking referee:**  
Pause the game and press L, D, R, U, L, D, R. Unpause the game, and the referee will be pint sized.

**Shrink the players:**  
Pause the game and press the Stop (X) button five times. Unpause the game, and the players will be smaller, which makes it harder for the opposing team to tackle your players.

**Resize the players:**  
Pause the game and press B, A, B, A, X, B, A, X. Unpause the game, and the players will return to normal size.

## Saturn

### Clockwork Knight

#### 999 Lives



At the title screen, press Up, Right nine times, Down six times, Left seven times, Z, X, Y, Y, Y, Z. Start a game, and you'll have almost unlimited lives.



## Mega Drive

### X-Men 2 Level Skip



Pause the game, then simultaneously press Left and Button C. Next, press Up, Up, Left, Down, Down, Right, and Button C. Unpause the game, then pause it again and simultaneously press Right and Button C to skip a level.

## 32X

### Space Harrier More Continues



Turn on the game and wait for the Sega logo to appear. Then, on Controller Two, press and hold Buttons A and C and press Start. On the title screen you should see the words "Insert Coin" flash. Start a game, and you'll have three continues.

## Super NES

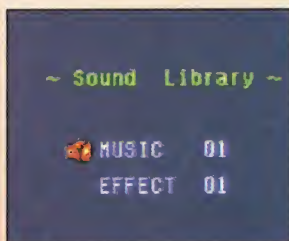
### Zero the Kamikaze Squirrel Unlimited Shurikens, Lives and Hit Points



Start a new game and pause it. Then enter any of the following button presses.  
Unlimited shurikens: Press Down, A, B.  
Unlimited lives: Press B, A, B, B, Y.

## Super NES

### Super Punch-Out! Sound Test

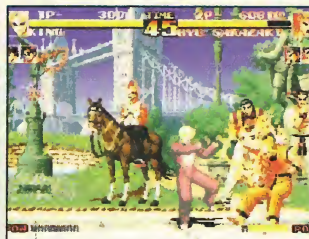
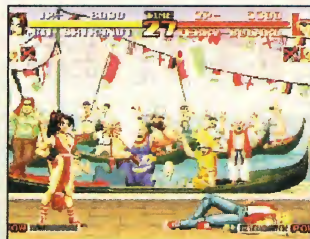


Turn on the game and when you see the Nintendo logo, hold down the top L and R buttons. This automatically takes you to a music and sound effect test. Press Button A on Controller One to play the sound or music.

## Neo-Geo

### The King of Fighters '94 Arcade Mode Code

RANKING		
1ST	560000	SNK
2ND	480000	SNK
3RD	380000	SNK
4TH	280000	SNK
5TH	180020	SNK



This code allows you to play The King of Fighters '94 in its true uncensored arcade form. At the Ranking screen, press and hold Button A and Button D on Controller One and press and hold Button B and Button C on Controller Two. Then begin a normal game. You should get all the blood and Mai Shiranui in her original form!

## Super NES

### Ballz Turbo Code



At the title screen, press button A nine times to activate this cheat.



# FATAL FURY 3

## ROAD TO THE FINAL VICTORY



By Bruised Lee

The fourth instalment of SNK's Fatal Fury series hits the arcades with five of the original fighters and five new fighters. Each character is armed with several special moves and a power move that they can perform when their life bar flashes red.

### Lines of Play

In FF3, you can fight from three parallel scrolling lines that mark different areas: middle, background and foreground. You begin play on the middle line and from there you can move either to the background or foreground. Strategically, the lines are best used to move to the other side of an enemy for surprise attacks. You can also use them to get out of corner traps and avoid projectiles.

#### Background



To go to the background, press (WK SP)

#### Foreground



To go to the foreground, press (WP WK)

### Circling Around



To circle around your enemy for a surprise attack, first move to the foreground or background. Then Tap →, → to dash toward your opponent. When you're opposite your opponent, you can quickly come back to the middle with a move or let the computer automatically move you in. Coming in with a special move or a throw is the most effective attack.

### NEW CHARACTER

## Bob Wilson

Most of Bob's moves are easily countered, making him a weak attacking player. Bob's only advantage is that his Power Move is easy to pull off.

### Special Moves

#### Bull's Horn



Charge ↓ for one second, Tap ↑, WK or SK

#### Rolling Turtle



(WP SP) or (WK SK)

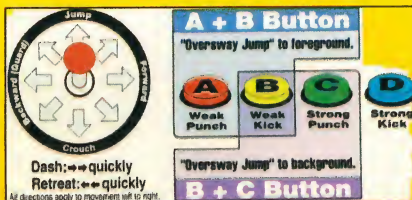
#### Wild Wolf



Charge ← for one second, Tap →, WK or SK

### Controller Key

- ↑ = Up
- ↗ = Up-Toward
- = Toward
- ↘ = Down-Toward
- ↓ = Down
- ↙ = Down-Away
- ← = Away
- ↖ = Up-Away
- WP = Weak Punch
- WK = Weak Kick
- SP = Strong Punch
- SK = Strong Kick



- Motion** = Move the joystick in one continuous, smooth motion.
- Tap** = Tap the indicated buttons or directions 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.

### Power Move

Note: You can perform this move only when your life bar flashes red

#### Dangerous Wolf



Tap ↓, ↓, ↓, (WK SP SK)



## Terry Bogard

The leader of this wild bunch returns with a new Power Dunk move. If done in close, the Power Dunk can register three hits. Use it to go through projectiles and to prevent enemies from jumping in. Overall, Terry is still one of the game's strongest fighters.

### Special Moves

#### Burning Knuckle



Motion ↓ ↙ ← WP or SP

#### Power Dunk



Motion → ↓ ↘ WK or SK

#### Crack Shot



Motion ↓ ↙ ← ↵ WK or SK

#### Power Rave



Motion ↓ ↘ → WP or SP

### Power Move

Note: You can perform this move only when your life bar flashes red

#### Power Gaze



Motion ↓ ↙ ← ↙ → (SP SK)

## Andy Bogard

Andy is one of the most balanced fighters in the game. His new Sho Ryu Dan is the perfect counter to enemies who jump in. Andy's attack would be unstoppable if his Shiranui Spirit Crunch wasn't so easily countered.

### Special Moves

### Power Move

Note: You can perform this move only when your life bar flashes red



**Special Reppandan**  
Charge ↓ for two seconds, Motion ↘ → (SP SK)



#### Zab El Ken



Motion ← ↙ ↓ ↘ → WP or SP

#### Shiranui Spirit Crunch



While in the air, Motion ↓ ↘ → SK

#### Shiranui Spider Squeeze



When in close, Charge ↓ for one second, Tap ↑, SK

#### Hi Sho Ken



Motion ↓ ↙ ← WP or SP

#### Sho Ryu Dan



Motion → ↓ ↘ WP or SP

## Joe Higashi

Joe's variety of special kicks makes him one of the best attacking and defensive fighters. As an attacking player, his moves inflict major damage. Defensively, the Tiger Kick is all he needs to keep most opponents away. Either way, Joe is a hard adversary to beat.



### Special Moves

#### Slash Kick



Motion ← ↙ ↓ ↘ → WK or SK

#### Golden Heel Blast



Motion ↓ ↙ ← WK or SK

#### Tiger Kick



Motion ↓ ↘ → ↗ WK or SK

#### Hurricane Upper



Motion ← ↙ ↓ ↘ → WP or SP

### Power Move

Note: You can perform this move only when your life bar flashes red

#### Seror Upper



Motion → ← ↙ ↓ ↘ (SP SK)



# Sokaku Kochizuki **NEW CHARACTER**

Sokaku is the best new fighter in this instalment. Since he has a ton of defensive moves that all pack a real punch, play Sokaku to start exploring the new lineup of characters.

## Special Moves

### Makibishi Washer



Motion ↓ ↘ → WP

### Flames of Doom



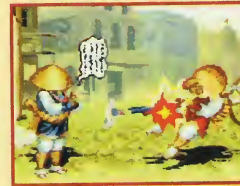
Motion ↓ ← ↙ WK

### Possession Blast



Tap →, ←, →, SK

### Dance of Demons



Rapidly Tap SK

### Evil One Bop



Motion ← ↙ ↓ ↘ → SP

### Wild Monkey Slash



Motion ↓ ↙ ← SK

### Lightning Strike



Motion → ↓ ↘ SK

## Power Move

Note: You can perform this move only when your life bar flashes red

### Ikezuchi



Motion → ↘ ↓ ↘ → (SP SK)

# Blue Mary **NEW CHARACTER**

Unfortunately, Blue Mary is more exciting to watch than to play. Her moves just aren't strong enough to make her a threat in a matchup. Using Mary as a fighter will simply give you the blues.

## Power Move

Note: You can perform this move only when your life bar flashes red

### Typhoon

Charge ↙ for two seconds, Motion ↓ ↘ → ↗ (WK SK)



## Special Moves

### Spin Fall



Motion ↓ ↘ → ↗ WP

### Vertical Arrow



Motion → ↓ ↘ WK

### Straight Slicer



Charge ← for one second, Tap →, WK

### Spider



Motion ↓ ↘ → ↗ SP

### Spatcher



Motion → ↓ ↘ SK

### Club Crunch



Charge ← for one second, Tap →, SK

# Hon Fu **NEW CHARACTER**

If Hon Fu didn't have his Sky of Fire move, he would be as worthless as Blue Mary. The Sky of Fire is a great defence and has almost no hang time, so you can chain it continuously.

## Special Moves

### Nine Dragon Drabbing



While blocking, Tap →, WK or SK

### Sky of Fire



Motion → ↓ ↘ WP or SP

### Heavenly Lightning



Motion ↓ ↙ ← ↖ WK or SK

### Lightning Jumper



Charge ↙ for one second, Tap →, WK or SK

### Storm Gadenza



Motion ↓ ↙ ← ↖ → (WK SK)

## Power Move

Note: You can perform this move only when your life bar flashes red



# Mai Shiranui

Mai's excellent speed and air superiority give her an advantage over some fighters, but her moves inflict little damage. To win, you must constantly hammer away at your opponent.

## Power Move

Note: You can perform this move only when your life bar flashes red

### Special Deadly Ninja Bees



Motion → ↙ → (SP SK)



## Special Moves

### Kacho Sen



Motion ↓ ↘ → WP or SP

### Ryu



Motion ↓ ↙ ← WP or SP

### Sun Flash Flamerod



Tap ↓, ↓, (WP WK SP)

### Deadly Ninja Bees



Motion ← ↙ ↓ ↘ → SP

### Musasabi



When in the air, hold ↓, (WK SP) or (SP SP)

# Geese Howard

With superior reach and a vast assortment of air and ground projectiles, Geese is by far the best fighter in the game. Only the most versatile fighters will pose a challenge to this former end boss.



## Power Move

Note: You can perform this move only when your life bar flashes red

### Raising Storm



Motion ↙ → ↘ ↓ ↙ ↙ (SP SK)

## Special Moves

### Reppo Ken



Motion ↓ ↘ → WP

### Knockdown Blow



Motion ← ↙ ↓ ↘ → WK or SK

Note: The Knockdown Blow works best as a counter move

### Mars Masher



Charge ↙ for one second, Tap →, WK or SK

### Double Reppo Ken



Motion ↓ ↘ → SP

### Shipper Ken



When in the air, Motion ↓ ↙ ← WP or SP

# Franco Bash

A projectile move would have made Franco a more challenging player. His moves are the most damaging of all the fighters, but to use them, you need to be in close.

## NEW CHARACTER

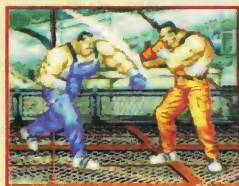
## Special Moves

### Double Kong



Motion ↓ ↙ ← WP or SP

### Tavioc Blow



Motion ← ↙ ↓ ↘ → WP or SP

### Power Bicycle

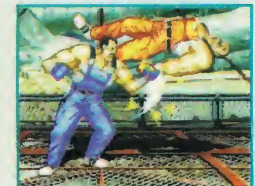


Motion ↓ ↘ → WK or SK

## Power Move

Note: You can perform this move only when your life bar flashes red

### Harmagedon Buster



Motion → ↘ ↓ ↙ ← (SP SK)



# VIRTUA FIGHTER

A complete move list for the Sega Saturn version

## PAI CHAN

Wrist Twist: When in close, tap D, P  
 Stomp: When the opponent is down, tap Up, P  
 Wrap Around: Tap P+K  
 Defense Trip: In defense, tap Forward, Back, P  
 Pull SLam: When in close, tap Forward, Back, P  
 Push Trip: When in close tap, Back Forward, P  
 Air Stomp: When in the air, hold down, tap K  
 Knockdown Roundhouse: Hold down, tap Forward, K  
 Punch With Low Crescent: Tap P, P, P, Down, K

## LAU CHAN

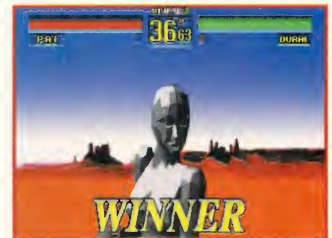
Windmill Drop: When in close, tap D, P  
 Stomp: When the opponent is down, tap Up, P  
 Double Stomp: When the opponent is down, hold Up, tap P  
 Punch & Spin Kick: Tap P, K  
 Neck Drop: When in close, tap Back, Forward, P  
 Water Wheel Drop: Tap Back, P  
 Punch with Low Crescent: Tap P, P, P, Down, K

## AKIRA YUKI

Toshinsotai Trip: When in close, tap Forward, P  
 Stomp: When the opponent is down, tap Up, P  
 Elbow Strike: Tap Forward, P  
 Dashing Palm: Hold Down, tap Forward, P  
 Body Check: Tap Back, Forward, Forward, P, K  
 Double Kick: Tap Forward, Forward, K, K

## JEFFRY MCWILD

Neck Cushion: When in close, tap D, P  
 Backbreaker: When in close, tap D, P  
 Stomp: When the opponent is down, tap Up, P  
 Jeffrey Slam: Tap Forward, P  
 Splash Mountain: Tap Forward, Forward, P, K  
 Loft Slam: Tap Backward, Backward, PK  
 Knee Hammer: Tap Down K, P  
 Iron CLaw: Tap Down, P  
 Knee Strike: Tap Down, Backward, K





# JACKY BRYANT

- Neck Drop: When in close, tap D, P
- Reverse Larlat: (FB) When in close, tap D, P
- Stomp: When the opponent is down, tap Up, P
- Spinning Double Knuckle: Tap Forward, Forward, P
- Spinning Double Roundhouse: Tap K, K
- Spin Puncher: Tap P, K
- Spin Kicker: Tap Back P, K
- Clothesline: Tap Forward, Forward, P

# SARAH BRYANT

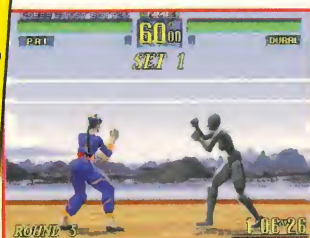
- Body Throw: When in close, tap D, P
- Collarbone Crusher: (FB) When in close, tap D, P
- Stomp: When the opponent is down, tap Up, P
- Triple Kick: Tap Down, K, K, K
- Rising Knee Knockdown: Tap Forward, K
- Slammer: Tap Forward P, K
- Elbow Strike: Tap Backward, Forward, P
- Sarah Larlat: Tap Forward, Forward, P

# WOLF HAWKFIELD

- Suplex: When in close, tap D, P
- Back Neck Drop: (FB) When in close, tap, D, P
- Windmill: Motion full circle + P
- Stomp: When the opponent is down, tap Up, P
- Bulldozer: Tap Backward, Forward, P
- Wolf Larlat: Tap Forward, Forward, P
- Crotch Shot: Tap Forward + P
- Knee Blast: Tap Forward, K

# KAGE MARU

- Shoulder Toss: When in close, tap D, P
- Hip Toss: (FB) When in close, tap D, P
- Stomp: When the opponent is down, tap Up, P
- Twist Slam: Tap Back, Forward, P
- Air Toss: Tap Back, P
- Sweep: Tap Forward, Forward, K
- Kicking Defense: Tap Back, Back, K





Are you ready  
to Rage?



Read on for special moves, finishing moves, wild combos you can sink your teeth into, and techniques for properly digesting humans...



**W**elcome to the new Urth. The gods are awake – and angry. The blood-bursting, bone-crushing arcade hit **Primal Rage** is ready for the SNES and Mega Drive, with all seven ferocious fighters and all of their special moves, finishing moves and combos. This strategy guide breaks down each character in the game and covers some fighting basics and devastating combos.



## The Controls

Each character's special moves, finishing moves and combos are performed identically on both the SNES and Mega Drive versions. Refer to the controller key for the version you have.

## Basic and Power Moves

Each character has four basic moves (High Quick, High Fierce, Low Quick, and Low Fierce), and two power moves that are performed when the two high moves or the two low moves are pressed simultaneously. Power moves are effective when a character is in close, crouching, or jumping.

**High Quick**



Tap HQ

**High Fierce**



Tap HF

**High Power**



Tap (HQ HF)

**Low Quick**



Tap LQ

**Low Fierce**



Tap LF

**Low Power**



Tap (LQ LF)

### Mega Drive Controller Key



Button A = Low Quick (LQ)  
 Button B = Low Fierce (LF)  
 Button X = High Quick (HQ)  
 Button Y = High Fierce (HF)

### Super NES Controller Key



Button B = Low Quick (LQ)  
 Button A = Low Fierce (LF)  
 Button Y = High Quick (HQ)  
 Button X = High Fierce (HF)

↑ = Up

↗ = Up-Toward

→ = Toward

↘ = Down-Toward

↓ = Down

↙ = Down-Away

← = Away

↖ = Up-Away

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the directions and buttons indicated in sequence.

Charge = Hold the direction or button indicated for the time 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.



Don't forget that you can win your very own Primal Rage arcade machine by entering the competition in this very issue! See page 110 for more details on how you could soon be owning a £3000 Primal Rage unit! Rage hard!



## Stand Up Strategy

These basic tactics help each fighter to their feet with a vengeance after they're knocked down by a move or a combo. Perform each move as the dino is getting up.

### Armadon

*In Close*



Hold (HQ HF LQ) and tap →, ← to Gut Gouge the opponent

### Blizzard

*In Close*



Tap (↓ LQ LF) to Power Sweep the enemy

### Chaos

*In Close*



Hold (HF LF) and tap →, ← to go into a Grab-N-Throw

### Diablo

*In Close*



Hold (HF LQ LF) and tap ↑ to go into an Inferno Flash

### Sauron

*In Close*



Hold (HF LF) and tap →, ← to do a Neck Throw

*Far Away*



Hold (HF LF) and tap ←, ↑ to shoot Flying Spikes

*In Close*



Hold (HQ LF) and motion → ↓ ↓ ← ↶ ↑ to launch the Punching Bag

*Far Away*



Hold (HQ LF) and tap ↑, → to perform a Fast Power Puke

*Far Away*



Hold (HQ LQ) and tap ↓, → to launch Fireballs from a distance at the enemy

*Far Away*



Hold (HQ LQ) and tap ←, → to do a Stun Roar

### Talon

*In Close*



Hold (HF LF) and tap ↓, → to go directly into the Face Ripper

### Vertigo

*In Close*



Hold (HF LQ) and tap ←, ← to perform the Voodoo Spell

*Far Away*



Hold (HQ LF) and tap ↓, → to execute the Frantic Fury

*Far Away*



Hold (HQ LQ) and tap →, → to let loose with the Fast Venom Spit

## Berserk Mode



Your dino goes berserk when it's battered by a damaging combo or a series of moves. In Berserk mode, your dino does more damage than normal.



## It's Human Time!

During a fight your dino doesn't have time to stop and smell the roses – but it does have time to eat a human. Eating humans humiliates your opponent and recharges your life.



The easiest way to snack is by performing a combo on your opponent, which brings the humans to the foreground.





## Armadon

### Special moves

#### Bed-O-Nails



Hold (HF LQ), tap ↓, ↑

#### Gut Gouger



When in close, hold (HQ HF LQ), tap →, ←

#### Iron Maiden



Hold (HF LQ), tap ←, ↑, →

#### Flying Spikes



Hold (HF LF), tap ←, ↑

#### Hornication Uppercut



Hold (HQ HF LQ), motion ↓ → ↘ ↗

#### Mega Charge



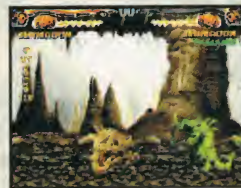
Hold (HQ LQ), tap ←, ↓, →

#### Spinning Death



Hold (HQ LF), tap ←, →, ↓

#### Eat Humans



Hold (HQ HF LQ LF), tap ↑, →, ↓

### Finishing Moves

#### Gut Fling



Hold (HQ HF LQ), tap ↓, ↓, ↓, ↓, ↑

#### Meditation



Hold (HQ HF LQ LF), tap →, ↓, ←, →, →

**SNES ONLY!**

#### Impaler

Hold (HQ HF LQ), tap ↓, ←, ↑, ↓



### Raging combos

#### Jumping Low Combo



Jump in with HF



Tap (↓ HF)



Tap (↓ LQ LF)

#### Jumping In-Close Combo



Jump in with LF



Jump again with (HQ HF)



Tap (↓ LF)



Tap (HQ HF)



Hold (HQ LQ), tap ←, ↓, →

#### Bed-O-Nails Combo



Jump in with HF



Jump again with HP



Tap (↓ LQ)



Hold (HF LQ), tap ↓, ↑

#### Spinning Death Combo



Jump in with LQ



Jump again with (LQ LF)



Tap (↓ LF)



Hold (HQ LF), tap ←, →, ↓



## Blizzard

## Special moves

### Air Throw



While in the air, hold (HF LQ)

### Ice Geyser



When in close, hold (HQ HF LF), tap ↓, ↑

### Long Mega Punch



Hold (HF LF), tap ←, →

### Punching Bag



When in close, hold (HQ LF), motion → ↓ ↓ ← ← ↑

### Short Mega Punch



Hold (HQ LQ), tap ←, →

### Freeze Breath



Hold (HQ HF LF), tap ←, →

### Fake Mega Punch



Hold (HQ LQ), tap ↓, ↑

### Quick Mega Punch



Hold (HQ HF LQ LF), tap ←, →

### Throw



When in close, hold (HF LQ), motion → ↓ ↓ ← ← ↑

### Eat Humans



Hold (HQ HF LQ LF), motion ← ↑ ↑ ↓ ↓ ↓

## Raging combos

### Fist of Fury Combo



Jump in with LF



Jump again with (LQ LF)



Move in close and tap HF



Tap (HQ HF)

### Big Bang Combo



Jump in with (HQ HF)



Move in close and tap (HQ HF)



Hold (HQ HF LF), tap ↓, ↑



Jump in with (LQ LF)



Move in close and tap HQ



Tap (HQ HF)



Hold (HQ HF LQ LF), tap ←, →

### Freeze Combo



Move in close and tap (LQ LF)



Hold (HQ HF LF), tap ↓, ↑



Jump in with (LQ LF)



Move in close and tap LF



Tap (LQ LF)



Jump in with (LQ LF)



Move in close and tap LF



Tap (LQ LF)

### Down-Up Combo



Jump in with (LQ LF)



Move in close and tap LF



Tap (LQ LF)

## Finishing Moves

### Brain Bash



Hold (HQ HF LF), tap ↓, ↓, ←, ↑, →

### To-Da-Moon



Hold (HQ HF LQ LF), tap ↓, ↓, ↓, ↑

**SNES ONLY!**

### Redemption

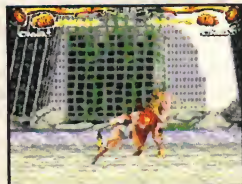
Hold (HQ HF LQ LF), tap ↓, →, ↑, ↓, ↑



## Chaos

### Special moves

#### Battering Ram



Hold (HQ LQ), tap →, →

#### Flying Butt Slam



Hold (HF LF), tap ↓, →, ↑, ↓

#### Ground Shaker



Hold (HF LQ), tap ←, ↖, ↙

#### Slow Power Puke



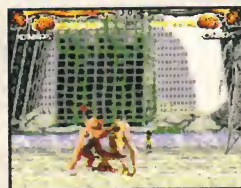
Hold (HF LQ), tap ↑, →

#### Part of Fury



Hold (HF LQ), motion ↓ ↘ → ↗ ↑ ↖ ←

#### Grab-N-Throw



When in close, hold (HF LF), tap →, ←

#### Fast Power Puke



Hold (HQ LF), tap ↑, →

#### Eat Humans



Hold (HQ HF LQ LF), motion → ↘ ↓ ↙ ↖ ← ↑

### Finishing Moves

#### Cannonball



Hold (HQ HF LQ LF), tap ↓, →, ↑, ↓

Note: You can do this finishing move only at the Cove, Strip and Ruins

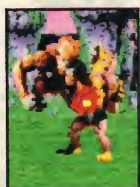
#### Golden Shower



Hold (HQ LQ), tap ↓, continue holding HQ and LQ and hold HF and LF as well, tap ←, →, ←, →

## Raging combos

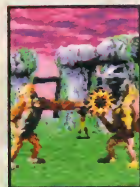
#### Battering Ram Combo



Jump in with (LQ LF)



Move in close and tap HQ



Tap HQ



Hold (HQ LQ), tap →, →



**SNES ONLY!**

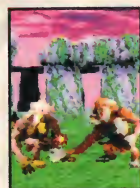
#### Churl

Hold (HQ HF LQ LF), tap →, →, →, ←, ←, ←

#### Crossover Combo



Cross over with LQ



Tap (↓ LQ)



Tap (↓ LQ LF)



Hold (HQ LQ), tap ←, ←

#### High-Low Combo



When in close, tap HQ



Tap (↓ LQ)



Tap (↓ LQ LF)

#### Cadellina Special Combo



Jump in with (LQ LF)



Move in close and tap HF



Tap (HQ HF)



Hold (HQ LQ), tap →, →



Tap (↓ HF)





## Diablo

### Special moves

#### Fast Fireball



Hold (HQ LQ), tap ↓, →

#### Hot Foot



Hold (HF LF), tap ↖, ↘

#### Mega Lunge



Hold (HQ LF), tap ↓, ↑

#### Torch



Hold (HQ LQ), tap ↑, →

#### Slow Fireball



Hold (HF LF), tap ↓, →

#### Inferno Flash



Hold (HF LQ LF), tap ↑

#### Pulverizer



Hold (HQ LF), tap ↑, →, ↓

#### Eat Humans



Hold (HQ HF LQ LF), tap ↓, ↑, ↓

### Finishing Moves

#### Incinerator



Hold (HQ HF LQ LF), tap ↖, ↓, ↘

#### Fireball



Hold (HF LQ LF), tap →, →, →, →, →

#### Infernal

Hold (HQ LQ LF), tap ↑, ↓, ↑, ↓, ↓

**SNES ONLY!**

### Raging combos

#### Fireball Combo



Move in close and tap HQ



Tap LQ



Hold (HQ LQ), tap ↓, →

#### Hot Foot Combo



Jump in with (HQ HF)



Tap HQ



Tap (HQ HF)



Hold (HF LF), tap ↖, ↘

#### Touch-of-Death Combo



Jump in with LF



Jump again with (LQ LF)



Move in close and tap HF



Tap (HQ HF)



Hold (HF LF), tap ↖, ↘

#### Mega-Lunge Combo



Jump in with LF



Jump again with (LQ LF)



Move in close and tap HQ



Tap HF



Tap (↓ LQ LF)



Hold (HQ LF), tap ↓, ↑





## Sauron

### Special moves

#### Air Throw



When in the air, hold (HF LF)

#### Earthquake Stomp



Hold (HQ HF LF), tap ↑, ↓

#### Heck Throw



Hold (HF LF), tap →, ←

#### Stun Roar



Hold (HQ LQ), tap ←, →

#### Crankum Crusher



Hold (HQ LF), tap ↓, ↑

#### Leaping Bone Bash



Hold (HF LQ), tap ↓, ↑, ↓

#### Primal Scream



Hold (HQ LQ), tap ↓, ↑

#### Eat Humans



Hold (HQ HF LQ LF), tap ↓, ↓, ↑

### Finishing Moves

#### Carnage



Hold (HQ HF LQ LF), tap ←, →, ←, →, ←

#### Flesh Eating



Hold (HQ LQ), tap ↓, ↓, continue holding HQ and LQ and hold HF and LF as well, tap ↑, ↑

#### Grape Crusher

Hold (HQ HF LQ LF), tap ↑, ↓, ↑, ↓, ↓

## Raging combos

### Smack Attack Combo



Move in close and tap HQ



Tap (↓ HQ)



Tap (LQ LF)



**SNES ONLY!**

### Honourable Combo



Jump in with LF



Jump again with (LQ LF)



Move in close and tap HQ



Tap HF



Tap (LQ LF)



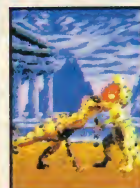
### Stun Roar Combo



Jump in with (LQ LF)



Move in close and tap HQ



Tap (HQ HF)



Hold (HQ LQ), tap ←, →

### Claw and Tail Combo



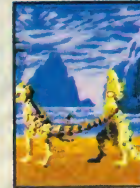
Jump in with LF



Jump again with (LQ LF)



Move in close and tap LQ



Tap (LQ LF)



## Talon

### Brain Basher



Hold (HF LQ), tap ←, ↑, →

### Frantic Fury



Hold (HQ LF), tap ↓, →

### Pounce and Flip



Hold (HF LQ), tap →, ↘

### Slasher



Hold (HQ HF LQ), tap ↓, →

### Face Ripper



When in close, hold (HF LF), tap ↓, →

### Jugular Bite



During a combo, hold (HF LF), tap ←, →

### Run Forward or Backward



Hold (HQ LQ ←) to run backward; hold (HQ LQ →) to run forward

### Eat Humans



Hold (HQ HF LQ LF), tap →, ↓, ←

SNES ONLY!

## Finishing Moves

### Heart Wrenching



Hold (HQ LQ LF), tap →, ↓, ←, ↑, ↓

### Shredding



Hold (HQ LF), tap →, ↓, ←, ↑, →

### Stampede

Hold (HQ HF LQ LF), tap →, ←, ↑, ↓

## Raging combos

### Slasher Combo



Jump in with (LQ LF)



Move in close and tap LQ



Tap (LQ LF)

### Pounce and Flip Combo



Move in close and tap HQ



Tap LQ



Hold (HF LQ), tap →, ↓, ↘

### Frantic Slasher Combo



Move in close and tap HF



Tap LQ



Tap HQ



Tap (↓ LF)



Tap (↓ LQ LF)



Hold (HQ LF), tap ↓, →

### Super Pounce and Flip Combo



Move in close and tap LQ



Tap HQ



Tap HF



Hold (HF LQ), tap →, ↓, ↘





## Vertigo

### Air Teleport



Hold (HF LF), tap ↓, ↑

### Scorpion Sting



Hold (HF LQ), tap →, →

### Fast Venom Split



Hold (HQ LQ), tap →, →

### Voodoo Spell



Hold (HF LQ), tap ←, ←

### Come Slither



Hold (HQ LQ), tap ←, ←

### Teleport



Hold (HF LF), tap ↓, ↓

### Slow Venom Split



Hold (HF LF), tap →, →

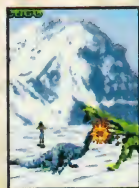
### Eat Humans



Hold (HQ HF LQ LF), tap ↓, ↑

## Raging combos

### Big Bite Combo



Move in close and tap (↓ HQ)



Tap (↓ HF)



Tap (↓ HQ HF)



Hold (HQ LQ), tap ←, ←



Tap (HQ HF)



Hold (HQ LQ), tap →, →

### Venom Split Combo



Tap (↓ LF)

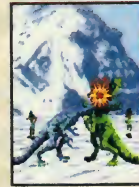


Tap (↓ LQ LF)



Hold (HQ LQ), tap →, →

### Scorpion Combo



Move in close and tap HQ



Tap HF



Tap (↓ LQ LF)

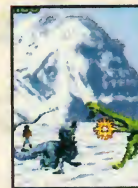


Hold (HF LQ), tap →, →

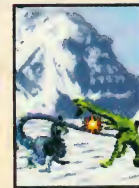
### Crouch Hit Combo



Move in close and tap (↓ LQ)



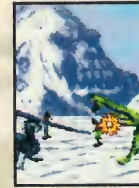
Tap (↓ LQ)



Tap (↓ LF)



Hold (HQ LQ), tap ←, ←



Tap (↓ LQ)



Tap (↓ LF)



Tap (↓ LQ LF)

## Finishing Moves

### Petrify



Hold (HF LF), tap ←, ←, ←, continue holding HF and LF and hold HQ and LQ as well, tap →, →

### Shrink and Eat



Hold (HF LF), tap ←, ←, ←, continue holding HF and LF and hold HQ and LQ as well, tap ↓, ↑

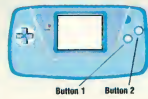
### La Vache Qui Rit

Hold (HQ HF LQ LF), tap ←, ←, ←, ↓, →

**SNES ONLY!**



## Game Gear



Button 1 = Upper Attack (Quick)  
Button 2 = Lower Attack (Fierce)

↑ = Up  
↗ = Up-Toward  
→ = Toward  
↘ = Down-Toward  
↓ = Down  
↙ = Down-Away

**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.

## Game Boy



Button A = Lower Attack (Fierce)  
Button B = Upper Attack (Quick)

Motion = Move the joystick in one smooth, continuous motion.  
Tap = Tap the directions and buttons indicated in sequence.  
Charge = Hold the direction or button indicated for the time indicated.  
( ) = Execute commands in parentheses simultaneously.

## Game Gear Move List

### Armadon

#### Special Moves

#### Gut Gouger

When in close, hold (1 2), tap ↓, ↑

#### Bed-O-Nails

Hold (1 2), tap ↓, ↑

### Blizzard

#### Special Moves

#### Freeze Breath

Hold (1 2), tap ←, →

#### Air Throw

When in the air, hold (1 2)

### Chaos

#### Special Moves

#### Ground Shaker

Hold (1 2), tap ←, ↑, ←, ↓

#### Grab-N-Throw

Hold (1 2), tap →, ←

### Diablo

#### Special Moves

#### Pulverizer

Hold (1 2), tap ↓, ↑

#### Inferno Flash

Hold (1 2), tap ↑, ↓

### Sauron

#### Special Moves

#### Cranium Crusher

Hold (1 2), tap ↓, ↑

#### Earthquake Stomp

Hold (1 2), tap ↑, ↓

### Talon

#### Special Moves

#### Face Ripper

Hold (1 2), tap ↑, ↓

#### Brain Basher

Hold (1 2), tap ↑, →

#### Run Forward or Backward

Hold (1 2 ←) to run backward; hold (1 2 →) to run forward

### Iron Maiden

Hold (1 2), tap ↑, →

### Flying Spikes

Hold (1 2), tap ←, ↑

#### Finishing Move

#### Meditation

Hold (1 2), tap →, ↓, ←, →, →

### Mega Punch

Hold (1 2), tap ↓, →

#### Throw

Hold (1 2), tap →, ↓, ←, ↑

#### Finishing Move

#### To-Da-Moon

Hold (1 2), tap ↓, ↓, ↓, ↓

### Battering Ram

Hold (1 2), tap →, →

### Power Puke

Hold (1 2), tap ↑, →

#### Finishing Move

#### Golden Shower

Hold (1 2), tap ↓, ←, →, ↓, →

#### Torch

Hold (1 2), tap ↑, →

#### Fireball

Hold (1 2), tap ↓, →

#### Finishing Move

#### Fireball

Hold (1 2), tap ↑, ←, ↓, ↓

#### Air Throw

While in the air, hold (1 2)

#### Stun Roar

Hold (1 2), tap ←, →

#### Finishing Move

#### Flesh Eating

Hold (1 2), tap ↑, ↑, ↑, ↑

### Frantic Fury

Hold (1 2), tap ↓, →

### Slasher

Hold (1 2), tap ↓, ↑, →

#### Finishing Move

#### Shredding

Hold (1 2), tap →, ↓, ←, ↑

### Armadon

#### Special Moves

#### Gut Gouger

When in close, hold (B A), tap ↓, ↑

#### Bed-O-Nails

Hold (B A), tap ↓, ↑

### Blizzard

#### Special Moves

#### Freeze Breath

Hold (B A), tap ←, →

#### Air Throw

When in the air, hold (B A)

### Chaos

#### Special Moves

#### Ground Shaker

Hold (B A), tap ←, ↑, ←, ↓

#### Grab-N-Throw

Hold (B A), tap →, ←

### Diablo

#### Special Moves

#### Pulverizer

Hold (B A), tap ↓, ↑

#### Inferno Flash

Hold (B A), tap ↑, ↓

### Sauron

#### Special Moves

#### Cranium Crusher

Hold (B A), tap ↓, ↑

#### Earthquake Stomp

Hold (B A), tap ↑, ↓

### Talon

#### Special Moves

#### Face Ripper

Hold (B A), tap ↑, ↓

#### Brain Basher

Hold (B A), tap ↑, →

#### Run Forward or Backward

Hold (B A ←) to run backward; hold (B A →) to run forward

## Game Boy Move List

### Iron Maiden

Hold (B A), tap ↑, →

### Flying Spikes

Hold (B A), tap ←, ↑

#### Finishing Move

#### Meditation

Hold (B A), tap →, ↓, ←, →, →

### Mega Punch

Hold (B A), tap ↓, →

#### Throw

Hold (B A), tap →, ↓, ←, ↑

#### Finishing Move

#### To-Da-Moon

Hold (B A), tap ↓, ↓, ↓, ↓

### Battering Ram

Hold (B A), tap →, →

### Power Puke

Hold (B A), tap ↑, →

#### Finishing Move

#### Upchuck

Hold (B A), tap ↓, ←, →, ↓, →

#### Torch

Hold (B A), tap ↑, →

#### Fireball

Hold (B A), tap ↓, →

#### Finishing Move

#### Fireball

Hold (B A), tap ↑, ←, ↓, ↓

#### Air Throw

While in the air, hold (B A)

#### Stun Roar

Hold (B A), tap ←, →

#### Finishing Move

#### Flesh Eating

Hold (B A), tap ↑, ↑, ↑, ↑

### Frantic Fury

Hold (B A), tap ↓, →

### Slasher

Hold (B A), tap ↓, ↑, →

#### Finishing Move

#### Shredding

Hold (B A), tap →, ↓, ←, ↑



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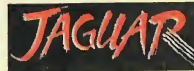
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# Eat Dirt





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about on, a bag full of Shiny Entertainment watches, and top of the pile we have some Earthworm Jim wormball spouting shooters!

All you have to do is answer the three questions printed below correctly and send them in! The first few entries plucked from our special EWJ condom will receive a splattering of wormy goodies. Right, here are the questions...

**Q1)** What's Jim's green slimy friend called?

- a) Snot
- b) Bogey
- c) Sea slug

**Q2)** Earthworm Jim 2: the game, was originally going to be what?

- a) Cancelled
- b) A beat'em-up
- c) None of the above

**Q3)** Who started all this Earthworm Jim business?

- a) Dave Perry
- b) Doug Johns
- c) Danielle Woodyatt

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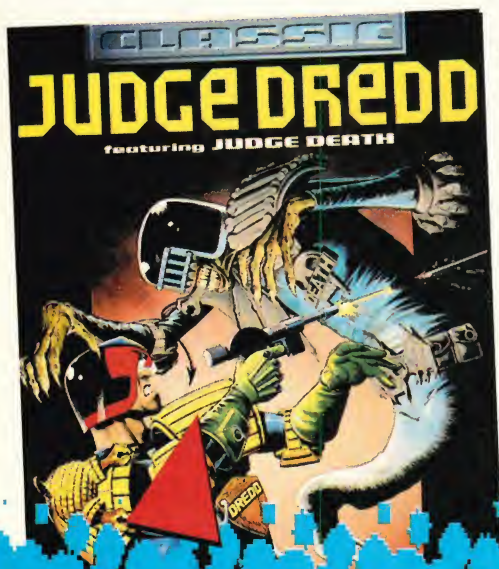
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**Classic Judge Dredd**

TITAN BOOKS

John Wagner and Brian Bolland are the genius creative team behind this 128 page corker of a Dredd anthology. Forget the movie and the tie-ins, Classic Judge Dredd is where it's at. If you missed the comics the first time round (and chances are you will have unless you're at least 23), any spare tenners should be spent on this.

Featuring the lonesome law enforcer and the sinister Judge Death, there's more scraps, big guns and smart talking than a day out at the OK Corral. There's some great stories too!

**Minder & The Sweeney**

UK GOLD VIDEO

Forget Kojak, Hawaii Five-0 and Starsky & Hutch – Minder and The Sweeney are the real seventies McCoy. Dennis Waterman, George Cole and John Thaw star, wearing possibly the worst taste in clothing ever seen on TV.

Sporting flares, skin tight jumpers and fur overcoats, it's a surprise that the main characters survived the title sequences without being arrested by the fashion police. There's plenty of slip-on leather shoe on accelerator action and loads of beautifully orchestrated fight scenes.

**Anime Overload (MANGA VIDEO)**

Another month goes by and another truckload of anime (Japanese animation) videos come out on the Manga label. Space Adventure Cobra portrays a universe where corrupt governments are controlled by enormous criminal syndicates. Written by famous Manga author Buichi Terasawa, the soundtrack is composed and performed by weird dance duo Yello.

Along with 'Cobra' (£13.99) is Project A-Ko 2 (£9.99), Orguss 02 – Vol 2 (£11.99), Angel Cop 3 (£5.99), Dominion Tank Police – Act 8 (£5.99) and Legend Of The 4 Kings – 11 & 12 (£13.99).

**Summer Telly Treats**

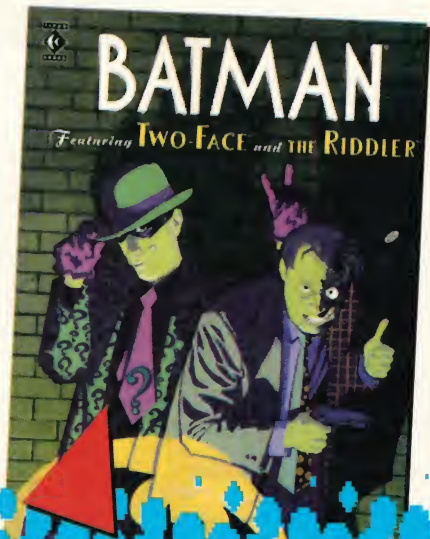
SKY TV

People with Sky will probably know all this already, but for those of you who have to do without, here's what you'll be missing during the summer. The most hyped cartoon series of modern times, The Simpsons, is running a whodunnit plot to rival Dallas's epic Who Shot JR saga. The jaundiced jokers take top billing, but fans of Mighty Morphin Power Rangers, Space Precinct and Beverly Hills 90210 won't be feeling left out as there's an overload of these cult series throughout the summer months.

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# GRIP GRIP GRIP

## Judge Dredd Junior Novels

**BOXTREE**  
**GRAHAM MARKS**  
To make the on-the-spot justice guru even more accessible, Boxtree have released a collection of Judge Dredd paperbacks aimed at a younger audience. Hershey's Tale and Fergusson's story chronicle the relationships between the titular characters and Dredd himself. Illustrated with movie stills and written for an age range of 6-9 year-olds, the novels won't be everyone's cup of synthy-caff, but they serve as a good introduction to the brutal but exhilarating world of Mega City One.

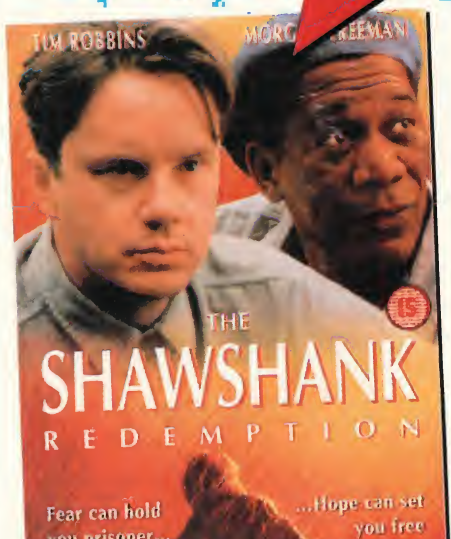
**Ironfist Chinmi**  
**BLOOMSBURY PUBLISHING**  
Manga videos are very much in vogue at the moment, so it's no great surprise to learn that Bloomsbury Publishing are releasing a series of Manga graphic novels. The stories are standard high-kicking fare, but as they're read backwards, the Japanese way, the books gain extra buyability over regular read-from-the-fronters. Books one and two both have thick, glossy covers with flaps on the front and back which serve as non-loseable bookmarks. Neither novel will take long to read, but at £3.99 each they're a fine one-off quirky purchase.

## Batman: Featuring Two-Face and The Riddler

**TITAN BOOKS**  
**JOHN WAGNER & BRIAN BOLLAND**  
Origin books are always ace reads, so this one's a particular treat as it's come out at the perfect time. You get to find out how Two-Face became the hideously disfigured monster that he most certainly is as well as watching Batman do battle with the Riddler. As you must know, these two super-villains are the main baddies in the new Batman movie, and if you buy this graphic novel you'll find out why. £8.99.

## The Shawshank Redemption

**GUILD HOME VIDEO**  
Tim Robbins plays the lead role in the best prison movie since Clint Eastwood's Escape From Alcatraz. It's the mellow Morgan Freeman, however, who steals the show. Narrating and starring as Red, the man who can get you anything at a price, he plays his part with relish. Filmed entirely on location, the film is full of ups and downs with twists and turns a-plenty thrown in for good measure. Don't be put off by the initial violent scenes, just settle down and enjoy a classic uplifting prison drama. Out to rent now.





# internutter

Are you visited at night by little grey men with dodgy eyes and sharp cutting equipment? Are your midnight drives interrupted by bright lights and sudden inexplicable time loss? Well, if any of this seems strangely familiar, it may be that you're being regularly kidnapped and experimented on by aliens. A terrifying thought, and if you need to know more about paranormal activity there is no better place to look than the Internet, a place where UFO-heads regularly get together and build mountains out of mashed potato. So, turn off the lights and prepare to be amazed, it's time for an out of this world encounter with the Internutter.



*Er... all those things you've read about UFOs must be true then. Here's one!*

*What self-respecting alien wouldn't visit the Whitehouse?*



*Area 51. If you go past this sign you risk arrest by a paranoid government*



*The question you have to ask yourself is, "Is it real?"*

**T**here's so much information about space, aliens, UFOs, cattle mutilation and corn circles on the 'Net, it can be tricky knowing where to start. And even when you do get going, you face the unenviable task of wading through all the spoofs and avoiding the many cranks before you finally get to the people who really do believe.

It would be pretty easy to go to an address full of UFO-

related stuff and slag everybody off for being a bit of a geek, but then you wouldn't learn anything and the whole exercise would be a waste of time and money. So, don't do it. Lose that cynical streak and you'll be in the perfect frame of mind to browse through the sort of stuff that will make you sleep a little less easily at night.

#### **Where to look**

The best thing to do is to go to one of the

many Internet search engines (Yahoo and Lycos on the WWW are as good as any), try entering UFO or ALIEN into the text box and see what comes back. If things go to plan you should end up with a huge list of sites to visit (a lot of which are listed opposite in the usual place). You'll be able to download a plethora of facts, figures and pictures from most of the places you visit, but watch out for fakes -



Can you tell what this object over Japan is?



What's that funny light over there? Ahh, it's only a flying saucer. Not to worry then!



This is the Roswell site where a UFO is supposed to have crashed

some are less obvious than others!

There are also many different newsgroups and letters you can subscribe to. These will keep you regularly informed about all the current happenings spaceship-wise.

#### Area 51

One of the places you'll read a lot about when alien-hunting on the 'Net is Area 51 in Nevada. This is rumoured to be the

place where the Americans keep all their captured UFO technology, so naturally there is a lot of interest in it. You can download pictures of the site and of the signs telling trespassers to keep out, and there are plenty of documents allegedly concerning people who've been caught inside the fences. It's all very subversive and the US Government don't like anyone talking about it, which might

explain that suspicious looking van outside on the street. Hang on, there's somebody at the door, I'll be back in a tick...

Has our intrepid Internutter been taken prisoner by a desperate US Government? Has ET had his wicked way with him? Or is he simply hiding from the TV licensing people? Hopefully we'll find out next month when he returns to check out the music business on the Internet.

## Are you working with an alien?

The following text was culled from the Internet and is designed to help you spot a potential alien in your workplace. By the way, it's entirely serious. No joke! HERE'S HOW YOU CAN TELL...

...Apparently, many Americans work side by side with space aliens who look human. Presumably it's the same over here, so if you're worried about Trevor in Sales or Jean in Accounts, here are 10 things to watch out for:

1. Odd or mis-matched clothes. Often space aliens don't fully understand the different styles, so they wear combinations that are in bad taste, eg checked trousers with a striped shirt.
2. Strange diet or unusual eating habits. Space aliens might eat chips with a spoon or gobble down large amounts of pills, according to experts.
3. Bizarre sense of humour. Space aliens who don't understand Earthly humour may laugh during a serious company training film or tell jokes that no-one understands.
4. Takes frequent sick days. A space alien might need extra time off to, "rejuvenate its energy," according to Dr. Thomas Easton, a theoretical biologist and futurist.
5. Keeps a written or tape recorded diary. Aliens are constantly gathering information.
6. Mis-uses everyday items. A space alien may use correction fluid to paint its nails.
7. Constant questioning about customs of co-workers. Space aliens who are trying to learn about Earth culture might ask questions that seem stupid, for example, why we give each other presents at Christmas.
8. Secretive about personal lifestyle and home. An alien won't discuss domestic details or talk about what it does at night or at the weekend.
9. Frequently talks to himself. An alien may not be used to speaking as we do, so it may practise by talking to itself.
10. Displays a change of mood or physical reaction when near certain hi-tech hardware. For example, an alien may experience a mood change when a microwave oven is turned on.



### Internet addresses:

The following addresses can be found on the World Wide Web

<http://sunsite.uuc.edu/lunar/exohomepage.html>

<http://www.rutgers.edu/ufo.html>

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## Let's write to Ronnie

Hey, hey, hey! I'm all trussed up and ready to party this month, even though I'm still drastically hung over from last month's celebratory first issue 'bash' down at Big Dave's All Night Drink 'N' Dance Kebab Emporium - that's how dedicated I am to you kids! Anyway, enough about me, let's just crack on and deal with all your moans and gripes - after all, that's what I get paid for! Sorry... What? Really? Erm readers, it's just been pointed out to me that I don't in fact get paid for this at all, so without further ado, I'm off down the pub. Sort your own problems out!

### Neo Fascist

Hi there and thanks for your new magazine, GamePro, the UK version. I like the layout and feel of it, a nice blend of fact and fun. I used to enjoy the US version as well. I'm sorry to have to moan, but your hardware supplement with the first issue, was extremely inaccurate and unfair to the Neo Geo. You showed pictures of the Neo Geo CD, yet the article was only about the older, cartridge console. The Neo Geo CD has been available in the UK officially for over six months and new games are priced from £30 to £65. I also took umbrage at your accusation that the cartridge machine owners were/are all spoilt brats. I'm in my thirties and worked hard to pay for my new cartridge, and the majority of the other Neo players I have met are adults, who are real fans of the system. Yes, the Neo Geo is overwhelmed with one-on-one beat'em-ups, but there are also 10 shoot'em-ups, 14 sports games, four platformers, three puzzle games and eight walkalong fighters available. Anyway, I look forward to your future issues and would be more than grateful for any cheats for the game "Viewpoint" on the Neo. All the best!

**Graham Pike, Lancs**

### Ronnie's reply...

*Sorry you felt we were a bit unjust to the Neo Geo Graham. (Excuse mode) - bit of a rush, first issue, overworked, underpaid etc. And we were only poking fun at the spoilt brats, so don't get so paranoid. We would never make sweeping generalised statements about our readers. Oh no, not us. By the way, thanks for counting Neo Geo games for us. Much appreciated. Bye.*

### Short Letter

How are you?  
**Anon, Lancs**

### Ronnie's reply...

*Not so bad, and how's yourself?*

### Chill Out, Johnny

Why did you copy GamePro USA? I might write to them to see if you asked permission. Anyway, who are you and where do you come from? P.S. There are all the compos and surveys you put in the mag.

**Thomas Jackman, Unknown address**

### Ronnie's reply...

*1) We didn't. 2) Go ahead. 3) My name's Ronnie and I'm from a little fishing village near Adlington called GamePro. 4) What are you talking about boy? Give me strength.*

### Twenty Questions

I have written loads of letters to numerous other mags begging for them to answer my questions, but no-one has. Now that I've found your stunning, high quality magazine, I was wondering if you could put me out of my misery and answer these:

- 1) I have a Jaguar and might get some games on import. Will these games work or will I need an adaptor? If so, where can I get one?
- 2) The Jag CD is 790 meg, how many bits is this?
- 3) Do you have any news on 'Fight For Your Life' and 'White Men Can't Jump'?
- 4) Which games should I get next for my Jaguar out of the following: Tempest 2000, Doom, Flashback, Rayman, Checkered Flag, Dragon, Cannon Fodder, Troy Aikman

Football and Fight For Your Life?

- 5) What do you think of AVP, Kasumi Ninja, Iron Soldier, Val d'Isere and Syndicate?
- 6) Which games do you think are likely to appear on the Jaguar VR helmet?

Please answer my questions!

P.S. Please print this in your mag. P.P.S. If you need to shorten the letter please cut out questions 6 & 2, but please answer all of them if possible.

**Adam Thomas, Cardiff**

### Ronnie's reply...

*Okay, here goes Adam:*

- 1) An, err adaptor shop?
- 2) Do you really need to know?
- 3) White Men Can't Jump is in this issue. Fight for your Life, er isn't.
- 4) I don't know what you like or how much money you have. It's not write to Mystic Meg mate!
- 5) I don't like questions like this.
- 6) Or this.

### Leave Us Alone

Congratulations on your new and brilliant magazine! I think it's excellent because it's full of information and has some nice original bits, eg ProSpects. I found the contents page difficult to follow because it's different and original. Also, I think some of the ProReviews were a bit shallow on information. You could have put small percentages for graphics, sound, animation, playability etc, but overall the mag is great. I must congratulate you on the tips section, it is massive and beats the crap out of the other mags' tips sections. The competitions you are running are very good too - you're giving away brilliant prizes! Why not try and get a world exclusive on a project, like

Games Master did with Mortal Kombat 3. I must go now so that I can finish reading my excellent copy of GamePro.

Keep up the good work!  
**Adam Thomas, Cardiff**

### Ronnie's reply...

*Hmmm. Correct me if I'm wrong, but isn't this your second letter this month Adam? Thankfully this one has got a bit more meat on it. We didn't see the point in marking graphics, sound etc. It's all been done before and would you really decide whether you bought a game or not if we gave the sound 23%? We did extensive research and found people just want one great big score to look at!*

*Compos? check out the Primal Rage competition in this very issue. World Exclusive projects? Watch this space.*

### Bruce Bonus

Don't you think that Lau from Virtua Fighter looks like pony-tailed soccer supremo Bruce Grobbelaar, or am I taking too many drugs?

**Eagle Eye, Bradford**

### Ronnie's reply...

*He does a bit doesn't he, only Lau doesn't have to make frequent visits to Southampton Police Station. Any other readers spotted any separated at birth scenarios recently? Let us know if you have.*

Ronnie lives at:  
Media House,  
Adlington Park,  
Macclesfield,  
Cheshire SK10 4NP  
and he'd love to hear from YOU







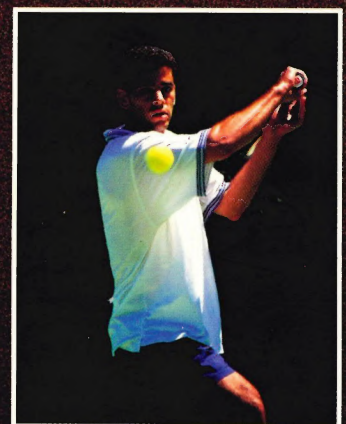
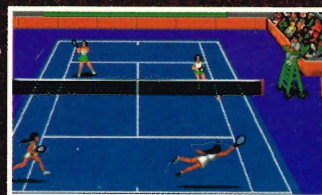
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