

YOU ARE NOW LOOKING AT THE WORLD'S BEST SELLING GAMES MAGAZINE!

£2.50 NOVEMBER 1995 ISSUE 3

GamePro

148 PAGES



ROBOBABE!

WE FALL IN LOVE WITH NAMCO'S FINEST AS TEKKEN FINALLY HITS THE PLAYSTATION

MK3 WORLD EXCLUSIVE!
THE FIRST PLAYSTATION REVIEW EVER

TABLETOP TEARAWAYS!
MICRO MACHINES HAS RETURNED

PIXEL PILE-UP!
DIRTY RACING WITH DESTRUCTION DERBY

PICK YOUR WINDOW!
MICROSOFT ENTERS THE GAMES MARKET

ENTER THE DRAGOON!
TOP TIPS FOR SEGA'S SATURN SHOOTER

HOW DO THEY DO THAT?
WE MEET THE GUYS BEHIND YOUR GAMES

FLESH-RIPPING FUN!
10 PAGE WEAPONLORD PLAYERS GUIDE

BEAT YOUR MATE!
30 PAGE TIPS SECTION? YOU GOT IT!

PLUS:

- ASCENDANCY -
- AGILE WARRIOR -
- WIPEOUT -
- VIRTUA FIGHTER 32X -
- DEFCON 5 -
- BOMBERMAN 3 -

8
FREE LIMITED EDITION
COLLECTABLE
CARDS

IDG MEDIA

ISSN 1358-7536



9 771358 753009

GamePro UK Edition Issue Three

GENTLEMEN PREFER BLONDES...

PC • AMIGA • SEGA • NINTENDO • JAGUAR • 3DO • CD-I • NEO GEO • 32X • ARCADE • SATURN • PLAYSTATION • NET

GAMEPRO: GIVING YOU GAMING CONFIDENCE EVEN ON YOUR HEAVIEST DAYS

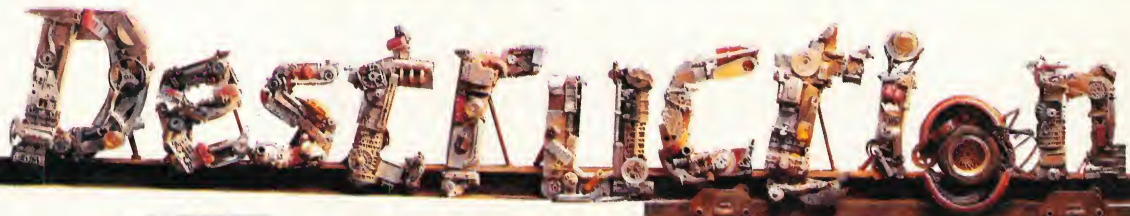


**"Classic ace game and one which all racing fans should seriously consider. And then buy"
Computer & Video Games. 94%**



**"It's one of those games that makes you want to play it as soon as you clap your eyes on it"
Gamesmaster-October 1995**

**"The two player linkup should give Destruction Derby a definite edge over its rivals when it appears, and put a big dent in the Saturn"
X-Gen magazine-July/August 1995**



LOVE THY NEIGHBOUR.
WRECK HIS CAR.

derby

BEAT THE



"Original addictive and oozing with fun"

Sega Power **95%**

"..the hottest Mega Drive game of the year.."

C&VG

Ubi Soft
ENTERTAINMENT



SUPER NINTENDO
ENTERTAINMENT SYSTEM



Mega Drive
OUT NOW

TRAFFIC!



STREET RACER

IT'S A MEGA DRIVE

© 1994 Ubi Soft Ltd. © 1994 Vivid Image Developments Ltd Nintendo ®, Super Nintendo Entertainment System™, the Nintendo product seals and other marks designated as "TM" are trademarks of Nintendo. Sega and Mega Drive are trade marks of Sega Enterprises Ltd. All rights reserved.



So, the PlayStation finally hits the streets this month and so begins the battle for the Christmas rush. To enhance Sony's chances against Sega's Saturn, it has made sure that a lot of software for the new machine is available right from the word go. And what an impressive line-up it is too. But still there are questions that remain unanswered: Has Sega got enough ammunition to fight the battle? How many people actually saved their money in favour of buying a PlayStation? Who will emerge the victor in this interactive sales fight of the decade? And when are we going to see something other than beat'em-ups and 3D racing games? Only time will tell, but rest assured, GamePro has got ringside seats and we'll be giving you a blow by blow report and feeding you all the information you need, when you need it. Prepare yourselves...



GamePro Contents

November 1995 Issue 3

Look out for our
Jumping Flash
review on page 21



62 WORLD EXCLUSIVE! MORTAL KOMBAT 3

Yes, you saw it here first! The eagerly awaited headbashing event of the year has finally arrived on your PlayStation, and the Pros have the world exclusive review – just for you guys! Gasp at the graphics, giggle at the fatalities and ponder as we ask the eternal question: Is it any good?

66 MICROSOFT

The GamePro staff fancied a break this month, so Chicken was sent away for a couple of days in Seattle. Once there, he proceeded to storm the Microsoft offices to find out the latest news on future game releases. For a full report, see page 66

Editor: Jay Sharples
Deputy Editor: Paul McNally
Staff Writer: Biff
Art Editor: Jim Eagers
Deputy Art Editor: Caz Adams
Production: Neil Jackson
Contributors: Chris Hease

The Cartoon Associates

Systems: Nic Moran
Dave Stewart
Prod Manager: Sandra Childs
Prod Assistant: Karen Wright
Scanning: Mark Forbes
Paul Richardson
Sales Director: Steve Darragh
Sales Executive: Gaynor Sinclair
Advertising Prod: Barbara Newall
Circulation Director: David Wren
Publisher: Denise Wright
Managing Director: Ian Bloomfield
Country Manager: Richard Hease
Telephone: 01625 878888
Fax: 01625 879967
Email: ed@gamepro.demon.co.uk

IDG Media 1995. No part of this magazine may be reproduced in whole or in part without the written permission of the publisher. Whilst every care is taken to ensure the material is accurate, the publisher cannot be held legally responsible for errors in articles or advertisements. All copyrights are recognised where applicable.



SPECIAL THANKS TO:

The Mummies, Shaz & Dave, Apples & Pears, fairy tale endings, Noodle eating chicks, Ian Tindale for being orthodox, Cock, Microsoft & Text 100 for taking Chicken to Seattle, The Copics Crew, Nic for his monitor fixing wonders. Neil would like to thank the management for being so ream. Paul Roundell for getting engaged (snigger), Postman Gary for being ill, Ben for being Supercrap, God for giving us the crazy combination of Caz, percentages and headlines, Keith "Charlie" Smith for giving Biff a good boozy night out, the great British postal service as we know it, Jo for being Jo, and a special get well message goes out to Steve McKeivitt and his dodgy backbone shenanigans. Bless him.

142 THE INTERNUTTER

Become a top pop star or simply find out where to read about your favourite bands as you catch a wave on the Net!

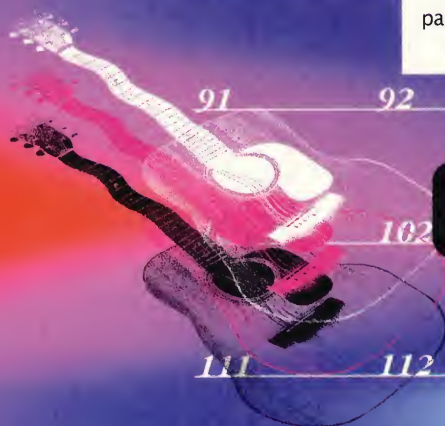
Surf the Internet
for all the music
gossip on page 142

123 PRIMAL RAGE COMPO

The second part of our Primal Rage arcade machine giveaway kicks in on page 123. A £3000 full-size arcade version of the dino basher could be yours!

144 WRITE TO RONNIE

Ronnie's back to answer your best mail in his own particular style





Sexy ladies and psycho hard-men abound in Tekken on page 26

10

10 EYEWITNESS

GamePro On-line, Sega's new portable, ECTS, Simon Bates, the Blockbuster video game champion, Captain Caveman and numerous other interesting news snippets from around the globe are awaiting you and your peepers on page 10

18

18 PROREVIEWS

Crikey! There's a fair few games on offer this month, whatever your games machine is! Actually, if you own an Amiga or maybe a Lynx or something, then you won't be awfully pleased with this month's selection of ProReviews. Never mind. There's always next month



More polygons in all their glory thanks to Virtua Fighter 2

66

68

68 MEET THE GAME MAKERS

Our new series which takes a behind-the-scenes look at the people responsible for some of your favourite games starts this month. First up we have the tricky profession of being a video game artist. Check it!

104 SWATPRO

Thirty pages of top tips are hiding in this section of the mag. Seek out the Killer Instinct players guide, search for the WeaponLord tips, hunt down the Panzer Dragoon complete solution and you will truly be the games master... or will you?



WeaponLord undergoes the SWATPro treatment. Take a look at page 110

136 SHELLSHOCK! COMPO

Win a load of exclusive records to tie in with the vinyl release of the soundtrack to Core Design's latest tank'em-up

138 GET A GRIP!

We don't care how good your system is, you need a break from games every now and then. Read this for new ideas

140 SUBSCRIPTIONS

If you haven't subscribed already, then this is the page for you. Twelve issues of your favourite mag for under £15!

eye witness

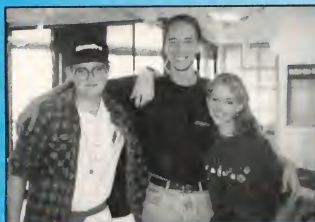
Wahey!
GamePro's excellent
third issue slaps you straight
in the face with yet another
whopping portion of red hot news,
stories and gossip. What is Sega up to? Is
GamePro available on-line? Who won the
Blockbuster championships considering we
forgot to tell you last month? All this
and much more is answered over
the following pages, so heads
down and read on
kiddo!

eye witness

World champions!

OVER 300,000 gamers worldwide took part in the 2nd Blockbuster World Video Game Championship. A high score posted in one of the competition games in any Blockbuster store could have lead to the country final. From there, a lucky and talented 11 finalists were invited to San Francisco, California, to compete for the honour and privilege of being crowned world champion, with a \$5000 savings bond thrown in to add to the pressure.

But the games could wait. First there was some sight-seeing to be done as the competitors toured the city, the bay and enjoyed a tour of the infamous



Alcatraz Island. As an added bonus, NBA basketball star Hakeem Olajuwon also put in an appearance to meet the finalists and offer some advice. The real work began in earnest on August 21 at Planet Hollywood, downtown San Francisco. Four games were used in the preliminary rounds, including NBA Live '95, Kirby's Avalanche, and Zoop, a yet-to-be-released solo games left four finalists to slug it out for the crown.

In the final, Batman Forever was the game which finally divided the contestants. Ricky Frazier emerged as champion of



the Mega Drive contest, and for the UK, in his second visit to the World Championships, Leon Kane claimed the SNES crown. But it didn't end there. After an award ceremony cruising on a yacht around San Francisco Bay, the finalists were invited to the US GamePro offices to be 'Editor for a Day'.

All the finalists and families toured the offices, and took in some of the atmosphere of working for the world's biggest selling games magazine. But there was also work to be done.

The two victors were invited to help GamePro's Scary Larry review a forthcoming game and were also introduced to the next



generation consoles in the game labs. The verdict: Tekken on PlayStation rules! Here's the winners list in full:

Overall champs:

SNES – Leon Kane (15, England)

Mega Drive – Ricky Frazier (12, USA)

The Semi-Finalists:

SNES – Andrew Smallwood (11, USA)

Mega Drive – Kelly Banach (13, USA)

The Finalists: Lucio D'Andrea (13, Argentina), Amarelus Knight (14, USA), Brandon Veach (14, USA), Danny Parker (17, Australia), Nathan Laidlaw (17, Australia), Shaun Fuller (18, USA), Edward Callis (19, UK).



When Saturday comes...

WITH A readership of 1.25 million, the Young Telegraph supplement which appears in the Saturday edition of the Daily Telegraph is one of Britain's leading youth titles. So, we at GamePro have got together with the YT chaps and secured an exclusive tips column which will appear in every issue of the Young Telegraph, and started September 23. Damien Kelleher, editor of the YT had this to say: "GamePro has all the hottest hints and tips direct from the USA. I am thrilled that Young Telegraph readers can now share in those same secrets." All the tips published will be of the latest games around, but hardened GamePro readers can engulf themselves in as much tipping pleasure as they like by simply reading our whopping SWATPro section, which as you know, appears each and every month, right here in GamePro.

YOUNG
Telegraph

Sega announces new portable

ORIGINALLY NAMED the Venus, Sega's new hand-held 16-bit gizmo has now been renamed the Nomad. Allegedly available stateside in early '96, the Nomad will play 16-bit Mega Drive carts in the same way gamers currently use the Game Gear. The playing screen will be increased in size with a high resolution mini monitor. Whether the new beastie will be a battery guzzler or not has yet to be announced. More news next month.

eye witness

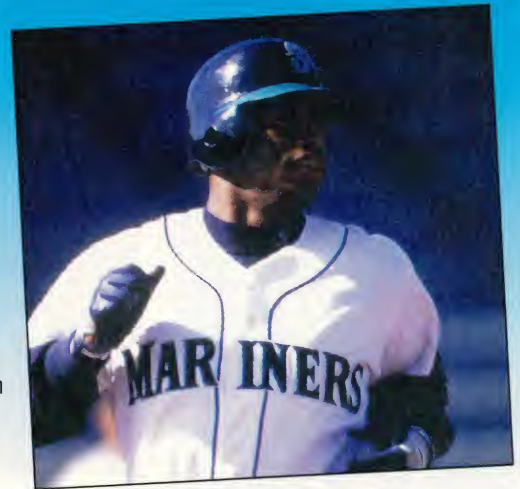


GamePro goes on-line

EVER WISH you could talk live to a GamePro editor? Fancy looking up SWAT tips from classic games of the past? Or would you like to chat with other gamers who share your enthusiasm for video games? Well, now you can, as GamePro over in the states has officially launched GamePro On-line. American On-line (AOL) users can get more of GamePro's distinctive brand of video game tips, news and fun in an exciting new format, 24 hours a day. GamePro On-line continues to expand and evolve, but already some intriguing resources are available to AOL users. Enter the keyword GAMEPRO and you'll bring up the GamePro On-line welcome window with various options to explore. Among them are directions for reaching GamePro's editors, the chance to read portions of the current issue, hot news that's posted as it happens, and access to the vast library of previously published game tips. You'll be able to post messages, join conferences with industry experts and celebrities, and download from an extensive library of move lists, game walkthroughs and games screens. Watch the magazine in the future for further announcements and descriptions of GamePro On-line's new offerings, and jump into cyberspace to fully immerse yourself in the exciting electronic world of GamePro On-line.

Nintendo signs Ken

FOLLOWING IN the footsteps of Sega's Neon Deion partnership, Nintendo has signed up baseball supremo Ken Griffey Jr as a spokesperson in a multi-year deal. The first baseball titles to emerge from the new partnership will be a Super NES cart, due in spring 1996, plus an Ultra 64 cart, due sometime around the end of next year.



Hasbroagogo!

HYPER SCORE™

HASBRO
ELECTRONIC

HASBRO INC, the world's largest toy company, and the chaps behind such board game marvels as Trivial Pursuit and Monopoly, are venturing out into the computer side of kids entertainment. The first title to leap from the Hasbro stable is a CD-Rom version of the family favourite Monopoly, which can also be played across the Internet, thus making your game an international event. Secondly, the company is aiming for an October release for its fancy gadget, Hyperscore. Simon Bamford, Managing Director had this to say: "Hyperscore will satisfy a demand that has remained unfulfilled since the first computer game character flickered across a video screen. Our research has clearly shown that most games players want to

communicate their best scores. Until Hyperscore came along, they couldn't." What is he on about you wonder? Well, let us explain. By using a personal PIN number and a modem, Hyperscore owners will be able to store their best scores and transmit them into the Hyperscore league office, who will in turn convert them into a national league table. The league will appear on Teletext and the positions will be updated on-line, so viewers will have the latest charts at their fingertips. Hyperscore will be available for both SNES and Mega Drive and should retail for around £30. So if you think you're the best video games player in the land, get yourself a Hyperscore and prove your point to the entire nation!



Go go Turbo Toons

EMPIRE'S FOURWAY cartoon racefest which has been awaiting release for more months than we care to remember, is finally visible on the horizon. Featuring all your favourite Hanna Barbara characters such as Yogi Bear, Top Cat, Captain Caveman and more, Turbo Toons will be in the shops priced at a very reasonable £29.99.



ECTS update

THE EUROPEAN Computer Trade Show, known to all industry types as the ECTS, is almost upon us. In fact it's so upon us that at the time of going to press we're packing our bags and making our way to the train station, armed with ludicrous expense advances and a sizeable bag of party invites. All the latest games and

hardware will be on display at

London's Olympia from

September 10-13. You'll

have to tune in next month to get the low-down on all the truly great stuff we'll see.

eye witness



Sony demo details

WHEN YOU rush out and buy your Sony PlayStation later this month, you won't be getting a free game with it. Don't fret though, as in place of a free piece of software, you'll be receiving a fabulous demonstration CD which shows off the

PlayStation's capabilities. On the disc you get demo versions of Battle Arena Toshinden, Destruction Derby, WipeOut, last month's world exclusive, Loaded, plus Sony's new title Total NBA. As well as this you get a funky journey into cyberspace thanks to the VCD. This allows you to place one of your own music CDs into the drive and sit back and watch the trippy visuals. You'll also have a load of previes to view, including Rapid Reload, Tekken, Warhawk and many more. You'll even get to look at the stuff developers programmed over two years ago to demonstrate the power of the PlayStation. This includes the unreal T Rex stomping around your TV, plus the chill-out spectacular that is the 3D Manta Ray. If this wasn't being given away free you'd want to buy it, believe us. Top stuff from the chaps at Sony. Keep up the good work!



Pinball package

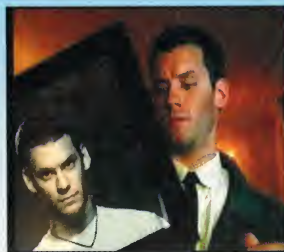
GAMETEK HAS some top pinball goodness for your Game Boy this month, when its fabulous Pinball Deluxe hits the streets. Priced at a very reasonable £24.99, the package consists of two classic pinball games on one cart. Pinball Dreams partners Pinball Fantasies, and they both play like a dream come true – if you're into monochrome ball bashing in your sleep that is.

Johnny, we're sorry...

SONY PSYGNOSIS, or as it's now known thanks to its latest deal; Sony Computer Entertainment, has

dropped Johnny Mnemonic, the FMV adventure based on the Keanu Reeves movie, from its line-up of future PlayStation titles. A spokesperson for the company says Sony Computer Entertainment has no plans for any future release of the title, but this isn't to say that the game won't see the light of day through another

software developer. Shame really, especially as we had a red hot preview lined up for this very issue. Damn those deadlines!



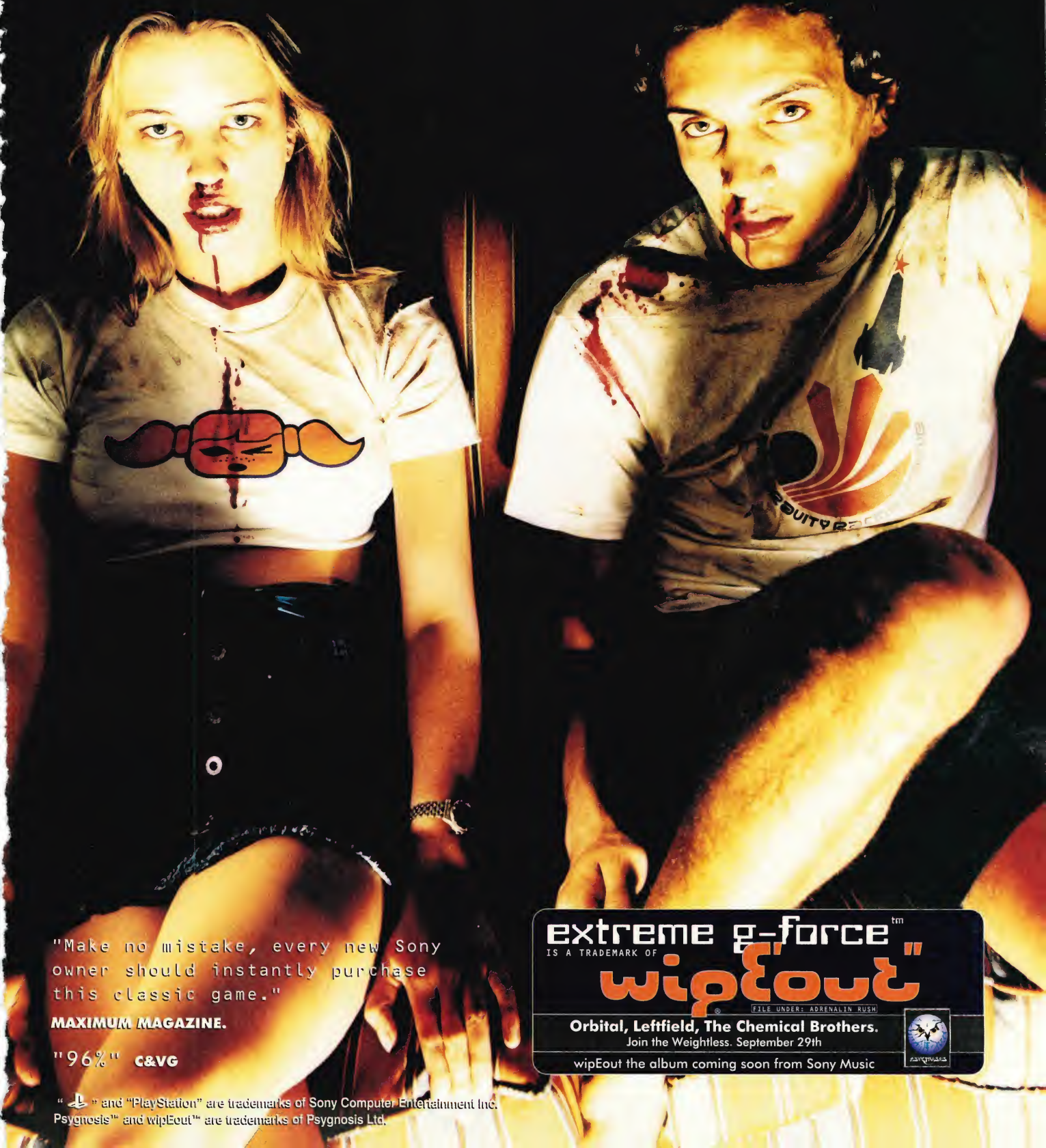
Under the cape

To promote the release of the Batman Forever games this month, Acclaim, DC Comics, America On-line and Warner Brothers have joined forces to create a CD-Rom that shows how the games were made. Available free at software retailers, the disc shows stuntmen performing moves that were digitised into the game, and includes movie trailers, sound bites, Batman artwork and a startup kit for America On-line with ten free hours on-line. Notice that did you? America On-line? Yep, unfortunately this offer only applies to those readers situated on the other side of the water, so all you UK batfreaks will just have to do without.





PC
CD
ROM



"Make no mistake, every new Sony owner should instantly purchase this classic game."

MAXIMUM MAGAZINE.

"96%" C&VG

"PS" and "PlayStation" are trademarks of Sony Computer Entertainment Inc. Psygnosis™ and wipEout™ are trademarks of Psygnosis Ltd.

extreme g-force™
IS A TRADEMARK OF
wipEout™

FILE UNDER: ADRENALIN RUSH

Orbital, Leftfield, The Chemical Brothers.
Join the Weightless. September 29th

wipEout the album coming soon from Sony Music



Mega help

AFTER THE massive success of three Help! charity video game compilations, Acclaim Entertainment has announced news of a fourth. The price busting Mega Drive pack will contain Shaq Fu, Robocop Vs Terminator, WWF Raw and Captain America & The Avengers, and will retail for around £49.99. Bargain? Yes! Top work for charity? Certainly!

Available everywhere?

Nope, only in

Woolworths we're afraid, so maybe those birthday vouchers will come in handy after all.

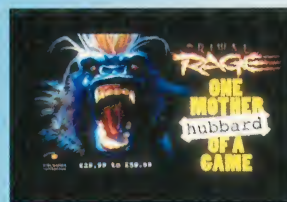


Hi, my name's Simon Bates

YES, BIG boy Batesy is back from near obscurity thanks to the latest ad campaign from Time Warner Interactive. Plugging Primal Rage to the max, Simes warns viewers in his traditional BBFC way before the ad begins. After the initial boredom of Bates, the ad sees two dinosaurs squaring up to start a fight. As soon as the action starts to kick off the advert is 'censored' with visuals of granny's birthday party and children lovingly toying with kittens. Meanwhile, all the flesh ripping and blood



spilling samples from the game, along with the thumping soundtrack, continue to play over the top. The ad then flicks back into normal mode for the finalé where one of the mighty dinos lays in a pool of his own blood. Obviously aimed at the viewer with a sense of humour, the advert is all set to appear during hit shows such as The Big Breakfast and Drop The Dead Donkey, as well as hitting the cinemas where it



will run with Judge Dredd, Apollo13, Mortal Kombat, Die Hard 3 and Batman Forever. Nice one TW!!

Comic Spawns video game

IMAGE COMIC star Spawn is all set to storm the 16-bit world in his debut game appearance. Following the plot of his comic books, the avenger with attitude looks certain to hit the Mega Drive early next year. Check out these exclusive screenshots and join us again next month for more news of this exciting project!



GamePro goes to the Flicks

FLICKS MAGAZINE, given away free at your local MGM Cinema, has seen the light and from this month has started running a GamePro tips column in its game section. All the latest prods and pokes from GamePro can be seen in a condensed fashion in our very own regular tips grand central. So, if you fancy an even bigger portion of GamePro this month, get yourself down to MGM, grab yourself a free copy of Flicks and check out the column.



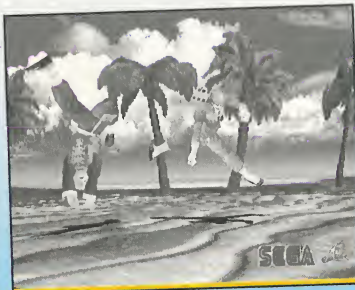
VF2 draws nearer

SO, YOU think the graphics on Virtua Fighter look a little drab in comparison to the likes of Tekken and Battle Arena Toshinden do you? Moan about it to your mates do you? Well get a load of these screenshots and you'll soon be wishing you'd never opened your mouth. As well as

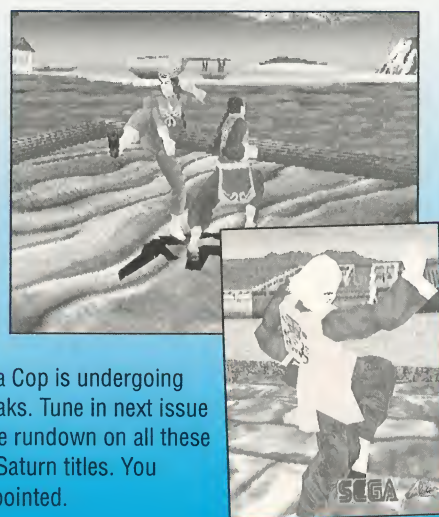


the import arrival of Virtua Fighter Remix this month, which demonstrates clearly what the Saturn has to offer, along comes the

stunning conversion of Virtua Fighter 2. Fresh from the arcades, this beauty looks certain to put the Saturn back up on top of the next generation console barometer. Along with VF2, Sega is currently putting the finishing touches to the smash-hit driving sim



Sega Rally. Plus the awesome Virtua Cop is undergoing minor final tweaks. Tune in next issue for the definitive rundown on all these wild and crazy Saturn titles. You won't be disappointed.



At The Deadline...

EA SCORED a coup by signing **Jane's Information Group**, the world renowned leader in military and defence information, to support a line of military simulations called Jane's Combat Simulations. Backed by Jane's wealth of data on planes, choppers and weaponry, EA hopes to create some of the most realistic war sims ever. First out of the hangar will be AH64D Longbow and Superfighters for the PC.

SEGA IS currently treating its American Saturn owners by offering them a free copy of **Virtua Fighter Remix** for the price of a simple phone call. Registered Saturn owners must ring the hotline by September 30 to claim their free game, but alas, no similar UK giveaways have yet to be announced.

ATARI AND ACTIVISION have agreed to release **Pitfall: The Mayan Adventures** for the Jaguar and PC CD-Rom. Activision will also be releasing classic Atari titles for the PC CD including Breakout, Millipede and Night Driver for their forthcoming Action Packs.

MICROSOFT NAILED down some gaming action for its new **Windows '95** operating system, cutting a deal with eight game companies including Capcom and Namco. Street Fighter and Ridge Racer may also be converted for Windows '95.

Charts: November

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

If you haven't heard of

Championship MANAGER

2

buy a
different mag.

Or call: (0181) 780 2224

DOMARK



When A Girl
Says Size
Doesn't
Matter, You
Know She's
Lying!

148 pages - The
biggest PlayStation
mag in the galaxy!
Don't miss out on
the gigantic first
edition

ROAD *Destruction driving*

SONY PRO

On sale now. 148 pages for just £2.

148 massive pages of Sony PlayStation! It's sexier and thicker than Pamela Anderson!



Out September 28 only £2.95
O! Small Mags! No!
This is an enormous 148 pages big!
Out: September 28
£2.95 - bargain!

RAGE!

Derby - pure therapy!

Size: 148 pages
Price: £2.95
Out: September 28
GO GET 'EM TIGER!!



95 from good newsagents!

ProReview

Another month goes by and another pile of software arrives at our front door. Some are welcomed in with open arms, offered a cool tall glass of their favourite tippie and invited to stay a while and relax with us, whereas others are so pathetic and feeble that they are quickly ushered off the premises and forced to linger around by the bins until the friendly refuse men pay us a visit. Such is life in the software world, but rest assured, Club GamePro adopt a strong door policy, where only the occasional naff game is allowed to enter, purely so we can banish all rumours of its excellence and quash any idle talk of its amazing gameplay. So dress smart, have your ID handy and join the queue as we take you on a fantastic journey into the review chillout lounge...



WeaponLord	20
Jumping Flash	21
Fade To Black	22
Jungle Book	24
Battle Beast	24
Tekken	26
Fatal Racin'	28
Bomberman 3	28
Cybersled	30
Vampire's Kiss	32
Shin Shinobi Den	34
Kilank The Blood	35
Rapid Reload	35
Fatal Fury 3	36
Savage Reign	36
Primal Rage (GB)	37
Jungle Strike	37
Judge Dredd	37
Primal Rage (GG)	37
Batman Forever	38
Alien Breed 3D	39

WipeOut p46

Futuristic racing action that'll knock and rock you clean outta your socks! Believe it!

- 40 Comix Zone**
- 42 Destruction Derby**
- 43 Virtua Racing**
- 44 Novastorm**
- 46 WipeOut**
- 48 3D Lemmings**
- 48 Discworld**
- 49 Ascendancy**
- 50 Demolition Man**
- 51 World Heroes Perfect**
- 52 X Com: Enemy Unknown**
- 54 Lost Eden**
- 56 Fury 3**
- 57 Pinball Illusions**
- 57 Primal Rage (PC)**
- 58 The Raiden Project**
- 59 Micro Machines '96**
- 60 Mortal Kombat 3 (MD)**
- 61 Mortal Kombat 3 (SNES)**
- 62 Mortal Kombat 3 (PSX)**



Mega Drive



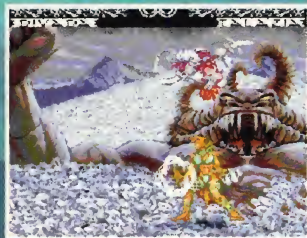
By Tommy Glide

Sharpen your weapons, the barbarians are coming! If you've mastered other fighting games, look to WeaponLord for an enjoyable fight that steps outside the norm established by previous 16-bit battlers.

Conan Crew

Drawing its influence from fantasy lore like Conan the Barbarian, WeaponLord introduces seven warriors, each armed with a weapon and an overly musclebound body. A standard match tests you in the best two out of three rounds.

In the Story mode, you defeat the other characters until you meet the boss Zarak



PROTIP: You can break out of Divada's teleport to launch a surprise attack from above

Mega Drive Game Profile
WEAPONLORD
NAMCO

Although the graphics aren't as clean as those seen in *Mortal Kombat II* or *Super Street Fighter II*, this fighting game has equally cool moves and even better control.

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

87%

(who's playable in the two-player Arcade mode). Eight players can take turns fighting it out tournament style in the Versus mode.

Bloody Barbers

Graphically, the sharply drawn characters stand tall. In close combat, however, they blur together so that it isn't easy to see who's getting hit.

Overall though, the visuals are great. Sparks and steel fly when weapons collide. These barbarian barbers can even



PROTIP: For a good two-hitter combo as Zarak, lead with a basic hit and follow with the Web Rip (motion → ↘ ↓ ↙ ← B or C)

cut off each other's hair during a match, and of course, they draw plenty of blood and pack gruesome finishing moves like exploding heads.

Great sound effects like the clang of steel against steel and battle cries like Bane's victory howl add spice to each slice. The ominous soundtrack

and omniscient voice of the announcer round out the sound convincingly.

Lord of the Sword

WeaponLord's controls are exceptional. The characters are extremely agile, and each one pulls at least nine special moves. With practice, you can chain the special moves together into intense combos. Also, a thrust-block feature enables you to anticipate an opponent's attack with an aggressive block that opens them up for a counter.

If WeaponLord's blade has a dull spot, it's that it offers only seven playable characters and no hidden ones. But at least you can work toward some multiple endings in the Story mode.

While the advanced gameplay may scare away beginners, others will appreciate the deep controls. Hardcore fighting fans will dig WeaponLord.

WeaponLord

Barbarians At the Gate



Bane



Divada



Jen-Tai



Korr



Talazia



Zarak



Zorn



PROTIP: Hold Button X or A and press toward your opponent's attack to Thrust Block



PROTIP: Repeat special attacks like Jen-Tai's Death Blade (hold B or C, motion « + ») for serious damage



PROTIP: If you like projectile attacks, play as Zorn. His Ancient Axe Throw (motion ← ↙ → Y or Z) is deadly



PROTIP: Want to send your opponent's head for a ride? As Korr, you must defeat them with a combo leading into a well-timed Tarok Strike (hold B or C, motion ↙ ↓ ↘)

PlayStation



PROTIP: By hopping aboard the moving rainbow track, you'll be whisked off up into the heavens quicksmart

PROTIP: Make use of the three-step jump move. Not only will it take you skyward, but it will allow you to scan the surrounding area for collectable jet pods!



PROTIP: If any of the 3D beasts get in your way, make sure you blast the little blighters and pick up the prize that remains

Jumping Flash



PROTIP: When faced with this scorpion dude, leap on to his head and repeat the process for a quick win



By **Axe Grinder**

Bionic bunny? Armoured bucktoothed vermin? Robotic rabbit? Yep, you're all of the above in Sony's latest PlayStation adventure. To be precise, you are a Robbit, a device used by the pest control people of the future. Well actually you're a little

annoyed bloke inside the Robbit whose sole purpose in life is to reclaim these weird little space station divots things which – in true video game fashion – some nasty evil tyrant has nicked.

There are six worlds to romp around, each one comprising two stages of play and one tricky boss level. The idea of the game is basically to jump around each level,

collect these massive carrot things (jetpods), find the exit and get outta there. If anything obstructs you in your mission, simply blow it away with one of your many pick-up-as-you-play weapons.

Rabid Rabbits

The action gets both frantic and annoying whilst collecting virtual vegetables, and desperately trying to leap upon thin ledges can make even the most hardened of gamers into a pile of sobbing patheticness.

Fortunately though there's a fabulous never-ending continue option, which you'll be using to the max.

Jumping Flash is one of those games that appear once every blue moon. It's bright, fun to play, absorbing, hellishly addictive and comes as a welcome relief from 3D fighting bonanzas and racing games. Pure, simplistic, addictive, 3D bouncing bunny mayhem. Top stuff.

PlayStation Game Profile **JUMPING FLASH** SONY

JF is a first-rabbit perspective 3D jumpfest. Collect carrots, kill bad guys, jump around a lot and enjoy yourself. This game is welcome in my PlayStation any day.

£39.99
Available Sept
3D Adventure
1 player
Highly addictive

93%



PROTIP: Again, make use of the three-step jump, but make sure you have a good store of weapons if you want to beat this final psycho granny boss

PC CD-Rom



By Slo Mo

Things aren't looking too good here are they kids? Ah well, it can only get better

Delphine Software is a company that doesn't produce very many games, but it is also a company that has a reputation for producing games that are always worth looking at.

The thing that sets Delphine games apart from most others is the meticulous detail put into the animation of the characters. Flashback and Another World are perfect examples of this.

Fade to Black is more or less the third instalment in the series. You play Conrad B Hart and you still wear a brown

FADE TO BLACK



jacket and jeans. Now though the perspective has changed, and you'll need a supercharged PC to be able to appreciate it in all its glory.

Faded Jeans

As you can see from the shots on this page, Conrad is now huge, and the camera angle pans constantly as you run from one place to the next. This system is not without its problems as it is sometimes possible to lose track of your position and occasionally even sight of your character. However, even with this

niggle, it's obvious what a classy piece of software FTB is. The game itself requires a lot of working out, just as Flashback did. It's not enough to simply wade all over the place killing everything in sight because sometimes using an enemy in a different way is the key to a particular problem.

Delphine's latest creation is extremely difficult to progress through, although after a while you begin to think in the same devious way as the coders and things begin to fit into place a little better.

As usual the ultimate aim is to escape from your prison, but it's going to take you more than a few goes before you get anywhere near achieving this goal.

Everything must be searched thoroughly just in case you miss that valuable piece of equipment and end up wandering aimlessly about.

Eye Opening

Fade to Black is polished, playable and eye opening. Delphine has done it again and provided the PC with another great game.

PC CD-Rom Game Profile
FADE TO BLACK
 ELECTRONIC ARTS

Nice stuff from EA and Delphine. Fade to Black is a novel concept which is executed well. It has one or two minor niggles but these are easily outweighed by the sheer playability.

£39.99
 Available now
 Arcade strategy
 1 player
 5 levels

90%



At least this isn't scary. Old Conrad's due for a heart-attack at this rate, don't you think?



Better get your trigger finger in action Con or you'll soon be one dead dude!



Fade To Black is graphically supreme, but you'll need a nice PC to appreciate it

Terry Pratchett's

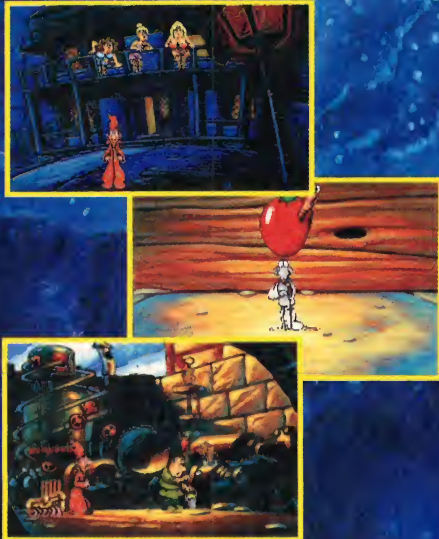
DISCWORLD[®]

PlayStation • PC CD • PC • Mac CD

Rincewind the Wizard has spent a lifetime avoiding danger, but a dragon is ravaging Ankh-Morpork[®], and he's the unlikely hero who's got to rescue the city.

He's got the Luggage (a murderous accessory every traveller needs), a few necessary items (bananas are always useful) – and he's got YOU.

**NOW
AVAILABLE ON
PLAYSTATION**



“PS” and “PlayStation” are trademarks of Sony Computer Entertainment Inc

© 1995 TWG Ltd. Discworld and Ankh-Morpork are Registered Trademarks of Terry Pratchett. Illustration © 1994 Josh Kirby. Developed by TWG Ltd. Published by Psygnosis Ltd.



MAC
CD
ROM

PC
CD
ROM



TWG

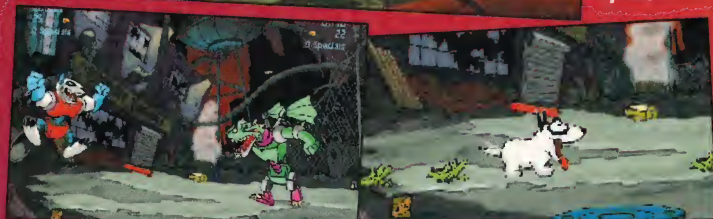
PERFECT 10
productions

BATTLE BEAST

ProReview

PC

PROTIP: Playing via the keys is very tricky indeed. Use a pad!



PROTIP: Only morph into your Battle Beast at the last second

By Bruised Lee



American company 7th Level is trying to make it big in this country now. Perhaps most famous for its Monty Python thing for Windows which was released earlier in the year, 7th Level has now released the intriguing Battle Beast on to an unsuspecting games market.

Coming in a big box with not particularly impressive artwork and dubious claims printed on the back like, "Fight in multiple areas of each battle zone and move freely in the z-axis," (Er, that's move left and right isn't it?), Battle Beast isn't a game that immediately grabs you by the throat and demands your attention.

But don't let this put you off. The game itself is nice and bizarre, especially the plot.

You decide to purchase a Battle Beast to provide some personal protection from the toads that are taking over the city (see?), and basically, from

PROTIP: Stay as your cute little animal until you are attacked



PROTIP: Go after anything that resembles a nasty old toad



PROTIP: Listen carefully to what you are told at all times

there on in it's a fighting game with a bit of adventuring fun thrown in for good measure.

The graphics are superbly drawn and cartoon-like, and there's lots of speech and nice sound effects too.

Battle Beast is certainly a strange one, but it's also an infinitely playable, humorous and original beat'em-up.

You need Windows 3.1 or Windows '95 to play it, but if you have Win'95, the game will autoplay just by putting the CD in the drive.

That means there's no more messing about trying to find the right thing to click on. Easy gameplaying here we come! Hurrah!



By Slo Mo

Platform games +

PCs = rubbish. That could have been the equation for the past couple of years anyway. Virgin however has steadily been trying to readdress the balance with Aladdin and Lion King. Compared with other games of this ilk that have been released previously, these were gold-standard software.

King of the Swingers

Jungle Book is obviously based around the Disney story, you don't need anyone to tell you that, and you play the part of that loveable man-cub Mowgli on his adventures through the jungle.

That's it as far as the plot goes at any rate. You must guide Mowgli left, right, up



PROTIP: Collect fruit to build up energy points



PROTIP: Switch between your weapons to get the monkeys



Each chapter is presented in true Jungle Book style!



Jungle Book

and down, collecting gems as you go. This is a simple enough task at the beginning, but after a while, locating the required number of gems to allow you to reach the exit, gets increasingly complex.

The graphics in Jungle Book are detailed, cute and crisp.

They move well enough, although as usual they

perhaps scroll a little awkwardly compared with the console efforts.

But that doesn't make it unplayable. For a PC, it ain't half bad!



You are told what to do at the start of each chapter, so make sure you take note

PC Game Profile
BATTLE BEAST
7TH LEVEL

£39.99
Available now
Beat'em-up
1-2 players
Totally bizarre

84%

PC Game Profile
JUNGLE BOOK
VIRGIN

£39.99
Available now
Platform
1 player
Mowgli-mungus

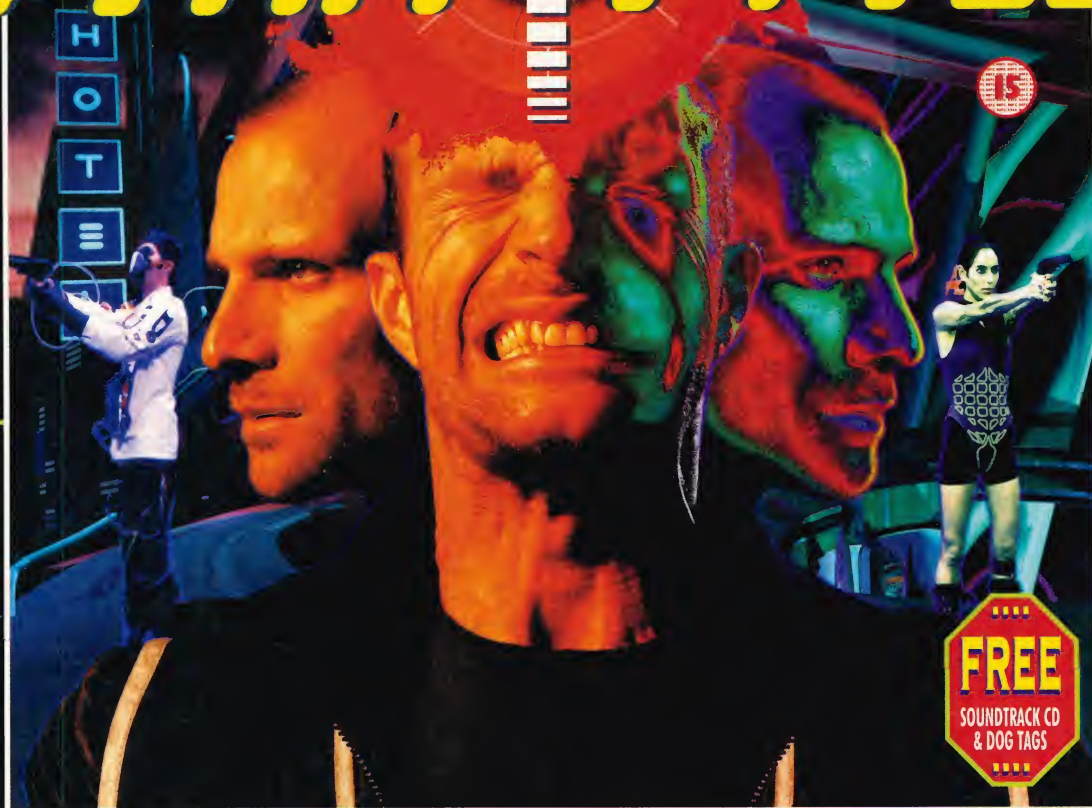
83%

A MIND BLOWING GAME

SOL CUTTER HAS SOMETHING ON HIS MIND...

...IN TWO HOURS IT'S GOING TO EXPLODE!

BURN CYCLE



FREE
SOUNDTRACK CD
& DOG TAGS

NOW ON

CD-ROM

**"...AN EXPERIENCE
NOT TO BE MISSED."
GAMES WORLD**

**"THE GREATEST CD
GAME IN HISTORY?"
C&VG**

WIN PRIZES RING 0891 24 44 24

The call costs 39p a minute cheap rate and 49p at all other times (maximum costs £3.00). Please get permission from the person paying the bill. Competition starts October 1st.

WEB SITE NO. <http://burncycle.com>

ALSO ON CD-i

© 1995 TripMedia Limited. © 1995 Philips Interactive Media International Limited. © 1995 Simon Boswell.



PHILIPS

PlayStation



By Bruised Lee

It used to be so simple a couple of years ago, when it was just a straight fight between Street Fighter and Mortal Kombat. But now, with next gen technology bringing the arcade to your home, there are a lot more contenders trying to win the beat'em-up championship of the world.

Tekken is a young upstart that's been training hard at the gym in an attempt to knockout the previously mentioned old stalwarts. It's got some tough competition in the form of Battle Arena Tohshinden, Virtua Fighter, and the impending Mortal Kombat 3, but Tekken at this moment in time can be crowned as official champion of the beat'em-ups.



Take That! Paul high-kicks his way to victory against Michelle, who has just entered Pain City

PlayStation Game Profile

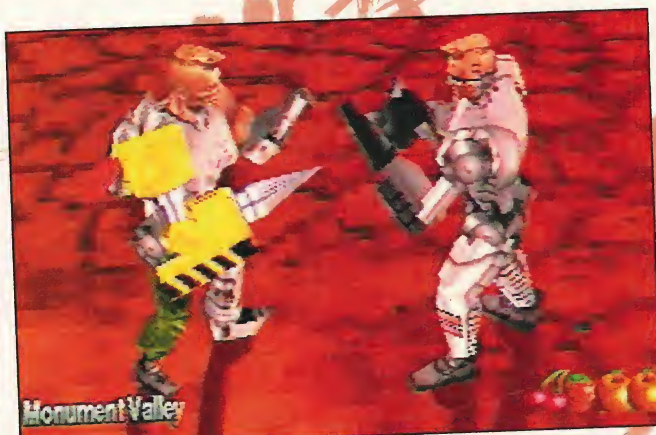
TEKKEN
NAMCO

The best beat'em-up to appear on the PlayStation so far, and one that should become an essential part of everyone's games collection. An instant classic.

£44.99
Available now
Fighting
2 player

93%

Jack, the one-man cyber army, flings King to the floor. Will the man with the leopard helmet make a comeback?



Battle of the Giants! P. Jack, one of the cool extra characters, takes on himself in a fight. It's not going to be a scrap for the faint of heart

TEKKEN

Virtually no different to the arcade version, Namco's beat'em-up outclasses Virtua Fighter in the graphics stakes and is far more playable than its main PlayStation competitor, Tohshinden.

The game features eight basic fighters (see opposite), but there are loads of hidden ones for you to find. You actually receive an extra character after completing the arcade mode.

You must beat up the seven other fighters, then the 'special' character (who is the one you'll eventually gain control of if you win), and finally the end-of-game boss, Heihachi. Repeat this process with the seven other fighters and you have a full compliment of characters to play with.

The ray-traced intro sequence (omitted from the coin-op) features

the eight main characters, and no amount of words could ever do it justice. PlayStation pros will be impressed by the intro, but PlayStation virgins will just sit there looking at the screen in sheer disbelief.

Graphical content is kept at this high standard throughout the game. The characters have been fully texture-mapped –

the detail on them is quite amazing – but the



Kunimitsu, one of the weirdest characters in the game, takes on the sharp fighting skills of Michelle

game moves so fast you'll only really appreciate the quality of the graphics and the animation while you're watching the replay.

Tekken is far better than Tohshinden, and if you're a new PlayStation owner, this is definitely the one to go for. No other contender can seriously compete.

Just one of the many rendered shots from the game. This time Paul makes a star appearance





JACK

A cybernetic one-man war machine, and although he's quite slow, Jack can deliver a crunching set of moves including a lift and slam, a body flop(?) and a bizarre sitting down manoeuvre



NINA

This blonde-haired fighter is Tekken's only UK entrant and her specialities include throws and kicks. Nina is incredibly fast, and if you give her the chance, she'll wipe the floor with you



LAW

A rip-off of Bruce Lee, right down to the yellow and black tracksuit. Law has a superb range of kicks, but can also grab an opponent in a head-lock, shake his fist in fury and then deliver a knockout punch



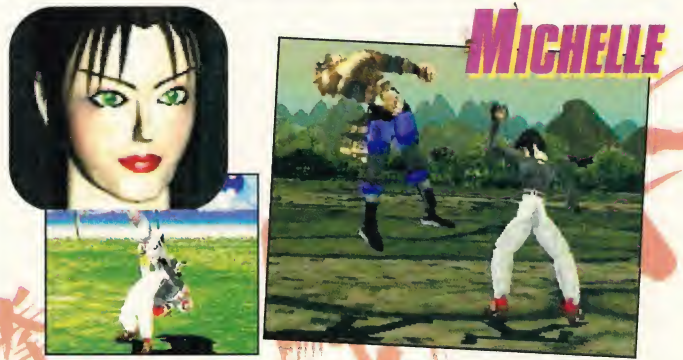
YOSHIMITSU

Obviously not from this planet, Yoshimitsu carries a couple of swords and is perhaps the fastest fighter in the game. His holding face smash will make you wince in pain every time you see it



KAZUYA

Kazuya is one of Tekken's lead characters. He looks fairly bland, but has an impressive line-up of moves and combinations. Check out his headbutt and axe kick manoeuvres if you doubt his fighting ability



MICHELLE

The second female character in the game, Michelle is unbelievably quick and quite useful at throwing and slamming. She's also able to turn you around and perform a crunching back-breaking manoeuvre



PAUL

Despite having a ridiculous haircut, Paul is a fairly good all-round fighter. His special moves include a two-legged throw where he places his feet on his opponent's chest, grabs one of their arms, and chucks them over his head



KING

A priest from an orphanage who dons a leopard(?) mask when he goes into battle. He's got one manoeuvre where he does a backwards handstand and flips his legs around his opponent's head before proceeding to smash their cranium into the floor with his feet!

Wahey! It's the James Bond Corkscrew jump. Get the correct speed or you'll end up in serious trouble

PC



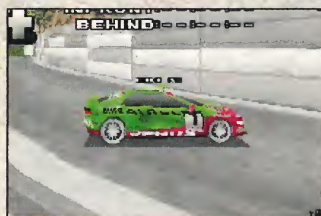
You're only a second behind, but that's one hell of a sharp corner coming up!

Fatal Racin'



By Sir Garnabus

The PC has taken a bit of a battering in some quarters of the press. People have been saying that with the arrival of the next generation stuff the machine has had its day at the top of the games tree. Up until now



Spinning off the course isn't always the best way to get to the top of the Championship

PC Game Profile
FATAL RACIN'
GREMLIN

Another very good game from Gremlin, whose games are beginning to look more and more appealing. This is one effort which really goes to show what the PC can do.

£34.99
Available now
Racing
1 or 2 players
16 tracks

89%

there has been nothing to compare with the likes of Ridge Racer and Daytona, but that is all about to change thanks to games such as Screamer from Virgin and this little gem from Gremlin.

Fatal Fury

Fatal Racin' has made it out first, and with its 16 tracks based in a full 3D world (unlike the super console pair), there is the option to provide stunts as well, thus increasing the appeal.

Another big plus point that this PC offering has is the multi-player option. If you have access to a network you can play linked up. Modem play is also possible, but perhaps the best feature is the option to play a two-player game with a split-screen. This way you don't need any extra hardware.

There is plenty of variety with the cars as well as the tracks. As mentioned earlier, several stunts have been thrown in along the way, and your timing and approach will have to be spot on to complete them lap after lap. Obstacles

like the loop-the-loop are easy enough if you get enough speed up, but the corkscrew jump and things like that require a bit more precision.

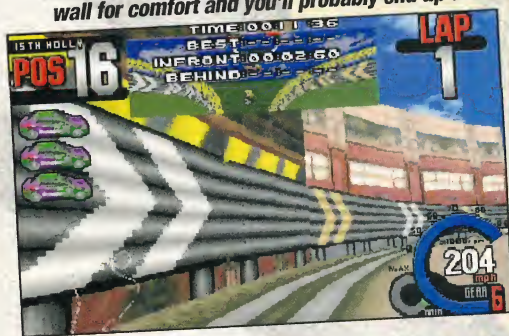
Graphically the game is impressive, but you'll definitely notice the benefits of a fast PC. Stick this on a Pentium 90 and you'll really be rocking. If you have the hardware you can also switch it into SVGA mode, although I prefer the more arcadey look of normal VGA.

If you've been crying over what the PlayStation can do, now's the time to reach for the hankies and dry your eyes!

You're bearing down on your nearest rival. Give him a nudge as you go past and try and kill him off for extra points in the race



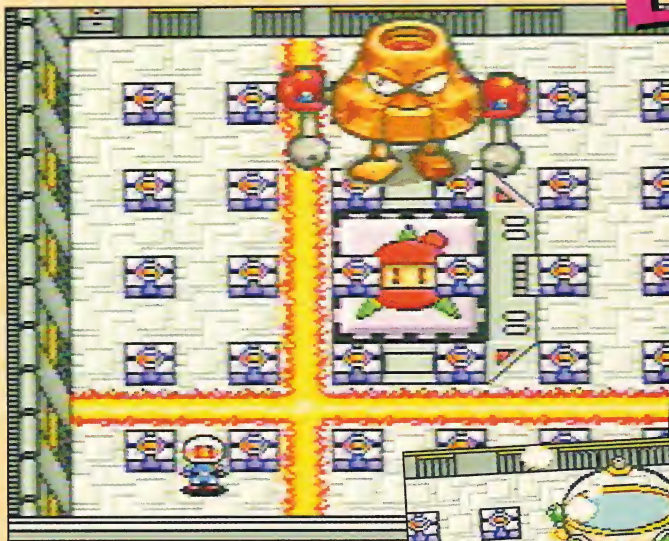
At this point it's safe to say you're too close to the wall for comfort and you'll probably end up dead



The car and track selection screen is in glorious Super VGA. Choosing is simply a case of clicking buttons



Super Bomberman 3



PROTIP: Try and stay behind the blocks for some protection



PROTIP: For starters, try not to die like this. Instead, race around the screen killing and collecting everything. Ooh it's a top tip!



PROTIP: The end-of-level baddies have their own attack patterns. Learn them!



PROTIP: Try and get as many pick-ups as you can, but keep an eye out for the skull icons



PROTIP: There's not much help to give you, but try and drop as many bombs as you can



By Atomic Dawg

When technology starts getting so advanced that you can't move for superb 3D ray-traced graphics and stereophonic surround sound, then eventually, everything will start regressing and the emphasis will be placed squarely on gameplay.

Multi-player games tend to rely on gameplay rather than lavish presentation, and Bomberman is one of the best examples with which to back up this theory. It is, quite simply, *the* definitive multi-player game.

It's a fairly simple piece of software when playing it on your own, but add another four players to the equation and you're either going to end up giggling all the way to the asylum, or you're going to beat up one of your so-called friends in a bout of rage and end up doing time in the clink for GBH.

The third addition to the Bomberman series has now appeared, and although it

doesn't differ too much from its previous incarnations, it's still dangerously addictive, and more importantly, one of the most entertaining games you're ever likely play.

In the "battle" games you can now choose your own character. Each have their own distinct characteristics, but that doesn't give you any advantage when playing the game. The kangaroo-like Louies, which were first introduced in one of the Mega Drive versions, have been included. These creatures pop out of giant eggs and your bombermen can hop on their backs to make full use of their special abilities.

Graphics-wise, Super Bomberman isn't vastly different from what you've seen before. There are some newly designed screens, each with their own themes, but the visuals were never that important anyway. It was sheer gameplay and addiction that counted.

This time around the game certainly plays a lot better in one-player mode, but it's still best when you play against human opponents.

You might not fancy buying this instalment if you've got one of the previous games, but if you're a bit of a Bomberman virgin, Super Bomberman 3 has got to be an essential addition to your games collection.



The start of the game! Get your bombs ready because mass destruction is just around the corner

Super NES Game Profile **SUPER BOMBERMAN 3** HUDSONSOFT/VIRGIN

It's Bomberman for crying out loud! As far as multi-player games go, this is head and shoulders above the rest of the pack. An absolute classic and no mistake. Yes indeed!

ETBA
Available now
Arcade
1-5 players
Bombs and stuff

91%

PlayStation



By Captain Squideo

Cyber Sled on the PlayStation doesn't break any new ground with its gameplay, and it won't win any awards for its graphics. However, it does have the tried-and-trusted shooter gameplay that made it an arcade standard.

Good Sled

It seems like this style of game has been around forever, so Cyber Sled should feel instantly



PROTIP: If you're a speed demon, select Blue Lightning

be sneaky in their attacks, but power-ups and health boosters will keep you going.

The strategy is pretty simple – hit without being hit.



PROTIP: Keep moving as you fire on an opponent. If you shoot it out "toe-to-toe" you'll soon be charcoal

but they reward practice with nimble manoeuvring. Eventually you'll be able to whip through tight turns and nail opponents easily.

Empty Tank

Not only does the gameplay seem familiar, but the

polygon backgrounds are blocky, and the tanks, though impressively big, are surprisingly lacking in detail. You'd think a next generation system would produce a next generation tank game, but Cyber Sled looks like something you could've played on a 16-bit system.



PROTIP: Don't get caught in open spaces in slow vehicles like the Centaur-2. Instead, hide behind structures and rely on your superior firepower against quicker opponents

The sounds are also fairly routine. Sure, there are lots of enthusiastic vocals, but they quickly get tiresome. What's more, the music is generic and could've been used for almost any game.

Tanks a Lot

Despite its average graphics, the gameplay is addictive if you're in the mood for some mindless shooting thrills. For extra intensity, shoot it out in the split-screen two-player game. Tank games will get better, but for now, Cyber Sled is a decent cyber shooter.

CYBER SLED

familiar. You select one of six futuristic tanks, each with its own unique ratings for speed, weapons and shields. Then you steer your tank around obstacle-laden arenas in a wild game of hide 'n' seek against another tank.

Dash behind pillars for temporary protection, then blast away at your enemy when they're in range. Computer opponents can

This is a game of control more than anything. Basically, he who drives better wins.

That's easier said than done, however, because the tanks all handle differently,

graphics do as well, which is not a good thing. Although some nifty cinematics precede the action, the main game won't make you rush out and buy a PlayStation. The



Choose between two kinds of graphics, either Original ...



... or Real, which gives the tanks more texture and colours

PlayStation Game Profile CYBER SLED NAMCO

With Cyber Sled the PlayStation gets its first tank-shooter game, and while it breaks no new ground, it's fine, fast-paced fun, especially in the two-player mode.

ETBA
Import
Shoot'em-up
2 players
Behind-vehicle view

84%



CYBER CINEMATICS





NOVASTORM

MAKES EVERYTHING ELSE LOOK LIKE



"In terms of both graphics and gameplay, Novastorm has Rebel Assault well and truly licked!"
Edge Magazine

"Offers some of the most stunning bosses ever seen."
Computer & Video Games

*"Awesome or what? This could be the biggest, baddest, brain-bashingly busiest
shoot 'em-up you've ever seen..."*
Games World Magazine

Available on



“PS” and “PlayStation” are trademarks of Sony Computer Entertainment Inc.

Novastorm™ is a trademark of Psygnosis Ltd. Published by Psygnosis Ltd.

Vampires Kiss

PROTIP: Wait before you leap across gaps. An enemy will always be on the other side, and if you get hit you'll fall to your death and lose a life



PROTIP: Weapons are dotted about all over the place. Don't mess about though, pick them up before they disappear



By Atomic Dawg

Just when you thought there was a spooky platformer drought on, those kind people at Konami go and bring out another episode in the highly popular Castlevania series.

In the last instalment of Castlevania, Simon Belmont defeated and killed Count Dracula, but darkness has started to rise again.

The town-folk have been possessed by some strange dark force and have resurrected Dracula. The fangster then sets out his plans for revenge.

Seeing as the great Simon Belmont passed away a

couple of hundred years ago, Dracula turns his attention to his great grandson, Richter, and decides to kidnap his girlfriend and his sister.

With the bait captured and the trap set, you must make your way around seven stages of a treacherous castle, rescue your girlfriend and sister, and, finally, kill the evil Dracula.

Fangs for the Memories

If you've ever played any of the previous games then you'll already know what to expect. If you haven't then what you've got is a fairly standard spooky platformer.

The graphics are very similar to what's gone before, but there are some nice touches and the backgrounds are well presented. There are loads of nasty enemies to combat, and although they don't differ too much, the end-of-level bosses are quite large and look rather good.

The sound starts off quite well with some groovy guitar riffs, but isn't as scary as it should be. The gameplay consists of whipping your enemies to



PROTIP: The torches on the wall contain power-ups and bonuses, including the all-important hearts which replenish your weapon

death, but there are quite a few pick-ups dotted around and some smart bombs too.

The experienced platform gamer might breeze through the levels, but lesser mortals will like it.

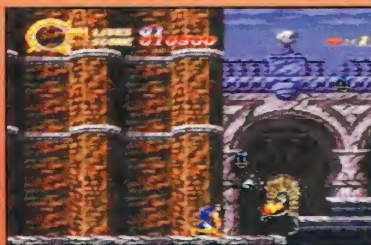
To be honest, Vampire's Kiss is slightly dated, but if you're a fan of the previous Castlevania adventures then you should seriously consider purchasing this fourth instalment in the popular series.

Super NES Game Profile
VAMPIRES KISS
KONAMI

Slightly dated, but most of the graphics and backdrops are quite good. We've come to know what to expect gameplay-wise, but fans of the genre will probably like it.

ETBA
Available now
Platform
1 player
7 levels

77%



PROTIP: Use your whip at every opportunity; you might destroy bits of the background to reveal bonuses



PROTIP: The end-of-level bosses are quite easy to kill if you've still got your special weapons left. Don't waste them



ISLE

Missions In The Rainforest

Plant or Plant?



Economy or Ecology?



See the launch of the big new Sim from Maxis on Stand B2 and you'll find that the decision is yours - naturally!

As if the launch of a Maxis Sim wasn't news enough, look out for some big surprises in new platform launches and new product lines on Stand B2.

Join us for cocktails on stand B2 from 5-6pm on Sunday 10th and Monday 11th September and find out why the little company with the big Sim is still streets ahead of the game.



18-20 ST. JOHN STREET
LONDON EC1M 4AY
TEL: 0171 490 2333
FAX: 0171 490 2177
e-mail: samfay@maxisuk2.demon.co.uk

Saturn



By Slo Mo

The links between film and console games are edging closer and closer together. Proof of this comes in the form of Shin-Shinobi-Den, the first Saturn product to combine the two elements.

The film sequences which appear at the beginning, end, and between levels are superb, albeit in a cheesy Japanese B-movie kind of way. There are some nice touches, especially the staged fights, but most of the time the links just send you into a fit of giggles.

It could well be the equivalent of a box-office blockbuster in Japan, but to Westerners it will always be a film about a bunch of mad Japanese blokes, complete with comedy eyebrows and funny suits.



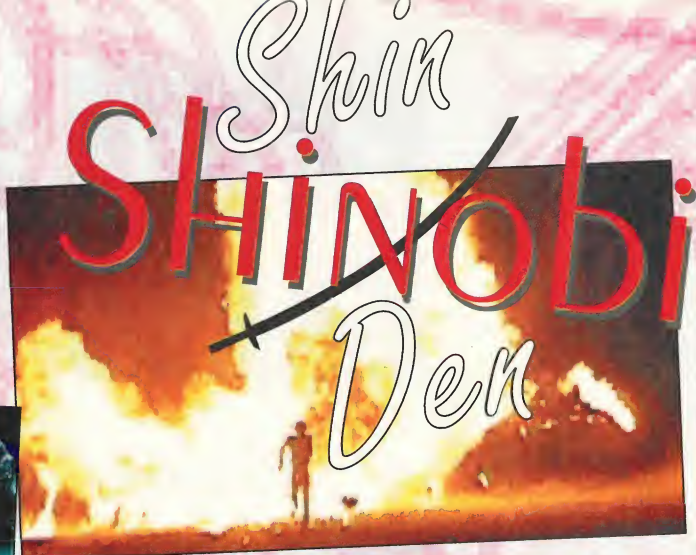
A shot from the bizarre introduction sequence. The Samurai has lost his girlfriend to ruthless kidnappers and it's your job to help him get her back!



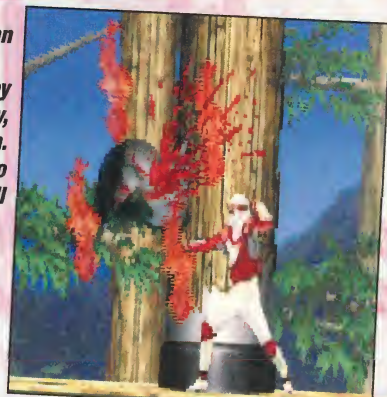
The plot isn't up to much and is fairly unoriginal. Samurai meets bird, bird gets kidnapped by enemies of Samurai, Samurai kicks and slashes his way through nine levels in a desperate bid to find and rescue his true love, and the ending you can predict for yourselves.

Dirty Den

Despite some really good graphics, the game itself doesn't impress, mainly due to the lack of originality. The gameplay seems to be stuck in the 1980's, which is not a good thing when this title



PROTIP: These heads can cause you a lot of trouble. Timing is the key to success. Stay away, but keep an eye on them. You'll know when to go in for the kill

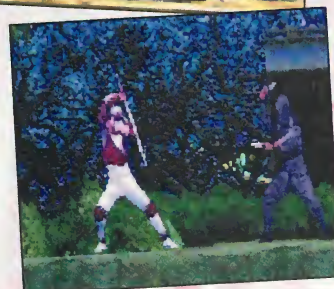


appears on one of the next gen consoles.

Games are meant to be moving forward and becoming bigger and better. Shin-Shinobi-Den may have taken a couple of steps forward with its movie sequences, but it takes a massive leap backward by forgetting about decent gameplay.

A big shame at the end of the day because the original was excellent, and big things were expected of this.

Unfortunately Shin-Shinobi-Den just isn't able to chop the suey.



PROTIP: Use your katana sword to block the shurikens, then get in close for the kill or simply swipe them back towards your opponent

Saturn Game Profile
SHIN-SHINOBI-DEN
SEGA

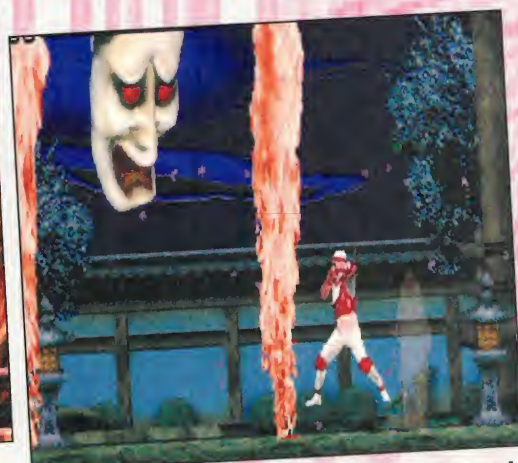
Nice movie sequences and good graphics, but it's let down by the lack of originality and decent gameplay. Basically it's a game from the eighties that's got lost in the nineties.

ETBA
Import
Arcade/Adventure
1 player
Various levels

58%

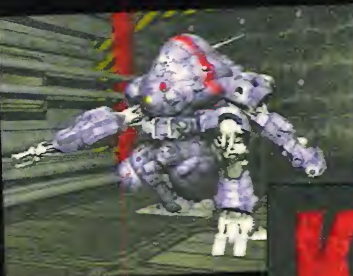


PROTIP: End-of-level bosses aren't that hard to kill. Avoid them at first, if you can, learn their attack patterns and then try to take them out



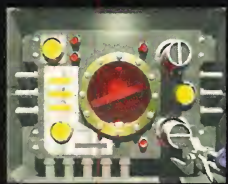
PROTIP: The 'Head' boss from the first level. Stay out of his way and then attack him from behind using your sword. Remember to watch for the flames!

PlayStation



KILEAK

The Blood



By Dr Zombie

Anyone who thinks the PlayStation is simply a home arcade machine obviously doesn't know a lot. It would be easy for Sony to bring out billions of bog-standard arcade games, but the forthcoming release of Kileak the Blood could change people's perceptions about

what kind of games the PlayStation is capable of. The plot scenario is simple: You must enter a base in the South Pole, locate and rescue an undercover agent, and then seek out and apprehend the Base Commander because he's been messing about with some dangerous mutant DNA.

Blood Brothers

Kileak could well be likened to Doom; it looks a lot like it, but it's got more in common with games like Dungeon Master and Liberation because it requires plenty of intelligence to play and is only fast and frenetic in bursts.

The graphics look superb and remain pixel-perfect no matter how fast you move around the base. The robot enemies also look very good and zip about the screen at an incredible speed.

Kileak the Blood isn't a straight-forward blaster by any stretch of the imagination, and it might not appeal to everyone, but it goes to show that the PlayStation can create "intelligent" games as well as beat and race-em-ups.

PROTIP: It's best to search every room for pick-ups, even though there might be an enemy waiting for you



PROTIP: Always use your portable map to keep a check on where you have and haven't been



PROTIP: Move slowly down the corridors because the enemy robots hide and will fire at you from out of the darkness

PlayStation Game Profile

KILEAK THE BLOOD

SONY

£39.99
Available now
3D shooter
1 player
1st person persp

89%



PROTIP: Make sure you pick up the power-ups or you'll have a tough time with the end-of-level boss

RAPID RELOAD



PROTIP: Another end-of-level boss. Wait until its body separates and then shoot its legs



PROTIP: This is the best weapon in the game because you can run around without aiming it

By Bacon Face

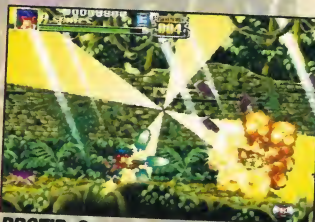


There's no steady-fast rule that says all games coming out on the PlayStation should have superb 3D ray-traced graphics. In fact, there's no point in having a game if it lacks gameplay, and only relies upon audio and visual treats to impress.

Rapid Reload, previously known as Gunners Heaven when it appeared on import, now gets itself an official release. On the surface it may look like a basic 2D platform shoot'em-up, but it's packed full of classic fast and frantic



Yet another end-of-level boss. These are incredibly tough to beat, especially if you've got a weapon as puny as this



PROTIP: Save your smart bombs for the end-of-level bosses. It'll make things a lot easier

arcade action.

The graphics may not be of Tekken standard, but you'll see that Rapid Reload looks as good as anything else from the 2D arcade genre. Check out the backgrounds and especially the superb end-of-level bosses if you need any evidence of just how good it looks.

Unlike other games of this genre, in Rapid Reload you start off with a full complement of weapons. They're all set at the weakest power, but as you charge through the levels killing enemies, you pick up loads of power-ups which boost your weapons.

Some people might take a dim view and knock Rapid Reload for not pushing the PlayStation to its limits, but with its smart graphics and fast-paced arcade action, Rapid Reload is one of those games that will impress professional arcade freaks everywhere.

PlayStation Game Profile

RAPID RELOAD

SONY

£39.99
Available now
Shoot'em-up
1 player
Arcade action

88%

FATAL FURY 3

ROAD TO THE FINAL VICTORY

PRO REVIEW

Neo-Geo CD

SAVAGE REIGN



By The Axe Grinder

The lone wolves return for a fourth fight...this time in CD format. Although some of your favorite fighters may be missing, Fatal Fury 3 brings back five vets and adds five new fighters.

Veterans and Newcomers

Mai, Geese, Terry, Andy, and Joe return with some of their moves changed. Terry Bogard's Lightning Tackle was replaced by the unimpressive Power Dunk. Mai's Swan Dive attack is no longer a charge move, and you can now get it off in a pinch - a nice addition to her already-strong aerial attacks.

Of the new fighters, only three are real contenders. Sokaku, Hon-Fu, and Blue Mary have some cool moves and techniques, but others (such as Bob and Franco) have uninteresting special moves.

PROTIP: Blue Mary's Spatcher works only on one standing character - Franco!



Neo Geo Game Profile
FATAL FURY 3
SNK

ETBA
Available now
Genre Beat 'em-up
1-2 player
12 stages

90%



Although she's small, Chonshu, one of the last bosses, packs quite a punch.



PROTIP: You can perform a Super Death Blow only when your life bar flashes red. Then you may unleash your power

The Plane, The Plane...

Fatal Fury's traditional 3D fighting plane causes problems with the joypad - to go to the background, you must simultaneously press two buttons located diagonally from one another. Thankfully, you can reconfigure the buttons to fix this problem, and the controls are solid otherwise.

The stages are colorful and detailed with plenty of foreground and background action. The sounds are still excellent, but the voices between fights are mysteriously missing. The music, though slightly modified, also stays close to the original.

FF 3 isn't a groundbreaking classic and may keep up with the other entries. There are enough techniques and hidden moves, though, to keep fighting fans more than satisfied.

By Major Mike



Savage Reign adds a few new twists to the fighting genre. However, the all-too-familiar gameplay does little to distinguish itself from other fighters.

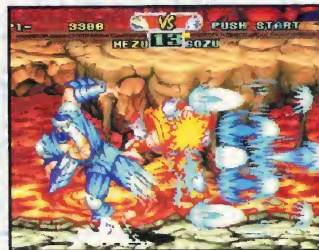
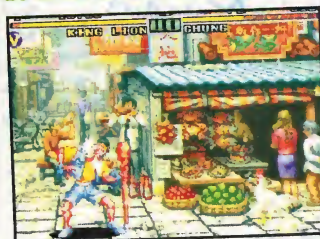
Red Reign

A major difference in Savage Reign is playing the game with a joypad rather than a joystick. Special moves are still easy to pull off, but the three-button simultaneous attacks are more difficult to execute because the buttons are stacked on top of each other. Beyond a few other minor differences, Savage remains faithful to its cartridge counterpart.

Reign has ten fighters, each with a specialized weapon. For example, Mezu uses his handy talons, where Eagle uses his trusty axe. These fighters are unique but not necessarily appealing. Some, like Gordon with his beer gut that's about to rip his trousers, are disgusting.

Quarter- and half-circle motions fill the special-move scene. The reverse attacks (devastating near-death super moves) are easier to execute

PROTIP: Chung's Cock-A-Doodle Die attack can only be done when he's angry.



PROTIP: To do Mezu's Reverse Attack, charge Down-Away for three seconds, tap Toward, then tap Button B rapidly.

than in, say, Fatal Fury 3.

Savage gets civilized with its graphics and sounds. Despite the tiresome zooming effect, some fighting stages have knockout visuals (like Gozu's lava eruptions). The audio features some excellent components, like the cheering audience in Eagle's stage, highlighted by various explosions and weapon discharges.

Not Savage Enough

The arresting battlegrounds and two fighting planes add a new element. But fighting fans dying for a totally new concept won't find it here. Savage Reign is a lot of fun, but it only lasts so long - even with the CD treatment.

Enjoy the loading screens between fights.



Neo Geo Game Profile
SAVAGE REIGN
SNK

ETBA
Available now
Genre Beat 'em-up
1-2 player
10 Stages

86%

Game Boy

Primal Rage

By Sir Garnabus

Primal Rage on the Game Boy is a killer. Primal packs a broad selection of dino moves and enough quick action to make it a top fighter. There's no blood, but the easy-to-figure-out,

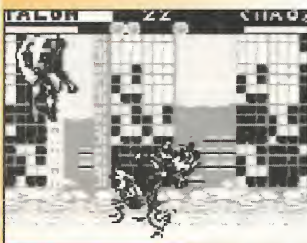


PRO TIP: Smack 'em into the air with a Mega Punch, then jump up and throw 'em back to the ground using an Air Throw. Follow up with a projectile

easy-to-execute moves make for brontosaurus-size fun.

The game sports large, fast, smoothly moving sprites, and amazingly there's no slowdown. The sound is basic, but the dinos are silent – not a bad thing when you consider other recent annoying sonic headaches like True Lies.

Although this may not be as complete a package as the Game Gear version, it is one of the best fighters for the Game Boy. And since it has an adjustable difficulty level, everyone can get primed.



PRO TIP: Use Talon when you need that extra burst of speed

Game Boy Game Profile
PRIMAL RAGE
TIME WARNER INTERACTIVE

£25.99
Available now
Beat'em-up
1 player
6 fighters

90%

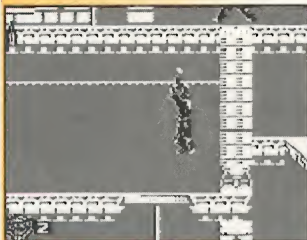
Game Boy

Judge Dredd

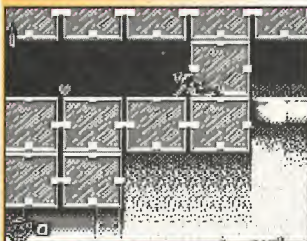
By Doctor Devon

What would've been great two years ago seems pretty ordinary now. Judge Dredd is guilty of being too similar to other action/adventure hand-helds.

As in the flick, the Judge passes immediate sentences on criminals. Basically, you shoot everything in sight. Unfortunately, the controls are hit and miss. The eight hi-tech



PRO TIP: Even while hanging, you can shoot enemies running above you without getting shot



PRO TIP: In the Aspen Penal Colony, use your crawl move to reach hidden hearts

weapons are fun and effective, but Dredd himself moves as slowly as Stallone talks.

The graphics and sounds are blasts from the past. The levels don't offer wild variations, but they are detailed. The sounds drone on with pulsing music and fuzzy explosions.

Is Judge Dredd tough? Not guilty. Is it terrific? Not guilty. Is it worth playing? Guilty!

Game Boy Game Profile
JUDGE DREDD
ACCLAIM

£24.99
Available now
Action/adventure
1 player
7 levels

82%

Game Gear

Primal Rage

By Sir Garnabus

Primal Rage on the Game Gear is a three-inch masterpiece. In addition to great head-to-head fighting, this version has buckets of primal yuk.

The combos are smooth and easy to pull off. You have lots of moves plus special and finishing moves. Overall, the control is good, and the action stays fast.

There haven't been Game Gear graphics like these since MK II's debut. The sprites are big, detailed, and all present, except Vertigo.

The soundtrack is, however, just ordinary. Pops and thumps serve as sound effects, but the dinos are silent.

Primal Rage is a must for hand-held fighting fans. It's a reptile rager for all.



PRO TIP: Special moves like Blizzard's Air Toss (hold Buttons 1 and 2) make for easy three-hit combos

Game Gear Game Profile
PRIMAL RAGE
TIME WARNER INTERACTIVE

£25.99
Available now
Beat'em-up
1 player
6 fighters

92%

Game Gear

Jungle Strike

By Doctor Devon

Great graphics don't make a game great. Setbacks make Jungle Strike merely average.

Control problems make the going rough. In the hovercraft,



PRO TIP: Some fuel tanks later on will damage you without refilling your supply

you hit non-existent fuel barrels that damage you (but don't refuel), and in the helicopter, you smash into obstacles whether or not you clear them.

Jungle Strike's graphics are impressive. You get all the cinematics from the 16-bit version, plus detail in even the smallest images.

The sound, however, is not impressive. Annoying beeps and the lack of sound effects, detract mightily.

Although much of the 16-bit version was called to active duty, there may be too many strikes against it for some hardcore Strike fans.

Game Gear Game Profile
JUNGLE STRIKE
T-HQ

£24.99
Available now
Shoot'em-up
1 player
9 campaigns

85%

SNES

Mega Drive



By Captain Squideo

Batman Forever was bigger than most films this summer, but tickets sales don't make half as much money as film merchandise, of which computer games are a prime example. However, film licences don't tend to make good games. They're normally ridiculous action platformers rushed out to coincide with the big movie releases.

Batman Forever is unfortunately no different.

Riddle Me This...

Choose one of the dynamic duo and play co-operatively or competitively against Two-Face, the Riddler and their many hench-people, through eight levels set in and around the streets of Gotham City.

There is a training mode where you can fight against holograms of the characters in the game. A much-needed feature, because Batman and Robin have an impressive array of fighting manoeuvres, far more than other games from the genre, and you'll need to practise.

They also look as though they've been nicked straight out of Mortal Kombat, and I'd put money on that fact.

Batman and Robin have packed their utility belts full of gadgets to use against Riddler and Two-Face. Some are standard items, like the trusty

Batarang, while some are optional. To use them you must perform a combination of moves just like in Mortal Kombat. A nice concept, but it just doesn't work. While you try to use a gadget you always get your head kicked in by the enemy.

As you might expect, the SNES version looks far better than the Mega Drive effort, with the backdrops and digitised characters looking fairly good.

The gameplay is just as bad in both the 16-bit versions, and that's because this is just another average platformer backed up by publicity from the movie. It's incredibly bland and there's literally nothing that'll excite you.

For some reason there is an annoying pause every time you enter a new room in the SNES version, and no matter which 16-bit machine you own, it's bloody hard to get anywhere, even with it set on the easiest level.

The two-player mode is only slightly more enjoyable, and despite some nice graphics in the SNES version there is nothing that I can recommend about this game.

Batman Forever? Ooh dear, let's hope not!



PROTIP: Robin's staff can be used to good effect against those crazy clowns from the circus level



PROTIP: Try and keep your enemy on the other side of the electricity



PROTIP: The holograms provide fighting practice



PROTIP: Your gadgets aren't too effective if you use them up-close



PROTIP: Use the Bat-Morph to protect yourself when your energy gets low

Mega Drive Game Profile
BATMAN FOREVER
ACCLAIM

ETBA
Available now
Arcade
1-2 players
80 levels

75%

SNES Game Profile
BATMAN FOREVER
ACCLAIM

£45
Available now
Arcade
1-2 players
80 levels

80%

Amiga

PROTIP: Not much advice needed here. Simply shoot the aliens with your most powerful weapon



PROTIP: After shooting at your enemy, move sideways to avoid any return fire



Just one of the many enemies in the game. What are you waiting for? Shoot him!



ALIEN BREED 3



By Captain Squideo

Simple ideas often lead to completely brilliant games. Take Doom, a one man blast'em-up set in a 3D environment, as an example. Unbelievably popular on the PC, Doom has, for some, rapidly become a way of life rather than a computer game.

Amiga owners would give an arm and a leg to have iD Software's blaster on their machine, but they've had to sit back and simply admire Doom from afar.

Several clones have made the transition to the Amiga, but they've been very sub-standard copies and only Gloom (reviewed last issue) has made an impression.

Team 17, famous for such classics as Body Blows, Superfrog and Project X, has now entered the fray with a Doom-clone, based on its own Alien Breed games.

Alien 8

One of AB3D's strongest plus points is the inclusion of staircases and lifts. This makes it more similar to Doom - Gloom works on

just the one level. There are 16 levels in total and all of them look really good on the screen. Some of the sprites within the game can, at times, become rather pixelated, but you are meant to be killing the aliens, not admiring them.

There are six different weapons you can use to blast the aliens and these are dotted around each level and range from the rather measly shotgun to the explosive grenade launcher.

Like Doom, AB3D can be controlled via the keyboard, but as a bonus you can also use a joystick which makes it easier to move about and shoot the aliens.

AB3D will, unfortunately, only run on the A1200 and even then the scrolling is

slightly jerky. But, if you've got yourself a mightily expensive accelerator installed you will absolutely love Team 17's latest offering.

Graphically impressive albeit slightly pixelated at times, with good, spooky sound effects, extreme playability and a high level of addictiveness, Alien Breed 3D is the best Doom clone to appear on the Amiga so far.



The ability to go up staircases is just one of the outstanding features of Alien Breed 3D



PROTIP: There are plenty of weapons about, but look carefully so you don't miss them



PROTIP: Keep an eye on your ammunition gauge, even when the action heats up



Yet another horrible beastie that deserves to be blasted to small, insignificant pieces

Amiga Game Profile
ALIEN BREED 3D
TEAM 17

A1200 owners with accelerators will get the most out of AB3D, but with its fine graphics and good playability, it's sure to appeal to the majority no matter what.

£29.99
Available now
Shoot'em-up
Link option
16 levels

88%

Mega Drive



By The Unknown
Gamer

Comix Zone tries to do what no game has really done successfully to date: Capture the authentic look and feel of a comic book and make it come alive in a game. Despite gorgeous graphics and a clever page-by-page layout, the game's erratic controls and repetitive gameplay hold it back.

Page Turner

You're Sketch Turner, a comic-strip artist. When Mortus, a comic villain, warps from your strip into the real world, you're warped into the Comix Zone. To stay alive, you must maneuver through the comic

strip's six pages.

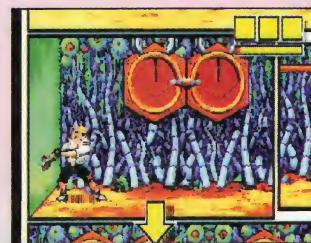
Each Comix Zone page is laid out as a series of panels just like a real comic. To complete a page, Sketch must fight his way from panel to panel. The challenge in each panel is to bust up enemy gangs, solve simple puzzles, or sometimes to accomplish both.

Comix Combat

The combat in each panel is basically hand-to-hand, beat-em-up style. Sketch has a nice assortment of moves, including punches, kicks, jump kicks, blocks, and a shoulder ram. Too bad the controls are imprecise and somewhat unre-



PROTIP: In the fan room at the beginning of page two, let Roadkill go, and he'll crawl under the fans and turn them off. Then you can disable them with punches and kicks.

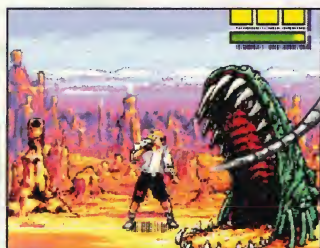


PROTIP: In the second panel, when you reach this clock lock, maneuver the arrows until they point at the center blue line.

Comix Zone Has Its Own Storyline



developers need to go back to the drawing board to work out better controls and add variety to the gameplay.



PROTIP: This dino's jaws on page five are easily destroyed with a bomb. If you take it on hand-to-hand, the jaws eat you up.

MegaDrive Game Profile
COMIX ZONE
SEGA

Comix Zone is a game you want to love for its innovation and clever graphics. Unfortunately, looks aren't everything. Monotonous gameplay makes this anything but comical.

£39.99
Available now
Beat 'em-up
1 player
Six levels

81%



sponsive. Sketch can't move rapidly around the panel, and button slamming yields unpredictable results.

Sketch gets erased via a simple damage system. Prepare to die and die and die – often unpredictably from hidden mines and the like.

Although you'll confront quite a few kinds of enemies, the battles grow annoyingly

repetitive all too quickly. And the puzzles are limited to simple problems such as flipping the correct lever to open a door.

Comix Zone's rock-n-roll soundtrack is cool, but the game's graphics are really in another zone. The page-by-page level design is a bonafide visual innovation that looks great with gorgeous background graphics in each panel. Slick-looking enemies

and obstacles give the game an authentic comic-book look. You really want to love Comix Zone for its original elements, but after a few panels, the honeymoon's over. Although the game gets a thumbs-up for its clever format, the de-

PROTIP: At the beginning of page six, drop down to get these question-mark power-ups, but land directly on them. Hidden mines are in the water on either side of the power-ups.



PROTIP: Back enemies against the side walls and pummel 'em.



PROTIP: When you fight the angry mother alien at the end of page two, jump behind the steel barrel, let the alien's fire light the barrel, then push it under her.

 SAVE £8 PANZER DRAGON 41.99 SAT	 SAVE £8 DAYTONA USA 41.99 SAT	 SAVE £10 INT'L VICTORY GOAL 34.99 SAT	 SAVE £7 BRIAN LARA 32.99 M/DRIVE	 SAVE £9 THEME PARK 35.99 M/DRIVE	 SAVE £30 STAR WARS ARCADE 29.99 32X	 SAVE £22 VIRTUA RACING 37.99 32X
---	--	--	---	---	--	---

 SAVE £5 RIDGE RACER 39.99 PSX	 SAVE £5 TOSHINDEN 37.99 PSX	 SAVE £5 WIPE OUT 39.99 PSX	 SAVE £25 CHAOS ENGINE 14.99 SNES	 SAVE £6 SUPER INT'L CRICKET 33.99 SNES	 SAVE £25 PGA TOUR GOLF 19.99 SNES
--	---	--	--	--	---

 SUPER NES	 MEGADRIVE	 SEGA SATURN	 SONY PLAYSTATION
--	---	---	--

<p>SNES WITH STARWING 79.99</p> <p>SNES WITH S/FIGHTER TURBO 79.99</p> <p>SNES WITH MARIO ALL STARS 79.99</p> <p>SNES WITH FIFA SOCCER AND MARIO ALL STARS 94.99</p> <p>SNES WITH DONKEY KONG COUNTRY 111.99</p> <p>ALL BUNDLES COME WITH ONE NINTENDO CONTROLLER</p> <p>PHASE 9 MULTI PLAYER ADAPTOR FOR SNES 14.99</p> <p>SCART LEAD - SNES TO TV 9.99</p> <p>LIGHT GUN FOR PLAYER 2 17.99</p> <p>NINTENDO CONTROL PAD 16.99</p> <p>TECHNOPLUS CONTROL PAD FOR SNES 10.99</p> <p>BATMAN FOREVER 47.99</p> <p>BATMAN RETURNS 19.99</p> <p>CHAOS ENGINE 14.99</p> <p>DOOM 49.99</p> <p>HURRICANES 19.99</p> <p>ILLUSION OF TIME 36.99</p> <p>INT'L SUPERSTAR SOCCER 39.99</p> <p>JOHN MADDEN '93 39.99</p> <p>JUNGLE STRIKE 36.99</p> <p>KILLER INSTINCT 49.99</p> <p>LEGEND OF MYSTICAL NINJA 19.99</p> <p>LEMMINGS 2 29.99</p> <p>LETHAL ENFORCERS (WITH LIGHT GUN) 49.99</p> <p>MARIO ALL STARS 24.99</p> <p>MICKEY MANIA 29.99</p> <p>MORTAL KOMBAT 19.99</p> <p>MORTAL KOMBAT 2 29.99</p> <p>MORTAL KOMBAT 3 47.99</p> <p>NHL PA '93 ICE HOCKEY 19.99</p> <p>PGA TOUR GOLF 44.99</p> <p>PRIMAL RAGE 44.99</p> <p>SECRET OF MANA 33.99</p> <p>STREET RACER 32.99</p> <p>SUPER BOMBERMAN (FOUR PLAYER GAME) 17.99</p> <p>SUPER BOMBERMAN 2 25.99</p> <p>SUPER INT'L CRICKET 33.99</p> <p>SUPER MORPH 19.99</p> <p>THEME PARK 36.99</p> <p>WATERWORLD 39.99</p> <p>WEAPON LORD 43.99</p> <p>WORMS 36.99</p>	<p>MEGADRIVE 2 WITH EURO CLUB SOCCER 69.99</p> <p>MEGADRIVE 2 WITH SUPER KICK OFF 69.99</p> <p>MEGADRIVE 2 WITH 6 GAMES 89.99</p> <p>WORLD CUP ITALIA '90, GOLDEN AXE, STREETS OF RAGE, REVENGE OF SHINOBI, SUPER HANG ON, COLUMNS AND ONE CONTROLLER</p> <p>MEGADRIVE 2 WITH SPORTS PACK 89.99</p> <p>ULTIMATE SOCCER, WIMBLEDON TENNIS, SUPER MONACO GRAND PRIX AND ONE CONTROLLER</p> <p>MEGADRIVE 2 WITH LION KING 99.99</p> <p>UNLESS STATED ALL BUNDLES ARE SUPPLIED WITH TWO SEGA CONTROLLERS</p> <p>COMPETION PRO 6 BUTTON PAD FOR MEGADRIVE 7.99</p> <p>SAITEK MEGAPAD X 6 BUTTON PAD FOR MEGADRIVE 13.49</p> <p>SCART LEAD - MEGADRIVE TO TV (STATE MEGADRIVE 1 OR 2) 9.99</p> <p>ACTION REPLAY CARTRIDGE 37.99</p> <p>BATMAN FOREVER 40.99</p> <p>BRIAN LARA CRICKET 32.99</p> <p>CHAOS ENGINE 16.99</p> <p>EARTHWORM JIM 31.99</p> <p>FEVER PITCH 35.99</p> <p>FIFA INT'L SOCCER '95 22.99</p> <p>JOHN MADDEN '93 39.99</p> <p>JURASSIC PARK 24.99</p> <p>LETHAL ENFORCERS (WITH LIGHT GUN) 24.99</p> <p>MEGA BOMBERMAN 29.99</p> <p>MORTAL KOMBAT 24.99</p> <p>MORTAL KOMBAT 2 43.99</p> <p>MORTAL KOMBAT 3 40.99</p> <p>NHL ICE HOCKEY '95 22.99</p> <p>PETE SAMPRAS TENNIS '96 36.99</p> <p>PGA EUROPEAN TOUR 16.99</p> <p>PGA TOUR GOLF 3 29.99</p> <p>PRIMAL RAGE 41.99</p> <p>ROAD RASH 2 19.99</p> <p>ROBOCOP (JAMES BOND 2) 10.99</p> <p>RUGBY WORLD CUP '95 22.99</p> <p>SHINING FORCE 2 35.99</p> <p>STRATECHER 35.99</p> <p>THEME PARK 35.99</p> <p>URBAN STRIKE 22.99</p> <p>VIRTUA RACING 47.99</p> <p>WATERWORLD 33.99</p> <p>WEAPON LORD 39.99</p> <p>WORMS 33.99</p> <p>WWF WRESTLEMANIA 9.99</p>	<p>SEGA SATURN CD CONSOLE WITH VIRTUA FIGHTER 349.99</p> <p>PLUS FREE FAST DELIVERY TO UK MAINLAND</p> <p>SEGA RF UNIT TO RUN SATURN VIA RF AERIAL SOCKET FOR TV'S WITHOUT SCART INPUT 24.99</p> <p>SEGA SATURN 8 BUTTON PAD 19.99</p> <p>SEGA SATURN VIRTUA STICK 39.99</p> <p>SEGA SATURN ARCADE RACER STEERING WHEEL 49.99</p> <p>SEGA SATURN MEMORY CARTRIDGE FOR GAMES THAT REQUIRE BACK UP MEMORY 39.99</p> <p>SEGA SATURN MULTIPLAYER ADAPTOR 29.99</p> <p>CLOCKWORK KNIGHT 31.99</p> <p>DAYTONA USA 41.99</p> <p>INT'L VICTORY GOAL 34.99</p> <p>MORTAL KOMBAT 2 39.99</p> <p>PANZER DRAGON 41.99</p> <p>PEBBLE BEACH GOLF 34.99</p> <p>THEME PARK 36.99</p> <p>VIRTUA RACING DELUXE 31.99</p> <p>3DO CD</p> <p>GOLDSTAR 3DO WITH FIFA SOCCER AND ONE CONTROL PAD 279.99</p> <p>SCART LEAD - 3DO TO TV 9.99</p> <p>3D ATLAS 49.99</p> <p>ALONE IN THE DARK 30.99</p> <p>CANNON FODDER 27.99</p> <p>CREATURE SHOCK 27.99</p> <p>DIGITAL DREAMWARE 16.99</p> <p>FIFA SOCCER 29.99</p> <p>FLASHBACK 21.99</p> <p>FLYING NIGHTMARES 35.99</p> <p>GEX 32.99</p> <p>INCREDIBLE MACHINE 29.99</p> <p>JOHN MADDEN '93 33.99</p> <p>KILLING TIME 32.99</p> <p>NEED FOR SPEED 34.99</p> <p>PANZER GENERAL 31.99</p> <p>QUARANTINE 19.99</p> <p>RETURN FIRE 24.99</p> <p>ROAD RASH 3DO 34.99</p> <p>SAMURAI SHODOWN 32.99</p> <p>SLAM AND JAM 32.99</p> <p>SLAYER 34.99</p> <p>SPACE HULK 30.99</p> <p>SUPER WING COMMANDER 33.99</p> <p>SYNDICATE 29.99</p> <p>THEME PARK 29.99</p> <p>V R STALKER 29.99</p> <p>WING COMMANDER 3 29.99</p> <p>NEO GEO WITH 2 CONTROL PADS 309.99</p> <p>2020 WORLD BASEBALL 43.99</p> <p>AEROFIGHTERS 2 43.99</p> <p>AGGRS OF DARK KOMBAT 50.99</p> <p>ART OF FIGHTING 43.99</p> <p>ART OF FIGHTING 2 39.99</p> <p>MUTATION NATION 43.99</p> <p>RALLY CHASE 43.99</p> <p>SAMURAI SHODOWN 2 50.99</p> <p>SAVAGE RAIN 50.99</p> <p>STREET HOOP 39.99</p> <p>SUPER SIDKICKS 2 43.99</p> <p>SUPER SIDKICKS 3 50.99</p> <p>TOP HUNTER 43.99</p> <p>VIEWPOINT 43.99</p> <p>WIND JAMMERS 43.99</p> <p>WORLD HEROES 2 JET 43.99</p>	<p>SONY PLAYSTATION WITH ONE CONTROLLER AND DEMO CD 289.99</p> <p>PLUS FREE EXTRA CONTROLLER AND FAST DELIVERY TO UK MAINLAND</p> <p>LINK CABLE FOR PLAYSTATION CONNECTS TWO MACHINES FOR PLAY WITH OR AGAINST EACH OTHER 24.99</p> <p>PS GAMEPAD 8 BUTTON CONTROLLER WITH SEMI AUTO/FIRE FUNCTION 19.99</p> <p>PS PROPAD 8 BUTTON CONTROLLER PROGRAMMABLE AUTO FIRE & SLOW MOTION 22.99</p> <p>SONY CONTROLLER 29.99</p> <p>SONY MOUSE & MOUSE MAT 29.99</p> <p>SONY SMART CARD ALLOWS YOU TO SAVE AND LOAD GAME DATA 24.99</p> <p>3D LEMMINGS 37.99</p> <p>AIR COMBAT 37.99</p> <p>ASSAULT RIGS 37.99</p> <p>CYBER SLED 37.99</p> <p>DESTRUCTION DERBY 39.99</p> <p>DISC WORLD 37.99</p> <p>EXTREME SPORTS 37.99</p> <p>JUMPING FLASH 37.99</p> <p>KLEAK THE BLOOD 37.99</p> <p>KRAZY IVAN 37.99</p> <p>MORTAL KOMBAT 3 41.99</p> <p>NEOASTORM 37.99</p> <p>PGA TOUR GOLF 36.99</p> <p>PHILOSOMO 37.99</p> <p>PSYCHIC DETECTIVE 36.99</p> <p>RAPID RELOAD 37.99</p> <p>RIDGE RACER 39.99</p> <p>STAR CODE ALPHA 37.99</p> <p>TEKKEN 39.99</p> <p>THEME PARK 36.99</p> <p>TOSHINDEN 37.99</p> <p>TWISTED METAL 37.99</p> <p>WHAHAWK 37.99</p> <p>WING COMMANDER 3 37.99</p> <p>WIPE OUT 39.99</p> <p>AMIGA</p> <p>AMIGA A1200 MAGIC PACK AND 8 FREE GAMES 399.99</p> <p>AMIGA A1200 MAGIC PACK, 8 FREE GAMES AND 170MB HARD DRIVE 499.99</p> <p>BEAU JOLLY COMP</p> <p>CANNON FODDER, SETTLERS, CHAOS ENGINE, T2 17.99</p> <p>BODY BLOWS 3.99</p> <p>CHAMP MANAGER 2 (95) 20.99</p> <p>CLASSIC COLLECTION - DELPHINE FLASHBACK, CRUISE FOR A CORPSE, ANOTHER WORLD, OPERATION STEALTH, FUTURE WARS 18.99</p> <p>COLONIZATION 22.99</p> <p>ELITE (512K) 3.99</p> <p>FORMULA 1 GRAND PRIX 10.49</p> <p>INDIANA JONES - ATLANTIS 13.99</p> <p>PREMIER MANAGER 3 - EDITOR 13.99</p> <p>SENSIBLE GOLF 19.49</p> <p>SETTLERS 15.49</p> <p>SPEEDBALL 1 & 2 (512K) 7.99</p> <p>SUPER SKID MARKS 2 20.99</p> <p>SYNDICATE 12.99</p> <p>UFO - EMEMY UNKNOWING 29.99</p> <p>ULTIMATE SOCCER MANAGER 19.99</p> <p>PC CD ROM</p> <p>1844 - ACROSS THE RHINE 31.99</p> <p>CHAMP MANAGER 2 (95) 25.99</p> <p>CIVIL WAR 29.49</p> <p>COMMAND & CONQUER 31.49</p> <p>DARK FORCES 34.99</p> <p>DISC WORLD 34.99</p> <p>DUNGEON MASTER 2 30.99</p> <p>FORMULA 1 GRAND PRIX 2 31.99</p> <p>FULL THROTTLE 31.49</p> <p>LORDS OF MIDNIGHT 22.49</p> <p>MICRO MACHINES 2 26.49</p> <p>OVERLORD 9.99</p> <p>PARATEER - DATA DISKS 13.49</p> <p>SAM & MAX HIT THE ROAD 29.99</p> <p>SIMON THE SORCERER 2 27.99</p> <p>STAR TREK - NEXT GEN 33.99</p> <p>SYNDICATE - DATA DISK 13.49</p> <p>ULTIMATE DOOM 21.49</p> <p>ULTIMATE SOCCER MANAGER 21.99</p> <p>X-COM - TERROR FROM DEEP 28.99</p> <p>X-WING COLLECTION (X-WING, B-WING, IMPERIAL PURSUIT + 6 NEW LEVELS) 29.49</p>
--	--	--	--

<p>ATARI LYNX</p> <p>ATARI LYNX 2 WITH BATMAN RETURNS 29.99</p> <p>MAINS ADAPTOR FOR LYNX 10.99</p> <p>ATARI KIT CASE FOR LYNX 12.99</p> <p>BATTERY PACK FOR LYNX 10.99</p> <p>COMLYNX CABLE 7.99</p> <p>APB 15.99</p> <p>BASKETBALL 9.99</p> <p>BILL & TED'S EXCELLENT ADV 9.99</p> <p>CHECKERED FLAG 16.99</p> <p>CHIP'S CHALLENGE 9.99</p> <p>CRYSTAL MINES 2 9.99</p> <p>DESERT STRIKE 25.99</p> <p>HOCKEY 12.49</p> <p>HYDRA 9.99</p> <p>NFL FOOTBALL 15.99</p> <p>PINBALL JAM 14.99</p> <p>QIX 10.99</p> <p>RAMPAGE 12.99</p> <p>ROBOTRON 2084 12.99</p> <p>S.T.U.N. RUNNER 9.99</p> <p>SHADOW OF THE BEAST 9.99</p> <p>SWITCHBLADE 2 11.99</p> <p>T-TRIS 27.99</p> <p>TURBO SUB 10.99</p> <p>ULTIMATE CHESS CHALLENGE 16.99</p> <p>WARBIRDS 9.99</p> <p>WORLD CLASS SOCCER 12.49</p> <p>XYBOTS 9.99</p>	<p>SEGA 32X</p> <p>SEGA 32X EXPANSION MODULE FOR MEGADRIVE 1 OR 2 99.99</p> <p>CHAOTIX 39.99</p> <p>DOOM 39.99</p> <p>METAL HEAD 45.99</p> <p>MORTAL KOMBAT 2 43.99</p> <p>NBA JAM 1+2 41.99</p> <p>STAR WARS ARCADE 29.99</p> <p>STELLAR ASSAULT 37.99</p> <p>VIRTUA RACING DELUXE 37.99</p> <p>MEGA CD</p> <p>MEGA CD WITH ETHERNAL CHAMPIONS CD 119.99</p> <p>COBRA SPACE ADVENTURE 29.99</p> <p>DRACULA UNLEASHED 29.99</p> <p>EARTH-WORM JIM 35.99</p> <p>LETHAL ENFORCERS (+GUN) 26.99</p> <p>SENSIBLE SOCCER (CD) 19.99</p> <p>SNATCHER 28.99</p> <p>THUNDERHAWK 23.99</p> <p>YUMEMI MYSTERY MANSION 19.99</p>	<p>NEO GEO CD</p> <p>ATARI JAGUAR</p> <p>ATARI JAGUAR WITH CYBERMORPH AND ONE CONTROL PAD 114.99</p> <p>SCART LEAD - JAGUAR TO TV 14.99</p> <p>CONTROL PAD FOR JAGUAR 18.99</p> <p>ALIEN VS PREDATOR 47.99</p> <p>CANNON FODDER 35.99</p> <p>CHEQUERED FLAG 45.99</p> <p>DOOM 45.99</p> <p>DRAGON 35.99</p> <p>INT'L SENSIBLE SOCCER 39.99</p> <p>IRON SOLDIER 42.99</p> <p>PINBALL FANTASIS 3 38.99</p> <p>POWERDRIVE RALLY 38.99</p> <p>SYNDICATE 40.99</p> <p>TEMPEST 2000 27.99</p> <p>THEME PARK 28.99</p> <p>TROY AIKMAN (US) FOOTBALL 49.99</p> <p>WOLFENSTEIN 3D 34.99</p>
---	---	---

NOKIA 14" COLOUR TELEVISION

THIS UNIQUE 14" COLOUR TELEVISION IS BUILT IN GERMANY TO THE HIGHEST MANUFACTURING STANDARDS AND FEATURES

- REMOTE CONTROL + SQUARE TINTED TUBE + HEADPHONE SOCKET
- SCART INPUT (LEADS AVAILABLE)

ALSO AVAILABLE WITH

- NICAM DIGITAL STEREO + TELETEXT
- SOUND DEFLECTORS TO ENHANCE THE STEREO IMAGE

NOKIA 14" SCART TV 159.99

NOKIA 14" SCART TV WITH TELETEXT & STEREO 214.99

Membership Card Sales: 01279 600204

Special Reserve

Special Reserve - The Biggest Games Club in the World

REGULAR 48-PAGE COLOUR CLUB MAGAZINE CHEATS & MOVES RELEASE SCHEDULE CHARTS REVIEWS HUGE RANGE ALL GENUINE UK PRODUCTS HEAVY DISCOUNTS XS SAVERS CREDIT TERMS GREAT PRIZES TO BE WON

10am to 8pm 7 days a week!

01279 600204

UNLESS STATED ALL PRICES INCLUDE VAT & DELIVERY

FREE WHEN YOU JOIN

BUY ANY ONE ITEM AT THE SAME TIME AS JOINING FOR A YEAR AND WE'LL SEND YOU A SUPERMODEL, KELLY MOUSE MAT OR A MANGA VIDEO ABSOLUTELY FREE

Just state your choice of mat or video as you order.

Existing members can renew early (£5) to take advantage of this offer - we'll just add 12 months to your expiry date. Offer subject to stock. Overseas Members add £2 carriage

New from Manga Video

STREETFIGHTER 2 ANIMATED MOVIE rated 15, VHS tape

12.99

£3 NEW MEMBER DISCOUNT

OFF ANY ORDER OVER £90

PLACED AS YOU JOIN FOR ONE YEAR

JUST DEDUCT £3 OFF THE PRICE OF YOUR FIRST ORDER IF IT IS OVER £90, PROVIDING YOU PLACE IT AS YOU JOIN FOR ONE YEAR. USE BY POST, AT OUR SHOPS OR BY PHONE ON 01279 600204. Ends Jan '96

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

MEMBERSHIP FEES	UK	EC	WORLD
ONE YEAR	£6.00	£8.00	£10.00

Club benefits include regular club magazines, £180 worth of XS Savers (coupons) per year, huge discounts across the range and club competitions. Members are under no obligation to buy. All prices include VAT and carriage to MOST UK mainland addresses.

Overseas orders must be paid by credit card. Hardware items (battery or mains) are only supplied to the UK addresses. Overseas surcharge £2.00 per software item or 25% on other items.

(BLOCK CAPITALS please) **OOZE**

Name & Address _____

Postcode _____

Phone No _____ Machine _____

Enter membership number (if applicable) or **NEW MEMBERSHIP FEE (ANNUAL UK £6.00)**

item _____

item _____

item _____

Please use this box to add any optional fast delivery charge **1st Class Post 50p per posted item or £3 hardware**

ALL PRICES INCLUDE UK POSTAGE & VAT

Cheque/P.O./Access/Mastercard/Switch/Visa _____

CREDIT CARD EXPIRY DATE _____ SIGNATURE _____ SWITCH (ISSUE NO) _____

Mail Order address. Cheques payable to:

SPECIAL RESERVE

P.O. BOX 847, HARLOW, CM21 9PH

or FAX a credit card order on 01279 726842 - and we'll FAX back. Inevitably some games listed may not yet be available. Please phone to check availability. Prices may change without prior notification. Sent to press 08.09.95 E. & E. SAVE - Saving off full retail price. Inter-Mediate Ltd, The Maltings, Sawbridgeworth, Herts.

Charge card or personal loan subject to status. See the club magazine for details.

Playstation



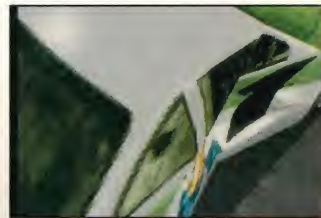
By Major Mik



Nerves of steel, a passion for danger and a bucket full of adrenaline are just a few of the things you may require when you strap yourself into this awesome driving game from Sony Interactive.

Based on the thrills and spills of real life stock car racing, Destruction Derby puts you in the hot seat of some of the craziest cars around.

The idea behind the game is quite simple; you drive your car into other oncoming motors and the one who survives the longest and amasses the largest amount of crash points is hailed as the new king. You can choose from three different stock cars – each one displaying varying degrees of handling – and you have the choice of playing in



either Race or Destruction modes. Race mode, as you may expect, involves you tanning your motor round numerous tricky racing tracks from around the world, but getting that all important first position is only half of the game. In order to win you need to collect crash points, which you receive when you ram into the sides, front or rear of the other drivers.

Crash And Burn

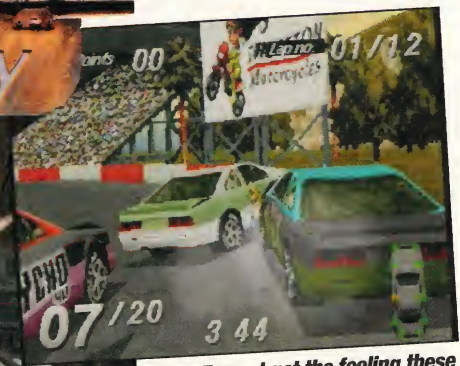
The second, and possibly the best part of the game, is the Destruction Derby Bowl. Here you and 19 others are placed inside an arena and it's a no holds barred accident zone where points are again awarded depending on the position of the crash (2 points for a head on collision, 10 points for causing a 360 spin-out) and the car left standing at the end with the most points wins. This option is playable in both practise and championship modes, but

where it really becomes fun is when you select the total destruction option. Here, all the other cars have one thing on their minds, namely to hit you at high impact. The idea is to run for your life and basically see how long you can last tearing around inside the bowl. The GamePro office record currently stands at 96 seconds, and as this may not seem extraordinarily long, once you play this game you'll be wondering how we ever did it. This option is great if you've got a load of mates round your house, as everyone battles for first position on the score board as well as laughing themselves silly at the amazing crashes and get-aways.

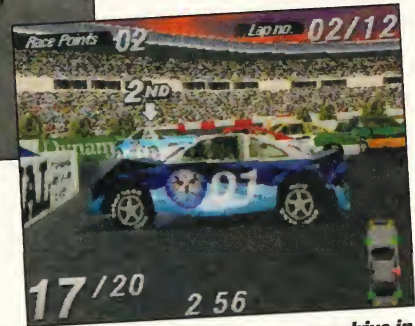
Numerous other options are available including replays, four different view points, championships, one off races, time trials and a sneak peek at the pit enclosure too. This isn't



As with most driving games, the walls cause numerous problems



Erm... I get the feeling these guys don't want me to get into sixth position



Having complete noice cases drive in front of you is very common in this game



Various angles increase the overall playing delight of pranging your car

a serious racing simulation, it's purely a game created so driving enthusiasts can race about at high speed and cause as many major pile-ups as possible, without the risk of having their license suspended. It's a top laugh, the detailing on the cars is amazing, the crashes are even better and it makes a very nice change to all the usual racing fodder we have to digest each month.

Playstation Game Profile
DESTRUCTION DERBY
SONY INTERACTIVE

The closest thing you'll get to causing a major road accident without risking your life in the process. A high-speed hurricane of destructive delight and cringe-worthy crashes!

£44.99
Available Now
Racing
Link up Option
3 different cars

89%

Saturn

Virtua Racing



By Scary Larry

Racing fans can rejoice! Now the Saturn has two great race offerings, Virtua Racing and Daytona USA. Of these, Virtua takes the checkered flag for freewheeling fun!

Virtua Flyer

Virtua Racing is back, this time for the Saturn. This version not only looks better than both the Genesis and 32X versions, it also has a ton more options.

All the arcade scenarios – one- and two-player mode, three tracks, multiple views you can switch on the fly – are intact. This VR also packs in additional cars, including a go-kart and a coupe, and seven new tracks, such as Surfer's Paradise and the Amazon Waterfalls. Other awesome improvements include a fully customizable track with



PRO TIP: Keep the Flyby Movie option on. The fly-bys are helpful when scouting out a track.

multiple camera positions, adjustable drone difficulty, and a variable number of laps.

Also new to this version: fly-by movies, where a commentator describes each track and gives a short video overview of the course. This feature will greatly help the novice and veteran player alike.

The fun doesn't stop there, either. The ability to save games and standings, and even pick your own pit crew, are all added bonuses. You also have three modes of play – Arcade, Grand Prix, and Practice. You couldn't find more options at a real racetrack.

Polygon with The Wind

Although the polygon graphics remain true to the arcade, there's still a lot to be said for jazzing up a game with texture-mapped graphics. This game just doesn't compete



PRO TIP: The VR4 view, which is almost a completely overhead perspective, enables you to see more of the tracks ahead of you and allows for better control.

The F-160



The F-160 handles like a dream, taking corners with precision. But the minimal top speed makes for very boring races.

The GTP



The GTP accelerates slowly. Recovering from a crash takes forever. Avoid racing this car on tracks with lots of twists and turns.

Go-Kart



The Go-Kart handles well, and it even bounces off the shoulders without flipping. Only drawback? The buzzing sound of the engine is unbearable.

The F-1



The F-1 wipes out easily, especially along long, tight shoulders. But then, who doesn't.

The Coupe



The Coupe is sloppy around turns, but otherwise handles well.



with Daytona's or Ridge Racer's slick look. But the variety of views and speedy gameplay make up for the boxy graphics.

Racing games have the unfortunate luck of being stuck with some of the worst music in video games (Daytona's painful wailing is a good example), but VR's music is peppy, upbeat, and certainly unobtrusive. The sound effects need work, though. The acceleration of most of the cars sounds like mechanized farting.

The controls are just like they were in the arcade – hard to handle at first, then smooth as silk once you get them down. Negotiating tight turns and passing other cars requires patience and skill.

Patience is a Virtua

Virtua Racing for the Saturn is a delight for race fans who have been waiting for a faithful reproduction of the arcade game. Gear up and get going!

Saturn Game Profile
VIRTUA RACING
SEGA

Virtua Racing is everything the arcade was and more. For fun, this even beats Daytona on the 32-bit circuit! It might be getting old in the tooth but it's still a great game.

£44.99
Available now
Racing
1 player
Three modes

91%

Some of the rendered sequences are truly stunning, state of the art stuff

PlayStation



By Atomic Dawg

I guess it had to happen. There had to be a dodgy shoot'em-up appearing in the first batch of PlayStation games. Every new console has one. The SNES was particularly prone to them in the early days, and now the Sony machine has one of its very own in Novastorm.

Storm Clouds

First impressions are extremely good. The game opens up with a sleek, well rendered intro sequence that really shows what the machine is capable of, but unfortunately it's all downhill from here on.

Graphically you can't really fault it. The enemies are all well drawn, even if the movement is a little iffy at times, but it's the lack of gameplay that lets Novastorm down so badly.

Anyone who's seen Microcosm will be reminded of the way you had to fly your craft in that game. Novastorm also has some of the same problems as Microcosm in that

Fine graphics can be found throughout the whole of Novastorm



Your commanding officer will brief you on the tasks you have to perform

NOVASTORM

PlayStation Game Profile

NOVASTORM
SONY INTERACTIVE

Novastorm is very disappointing. There is a distinct lack of gameplay that even the excellent presentation can't make up for. Frankly, it should have been much better.

£44.99
Available now
Shoot'em-up
1 player
Action packed

78%

it isn't always possible to avoid the craft that are attacking you.

It's extremely frustrating to be flying around being all happy when suddenly eight ships just appear on the screen and wipe out all of your energy in about three nanoseconds!

It's not totally bad. If you persevere with the game (especially if you set it on Easy), you will start to get further and further into it. But it really is just a bog-standard shoot'em-up that doesn't offer anything new, despite the technology available.

It's a shame that this is going to come out in the state it is, but it's a fact of life that

every game can't be brilliant! It seems a shame, because it would probably have only taken a little more work to make Novastorm infinitely more playable.

If you are desperate for a shoot'em-up then take a look by all means, but if you've got other things on your mind, then you would be well advised to steer clear.



Be careful of flying through certain parts of the scenery



The action is fast and furious, but rapidly gets frustrating and repetitive. It isn't fun for long



The levels are quite varied and all look wonderful, but the way the enemies appear is annoying

ONLY
£2.99

100% PC ADVENTURE GAMES

CD POWERPLAY

November 1995 • ISSUE 6

The greatest collection
of PC Adventure Games

Inc - Star Trek TNG - A Final Unity •
Fade to Black - Full Throttle



EXCLUSIVE
PLAYABLE
CHRONOMASTER
DEMO

PLUS!
PLAYABLE DEMO
OF SPIELBERG'S
THE DIG

Featuring demos,
hints & tips from
over 60 games

NO DISC? PLEASE CONSULT YOUR NEWSAGENT

IDG MEDIA

ISSUE 6 November 1995 £2.99 HLF 1395

9 771352 899024



1 1 >

ON SALE NOW



By Tommy Glide

Imagine Ridge Racer zapped into the year 2050 AD. Now add super-fast spacecraft instead of cars, stir in some weapons for good measure, and to add a finishing touch, make sure the tracks are designed to give you motion sickness. What you've got are just some of the ingredients that make up a tasty little dish called WipeOut.

It's a cunning combination of games like F-Zero, Mario Kart, and the Amiga classic, Powerdrome. But try and compare Psygnosis' racer to the aforementioned software titles and you'll be laughed at in the street.

WipeOut utilises nineties technology to the full, and even though there's a lot of damn fine software coming out on the PlayStation, this one will impress you more than the rest.

Wipe



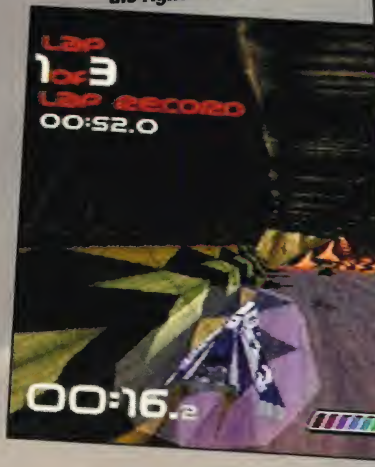
You must race in and try to win the F3600 Anti-Gravity Championship. There are four sponsored teams – each with two drivers – and two classes of racing, the second of which is far tougher and can only be accessed when you've won the First Class Championship.

Windscreen Wipeout

WipeOut is a very basic game. All you have to do is race around the six tracks in the fastest time possible, the only problem being that you've got seven other racers



PROTIP: If you get a decent pick-up, try and save it for the right moment



PROTIP: When going through the tunnels, don't use the speed-boost unless you're dead in line with the track

trying to do the same on the fastest and most fiendish courses you've ever laid eyes on.

Weapons can be obtained by "floating" over the various flashing coloured icons that lie on the track. These range from speed boosts (like you really need one!) to shields and deadly homing missiles.

These power-ups have got to be used at the right time if you're going to become any good at WipeOut.

The problem is that most of the weapon icons are placed just off the racing line, so you have to strike a fine balance between taking the best and fastest route possible, or straying from relative safety to take the chance of picking up a weapon or a speed boost.

Out



PRO TIP: If you want to get the fastest lap time, you must fly over all the blue arrows

short ray-traced sequence for a forthcoming film called Hackers.

As Psygnosis is now linked up with Sony, it can practically take its pick from Sony's musical back catalogue. WipeOut contains

tracks by Leftfield and The Chemical Brothers. Orbital, creators of classic tracks such as Chime, have contributed the title track and say it's that good they're definitely putting it on their next album. The original soundtrack, full of breakbeats, wibbly noises and thumping bass noises, isn't half bad either. In fact it's bloody brilliant. Crikey, even if the game was a complete load of cack you'd probably buy it for the soundtrack anyway.

The sound effects are impressive as well.

When going through a tunnel for instance, the in-game soundtrack starts to echo. The other effects are very subtle. The soft humming of the spacecraft engines is only just audible, but if you didn't have those soft swooshing noises you'd lose something of the game's atmosphere.

The graphics are superb and the soundtrack is thumping, but without playability and gameplay, WipeOut would be little short of rubbish. So be



PRO TIP: You'll get a slow start if you accelerate too fast at the beginning of the race

grateful because it's practically overflowing with the stuff.

The combination of presentation and playability is perfect. Admittedly it's hard to control your spacecraft at first, but once you've semi-mastered it you begin to fully appreciate WipeOut.

The tracks contain tons of amazing jumps which make your stomach churn, and corners which make your head go dizzy.

WipeOut is without doubt one of the best racing games ever created, and owners of Sony's brand new wonder machine just don't know how lucky they are.



PRO TIP: Make sure you watch out for the jumps



PRO TIP: The last track is very icy, so take the corners early if you can!

The graphics are superb. Very industrial, very futuristic, and quite dark in places, making the game quite hard and moody. Its movie equivalent would be Ridley Scott's Blade Runner.

WipeOut is highly stylized. The fonts and team logos within the game are courtesy of The Designers Republic, a talented group of designers who amongst other

things have created record covers and T-shirts for groups such as Pop Will Eat Itself, The Orb and Supergrass.

The quite amazing front-end sequence, backed up by a thumping techno track, sets the scene perfectly for the forthcoming race. The movie company MGM was so impressed by the graphics in WipeOut it commissioned the development team to do a

PlayStation Game Profile
WIPEOUT
SONY INTERACTIVE

Impressive graphics and a first-class soundtrack combined with the speediest gameplay around make this racer an instant classic. WipeOut will blow you away.

ETBA
Available now
Racing
1-2 players (link)
8 tracks

94%



By **Axe Grinder**

The man has sold six million copies of his Discworld novels worldwide, and now Terry Pratchett has played a major part in bringing his books to life on the PlayStation in a point 'n' click adventure.

Discworld is based around the characters and locations found in his stories. It contains bags of humour and some chunky, but still beautifully drawn visuals.

A group of actors including cult stars such as Eric Idle (Monty Python), Jon Pertwee (Doctor Who) and Tony Robinson (Blackadder), contribute the character voices which add a whole load of atmosphere to the game.

The puzzles are a tad on the tricky side, so that's good if you're a hardened adventurer. Others might get annoyed with the level of difficulty.

DISCWORLD



Eric Idle, he of Monty Python fame, provides the voice for Rincewind



Discworld shows the PlayStation isn't just an arcade machine



Discworld is technically really good, and even though it may have charged into the top spot of the PC CD-Rom charts for six weeks, the PC is where the game is best-suited.

When you compare Discworld to other titles, PlayStation owners might be easily persuaded to spend their cash on the Tekkens and WipeOuts of this world instead. With that said, adventure freaks and fans of the novels will no doubt fancy a dabble around Discworld.

Even if punters don't rush out in their droves to buy Discworld, full respect must go to Sony Interactive for creating something that is a little bit different from the PlayStation norm.

After all, we can't all be racing game and beat'em-up freaks. Or can we?



A shot of the terrible dragon that attacks Ankh Morpork



Check out Discworld's impressive cartoon-like visuals

ProReview

PlayStation

3D LEMMINGS



By **Bacon Face**

You must have been living in your own little world if you haven't heard of Lemmings. It's one of the classics, and available to play on practically every format. Thanks to the rising standards of technology, this new addition to the series enters the third dimension.

The gameplan remains the same: you must still get a certain number of Lemmings to the exit while getting past various obstacles and challenges that are put in front of you. Although it is similar to what's appeared before gameplay-wise, this 3D version presents a new challenge to professional Lemmings players everywhere.

There are 80 new levels in total, all of which are divided into four skill levels. New Lemming manoeuvres include a 90° turn and a new virtual Lemming mode where you can go "into" any of the suicidal rodents and watch the game from its viewpoint.

There are 10 3D worlds, all with their own distinct themes. Plus you can view the action from every possible camera angle.

This maybe the sixth incarnation of Lemmings, but the formula still hasn't lost its appeal. PlayStation owners wanting a respite from all that frenetic arcade-like action couldn't pick a better game.

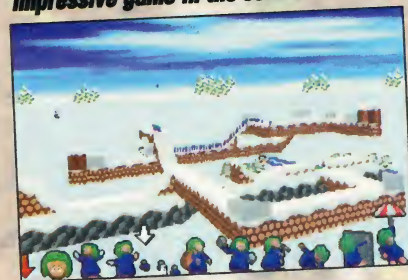


A new perspective, but the gameplay remains the same



You can view the Lemmings from any angle

Graphically, Lemmings 3D is the most impressive game in the series



PlayStation Game Profile
DISCWORLD
SONY INTERACTIVE

£39.99
Available now
Adventure
1 player
Point 'n' click

80%

PlayStation Game Profile
LEMMINGS 3D
SONY INTERACTIVE

ETBA
Available now
Puzzle
1 player
80 levels

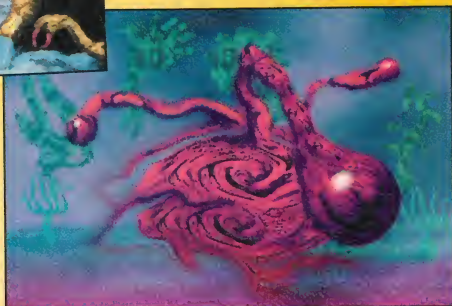
90%

PC



What do you mean I've got a big nose? Do you own a mirror?

Oh no. It's here again. I must give up drinking that stuff



A rat with three tongues and a limp. Now there's a first



By Toxic Tommy

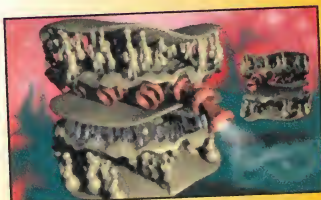
Virgin has teamed up with the Logic Factory to produce Ascendancy, a complex space survival game where you take

Ascendancy

control of the destiny of one of seven races and try to make them superior over the others as quickly as possible.

You could say that the idea for the game has been culled from many different titles, including Elite, Civilization, Dune II and so on, but the way in which it is presented probably takes the biscuit away from any of them.

Right at the start a movie-style intro sequence sets the scene and explains about the races all evolving into different powers and so on. From here you choose a race and roughly where to start, and then try and take over as much of the galaxy as possible, while



Another example of the great graphics in Ascendancy



Here come the elephants! One of them's got a funny red and yellow thing on its head. Unlucky

ensuring the safety of your loyal people.

Nice high-res graphics and digitised sound give the game the polish we've come to expect from all Virgin games. As far as Christmas charts go, who'd bet against Virgin being there or thereabouts with one of the many titles they'll have released by then.

PC Game Profile
ASCENDANCY
VIRGIN

£44.99
Available now
Strategy
1 player
Great graphics

90%

Oh, I'm the king of the swingers. The jungle VIP



PitFall

The Mayan Adventure



By Slo Mo

Depending how long you've been into video games you might remember the hero of this game, Pitfall Harry, making his first appearance on the Atari 2400 way back in the early 1980's.

He became a cult hero and was finally reincarnated on the SNES and Mega Drive earlier this year in The Mayan Adventure.

Pit Your Wits

This is what has now been ported to the PC, and a nice little platform game it is too. There's even the original game included if you want to take a trip down memory lane.

The graphics are good and run smoothly. Obviously the better your PC, the better they'll look, but the game is enjoyable anyway.

Watch out for the quicksand. There's no escape if you get stuck

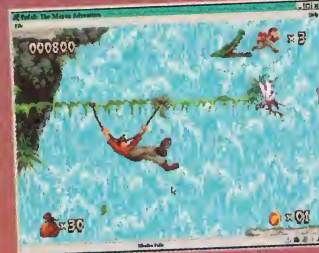


Platform capers abound in this follow-up to the original Pitfall

More and more platformers are making it into uncharted territory (ie the PC), but they're all doing well so there's obviously a market for 'em!

In the future we may well see another sequel in the Pitfall series. Pitfall: The Bognor Regis incident. Er...

Yet more swinging action as our hero takes to the vines again



PC Game Profile
PITFALL: TMA
ACTIVISION

£39.99
Available now
Platform
1 player
Jungle antics

87%

PROREVIEW

Mega Drive



By Scary Larry

Demolition Man is the kind of game that brings a smile to the faces of 16-bit vets who appreciate a good solid platform/action game. If you've finished Judge Dredd, jump right into Demolition Man.

Run 'n' Shoot

Although based on a movie almost two years old, Demolition Man still holds up as a fast-paced action game. It's the year 2099, and the world's most brutal cop (who's been frozen in a cryogenic



PROTIP: In Stage Three, shoot Simon, then cross the gap and grab the 1-up he leaves behind

prison for 100 years), is returned to active duty to fight an equally brutal prisoner who just escaped.

As John Spartan, you run, jump, and climb through six levels, picking up shotguns, machine guns, and different

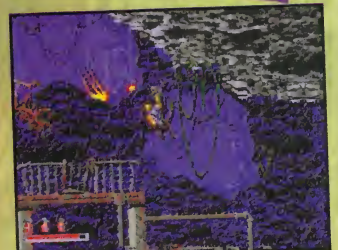
types of grenades to supplement your standard pistol. You also find yourself cavorting through caverns, bungee jumping, and gliding on wires while wasting enemies and picking up life packs. Enemies reappear if you linger, so the action grows to a critical mass.

Control is a wash.

Although switching through the weapons is automatic, running and jumping need



PROTIP: In the second stage, shoot the glass displays to uncover bonus icons



PROTIP: Brake on the high wires to grab power-ups and take out the enemies

more careful consideration – it's too easy to fall into a flaming pit or roll into a ten-storey gap between buildings.

Stallone in the Dark

The graphics are a little dark (except for the overhead area), but the main character sprite shows tremendous detail and fluid animation. His hand-over-hand scaling looks as good as that found in Stargate or Dredd. Although most of the levels are your standard side-view with some dreary, dark backgrounds, there's a bright ¾-overhead stage à la True Lies.

The music is good, and the sound effects are very satisfying. Everything from huge explosions to Wesley Snipes' malevolent laughter is crystal clear. The macho soundtrack doesn't get in the way of the action either.

Man of La Macho

Hard-core action gamers will definitely want a piece of Demolition Man, but anyone tired of the seemingly endless procession of side-scrolling adventures may well want to look elsewhere.

SIMON SAYS...



PROTIP: To rid yourself of Simon at the end of Stage Two, shoot or throw grenades at him while hiding in the lower-left corner. You're invincible to Simon's weapons from this vantage point

Mega Drive Game Profile DEMOLITION MAN ACCLAIM

Demolition Man suffers from being very similar to Acclaim's previous action movie titles, but if this is your preferred genre, you'll love it. DM shows that the 16-bit age isn't over yet.

£44.99
Available October
Action/adventure
1 player
Side view

84%



PROTIP: Long falls will kill you. If you come to a ledge with no surface to jump to, look for the bungee cord or an inconspicuous ladder



PROTIP: There are plenty of leaps of faith in Stage Three. Try climbing down a level to scout the area before leaping



PROTIP: When you see Simon at the end of the first level, just jump into the pit and run after him. Hesitate for a moment and you'll be blown away

An old foe returns for the final showdown

Neo Geo



By Major Mike

Those time-travelling warriors return for a fourth round, achieving the best World Heroes game yet. Alas, WH Perfect is an upgrade (like another popular fighting series you know), correcting most of the elements that were amiss in the last instalment. That, along with a few new moves, makes this World Heroes almost perfect.

Not Quite Perfect

The most noticeable change is the new four-button layout, similar to that of Samurai Shodown (two punches, two kicks; press both punches or both kicks for a strong blow).

This arrangement adds new range to the power behind special moves – before, there were only two buttons, and holding a button longer increased the power of the eventual blow.

You can also block while in the air. The moves are still easy to execute, thanks to very responsive controls, but multi-hitting combos exact more damage when an

WORLD HEROES PERFECT



be said for Capt. Kidd, who is still too powerful – especially with his Spiral Kick.

New Backgrounds

WHP looks and sounds great. The backgrounds are beautiful, but some of the activity looks choppy. The well-animated characters sport some knock-out visuals on the Crazy Death Blows and special moves.

Each stage has its own musical flavour, from intense (the volcanic lava) to subtle (the ice cave). The sound effects, such as Janne's clanking Slash Whip and Rasputin's crackling Ice Ball, are awesome.

World Heroes... Almost Perfect

World Heroes Perfect almost lives up to its title. Those of you still reeling from Jet will find a very fun fight here, lumps and all.



There's even a hidden fighter – get ready for Gokuu!



PROTIP: Rasputin's ABC attack will make you a very small problem – literally

opponent is cornered.

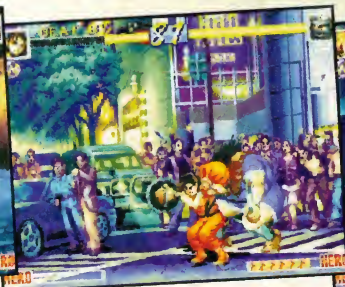
In addition to the various special moves, you'll find three new special attacks: an ABC move, a Hero move and a Crazy Death Blow. The ABC move varies from character to character and can be performed by simultaneously pressing Buttons A, B and C. Hero moves charge up gradually with each hit on an

opponent and cause more damage. The Crazy Death Blow is a Fatal Fury-like near-death move that causes incredible damage.

World Heroes 2 Jet fans will find some corrections. A few fighters have been toned down. For example, Jack's cheesy Mixer Crunch no longer has unlimited range. Unfortunately, the same can't



PROTIP: You can vary the range of the Crazy Death Blow depending on how long you keep the buttons pressed down



PROTIP: You can only perform the Crazy Death Blow when your life bar is flashing red. Do it with a maxed-out Hero bar for some serious damage



PROTIP: To perform Janne's Crazy Death Blow, motion ↓ ← ← ↓ ↘ → (B C D)

Neo Geo Game Profile
WORLD HEROES PERFECT
ADK

The World Heroes return for a fourth time with the same fighters but more moves – including Crazy Death and Hero attacks! Perfect? Not quite, but almost.

£59.99
Import
Beat'em-up
2 players
Side view

91%

PlayStation



By Brother Buzz

You don't get that many PC games converted to the consoles, but MicroProse has decided to do the business with its most successful strategy game ever.

UFOs are big business at the moment. TV series like *The X-Files* and *Outer Limits* are cult viewing for anyone remotely interested in the goings on of little folk from other planets.

XCom - Enemy Unknown (previously *UFO: Enemy Unknown* of the PC) sees you placed at the head of XCom, the unit in charge of dealing with the increase in alien activity that the world is currently experiencing.

The year is 1999 and lots of different extra terrestrial races are mutilating our cattle,



Evil looking so and so's aren't they? And this is only the beginning. The Greys are one of the first races you'll come across, and are fairly easy to deal with - after a little practice at any rate. This is Space Invaders with a difference!

abducting our citizens and generally making a right nuisance of themselves.

The world's population is running scared, and the major governmental powers of the planet are fearing an invasion. So, XCom is set up to counter the threat.

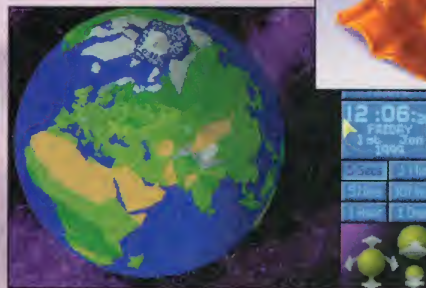
All manner of information has to be discovered about each race of aliens. Only with in-depth research can you hope to successfully avoid total world domination by visitors from another world!



There's a bit of smoke inside this UFO, restricting your view and obstructing your aim. Stay in the smoke too long and your guys will choke, rendering them easy targets... oh and dead too!



Your boys take up their positions outside the crashed UFO. The impact wasn't big and most of the crew seem to have survived, so you'd better get ready for a big-time brawl



The Geoscape is only one half of the game, but it is where all the planning is carried out. Your bases can be positioned here

At first it's easy. As soon as there's a report of a UFO, you just scramble your fighters and shoot it down before going to investigate the crash site. This is done via two sections. The first is the Geoscape, which is basically a map of the world which can be zoomed in and out of and rotated until you find the area you need. All the shooting down and alien tracking is done from here. You can also access information on your bases and research labs from this menu.

When you do get to blast a UFO from the skies you can

send out your team of troops to see what's left, and this is where the game changes into a turn-based strategy affair that gets tenser by the minute.

Once your boys arrive at the crash zone, you are warned that not all the alien crew members are necessarily dead. So, you'd better watch out for survivors with big alien guns! As soon as they see you they'll fire, so it's best to keep close to buildings and other forms of cover for safety.

Alien Nation

Each soldier has movement points which are affected by

:Enemy Unknown

The whole game is based around a conspiracy theory which you'll have to discover for yourself as you play through the missions. It is good though. Shame I can't tell you!



The intro has been beefed up for the PlayStation and features a lot of Manga-style pictures showing an alien invasion in progress. Scary stuff!



The icon bar controls absolutely everything on the action screens. Click around carefully



You've captured one of them. Now set your scientists to work to cut him open and see what makes him tick inside. Autopsies can be fun! Didn't you see that documentary on the telly?



They're out there somewhere, the question is where? You have the tools but have you got the nerves of steel to get through the mission?

You're tracking a UFO. Will your fighters be able to shoot it down before it gets away from you?



You've landed. Now open up those hatches and make a move into uncharted territory. You don't know what's out there, so be careful

factors such as the type of equipment carried and the general agility of the person in question. Once the movement points run out that's the end of that characters turn and it's on to the next one.

Once you've moved all the people you want, shot at everything you need to, and examined all in your way, the aliens will have their go. The only problem here is you can't see where they are or what they're doing unless they step into the line of sight of one of your guys. So, you'd better make sure you see them before they see you, because

if you wander into their shooting path....

On the PC the game was controlled entirely by mouse, and this obviously presents a problem for the majority of PlayStation owners. The ideal solution is to buy the Sony mouse and be done with it, but if you can't afford it, you can still use the controller. This doesn't feel as natural, but after a while it's not a problem.

And so it goes on. As the game progresses, more and more alien races show themselves, and each need different strategies to be defeated. But the gameplay

essentially remains the same, and that's where XCom really picks up most of its points. Sure the graphics and sound are nice enough, but they hardly stretch the machine. It's the playability and enjoyment you get out of the game that makes it a winner.

MicroProse obviously isn't aiming this product at the 14 year-old who wants to play MK3 all the time, but if you're in the market for a game that supplies an extra challenge that you have to think about, then this should be available to buy within the next couple of weeks!

PlayStation Game Profile
XCOM: ENEMY UNKNOWN
MICROPROSE

Superb stuff. I loved the PC version and this PlayStation effort is exactly the same gameplay wise. XCom is a perfect way to waste time as the darker nights draw in.

£44.99
Available now
Strategy
1 player
5 levels

90%

3DO

LOST EDEN



PROTIP: He may look strange, but this bird will give you some clues early on in the adventure



A shot of the dinosaurs from the rendered introduction sequence



PROTIP: To get past this spooky skeleton you'll need a tooth

Adam, the hero of the game, must build a series of citadels. The plans have been lost, but with a little help from his dinosaur friends he might just find them and save his kingdom



By Toxic Tommy

Virgin's "eco-adventure" takes you back to a time where humans and dinosaurs co-existed in peace. The dinosaurs would build huge citadels while the humans would feed them with crops from their farmlands.

You play the role of Adam, a young lad on the verge of coming of age who has been confined to the last remaining citadel, the others having been destroyed by his dinosaur-hating grandfather.

Adam must now match his wits against the evil Moorkus Rex and his carnivorous army of dinosaurs.

To defeat Rex, a series of huge citadels must once again be constructed, but unfortunately the plans have been lost. Through a mixture of adventure, strategy and puzzles, the Secret of the Builders must be found.

Lost Eden contains some dramatic 3D rendered graphics, and the introduction sequence is fairly impressive, containing some quality rendered dinosaur shots.

The gameplay is centred around a load of static screens which are linked via some really nice ray-traced sequences, but after you've played it for a while you'll start to flick past the fancy 3D bits to get on with the adventure.

The graphics are backed up by some nicely digitised speech from the various characters that inhabit the world of Lost Eden.

Even though the loading time of each snippet of speech isn't that long, it's long enough to slow the game down, so much so, that you get bored quite easily.

The soundtrack, which manages to blend New Age and primitive sounds together, is pretty good and sounds in parts like a Bjork track.

Some of the puzzles aren't hard to work out and are made plainly obvious, but sometimes you'll have a tough time trying to work out what to do next.

Obviously it's not much fun if the puzzles are made too easy, but a couple of clues to help along the way would've been nice.

Despite all the smart presentation, Lost Eden is missing something. Maybe this is down to the fact that it's a truly interactive adventure.

At times you do get slightly lost, and it does get quite slow in places, but hardened adventurers will like it.

3DO Game Profile
LOST EDEN
VIRGIN

Lost Eden contains impressive rendered sequences, but due to slow loading times you could get bored rather quickly. Dedicated adventures might fancy a dabble though.

ETBA
Available now
Adventure
1 player
Impressive intro

78%



PROTIP: What's up? Lost your tongue? Yes, he has actually, and you can't understand him. Try asking your dinosaur friend to act as interpreter

THE UK'S ONLY 100% PURE MAC ENTERTAINMENT MAG



ON SALE NOW FROM YOUR NEAREST NEWSAGENT
OR CALL 01858 468888 FOR A SUBSCRIPTION
(ONLY £47.40 WITH A FREE COPY OF MARATHON OR FLASHBACK)



By Bonehead

Microsoft have always been a company that released games as a secondary function. Windows and home office stuff was always the priority. Now with their release of Windows '95 and their decision to push it as a games platform comes Fury3, the first Win95 only game for the PC.

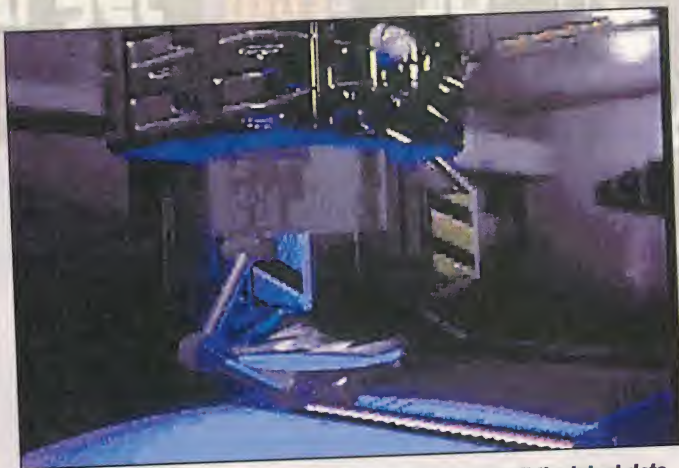
If you've played Terminal Velocity then you'll instantly recognise the game for many of its features as this is effectively the Windows version. Certain things have been tarted up and added like a radar

and the graphics have been overhauled no end.

It's a fine game but for a change the motives for releasing it aren't purely to make money. Fury3 is to all intents and purposes an exercise in showing exactly what Windows '95 is capable of as far as playing games is concerned.

Smooth operator

So bearing that in mind how does it handle? Remarkably well would have to be the answer. Whereas something like this would have been largely impossible this time a couple of months back, Fury3



Your Fury fighter craft is prepared and you are given all the latest data on what you'll have to attack and where it is

zips along like there's no tomorrow. You'd never even know it was running under Windows which means anybody need never worry about configuring stuff again!

One of the best things for gamers about Win95 is that you can keep joystick configu-

rations saved meaning you don't have to re-calibrate time after time. So set up Fury3 once and that's it, forever.

The game itself is mission based and you have to get through one to progress to the next. There are naturally lots of pickups including Shield Boosts and extra weaponry that can be used to destroy everything easily.

The thing I liked about Fury3 is that you don't die instantly. Even though you might be a complete novice you can keep going for ages until things really hot up on the later levels, which thankfully all look very different from each other indeed.

FURY 3

Slowing down is always a good idea when flying through one of three many cities and enemy camps



They're coming to get you. Lightning reflexes will be necessary during the next 30 seconds

PC Game Profile
FURY 3
MICROSOFT

The only downside to Fury3 is its similarity to Terminal Velocity. You also need Windows 95 but as that will be the norm in six months it's not a problem. Good stuff though!

£44.99
Available now
Shoot 'em-up
1 player
Windows 95 only

85%



The tactical map allows you to choose whereabouts you want your next mission to be



Somewhere out there is your target. Go and destroy them all soon



By Slo Mo

If you don't end up lucky enough to win the Primal Rage arcade machine (worth £3000) that we're giving away then the next best thing will be to buy the computer version for whatever machine you've got. The version we're taking a look at today is the PC version and it's probably one of the better ones to hit the streets. Converting something like this to a format not particularly bloody out there

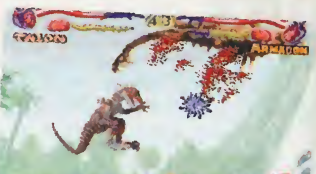
It's a high one and it's all a bit bloody out there

ProReview

PC



The two mean dinos square up to each other for the battle



The graphics are pretty close to the original arcade version

beat 'em-ups is tricky.

Primal Rage has been Time Warner's big baby project for almost a year and will doubtless sell by the bucketload regardless of what I say! Thankfully it's not total bad news. Primal Rage certainly lives up to expectations

and is a conversion faithful to the arcade....er, which I didn't like much. The graphics look nice and the controls are okay. It's a bit of a funny feel if you end up playing with an analogue joystick but if you have a arcade joypad which are becoming more and more popular you'll get more out of the game. In short, if you liked the arcade and you have a PC then you'll be into this.

You stand victorious after a vicious bout of fighting



A tricky combination might just be enough to finish this one off



Climb the mountains in Extreme Sports



Law n Justice is possibly my favourite table in the game

Pinball Illusions



By Toxic Tommy



It's hardly a shock to learn that Century are releasing yet another pinball game but this one has already done the business on the Amiga and so should follow suit on the PC. Pinball Dreams has already done the business as has Pinball Mania so is Illusions overkill?

Wizard

Chances are probably. Pinball Worlds is also due and this will flood the market even more but as they're all 21st Century products they won't care. Unless Virgin's Tilt does the business, which it probably will, ah it's all getting too complex for me.

Illusions offers four tables with handy features such as six ball multi-balls and generally stuff you'll find on the better pin tables out in the arcades. Lots of different resolutions to play the game in, nice smooth scrolling and CD music (on the CD obviously) all add together to make Pinball Illusions the best pinball game out there for the PC. For this month at least



Babewatch is accompanied by suitable cheesy beach music

PC Game Profile
PINBALL ILLUSIONS
21ST CENTURY

£29.99
Available now
Simulation
1-8 player

80%

PC Game Profile
PRIMAL RAGE
TIME WARNER

£39.99
Available now
Beat em-up
1-2 player

82%

PlayStation



By Major Mike

Just what is the point in converting an arcade game from 1990 to the super hi-tech Sony PlayStation? That's like trying to fit the engine from a Fiesta into a Ferrari! Obviously there's no point whatsoever, that is unless the game in question happens to be Raiden, one of, if not *the* classic arcade shoot'em-up of all time. Add the Raiden sequel to

the PlayStation package and there can be no denying you've got a bargain.

In Raiden, you've been transported a thousand years into the future to defend our planet from a highly advanced race of beings.

The nations of Earth have joined together to copy the technology from a downed enemy fighter. The result of this is the Raiden fighter bomber, and it's mankind's last hope.

River Raiden

Raiden 2 features the return of the evil race that featured in the original game, but this time your Raiden fighter is armed with a new set of weaponry, including Plasma Lasers and Cluster Bombs amongst plenty of others.

Both games in The Raiden Project can be played by one or two players simultaneously. Either game is superb when

THE RAIDEN PROJECT

played on your own, but the introduction of a chum enhances the enjoyment even further.

Thanks to the PlayStation, both games have been faithfully reproduced from the arcade, with no notable differences.

The Raiden Project is quite simply one of the best arcade shoot'em-ups ever created, and with the current lack of decent blasters on this new machine, PlayStation owners with itchy trigger fingers will be rubbing their scabby hands together with glee.



PROTIP: Make sure you pick up the same type of power-up in Raiden 2. Fail to do so and you'll be left with the world's weakest weapon



PROTIP: This weapon is highly useful. It homes in on your targets automatically as you make your way up the screen



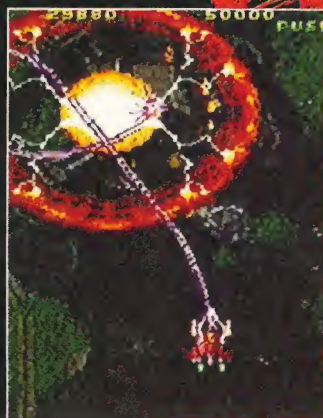
PROTIP: Remember to keep an eye out for the extra pick-ups as you fly through the levels



PROTIP: Don't chase after the power-ups. They'll eventually come to you if you wait long enough



PROTIP: If someone dies when in two-player mode, they'll instantly lose all their weapons. Try not to collect them unless you're very low on firepower



PROTIP: You can pick up smart bombs during the game, but if you can, try and save them for the end-of-level bosses



PlayStation Game Profile THE RAIDEN PROJECT OCEAN

Even though this was converted from the arcades five years ago, this is still one of the best shoot'em-ups you're ever likely to play. So what are you waiting for? Go do it!

ETBA
Available now
Shoot'em-up
1-2 Players
Arcade Action

90%

Mega Drive



By Scary Larry

It's been in development for 12 months, but the game that's been described as the most playable in the world, has finally arrived. Micro Machines '96 is the sequel to Micro Machines 2, and after lapping up praise from reviewers and punters alike last time around, you've got to wonder how it could possibly be improved upon.

Micro Scope

The game utilises the much celebrated Codemasters four-player J-Card facility, so that you can have a simultaneous eight-player race. It also features 65 new levels set in eight brand new environments. These include a gymnasium, a science lab and a camp site.

The fast-paced racing action in this new version is just as good, if not better, than in the previous games.

The gameplay is based around the classic Micro Machines racing competitions (challenges, head to heads and leagues). The inclusion of



eight different vehicles from police cars to futuristic cars, and a new facility to see a course layout before you race on it, will undoubtedly have Micro Machines fans quivering at the knees.

The most intriguing feature of all is the introduction of a complete construction kit. This allows you to edit pre-constructed tracks from within the game, as well as

designing your own courses from scratch.

Everything can be changed. The tracks can be re-named, and you can mess about with the speed, acceleration and grip of the cars. Even the weather conditions can be altered to suit your tastes.

Using the battery back-up you can store up to 10 redesigned tracks, but to save on memory a set of

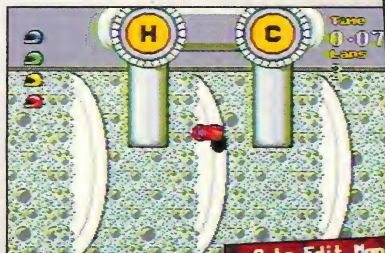


PROTIP: It's better to practise the tracks before you race on them



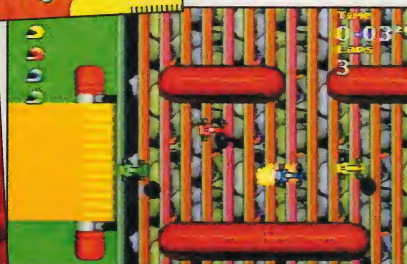
PROTIP: On the science level, keep an eye out for the bunsen burners

PROTIP: Use the plates in the sink to get over the washing-up



PROTIP: Try not to use your accelerator all of the time, as the cars in the game go quite quickly anyway

If you think the tracks aren't tough enough, why not try and design a few courses of your very own?



The barbecue plays its part in one of the new levels in this latest version

Mega Drive Game Profile
MICRO MACHINES '96
CODEMASTERS

How do you improve upon one of the world's best racing games? Codemasters has managed to do it once more, so what are you waiting for? Get out there and buy it!

£44.99
Available now
Racing
1-8 players
65 levels

92%

Super NES



By Bruised Lee

Thousands, nay millions of gamers across the globe were convinced that Mortal Kombat 2 couldn't be bettered, but they were astute enough to know that there would be a third game in the series due to the amazing popularity of the other two.

There are 14 characters to scrap with (not counting hidden fighters), including some old favourites such as Lui Kang, Sonya and Kano. Some of them have changed slightly, Sub-Zero, for instance, now struts around without his mask on.

More Mortality

Meet Cyrax, Sektor, Kabal, Nightwolf, Sindel, Sheeva and Stryker. These are your new characters. They've got different fighting styles, and, perhaps more importantly, they've all got absolutely brilliant special moves.

There are a lot more combination moves you can perform, although it takes a fair amount of skill to string them together, but experts will

be able to take away more than half their opponent's energy with just one combo.

Along with the various friendship, babality and fatality manoeuvres, there is the introduction of the animality, where your opponent gets mauled by some beast or other.

The graphics are simply exquisite, loads better and more defined than anything you've seen before. The look and animation of the digitised characters is brilliant, and the backgrounds have been given a new coat of paint too.

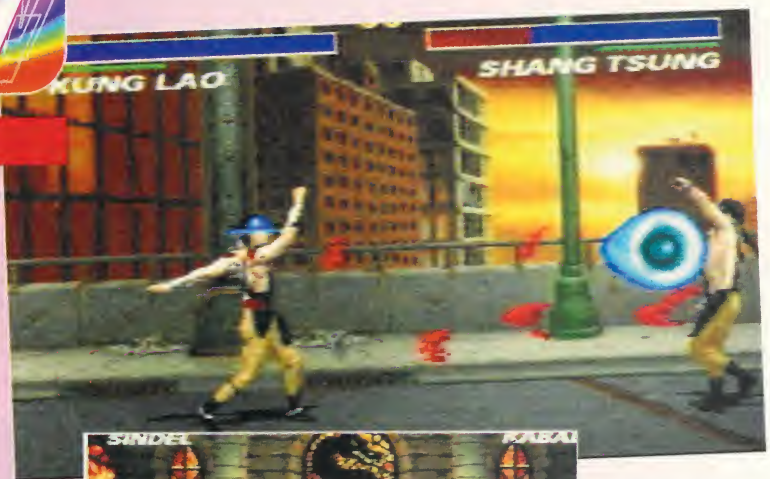
All the features from the arcade version have been included. Take the Kombat Kodes, which enable you to

change various aspects of the game, as an example.

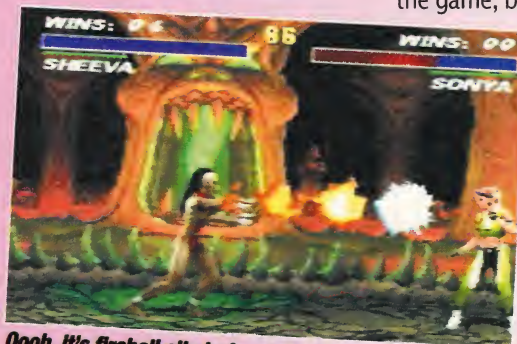
One thing for sure, is that seasoned MK professionals won't find it easy to just wander through and complete the game, because it's

bloody difficult even when it's set at the easiest level.

This version is incredibly close to that for the PlayStation, and to be honest, it's that not far off the coin-op. The world's best and bloodiest beat'em-up has got better.



Left: That's right love, have a bit of a levitate. At least you won't get burned at the stake for being a witch



Oooh, it's fireball city in front of the spooky gob cave! Either that or it's some sort of barbecue incident



Hello, I'm the frozen pea man from the planet Mushy. Pleased to meet you



There you go my son. Right in the stomach. Hang on, your head seems to have disappeared

Super NES Game Profile

MORTAL KOMBAT 3 ACCLAIM

SNES owners will be delighted at the fact that this third and best game in the series so far is a damn-near perfect coin-op conversion. What more could you want?

£45
Available now
Beat'em-up
1-2 players
New characters

90%

Mega Drive



By Bruised Lee

Have you seen the arcade version? The PlayStation version? The SNES version? Worried that your version isn't going to make the grade? Well, don't panic, because even though the Mega Drive version might not be quite as spectacular as the others, it's this effort that deserves to be applauded more than the rest if you consider the limited capabilities of the machine.

Old characters such as Lui Kang and Kano have been joined by a new breed of fighters. There's Sheeva the four-armed demon, Stryker the cop with a bad attitude, Sektor and Cyrax the robot ninjas, Sindel the woman with the wacky hair, Kabal perhaps the most mysterious

character in the game, and finally there's Nightwolf the axe-wielding Indian brave.

The moves are just as good, if not better than before, but the best way to beat your opponent now is to use plenty of combinations. They're actually quite tricky to perform in practice, but they're definitely worth learning.

Krazy Kombateers

The violence and blood-letting hasn't been toned down (although concerned parents can turn it off via the options screen, just as kids can immediately turn it back on again!). There's still plenty of gruesome fatalities, but you can now use animalities where your opponent gets mauled by snakes, dragons and various other beasts.

What you do need to do is invest in a six-button joypad because you can forget about performing those

special moves if you don't. It's a slight expense, but you really should have one by now anyway.

Graphically, MK3 has got less colours and doesn't look quite as sexy as the other versions, but Mega Drive owners will be more than happy with what their version looks like.

Sound-wise, things aren't too bad either. The tribal soundtrack which kicks off the game is worth a mention. The sound effects are also good, if a little too noisy.

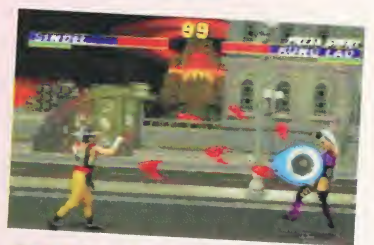
Mortal Kombat 3 is the best beat'em-up you can get for the Mega Drive. It's bound to go straight to the top of the charts, but at least the game is good enough to live up to its reputation. Essential.



Take that you stupid scouse git! Your entry in the Eurovision Song contest was rubbish anyway



I'm sorry love, but I forgot to put my deodorant on this morning



Ha ha! My spiny blue catherine wheel thing can deflect your funny red blob attack any day of the week



Nightwolf leaves a bogey-green outline behind as he receives a proper leathering to the chin



It's Kabal's big day, but he's frozen to the spot by the aptly named Sub-Zero



Sheeva love, you're a bit of an old freak now aren't you?



Stryker wins! Closely followed by Boxer and Grifter

Mega Drive Game Profile
MORTAL KOMBAT 3
ACCLAIM

The Mega Drive version pales into mere insignificance when compared to the other formats, but it's still a great beat'em-up. Make sure you invest in a six-button joypad.

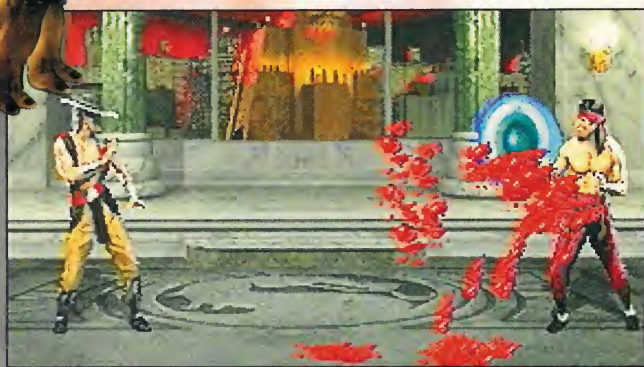
£40
Available now
Beat'em-up
1-2 players
New characters

88%

This lucky fighter has been given a Mortal Kombat arcade machine via one of the many friendship moves within the game



Straight away, one of the new characters, Sindel, gets stuck into one of the older stars of Mortal Kombat, Kung Lao, with a rather tasty flying drop kick



Parents can turn off the violence via the options screen, while kids can turn it back on as soon as they walk out of the room



Sindel uses her devastating Wave Scream against Kung Lao, who can do nothing now but stand there and take it



By Bruised Lee

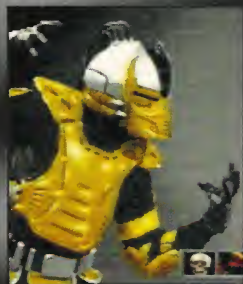
What has to be the most eagerly awaited beat'em-up of all time finally steps forth from the shadows and blasts onto your PlayStation this September. Hot from the arcades, the Sony conversion of this free-standing original is perfect in every way, plus it's been treated to a few new add-ons.

New moves and amazing multi-hit combos are now accessible, as are a fair few all-new attacks which have never been seen before in any Mortal Kombat game. And as if all that isn't enough, the PlayStation version also comes complete with all the fatalities, animalities, babalities, friendship and mercy finishing moves you could ever dream of. But is it any good?

The previous Kombat games on the home formats went down a storm with young and old alike. The pure horror of the blood and the nasty finishing moves shocked the nation, but made the game shoot off the shelves in double-quick time. Sony is aiming for the third instalment to have a similar effect on the next generation software buyer.

SPILL YOUR GUTS - OR THEIRS!

A quick guide to your favourite character's finishing moves:



CYRAX

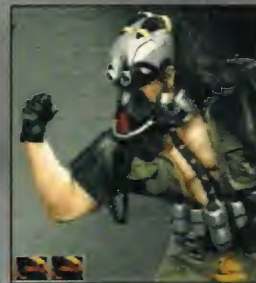
Fatality 1: D, D, U, D, HP
Fatality 2: D, D, F, U, R When up close
Animality: U, U, D, D, When up close
Friendship: R, R, R, U
Babality: F, F, BL, HP
Pit: R, BL, R



SHANG TSUNG

Fatality 1: Hold LP, (D, F, F, D) When up close
Fatality 2: Hold LP (R, BL, R, BL) When up close
Animality: Hold HP (R, R, R) Sweep
Friendship: LK, R, R, D
Babality: R, R, R, LK
Pit: U, U, BL, LP

KABAL
Fatality 1: D, D, BL, F, BL
Fatality 2: R, BL, BL, BL, HK When close
Animality: Hold HP (F, F, D, F) When up close
Friendship: R, LK, R, R, U Outside sweep
Babality: R, R, LK
Pit: BL, BL, HK



KANO
Fatality 1: Hold LP (F, D, D, F) When up close
Fatality 2: LP, BL, BL, HK Sweep
Animality: Hold HP (BL, BL, BL) When up close
Friendship: LK, R, R, HK
Babality: F, F, D, D, LK
Pit: U, U, BL, LK



LIU KANG
Fatality 1: F, F, D, D, LK
Fatality 2: U, D, U, U, BL&R
Animality: D, D, U Sweep
Friendship: R, R, R, D&R
Babality: D, D, D, HK
Pit: R, BL, BL, LK



SONYA

Fatality 1: Hold BL&R (U, U, B, D)
Fatality 2: B, F, D, D, R
Animality: Hold LP (B, F, D, F) When up close
Friendship: B, F, B, D, R
Babality: D, D, F, LK
Pit: F, F, D, HP



STRYKER

Fatality 1: D, R, D, R When up close
Fatality 2: R, R, R, LK
Animality: RN, RN, RN, BL Sweep
Friendship: LP, R, R, LP

Kombat Karnage

Mortal Kombat 3 is, as you can imagine, pretty similar to the previous two, in as far as it's a side-view fighting game featuring a large line-up of fully digitised characters who whack seven shades out of one another at your will.

Yes, we have all the new moves, tricky combos and magical endings to amuse ourselves with, but it's

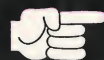
basically still the same old Mortal Kombat.

This may be a good thing or a bad thing depending which side of the fence you currently reside on.

Fans of the original arcade version will undoubtedly love it to bits (especially as all the arcade moves work on this version), as will all those people who rushed out and bought the last two

conversions, but what does MK3 have to offer the next generation punter?

Tekken and Battle Arena Toshinden are pretty impressive competitors for a beat'em-up PlayStation purchase, and frankly, if you had to buy one of the three, it wouldn't be MK3. Not that it's bad conversion or a really pants game, it's simply because it's the same old



NIGHTWOLF

Fatality 1: B, B, D HP
 Fatality 2: U, U, B, F, BL When up close
 Animality: F, F, D, D When up close
 Friendship: RN, RN, RN, RN
 Pit: RN, RN, RN, BL



SEKTOR

Fatality 1: LP, R, R, BL Sweep
 Fatality 2: F, F, F, B, BL
 Animality: F, F, D, U When up close
 Friendship: R, R, R, R, D
 Babality: B, D, D, D, HK
 Pit: R, R, R, D



SINDEL

Fatality 1: R, R, BL, R, BL Sweep
 Fatality 2: R, R, BL, BL, R&BL When up close
 Animality: F, F, U, HP
 Friendship: R, R, R, R, R, U
 Babality: R, R, R, U
 Pit: D, D, D, LP



SUB ZERO

Fatality 1: BL, BL, R, BL, R When up close
 Fatality 2: B, B, D, B, R Sweep
 Animality: F, U, U When up close
 Friendship: LK, R, R, U
 Babality: D, B, B, HK
 Pit: B, D, F, F, HK



KUNG LAO

Fatality 1: R, BL, R, BL, D
 Fatality 2: F, F, B, D, HP When up close
 Animality: R, R, R, R, BL When up close
 Friendship: R, LP, R, LK
 Babality: D, F, F, HP
 Pit: D, D, F, F, LK



SHEEVA

Fatality 1: F, F, F, F, LP
 Fatality 2: Hold HK (F, B, F, F) When up close
 Animality: R, BL, BL, BL, BL When up close
 Friendship: F, F, D, F Pause for 1 second then HP
 Babality: D, D, D, B, HK
 Pit: D, F, D, F, LP



JAX

Fatality 1: U, U, D, F, U, BL
 Fatality 2: R, BL, R, R, LK
 Animality: Hold LP (F, F, D, F) When up close
 Friendship: LK, R, R, LK
 Babality: D, D, D, LK
 Pit: D, F, D, LP



To play as hidden character Smoke, follow this code when on the versus screen:

On Controller One: HP, BL x 9, HK, HK

On Controller Two: HP, HP, LP, LP, BL, BL, LK x 3, HK x 4



Mortal Kombat. Admittedly with fancy knobs on and hidden this and secret that, but we should be given more for our new fancy CD games machines.

This is just going to be one of those games that you either love to bits or you hate with a passion. It's playable and enjoyable, but whereas some people will argue until they're blue in the face about its brilliance, others will simply slag it off without even

playing it – simply because it's Mortal Kombat.

If you liked the others then you won't have any problems with this one. It is a good laugh sussing out the hidden moves, and an even better laugh when you finally pull one off on your opponent. And there are loads of moves to work out!

Each one requires a combination of D-pad jiggerypokery, frantic button bashing and a lot of spare

time on your hands if you're going to be a winner.

Alternatively you could look at the complete guide we published last issue, or take a glance at the boxes elsewhere for a brief outline.

Mortal Moves

Lookswise, the graphics have a more cartoony feel to them this time around, and they perform amazingly well on the small screen. Special moves are eye-popping and

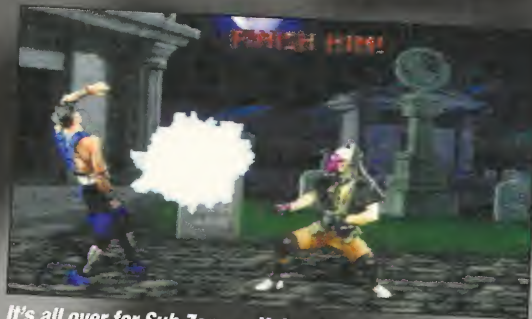


Sub Zero uses one his many freezing manouevres to good effect against Kabal. Now run up to him and chin him one in the face!



THIS UNHOLY ACT GIVES SHAO KAHN THE POWER TO STEP THROUGH THE DIMENSIONAL GATES AND RECLAIM HIS QUEEN. THUS ENABLING HIM TO FINALLY SEIZE THE EARTH REALM.

A splendid shot of Shao Khan from the introduction sequence. Leave the game running for a while and you'll get pictures of, and some statistics and information on, all the characters for this, the third and best game in the Mortal Kombat series



It's all over for Sub Zero as Kabal finishes him off and thus gets his chance to perform an outrageous fatality



Sonya is sent back in time, forced to wear nappies and eat rusks forever, as Shang Tsung performs a babality

You get to choose your destiny in one-player mode. Take on the hard, the harder or the super ridiculously tough level



occasionally very humorous, especially with the endless finishing options at your disposal. Fourteen characters (not including hidden dudes Smoke, Noob Saibot, Shao Khan and Motaro), are at your disposal, ranging from old school buddies Sonya and Kano, to new boys Nightwolf and Stryker.

As you can expect, these guys all pack a mean punch, but in order to use their talents to the max, you need

to study the joystick configuration very closely.

Hidden codes can be entered at the start of the game, each new one hiding a secret move or a quirky little action (such as a hidden level of Galaga to play around on), and it all adds a little to the MK3 appeal.

In the end, it has to be said that if you're a fan of the previous two Mortal Kombat games or you spent an absolute fortune pummelling



Yet another gruesome fatality, but this time executed by the four-armed monster that is Sheeva



Kung Lao has sent Kano through the roof after performing an uppercut during the subway level. If only we had moving screenshots!



Old stalwarts, Shang Tsung and Lui Kang, square up to each other once more. Nice fireball by the way!



Shouldn't she be doing aerobics with Mr Motivator rather than scrapping with Jax?

ludicrous amounts change into the arcade original, you'll be in seventh heaven.

However, if you're in the unfortunate yet rather sadly commonplace position of having to watch your wallet contents very carefully indeed, and you fancy purchasing a top-notch piece of fighting software, then maybe, just maybe, you might find your ideal fistfest elsewhere. MK3 is good, but it's no longer the best.

PlayStation Game Profile

MORTAL KOMBAT 3
SONY

MK 3 is without doubt a great game, but it will struggle to make an impression on the next generation consoles. Tekken and Battle Arena Toshinden are way out in front.

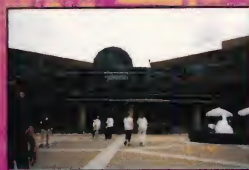
£49.99
Available now
Beat'em-up
1-2 players
MK movie out soon

90%

**SPECIAL
FEATURE**

Kings of the

Each one of Microsoft's 26 buildings has its own facilities including a canteen



This is what most of the fuss is about. It'll change the PC forever, apparently



Side by side. It's Microsoft's new joysticks ready for battle on a PC near you



The impressive 3D Pro version of the Sidewinder contains new joystick technology



It's a hard life as the British games press are treated to a cruise around Lake Union



When a company like Microsoft call you up and ask you if you want to come on a trip to visit the US offices in Seattle there seems little point in saying no.

Probably the biggest and most influential company in computing this moment, Microsoft are responsible for one piece of software or another on just about every PC or Macintosh in the world today. Their most famous product is probably Windows. If you have a PC you'll at least be familiar with it and you'll also be aware that Windows '95 has recently been launched to a public simply gagging for it.

That was the aim of the trip, to show game journalists like us that

Windows '95 could be fun and that it takes away a lot of the drudgery from your average PC. In theory you should never have to mess about configuring a game again because of memory problems. Win95 will do it all for you making the PC much more accessible as a games machine.

Windows 3.1 suffered in that it ran games slowly. To prove this is no longer the case Microsoft have released Fury3 (reviewed elsewhere this issue) which will only run under Win '95.

On arriving in Seattle we were perhaps expecting to be caught up in a corporate whirlwind. Where was the beer going to come from? We needn't have worried, it, along with

seafood and people saying "Gee! Are you guys English?" were in copious supply.

After a day of sight-seeing we were bused to the Microsoft Campus in Redmond. It is then and only then you realise just how big a company they really are. The campus contains 26 huge buildings, dual carriageways, their own bus service, a health club and playing fields. It's bigger than many a town in England.

LOOK AT MY WADS

It is also then when you realise that Bill Gates the founder of Microsoft is also a tad on the loaded side. And why not, his products have helped make the PC into the success it is

Industry?

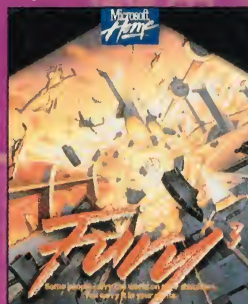
Windows '95 allows you set up your joysticks forever. No more re-calibrating!



Seattle is the home of Microsoft. That's the King Dome on the right where they play NFL!



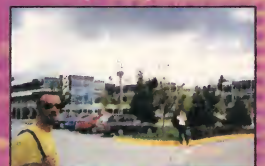
Fury3 is one of the fastest shoot 'em ups you'll come across on any PC



Graphically Fury3 is superior to Terminal Velocity, the game it was spawned from



Tourists with expensive sunglasses often get to wander around the Microsoft campus



today. To help celebrate that he's having a 50 million dollar house constructed, where only a quarter of it is visible. The other three quarters? Well they're underground of course! Top Batcave Bill!

NEW GAMES PLATFORM

So what was for show. On the games front there was Fury3 and also a couple of demos of other well-known console titles that we're not allowed to mention. These were used to show us just what kinds of speeds you could get up to. Good versions of Sonic the Hedgehog really are a possibility.

We saw a healthy looking version of Pitfall: The Mayan Adventure which looked virtually identical to

its console counterpart and a couple of other things we're not allowed to talk about. Sorry PC kids, we promised!

Thankfully it's not all a big secret. Microsoft were glowing when they showed us their new joysticks - The Sidewinder and the Sidewinder 3D Pro which is a big step forward in PC joystick, using a brand new digital camera technology inside to work out where the stick is, as opposed to easily breakable switches. The best feature on the stick is the way you can actually rotate the handle allowing you to turn without the keyboard in games like Mech-Warrior 2!

Besides the joysticks they had other amazing stuff on show, but

mostly for their Microsoft home range including a brilliant 3D MovieMaker for kids, World Atlas and a music catalogue program.

Microsoft know that they control the future of the PC to a very large extent and they are superbly arrogant about the way they talk about it. For a company that's only 15 years old and as profitable as these guys it's a remarkable achievement and it goes to show that if you consistently put quality products on to people they will make you very rich indeed!

Thanks to Gill and Steve at Microsoft UK, Andrew at Text 100 and all the guys over in Seattle especially Tony Garcia for giving us all a lesson at Virtua Fighter.

THE GAMEMAKERS:

THE ARTISTS

Our great new series looking at people who make games begins with artist Jason Leong, one of the prime creators of Primal Rage

By The Feature Creature and The King Fisher



Jason in his office, surrounded by Primal pictures

Using pens, pencils and keyboards, artists turn the ideas of the game-making team into visual realities. The artist's drawings give life and detail to vague concepts, clarifying characters and backgrounds. We asked Jason Leong, one of the top artists at Time Warner Interactive, to tell us in his own words about his daily job and his work on Primal Rage.

but I figured I probably couldn't get into that field.

"In high school, I took art courses, and though I thought I had the talent to draw comics, they didn't seem like a realistic option. So I took an internship at a non-profit graphic-design studio. The internship was great because it was with a small company, so I got direct hands-on experience doing small things like logos and business cards. The best part for me was that the atmosphere was very supportive, which might not have been true at some huge company where I would've ended up just getting coffee for everybody without ever working creatively.

"I reached Time Warner almost by accident. In 1991 a friend told me about his job there and that they were looking for new blood so they could compete with Street

Fighter. Even though I'd prepared myself to go into graphic design by learning the Mac and different illustration programs, none of that was relevant when I interviewed. Just to show them I could draw, I dug up old flip books and odd drawings I'd done for fun when I was in high school. Surprisingly, I got a job. I began working on Moto Frenzy for the arcade, drawing tyre animations for the motocross action. I must've drawn 500 frames of tyres spinning and dirt flying.

"Every year the company throws a brain-storming session where everybody brings up new game ideas. A few years ago I brought up the concept of a head-to-head

JOB LISTING: VIDEO GAME ARTIST

Must have creative imagination and the ability to express ideas visually. Excellent drawing skills and knowledge of computer-illustration programs required. Comic-book or gameplaying background a plus.

The Background

"Being a member of Generation X, I grew up with the first generation of video games. It was every kid's dream to work on video games because they were such a large part of our lives. However, I didn't really pursue that career path - I just wanted to draw cartoons and comic books. I loved games,

Artist's Résumé

Name	Jason Leong
Company	Time Warner Interactive
Current job title	Art Director
Last game	Primal Rage
Next game	Primal Rage 2
Previous games	Moto Frenzy
Education	San Jose State University, California
Age	26
Mailing address	Jason Leong Time Warner Interactive 675 Sycamore Dr. Milpitas, CA 95035
Online address	Leong@agames.com

The Birth of Blizzard

Blizzard went through several transformations in Jason's early sketches before he became the ape you've come to know and love





Team Rex, the title of Jason's 1994 drawing and the nickname for the gamemakers who worked on Primal

The Job

"As an artist, I drew the game's characters on paper first, showing the dynamics of their movements and giving them the visual details that make each character engaging. I had a lot of freedom on Primal Rage as I designed the characters, but eventually everybody had input into them, and the final results are a team effort.

"The Primal drawings were then given to a stop-motion animator, who made models and moved them around. Meanwhile, other artists and I worked on the computer using programs like Adobe Photo-shop to design title

screens, credit screens, high-score screens, and things like that. We also did a few special computer animations of bodies squashing and stretching, extra blood splatters, and numerous other special effects."

The Advice

"The best way to become a video game artist is through school. You can't beat it: School shapes your talent and gives you a work ethic. This doesn't mean getting A's in science and P.E. It means exploring different subjects and ideas. School gives you



Jason's first job in the video game industry was creating the tyre animations for the arcade racing game Moto Frenzy

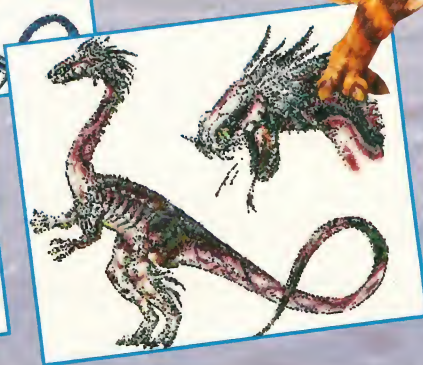
dinosaur fighting game, which coincidentally someone else also brought up, but their idea was just two T Rexes fighting. My original write-up included ideas that finally appeared in the game, such as different species of quickly moving dinosaurs and the concept of the dinosaurs being gods. The Primal team quickly grew, and I moved up to lead animator and then art director, coordinating and administrating the staff and the contractors we worked with. On Primal 2, I'm taking more of an administrative role, doing more talking and writing than drawing."



In the next generation versions of Primal Rage, Jason appears in some of the end sequences. Here he is lying down on the job in front of the T Rex

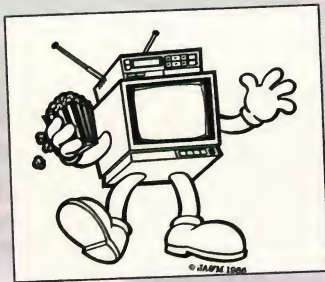
Jason's Early Drawings for Primal

Views of Vertigo



many of the things your character is built on. Think about Primal – we discussed archetypes and temples and gods and dinosaurs, so I had to draw upon a wide range of knowledge that I hadn't planned on. The more you know, the more you'll shine.

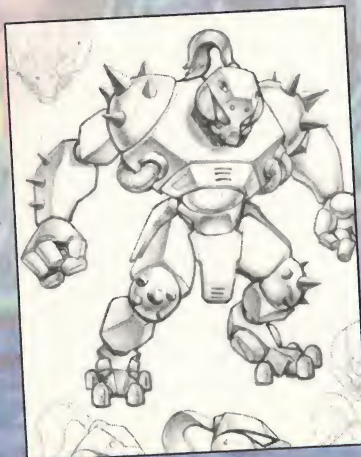
"It's also important to be a gamer. I try to look at all the magazines and all the games, focusing more on imagery than on gameplay. Look at everything that's out there and become what's called a 'culture vulture.' Become a sponge for all sorts of different things and keep your mind



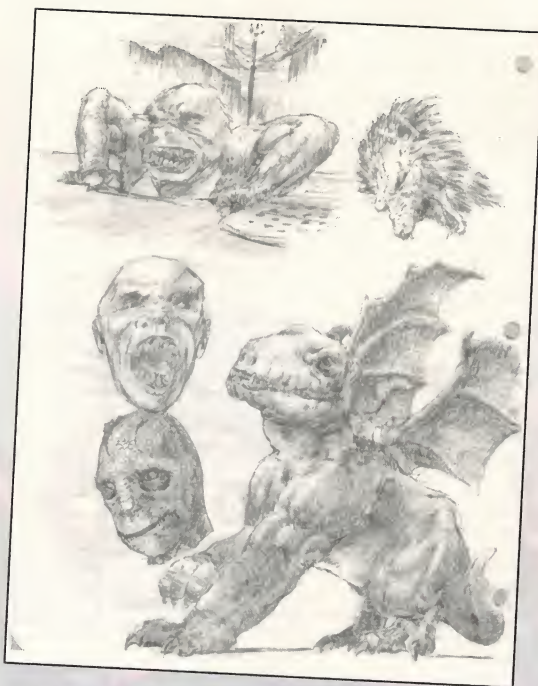
Jason says this is the "first officially printed professional logo" that he sold; it's for a video-rental store

open because you never know how you're going to use it down the road.

"I can't get enough of reference books and movies – they're all relevant to what I'm doing if I look at them closely and try to learn from them.



These 1992 sketches represent Jason's ideas for a boss character for an Atari game that never made it to production



Jason has an amazing notebook filled with hundreds of drawings that he did early in high school. This one page is typical. "Dragons, dinosaurs and fantasy creatures were always fun to draw," he says

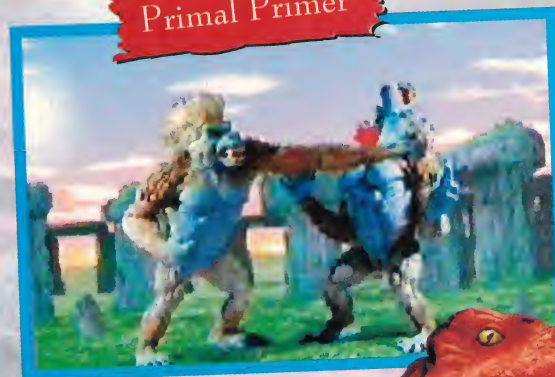


This 1992 sketch is called *Cramming for Finals*



Jason in his first year at San Jose State University (1988)

Primal Primer



The models were filmed using stop-motion animation, which required the filmmakers to painstakingly move the models a fraction of an inch for each frame of film. Anyone who has seen the excellent *Grand Day Out* or the *Wrong Trousers* starring Wallace and Gromit, will have some idea of what the results of this process can look like. The old black and white *King Kong* film is also a good example

may change, or there may be late financial restrictions on what you're doing, so you have to be open to change. If you can't get it your way, there are still other ways to make it happen."



JOB LISTING: VIDEO GAME ARTIST

Must have creative imagination and the ability to express ideas visually. Excellent drawing skills and knowledge of computer-illustration programs required. Comic-book or gameplaying background a plus.



Jon stands outside the LucasArts offices

Ever wonder who makes the games you play? Our

GameMakers series shines the spotlight on one of the creators of the Super Star Wars games, Jon Knoles. Artists are a game's visual experts. They give life to ideas, creating characters and inventing worlds where those characters roam. We asked top young artist, Jon, of LucasArts, to tell you in his own words about his role in some of the industry's most popular games



Luke is surrounded by womp rats in the Dune Sea stage

The Background

"Like most people my age, my interest in video games started in the early 1980s when all the arcades started popping up. At that time, I was drawing science-fiction-style pictures and taking lots of art classes in high school. With my early art,

I tended to mimic everything I saw, so if I saw a photograph I'd try to draw it exactly how I saw it. I also really liked the work of Juan Gimenez in Heavy Metal magazine.

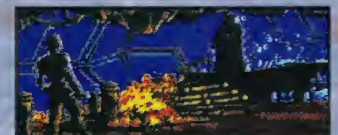
"In high school I heard about the Art Institute of Seattle's intense two-year program in graphic design,

typography, and other aspects of the art world. There wasn't a lot of computer training though. I spent a lot of my time there doing industrial drawings, hoping that one day I'd work for Boeing, the big aircraft company in Seattle. I showed my fantasy drawings to somebody at Boeing, and he told me that I probably wouldn't be happy drawing nuts and bolts for 747s for the rest of my life. He told me to find something that would satisfy my creative imagination.

"Back at the Art Institute, I heard about a position at Taito Software. They were looking for inexperienced but imaginative artists to work in their Seattle office. I showed them my paintings and drawings, and they hired me, which was just lucky timing. I was there for about eight months, then they shut down their Seattle operation. It was

1990, and suddenly I was scrambling for work. A Taito programmer got a job at LucasFilm Games near San Francisco, and I told him if there were any jobs there, no matter how small, I'd be there in a heartbeat. When he told me that they were looking for an artist for 8-bit games, I immediately loaded up my VW and drove on down.

"My first responsibilities at Lucas were on Star Wars for the NES. Most of the artwork had already been done, except for some of the cinematics and animations. I flew to Australia, where the programmers were, and spent



Jon's first duties when he arrived at LucasArts were to work on the cinematics of Star Wars and Empire Strikes Back for the NES

Artist's Résumé

Name	Jon Knoles
Company	LucasArts
Previous company	Taito
Current job title	Lead artist/ animator
Last game	TIE Fighter (PC)
Next game	A top-secret LucasArts game for the next generation systems
Previous games	Indiana Jones and the Last Crusade, Star Wars, and Empire Strikes Back (all NES); the Super Star Wars series and Indiana Jones' Greatest Adventures (all SNES)
Education	Art Institute of Seattle
Age	26
Mailing address	Jon Knoles, LucasArts, P.O. Box 10307, San Rafael, CA 94912

a month finishing things up. Later I teamed up with Harrison Fong, who also worked at Lucas. In 1991 we went to some trade shows to look at other SNES games. When we got back, we started on Super Star Wars, with Harrison doing the backgrounds and me doing the characters. I designed them right on the computer screen: I didn't do a lot of concept drawing beforehand because everybody knew what the Star Wars characters looked like.

"Early on we decided not to do a straight linear interpretation of the movie; instead, we wanted to incorporate some of the things you only heard about in the movie. For instance, at the end of Star Wars, Luke says he used to bullseye womp rats in his T-16 back home. We said, 'Hey, let's use womp rats! Anybody know

what one looks like?' We invented a look for them, then we made one into a big mutant boss monster.

"Another technique we had was to take some of the creatures you only saw in cinemas for a few seconds and make them bigger. Eagle-eye fans will recognise the cantina boss monster from the first Star Wars movie – it's one of the chess pieces R2D2 plays with on the Millenium Falcon. We just used Lucas's established creatures in totally new ways."

The Job

"My day starts with a lot of coffee. Much of my responsibility now deals with managing other artists and keeping projects on schedule. I'll sometimes be working on three games at one time. The only drawback is that I don't do much actual drawing anymore because I do so

much administrative work.

"Usually we get nine months to a year to do a game. We'll have enough ideas to fill a 30-level game, and by the end we've thrown half of them out and we're tearing out our hair trying to get everything in. In fact, we cut about a dozen levels for the three Star Wars SNES games, levels that were 80 percent finished. Conceivably LucasArts could put out another game of just those missing levels. Among them were a long Mode 7 asteroid chase for Super Empire Strikes Back, and a garbage-compactor level for Super Star Wars. Both were cut because we didn't have enough room.

"Besides just doing art, I also participate in game design; that is, I help determine how the levels are going to go, where we need to put staircases and things like that. I started doing this

on the Star Wars games, which became very democratic as the whole team eventually contributed gameplay ideas."

The Advice

"To be an artist in the video game business, you need computer experience. Companies these days don't have the luxury of being able to train artists in computer graphics. Fortunately, some companies, including LucasArts, still hire artists who just draw on paper, so if that's your talent, don't be discouraged. You'll always get advice about needing some other career to fall back on, but just look around you.

There's art everywhere, whether it's a logo on a crate of oranges or drawings for movie posters. There will always be a place for artists.

"You don't have to move to California to be a video game



Jon painted this Harrison Ford picture in 1989



Lurking at the end of Super Star Wars' Cantina Fight stage is the Kalhar boss monster; this beast was taken from the Star Wars scene where R2D2 was playing chess



Jon drew this fighter jet in 1987, when he was at high school

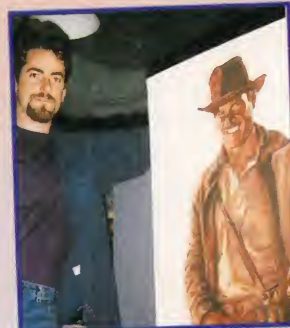
INSIDE LUCASARTS



You'd never know it by looking at this nondescript office complex in San Rafael, California...



...but the legacy of George Lucas lives inside. Props and promotional items decorate the walls of the LucasArts offices. This large flying rig was used by the Ewoks in Return of the Jedi



Reminders of Lucas's films are everywhere in the LucasArts' offices



Lucas-related books and memorabilia surround Jon's desk. A matte painting of the ice planet Hoth is above his computer

artist. There are great companies all around the world: Doom came out of Texas, for example. Your chances are probably better if you live in a big city, but more and more people are able to work from their homes these days.

"You also need to be a fan of video games. You don't have to be a good player, you just need to know what the trends are in the industry."

The College Question

"I don't think it's vital to go to college. I admit that my two years at the Art Institute landed me my first job in the industry, and I know that



Jon's original plan for Super Star Wars was to outline each main character in black. He abandoned the idea because the outlining made the characters look too "cartoony"

being forced to draw constantly at school is good because it forces you to practise. But you can be a sponge for information without going to college. Soak up everything you see around you to get inspiration. I used to go to the library all the time to look at books about crashes or the Space Shuttle or anatomy, anything I could check out so I'd have ideas

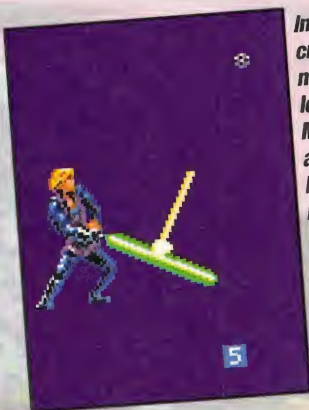
when I needed them.

"Once you're looking for work, it's important to not turn down a job until it's offered to you. What I mean is that you might hear about some job operating the copy machines at a software company, but if you don't investigate it, you might find you've just blown a terrific opportunity to get your foot in the door. Investigate anything and everything, and don't give up too easily."

Here's how to quickly see the names of the LucasArts creative team for Super Empire Strikes Back. At the title screen, hit Buttons A, A, B, and B to see the high scores. To see the credits, hit A, B, A, B, A, B, A, and B at the title screen

HIGH SCORES			
YODA	JEDY	50000	
PETER	JEDY	25000000	
KALANI	JEDY	15000000	
LUKE	JEDY	111332299	
JOHN	JEDY	82299	
RYAN	JEDY	422114	
HAN	JEDY	221114	
JON	JEDY	11123	
FONG	JEDY	151	
CHEWIE	JEDY	120	

DESIGN CONTRIBUTIONS BY	
PETER HARD	
HARRISON FONG	
JON KNOLES	
PRODUCED BY	
KALANI STREICHER	
ART PRODUCTION SUPERVISOR	
HARRISON FONG	
ANIMATION PRODUCTION SUPERVISOR	
JON KNOLES	



In Super Star Wars, Jon created a sequence for moments when Luke was left standing alone. Mimicking a movie scene aboard the Millennium Falcon he would deflect beams shot from a floating Jedi Training Remote. Unfortunately, because of memory limitations, the sequence never made it into the finished game

Here's how to see the credits for Super Return of the Jedi. Make sure you see the first LucasArts logo before attempting this trick. If the trick doesn't work the first time, don't just hit Reset; instead, turn off the power, remove the game, reinsert it, and then turn the power back on. At the title screen, hit A, B, A, B, A, B, A, and B. You'll hear a voice say "yee-ha!" and the credits will roll automatically

On Their Own

In October 1993, the team that worked on Super Star Wars, was working on Super Empire. After finishing Super Return of the Jedi in 1994, Project Leader Kalani Streicher and Art Supervisor Harrison Fong left LucasArts and teamed up with Ed Kilhem, a designer/artist on X-Wing and TIE Fighter, to form Ronan Entertainment in San Rafael, California.

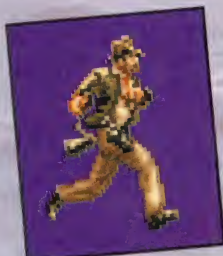
Their first effort is a PC game called Calia 2095, due late in 1995. An action/strategy game, Calia 2095 is set in the future when an earthquake and meteor strike have turned California into an island controlled by Mafia-type gangs. You play a hunter/detective who solves cases and eliminates bad guys.



Calia 2095

GAMEMAKERS GALLERY

Some of Jon's characters



Indiana Jones



Indy's sword-fighting enemy



Boba Fett



Han Solo



Dengar

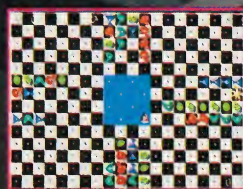
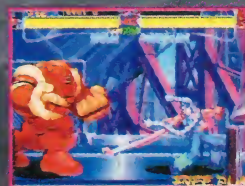
Crikey! We expected a lot of next generation software to be just over the horizon, but what we didn't anticipate was the amount of stuff filtering through

for the older games systems. 16bit isn't dead kids and we've got the pictures to prove it! So get your breath back, gather your thoughts and join us as we have a quick look at what's coming up in the run for Christmas...

ProSpects

RESURRECTION: CYBERIA 2 p81

Cyberia stunned the world, now prepare to be amazed onemore time with the latest Interactive Movie



Ghen War	76
Blackfire	76
Virtua Fighter 2	76
WWF Wrestlemania	77
Big Hurt Baseball	77
QB Club 96	77
Warhawk	78
Albion	79
Actua Soccer	80
Actua Golf	80
3D Decathlon	81
Resurrection: Cyberia 2	81
Deadline	82
Defcon 5	82
Grand Prix Manager	83
Shannara	83
3D Baseball	84
Power Serve	84
TFX EF2000	85
Split Realities	86
Sega Rally	86
Sensible World Of Soccer	87
Moto X	87
Krazy Ivan	88
Assault Rigs	89
Wing Commander 4	90
Lone Soldier	91
Int Superstar Soccer Deluxe	92
Hell Raiser	93
The Hive	93
Virtua Cop	93
Yoshi's Island	94
90 Mins	95
Maximum Surge	96
Daedalus Encounter	96
Waterworld	98
The Mask	98
Return Of The Jedi	98
Virtual League Baseball	98
World Series Baseball	98
Foxhunt	100
X-Men: Children Of The Atom	100
Donkey Kong Contry 2	100
Total Eclipse	100
Agile Warrior	101
Ballblazer	102
Zoop	102
Parasite	102
Robotech	102
Wrestlemania	103

Virtua Fighter 2 Saturn

Virtua Fighter was just a warm-up for the main act due out this Christmas. Fighting fans know VF 2 kicks tail over the original game. If the Saturn version is faithful to the

coin-op, look for better gameplay and sharper, clearer graphics that include texture-mapped polygons and beautiful background scenery.

In addition to the eight original characters, VF 2 will include two new fighters. All the combatants have additional moves, though the limited combo system is status quo. The two-player head-to-head fighting includes 360-degree

rotation of the action as well as instant replays at the end of each round.

*By Sega
Available Winter '95*



Black Fire Saturn

Black Fire sends you airborne for arcade-style helicopter combat. Your chopper has to outmaneuver the bad guys in 15 heavy-duty flying levels.

The first-person, inside-the-cockpit view of the action includes a 360-degree perspective on the terrain. Your helicopter's armed and dangerous, but your foes have equipped their craft with alien technology. Scramble into action with up to four players.

*By Sega
Available Winter '95*



GhenWar Saturn

Earth has been invaded by hostile extraterrestrials in just about every futuristic video game to date. GhenWar's no exception. This time around,

the aliens want to destroy the planet and take a few slaves. Fortunately, up to four players command a crew of five warriors that are fitted with revolutionary hypersuits capable of blinding firepower, armor counterdefenses, and amazing speed.

The game's 18 levels begin on Saturn's moon, Titan. You battle your

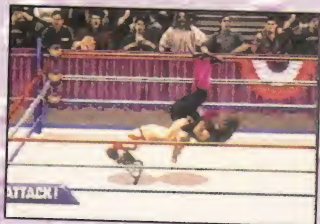
way back to Earth planet by planet. The graphics include a first-person, 360-degree view of the weird interplanetary environments from within your special suit.

*By Sega
Available Winter '95*



WWF Wrestlemania PlayStation

Americans (and even some stupid Britons) obviously believe that wrestling is not fixed. But that's not to say that all games based on this "sport" are as bad as the real thing. WWF Wrestlemania is coming soon to a PlayStation near you soon, and by all accounts it's meant to be bloody ace.



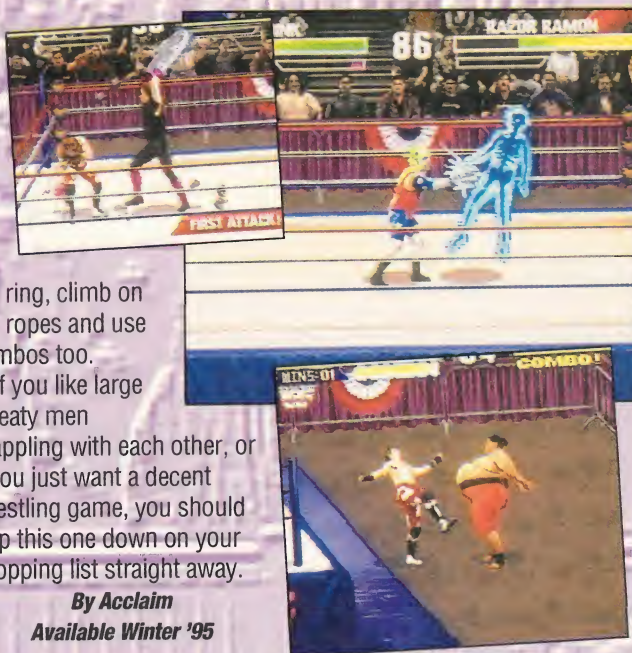
It's converted from the arcade version (detailed elsewhere in this issue), and surprise surprise, uses Acclaim's motion capture equipment. The actual WWF stars who were filmed performing all manner of moves and poses for the game were Doink the Clown, Bam Bam Bigelow, Lex Luger, The Undertaker, Yokozuna, Shaun Michaels, Razor Ramon and Bret "Hit Man" Hart.

Each player has several manoeuvres, plus a couple of their own special moves. You can fight inside and outside of

the ring, climb on the ropes and use combos too.

If you like large sweaty men grappling with each other, or if you just want a decent wrestling game, you should slap this one down on your shopping list straight away.

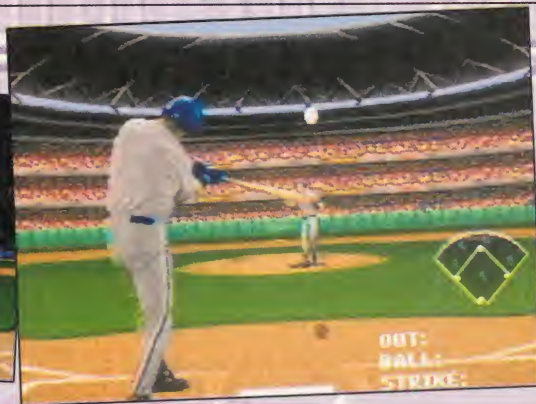
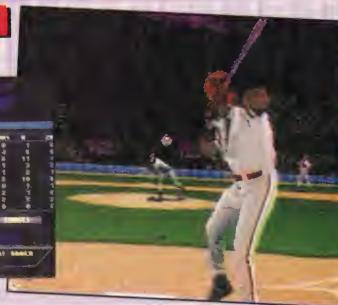
By Acclaim
Available Winter '95



Frank Thomas Big Hurt Baseball Mega Drive Super NES



TEAM	WINS	LOSSES	ERA	IP	SHUTOUTS	HITS	RUNS	ERAS	WHIP
ATL	10	12	3.45	100	1	100	50	10	1.10
SEA	12	10	3.20	110	2	110	55	12	1.05
SDP	11	11	3.30	105	1	105	52	11	1.08
STL	9	13	3.50	95	0	95	48	9	1.15
MON	8	14	3.60	90	0	90	45	8	1.20
MIN	7	15	3.70	85	0	85	42	7	1.25
DET	6	16	3.80	80	0	80	40	6	1.30
CHC	5	17	3.90	75	0	75	38	5	1.35
PIT	4	18	4.00	70	0	70	35	4	1.40
PHI	3	19	4.10	65	0	65	32	3	1.45
CIN	2	20	4.20	60	0	60	30	2	1.50
BAL	1	21	4.30	55	0	55	28	1	1.55
BOS	0	22	4.40	50	0	50	25	0	1.60



Acclaim is taking the baseball game to new levels of realism. Big Hurt Baseball starring Frank Thomas (who hell he?) uses Acclaim's motion capture and blue-screen studio.

The equipment was used to capture Frank's various

movements, and thanks to this step up in technology, the game is, allegedly, the most realistic baseball game ever created. Features include several play modes, ranging from regular play to top o' the ninth (whatever that means!).

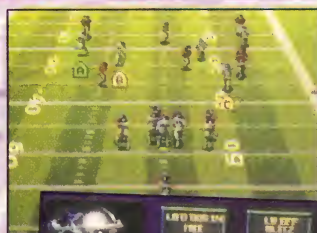
It's fully sponsored by the Major League Baseball Players Association of America, and is expected to feature over 700 Major League players, including their actual attributes and skills.

If you're a bit of a baseball fan and you're looking for some sporting action, then this could be the game with your name on it.

By Acclaim
Available Winter '95

QB Club '96

Super NES Mega Drive Saturn PlayStation

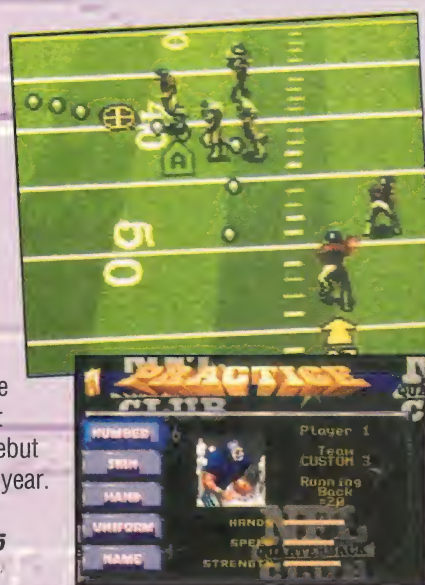


Acclaim may have spent quite a bit of cash on its motion capture studio, but at least it's getting its money's worth out of it. In Quarterback Club '96 it's helped create authentic movement for the American Footballers within the game. And, when compared to something like John Madden, it's surely the most realistic NFL game ever created.

The game contains over 800 offensive and defensive plays, and uses several different perspectives.

Already our chums from the States are saying that QB club '96 is one of the best American Football games ever created, so it looks as though it'll be well worth checking out when it makes its UK debut towards the end of this year.

By Acclaim
Available Winter '95



Warhawk

PlayStation

Sony certainly isn't planning on letting up in its pre-Christmas onslaught. There are simply millions of products planned between now and then. Warhawk is one of them and

promises to be one of the first flight sims (in the broadest sense of the phrase) to arrive on the PlayStation, next to MicroProse's Top Gun and Gunship 2000.

Warhawk doesn't make any bones about being a really good warplane blaster. With numerous different missions and plenty of varied military hardware to play with, you can't go far wrong!

As you can see from this selection of screenshots, there is nothing

wrong with the graphics. Even though we've not played a complete version of the game as yet, we can tell you that what's in already is looking very good indeed.

You are set the task of piloting the assault aircraft of the future. A brutal regime has taken over your country, and, you have to do your patriotic duty and save it.

The missions get increasingly difficult as you progress through them. Each of the six levels escalate in intensity until you arrive at what Sony describes as, "the amazing final battle".

Also tucked away in there are several hidden zones that will be packed full of bonuses and, er,

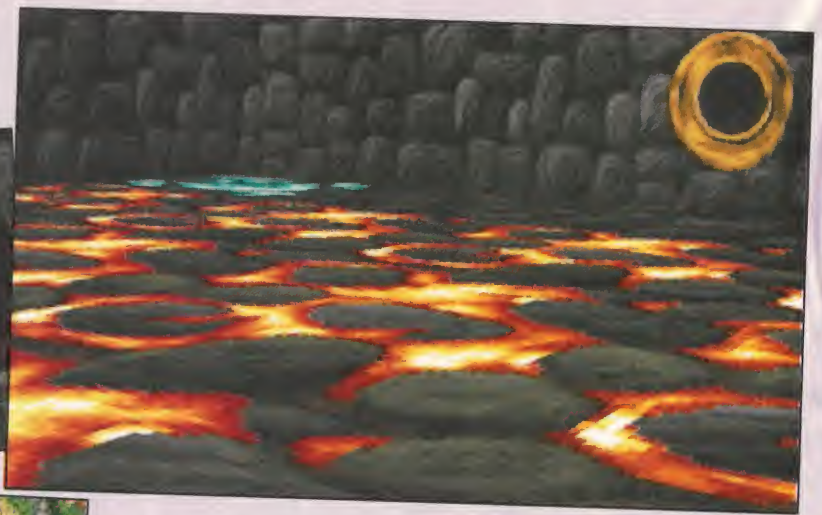
hidden stuff that will always come in handy should you manage to stumble across it in the first place.

Warhawk is scheduled for a November release at this stage, so it should only be about a month away by the time you read this.

So, tune in to our next whopping great issue to check on how things are developing, and see how Warhawk fares against the rest of the PlayStation releases.

**By Sony
Available November**





Bluebyte actually have three impressive looking PC games on the horizon but for the purpose of this we're going to concentrate on Albion. Suffice to say that the other two offerings are Battle Isle 3 and a bizarre looking alien game called Chewy, Escape from F5.

Albion however is a role-playing game set on a distant planet (called Albion). You take on the part of the excitingly named Tom Driscoll who has to discover the secrets of the planet including how Celts from Earth came to be there in 400AD!

Bluebyte's claim to fame on this one is that Albion is apparently the only PC role playing game that uses three different types of graphical presentation. When the player needs to explore unfamiliar areas and large houses, a detailed 2D display will be used. As soon as

3D screen. Besides these two viewpoints there is also a 3D strategic battle screen that comes into play when it's fight time. Fighting is turn based so you don't have to be good at frantically clicking on everything in sight.

A lot of time and effort has been put into making Albion as playable as possible. The programmers haven't gone overboard and put in millions of locations that all look the same and are intended to confuse you. Blue Byte reckon that the game's extensive playing time is not down to the result of almost unsolvable puzzles but rather to clever design.

There is a big list of features that are all going to be included but you're going to have to wait for the full review to read about the rest of them. Albion is due to be with us in November so watch this space role-play fans.

By Bluebyte
Available November

anything interesting happens it all switches to a nice



Actua Soccer

PlayStation PC

We had a very early peek at this in Issue One of GamePro, but now, with the game nearing completion, we thought it was worth another look, this time with the PC version in mind.

Lately people have decided that it is possible to do PlayStation/3DO style soccer games for the PC, and Actua Soccer is the proof of the pudding with a simultaneous release on the Sony format. Gremlin has motion-captured Sheffield Wednesday and

England stars Chris Woods and Andy Sinton, and enlisted the help of top Beeb commentator Barry Davies to lend his vocal support. In fact, Davies was locked in a room for a day, repeating names and sentences, and Gremlin was well pleased with what it got for its money.

Actua Soccer looks like it will play very well. Graphically it's a dream, as the pitch twirls and changes perspective constantly. There's nothing like



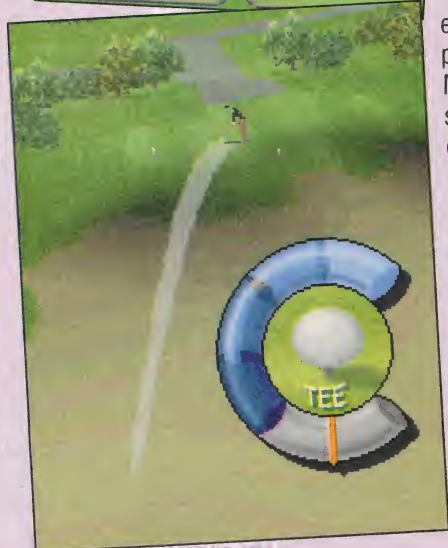
it on the PC, but it will face stiffer competition on the PlayStation.

By Gremlin
Available October



Actua Golf

PlayStation



The second in the series of Actua games from Gremlin is also verging on ready. This will be the first golf game available for the PlayStation and thus will probably do well for itself.

Again Gremlin has enlisted the aid of professionals in their Motion Capture suite, so the swing and all the other golfing actions are exactly as they would be in real life.

There is plenty of camera perspective changing, and virtually the only thing that needed fixing when we saw it last was a Jesus-like walking on water incident which occurred when the ball hit a hazard.



It's standard golf game fodder, but it looks as good as you could possibly imagine. Gremlin has certainly got off to a cracking start with the PlayStation.

By Gremlin
Available October



3D Decathlon

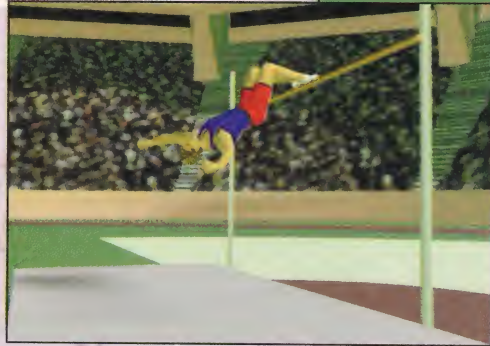
PC

Ahh, memories of Daley Thompson's Decathlon on the Spectrum abound. There hasn't been a good Track 'n' Field type game for years, but Virgin is determined to set the record straight with this release.

As you might imagine from the title, there is one key difference between this and what has gone before it, and that's the 3D bit. Yep, 3D Decathlon portrays its events in glorious 3D.

As far as the events go, well what do you expect? Everything you find in a Decathlon is there, including the 100m, Javelin, Shot Putt and the gruelling 1500m.

Naturally there are 10 events in all and it's your job to take your athlete to the top of the tree and make him the best Decathlete in the world (just



like our Daley once was before he got all old and rubbish).

3D Decathlon should be released some time around November, so until then you'll have to be content with taking



a bit of a gander at these ever so cool, fine and groovy screenshots.

By Virgin
Available November



Resurrection: Cyberia 2

PC CD-Rom



No special prizes for guessing that this is the sequel to Cyberia. You play hacker hero Zak Kingston once again, but this time the story is set three years further on. The programmers at Xatrix have tried their best to keep the

same cultish feel that the original had, while taking the time to improve it and also add several new features.

Perhaps the most important of these is the newly designed combat engine that will supposedly take you right into



the thick of the action with every gun battle and fight you find yourself in.

Other features include a number of totally random enemies, and next generation motion capture technology, whatever that may be.



Expect to see Resurrection: Cyberia 2 around November time when it will be released for PC CD only.

By Virgin
Available November

Deadline

PC CD-Rom



You are the commander of an elite force of international siege-busters, and by using an on-site terminal, you must retrieve information about your target, plan out your mission and then deal with the situation.

You can order blueprints of locations so you can position your troops accordingly, and you've also got access to news clips, newspaper clippings and recorded phone conversations. But, while you're researching it, you're running out of time, and the situation could be getting far worse.

There are over 20 different situations within the game, ranging from dealing with aircraft hijackers to storming a nuclear bunker. Each combines a subtle blend of strategy and

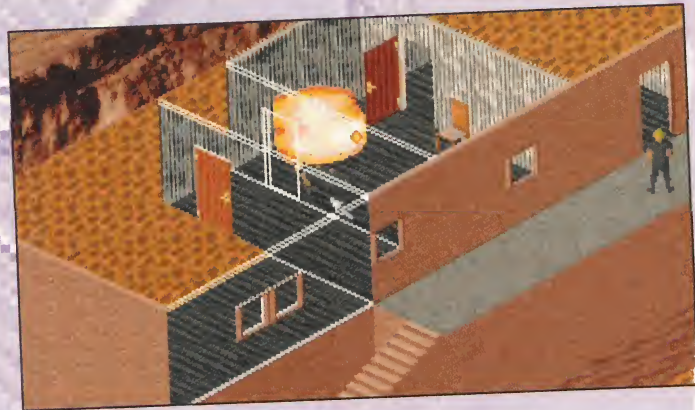


real-time 3D isometric action. You can employ a wide variety of approved weaponry and equipment to help you in your dangerous missions.

Produced in consultation with ex-special forces members and anti-terrorist

experts, Deadline has taken an impressive two years to design and program, and is just about as close as you'll ever get to actually being in the SAS without joining up.

**By Millennium Interactive
Available Feb/March '96**



Defcon 5

PlayStation



Millennium Interactive may be famous for its James Pond series of games, but its next release, Defcon 5, is an original action adventure title that makes full use of the PlayStation's graphics and sound capabilities. It's also got far more substance to it than anything you've seen on Sony's wonder-machine so far.

It's the future and peace reigns throughout the universe - in fact there's been no alien attack for the last 200 years. Only the weapons division of Tyron, a huge multi-planetary corporation, is not too happy

about it. As a hi-tech engineer it's your job to install automated defence software on a mining base.

You don't seem to have any problems at first, then your shuttle blows up, aliens start to attack, and you're left stranded and under-fire.

You must uncover the plot behind the attack, collect proof of your conspiracy theory, search for clues and defend the base from the aliens.

The game uses a unique interactive computer system called the VOS which plays an integral part in the adventure,

but that'll have to be explained another time as it's far too big to go into now.

The gameplay is highly varied and flips between exploring and shooting alien spacecraft down.

Some of the more prominent features in the game include a drop-dead gorgeous fully-rendered cinematic introduction sequence, rendered in-game graphics, Full Motion Video clips, and 15 original and highly atmospheric music tracks.

This is a mere taster of things to come, but Defcon5 with it's unique blend of strategy and hot shoot'em-up action, is going to be bigger than a big bag of big things.

**By Millennium Interactive
Available Jan/Feb '96**

Grand Prix Manager PC

MicroProse likes its car racing games, but now it's gone one step further and actually taken you out of the cockpit and put you in a suit. That's right, it's time for you to manage the team and make all the decisions that could make or

break your boy's bid for glory.

The game runs under the Windows environment (Windows '95 too) so you'll need one or the other if you're hoping to play this.

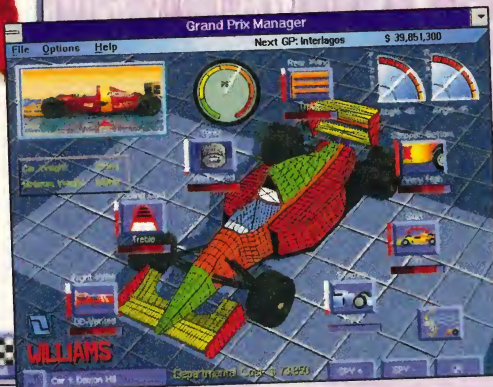
Other than that all you'll need is a healthy dose of business

acumen to enable you to compete with the very best of the Formula One circuit can throw at you. Choose how much money to put towards research, who you want to drive for you, and how much you want to pay

'em. Get this figure wrong and they'll be off to another team before you know it.

It should be out within the month, so if you think you can do better than the usual lot and maybe take a no-hoper to the top, keep a careful eye open in the shops.

By MicroProse
Available November



Shannara PC

Virgin has completed a deal with award-winning fantasy writer Terry Brooks to come up with a computer version of his popular Shannara series of books. Touted as the computer conversion of the most popular fantasy series of all time, the PC game will aim to recreate the land of Shannara, featuring many of the regular characters, including the Ohmsfords and Allanon the Druid.

The PC has been short of a few good RPGs of late but this should help to redress the balance somewhat when it is released early next year.



Until then, why not whet your appetite by casting your eyes over these screenshots? Go on, you'll enjoy it!

By Virgin
Available November



3D Baseball '95

Saturn

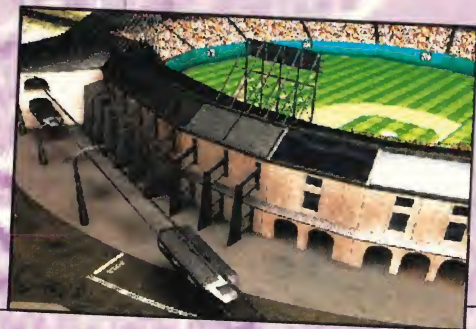
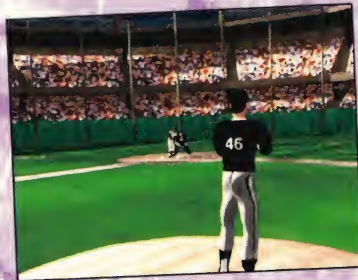
PlayStation

This game comes to the plate with arguably the most realistic graphics seen in a video game to date. Using motion-capture technology and incredibly life-like 3D polygon-based models, Crystal has created players that run, swing, pitch and move like the real thing.

And the two-player game's not just another pretty face either. Officially licensed by the MLBPA, the teams include 700 real major-league players with their actual stats.

The play modes include Exhibition, Pennant Race and Home Run Derby. Special features enable you to trade players and to save statistics for teams, games, seasons and players. Van Earl Wright (whoever he is) provides the colourful commentary.

By Crystal Dynamics
Available 1996



Power Serve 3D Tennis

PlayStation

Set to ship at the launch of the PlayStation, 3D Tennis is Ocean's first game for Sony's new system.

Choose from eight top-seed players, each with an arsenal of specialized skills, and head on court for authentic singles or doubles action.

The fast-paced play rallies

with standard tennis rules and challenging tournament competition. Taking advantage of what the PlayStation does best, the game incorporates multiple camera angles, 360-degree oncourt mobility, split-screen views for two-player games, and real-time 3D graphics into the gameplay.

The graphics have an entirely different look than past tennis games, with extremely large player sprites – each with definite personalities, trademark clothing, and more – very much to the fore.

By Ocean
Available 1996





Digital Image Design (D.I.D.) has a bit of a reputation for taking a long time over its games. Titles like Epic and TFX were wildly late. Now we have a sequel to TFX based on the new EuroFighter project that our top boys at the plane making places are working on.

Touted as a cheaper, more advanced warplane for the new millennium, the EuroFighter is set to take on the role of our continent's top defence aircraft, and according to top sources can beat the pants off anything the Americans have got (for a change!).

Anyway D.I.D. has been working away on a game based on this little beast, and it's so good apparently that NATO has been looking at the possibility of using it as a sales aid. They hope to use it to persuade dubious dictators so that it can be used against us next time we get into a war (or is that too political for GamePro. Ah well).

There's no point in messing about here, you're going to need a very nice PC to get much fun out of it.

If you haven't upgraded to a Pentium yet, then maybe it's

time to start saving up at last. There are certainly enough games out there to warrant the extra cash!

Unlike TFX, there is only one plane to fly, and this is a completely accurate representation of the real thing, making this a true sim for people who know their rudders from their flaps!

By the time D.I.D. has finished adding all the bits deemed necessary, there will be accurate maps to represent all the countries of northern Europe that you fly over. You'll actually be able to recognise



Norway should you be bland enough to know what it looks like anyway!

Anyway, EuroFighter 2000 should be with us before Christmas, so start beefing up those machines immediately!

By D.I.D.
Available Christmas

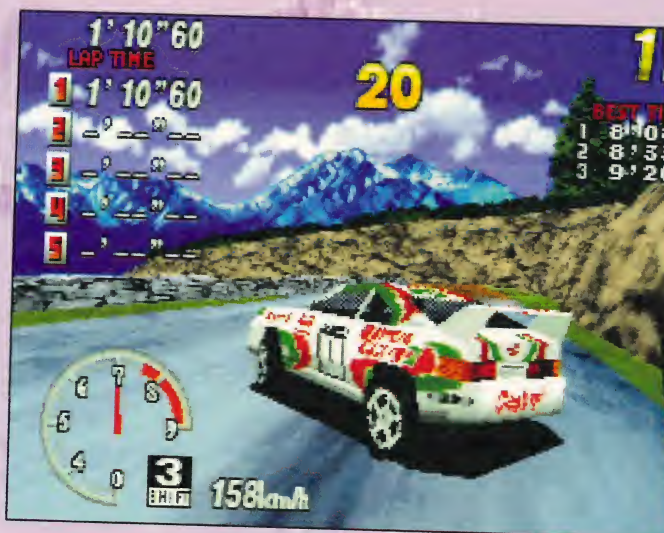


Sega Rally

Saturn

Ridge Racer and Daytona USA gained themselves a lot of praise from journalists and punters, so it was inevitable that before too long we would have a new contender hurtling into the console car war.

The arcade conversion of Sega Rally is still being worked on by developers AM3, which is using improved techniques to increase the amount of polygons on screen, and trying to speed up the screen update, a complaint levelled at Daytona USA.



Sega Rally is smoother than Daytona and runs at an incredibly fast speed. It might not be quite at the graphical standard of the coin-op, but it is looking damn fine.

overall feel of the arcade racer have been well re-produced. Only two tracks have been fully completed so far, and the enemy cars are still to be added, but it looks like Sega Rally will be one of the games making Santa's sack bulge this Christmas.

By Sega

Available December

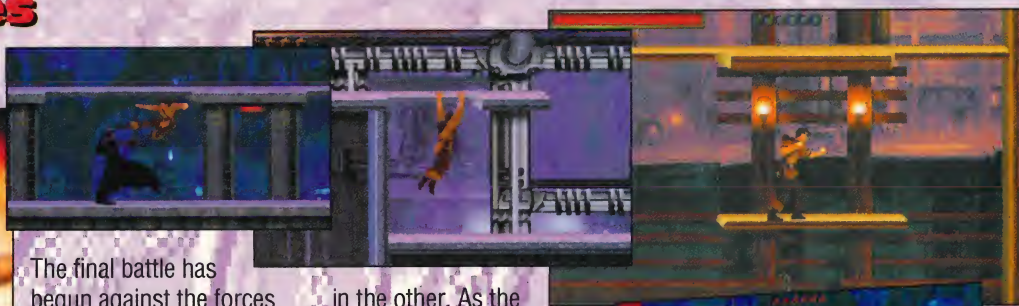
The word from the Land of the Rising Sun is that the control and



Split Realities

Saturn

PlayStation



The final battle has begun against the forces of darkness. The powers of light have taken to the field in a last effort to stop the worlds of Arion and Tirif from being overthrown. The balance between dark and light will be shattered and evil shall reign if they fail.

The three dark witches and their cohorts have infiltrated the entire world of Tifir. Via the use of portal mirrors, scattered throughout the worlds, their rule is spreading into the medieval world of Arion, and what happens in one world is paralleled

in the other. As the inhabitants of Tifir are terrorised, their counterparts in Arion are also attacked.

On board a small fishing vessel, a young man called Solo sees a huge lightning bolt heading for his craft. He dives to safety, but as a result is brought into the battle against evil.

The quest in Split Realities, a forthcoming platform/RPG adventure from JVC, begins as you guide Solo through the different lands on both worlds.

Along his journey, Solo must travel through the portals to battle the witches, fight, search

and destroy units, escape the clutches of deadly Mantas, and avoid being fried by fire-demons.

Graphically splendid, and potentially the first decent action-packed RPG to appear on the next generation machines, Split Realities will be one worth keeping an eye on.

By JVC

Available December

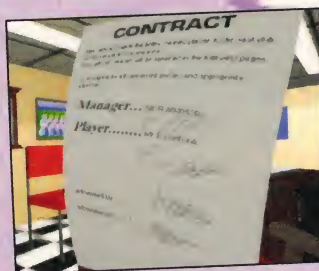
Sensible World of Soccer PC



Possibly the best Amiga game of all time has finally made its first appearance, albeit in preview form, on the PC. Sensible Software's Sensible World of Soccer has been hailed as the greatest football game ever written. The original Sensi on the PC left a little bit

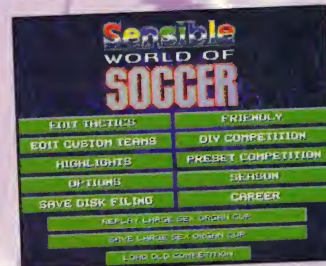
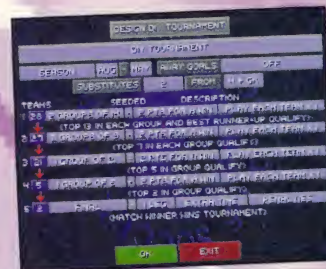
to be desired, but hopefully the improvements promised for this one will make it every bit as an essential purchase as its Amiga counterpart.

Now not only do you get the chance to play the games, you get a chance to dabble on the management side as well.



You can choose to be the boss of just about any team in the world and all the team data and stats will be as accurate as possible when the game hits the shelves.

If you find that you're rubbish at the match sections of the game, you can choose to



just sit and watch the action after having made all the complex and necessary tactical decisions in advance. Sensible World of Soccer is a fine game and we should have a full review next month.

By Warner Interactive
Available November

Moto X PC

As you might imagine from the title of the game, this is a simulation of motorcross (that's the sport where you pelt about on motorbikes around a

dirt track, fall off and have metal splints inserted into your shins so you can walk again).

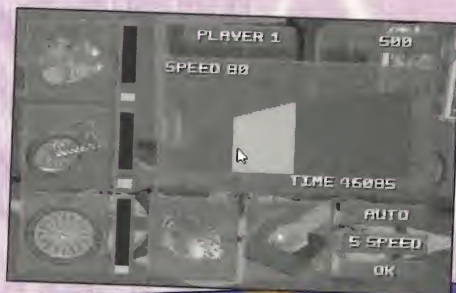
Very little is known of the actual innards of the game at this stage, but Warner Interactive will be publishing it so you can be sure of its quality.

There will be plenty of driving games available by the time this gets

released just before Christmas, but Warner is hoping this will be different enough to catch the eye along with the likes of Formula One Grand Prix 2 and Screamer.

So, if ploughing through gallons of mud on a souped-up moped is your idea of fun, break out the scuffed leathers, retrieve your helmet, and er, give it a bit of a polish!

By Warner Interactive
Available November



Krazy Ivan

PlayStation PC CD-Rom



Krazy Ivan is a manic shoot'em-up set in the year 2018. Aliens have taken over the world and set up an impenetrable force-field. The Russians, however, have managed to disrupt the force-field long enough for one man to enter the alien territory.

You play the part of Krazy Ivan, a Russian soldier who's more than happy to accept every suicide mission going. With his forty-foot, fifty-ton mech-warrior power-suit on, Ivan must make his way across the planet, rescuing human survivors while destroying the alien hordes.

Your primary goal on each level is a shield generator which is set at the very heart of the energy field. There are over 32 different enemies in all, so getting to the generator won't be easy.

The enemies can be categorised into two groups. First up are the Sentients, huge massive robot enemies armed to the teeth, while secondly there are the Drones, slightly less intelligent, but around in strong numbers.

Some of the tougher enemies in the game are armed with Electronic Counter Measures (ECM) which stop your homing missiles from locking on. They also have a full arsenal of weapons, ranging from mines and lasers to dangerous flamethrowers.

All of Krazy Ivan's enemies are fully texture-mapped, and you can expect plenty of mutated mechanoids and bug-shaped robots crawling all over the place.

The game has got a superbly fluid 3D environment that's set across five different battle zones: Russia, the Middle East, Europe, Japan and the USA.

Each one features realistic and fully animated in-game graphics, as you can tell just by having a quick glance at the various screenshots.

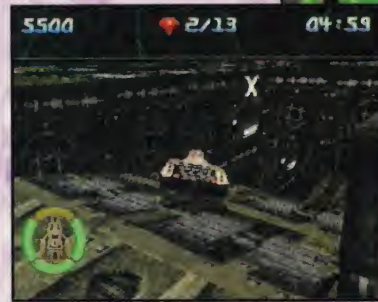
What you've essentially got is a first-person shoot'em-up set in the slickest of 3D environments. Judging by what we've seen so far you're going to be going Krazy for this Sony/Psygnosis effort when it arrives this autumn.

By Sony/Psygnosis
Available October/November



Assault Rigs

PlayStation



Tanks are always a popular idea for video games and Sony Interactive is certainly going for it with the release of Assault Rigs. Billed as the cyberspace clash of the future, you will be piled into a computerised combat zone where huge, virtual Rigs battle it out for control of the arena.

All sounds pretty impressive doesn't it? Well, it looks that way too, as you can probably see for yourselves. Besides the graphics, one other major selling point will be the fact that you can play Assault Rigs with your mates.

Yep, that's right, there will be a multi-player option that

will enable you to plug another pad in and play one of two games on offer.

This was one of the plus points of the old Atari 2600 classic, Combat, which did so well about 12 years ago! It is fair to say then that Assault Rigs was spawned because of the programmers love of this old eight-bit title.

Assault Rigs has been developed down in Gloucester at Sony Interactive's Stonehouse office. This particular building looks set to be a centre of excellence for many forthcoming PlayStation releases. Let's give you a few details to whet your appetite

for what you can expect when the game finally arrives.

There will be over 40 zones to battle in. These will be split across four different environments which will all be very different graphically from one another.

You'll have to fight your way successfully through all of these if you are to win the

game overall. In order to help you there are three different Rigs to control, and you'll need to master the lot if you are to finally succeed.

Expect to see Assault Rigs around the start of December for the PlayStation.

**By Sony Interactive
Available December**



Wing Commander IV

PC CD-Rom

Wing Commander III was a truly ground-breaking piece of software for the PC. It was the game that made people realise that their existing machines simply weren't good enough to run the new breed of PC software that was starting to emerge. To have the game running at its full potential you needed a PC worth over £2000, or you were going to experience difficulties in one way or another.

Heaven knows what kind of beast you'll need to run WC IV when it is released early next year. Origin has got the same team of actors together and they've just recently finished a seven-week film shoot at the famous Ren Mar Studios in Hollywood. Mark Hamill (Star Wars), Malcolm McDowell (Star Trek: Generations), and Tom Wilson (Back to the Future series) have all been drafted in to take up where they left off at the end of the last game.

Origin's film director and executive producer Chris Roberts, has gone on the record as saying, "Some of the stuff we've shot here I'd put up next to any \$30-\$40 million feature film".

Strong words, but he must have something because it didn't prove too difficult to get Hamill back in for another go. When asked about why he came back to do WC IV he said, "It was such a fulfilling experience the first time. The scenario is so different and we've built 38 sets - this is a huge movie,

much more than a game!"

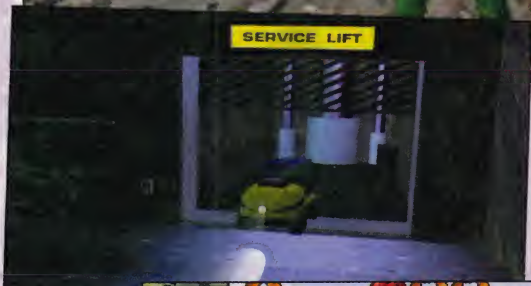
Sounds impressive doesn't it? The whole project has cost well in excess of £9 million, but Origin expects to make the money back.

WC IV is due for release in the States around Christmas time, so we can expect it on

these shores soon afterwards!

By Origin/EA
Available January '96





Lone Soldier

PlayStation

This is what we want – a new Rambo-style game with plenty of blood-letting. It's probably not what our moral guardians want for us, but I reckon it's about time we had a new army game on offer.

As you can probably guess from the title, you are a lone soldier, up against the odds and sent in to destroy complete armies of hundreds of soldiers! That's fair isn't it?

Using a camera set behind and above you soldier, you'll be able to see all the action and marvel at how fluid the animation is.

The character himself is a fully rendered 3D model with extremely lifelike actions such as grenade throwing, being thrown up in the air by explosions, and dying!

In the finished product there will be four different scenarios. These are the Jungle, which is a hostile South American

environment where not only will you have to face enemy soldiers, but added hazards such as tigers and mines.

Then there is the Canyon level, which as you might imagine is set in a canyon complete with hidden caves and so on.

Next up is the Middle Eastern City. It's time for a bit of Saddam-bashing as you wade around killing off the armies that threaten the Western World as we know it.

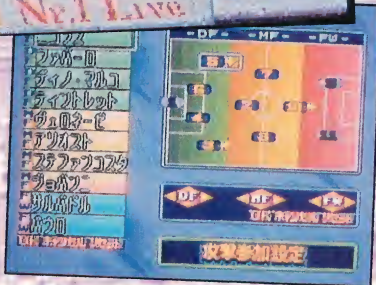
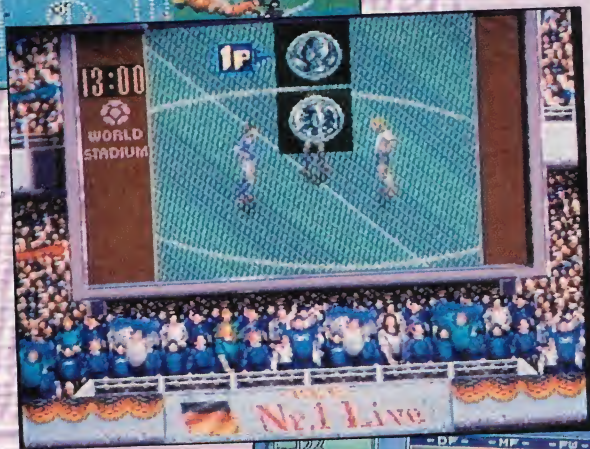
Finally, for a bit of a change, there will be an alien invasion for you to deal with. It never rains but it pours doesn't it?

Anyway, Lone Soldier is another PlayStation game due for release in November of this year. I don't know, if everything arrives in November that's supposed to arrive, we're going to need bigger games shops!

By Telstar
Available November

International Superstar Soccer Deluxe

Super NES



International Superstar Soccer is the biggest selling Super NES title of 1995 so far.

The game shot straight to the top of the charts in February and remained there until June, selling over 60,000 copies in the UK alone. And, apparently, it's still selling well.

International Superstar Soccer Deluxe includes all the bits that made the original game so good in the first place, but this time the developers have improved things even further, adding a whole host of new features.

The first new addition to the game is the introduction of the multi-tap. This boosts the game from two to four players, thus enhancing the game no end. After all, as everyone knows, there's nothing like playing against a human opponent rather than the computer, although in this new version the CPU intelligence has been improved.

There are a new range of skills and joy-pad combinations, including the ability to do through-passes, feints, dummy kicks and shoulder charges amongst others.

As well as the inclusion of 10 new teams, there are fully editable tournaments and mini-

leagues at your disposal. Players names can be altered, and individual players can be selected to take free-kicks and corners, thus allowing you to choose the best player for the job.

As the saying goes, "there's always room for some improvement", and this certainly applied to the original International Superstar Soccer cart.

Penalty kicks are now a lot more difficult – there's a chance you might boot the ball over the crossbar; yellow and red cards are carried over from match to match in tournaments; there are four brand new tactics, a new training mode, and even more animations than before.

Considering how well Konami did with International Superstar Soccer earlier this year, this deluxe version must be odds-on favourite to go the top of the charts when it gets

released this November. And don't be too surprised if it's still there some time after Christmas either.

By Konami
Available November



The Hive

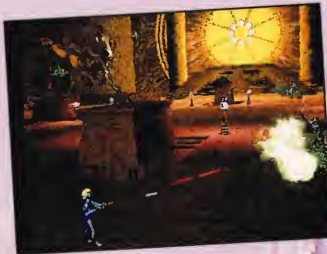
PC CD-Rom

The Hive is segmented sci-fi set up to provide serious 'sects education... insects, that is. A mutant strain of insects is on the loose. They've been genetically engineered to produce a "honey" that can be refined into a deadly biological weapon. It's already destroyed half the galaxy, and now a crime syndicate is selling the stuff to the highest bidder. Since the Ortho Man isn't around, that leaves only you-know-who to save the day.

There will be plenty of detective work but you won't

have to pack up your trigger fingers. You'll face radical dogfights set in outer space and run-n-gun through planet-side shootouts too. The Hive is coming to the PlayStation to bug you soon.

By Trimark Interactive
Available 1996



Hellraiser: Virtual Hell

PC CD-Rom

If you think connecting to the Internet is hell, wait until you try the GlobalNet. Yes, it's virtual reality gone insane when you connect to this brand new on-line service that unfortunately puts users in touch with Pinhead, chief Cenobite from you-know-where. The characters are based on the popular horror movies of the same name. You're trapped "Down There", and your objective is simple: Get the hell out! You'll meet a host of spooky lost souls as well as the creator of the Lament Box. If you don't know what the Lament Box is... prepare yourself for a genuine digital nightmare.

By Trimark Interactive
Available 1996

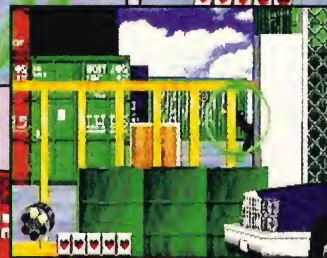


Virtua Cop

Saturn

Up to four players can shoot it out virtually in this popular arcade game that's bound to be a hit for the Saturn. As the Virtua Cop, you tag the bad guys in arcade-style shooting action. Look for an accurate translation of the coin-op game, including the graphics, gameplay and weapons arsenal. The 3D polygon visuals will zoom in and out during play. Rumour has it that Sega is working on a gun peripheral to go with the game.

By Sega
Available 1996



Yoshi's Island Super NES

Four long years have passed since Super Mario World, the last Mario platform adventure game, was released for the Super Nintendo. Well, Mario's back – but it's not the Mario you remember. Yoshi's Island is actually a prequel to the Mario games, and it sports an all-new look.

It all begins when the stork tries to deliver twin babies to the Mushroom Kingdom. When a baby thief named Kamek snatches one of the babies, a Yoshi – in fact a whole herd of Yoshis – rescues the other tyke. The game traces the adventures of the Yoshis as they try to return the baby (gee, wonder who he is?) to his parents... maybe they'll find the other twin in the process.

Plug in this cart and the first thing you'll notice is its very different graphics. Yoshi, baby Mario (oops, we gave it away), and the enemy sprites are all roughly the same size as in prior adventures, but there the



graphical similarities end. The backgrounds and game scenery in this newest tale bear a unique look that appears almost as if they've been torn from the pages of a colouring book or been freshly painted.

The most noticeable sound on the early cart we looked at was the wailing of baby Mario whenever he gets separated from Mario.

Yoshi has a number of new moves, including the ability to hover, climb, and fire four types of egg weapons.

Baby Mario rides on Yoshi's back, and if he's knocked off, he floats in a bubble. Yoshi also has a quick countdown to rescue him before the Koopas snatch him.

Beyond that, the multi-scrolling gameplay is standard Mario hop-n-bop. Yoshi cruises through the six worlds – each with multiple areas – jumping on enemies, navigating obstacles, and solving the various puzzles that stand in his path.



Nintendo made heavy-duty use of the Super FX2 chip to endow the game's hundreds of enemy characters with the ability to spin, magnify, and do all kinds of tricks.

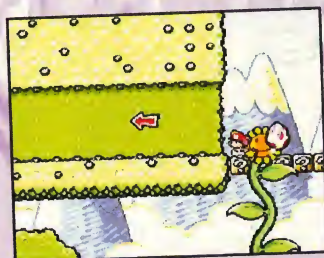
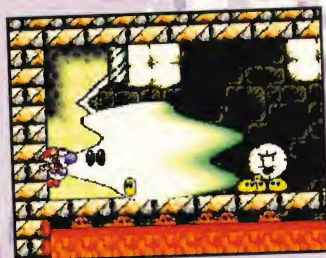
Yoshi's Island seems straightforward early on, but as the game progresses, the gameplay grows more complex and challenging. As well as completing the various areas, players can work for high scores by grabbing special items and power-ups.

With all that's going on in gaming these days, Yoshi's



Island isn't as different and new as a lot of other games. The one and only Mario, though, is bound to be a big hit this Christmas. Watch out for a full review very soon indeed.

By Nintendo
Available December



90 Minutes

Super NES



With last month's release of *Doom*, and the announcement of a new footy game entitled *90 Minutes* (doesn't allow much scope for *Extra Time* does it?), Ocean has pledged its support to the SNES.

With an initial choice from 14 of Europe's top international squads, you must pick your faves and train up your boys in order to make them a force in European football once again. To achieve this you'll have to perfect the Training Mode. This allows you to hone your team's talents before taking your place in the arena.

90 Minutes will come complete with a battery back-up facility that will save data for up to 32 players in a database, so you can call up individual players or whole teams at a time.

Once you actually get to the match sequence, Ocean hopes to provide a game more playable than anything that has gone before it. There have been countless football releases before, so we're going to reserve judgement until we see the finished product, but these screenshots give an early indication of what to expect.

The gameplay itself will contain all your standard footy features, including an array of

special moves such as diving headers, acrobatic overhead kicks and the like.

Tack on multiple camera angles and nice sprites, and Ocean looks like it's on to a

winner at the start of the new football season. Time will tell how good the finished product is, but the game isn't that far from completion, so we should

have a review for you to cast your eyes over within the next couple of months.

By Ocean
Available November



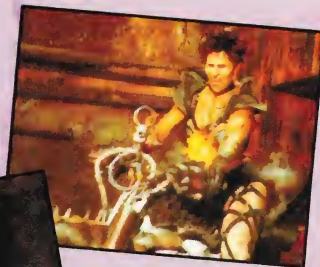
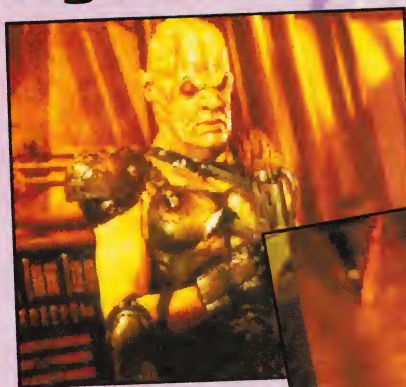
Maximum Surge

3DO

Digital Pictures scored the acting services of Yasmine Bleeth of *Baywatch* and Walter Koenig, who played Chekov in *Star Trek*, for this one-player interactive action/adventure extravaganza. *Surge* takes place in the 21st century. You've been hired as a mercenary to protect the Brokaw Territory and stop evil Drexil (played by Koenig) from taking over the world and populating it with androids.

Your team of mercenaries includes Jo (played by Bleeth), a computer hacker, and a resistance commander. Using an arsenal of weapons, you battle androids and Drexil's other minions across a desert and through a power station. The gameplay includes first-person shooting scenes and interactive scenarios.

By Digital Pictures
Available Winter '95



Daedalus Encounter

3DO

This interactive sci-fi adventure is a perfect port for the 3DO. Originally a hit PC title, the game's centerpiece is two hours of live-action video starring Tia Carrere and Christian Boucher.

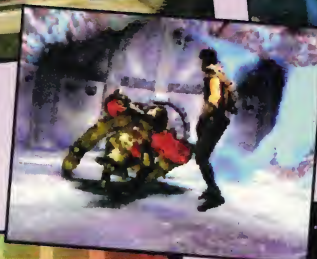
In this one-player game, your small scavenger ship is caught in the wreckage of another vessel, and the tangled mass is about to crash into an alien sun in the middle of an embattled galaxy. You're the only one who can save the craft and her crew from a gaseous grave.

You play the game as Casey, a biomechanical probe. Working with the crew, you solve progressively more difficult puzzles, survive action sequences, and explore the ship as you look for a solution to the problem.

Daedalus Encounter flies at three levels of difficulty.

Movie-quality production, including an original score, really ups the ante. Advanced computer graphics flesh out the action and interface well with the live-action sequences. With its cast of stars, *Daedalus Encounter* is a high profile 3DO project.

By Panasonic Software
Available September



Waterworld

Saturn

32X

Mega Drive

Super NES

Jaguar

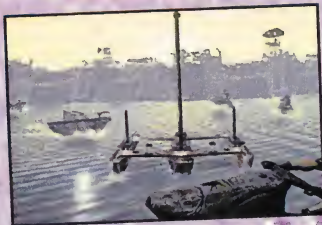
Virtual Boy

Game Boy

Ocean's slogging away, crafting versions of *Waterworld*, which is based on Kevin Costner's much-talked-about movie, for all the above systems.

Details on gameplay are sketchy, but this action/adventure is set to closely track the events in the movie — which means boating action, shooting action, and water!

By Ocean
Available 1996



World Series Baseball

32X

Things are looking up a bit for the 32X, as a series of high-profile games come out for the system. *World Series Baseball* is one of the best games to date for the Mega Drive. Enhanced features for this 24-meg game

include customised leagues and 28 real stadiums.

By Sega
Available 1996



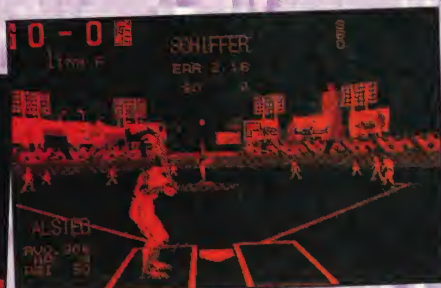
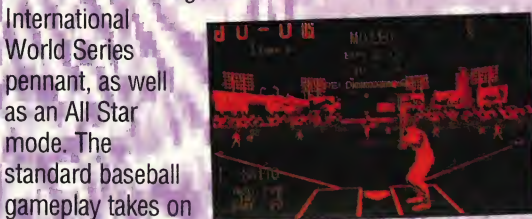
Virtual League Baseball

Virtual Boy

This first baseball game for the Virtual Boy includes 18 national teams in three continental leagues and a race for the Virtual League

a different perspective with the Virtual Boy's unique graphics.

By Kemco America
Available 1996



The Mask

Super NES

No jeers please. The Mask is finally coming to the SNES. The game is a lot like the movie: You play Stanley Ipkiss, complete with mask, and ramble through seven levels of action/adventure play for one.

The game's highlight is probably the special moves that mimic the movie — Stanley's sneak walk, his use

of various props like his "wahooohhgahh" horn, and his Cuban Pete dance.

By T•HQ
Available 1996



Super Return of the Jedi

Game Boy

Game Gear

T•HQ's done a good job of picking up top titles from other developers and translating them for the hand-held systems. Its latest efforts are versions of *Super Return of the Jedi* for the Game Gear and Game Boy. This action/adventure classic, the third in the Star Wars trilogy from LucasArts, is a good addition to the hand-held library.

By T•HQ
Available 1996



X-Men: Children of the Atom

Saturn

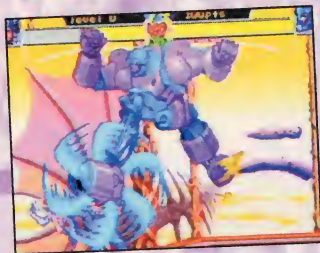
PlayStation

With X-Men: Children of the Atom, Capcom covers head-to-head fighting from all angles for the Saturn and PlayStation. Ten comic-book stars rumble in Children of the Atom, including four X-Men and as many of their foes. Look for your favourites among this fierce cast: Wolverine, Cyclops, Psylocke, Storm, Ice Man, Colossus, Omega Red, Spiral, Silver Samurai, and Sentinel.

Animation based on the comic and animated television series ties this arcade port to its roots, as do the digitised voiceovers by actors from the

TV cartoon. The two-player action includes such standard fighting-game features as special moves. Options like autoblocking even up the fighting field for players of different levels.

By Capcom
Available Winter '95



Fox Hunt

Saturn

PlayStation

Fox Hunt represents a major change of pace for Capcom. This interactive game's storyline spoofs the spy-thriller genre. Timothy Bottoms and George Lazenby star.

As the game's hero, you must make real-time decisions, choosing between multiple gameplay paths as you gather information and clues to further the plot. Revving the action are

more than 20 fighting or action sequences where you battle villains. The gameplay includes chase scenes and skydiving, shooting, and skiing scenarios. And, yes, the screens you see here are from the game: Fox Hunt incorporates more than three hours of movie footage shot with 16-mm film.

By Capcom
Early '96



Donkey Kong Country 2: Diddy's Kong Quest

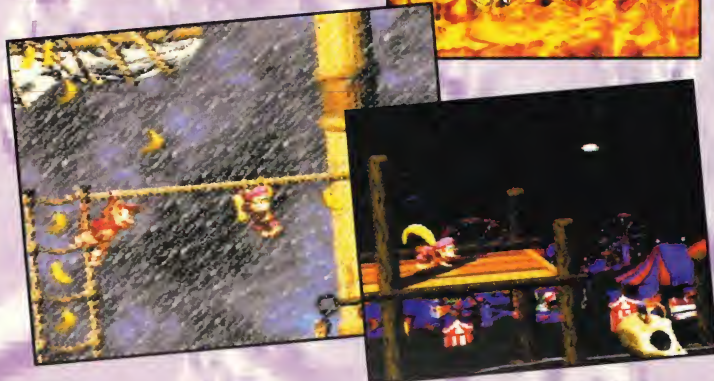
Super NES

The Kongster is back in a one- or two-player sequel that hops with more of the same style gameplay. Joined by Dixie Kong, a girl ape with a blonde ponytail, Diddy must search for the kidnapped Donkey Kong through 100 tough levels of gameplay.

Diddy and Dixie each have their own repertoire of moves, making the two-player mode more fun than it was in the original effort.

The 3D-ACM graphics that took the game world by storm last year are back, but this time with enhancements. Once again they're courtesy of good old Rare.

By Nintendo
Available November



Total Eclipse Turbo

PlayStation

The new systems are taking space shooters to the next level, making them faster and more realistic. With warp-speed snap rolls and 3D texture-mapped terrains, tunnels and objects, Total Eclipse Turbo is no exception.

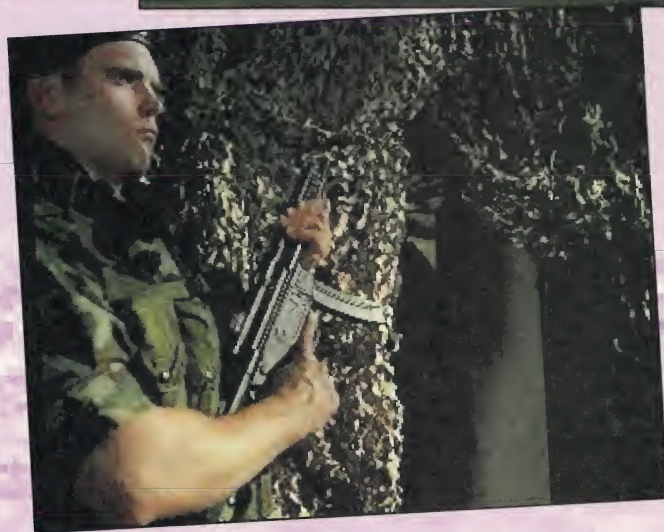
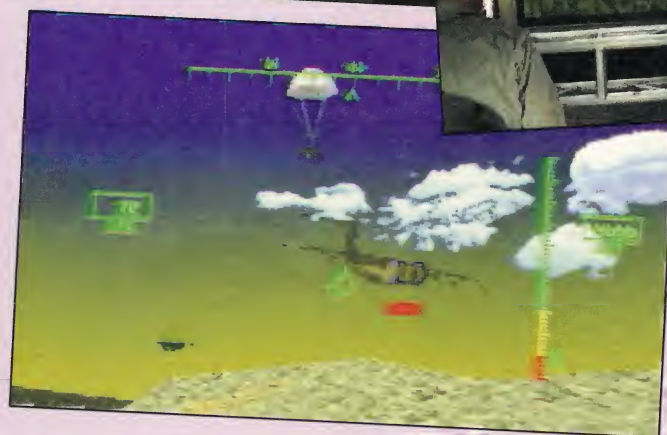
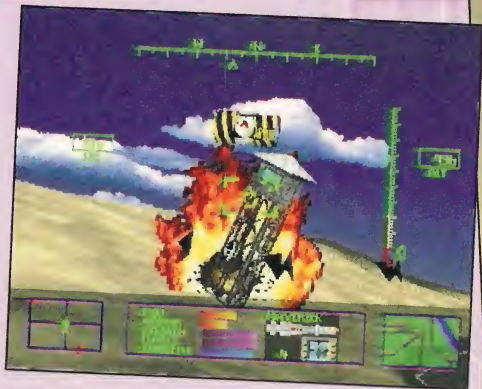
In the game, 20 rounds of thumb-crunching shooting action blasts past at blistering speeds. You'll need strategy and tactics as you take on each mission with a variety of weapons. A CD-quality soundtrack amps the action.

By Crystal Dynamics
Available December



Agile Warrior

PlayStation



Everyone wants to put planes on the PlayStation at the moment, and Virgin is at it now with Agile Warrior. This is another one of those games, and it is looking very nice indeed, even at this early stage of development.

The game is set in a 3D environment that looks at first sight to be a bit like the old classic, Afterburner (if you remember that one then you score 10 points). If you aren't fond of this type of perspective (something which I never was)

there will be a choice of views to switch between, such as a view from the inside of the cockpit, or a bomb view.

In this respect Agile Warrior seems more like a conventional PC flight sim, but with all the bland stuff removed to protect the innocent and let the players enjoy themselves.

There is absolutely no technical jargon to digest. Simply stick the CD in and engage those bogies!

If you are interested you will be flying an F-111X through

the skies, and apparently Virgin has employed some of the top defence officials in the USA to provide some input. What exactly they're responsible for isn't certain, but if it was something along the lines of "Let's just blow things up", it's been heeded to the letter!

A November release date has been set, although Agile Warrior is quite a long way from completion. Realistically it could slip back a couple of weeks, but expect it before Santa arrives this year.

By Virgin
Available December

Robotech

Ultra 64

It's 1999. Civil war has ravaged the planet, and Earth as we know it is no more. A derelict space ship crashes in the South Pacific, and people from every country band together to restore it. When the alien race comes to retrieve its missing property, you man the restored alien spacecraft – prepared for a deadly battle. Then the spacecraft accidentally warps across the solar system. You're in command, so you

pilot the craft back to Earth. It's too early yet for more details on this Ultra 64 game, but content yourself for now by looking at the graphics.

By GameTek
Available 1996



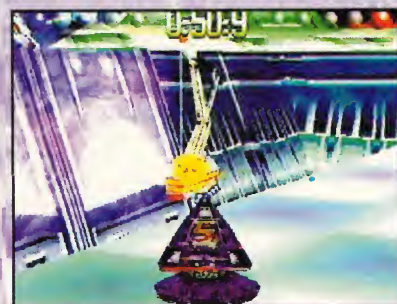
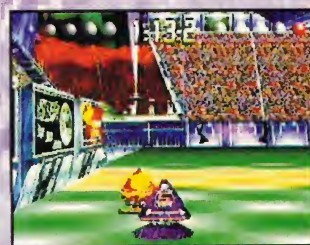
Ballblazer X

PlayStation

Futuristic sports competition takes on a new meaning in Ballblazer X, a multi-player game with incredible speed. In the year 3097, the International Ballblazer Championship takes place on an artificial asteroid, and competitors from around the galaxy compete for the title of Masterblazer.

From a first-person perspective, each competitor pilots rotofoils, incredibly fast futuristic craft that function like hovercrafts. The goal of each tournament varies, but superior skills and steel nerves are required to win.

By LucasArts
Available First Quarter '96



Zoop

Saturn

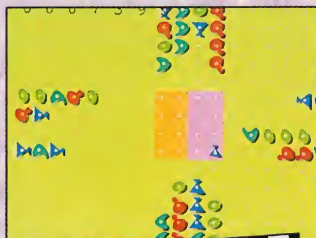
PlayStation

PC CD-Rom

Get ready for the most addictive, absorbing puzzle game available in a long time. Zoop's tough to describe, but basically you must keep 16 columns of coloured shapes, all cascading Tetris-style from the four compass points, from reaching the centre of the screen – and you.

You control a single "shape" that can pivot and move in all directions at the screen's centre, and you fire shots to destroy shapes that match yours. If you hit a different shape, you change into that form – and therein lies the strategy. There are 10 levels of increasing difficulty, each with more complex background patterns to fool your eyes.

By Viacom
Available October



Parasite

PlayStation

Parasite is a film noir thriller with a twist. You're just an ordinary guy until you become possessed by an alien law enforcer. While you help him solve his case, he slowly mutates the host body, which is you, until even you won't recognise yourself. This dark graphic adventure for one features fully rendered 3D graphics and some interesting and unusual special effects.

By Sony Interactive
Available November





When Midway first obtained the NBA licence and proposed a game called NBA Jam, there was some concern that a basketball game wouldn't be hugely successful in the arcades. NBA Jam quickly blew away the sceptics, earning the game a prominent place in arcade history. And now history is set to repeat itself as Midway corners the WWF licence and turns out a wrestling masterpiece.

At a glance, you can clearly see that WWF Wrestlemania is one of the best-looking digitised games around. The amount of detail and colour used in the game sets a new standard. WWF features eight of the biggest, baddest boys to kiss the canvas: Doink, Razor Ramon, Bam Bam Bigelow, Shawn Michaels, Yokozuna, The Undertaker, Lex Luger, and Bret "The Hit Man" Hart.

Each character has their own personal moves along with grabs, power grabs, power moves, reversals, and quick outs. In all, each brawler has more than 10 moves.

The wrestlers are free to roam inside and outside the ring, and you can even climb the ropes for an attack on an unsuspecting victim.

WWF has four play modes, including two one-player modes and a two-on-two mode where you and a friend can jump in the ring and simultaneously pounce on the

computer opponents. The controls in WWF are similar to those in MK: two punch buttons, two kick buttons, and a block button in the middle. In addition to the game's regular moves, players can execute high-hitting combos. Each character also has a Combo meter that can max out and enable the wrestler to perform an ultra combo. Some combos can exceed 25 hits.

WWF Wrestlemania has all the makings of a really great

game. Its winning combination of incredible digitised graphics and a vast number of complex moves are enough to make you want to rip off your shirt and suplex someone. Or something.

**By Midway
Available Now**

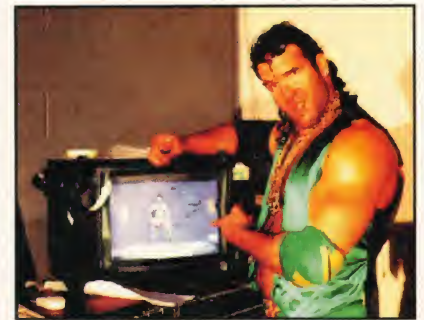


In the Making

Here's a behind-the-scenes look at how WWF Wrestlemania was made!



Each wrestler was taped in front of a special backdrop. Later, all the moves were digitised and included in the game



After taping, wrestlers watched the playback monitor to see how the moves turned out - here's Razor Ramon



During taping, a few contract and labour disputes arose, with Razor Ramon not surprisingly coming out on top



Bam Bam Bigelow takes time out of a busy day for a snapshot with Midway's WWF development team. Isn't that nice?



Page 106
Killer kombat codes and moves for Nintendo's latest SNES conversion hit you in the face overleaf



Page 110
WeaponLord from Ocean gets the full guide treatment this month. Hack and slash your way to victory boy!



Page 121
Savage Reign on the Neo-Geo has numerous secrets and hidden specialities. Have we got them all? Er...

Video Game Strategies, Weapons and Tactics

S.W.A.

Our Fighter's Edge Player's Guides are proving popular with you lot as far as the reader surveys indicate, so prepare yourself for another onslaught of tips, prods and the occasional poke as we take Weaponlord to the cleaners, Tekken to pieces and have a good old nosey at some big blue Dragoon. Bigger than the rest, guaranteed to be the best – S.W.A.T.Pro. You better believe it!



Page 122

Comic book super heroes and evil nasty super villians flood the page and leave hot tips all over the place. Help pick them up on page 121



Page 124

Sega's Saturn offers one of the best and original shooters around, and the Pros have ripped it to bits and tipped it to glory!




Page 128

Tekken the PS? Not us. Namco's buttkicking beat'em-up is completely tipped. Tons of secret characters ahoj!

TOP PRO

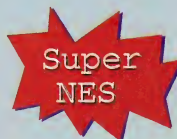


3D rendered robobabes and huge scary virtual reptiles storm your SNES and kill your friends! Well, maybe not, but Nintendo's top slapper, Killer Instinct, gets fully tipped in this very issue. Where? Turn the page matey! 

Nintendo's SNES slaptacular gets the full fighters edge treatment this month... thanks to the Pros



KILLER INSTINCT



T. J. Combo

Swinging Backhand

Charge ← two seconds, tap →, QP

Spinning Backhand

Charge → two seconds, tap ←, QP

Double Roll Punch

Charge ← two seconds, tap →, MP

Charging Punch

Charge ← two seconds, tap →, FP

Straight Knee

Charge ← two seconds, tap →, QK or FK

Flying Knee

Charge ← two seconds, tap →, QP

Punching Bag

When in close, rapidly tap QP

Winding Uppercut

Hold FP three seconds, release FP

Standing Uppercut

Hold ↓, tap FP

Air Juggle

Charge ← two seconds, tap →, FP

Combo Breaker

Charge ← two seconds, tap →, MK

Ultra Combo

As part of a combo, charge → two seconds, tap ←, FP

Counter Projectiles

Charge ← two seconds, tap →, MP

Knockdown Move

After being knocked down, charge ← two seconds, tap →, K

Humiliation

Tap ↓, ↓, ↓, QP

No Mercy – Number One

When close, motion ← ↘ ↓ ↘ → FK

No Mercy – Number Two

From one character's distance away, tap ←, ←, →, →, MP

Jago

Fireball

Motion ↓ ↘ → P

Uppercut

Motion → ↓ ↘ P

Sword Swipe

Motion ↘ ↓ ↘ FP

Flying Kick

Motion ↘ ↓ ↘ K

Combo Breaker

Motion → ↓ ↘ QP

Counter Projectiles

Motion ↓ ↘ ↓ ↘ K

Knockdown Move

After being knocked down, motion → ↓ ↘ P

Release Moves

Hold QP, tap ↓, ↘, →, release QP

Hold FP, tap ↓, ↘, →, release FP

Ultra Combo

As part of a combo, motion ↓ ↘ ← QK

Humiliation

Motion → ↘ ↓ ↘ ← MK

No Mercy – Number One

When close, tap ←, →, →, QK

No Mercy – Number Two

From three characters' distance away, tap ←, ←, →, →, MP

Controller Key

- ↑ = Up
- ↗ = Up-Toward
- = Toward
- ↘ = Down-Toward
- ↓ = Down
- ↙ = Down-Away
- ← = Away
- ↖ = Up-Away
- FK = Fierce Kick
- FP = Fierce Punch
- MK = Medium Kick
- MP = Medium Punch
- QK = Quick Kick
- QP = Quick Punch
- K = Press any Kick button
- P = Press any Punch button



Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the indicated buttons or directions 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.



Gladius

Blade Arm

Motion ↘ ↓ ↙ QP

Arm Extension

Tap QP rapidly

Bouncing Fireball

Motion ↓ ↘ → P

Shoulder Charge

Charge ← two seconds, tap →, P

Teleport Behind

Motion ↓ ↘ → QK

Teleport Uppercut

Motion ↓ ↘ → MK. Use FK to knock down your opponent

Air Juggle

Motion ↓ ↘ → FK

Counter Projectiles

Motion ↓ ↘ → MK or FK

Knockdown Move

After being knocked down, motion ← ↙ ↓ ↘ → K

Combo Breaker

Charge ← two seconds, tap →, QP

Ultra Combo

As part of a combo, charge ← two seconds, tap →, FP

Release Move

After a combo breaker, hold QP, motion ↓ ↘ →, release QP

Humiliation

Tap →, →, ←, QK

No Mercy – Number One

From one character's distance, tap ←, ←, ←, FK

No Mercy – Number Two

From one character's distance away, motion → ↘ ↓ ↙ ← MK

No Mercy – Number Three

From one character's distance away, motion ← ↙ ↓ ↘ → MP

Spinal

Shield Charge

Charge ←, hold QP

Fireball

Motion ↓ ↘ → P

Red Fireball

Hold QP, motion ← ↙ ↓ ↘ →, release QP

Sword Attack

Charge ← two seconds, tap →, MP

Shield Charge

Tap →, →, P

Teleport

To teleport in front of an opponent, tap ↓, ↓, ↓, P

To teleport behind an opponent, tap ↓, ↓, ↓, K

Slide

Hold ↙, tap FK

Morph

As part of a combo, tap ↓, ↓, ↓, P or K

Air Juggle

Motion ↓ ↘ → P

Combo Breaker

Tap →, →, MP

Knockdown Move

After being knocked down, tap ↓, ↓, any button

Ultra Combo

As part of a combo, motion ← ↙ ↓ ↘ → FP

Counter Projectiles

Tap ↓, ↓, ↓, K

Release Move

Hold QP, jump in the air, tap ↓, ↓, ↓, release QP

Teleport

To teleport in front of an opponent, hold QK

To teleport behind an opponent, jump in the air, tap ↓, ↓, ↓, release QK

Humiliation

Motion ← ↙ ↓ ↘ → FK

No Mercy – Number One

From one character's distance away, tap ←, ←, ←, MK

No Mercy – Number Two

From one character's distance away, tap ←, ←, →, QK

Orchid

Fireball

Motion ↓ ↘ → P

Tiger Morph

Charge ← two seconds, tap →, P

Charge

Motion ↓ ↘ ↙ QP or MP

Spinning Swords

Motion ↓ ↘ ↙ FP

Back Flip Kick

Hold ←, tap FK



Spinning Kick

Charge ← two seconds, tap →, K

Air Juggle

Motion ↓ ↘ → QP

Combo Breaker

Charge ← two seconds, tap →, FK

Knockdown Move

After being knocked down, charge ← two seconds, tap →, K

Ultra Combo

As part of a combo, charge ← two seconds, tap →, MP

Counter Projectiles

Charge ← two seconds, tap →, P

Humiliation

Motion → ↘ ↓ ↓ ← FP

No Mercy – Number One

When close, tap ↓, →, ←, QK. After your opponent transforms into a frog, tap FK to step on 'em

No Mercy – Number Two

From one character's distance away, tap ←, ←, →, →, QP

Riptor

Fireball

Motion ↓ ↓ ← P

Air Fireball

While jumping, motion ↓ ↓ ← P

Head Butt

Charge ← two seconds, tap →, P

Low Flame

Motion ↘ ↓ ↓ FP

Flying Feet Attack

Charge ← two seconds, tap →, K

Flip Attack

Motion ↘ ↓ ↓ K

Air Juggle

Motion ↓ ↓ ← QP

Combo Breaker

Charge ← two seconds, tap →, FK

Knockdown Move

After being knocked down, charge ← two seconds, tap →, K

Ultra Combo

As part of a combo, charge ← two seconds, tap →, QK

Counter Projectiles

Charge ← two seconds, tap →, FK

Release Move

Hold MP, motion → ↘ ↓ ↓ ←, release MP

Humiliation

Tap ↓, ↓, →, →, P

No Mercy – Number One

From two characters' distance away, tap ←, ←, ←, MK

No Mercy – Number Two

From two characters' distance away, motion ← ↓ ↓ ↘ → MP

No Mercy – Number Three

From two characters' distance, away, tap →, →, ←, FK

Cinder

Mini Flame Torch

Tap ←, ←, QP

Charge

Tap →, →, P

Air Charge

While jumping, tap →, →, P

Outline

Motion → ↘ ↓ ↓ ← MP

Invisible

Motion → ↘ ↓ ↓ ← FP

Flame Torch

Tap →, →, K

Uppercut with Kick

Motion → ↓ ↘ K

Air Juggle

Tap →, →, FP

Combo Breaker

Motion → ↘ ↘ MK

Knockdown Move

After being knocked down, motion → ↓ ↘ K

Ultra Combo

As part of a combo, tap →, →, FP

Air Combos

While jumping, tap FK, charge → one second, tap ←, MP or tap MK, charge → one second, tap ←, QP

Counter Projectiles

Motion → ↘ ↓ ↓ ← MP

Humiliation

Tap ←, ←, ←, ←, FK

No Mercy – Number One

From two characters' distance away, tap ←, ←, ←, MP

No Mercy – Number Two

From two characters' distance away, motion ← ↓ ↓ ↘ → QK

Sabrewulf

Fire Bat

Motion ↓ ↓ ← P

Spinning Claws

Charge ← two seconds, tap →, P



Claw Roll

Charge ← two seconds, tap →, QK

Charge Uppercut

Charge ← two seconds, tap →, MK

Jump Attack

Charge ← two seconds, tap →, FK

Howl

Motion ↘ ↓ ↓ FK *Note: This increases the length of your moves and makes them stronger*

Combo Breaker

Charge ← two seconds, tap →, MK

Knockdown Move

After being knocked down, charge ← two seconds, tap →, K

Ultra Combo

As part of a combo, charge → two seconds, tap ←, QK

Air Combos

While jumping, tap FK, charge → one second, tap ←, MK or tap MK, charge → one second, tap ←, QK

Counter Projectiles

Charge ← two seconds, tap →, QK

Humiliation

Tap →, →, QP

No Mercy – Number One

From one character's distance

away, tap ←, ←, ←, MK

No Mercy – Number Two

From one character's distance away, tap ←, ←, →, MP

Chief Thunder

Spinning Axe

Charge ← two seconds, tap →, P

Uppercut

Motion → ↘ ↓ ↓ ← P

Tomahawk

While jumping or after an uppercut, motion ↓ ↓ ← FP

Fireball

Motion ↓ ↘ → K (tap ↑ or ↓ to direct the Fireballs)

Knee Charge

Charge ← two seconds, tap →, FK

Air Juggle

Motion ↓ ↘ → QK

Combo Breaker

Motion → ↘ ↓ ↓ ← QP

Knockdown Move

After being knocked down, motion → ↘ ↓ ↓ ← P

Ultra Combo

As part of a combo, charge ← two

seconds, tap →, QP

Counter Projectiles

Charge ← two seconds, tap →, P

Humiliation

Motion ↓ ↓ ↓ → QK

No Mercy – Number One

From two characters' distance away, motion ← ↓ ↓ ↘ → FP

No Mercy – Number Two

Motion → ↘ ↓ ↓ ← FK in close

Fulgore

Fireball

To throw one fireball, motion ↓ ↘ → P

To throw two fireballs, tap ←, ←, ↓, ↘, →, QP

To throw three fireballs, tap →, ←, ←, ↓, ↘, →, QP

Uppercut

Motion → ↓ ↘ P

Teleport

To teleport in front of an opponent, motion ← ↓ ↓ P

To teleport behind an opponent, motion ← ↓ ↓ K

Reflector

Motion → ↘ ↓ ↓ ← P

Claw Charge

Charge ← two seconds, tap →, K

Laser Shot

Motion ↘ ↓ ↓ K

Air Juggle

Motion ↓ ↘ → QP

Combo Breaker

Motion → ↓ ↘ MP

Knockdown Move

After being knocked down, motion → ↓ ↓ ↘ P

Ultra Combo

As part of a combo, motion → ↓ ↘ QP

Counter Projectiles

Motion → ↘ ↓ ↓ ← P

Humiliation

Motion ← ↓ ↓ ↘ → MK

No Mercy – Number One

From two characters' distance away, motion ← ↓ ↓ ↘ → FK

No Mercy – Number Two

From two characters' distance away, motion → ↘ ↓ ↓ ← FP

Patronising Note: Do not attempt any of these moves on your friends

Become the Ultimate Fighting Lord at WeaponLord

Get the real cutting edge on beginner and expert combos! Learn how to Thrust Block, Power Deflect, Guard Drop, and perform Death moves for every fighter.

By Bruised Lee

Think you know everything about fighting games? Think again! WeaponLord redefines every fighting game you've ever played. And then some!

What sets WeaponLord apart is its new style of gameplay and strategy. The game's innovative Thrust Blocking system can be used offensively to counterattack and start combos.

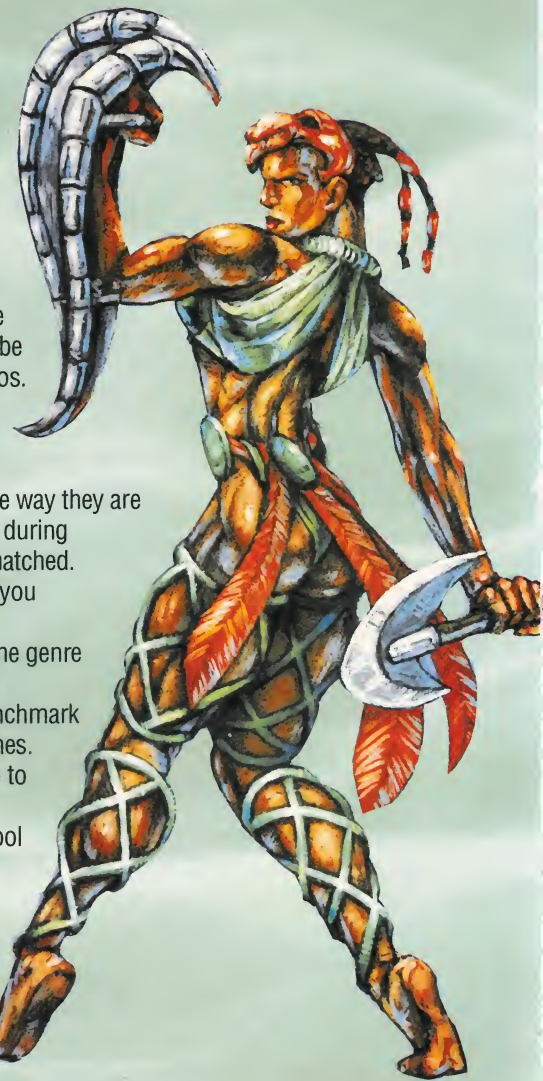
Another revolutionary feature, Guard Dropping, allows you to break open an enemy's block and start an attack.

Even the weapons are realistic. From the way they are used in combos to the way they recoil during collisions, the amount of depth is unmatched.

Throw in the numerous ways you can attack, and you certainly have a fierce fight on your hands.

WeaponLord busts the fighting-game genre wide open. Its revolutionary techniques make it the benchmark for all future fighting games.

Hello and welcome to WeaponLord Fighting School 101.



Each character's special moves, finishing moves, and combos are identical for SNES and Mega Drive. Refer to the controller key for the respective version

Mega Drive Controller Key



F1 (Foreslash 1) = Button A B1 (Backslash 1) = Button X
 F2 (Forethrust 2) = Button B B2 (Backthrust 2) = Button Y
 F3 (Forestrike 3) = Button C B3 (Backstrike 3) = Button Z

Super NES Controller Key



F1 (Foreslash 1) = Button Y B1 (Backslash 1) = Button L
 F2 (Forethrust 2) = Button B B2 (Backthrust 2) = Button X
 F3 (Forestrike 3) = Button A B3 (Backstrike 3) = Button R

↑ = Up

↓ = Down

Motion = Move the joystick in one smooth, continuous motion.

↗ = Up-Toward

↘ = Down-Away

Tap = Tap the directions and buttons indicated in sequence.

→ = Toward

← = Away

Charge = Hold the direction or button indicated for the time indicated.

↙ = Down-Toward

↖ = Up-Away

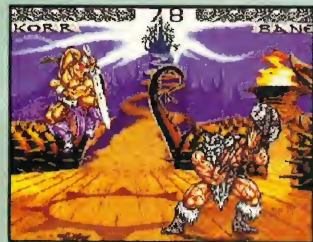
() = Execute commands in parentheses simultaneously.

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.

Thrust Blocking

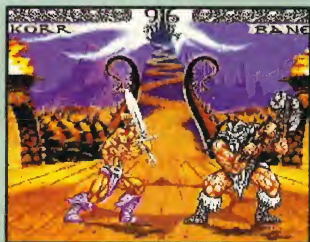
The standard method of blocking by holding Away on the controller has two problems that WeaponLord's new Thrust Blocking system corrects. First, your fighter's always on the defensive. Second, your opponent can break through your block using various moves. Thrust Blocking, however, is an offensive block that allows your fighter to not only block incoming moves, but counterattack the enemy and start combos.

Air Thrust Block



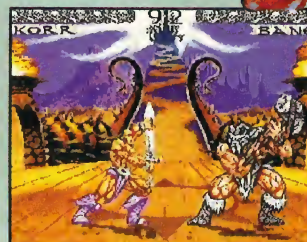
While in the air, hold F1 or B1, tap ↓

High Thrust Block



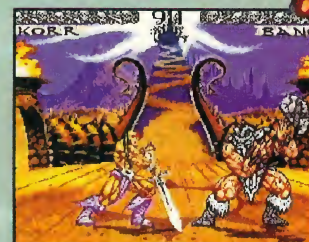
Hold F1 or B1, tap ↑

Mid Thrust Block



Hold F1 or B1, tap →

Low Thrust Block



Hold F1 or B1, tap ↓

Power Deflect Moves

Power Deflecting is another offensive blocking method. When the enemy comes in with an attack, start your Power Deflect move to counter. This is a highly skilled way of deflecting moves, but your timing must be perfect for it to work. This strategy is recommended only for advanced players. Each character's Power Deflect is listed in their section.



Guard Dropping

Getting sick of an opponent blocking all day and playing the waiting game? Guard Dropping is an excellent way to break open a standard block and start a move or combo. However, Guard Dropping doesn't work against Thrust Blocks. Each character's Guard Drop is listed in their section.



Weapon-To-Weapon Blocking

This method of blocking is for experts only. The key is correctly timing your weapon move to counter your opponent's incoming move. If executed correctly, the two weapons will collide, and both fighters will recoil. Depending on the types of moves that are used (and the strength behind them), one fighter will recoil faster and gain an extra second.

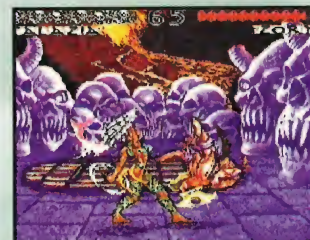


Starting Two-In-One Combos

Combos are a big part of WeaponLord. Most combos require you to use two-in-one combos. To perform a two-in-one, start one move, then immediately begin the second move. All special moves can be linked into combos. Below is an example of how to do a quick two-in-one combo.



Tap B2, then two-in-one (begin the second move immediately)



Hold F2, motion ← ↵ ↓ ↵

Death Moves

All Death moves must be performed in a combo while your opponent has very little life in the deciding round. You can even perform multiple Death moves on your victim!

Zarak's Death Moves

Decap: Use the High Power Slice
Fleshless Decap: Use the Warp Spider
Pulp: Use the Inferno on the downed opponent
Degut: Use the Low Power Slice
Frenzy Death: Use the Chaos
Exploding Head: Use the Guillotine Strike
Brain: Use the Inferno on the falling head
Ground Decap: Use the Guillotine Strike on the downed opponent

Bane's Death Moves

Decap: Use the Cursed Kick
Pulp: Use the Cursed Slam
Degut: Use the Fang Gutter
Frenzy Death: Use the Berserker
Exploding Head: Use the Berserker
Brain: Use the Skull Crusher

Divada's Death Moves

Decap: Use the Power Flip
Pulp: Use the Ground Blast
Degut: Use the Psycho Blades
Frenzy Death: Use the Psycho Blades
Exploding Head: Use the Soul Drill
Brain: Use the Power Flip on the falling head
Ground Decap: Use the Power Flip on the downed opponent

Talazia's Death Moves

Decap: Use the Talon Blade
Fleshless Decap: Use the Low Air Tear
Pulp: Use the High Air Tear on the downed opponent
Degut: Use the Falcon Strike
Exploding Head: Use the Air Frenzy
Frenzy Death: Use the Air Frenzy
Brain: Use the Phoenix Strike on the falling head

Zorn's Death Moves

Decap: Use the Demon Axe
Pulp: Use the Hell Grinder on the downed opponent
Degut: Use the Hell Fire
Frenzy Death: Use the Hell Grinder
Brain: Use the Hell Fire on the falling head
Ground Decap: Use the Corpse Striker on the downed opponent (hit the neck)

Korr's Death Moves

Degut: Use the Doubleover
Decap: Use the Tarok Strike
Brain: Use the Tarok Strike again on the falling head
Pulp: Use the Heart Strike after taking the opponent down with the Elbow Smash
Exploding Head: Use the 360 Strike
Frenzy Death: Use the Firestorm

Jen-Tai's Death Moves

Decap: Use the Back Blade Smash
Pulp: Use the Leg Breaker after knocking the opponent down with the Leg Breaker
Ground Decap: Use the Down Strike on the downed opponent (you must hit their neck)
Degut: Use the Shield Spike
Brain: Use the Backhand Blast again on the falling head
Exploding Head: Use the Backhand Blast on a standing opponent
Frenzy Death: Use the Death Blade



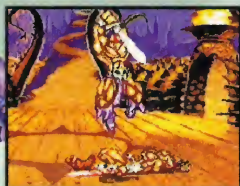
Korr

Vital Statistics

Height: 6'3"
Weight: 288 lbs
Age: 25
Weapon: Broadsword

Special Moves

Heart Strike



Hold B2 or B3, tap ↑, ↑, ↓

Double Flame Strike



Hold B2 or B3, motion ↓ ↘ → ↘

Power Deflect



Hold F2 or F3, motion → ↘ ↓ ↘

Knee Tarok



Motion → ↘ ↓ ↘ → F3

Elbow Smash



Tap →, (→ F2) or (→ F3)

360 Flame Strike



Hold B2 or B3, motion → ↑ ↻

Guard Drop: Power Kick



Tap ←, (→ B2) or tap ←, (→ B3)

Fire Storm



Hold F2 or F3, motion ↑ ↗ ↓

Tarok Strike

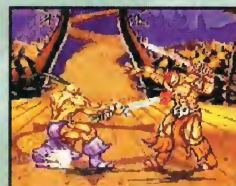


Hold F2 or F3, motion ↙ ↓ ↘ →

Power Push

Motion → ↘ ↓ ↘ ↙ B2 or B3

Gut Smash



Motion ← ↙ ↓ ↘ → F2 or F3

Barbaric Combos

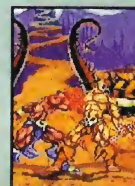
Jumping-In Combo: Seven Hits



Jump in deep, tap F3



Hold ↓, tap F1



Tap B2, two-in-one

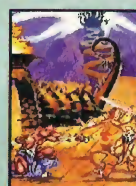


Hold F3, motion ↑ ↗ ↓

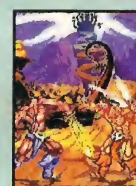
Thrust Block Combo: Five Hits



Hold F1, tap →



Hold ↓, tap B2, two-in-one



Hold F2, motion ↑ ↗ ↓

Note: You must Thrust Block an incoming attack to do this combo

Double Jumping-In Combo: Seven Hits



Jump in deep, hold ↓, tap F2



Tap F3



Tap B2, two-in-one



Tap →, (→ F2)



Jump in deep, hold ↓, tap F3



Hold ↓, tap F3, two-in-one



Hold B2, tap ↑, ↑, ↓

Power Deflect Fatality Combo: Four Hits



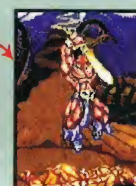
Hold F2, motion → ↘ ↓ ↘



Tap B2, two-in-one



Motion → ↘ ↓ ↘ → F3



Walk in two steps, hold B3, tap ↑, ↑, ↓

Note: Start this combo by Power Deflecting an incoming attack



Special Moves

Ground Blast



Hold B2 or B3, motion ↖ ← ↓

Power Flip



Hold B2 or B3, motion ↑ ↗ → ↓

Orb of Souls Break Out



Motion → ↘ ↓ B3

Note: You can do this move only after performing the Orb of Souls move

Guard Drop: Heel Kick



Tap →, (→ F2 or F3)

Power Deflect: Hell Deflect



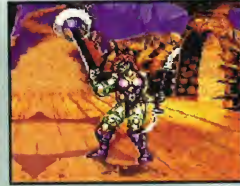
Hold F2 or F3, motion ← ↙ ↓ ↘ →

Soul Drill



Motion ← ↖ → B2 or B3

Orb of Souls



Hold B2 or B3, tap ↑, ↗, ↘

Psycho Blades



Hold F2 or F3, motion ↑ ↗ ←

Death Whirl



Motion → ↙ ↓ F2 or F3

Soul Displacer



Hold F2 or F3, tap ↓, ↘, ↙

Divada

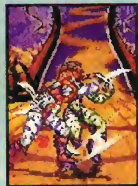
Vital Statistics

Height: 6'0"
Weight: 210 lbs
Age: 25
Weapon: Twin-Bladed Staff

Teleport Combo: Five Hits



Hold F2, tap ↓, ↙



Tap F3, two-in-one



Hold B2, motion ↖ ← ↓



Hold ↓, tap F3



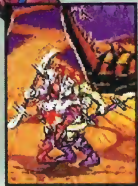
Hold B2, motion ↖ ← ↓

Note: This combo starts with your fighter facing left

Frenzy Combo: Seven Hits



Jump in deep, tap F3



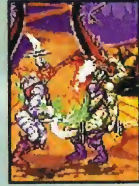
Tap →, (→ F2)



Tap F2



Tap B1, two-in-one



Hold F3, motion ↑ ↗ ←



Tap (↗ B3)

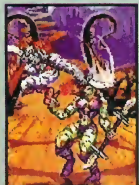


Tap B3, two-in-one



Motion → ↙ ↓ F3

Fatality Combo: Five Hits



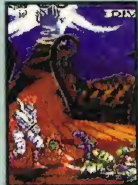
Tap (↗ B3)



Tap B2, two-in-one



Hold B2, motion ↑ ↗ → ↓



Tap F2



Hold B2, motion ↑ ↗ → ↓



Hold F2, motion ← ↙ ↓ ↘ →



Tap F2, two-in-one



Hold B3, motion ↑ ↗ → ↓

Power Deflect Combo: Two Hits

Note: Start this combo by Power Deflecting an incoming attack

Barbaric Combos

Knockdown Fatality



Hold ↓, tap F3, two-in-one



Hold B2, motion ↖ ← ↓

Note: When your opponent's energy is very low, try this easy fatality

Jump-In Throw Combo: Three Hits

Special Moves

Chaos



Hold B2 or B3, motion → ↑ ↗

Warp Spider



Hold B2 or B3, motion ↑ ↗ ←

Inferno



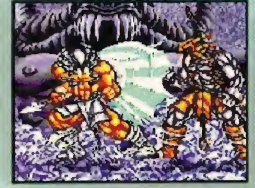
Motion → ↘ ↙ B2 or B3

Guard Drop:
Power Vault



Motion ← ↙ → F2 or F3

Power Deflect:
Web Slap



Charge (← F2 or F3) two seconds, tap →

Zarak

Vital Statistics

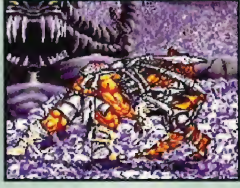
Height: 7'1"

Weight: 435 lbs

Age: 25

Weapon: Guillotine

Widow's Grips



Charge (← B2 or B3) two seconds, motion ↘ →

Guillotine Strike



Charge (↓ B2 or B3) two seconds, motion ↑ ↗

Web Rip



Motion → ↘ ↙ F2 or F3

Power Slice



Hold F2 or F3, motion ↑ ↗ ←

Barbaric Combos

Web Rip Combo: Six Hits



Jump in deep, tap F3



Tap F3, two-in-one



Motion → ↘ ↙ F2



Hold ↓, tap F3, two-in-one



Tap B2, motion ↑ ↗, two-in-one



Motion → ↘ ↙ B2

Power Deflect Combo: Five Hits



Charge (← F2) two seconds, tap →



Hold ↓, B2



Hold ↓, B1, two-in-one



Hold B2, motion → ↑ ↗



Jump in deep, tap F3



Tap B3, two-in-one



Hold B3, motion ↑ ↗ ←

Note: Start this combo by Power Deflecting an incoming attack

Warp Spider Combo: Three Hits



Jump in deep, tap F3



Tap B3, two-in-one



Hold B3, motion ↑ ↗ ←

Note: Use this combo when enemies jump in with an attack

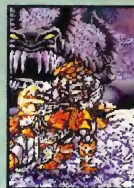
Fatality Combo: Six Hits



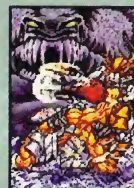
Jump in deep, hold ↓, tap F2



Tap F3



Hold ↓, tap B3



Hold ↓, tap B2



Tap B2, two-in-one



Motion → ↘ ↙ F2



Charge (← B2) two seconds, motion ↘ →

Note: Start this combo by Power Deflecting an incoming attack

Bane

Vital Statistics

Height: 6'8"
Weight: 397 lbs
Age: 25
Weapons: Rock Warhammer and Bone Hook

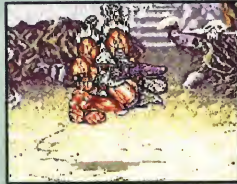


Guard Drop: Iron Fist



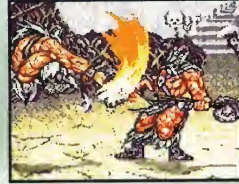
Motion ← ↓ → B2 or B3

Curse Slam



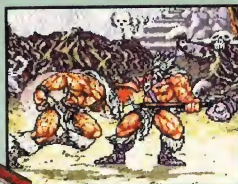
Hold B2 or B3, motion → ↗
 ↑ ↓

Skull Crusher



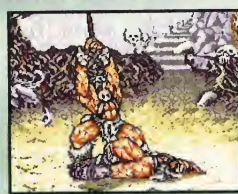
Hold B2 or B3, motion ← ↖
 ↑ ↗

Head Rocker



Motion → ↓ → B2 or B3

The Mutilator



Tap ↓, (↓ B2 or B3)

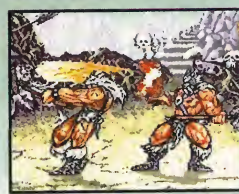
Fang Gutter



Motion ← ↙ → F2 or F3

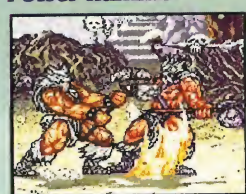
Special Moves

Berserker



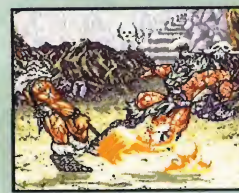
Hold F2 or F3, motion ← → ↗

Power Deflect: Power Hammer



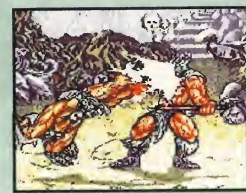
Motion ← ↙ ↓ F2 or F3

Hammer Blast



Hold F2 or F3, motion ↑ ← ↓

Cursed Kick



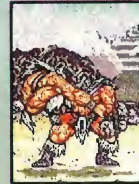
Hold F2 or F3, motion ↘ ↙ →

Barbaric Combos

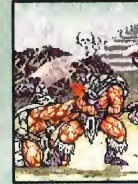
Jump-In Combo: Eight Hits



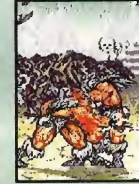
Jump in deep, hold ↓, tap F2



Tap B3



Hold ↓, tap B3



Motion ← ↙ → F2



Tap F2, two-in-one



Hold F2, motion ← → ↗

Two-In-One Throw Combo: Two Hits



Tap F3, two-in-one



Hold B3, motion → ↗ ↑ ↓

Note: You must be in close to perform this combo

In-Close Combo: Five Hits



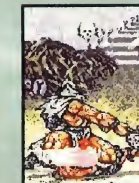
Tap F3, two-in-one



Motion ← ↙ ↓ F2



Hold B2, motion ← ↖ ↑ ↗



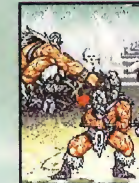
Hold ↓, tap F2, two-in-one



Tap ↓, ↓, B2

Note: Use this combo when enemies jump in with an attack

Jump-In Combo: Three Hits



Jump in deep, tap F3



Tap F2, two-in-one



Hold F2, motion ↑ ← ↓

Note: You can do the Mutilator after the third move for even more hits

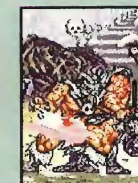
Triple Fatality Combo: Nine Hits



Jump in deep, hold ↓, tap F2



Tap B3



Tap F2



Hold ↓, tap B2, two-in-one



Motion ← ← → F2



Hold ↓, tap F2, two-in-one



Hold B2, motion ← ↖ ↑ ↗



Tap ↓, ↓, B2

Special Moves

Guard Drop:
Shield Crack



Hold B2 or B3, tap ↑, ←, ↓

Power Deflect:
Scream Shield Smash



Hold B2 or B3, tap →, ↑, →

Hell Grinder



Charge ← two seconds, tap →, B2 or B3

Axe Trip



Motion ← → ↓ ↙ F2 or F3

Ancient Axe



Motion ← ← → B2 or B3

Zoro

Corpse Striker



Charge (↓ B2 or B3) two seconds, motion ↑ ↗

Demon Axe



Charge (← F2 or F3) two seconds, motion ↘ →

Hell Fire



Hold F2 or F3, motion ↓ ↘ ↑

Axe Lift



Hold F2 or F3, motion ↑ ↖

Roll Attack



Motion → ↘ ↙ B2 or B3

Vital Statistics

Height: 6'2"

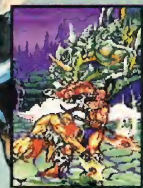
Weight: 225 lbs

Age: 25

Weapons: Ivory Axe and Skull Shield

Barbaric Combos

Jump-In Combo: Five Hits



Jump in deep, tap F3



Charge ←, tap B3



Tap F2, two-in-one



Release charge, tap F3, motion ↘ →



Power Deflect Combo: Eight Hits



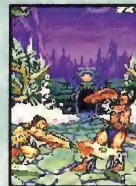
Hold B3, tap →, ↑, →



Hold ↓, tap F1



Hold ↓, tap F2, two-in-one



Motion ← → ↓ ↙ F2



Hold ↙, tap F3, two-in-one



Tap (→ B3)



Note: Start this combo by Power Deflecting an incoming attack

Double Fatality Combo: Five Hits



Hold B2, motion → ↑ →



Tap F2, two-in-one



Hold F2, motion ↓ ↘ ↑



Charge ↓, tap B2



Tap B3, motion ↑ ↗

Special Moves

Air Tear



Hold B2 or B3, motion ↑ ↗ →

Air Frenzy



Hold F2 or F3, motion ↑ → ↗

Prey Launch



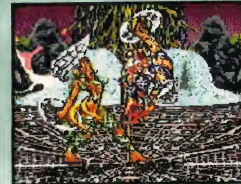
Motion ↙ ↓ → B2 or B3

Phoenix Strike



Hold B3, motion ← ↙ ↓ →

Rip Claw



Hold F2 or F3, motion ← ↙ ↓ ↘

Barbaric Combos

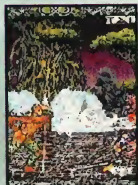
Thrust Block Combo: Two Hits



Hold F1, tap ↑



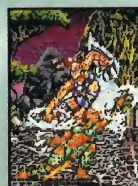
Tap B2, two-in-one



Motion ← ↙ ← B2

Note: Use this combo when enemies jump in with an attack

Thrust Block Throw Combo: Four Hits



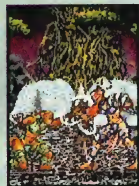
Hold F1, tap ↑



Hold ↓, tap B3



Hold ↓, tap F1



Hold ↓, tap B2, two-in-one



Motion ↙ ↘ ↘ B2

Note: Use this combo when enemies jump in with an attack

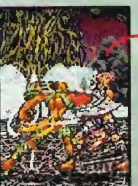
Jump-in Frenzy Combo: Eight Hits



Jump in deep, hold ↓, tap B2



Tap F3



Tap F3, two-in-one



Motion → ↗ ↑ F3, two-in-one

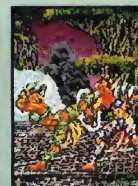


Hold F3, motion ↑ → ↗

Fatality Combo: Three Hits



Jump in deep, hold ↓ B2



Tap F3, two-in-one



Hold B2, motion ↑ ↗ →

Note: Start this combo by Power Deflecting an incoming attack

Reverse Claw



Hold B2 or B3, motion ↑ ↑ ↓

Double Talon Strike



Hold B2 or B3, motion → ↓ →

Talon Blade



Motion ← ↓ ← B2 or B3

Guard Drop: Falcon Strike



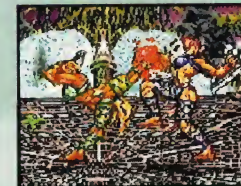
Hold F2 or F3, motion ↑ ↗ ←

Power Deflect: Shadow Deflect



Motion ↓ ↘ ↙ F2 or F3

Kick Up



Motion → ↗ ↑ F3



Vital Statistics

Height: 5'10"

Weight: 163 lbs

Age: 25

Weapons: Claw Shield and Talon Blade

Special Moves

Down Strike



Hold B2 or B3, tap ↑, ↑, ↓

Aura Strike



Motion ← ↓ ↙ ← B2 or B3

Backhand Blast



Hold B2 or B3, motion ← ↗ →

Back Blade Strike



Hold F2 or F3, motion ← ↙ ↓ ↘ →

Ram Toss



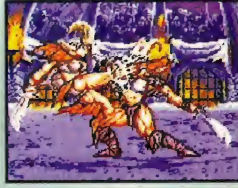
Hold F2 or F3, motion → ↗ ↑ ←

Power Deflect: Shield Toss



Hold B2 or B3, motion ↓ ↘ →

Guard Drop: Reverse Kick



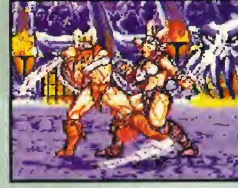
Tap ←, (→ B2) or (→ B3)

Death Blade Frenzy



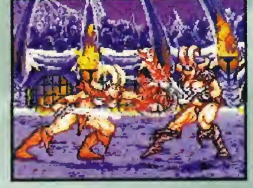
Hold F2 or F3, motion ↘ ↓ →

Leg Breaker



Motion ↓ ↘ → F2 or F3

Shield Spike



Tap ←, (→ F2) or (→ F3)

Barbaric Combos

Thrust Block Combo: Six Hits



Hold F1, tap →



Tap B2



Tap F2, two-in-one



Tap ←, (→ F2)



Tap F2, two-in-one



Motion ↓ ↘ → F2



Hold B2, tap ↑, ↓

Note: You must Thrust Block an incoming attack to do this combo

Fatality Combo: Four Hits



Jump in deep, hold ↓ B2

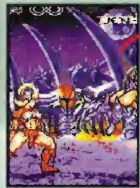


Tap F2, two-in-one



Hold F2, motion ← ↙ ↓ →

Fatality Combo Knockdown



Hold B2, tap ↑, ↑, ↓



Note: This easy fatality can be done after any ending combo when your opponent falls to the ground

Thrust Block Stagger Combo: Six Hits



Hold F1, tap →



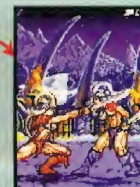
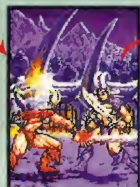
Hold ↓, B2



Tap B2



Hold ↓, tap F2, two-in-one



Hold F2, motion ↘ ↓ →

Jen-Tai

Vital Statistics

Height: 6'10"

Weight: 265 lbs

Age: 25

Weapons: Falchion and Spiked Shield



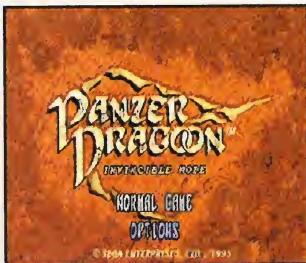
S.W.A.T. PRO

Video Game Strategies, Weapons and Tactics

Saturn

Panzer Dragon

Invincibility, Episode 0, Stage Select, Play Without the Dragon



Invincibility

At the title screen, highlight Normal mode and tap **Button L, Button L, Button R, Button R, Up, Down, Left, Right, and Start**. The words "Invincible Mode" will appear below the title.

Episode 0

To play this hidden level, highlight Normal mode at the title screen and tap **Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, Button L, Button R, and Start**.

Stage Select

Highlight Normal mode at the title screen and tap **Up, Up, Down, Down, Left, Right, Left, Right, Button X, Button Y, Button Z, and Start**.

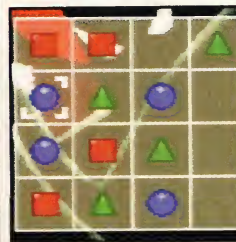
Play Without the Dragon

To play the game with only the pilot visible (like Space Harrier), first start the Saturn with no disc. At the Data Memory screen, pick the Language option and select Deutsch. Load the CD and go to the title screen. Highlight the Skill setting and tap **Left, Left, Right, Right, Up, Down, Up, Down, Button L, Button R, and Start**.

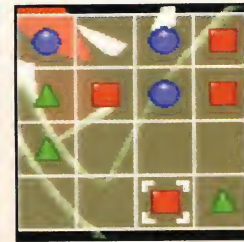
Super NES

The Adventures of Batman & Robin

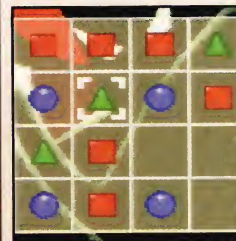
Passwords



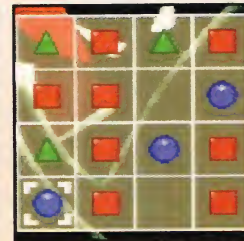
Stage 2



Stage 3



Stage 4



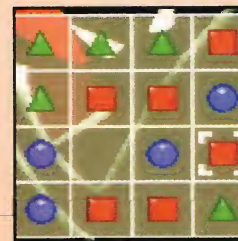
Stage 5



Stage 6



Stage 7



Stage 8

Super NES

Aerobiz Supersonic

Hidden Flag Game



You can play the flag game with an existing game or a new one. Start a game and wait for the menu bar to appear. Pick the icon that looks like a Super NES controller. Press **Button A**, then **Select** to begin a game where you need to identify the flag.

Savage Reign

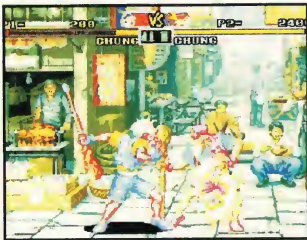
"Dances of Death" Moves

Carol's Bouncing Ball Of Destruction



Tap →, ←, ↓, ↑, A

Chung's Spaz Attack



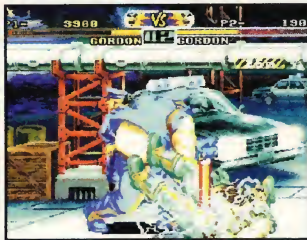
Tap ↓, ↓, ↓, ↓, ↑, A

Eagle's Multislam



When in close, motion → ↘ ↓ ↙ ← → C

Gordon's Shocking Slam



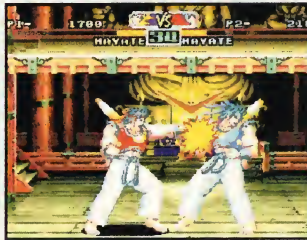
When in close, motion → ↘ ↓ ↙ ← → C

Gozu's Super Furnace Blast



Charge ↙, tap →, A rapidly

Hayate's Fury Attack



Motion ↓ ↙ ← ↘ ↓ ↘ → A

Joker's Super Jack-in-the-Box



Motion ↓ ↙ ↓ ↘ → ↗ A

King Lion's Thunder Blast



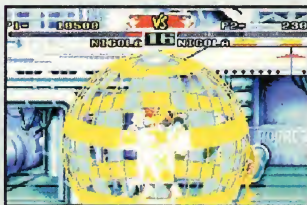
Motion → ↘ ↓ ↙ ← ↘ → A

Mezu's Super Blazing Kick



Charge ↙, tap →, B rapidly

Nicola's Disco Ball



Motion ↓ ↙ ↓ ↘ → ↗ A

These moves can only be done when your life bar is very low and flashing red. All are done as if your character is facing right

32X

Cosmic Carnage

Play "Cyber Brawl" Game

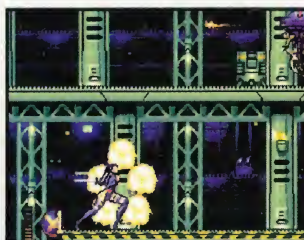


With the power off, hold Button X, Button B, and Button Z, then turn on the system. Now you can play a game called Cyber Brawl with new fighters.

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. If you've done the trick correctly, you'll hear a laser blast. Unpause the game, then pause it again and simultaneously press Right and Button C to skip a level.

Saturn

Panzer Dragoon

Hidden Wizard Mode Difficulty



At the title screen, highlight Normal mode and tap Button L, Button R, Button L, Button R, Up, Down, Up, Down, Left, and Right. The words "Wizard Mode" should appear below the title. Now you have an even harder difficulty setting to play.

GAME ENHANCERS

Hot Game Genie and Pro Action Replay Codes

Super NES (Game Genie)

EarthBound

EE23-77D1	Start with Level 255 character
EE2E-7D01	Start with a super-strong character
BB2D-5461	Start with a lot of HP
BB2F-54A1	Start with a lot of PSI

(Note: Codes only work for a new game and must be switched off after you start controlling your character)

Mighty Morphin' Power Rangers: The Movie

DBA2-04AD	Start with a lot of energy (first life only)
DB29-07DA	Start with more energy after first life
C2E0-DF0A	Infinite continues in one-player mode
F620-0FA2	Large bolt power-ups give you max power

Nintendo (Game Genie)

Smash TV

UIVY-GXVS	Infinite lives
OPNX-VITE	Many more grenades
OXKU-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 + SXEO-LUVV +	Weapon doesn't run out
SXOO-ZUSE	When weapon runs out of ammo, it's replaced with fireball weapon
TEOP-TLAA	

Mega Drive (Pro Action Replay)

Panic on Funkotron

FFA9290001	Infinite Funk
FFA9B00001	Infinite Super Giles
FFA9F00001	Infinite Panics
FFA9270003	Infinite continues

Code of Honour

Have you discovered a hot Game Genie or Pro Action Replay code? If so, send it to Game Enhancers. If we publish your code, we'll print your name and you'll get infinite respect! So get cracking on those codes and send them to:

GamePro Magazine

Secret Weapons (Game Enhancers)
Media House, Adlington Park,
Macclesfield SK10 4NP

You can also e-mail your codes to:
tips@gamepro.demon.co.uk

Mega Drive (Game Genie)

The Adventures of Batman and Robin

ACSA-AADL	Start with one life
BGSA-AADT	Start with nine credits
C2CA-CA5C	Infinite life points
AJFA-CA8C	Weapon doesn't discharge
A28T-DE2N	Weapon gets full power on first power-up

Game Gear (Game Genie)

Bonkers

213-6A5-6E2	Infinite eggs
3AB-286-2A2	Infinite lives
00F-4F7-3BA	One hit, and you're invincible

MLBPA Baseball

1A-07E-F7A	Only one ball to walk
09A-07E-F7A	Nine balls needed to walk
009-2DE-19A	No strikes counted

ADVERTISEMENT

• IBM PC • ATARIST • SUPERNES • MEGADRIVE • GAMEBOY • AMIGA •
• MEGA CD • COMMODORE 64 • GAMEGEAR • CDi • SINCLAIR SPECTRUM •
• NES • CD 32 • NEO GEO • ATARI JAGUAR • MASTER SYSTEM

DIAL-A-TIP

HINTS N' TIPS N' CHEATS N' POKES

ALL FORMATS CHEATLINES JUST SAY "YES" FOR YOUR SYSTEM

0891 101 234

NEW! Mega Games Line - Mega Drive Mega CD.....	0891 445 787
NEW! Sega Spot-Cheats, 32X, Mega CD, Mega, Master	0891 445 933
NEW! Handheld Hot Line - Gameboy, Gamegear Lynx	0891 445 990
NEW! Console Cheatline (if it eats Carts it lives here).....	0891 445 991
NEW! Super Nintendo Games Line - SNES.....	0891 445 993
NEW! The Amiga Games Line - Featuring CD32.....	0891 445 786

Are you stuck
in a game?
Who ya gonna call? **PROBLEM BUSTERS** Questions 'N' Answer Service
0891 445 977

SONIC 'N' KNUCKLES - GAMERS GUIDES	0891 445 946
SONIC 1, 2 & 3.....	0891 445 941
EARTHWORM JIM.....	0891 445 985
LION KING	0891 445 951
MORTAL KOMBAT 1, 2 & 3.....	0891 445 987
DONKEY KONG COUNTRY	0891 445 928
STREETFIGHTER 2: (World Warrior, Super, Turbo, SCE)	0891 445 940
THE STRIKE LINE: JUNGLE, DESERT, URBAN	0891 445 953
DOOM	0891 445 926
FOR FULL INFORMATION ON ALL OUR SERVICES CALL.....	0891 445 939

GUIDING LIGHT COMPUTER SERVICES LTD, PO BOX 17, ASHTON UNDER LYNE, OL7 0WW
If you are under 18 please ask permission to call. Maximum call charge at peak rate £3.68.
Calls cost 39p per min cheap rate, 49p per min at all other times.

Competition

RAGE HARD 2!



Well, if you tuned in last issue you will already have the first three questions for our massive Primal Rage giveaway, and you're no doubt eagerly awaiting the second instalment of

head scratching tomfoolery this issue. But if you didn't catch the last issue and you haven't got the first three questions, then tough! Perhaps we'll print those questions, along with the concluding six at a later date, but perhaps we won't, and only those who were wise enough to purchase the last issue will have a chance of winning this smart arcade machine worth £3000. Who knows? Anyway, enough of all this thinly-disguised loyalty banter, let's get on with the questions. Last month we had true or false teasers, but this month we have the ever popular multiple choice bonanza...



Q1) Laura Dern starred in which dinosaur movie?

- a) Jurassic Park
- b) The Land That Time Forgot
- c) We're Back!

Q2) What do you call a blind dinosaur?

- a) Doyouthinkhesaurus
- b) Doyouthinkthisgagis-pantsasaurus
- c) Doyoureallycareasaurus

Q3) Which 70's top pop combo featured the talents of Marc Bolan?

- a) T Rex
- b) The Brontosaurus Beat Freaks
- c) Cutmaster Steg E Steg & The Dinos

Right, they weren't too hard were they? All you do now is wait for the next issue, answer the three questions in there, collect up all nine of your answers and send them in to us! First one out of our special fossilised jock strap wins the first prize! Please note that there are no other prizes on offer, you can't have the money instead of the arcade machine, and if you haven't got room for it in your house or your parents' permission, then you shouldn't really be entering should you? Oh yeah, no multiple entries either. Any of that nonsense and your answers are going straight in the bin. Got that? Sorted. See you next month.

PANZER ROLLS IN

We break down Panzer Dragoon level by level and unveil the weak spots of all the bosses

EPISODE 0



This secret episode is really nothing more than target practice. You must lock on to the targets using Button A, but straight shooting is the best way out.



Use this level to hone your skills. Focus on the left and right views that target enemies on your sides.

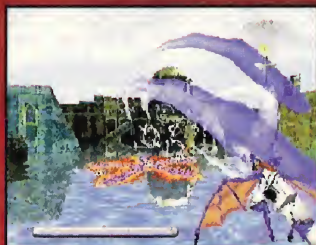


The large white vessels are easier to destroy than they look. One is all that is needed to eliminate them.

EPISODE 1



This straightforward level doesn't offer much of a challenge. Just lock on to most enemies and release your missiles.



The crucial objective of this level is to down as many targets as possible. The more enemies you shoot down, the more Continue credits you get.



Be wary of the pillars. Fancy flying is to no avail here, because the pillars fall and harm your dragon.



These beautiful water lilies can harm you. Get too close, and they'll close on you.



Lock on to the lower portion of the hull (the brown section) and fire away.



As the ship veers to the right, change your view and aim for the laser cannons. Shoot all projectiles while they're a good distance away.



The last stage of the ship's destruction occurs right after it sends torpedoes at you. Destroy the torpedoes, then continue to lock on to the hull until the boss is destroyed.

Saturn Game Profile

PANZER DRAGON

SEGA

Panzer Dragoon's incredible graphics, tough shooting action, and innovative gameplay make it a perfect first shooter for the Saturn. You'll be itching to get your finger on the trigger and fly into battle against a fantastic array of weird and wonderful enemies. When you do, you'll be challenged, surprised, and amazed – but never, ever bored.

£59.99
Available now
Shoot'em-up

1 player
First-person view
Incredible graphics

EPISODE 2



This level will make you feel worm all over. You must dispose of these giant sand worms by locking on to multiple areas of the body and firing. Check in front of and behind you while flying.



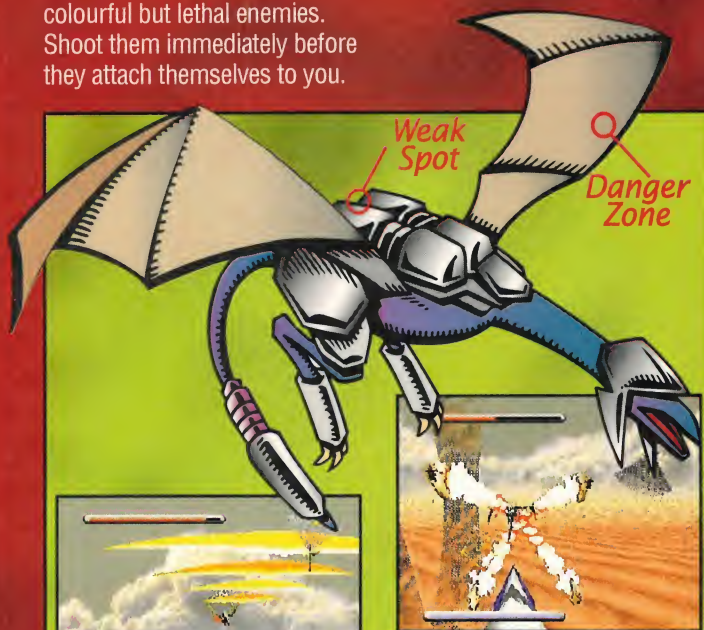
As soon as you see light at the end of the tunnel, look to the walls for flying sand creatures. They blend in very well, but they also do a lot of damage if you miss them.



This level is the first with two-part enemies. When you shoot the dun-colored sand creatures, they explode into colourful but lethal enemies. Shoot them immediately before they attach themselves to you.



In the tunnels, target every eruption of soil – the sand crawlers pop out quickly.

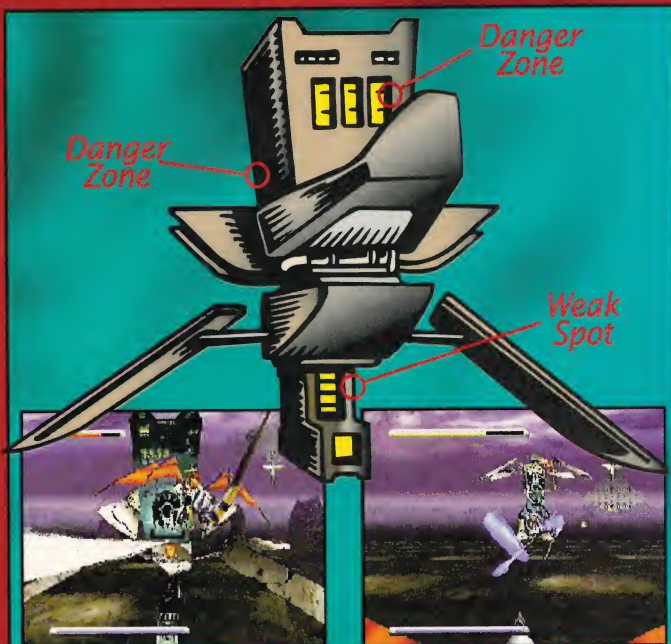


The boss starts off by throwing fans of energy at you. You can easily fly above and below these, but be sure to lock your missiles on to the boss and fire at every opportunity.



When the boss's life bar gets to the halfway point, it starts to shoot pieces of itself at you. These pieces cause huge amounts of damage if they hit. Shoot them while they are still a distance away, then lock on to the boss and continue blasting until he's through.

EPISODE 3



This is another two-stage boss. When the two parts connect, shoot the lower part of the robot where the parts join together.

Now target the whole robot and shoot at will. Whenever the robot jumps into the air, it comes down behind you. Be cautious – fireballs follow in the robot's wake.



At the beginning of the stage, two airships pursue you, spewing fireballs. Worry about only the first ship; the second one will hit a wall and explode.



Beware of the long mech tanks about halfway through the stage. When you blow them up, they become warplanes. Quickly target them again.



If you lock on to targets, release immediately because your laser can only sight so many enemies at one time. Constantly check your radar for enemies coming from the rear.

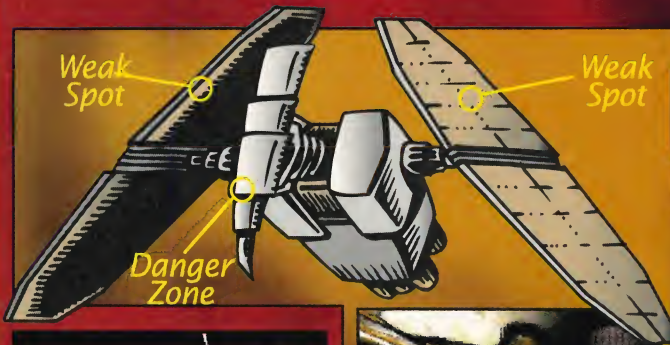


Just before the third green arch, enemies appear to your right. Keep your dragon to the far left of the screen, and you'll be out of range of the missiles that they fire.



EPISODE 4

EPISODE 5



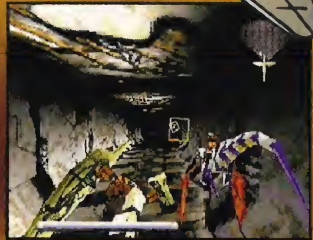
Because the action is faster in this episode than it is in the others, quickly release missiles and immediately relock your target sight.



Some enemies will lock their targets on to you. If you see this red targeting laser, quickly destroy one of the robots and fly on.



Rotate and fire to all sides while flying through the corridor. Enemies try to hide in your blind spots and hit you from all sides.



As you jet down the stone corridors, you come across this heap lying in the way. It's the boss! Stay to the far right, or you'll damage your dragon.



When the boss's life meter appears, start shooting its wings. Use straight shots (not the targeting missiles) for maximum effectiveness. Be careful because the boss will throw the wing at you, and the wing causes major damage if it hits. Also be careful when the wing flies offscreen behind you because it will rebound and hit you.



After taking off both wings, aim for the boss's head. To avoid the green lasers it shoots at you, simply manoeuvre to the left or right. Once you're done with the head, this birdlike mech is cooked.



At the beginning of the episode, you have to contend with three big gunships. Target the first one until it drops, then turn around and go after the two stragglers.



To destroy this formidable enemy, you must fire



As soon as you see the boss, veer to the right. An enemy will come charging from behind and knock you senseless if you're not quick.



This boss's first weak spot is the three spinning platforms in the front. Wait until they

at the cones on top until they turn black. You'll have to keep changing your view to keep pace with this ship.



Be careful of the mines this ship drops. If you don't destroy them before they land, they'll shower you with gunfire.



stop spinning before you shoot. When they stop, they shoot copious amounts of fireballs. Be on guard.



Unfortunately, this boss isn't done yet. When he turns over, shoot the three blue platforms that are dead centre. He shoots out spinning projectiles that you have to destroy immediately.

EPISODE 6

LAST EPISODE



A lot of the enemies in this straight shooting level are to the left and right of your dragon. Sweep your target (without changing your view) along the banks of the town.



of homing-laser ships. Dodge and lock on to these ships as they surface from the water.



You also have to watch out for the bridges. Stay high and target enemies below you.



You also see a return of the White Dragon, but don't worry. It won't bother you, so go after deadlier targets.



The large white ships are especially nasty. When you target them and fire your missiles, look for the blue orbs that are fired back, then dodge to the left or right.



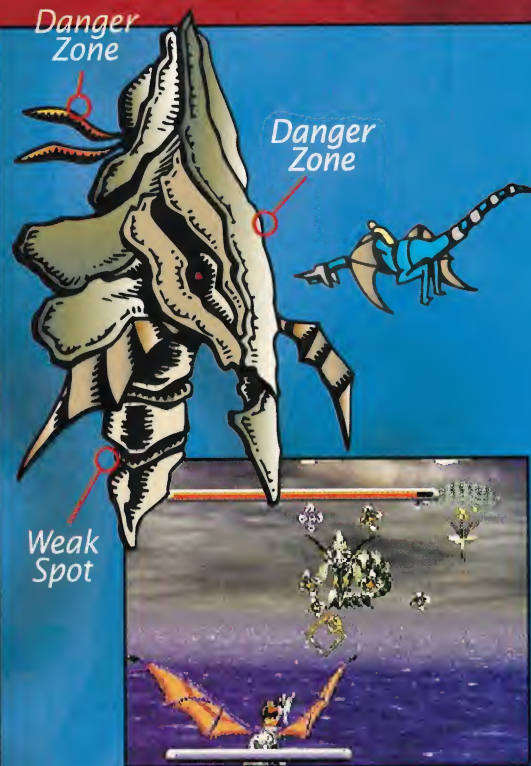
Be careful of flying too high in the alleys. Roof-mounted laser cannons will pop shots at you.



Just past the white ship are two decoy ships. Don't target or shoot them – they're indestructible. While you're diverted by them, another white ship will come in and destroy you. You see a return



Always keep an eye on your dragon's rear view. Some jets, like these at the beginning of the level, come screaming from behind and ram your ship.



The last boss is the mother of all dragons. Down all the extraneous enemies first.



When the dragon passes in front of you, it whips its tail around and tries to lash you. Dodge quickly to the left or right when the dragon turns around.



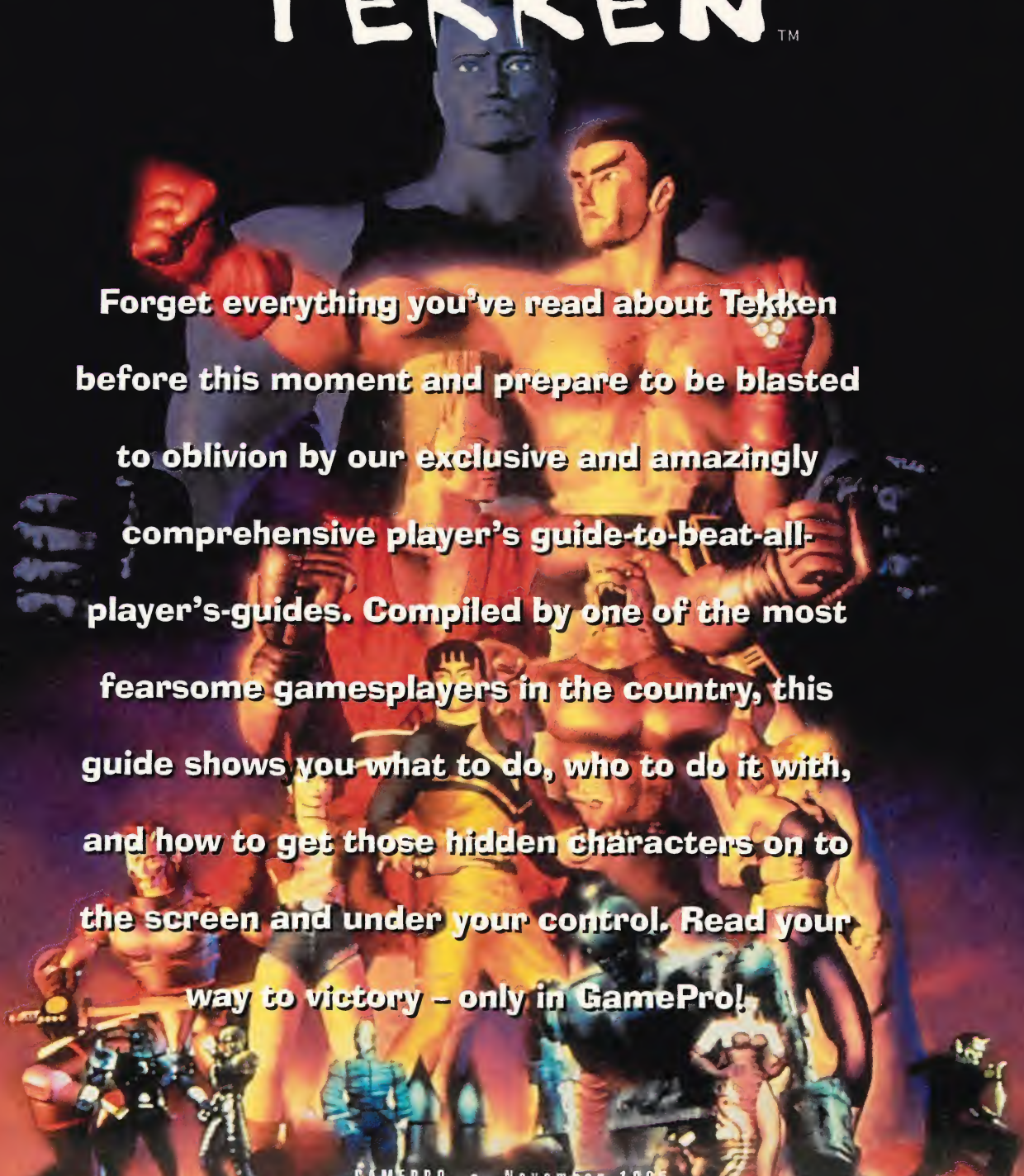
Keep targeting and shooting while avoiding the energy waves and other enemies. Constant shooting will down this dragon in no time.

THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

The Complete Guide to

TEKKEN™



Forget everything you've read about Tekken before this moment and prepare to be blasted to oblivion by our exclusive and amazingly comprehensive player's guide-to-beat-all-player's-guides. Compiled by one of the most fearsome gamers in the country, this guide shows you what to do, who to do it with, and how to get those hidden characters on to the screen and under your control. Read your way to victory - only in GamePro!

HIDDEN CHARACTER SCENARIO...

In Tekken there are eight playable characters, eight hidden ones and one almighty boss. And for your playing pleasure we at GamePro have decided to show you how to get hold of and play as those eight hidden characters! It all quite simple really. To choose a hidden character you must first complete the game using the same character the whole way through. Don't change fighter or the cheat won't work! When you've finished, go to the character select screen, go right past Michelle, and you

will find a new playable character! In order to access all the hidden characters you must go through and complete the game with all eight of the original characters. For example:

For KUNIMITSU, complete the game with MICHELLE.

For WANG, complete the game with LAW.

For ANNA, complete the game with NINA.

For ARMOUR KING, complete the game with KING.

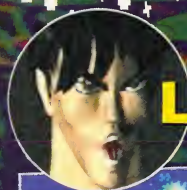
For KUMA, complete the game with PAUL.

For LEE, complete the game with KAZUYA.

For P.JACK, complete the game with JACK.

For GANRYU, complete the game with YOSHIMITSU.

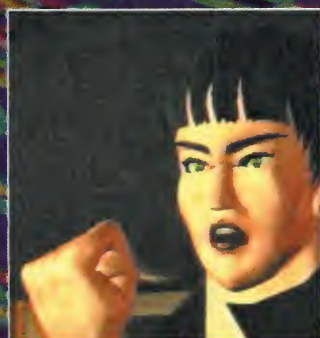
Got all that? Right, now we can get down to the serious business of showing you all the moves which will enable you to pummel your pals into the floor with the utmost ease.



LAW



COOL CINEMATICS:



SPECIAL MOVES:

- somersault kick: d,u,c
- flip kick: d,u,x+c
- fly kick: f,f,f,x
- constipation punch: db+s+t
- slide: d,df,df,c
- step 'n' kick: df+x
- slide 2: f,f,f,c(close/works for everyone)
- rugby tackle: f,f,f,t (same as above)

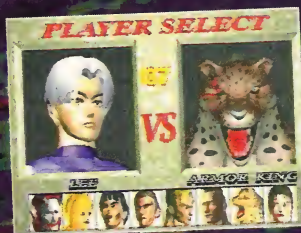
COMBOS:

- double punch: s,c
- spin kicks: c,x,c
- lightning fists: s,s,s,s,s
- triple fist: f,t,t

THROWS:

- knee: f,f,x+c
- headache punch: t+c
- bodyslam: s+x (LEE ONLY)
- double fly kick: f,f,f,x,s,c,c
- axe kick: f,f,x

THESE MOVES ALSO WORK WITH HIDDEN CHARACTER LEE





YOSHIMITSU

SPECIAL MOVES:

jumping knee: f,f,c
 spinning swords: b+s
 somersault punch: uf+x+c
 spinning sweep: db+x
 arab spring, diving swords: f,f,x+c,t+s

COMBOS:

triple roundhouse: c,c,c
 roundhouse, thrustkick: x,c

THROWS:

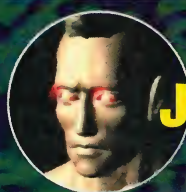
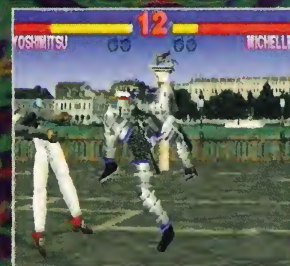
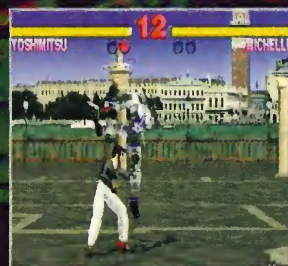
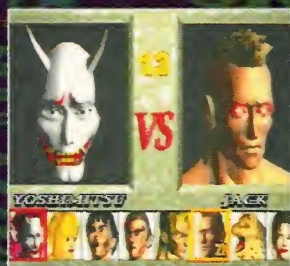
neck breaker: c+x
 bodycrush: t+s



COOL CINEMATICS:



THESE MOVES ALSO WORK WITH HIDDEN CHARACTER KUNIMITSU



JACK

THESE MOVES ALSO WORK WITH HIDDEN CHARACTERS P.JACK, KUMA & GANGRYU

SPECIAL MOVES:

"bad boy" punch: b,bd,d,df,t
 clamp of death: f,f,s+t
 pancake press: uf+x+c
 hammerfists: df+s+t
 big splash: s+x
 uppercut: hold d, then as you release d, press t+s
 sit down: d+x+c
 come back: whilst down, press t+s

THROWS:

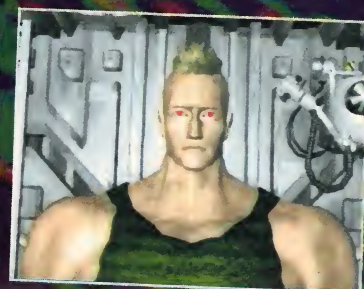
piledriver: d,df,f,s
 back breaker: d,db,b,t
 "please put me down": t+c (KUMA ONLY)
 bear hug: f,f,c+t (GANGRYU ONLY)
 slaps o' death!: f+s,t,s,t,s,t
 stomp: db+x+c

COOL CINEMATICS:



COMBOS:

lunge punch, elbow: t,s
 double punch, hammerfist: s,s,s
 low hits: d,s,s,t,t,s+t,s+t,s+t
 arc of fury: hold d,t+s,t,s
 super come back: whilst down, t+s,s,t,s,t





NINA

SPECIAL MOVES:

- double fist: f,f,s+t
- somersault kick: f,f,c
- crash kick: f,f,x
- jump kick (whilst getting up): s+c
- tango: db+s+t

COMBO:

- double punch: s,t
- triple punch: s,t,s
- double punch, roundhouse: s,t,c
- punch, kick: t,x, or t,c
- punch, sweep: t,d+x
- triple kick, roundhouse: df,x,x,x,c

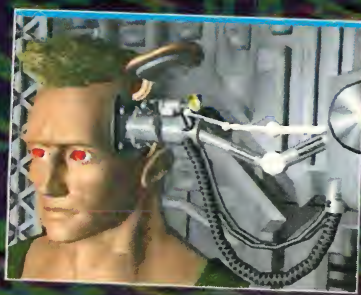
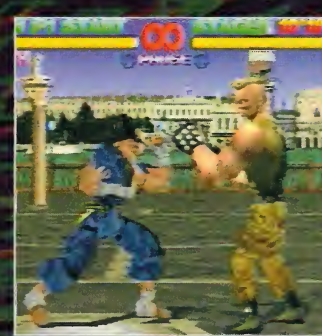
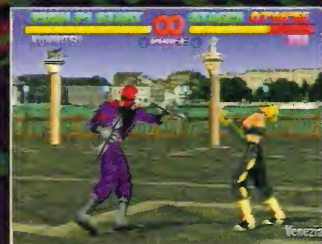
THROWS:

- "up and over": x+s
- power scoop: t+c
- dislocation: d,df,f,s+t
- overarm throw: f+x+s (ANNA ONLY)
- flip kick: d,u,c
- neck breaker: df,df+s+t

COOL CINEMATICS:



THESE MOVES ALSO WORK WITH HIDDEN CHARACTER ANNA





KAZUYA

COOL CINEMATICS:



SPECIAL MOVES:

whirlwind kick: f,f,s+t
 uppercut: f,d,df,t
 fly kick: f,f,f,x
 axe kick: f+c
 crescent kick: f,f,x

COMBOS:

double punch: s,t
 double punch, forehand:
 s,s,t
 double punch, b/hand: s,t,t
 double uppercut: df,s,t

THROWS

hip throw: t+c
 head kick: s+t



MICHELLE

COOL CINEMATICS:



SPECIAL MOVES:

sliding sweep: t,t,t,c
 dropkick: t,t,t,x
 powerfists: t,t,s+t
 uppercut: hold d, then dt+t,s
 jump 'n' squash: ut+x+c
 run behind: b+t
 sweep, uppercut: d
 dive (after floored): t,t,t,s+t
 rugby tackle: t,t,t,s



COMBOS:

sweep, face kick: d+c,c or
 d+c,d+c
 fists of fury: s,s,s

THROWS:

back arch: s+x
 back arch with leg grab: t+c

THESE MOVES ALSO
 WORK WITH HIDDEN
 CHARACTER WANG





KING

SPECIAL MOVES:

drop kick: f,f,x+c
 deadly dive: f,f,s+t
 dropfists: uf+s+t
 dropknee: uf+x+c
 thrustkick: f,f,c
 crashing fists: uf+s+c
 snap kick: hold d,t+c
 elbow drop: uf+t+c
 uppercut: hold d,f+t
 kneedrop: uf+x+c

THESE MOVES ALSO WORK WITH HIDDEN CHARACTER ARMOUR KING



COMBOS:

triple kick: d, release, then c,c,c
 double punch: s,t
 double punch, uppercut: s,t,s

THROWS:

ddt: db,db+s+t
 suplex: t+c
 knee driver: s+x
 tombstone: d,df,f+s
 dodgy "over-a-third-of-their-energy" swing: f,b,db,d,df,f+s
 frankensteiner: (sweep distance) df+x+c

COOL CINEMATICS:



PAUL

THROWS:

hip throw: s+x
 jump throw: t+c
 elbow strike: f,f,t,s

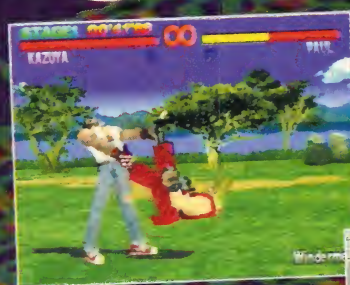
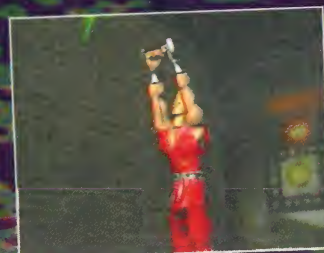
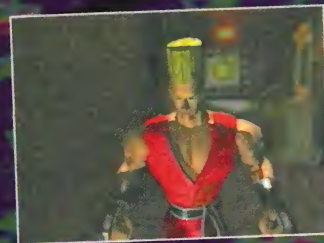
SPECIAL MOVES:

Sky hit: uf,x+c
 Long backfist: d,df,f,t
 Somersault kick: f,f,c
 Double fly kick, roundhouse: f,f,x,c,c
 or f,f,x,c,f,c
 or f,f,x,c,b,x
 Floor strike: d+t
 Hammerfist: d+s
 Double fly kick: uf+x,c

COMBOS:

hammerfist, backfist: d+s,f,t
 sweep, elbow strike: d+c,t
 punch, roundhouse: t+x
 punch, sweep: t,d+x

COOL CINEMATICS:



GamePro

ENGLAND Tel: 0997 8 9389 1924
0181 808 3845
FAX: 0181 808 3845

HONG KONG Tel: (852) 26606809
Fax: (852) 26606826
28 Ha Pak Ngau Street, Lam Tsuen, Tai Po, N.T., HONG KONG

PROJECT K, The Seabed Centre, Langston Road, Loughton, Essex, IG10 3TE

IMPORTED HARDWARE + SOFTWARE
Call 0973 139 144 or 0131 508 1323

CALL FOR PRICE £3???

Scarf with transformer, pad + game
SCAT CABLE MEMORY CARDS LINK CABLE
Wipe Out Boxers Road Dark Stalkers
Tekken 2 Demolition Delay Marai Kombar 3

CALL FOR PRICE £3???

Scarf with transformer, pad + game
Convertors Joypacs Scarf Lead
Virtual Cop Tatsujin Virtua Fighter 2
V Boxer Wing Arms X Men Virtua Racing

Japanese System with Full Speed, Full Screen and Converter to run Japanese, American and UK Games

ENGLAND project@dircon.co.uk
HONG KONG project@hk.super.net

For a free catalogue of Japanese Anime and Games send Stamped Envelope to PROJECT K, The Seabed Centre, Langston Road, Loughton, Essex, IG10 3TE

For a FREE catalogue of Japanese Anime and Games send Stamped SAE

CONSOLE CITY

SUPPLIERS OF
Sega Saturn, Sega 32X, 3DO, Sony Playstation,
Jaguar, Nintendo, PC, CD Rom, Amiga

**WE BUY, SELL & 'PX' ALL GOODS
CALL NOW FOR CHEAPEST PRICES**

104B Wolverhampton Road, Stafford, ST17 4AH
Tel/Fax: 01785 56202

NEW GENERATION CONSOLES
3 THE PARADE STONEGATE ROAD LEEDS LS6 4HZ

11-7pm Mon-Sat Tel: 0113 230 6007
12-6pm Sun Fax: 0113 268 8936

SATURN		SONY PLAYSTATION	
SATURN CONSOLE - CALL	SUPREME WARRIOR (USA)	CONSOLE - CALL	J-LEAGUE PRIME GOAL
NHL JAM TE (USA)	THEME PARK (USA)	BOXERS ROAD	METAL JACKET
SIN CITY 2000 (USA)	VIEWPOINT (USA)	J-LEAGUE WINNING 11	PRO BASEBALL
MORTAL KOMBAT (USA)	DARK LEGEND (JAP)	ZERO DIVIDE	DARK STALKER
NHL HOCKEY (USA)	PRO WRESTLING (JAP)	ZEIJUST	KING OF BOWLING
BLACKFIRE (USA)	FANTASTIC PINBALL (JAP)	RAYMAN	VIRTUA TENNIS
CYBER SPEEDWAY (USA)	WING ARMS (JAP)	DEEP SEA WARS	Many other new releases and back catalogue in stock
VIRTUA RACING (USA)	GOLDEN ACE - THE DUEL (JAP)	HYPER FORMATION SOCCER	
RAYMAN (USA)	KING OF BOXING (JAP)		
ROMANCE III KINGDOM IV (USA)	VIRTUA COP (JAP)		
MANY MORE NEW RELEASES IN STOCK			
Play all the latest US & Jap games on your UK Saturn - call for details			
SNES UK		AMERICAN SNES	
SUPER BOMBERMAN 2	FINAL FANTASY III	WWF RAW	ROBOCOP V TERMINATOR
INDI JONES GST ADV	EARTH BOUND	URBAN STRIKE	MEGA BOMBERMAN
MICRO MACHINES	DRAGON VIEW	PSYCHO PINBALL	CANNON FOODER
CANNON FOODER	OSGE BATTLE	STARGATE	SYNDICATE
CLAY FIGHTERS 2	SECRET OF EVERMORE		
FINAL FIGHT 2	MEGA MAN 2		
SPIDERMAN TV	FRONT MISSION		
WWF RAW	SECRET OF MANA 2		
SIDE POCKET	MORTAL KOMBAT 3		
ADAM'S FAM VALUES	KILLER INSTINCT		
PUTTY SQUAD	ROMANCE III KINGDOM IV		
POCKY & ROCKY 2	WEAPON LORD		
	YOSHIS ISLAND		
	DOOM		
	BATMAN FOREVER		

SEGA MEGADRIVE SPECIAL OFFERS

100s OF OTHER GAMES AVAILABLE ON ALL SYSTEMS - NEW AND OLD. No 1 FOR MAIL ORDER AND SERVICE

WE ALSO STOCK NEW GEO AND 3DO Call for details

BEST DEALS ON PART EXCHANGE ON ALL SYSTEMS

ARENA GAMES

Satisfy your desire for the latest in video game lust and violence on the following formats

Sega Saturn • Sony Playstation • Panasonic & Goldstar 3DOs • Jaguar • MegaDrive • SNES • PC CD-Rom • also imports & second hand.

Telephone the gamers on:
(01483) 771117

15 High Street, Woking, Surrey, GU21 1BW

Sony Playstation £410.00
WITH ANY GAME OF YOUR CHOICE

Ridge Racer £69.99
Toh Shin Den £69.99
Tekken £69.99
Arc The Lad £76.99
Dragon Ball 2 £79.99

3 DO Panasonic £385.00
Icebreaker £49.99
Space Ace £52.99
Mad Dog 1 & 2 £62.99
Pebble Assault £35.99
Mind Teazer £35.99

Sega Saturn £385.00
Daytona £55.99
Clockwork Knight £46.99
Race Drivin £59.99
Street Fighter Movie £68.99
Slam Dunk Ball £71.00
Atari Jaguar £139.99
White Men Can't Jump £65.00
Syndicate £46.00
Theme Park £46.00
Sensible Soccer £46.00
Doom £46.00

Neo Geo CD £319.99
Fatal Fury 3 £55.00
Samurai Shodown 2 £55.99
Viewpoint £52.99
Top Hunter £45.99
Puzzle Bobble £51.99
Double Dragon £54.99
Galaxy Fight £51.99
Baseballstars 2 £33.99
Windjammers £46.99
Savage Reign £55.99
Mutation Nation £45.99
World Heroes 2 Jet £50.00

Tel/Fax: (0181) 539-9980

FREE P&P for Games and Consoles if delivered in the London Area
ACE CONSOLES
PO BOX 7269, LONDON, E10 5XA

ACE NO. 1
4 GAMES & FUN

Colin
Diamond
Consoles

The man who put the "concept" into consoles. Suppliers of imported consoles and games.

16 The Iron Market, Newcastle, Staffs ST5 1RF

SEGA SATURN
Layer Section, Dark Legend, Rayman, D's, Bug, X-Men

SONY PLAYSTATION
Boxers Road, Rayman, Kingsfield II, Hyperformation Soccer, V Tennis, Dark Stalkers, Metal Jacket

NEO GEO CD
Fatal Fury III, Galaxy Fight, World Hero's Perfect, Kabuki Klash, Pulstar, King of Fighters 95

PANASONIC 3DO FZ10
POED, Blade Force, Killing Time, Flying Nightmares, Striker, Rock & Roll Racing

PLEASE CALL
TEL 01782 717783
16 The Iron Market, Newcastle, Staffs ST5 1RF

* PC ENGINE OVER 250 HUGARDS + CDS
S A E FOR FULL LIST
* SUPER NINTENDO + MEGA DRIVE GAMES
NEW TITLES WEEKLY FOR PLAYSTATION + SATURN

ZONE VIDEO

336 Londonderry Road, Warley B68 9MB

We specialise in Mega Drive, SNES, 3DO, Neo Geo CD, Sega Saturn, Sony Playstation and Virtual Boy

We will beat any price by £5

£2 OFF WITH THIS AD

Also Specialise in Japanese Animation, Martial Arts films, Hong Kong films & Ex-rental films

Tel: 0121 511 1436 Fax: 0121 544 7041

ALPHA CONSOLES LTD

Mail order specialists

Import Saturn.....&call
Import Playstation.....&call
UK Saturn£384.99
UK Playstation.....£289.99
UK Goldstar 3DO£329.99
Neo Geo CD£329.99
Import Playstation Games from£45.00

Saturn Games from£34.99
3DO Games from.....£34.99
Neo Geo CD Games from£32.99

ALL NEW TITLES AVAILABLE PLEASE CALL FOR DETAILS

TEL: 0181 574 1907 FAX: 0181 571 3316

Directory

Visions

Games and Consoles Stock Exchange
Buy, Sell, Swap and Part Exchange, Dealing in
★ PLAYSTATION ★ SATURN ★ 3DO ★ C.D.I ★ JAGUAR ★ 32x ★
Mega CD ★ Megadrive ★ SNES ★ NeoGeoCD

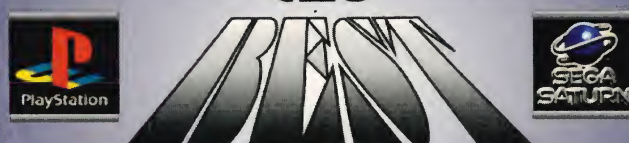
Playstation & Saturn Game Rental only £1 per day
★ Large numbers of new and second hand games in stock plus imports.
★ Ring for a free list.

Ring our Tel/Fax Games Hotline (7 days) for a quote.
Visions, 728 King Lane
Leeds LS17 7BA

TEL/FAX
0113 261 3424
AFTER HOURS
0374 651703

SIMPLY the BEST M.D.C. CONSOLES

01334 480047



DYNAMITE KONSOLES

SONY PLAYSTATION/TEKKEN£370
SONY PLAYSTATION/R. RACER (American) ...£370
SEGA SATURN/VF REMIX£345
Tel/Fax: 01234 342568
Mon-Fri. 9am-8pm, Sat-Sun 9am-6pm

AMERICAN PLAYSTATION GAMES:		JAPANESE PLAYSTATION GAMES:	
LEMMINGS 3D	£60.00	BOXERS JACKET	£65.00
ACE COMBAT	£55.00	METAL JACKET	£65.00
TOTAL ECLIPSE	£55.00	RAYMAN	£65.00
RAYMAN	£60.00	ZERO DIVIDE	£65.00
SHOCK WAVE ASSAULT	£55.00	VIRTUAL TENNIS	£65.00
PSYCHIC DETECTIVE	£55.00	ZEITGEIST	£65.00
EXTREME GAMES	£55.00	UNDERSEA GREAT WAR	£65.00
AMERICAN SATURN GAMES:		JAPANESE SATURN GAMES:	
VIEWPOINT	£60.00	KING OF BOXING	£50.00
DARK LEGENDS	£60.00	X-MEN	£50.00
BUG	£55.00	STREET FIGHTER II	£50.00
MINNESOTA FATS	£55.00	STEAM GEAR MASH	£50.00
NBA JAM TOURNAMENT	£55.00	TWINBEE	£50.00

Dynamite Konsoles UK, 31 Woodstock Road, Bedford MK40 4JY

● FULL SCREEN ● FULL SPEED ● FULL COLOUR

SKILL

PlayStation THE FASTEST WITH NEW GAMES

Warhawk
Dark Stalkers
Boxers Road
Tekken
Wipeout

£380 with choice of game
step down transformer + scart conversion

0181-567 9174

Scart leads £20 Games £60
9am - 8pm 7 days a week. Same day/Next day delivery available
SKILL ACADEMY PO Box 5913, Ealing, London W13 9ZX

GOLDEN GATE EXPORT CO. INTERNATIONAL

RETAIL PRICES INCLUDING DELIVERY:

HARDWARE	(PSX) BOXERS ROAD	£57	ANIM/MODELS:
SONY PLAYSTATION INCLUDING	(PSX) GUNNER'S HEAVEN	£57	STREET FIGHTER II MOVIE
TEKKEN	(PSX) TWIN BEE	£57	PATLABOR MOVIE
SEGA SATURN INCLUDING	(PSX) TOHSHIN DEN	£52	FATAL FURY I AND II (2 SET)
SHINOBI X	(PSX) RIDGE RACER	£55	ART OF FIGHTING
SOFTWARE	(PSX) PARODIUS	£52	DRAGON BALL Z
(SATURN) SHINOBI X	(PSX) GUNDAM	£57	DRAGON BALL Z BATTLE ACTION
(SATURN) GRANCHASER	ACCESSORIES		FIGURES
(SATURN) ASTAL	PSX MEMORY CARD	£24	STREET FIGHTER II SD (12 PCS)
(SATURN) DAYTONA USA	PSX JOYPAD	£30	MODELS
(SATURN) PARODIUS DELUXE	PSX RGB CABLE	£17	DRAGON BALL Z SD (12 PCS)
(SATURN) BATTLE MONSTERS	SATURN JOYPAD	£20	LAMINATED POSTERS (A3 SIZE)
(PSX) TEKKEN	SATURN RGB CABLE	£15	(SAILOR MOON, YU YU HAKUSHO, DRAGON BALLS Z)
(PSX) ACE COMBAT	SATURN STEERING WHEEL	£45	

ALL CHEQUES AND POSTAL ORDERS TO:
GOLDEN GATE EXPORT CO. INTERNATIONAL,
55, DICKSON STREET, WIDNES, CHESHIRE WA9 6NX, ENGLAND.
TEL: 0378 190009 FAX: 0151 424 0216 E-MAIL: ggec1@co.uk

SEND AN S.A.E. FOR A FREE CATALOGUE TODAY

USED GAMES

Saturn, 32X, Mega Drive, Playstation, 3DO,
Super Nintendo, Nintendo Hand-Held.

Hours of business: Monday-Saturday 10am-6pm. Sunday 12-4pm

Console Exchange, 28 Greig Street, Inverness IV3 5PX
Tel: 01463 221173 After hours Tel: 03744 95958

TRICO CONSOLES

UNIT 5, CRAYFORD WORKS
CRAYFORD ROAD, CRAYFORD, LENT DA1 4EA

STOCKISTS OF THE LATEST CONSOLES AND GAMES

● PLAYSTATION ● SATURN ● 3DO ● NINTENDO ● NEO GEO CD ●

SONY
ZERO DIVIDE
ZEITGEIST
G. STROKE TENNIS
H. Z. SOCCER
DARK STALKERS
BOXER'S RD
RAYMAN
PRIMAL RAGE
METAL JACKET
MORTAL KOMBAT 3

SEGA
RAY EARTH
TWIN BEE
F. PINBALL
BUG
VIRTUA COP
VIRTUA FIGHTER 3
V. BOXER
WING ARMS
X-MEN
VIRTUA RACING

TEL: 01222 521356
TEL: 0956 692998
FAX: 01222 550317

JIVE Consoles

Video games are like a pair of underpants! Sooner or later you have to exchange them.

We buy & sell your used games -
Call now for all your next generation needs.

7 FENNEL STREET
LOUGHBOROUGH

(01509) 217260

WILD CONSOLES

SPECIALIST IMPORTERS
USA GOLDSTAR 3DO, 1 Joypad, 110v
stepdown, 3 Games of your choice
ONLY £299

3DO GAMES BEST PRICES GUARANTEED!

Starblade	£20	Cowboy Casino	£10
Rebel Assault	£20	Corpse Killer	£20
Flashback	£20	V.I. Stalker	£20
Shockwave	£20	Alone in Dark	£25
Demolition Man	£25	Shadow	£10
Quarantine	£20	Putt Putt	£10
Hell	£25	Burnings	£10
Monana Jones	£15	S.W.C. DX32	£CALL
Sega Saturn	£call	Sony P.S.X.	£call
V.F. Remix	£40	Boxers Road	£75
Astral	£55	Zero Divide	£70
Shin Shinobi	£45	Philosonic	£45
C. Knight Sh.	£20	Dark Stalkers	£call
Daytona	£30	H.K. Silver/Gold	£call

TEL: 01908 640162
TEL: 0850 994377
FAX: 01908 379049

TO ADVERTISE CALL:
Gaynor Sinclair
on
01625 878888
for further details...

COMPETITION



SHELLSHOCK 'TIL YA DROP!

Q1) Which company is responsible for Shellshock!

- a - Core Design
- b - Apple Core Design
- c - Hardcore Design

Q2) How many tracks are on the EP?

- a - Seven
- b - Four
- c - Nine

Q3) Which are best: LPs or CDs?

- a - LPs
- b - CDs
- c - Neither, tapes are much better... or are they?

Name:

Address:

Postcode:

Next month we'll finally be getting our hands on Core Design's amazing 3D tank battlefest Shellshock!

A full review is being completed as we speak, so don't forget to tune in to our next issue for that. Until then, GamePro and Core Design have decided to give you a little taste of this futuristic sim. So, not only are we giving away a smart Shellshock! postcard to every reader (you'll find it attached to the front of

the mag), we're giving you the chance to win a top prize courtesy of our awesome compo too. A 12" vinyl EP has been produced to coincide with the game's release, and it features seven cool and funky instrumental tracks from the game. We've got a bagload of them to give away, so if you fancy one to add to your record collection, answer the questions opposite and fill in the box. Who knows, you could be a winner!

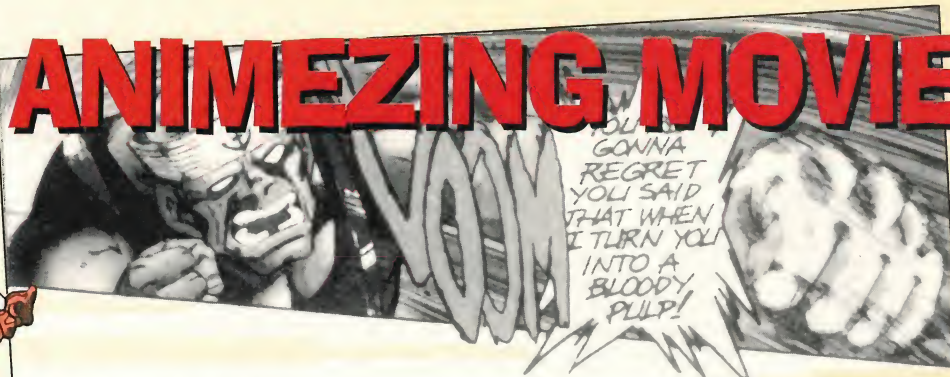
**All entries to :
Shellshock! Compo
GamePro, Media House, Adlington Park,
Macclesfield, Cheshire, UK, SK10 4NP**

All entries must be in the GamePro office by the October 30 1995. Any entries received after this date will be thrown straight in the recycling bin. No employees of IDG Media can officially enter the competition, but obscure relatives are more than welcome to try their hand. No cash alternatives and no alternative prizes are available either. You'll get what you're given and you'll like it me laddo.

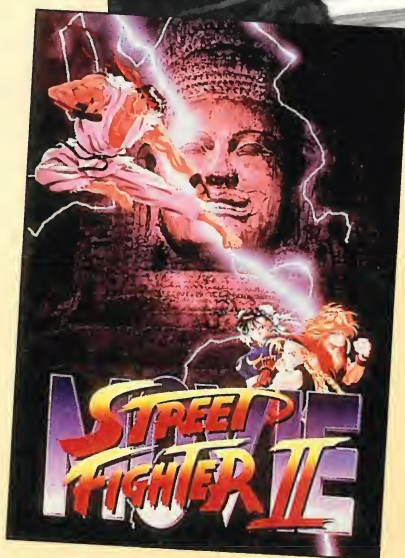
COMPETITION



ANIMEZING MOVIE!



All your favourite Street Fighting buddies star in this full length anime movie from Manga Video. Ken, Ryu, Chun Li, Honda – they're all here and they all kick ass in the finest Japanese animation ever seen, or something. Anyway, it's a top class movie, especially if you're a big Street Fighter fan, and we've got ten copies of the blighter to give away. On top of that, Manga Video has kindly donated 10 free subscriptions to its Street Fighter comic for the winners as well. So if you win, you get the vid and the free subscription! Top eh? All you have to do is answer the questions opposite and send them in to us. Good luck! *Please note: All entries must arrive at the GamePro office no later than October 30.*



Q1) Name the SF character famous for his white suit and flowing headband

- a - Guile
- b - Ryu
- c - Ronnie

Q2) Name the original, and still the best, female Street Fighter babe

- a - Cammy
- b - Chun Li
- c - Mavis

Q3) Which SF game featured the fighting talents of Dee Jay Maximum?

- a - Street Fighter 2
- b - Street Fighter 2 Turbo
- c - Super Street Fighter 2 Turbo

Name: _____

Address: _____

Postcode: _____

All entries to :

**Street Fighter Compo
GamePro, Media House, Adlington Park,
Macclesfield, Cheshire, UK, SK10 4NP**

All entries must be in the GamePro office by October 30 1995. Any entries received after this date will be thrown straight in the recycling bin. No employees of IDG Media can officially enter the competition, but obscure relatives are more than welcome to try their hand. No cash alternatives and no alternative prizes are available either. You'll get what you're given and you'll like it me laddo.



MY BEAUTIFUL LAUNDRETTE

"When the director of Poltergeist teams up with the writer of The Shining and the star of A Nightmare on Elm Street comes a new dimension of terror" reads the video sleeve of Guild Home Video's latest release. The Mangler (Cert 18) does indeed involve all of the aforementioned people, strangely combining their talents to create one of the most surreal horror ideas of our time: a laundry mangler possessed by demons. Classic horror it ain't, but you'll get a top scarey giggle at the effects.

The Mangler won't win any awards, but it's certainly the perfect late night weekend movie if you and your mates are bored stiff.

NATURAL BORN THRILLER

Britain's hottest boxing prospect, Prince Naseem Hamed, makes his video debut in this 75 minute long history of his career. Numerous fights, title bouts, interviews, training sessions and rare home video footage are all on the tape, along with plenty of knockouts, posing and general arrogant ring prowess. This is what we want - a perfect Prince profile, and out just in time for his next fight at the end of September!

It's priced at £12.99 and is available from video retailers.



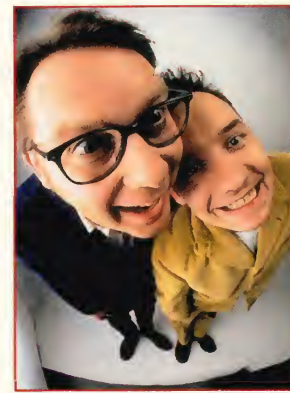
LOTSA CREAM, LOTSA SUGAR

Cooler than an oversized cucumber and cheesier than a Big Kauna Burger, Pulp Fiction (Cert 18), Tarantino's scorching insight into the life of LA's underworld, is out on sale this month. A sure-fire hit in the cinemas across the globe and a massive rental blockbuster, Pulp Fiction looks set to race to the top of the retail charts with ease. A must for fans and an ideal addition to your vid collection.



WHAT YOU LOOKIN' AT?

September 11 sees Britain's favourite pair of light entertainers take to the wheel and crash onto your screens in the most hilarious driving instruction video since the dawn of time. The Bra Men, Hairy Dave, Hairy John and the Obnoxious School Kids all star in this Telstar Video release which promises to mirror, signal, manoeuvre you into the comedy fast lane. It's all-round top educational laughable fun, and can be yours for a mere 11 quid. You can't go wrong with this quality product from Reeves & Mortimer.



• Get a Grip •



TRIP HOP BE BOP

Two new albums that you should be keeping an eye out for the coming months: Britain's funk gods Raw Stylus finally release their long player Pushing Against The Flow, which mixes street soul and

rave groove to form a high octane blend of toe tapping ear candy, whereas party weirdos Moloko grab English trip hop by the throat and give it a bloody good shake on their debut LP, which features hits such as Tight Sweater, On My Horse and the unforgettable Party Weirdo.

This is top British talent destined for the top of the charts. Remember where you heard it first pop pickers!

THE LOVE BUS

Currently doing the rounds of the nightclubs in the North West is one of the most bizarre, yet inventive ideas of our times. What are we talking about? We're talking about the Disco Express, the number 69, the non-stop double decker, as-seen-on-TV Love Bus! This bright red double decker dream is the brainchild of two North West clubbers who decided

to invest in a bus, kit it out with all the latest high-tech turntables, lights, televisions, videos and a whopping JBL soundsystem, slap a dancefloor in the middle and take it out on the road! The idea is quite simple; you buy a ticket, the Love Bus picks you and your pals up and takes you to club after club until you eventually collapse. It seems like a top night out, so call 01625 850482 and get your life in gear!



LITTLE GREY MEN

Paranomal phenomena may be getting another boost thanks to the new series of The X Files on BBC2, and Labyrinth Video is stoking the fire of controversy tenfold with the release of the UFO Files collection. Scheduled to be released over a series of months, the videos feature unseen footage and serious comments and tales from a whole host of UFO experts and alleged abductees. Priced at £10.99 each and running at 60 minutes apiece, they should make ideal viewing for anyone vaguely interested in official coverups and things from other worlds.



YOUR STARTER FOR TEN...

Dodgy goings-on in game show land are not only currently under investigation, but the smash hit fifties quiz show Twenty One also has a seriously unsavoury past. Contestants are receiving the answers in advance, winning piles of dosh and boosting ratings, but certain investigators aren't happy. Ralph Fiennes stars in Quiz Show, this curious tale of honesty, money and underlying morals. It's available to rent from September.



IF IT'S A
GAME IT'S AT . . .

TELEGAMES

ONE OF THE WORLD'S
OLDEST AND LARGEST
VIDEO GAME SPECIALISTS



The Best **COLOUR**
Hand Held Console EVER!
THE ATARI LYNX II



£27.99
with **FREE**
game

CHOOSE FREE GAME
FROM:
Ishido, Shanghai,
Zarlour Mercenary,
Pinball, Bill and Teds

Plus LOADS OF GAMES
AND ACCESSORIES IN STOCK

MAIL ORDER - ADD £6.00 FOR CONSOLES

- NEO CD
- SATURN
- GAME BOY
- COLECOVISION
- ATARI 2600
- PLAYSTATION
- LYNX
- MASTER SYSTEM
- INTELIVISION
- NEO GEO
- NINTENDO
- JAGUAR
- MEGADRIVE
- ATARI 7800
- GAME GEAR
- 32X
- SUPER NINTENDO

JAGUAR



loose items

ALL THE NEW
TITLES IN STOCK

FREE 4 PLAYER
ADAPTER WITH
WHITE MEN
CAN'T JUMP

PLACE YOUR
ORDERS NOW FOR
RAYMAN

PRICE

BUS TER

£245.00

JAGUAR
+
2 GAME CARTS
+
CD UNIT
+
3 CD's

JAGUAR CONSOLE WITH
3 GAMES

£135.00

JAGUAR CD WITH 3 CD's

£145

FOR ALL YOUR GAME SYSTEM REQUIREMENTS CONTACT US NOW FOR QUICK RELIABLE
SERVICE (AND GOODS IN STOCK!!). Send SAE for lists - state make of game.

TELEGAMES

WIGSTON, LEICESTER, LE18 3TE. TEL. (0116) 288 0445/2813606



MANGA
VIDEOS

TRADING
CARDS

MANGA

MANGA
POSTERS

MANGA
T-SHIRTS

CREDIT CARD AND
INFORMATION HOTLINE
01989 767 655

FREE CATALOGUE AVAILABLE
MAVERICK MAIL ORDER

PO BOX 7, ROSS ON WYE, HEREFORDSHIRE, UK HR9 7YX
TEL: 01989 767 655 FAX: 01989 768 563

**T
O
B
O**

- ▶ GAME EXCHANGE
- ▶ MANGA
- ▶ AMIGA
- ▶ 3DO
- ▶ ATARI
- ▶ SEGA
- ▶ NINTENDO
- ▶ PC
- ▶ SONY
- ▶ PC-CD ROM

AFTER HOURS 6pm-10pm TEL: 0973 552 398

FELTHAM HIGH STREET, FELTHAM, MIDDX. TW13 4BU

0181 893 2100 **FAX** 0181
844 2575 844 1944

TO ADVERTISE CALL:

Gaynor
Sinclair

on

01625
878888

for further
details...

GamePro *Launch offer*

IT'S LIKE £ OUT OF

**GET THE
GAMEPOWER!
GET GAMEPRO!**

TRASH the competition !!
SMASH your record scores !!
GAMEPRO'S Hints, Tips & Cheats
GIVE YOU THE POWER!!!!!!

15 FALLING THE SKY

LESS THAN 1/2 PRICE

ONLY £14.99 FOR 12 ISSUES!

DELIVERED TO YOUR DOOR (SAVE MORE THAN £15!)

FIRST with reviews !!

FIRST with previews !!

FIRST with exclusives, news and features!!

**MORE PAGES, MORE REVIEWS, MORE HINTS, TIPS &
CHEATS THAN ANY OTHER UK GAMES MAG**

THIS IS THE OFFER YOU CAN'T REFUSE!

(and the deal is so good even your parents will say YES to this one!)

YES! I'd like a one year subscription to GamePro (12 action packed issues) at the incredibly low price of £14.99. I'll save over £15 off the cover price! **CODE 6000**

SUBSCRIPTION HOTLINE

for card holders

Tel:0151-357 1275

Fax:0151-357 2813

Name:

Address:

Town

Post Code

Daytime Phone Number

Payment enclosed.
Send this form to:
Database Direct, FREEPOST,
Ellesmere Port L653EB
(no stamp is needed if
posted in the UK)

**FIRST 100
SUBSCRIBERS WILL
GET A FREE GAMEPRO
T-SHIRT**

Do you ever dream of
Rocking all over the World?

Are Status Quo your
favourite band ever? Yes,
well away you go then,
you're not staying here
matey! This is a feature

devoted to trendy music (ie
the stuff I like) on the
Internet. Any band that's up
with teenage youth culture

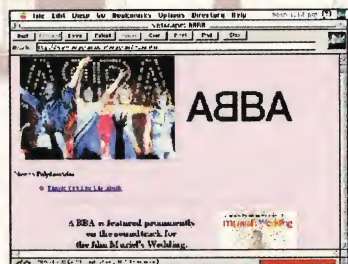
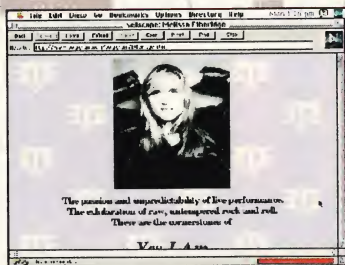
has its own Web space
where fans can congregate
and even send them

personal messages. The
Internet is becoming big
business for both stars and
record companies alike.

Both have an increasing
presence on the Net as a
spot of bandwagon jumping
begins to take place. So,

get your Take That dolls
out, crank up your Boyzone
7 inch picture disc, and let
the Internutter be your
guide to the on-line gig...

*Rock chicks
galore can be
found with a
little digging.
Samples can
usually be
downloaded too*



*Thankyou for the Music is
the latest Abba compilation,
and you can get full details
on it here. Should you be
rubbish enough to want them*

*There are many good sites
dotted around the Web that
will spin you off to download
and research areas at the
click of a button*



Perhaps the "trendiest" band of the moment has to be The Shamen, and they have taken their Internet presence to the extreme by being the first band to release a single exclusively on the Net. For one week before the plastic version was released, the whole caboodle was available for download via their web site. Cool eh? Well, it is if you like the Shamen!

It remains to be seen as to whether this trend will be continued by other bands as technology improves and more people get access to the Net. It is more likely that this kind of venture may well damage sales in the future, so on-line versions will come with a price tag attached.

As things stand at the moment there are definitely more bands setting up home pages on the Internet. For a long time there have been fan club type areas run by Internet groupies for virtually any band you care to mention. But unfortunately, most of these consist of little more than, "(insert as appropriate) are great!" as you might expect.

Dance music has also found a home on the Internet and many specialist sites carry huge libraries of samples from hundreds of dance tunes.

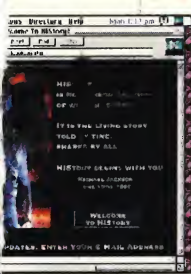
This neatly leads us to something else that the Net is useful for as far as music is concerned, ie creating the stuff. Be it guitars, keyboards or sample

after sample, everything is there by the bucketload. If you fancy playing all the latest songs from some dodgy indie band on your lekky guitar then rest assured someone will have the chords somewhere.

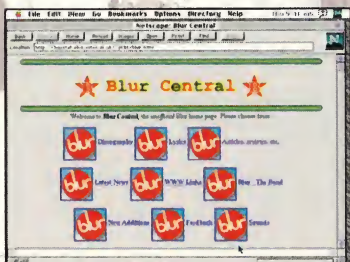
Likewise a plethora of sequencers, samplers and sound editors can easily be obtained, so you can start to structure your own formula dance music. It all depends what you want to do, although if you want to start making your own music this way then a PC or a Mac is a handy utensil to have sitting on your desk. Having said that, if you're saddled with an ST or an Amiga, then there is still plenty of stuff out there, as both these

*For all the latest
news on Michael
Jackson (albeit it
music-related and
not sordid), check
the Sony pages*





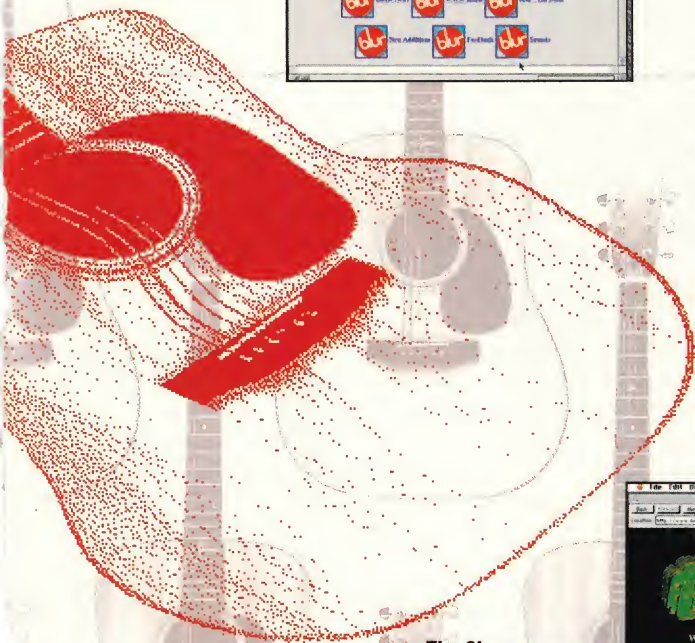
Fancy a bit of indie/pop/rubbish music? Blur Central is a good place to go!



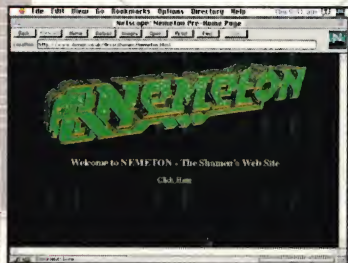
Polygram is another company with a home on the World Wide Web



Sony is one of the biggest record companies in the world (just ask George Michael!)



The Shamen are one of the more forward-thinking bands on the Internet



machines have been famed for their music making abilities over the years.

But what if it's just news you want? What if all you need to know is what Robbie is planning on doing next? Well, the music sources of the Internet are sure to supply the answer to virtually any question you have.

A quick trek to one of the search engines such as Lycos or Yahoo will reveal phenomenal amounts of data.

If you enter the word "Music" into the search string, it's just a case of wading through everything, which will probably take you many hours and probably several calls to your local connection.

If you're looking for a particular band, at least

your task is made simpler. However, even entering a word such as "Blur" into a search engine will probably end up giving you countless links to various photography tips Web sites.

The results can be well worth it though, especially if you're looking for a cool sample that you want to play every time you open up Windows.

Music is one of the largest areas of interest that the Internet holds. Even the big record companies like Sony and Polygram are there, so there must be something in it.

If you're after a particular band but can't be bothered wading through all the rubbish, keep an eye on the specialist music

press. Many groups are publishing their web addresses on adverts for new releases.

In the meantime, that's it for this month, pop people. If you want to drop me some email, you can send it to nutter@chicken.demon.co.uk.

Next month is one for the lads, as I'll be donning my flasher's mac and going undercover to investigate the seedy world of filth on the Net. Should we have the right to see what we like, or should censorship of the Internet come into force to save us from pornography and degradation? Who cares anyway? I'll get to spend hours staring at naked girls and passing it off as work!



Internet addresses:

The following addresses can be found on the World Wide Web

The Prodigy (unofficial)
<http://130.89.221.215/jasper/prodigy.htm>

The Shamen (official)
<http://www.demon.co.uk/drci/shamen/nemetron.html>

Blur Central
<http://lipstat.alcd.soton.ac.uk/~prbt/blur.html>

Library of Musical Links
<http://www-scf.usc.edu/~jrush/music/index.html>

TV Themes to download
<http://www.acm.uiuc.edu/rml/Sounds/Themes/>

Hypereal (dance music)
<http://hypereal.com/>

Polygram Records
<http://www.polygram.com/polygram/>

Sony Music
<http://www.sony.com>

Generally everything else
<http://www.yahoo.com/>



Let's write to Ronnie

Hey kids! It's time once again for me - Ronnie - to root through my sacks to see what lovely letters you've all taken the time to send to me. Can you believe we've finished three issues now...and without being taken off the shelves or killing each other...ah well there's always next month! Keep sending all your usual stuff, be it compliments, insults or threatening mail. I just love opening your envelopes (if you know what I mean).

Dear Ronnie,

Today I bought GamePro and I think it's good. It has lots of information about computer games and other things. I especially like your SWAT-Pro, and the only thing that's a bit dodgy is the price. I know you might think this is reasonable, but nowadays kids like me don't get a lot of pocket money. Most kids like things like this but can't afford them. I'm not just saying this to your mag either, I've written to other magazines about the matter also. I hope you will do something about this and reply to me. I really like your magazine and I give it 10 out of 10!
Yours, Rupesh Patel, Leicester

Rupesh, Rupesh, Rupesh. What can I say? What do you want me to say "Okay, have the mag for 10p"? I know magazines are expensive kiddo, but believe me, they're even more expensive to produce. The thing is, the more paper you use the more costly it is. A lot of games mags weigh in at around the £2.50 marker, but most of those are only 100 pages thick. GamePro offers you 148 pages every month, plus the occasional increase (last month's issue was 164 pages deep), plus cover mounted gifts. I know you probably can't afford to buy loads of different mags each month Rupesh, so why don't you just save your money and buy the one that gives you the best information, the best free gifts and the best value for your hard earned cash? Need some help working out which mag to buy? Us mate, GamePro, the world's best selling games magazine!

Dear Ronnie,

Here's a cheat for WWF Raw on the 32X: To select the mystery wrestler Kwang, hold down on the D-pad and press A and B together when on the

character select screen. If the cheat has worked, you'll hear a whistle. His finishing move is a power bomb and to activate this, repeatedly press the X button during a grapple when your opponent is quite low on energy.

Yours, Bryan Gordon, Glasgow

Er... cheers Bry! I suppose you'll be after one of our exclusive GamePro T-shirts now eh? Mmm? Well, alright then, seeing as it's you. Go on you old dog, get outta here!

Dear Ron,

I recently purchased a packet of M&Ms, and inside I found one with a W printed on it. Is this rare and is it worth anything?

Jeff Vandamuller, Birmingham

Oh dear...

Dear Ronnie,

I was hoping you could help me as I'm looking for some addresses. First of all I'd like Sega Europe, failing that, Sega Of Japan. I'd also like the address of EA Sports and a company called Wolf Team which is responsible for my rapid hair loss due to the frustration caused by the game Cobra Command on the Mega CD. I would also like to add my bit to the next gen war of words and say that Sega can stick its Saturn right up its a*se! Sega has ripped off loyal purchasers twice with the Mega CD and the 32X, and it certainly won't be ripping this one off again. My money will be spent on a PlayStation.

Yours, Michael Gault, Glasgow

Oooh, someone's got you worked up haven't they Mickey? First things first though. I take it you wish to complain to these companies Michael? I take it you wish to rain down abuse and nasty letters upon

these pillars of video game society? Well good luck to you mate. I doubt that you'll even get a reply, but if you want to try, who am I to stop you. Sega Europe can be found at 247 Cromwell Road London, and the UK division of EA Sports can be contacted at 90 Heron Drive, Langley, Berkshire. As far as the company Wolf Team goes, I'm afraid I can't find any address for them, so you'll just have to keep on pulling your hair out over Cobra Command. Keep up the good work and see ya!

Dear Ronnie,

Congrats on the latest issue of your excellent and informative games magazine. Here's a few codes for the bonus game on Sonic 1 and Sonic & Knuckles. I have 1200 codes jotted down at home, so if you print the codes in the next issue, I'll send the lot in. I also need info myself on two games. In the first issue of GamePro you printed an Eternal Champions guide for the Mega CD. Could you do the same, but for the Mega Drive? Perhaps with a list of hidden characters and how to enable blood. My other request is Dragon on the Mega Drive. Is it possible to enable blood? Are there any hidden characters? Are there any fatalities? Is there a way to become invincible? I would obviously be grateful if you do supply the above, but any info on my requests will be great.

Yours, S. Grainger, Derbyshire

And I suppose you want a bloody shirt too eh? Flippin' eck Tucker, I'll have no blinking shirts left this time next month if people keep sending me tips. Okay, last one this month though. I hope XL fits. Regarding your questions; the MD version of Eternal Champs is a tad old now, and we only do players guides for

relatively new software. As far as your Dragon queries go, try ringing the Virgin Helpline on the following number, 0171 468 2022. Someone there should be able to sort you out with all your kung fu nightmares.

Dear Ronnie,

How many times do I have to write in to get my letter printed?

O. Reading, Docket Bay

Lots and lots and lots. Take note that letters which come attached to large parcels of sweets, flipping great wads of cash, an attractive young lady or a flame red Lotus have more chance of being printed than others.

Dear Ronnie,

What is the meaning of life?

A. Dent, Earth

42.

Dear Ronaldo,

Why does sauce take so long to come out of the bottle?
 P.S. Not the squeezable ones, the glass bottle variety.

F. Bruno, Norf Landan

Erm... it's all to do with physics you see. If you take the relative weight of unsqueezed sauce and times it by... oh I don't know.

Dear Ronnie,

After reading your mag and filling in the questionnaire, I thought I'd write in and do a bit of nitpicking. To start with, the questionnaire should've had a little more space so that I could've written a few little comments. Like on the question about which film I'd like to see, I wanted to put that I'd already seen

Speed, but there wasn't room. And the one about which mags I read regularly. The only ones I read, like Total!, Super Play and NMS weren't there to be selected. I do occasionally read CVG, Ultimate and Games World, but not regularly. Secondly, as I repeatedly said in the questionnaire, your reviews were very brief. Why don't you try going into more detail with more screenshots? Also, not many of the newer games were previewed, like Tekken or Demolish 'Em Derby. And why the huge attention to tips on fighting games? While on the subject of tips, could you have a little more organisation in the tips section, instead of loads of tips scattered around? That Ronnie's a bit of a nob isn't he? (No offence Ron!) Please take note of what has been said.
Jose Parker, address withheld

Moan, moan, bloody moan! For one, the questionnaire was put in so we could get a brief idea of how you felt about the new mag. It wasn't meant to be an essayfest, so if anyone wanted to say something extra (like you), they could write in and air their

views (like you). Regarding the film question, we didn't want to know if you had already seen Speed, and since you asked, the question was purely for a small indication of what type of readers we are getting. Regarding the magazine list, you complained that not all the other games mags were listed. Well if we listed every single mag on the planet there would be even less space wouldn't there? If you bothered to look, you would have seen a space under the list. This was put in so people like you could insert any mag titles that we left out - instead of writing in and moaning about it! Maybe we should have put a section in the questionnaire about what you thought of the questionnaire!? The reviews are brief because we have so many games to put into so little space, and you'll find that games such as Tekken are given more than their fair share of coverage in this month's issue. We won't redesign the tips pages simply because of your laziness, and since you mentioned it, I'm not a nob, nor do I appreciate whinging little gits like yourself sending me abusive letters.

So go away and moan at some other magazine. Leave me the hell alone!

Dearest Ron,

Settle an argument for me would you. The Pompidou Centre; post modernist eye-sore or capitalist dreamscape?

P. Calf, Salford

I think you've set yourself up with a false opposition there my friend.

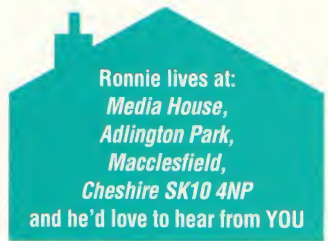
Dear Ronnie

From the book/toy/videos reviewed in issue one's Get A Grip!, I would like to win the PCTV, because not only do I just want to win the PCTV, I also think it's the ultimate in home entertainment and it will be around for a long time. I would also like very much to win it as I'm intending to go to college and I could use it for wordprocessing etc.

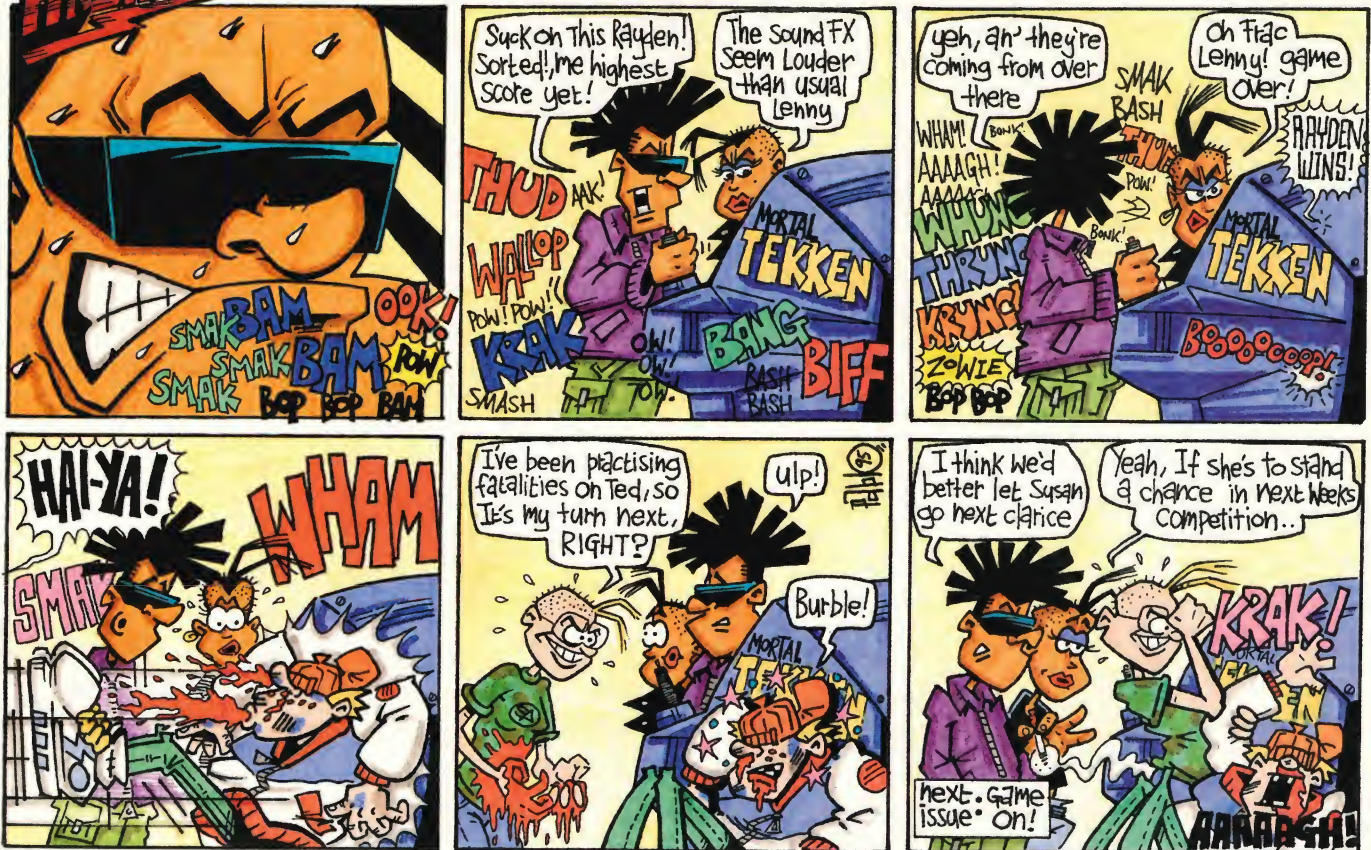
Robert Heyes, Co. Durham

Sigh. We've had letters flooding into the office like this all month, including a rather lengthy effort from Stephen Edwards, who actually

wrote a short story in an attempt to win the PCTV. This is all very well and good, and we appreciate the time everyone has spent entering the PCTV competition. The thing is, there isn't a PCTV to win. As clearly (or not so as the case may be) stated on the Get A Grip! pages: "If you'd like to win a book/toy/video reviewed here..." we didn't mention the PCTV as a prize. It's isn't a book or a toy or even a video believe it or not, so why have so many of you written in and pleaded for it? Can't you read correctly? I for one apologise for any misunderstanding and pray that nobody writes in begging to win the SKY TV network after reading last month's section. Book/toy/video, understand? Book/toy/video.



ARCADIA BY DAVE HOWELL AND PAUL VAN LINDEN ©95.



Next month: Next Generation Jim! Yes it's true! The next issue of GamePro will be packed to the rafters with pure meaty Earthworm Jim goodness. Not only will you be getting hold of the sickest, grossest and downright disgusting covermount ever, but you'll also be drooling over the exclusive next generation version of your favourite earth-eater along with loads more exciting Virgin Interactive eye candy. PLUS! ECTS overload! The European Computer Trade Show hits town this month, so the pros are off to jolly old London town to eat cockles and mussels, run up and down apples and pears, and generally fall about shouting, "Oi, cockney, no!" at high volume. If we survive that, we'll also be bringing you up-to-date on the software side of things and telling you in our harshest voice what will be hitting your games machine over the next year or so.

P L U S !

Krazy Ivan - Agile Warrior - Heart Of Darkness - The Mask - Magic Carpet 2 - Assault Rigs - FIFA '96 - Actua Golf - Deadly Skies - Spot Goes To Hollywood - More tips pages than you could possibly dream of, and much much more! GamePro Issue 4 - on sale October 28 - Don't leave home without it!



NOW FOR THE SATURN AND PLAYSTATION THE ULTIMATE GAMEBUSTING CARTRIDGE

SATURN IS A TRADEMARK OF SEGA ENTERPRISES LTD

ACTION REPLAY GIVES YOU THE POWER TO PLAY YOUR FAVOURITE GAMES TO LEVELS YOU NEVER KNEW EXISTED!

ACTION REPLAY IS 3 CARTRIDGES IN ONE!

CHEAT CARTRIDGE - UNIVERSAL ADAPTER - MEMORY BACK-UP

Simply choose from the huge range of built-in cheats for the latest games. Enter new cheats as further games are released. Flash Eprom technology means that all new entries are added to the built-in cheat menu.

Memory Back-Up feature allows you to back up your Saturn game save memory. Massive 1MEG CAPACITY INCREASES SATURN MEMORY BY 5 TIMES!

ACTION REPLAY allows you to play even IMPORT GAMES on your Saturn so you can cheat on the latest games NOW - EVEN IMPORTS!

NOW YOU CAN PLAY IMPORT CDs ON YOUR SEGA SATURN

The universal adapter features of ACTION REPLAY are available separately in this powerful UNIVERSAL ADAPTER CARTRIDGE!!

Simple plug in cartridge allows all combinations of CDs and consoles. No need to wait for releases for your console, now you can play games from any country.

UNIVERSAL ADAPTOR
£39.99 PLUS £2.00 P&P



ACTION REPLAY IS AN OFFICIAL SEGA PRODUCT

ACTION REPLAY has a special high speed communications port for further expansion. An optional comms package allows you to connect your Saturn via ACTION REPLAY to any PC for powerful cheat finding and debugging.

MEMORY BACK-UP

ACTION REPLAY also has Memory Back-Up feature which allows you to back up your Saturn game save memory. MASSIVE 1MEG CAPACITY INCREASES SATURN MEMORY BY 5 TIMES!

HIGH SPEED COMMS PORT

SEGA SATURN
ONLY
54.99

PLAYSTATION IS A TRADEMARK OF SONY CORPORATION LTD



SONY PLAYSTATION™

Just imagine, infinite lives, unlimited energy, special effects, extra fuel/ammo- play on any level. Become invincible with the Action Replay Cartridge.

HOW ACTION REPLAY WORKS

Simply choose from the menu of amazing Game Busting cheats... Just look at some of the games in volume 1

- Ridge Racer**
Race on all tracks forwards & backwards. Select ALL cars including the secret Black Griffin car.
- Klunk! The Blood**
All weapons activated and unlimited power.
- Parodius Deluxe**
256 lives for both player 1 & player 2.
- Jumping Flash**
Select any world. Plus super high jump.
- Tekken**
Select all extra hidden fighters. (See example) Crime Crackers All three characters have extra energy. All keys, weapons & other items. 6535 Super bombs!
- Kings Field**
All weapons activated and extra power.

PLUS OTHER NEW RELEASES

EACH ACTION REPLAY CARTRIDGE CONTAINS SETS OF CHEATS FOR THE TOP PLAYSTATION GAMES... FURTHER VOLUMES OF ACTION REPLAY TO COME!



EXAMPLE CHEAT!
TEKKEN™ by NAMCO™

Allows you to select the extra "hidden" characters, this includes, Kunimitsu™, Armor King™, P.Jack™, Kuma™, Heihachi™, Lee™, Wang™, Anna™ and Ganryu™. Moving the selector to the right, past Michelle™, will display the new characters. EACH CARTRIDGE CONTAINS 14 OTHER GREAT CHEATS LIKE THIS!



ONLY
29.99

ACTION REPLAY IS NOT AN OFFICIAL SONY PRODUCT

GAME SAVE CARTRIDGE



With this amazing game save cart you can save your game at the point that you choose. Simply restart the game at that point at any time. Save up to 15 different scenarios.

GAME SAVE CARTRIDGE
£29.99 PLUS £2.00 P&P

01782 744707
SALES HOTLINE

CALL 01782 744707 and we will ship your order same day!

Please add £2.00 per order.
For next day delivery add £5.00
For export orders we will quote shipping at cost via UPS.

01782 744707
FAX 01782 744292

*Stock items
**stock where inclusive

DATEL DIRECT

GOVAN ROAD,
FENTON INDUSTRIAL ESTATE,
FENTON, STOKE-ON-TRENT,
ST4 2RS, ENGLAND

DATEL DIRECT LIMITED

FAX ORDERS
01782 744292
24 HRS SERVICE

65 COURSES!

(AND THAT'S JUST FOR STARTERS)



For Micro Machines '96 we've jam packed an amazing 65 manic courses into the wildest and weirdest regions of the Micro Machines house.

And it's on the J-Cart, so a bedroom-busting eight players can dice it up on the craziest turbo tournaments yet!

For even more madness, use the all new construction kit to set up custom courses, and save 'em with the battery back-up.

Micro Machines '96 is guaranteed to stop you in your tracks. And that's a racing certainty.

MEGA DRIVE™



Codemasters