

£2.50 DECEMBER 1995 ISSUE 4

GamePro

30
PAGE TIP BONANZA
INC: TEKKEN, HELL &
WRESTLEMANIA

DON'T EAT JIM!

(EAT HIM)

EXCLUSIVE

Mega Drive
and SNES
reviews
inside!

PLUS

VECTORMAN
MEGA DRIVE

YOSHI'S ISLAND
SNES

VIRTUA FIGHTER
32X

ESPN EXTREME
PSX

SCREAMER
PC



Oil Newsagent! Where the hell has my FREE worm sucker got to then? Give it me now or there'll be all kinds of trouble!

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EDIBLE WORM SUCKER

TREACLE TROUSERS!

SUPER SKIDMARKS RUINS YOUR WARDROBE

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TEKKEN: COMPLETE GUIDE

EAT MY GOAL!

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WE EXPOSE THE PLANS FOR THE FUTURE

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WHEE



YOU DESERVE IT

TO



THE

MOST AWAITED GAME

SECOND

TO NONE IS

COMING

TO THE SUPER NINTENDO



SUPER NINTENDOTM
ENTERTAINMENT SYSTEM



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PC CD-ROM, SEGA SATURN & SONY PLAYSTATION

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As the PlayStation dances merrily into people's homes this month, Sega is loading up on the ammunition to counterattack Sony's little grey box in the run up to Christmas.

Many industry heads claimed that the best next generation software on offer at the recent ECTS weekend wasn't to be found at London's Olympia, but rather slightly down the road, hiding in an inconspicuous looking office at Sega Headquarters. Here visitors were

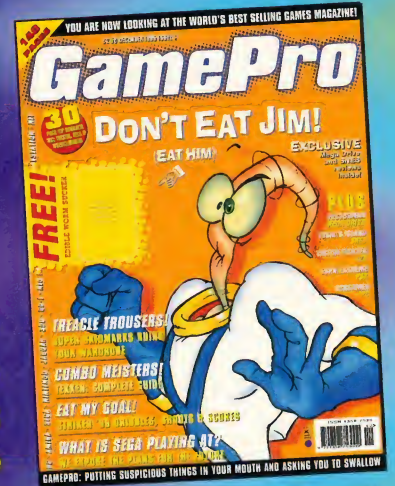
treated to both arcade and home versions of Sega's future releases and then asked to spot the differences. Some could, some couldn't. You can make up your own mind as GamePro grabs you firmly by the hand and drags you kicking and screaming down Virtua Lane - right here, in this very issue. The future's so bright you gotta wear shades? You bet your ass it is! Sit back, relax and prepare yourselves...

GamePro EARTHWORM JIM



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EXCLUSIVE! Direct from Shiny Entertainment USA comes this exclusive look at the 16-bit conversions of our favourite segmented chum. First reviews of Earthworm Jim 2 on Mega Drive and SNES inside!



It's cool, it's funky, it's our fabulous fourth issue! Free worm lolly, 148 pages, loads of hot stuff inside, you know it's the best gaming mag money can buy!

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ProReviews

ESPN's Extreme, Earthworm Jim 2, Yoshi's Island and thousands more fill our review section. Get the complete listings on page 18. You know you want to

Earthworm Jim 2 p20



Street Fighter: The Movie p38

Yoshi's Island p46



Vectorman p50

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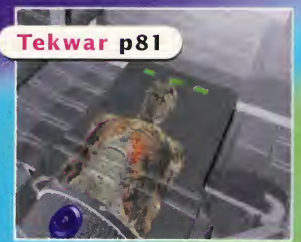
ProSpects

So what's going to be in your console this Xmas? What was at the ECTS last month? We show you - in full glorious technicolour - what's on offer to fill your Chrissie stocking

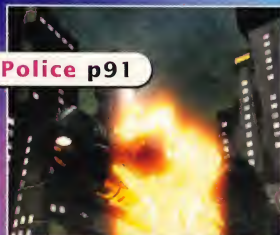
Timegate p80



Tekwar p81



G Police p91



Alpine Racer p95

136 WIPEOUT COMPO

The best game to hit the PlayStation to date just happens to be filled with top graphics and quirky little icons that would look pretty darn cool on a T-shirt or a record bag. Fancy some of that do ya? Well enter our classy WipeOut compo then!

58 DISCWORLD COMPO

Terry P's weird and wonderful book was turned into a top graphic adventure by Sony Interactive, and now they've given us an amazing compo prize too! Win the world, or something similar, on page 58

71 RESERVOIR DOGS COMPO

Possibly the best film for some time is available for you to own in our exclusive compo. Win Mr Blonde's box set and other Doggie prizes on page 71



Regulars

10 Eye Witness

All the hottest stories, facts and wild rumours from around the world can be found on these here pages. For some inexplicable reason, Sega's Internet device, Prince Naseem, Princess Di and Ice Cube all feature in this month's lowdown

105 Free Adverts

We've had quite a few letters demanding some kind of classified adverts section in GamePro, so we've decided to arrange it all for you. Get your advertising coupon right here and start the ball rolling!

138 Get a Grip!

Everyone needs a break from videogames, so on this page we aim to supply you with the latest info on non-games related gear, such as videos and books and things like that. Take a look, it might just interest you. Then again, maybe it won't

140 Subscriptions

The quickest and easiest way to get GamePro each month doesn't involve camping outside your newsagents or sitting on our doorstep waiting for us to finish the mag. All you have to do is subscribe, and you'll get the mag before your newsie. For a lot less money too! Bargain? Damn right!

142 Let's Write to Ronnie

He was ill, but now he's better, and he's here to read your letters. It's Ronnie! PLUS the second part of our exclusive cartoon strip: Arcadia!

144 The Internutter

Girls, girls, girls! The Internutter has had a hard old month. He's been cruising the Net on a mission for babes, downloading the pictures and then looking at them. Check out his sordid findings on page 144



68 MEET THE GAME MAKERS

Our ongoing series showing you the blokes/birds behind the megabytes continues with Shiny Entertainment's Dave Perry and EA's Mitzi McGilvray

Feature: Second coming?

What is Sega up to? The Saturn was released with hardly any games, but now it's somehow got a big bulging bagful. This is your chance to get the latest gossip on the Sonic supremos, and take a sneaky look at Sega Rally and VF2 too!



60

WIN! Primal Rage Arcade Machine

It's the final part of our massive Primal Rage giveaway, where you could walk away with your very own arcade machine - completely free of charge! What are you waiting for? Turn to page 128



S.W.A.T. Pro

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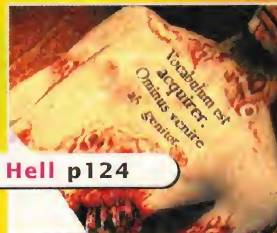
Tips, guides, prods, pokes, more tips and more guides. That's what you want so that's what you're getting! Tekken, Wrestlemania and Hell 3DO get poked by the Pros



Tekken p108



True Lies p122



Hell p124



Wrestlemania p130

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SPECIAL THANKS TO:

David Gower, Frestan Cows, Four Poster beds, Sarah's Jibs, The Anatomy of Melancholy, £2 surcharges, Stench, Biff for buying us beers, the pigs for making Biff's bladder even more loose, mysterious scars, Captain Beeheart & Little Walter, hangovers, Ocean for a top night out, psycho taxi drivers, Chicken's 5 year employment record, and Jo for waiting up.

eye witness

The hottest news from around the world can only be found in our pant-wettingly good news section - Eyewitness. Where else can you find exclusive stories about Prince Naseem, Ice Cube, Dr Ruth, edible worms, Pamela Anderson, the European Computer Trade Show and The Rolling Stones all in one place? That's right kids, only in GamePro. You know it's the best! Oooh, you do

eye witness

Worm lolly is edible shocker!

YES IT'S true! The fantastic free covermounted worm lolly (RRP £1.50) on this very issue is, in fact, edible. Strange as it may seem, the worms inside these American-made Hotlix Tequila Worm Sucker Lollies, are bred especially for use only in these scary sweet products, and are

commonly known as insect larva, AKA Tenebrio Molitor. The insect is a hybrid beetle larva, which is specially raised on rolled oats and vegetables, which kind of explains why they taste so 'wheaty' instead of all slimy and gooey. The main question is though, have you eaten yours yet? If not, why not? Let's face it, it's the grossest and

most down right disgusting covermount ever produced, and we want you to do something with it. Any readers who send in photos of themselves, relatives, friends or unsuspecting enemies actually eating their free worm lolly, will win the special surprise GamePro worm prize! We're not going to tell you what it is just yet, but get your

photos in as soon as possible and we'll announce the winner in the next issue!



Left: It's a worm. It's stomach churning, it'll scare your mum, it'll impress your pals, and it's all completely edible! Bargain!



PlayStation ads to appear soon!



Dwight P Dibly informs the more uneducated gamers about the PlayStation. And his hand



ECTS Overload!

LAST MONTH saw London's Olympia arena turned into the biggest freeplay arcade the world has ever seen, as the European Computer Trade Show rolled into town for the weekend. The show attracted over 10,000 visitors from the computer industry, with developers, software houses, journos, celebs and gamers flocking from around the globe to see what the future holds for the interactive world. All the big names of the industry were in the arena to display their wares to massive crowds, while certain companies, including Sega, US Gold, Gametek and Sony Interactive, chose to exhibit at other nearby venues. Instead of doing the usual ECTS round-up and giving you a massive list of things to expect, we decided to increase our Prospects section this month so you can actually see for yourself the highs and lows of the show. We hope you enjoy it, and it all starts on page 72.



Punchy PSX promos

IN A bid to boost its street prowess and overall PlayStation cool dude image, Sony Computer Entertainment has signed up world champion boxer and general all-round cocky bleeder, Prince Naseem Hamed, in a sponsorship package worth over £100,000. For the next four fights, The Prince is set to ditch his trademark leopard skin trunks in favour of a new PlayStation pair of pants. Bags more promotional events are planned for The Prince in the very near future.

eye witness

Sega reaches for the stars

SEGA MAY HAVE started pounding the cinema and TV screens with its freaky adverts for the Christmas Saturn rush, but over in the States its advertising has taken a slightly different turn. To increase the popularity of its new machine in America, Sega has started using streetwise celebrities on its advertising hoardings. The first of these features LA rapper and part time actor, Ice Cube, who treats the public to his thoughts and wisdom in a somewhat surreal manner. "Maybe you think you know who I am, how I see things, or how I feel. Maybe if I write it, or get on the mike, you'll understand exactly what I'm like... I don't think so." Erm... right mate, whatever. Plans are allegedly underway in this country for ads featuring the intellectual offerings of Whigfield, Bet Gilroy and Fred Dibnah. Or perhaps not.



Saturnet

Owners of Sega's next gen console could soon be accessing the Internet thanks to their new found games machine. A peripheral, due to retail at around the £100 marker, allows users to pull various information off the Net, but won't allow them to add anything to the information superhighway via their Saturn. To compensate for this, Sega is looking into developing other Net related add-ons for the console, such as keyboards and connection ports, which can only add to the overall Saturn appeal. Sega's European CEO had this to say: "The development of the Internet connector represents a major advantage for Saturn. The creation of Sega's new multimedia division shows the level of commitment we have to this format and provides us with further evidence that the true potential of the Saturn is still to be realised." So there you have it. Who said Sega treats its punters badly?



It's all a Blur



They've got loads of money, loads of girls after them, and they stay in playing games. Losers

Trust me, I'm a doctor

IT MAY seem stupid to all of us who have a thriving sexual appetite and an energetic love life to match, but America's favourite sex therapist, Dr Ruth Weisheimer is about to go interactive. We're not talking hands on advice here, oh no, nothing that disgusting, but a new interactive CD-Rom based on her professional knowledge and ability to find solutions to things that go limp in the night. Questions are answered, and techniques are displayed and commented upon as the friendly family quack gives us her opinions and advice in her own special caring way. Sounds like just the thing to get your private life pumping doesn't it? Dr Ruth's Encyclopedia Of Sex is released by CentreGold Multimedia some time around Christmas. Just in time if you fancy popping something special in your loved one's stocking this year.



Yoshi drags his heels

YES, THE latest Mario title to spring from Nintendo's game grand central in Japan will be the fabulous Yoshi's Island. The only trouble is that all the UK Mario worshippers won't be able to get their hands on it until February '96. Sales in Japan of Yoshi's Island are allegedly tipping the one million mark, causing mass hysteria as the first Mario game for four years has caused a buying frenzy among Japanese SNES owners. Nintendo UK has several titles to release before the year is out, so many in fact that Yoshi's

Island has been pushed back until next year, leaving the more hardened Mario junkies searching it out in the import shops around the country. Killer Instinct on the SNES will now be in the shops from November 10, with the Game Boy version hitting stores around December 1. Also released on that day will be the follow-up to last year's fastest selling SNES title, Donkey Kong Country, namely DKC2: Diddy's Kong Quest. Other titles also waiting in the wings for an official UK release date are the Game Boy compilation, Arcade Classics, which features Galaxian, Missile Command, Centipede and many more, plus another top Japanese RPG, The Secret Of Evermore for the SNES.

This is set to follow in the popular footsteps of Zelda and the excellent Secret Of Mana. More Nintendo news next issue!



Bully for you

BULLFROG IS currently putting the finishing touches to three of its big name games in time for the Christmas rush. Top PC releases of the past are making their way onto both the Saturn and the PlayStation, with Theme Park getting a release on November 7, and Hi Octane hitting stores in early December. The big one as far as Bullfrog is concerned however, is the PC fantasy RPG extravaganza, Dungeonkeeper, due on sale on November 19. The novel twist in the tale is that you don't play a clean-cut superhero battling dragons and the like. Instead you act out your moves via the evil dungeonkeeper. This PC beauty should be with us next issue, so keep your eyes peeled for the latest news.



Big Pam and butch bloke

REMEMBER THE other month when we told you about a Pamela Anderson screen saver for your PC? Well, the chaps at Telstar got straight on the phone and demanded that we feature their Pammy screen saver too. So, being the free thinking dudes that we are, we have done. And here it is. Thirteen sultry piccies of our Pam are on offer in this interactive bundle of fun, plus a nifty little calendar device which gives you a new piece of Pam every month. Good stuff eh? But if you're a PC-owning female and you're currently thinking something along the lines of, "Sexist pigs! Why don't they ever feature any fit bloke screen savers instead of sexy girls all the time?" Well, surprise surprise, here's one for you girls! Obviously it's not a Pammy one, but the throbbing dancing bodies of the Chippendale hunks can now grace your VDU, again, courtesy of Telstar. Both savers will cost you around £14.99 each, and are available right about now. Happy?



INTRODUCING A GAME CLASSIC...

Best-selling Game of 1993



Best Console Simulation
of the Year



Sega Mega-CD Product
of the Year



Sega Mega-CD Shoot 'em Up
of the Year



Bought by 80 PERCENT of
Mega-CD Owners

WHAT GAME IS IT?

THUNDERHAWK

What we have here is the definitive Mega-CD game... The yardstick by which all others will be measuredd

GAMESMASTER 94%

If you've got a Mega-CD you have two choices: buy Thunderhawk or sell the Mega-CD.

SEGA ZONE 92%

Thunderhawk's an action-packed, in-yer-face flight sim that's more fun than any game has a right to be.

MEGA 91%

It puts anything else on the Mega-CD to shame... A standard by which all future Mega-CD games will be judgedd

SEGA FORCE MEGA 92%

This is the game you simply must play... This is the game that will embarrass the hell out of the other CD-developers.

SEGA POWER 91%

GET READY FOR THIS...

F I R E S T O R M T H U N D E R H A W K 2




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PC CD-ROM, SEGA SATURN & SONY PLAYSTATION

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New kombat!



THE WORLD Wide Web has provided us with this shot of a hot new version of Mortal Kombat, entitled MK3: Ultimate. Sources say that the game has six new characters, revamped combos and brand new backgrounds and fatalities. MK3: Ultimate could be with us before the end of the year.

Porn available on Internet scandal!

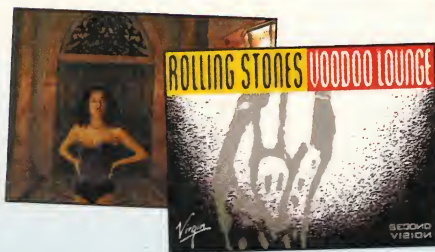
MIDDLESEX UNIVERSITY Professor, Harold Thimbleby, has recently been scanning the world wide information superhighway that is the Internet on a quest for porn. Why? To find out where it all is of course! During his analysis of thousands of sites around the globe, his findings have indicated that the most frequently visited Web sites are those of a pornographic nature, with up to 10 percent of computer bulletin boards being guilty of displaying computer generated porn. According to Professor Thimbleby, much of the Internet is being used as a "red light district", which is somewhat worrying seeing as thousands of schools up and down the country are currently considering going on-line. But why we needed an educated University Professor to tell us that the most frequently visited sites are pornographic ones is indeed the burning question. Surely these findings come as no surprise. Or maybe they do.



eye witness

Blow your mind!

INFOGRAMS' EXCELLENT H.R. Giger screen saver, featuring all your favourite mind twisting images from the great man himself, is all set for a February release. Both the Macintosh and PC versions include full screen text, along with an audio cassette, special calendar features, time display programs, high resolution artwork, and an innovative message centre module, which allows you to leave and receive messages at will. An added bonus is an entirely new science fiction story, written and narrated by Harlan Ellison, entitled "The Dreams A Nightmare Dreams". Start saving your cash for early next year or you'll miss out.



Do you voodoo?

START IT up! The mighty rockers of erm... rock, that are the Rolling Stones, are about to storm your PC. And not just because Microsoft paid them eight million dollars for the rights to use one of their songs on their Windows '95 ads. You see the ancient dinosaurs of rawk 'n' roll have produced their very own CD-Rom. Entitled Voodoo Lounge, this interactive musicfest aims to give you more than your ample share of Rolling Stones info, as well as numerous piccies, interviews, song samples and loads of other really interesting rock trivia things.

Separated at birth?

EAGLE-EYED GAMERS amongst you may have noticed something strange in the Today newspaper of September 26, as Sony cooked up a nifty little PR stunt for the general paper-buying public. Apparently, the people behind Namco's Tekken game for the Sony PlayStation modelled ass-kicking robobabe, and last month's cover star Nina, on Princess Di! Sony Computer Entertainment is supposedly going to send Princes Will and Harry a PlayStation each, plus a copy of Tekken so they can, "watch their mum give bad guys the chop". Rumours of Prince Charles being a hidden character in Tekken 2 have yet to be confirmed.



GAMEPRO • December 1995



Smokin'

AS T•HQ International gets set to release its SNES conversion of Jim Carrey's career booster and multi-million box office smash The Mask onto an unsuspecting public, (the review can be found elsewhere in this very issue fact fans), a whole smokin' tidal wave of Mask-related tomfoolery is all set to batter your eyes and your wallet. A cartoon series of The Mask has just been launched on The Cartoon Channel, with the BBC pencilling it into its schedule for early next year. As some of you may already know, the movie is out to buy this month too, and to top it all off, Hasbro, the world's largest toy company, is planning a wide range of action figures to hit stores around Christmas. Keep your eyes peeled for other Mask news soon!

At The Deadline...

Saturn owners who are crying out for another decent beat'em-up for their new system may be happy to know that the top notch polygon paggafest, **Battle Arena Toshinden**, is being converted to the Saturn courtesy of developers Takara. Entitled Battle Arena Toshinden 1.5, the game is scheduled for a January release. The guys at Sega claim it will have souped-up gameplay that outshines the PlayStation version.

Apple Computer is sponsoring the November **MTV Europe Music Awards**.


The earliest known computer, a 19th Century invention by a Cambridge maths professor, **Charles Babbage**, is expected to be bought for anything up to £50,000 at auctioneers Christies.

HMV games departments across the country are offering £60 worth of software vouchers - while stocks last - to anyone who purchases a **PlayStation** this month.

Shiny Entertainment's head honcho and **Earthworm Jim** creator, Dave Perry, got himself married last month. Belated congrats to him and his lovely wife.

Panasonic has signed a deal with Williams Entertainment, providing Panasonic with the rights to sell 3DO versions of current and future Williams titles. The first game is **Mortal Kombat 3**, scheduled for an early '96 release.

Good old **Datel** has come up trumps for Saturn owners. It has developed a special device that allows you to play Japanese CDs on PAL versions of Sega's new machine. It will retail for around £50.



Charts: December

BLOCKBUSTER VIDEO

Super NES Retail Chart	Mega Drive Retail Chart
1. Primal Rage	1. Primal Rage
2. Batman Forever	2. Theme Park
3. DK Country	3. Road Rash 3
4. Lion King	4. Brian Lara Cricket
5. NBA Jam - TE	5. Batman Forever
6. Jungle Book	6. Lion King
7. Street Racer	7. Micro Machines 2
8. Fever Pitch Soccer	8. Jungle Book
9. Earthworm Jim	9. Street Racer
10. Mortal Kombat 2	10. Beavis & Butthead

If you haven't heard of

Championship MANAGER 2

buy a different mag.

Or call: (0181) 780 2224

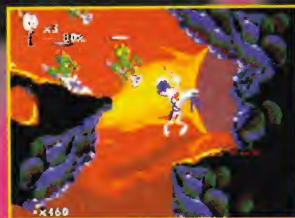
DOMARK

ProReview



Welcome to the review zone. Here the Pros dissect, analyse and comment upon the hottest and coolest video gaming software around at the moment. So, if it's hitting your local game store within the next month or so, no doubt the Pros will have rated it. 16-bit babies aren't too thick on the ground at present, but the games that have been released are tip-top in the playability department and should keep you happy until you dig deep and fork out for a next generation console. If you already have, then worry not! There's bags and bags of stuff for you to drool over too, and there's even more coming in the near future. Right, enough bland chitchat, let's rock on with the reviews! Grrrr!

The return of the beat'em-up from hell.
Come and have a go if you think you're hard enough!



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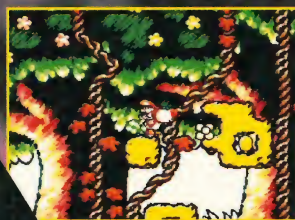
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Parodius 55





By Atomic Dawg

Game makers certainly deserve to be keelhauled for abandoning ship on 16-bit systems and leaving millions of gamers high and dry. Thanks to Playmates, however, Mega Drive owners just might worm their way out of their depression this year.

It's Him, Jim

Earthworm Jim 2 picks up where the last Jim left off. This time the bad bird space villain, PsyCrow, has put the snatch on Jim's girl, Princess What's-Her-Name, to marry her himself. Jim's out to make ol' Psy eat crow.

In many ways, the action/adventure gameplay, while varied, traipses through

The EWJ 2 programmers must have a thing for cows



Mega Drive Game Profile EARTHWORM JIM 2 PLAYMATES

Earthworm Jim 2's thumb-mashing gameplay and goofy graphics make this such a good action/adventure cartoon that you'll want to replay Jim's first game.

ETBA
Available now
Action/adventure
1 player
10 levels

95%



PROTIP: To beat *PsyCrow in Puppy Love*, keep your eye on the pup closest to the crow and never miss the bomb

familiar territory... but they're such fun and funny places to be! The 10 worlds offer assorted challenges that keep the action fresh and the challenge maxed.

The basic sideview action's a blast. Our earthworm hero runs and guns through strange extra-terrestrial worlds. Jim finds an arsenal of hi-tech weapons littering the landscape, including mega plasma blasters, homing missiles, and the three-finger triple-shot gun.

His standard weapons, of course, are the familiar Machine Gun and the Worm Whip, where Jim's Powersuit uses him as a weapon. All the primo hardware is necessary to blow away a gang of bad beings that includes evil cats,

Earthworm Jim



Jim has pig problems to face too

extra-terrestrial circus performers, and blunderbuss-wielding octopi.

As the Worm Turns

The control boys must've put in overtime on Jim 2 because Jimbo moves through a wide variety of gameplay scenarios with style, grace and precision. For instance, in Lorensen's Soil, Jim carries the fight to a way-out underground level worthy of any worm's earth-moving endeavours. Using an electric sandblaster, Jim pulverises dirt and rock to burrow to the

surface as pincer-head termites, icky larvae, and other underground dwellers attack him.

In floating levels like Inflated Head, Jim morphs into things like the Blind Cave Salamander and Inflatable Head Jim. Here you must compensate for weightlessness as you guide Jim through passageways.

There's even a shooter level called The Flyin' King. Using a ¾-overhead view, you help Jim nudge a balloon bomb past such aggressive anti-worm weapons as pig catapults and on to a nasty end boss.

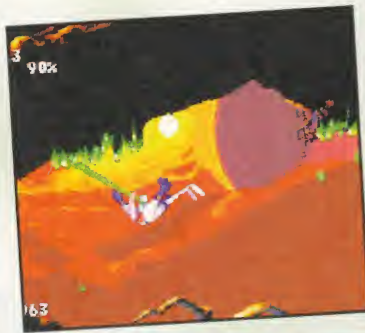
If your sense of humour leans towards the wicked, you'll enjoy the finger-whacking *Puppy Love* bonus rounds. As PsyCrow tosses helpless puppies out of a window, you have to keep them from going "splat" by running underneath them and

Worm Worriers



PROTIP: In *Lorensen's Soil*, nailing the soil overhead with the blaster creates mounds that will give you better elevation when you jump





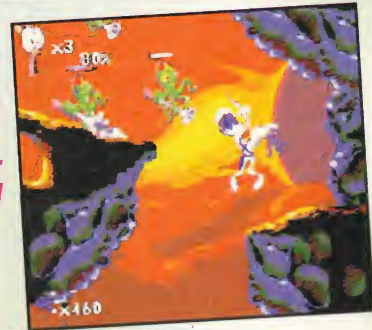
PROTIP: Grandmas always fall in a predictable pattern



PROTIP: When you see goo overhead, it usually means snott swinging (press Button C twice) will lead you to a goo-die



PROTIP: In The Flyin' King, always bump the balloon bomb hard to push it forward as far as possible



Jim's back on the Mega Drive with excellent worm-warrior action!

bouncing them off a big marshmallow.

Earthly Graphics And Sound

Earthworm's visuals are killer from the ground up. The star of the graphical show is Jim himself, who keeps things goofy with wonderfully wacky faces. He pulls assorted smirks, grimaces and looks throughout the game.

As in every Jim cart there's also a ton of bizarre stuff such as falling grandmas, flying pigs, and end-level

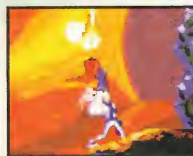
cows. The animation's on overdrive, so sometimes you feel like you're playing an interactive cartoon.

Worms don't have ears, but yours are in for a treat. You can hear Scottish and Spanish influences in the tunes. The effects feature a cacophony of yells, screams, whoas and primo weapon blasts.

The Conqueror Worm

If you want a good workout, sign on with Jim. It worms your heart to find a 16-bit game this good.

Worm Weapons



Machine gun



Sandblaster



Mega plasma blaster



Homing missiles



Three-finger triple-shot gun



Worm whip



Jim introduces every level

The many faces of Earthworm Jim



Jim as Blind Cave Salamander



Inflated Head Jim



Jim's jump



Game over, Jim!



Jim just hanging around



Jim loses his, err... head, too

WORM INFO

PROTIP: During goo jumps, press the directionals toward your jump to extend your range

PROTIP: In The Flyin' King, you can shake off the pigs by rapidly pressing Button C

PROTIP: Earthworm Jim was born on June 9, 1994

PROTIP: In The Flyin' King, use the machine gun to clear the green goo balls out of your path

PROTIP: The bubble gun is useless. If you grab it, use it up and ditch it quickly

PlayStation



By Tommy Glide

Have you ever wanted to pilot a prime assault aircraft of the future against the vast war machine of a brutal regime? If you answered 'yes', enjoy the rest of this Warhawk review. It's a game that was created by Sony's American in-house development team, and it fits the previous description perfectly.

It's your job to take control of an aircraft that looks suspiciously like the drop-ship from Aliens. While manoeuvring through a full 360° 3D environment, you must blow up various tanks and planes, and ultimately destroy the

The start of the game. Get ready for some hot shoot'em-up action!



The FMV sections are quite good and appear at the beginning of the game and after each successful mission



WARHAWK

vast fortress that inhabits each level. Only then will you be allowed to move onto the next mission.

Warring Factions

Warhawk is a combination of a flight simulation and a shoot'em-up, although a lot more blasting than thinking is required during play.

Your aircraft is equipped with various weapons, suited for air-to-air or air-to-ground targets. These can be boosted by power-ups which give you better missiles, extra shields, or a devastating smart bomb.

Each button on your joystick does something different, and although the controls take a bit of getting used to, it's fairly

easy to fly once you've got going. At least you don't have to wade through a 400-page manual to fully understand how to play the game.

The smooth gameplay is matched by some really good rendered graphics, all of which zip around the screen at incredibly fast speeds.

There is a fair amount of FMV footage too. This appears at the beginning of the game and after the successful completion of each mission.

If Afterburner and Gunship 2000 got romantically involved with one another, Warhawk would probably be their offspring.

It's one of those games that doesn't have instant appeal, but once you're past the first level, things start to hot up. It might not have the same excitement level of WipeOut, but it's a damn fine 3D blast'em-up that's well worth a look.



A ray-traced shot from the excellent introduction sequence

PlayStation Game Profile
WARHAWK
SONY INTERACTIVE

Warhawk features gorgeous graphics, some nice FMV footage and a dramatic musical score. It won't appeal to everyone, but it's definitely worth having a look at.

ETBA
Available now
Shoot'em-up
1 player
6 levels

80%



The best weapons to use on the first level are the accurate swarms



Die on the canyon level and your Warhawk will 'splash down'



PROTIP: Simply fly into the pyramid to complete the first level



PROTIP: Use your lock-on weapon to ensure accuracy on the second level

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

THE

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PC



Graphical cut scenes are now the norm, but we still love a really good one



Voxel Space™ has been improved for this latest release

Werewolf Vs Comanche



By Bonehead

The original Comanche game from Novalogic has been knocking about for a good couple of years now. Various updates have popped up from time to time, but Comanche Vs Werewolf is perhaps Novalogic's most ambitious project to date.

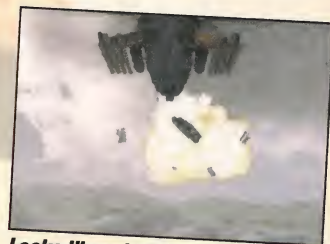
Spanning two CDs, the package is almost a compilation, as you get not one, but two helicopter combat simulations for the price of one! The Comanche in question is the Boeing Sikorsky RAH-66 Comanche favoured by the Americans, while the Werewolf happens to be the Russian built Kamov KA-50 Werewolf attack

helicopter (how's that for a little bit of free trivia for all you helicopter fans out there!).

Novalogic is pushing the multi-player link-up option that allows you to play with a maximum of eight players over a network, or with two linked up via modem or serial cable. The CDs can also be played as individual sims if you have no access to any of these facilities.

Whether you choose to link up one way or another or huddle down all lonely in your bedroom, you'll have the possibility of playing over 100 missions!

If you've played Comanche before, you might know something about what Novalogic



Looks like a hit! There's no chance of surviving that baby

calls Voxel Space™. This is the technique the programmers use to give the 3D environment more depth than any other game.

This has been updated to include even more effects than normal, including stuff such as translucent smoke.

From a screenshot point of view it looks stunning. It's not quite as good when it's moving – unless you have a fast PC – but the effect is still very good indeed.

To sum up, Werewolf Vs Comanche is a good idea that fans of the series will love. If you aren't into choppers though, beware. It's a serious simulation!

You're locked on target, now all you need is a steady hand to release the missile

The Comanche swoops in low across the arctic landscape hunting for its next victim

PC Game Profile

WEREWOLF VS COMANCHE NOVALOGIC

A well presented, well programmed helicopter game that needs no introduction. Flight sims are 10 a penny on the PC, but for 'hover' fans it's either this or Apache Longbow.

£39.99
Available now
Helicopter sim
1-8 players
Network option

84%



A flick to a view over your shoulder shows your wingman waiting to back you up



Terry Pratchett's

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PlayStation



By Major Mike

A coin-op favourite

from a few years back, Starblade Alpha has been plucked out of the arcades and converted to the PlayStation.

The arcade version was a fairly basic shoot'em-up, but the fact that it was placed inside a sit-down, moving cabinet (just like Afterburner), appealed to gamers everywhere, and that's what made it popular more than anything else.

How it will perform as a stand-alone game without the added advantage of the player

See this ship in the middle of the screen? Open fire on it

STARBLADE ALPHA

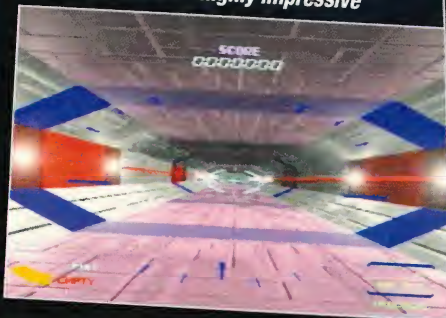
being hurled all over the place is a pretty tricky question, and one we don't have the answer to.

The game itself seems to have been inspired by the space

battles from the Star Wars movies. Some ships look like Tie-Fighters, while the huge mother ships are just rip-offs of the Imperial Star Cruisers. Even the first mission involves the destruction of a space station that looks uncannily like the Death Star.

This is not a bad thing because Star Wars was one of the best films ever made, but Starblade Alpha is more a crossbreed of Star Wars, Battlestar Galactica and Buck Rogers.

The launch sequence is quite nice, but it's not what you'd call highly impressive



SCORE
0001500



These two blue lines represent laser fire from your ship



PRO TIP: Fire at everything that moves. It's great!

You follow a predetermined path, as in Novastorm, and although you do experience a good sense of movement, this can be a bit of a problem. Simply put, it's much more appealing to chase after ships rather than just take pot-shots at them when they fly across your field of vision.

Alpha Centauri

There are two versions of the game included on the one disk – the original arcade affair and the new, graphically enhanced PlayStation version.

Both play exactly the same, and whether you want to re-live the gaming past or experience the gaming future is entirely up to you.

It's an arcade-perfect conversion, but the lack of a sit-down arcade machine loses a lot of the game's appeal.

Starblade Alpha is just a standard shoot'em-up that is unlikely to appeal to anybody but hardcore shoot'em-up fans. That's a harsh statement, but it's true.



The graphics are very blocky, and it can be difficult seeing exactly what's going on

PlayStation Game Profile

STARBLADE ALPHA

SONY INTERACTIVE

Starblade Alpha has gorgeous graphics, but the lack of that arcade sit-down experience means that in the end, all you're left with is a fairly bland, standard shoot'em-up.

ETBA

Available now
Shoot'em-up
1 player
Star Wars-esque

60%



The mother ships are all big and stuff. And when you fly into them your ship bursts. That's why it says 'DANGER'

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PC CD-Rom



By Slo Mo

Everyone's going for the Ridge Racer type of game on the PC at the moment, so it's nice to see something that's a little bit of a change. The Need for Speed has been converted from the successful 3DO version of last year, and gives you the chance to test drive some of the world's fastest cars across some of the world's most hazardous terrain.

They're all in here, ranging from Ferraris through Porches to Toyotas. Technical details can be accessed on each mobile, and you can be talked through their performance while being treated to test drive digitised footage.

Needful Things

When you've finished with the multimedia bit you can get down to the race itself. You can choose to go either head-to-head with a computer controlled opponent, play a tournament racing against a whole caboodle of them, or be a bit more adventurous and link up two machines via a

That looks like a bit of a nasty accident up ahead. Better hit the brakes



Is that you going the wrong way or is it him? Either way you're in trouble



The road ahead is clear, so get your foot down and head off into the distance



The cops are behind you. No letting up now or you're nicked

NEED FOR SPEED

modem or network so you can play with a little more intensity.

Once your car and type of race is chosen you are zoomed into the track and off you go. The courses are in stages, and obviously enough, the idea is to finish each stage as quickly as possible.

To win the tournament mode you have to win the

overall race on every track available, which is no mean achievement.

The game is accompanied by a rock soundtrack, which is fine if you like that sort of thing.

Whatever your taste, it is definitely driving music!

The graphics are smooth, and it really shifts. The overall impression of speed is great.



It's going to be a tight squeeze in the tunnel ahead



It's a tremendous pile-up, as the Chase Camera shows



One thing to watch out for as you hare along the roads, are the traffic cops. They will go out of their way to cause you problems.

Speed Racer

A little indicator will flash when you are being tracked by a speed radar, and at this point you should slow down. If you don't you'll be stopped and get a ticket. Two tickets in a race will result in your arrest. Game over!

Yet another unfortunate accident up ahead. Ha! That's a shame



PG CD-Rom Game Profile
THE NEED FOR SPEED
ELECTRONIC ARTS

The Need for Speed is a fast, exciting and challenging racer. The link-up option is especially nice, and provides for plenty of frenzied competition. Worth checking out.

£39.99
Available now
Racing
1 player or modem
6 tracks

88%



By Scary Larry

Generation (32) X-ers who thought that their system was dead in the water should stop their cryin'. This version of Virtua Fighter is great!

Virtua Fighter

Boxy Boxers

Although you can set the options for almost everything, VF 32X basically remains a best-two-out-of-three fighting game. Employing authentic martial arts styles, the game has a realistic look and feel.

This version includes options that the Saturn version doesn't. A Tournament mode has been added, and other options enable you to change costume colours and camera angles.

With all these options, does the game still pack a punch? When considering control, the answer is yes. Along with all 700 moves from the original, you'll find the basic button set – Punch, Kick and Defend.

Square the Wild Things Are

The graphics are very close to the Saturn, with noticeable differences being a little slow-

ProReview

32X



By Scary Larry

Harry Jr. is back in search of his long lost father, but nothing has changed in this latest version of Pitfall. This game is exactly like the other Pitfall titles and brings little improvement.



PROTIP: The most lethal throws are executed from behind. When your opponent is turned around, close in and simultaneously press Punch and Kick



PROTIP: Two fighters have moves that will break opponent's backs

down and a lot of polygons missing from the win animations. Even so, these setbacks are minor for this nearly flawless portover.

The sounds, unfortunately, suffer dramatically in translation. Most of the Japanese exclamations are here, but their impact is lessened by the tinny sound.

Don't get us wrong – Virtua Fighter isn't everyone's cup of sake. But if realism and smooth fighting are your thing, this is what you've been looking for.



PROTIP: Besides letting you continue, level markers also point you in the right direction



PITFALL

THE MAYAN ADVENTURE

Scary Harry

You still travel through ancient Mayan ruins, whipping past pools of lava and fighting bats, rats and cheetahs. None of the levels have been changed, so if you've played this before, here it is again.

Your arsenal of weapons includes rocks, smart bombs and your trusty whip. You can use your whip to swing from ledges, hang from vines, and slap snakes into submission.

Controlling this battery of weapons is sometimes confusing. The Start button pauses the game, but it also somewhat perversely cycles through your weapons. Jumping onto ledges is also unnecessarily tricky.

Jungle Fever

Pitfall's scenery hasn't changed in this version. Harry's movements are still poetry though, and the layered backgrounds are beautiful. The sound has minor



PROTIP: In Xibalba Falls, watch out for moss or disappearing rocks. Moss is slippery. Rocks are deadly

improvements, but nothing noticeable. The jungle sounds are still clear, and all other sound effects are well done.

Pitfall will enthrall anyone who hasn't played the original Mega Drive, SNES or Atari 2600 game. Everyone else has seen this jungle before.

32X Game Profile
VIRTUA FIGHTER
SEGA

ETBA
Available Now
Beat 'em-up
1-2 players
Side view

93%

32X Game Profile
PITFALL: TMA
ACTIVISION

ETBA
Available now
Action/adventure
1 player
Side view

81%

Mega Drive

SUPER SKIDMARKS™

PROTIP: Barge and smash the other vehicles out of the way when possible



By Tommy Glide

This superb racer, created by New Zealand developers Acid Software, first made an appearance on the Amiga and it was loved by just about everybody. And now, courtesy of publishers Codemasters, it's been transported to the good old Mega Drive.

Super Skidmarks is an all-action multi-player racing game, but why is it different from every other racer on the market? Well, for starters, it's three-dimensional. The tracks (48 in all) were created using highly complicated

programming mathematics, and feature bumps, pits, ramps and curves.

Skid Pan

There are four themes that run throughout the game: Ranch, Rally, Beach and Snow, and each environment requires different racing tactics and skills.

Twelve different vehicles are featured; four standard, four turbo and two mystery mobiles, each with their own attributes. Gamers can race around in F1 Cars, buggies, monster trucks and Mini Coopers. You can even take control of a surreal cow on wheels (don't even ask).

The controls are dead easy to learn, but it'll take you a while before you'll be able to master the game. It takes a fair amount of skill to

skid, rather than drive, your way around the track.

Super Skidmarks comes on one of Codemasters infamous J-carts, and thanks to the four-way split-screen mode, you can race around with all your chums in tow.

Acid has included some really good sound effects and some rockin' in-game tunes which perfectly suit the fast and manic racing action.

The 3D graphics really stand out, but the key to the game's success is the fast, furious and addictive gameplay. Super Skidmarks is a truly amazing racer. It deserves all the praise that it's going to get.

Mega Drive Game Profile **SUPER SKIDMARKS** CODEMASTERS

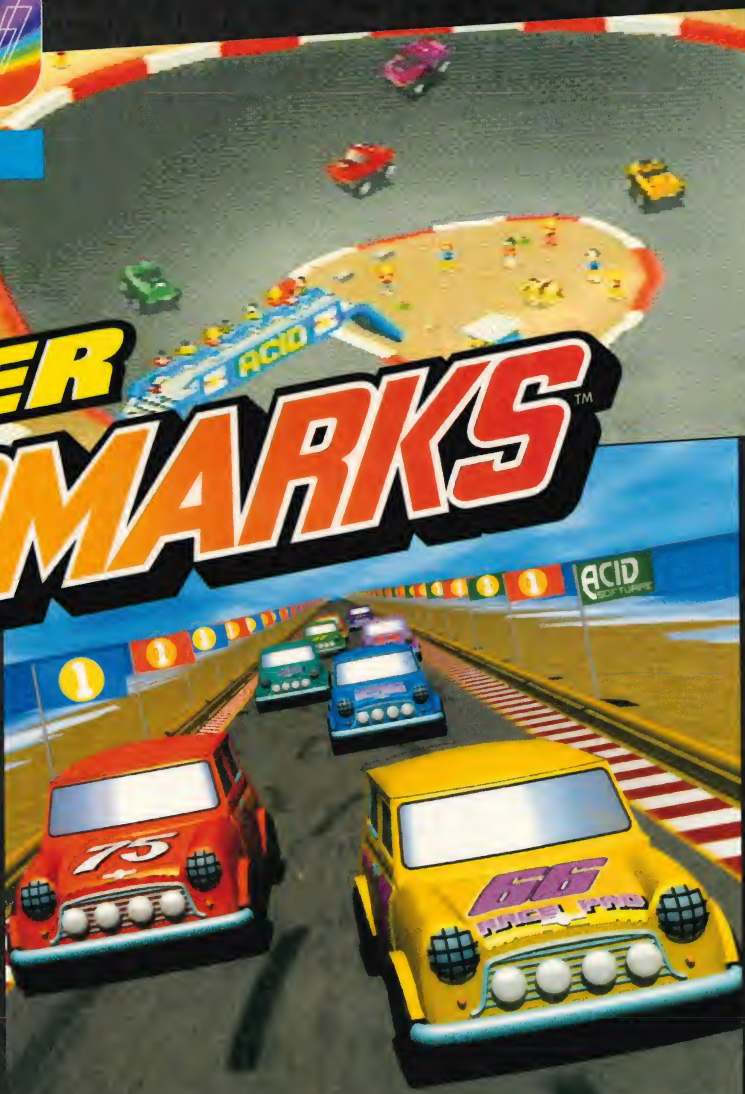
Just as good, if not better than Micro Machines. Super Skidmarks has superb 3D graphics, quality sound effects and more gameplay than you can possibly handle.

£44.99
Available now
Racing
1-4 players
48 tracks

92%



Play in Bovine Warrior mode for top cow-related fun



PROTIP: Crash your way through the racing pack at the start



Grab three friends and enjoy the delights of multi-player racing



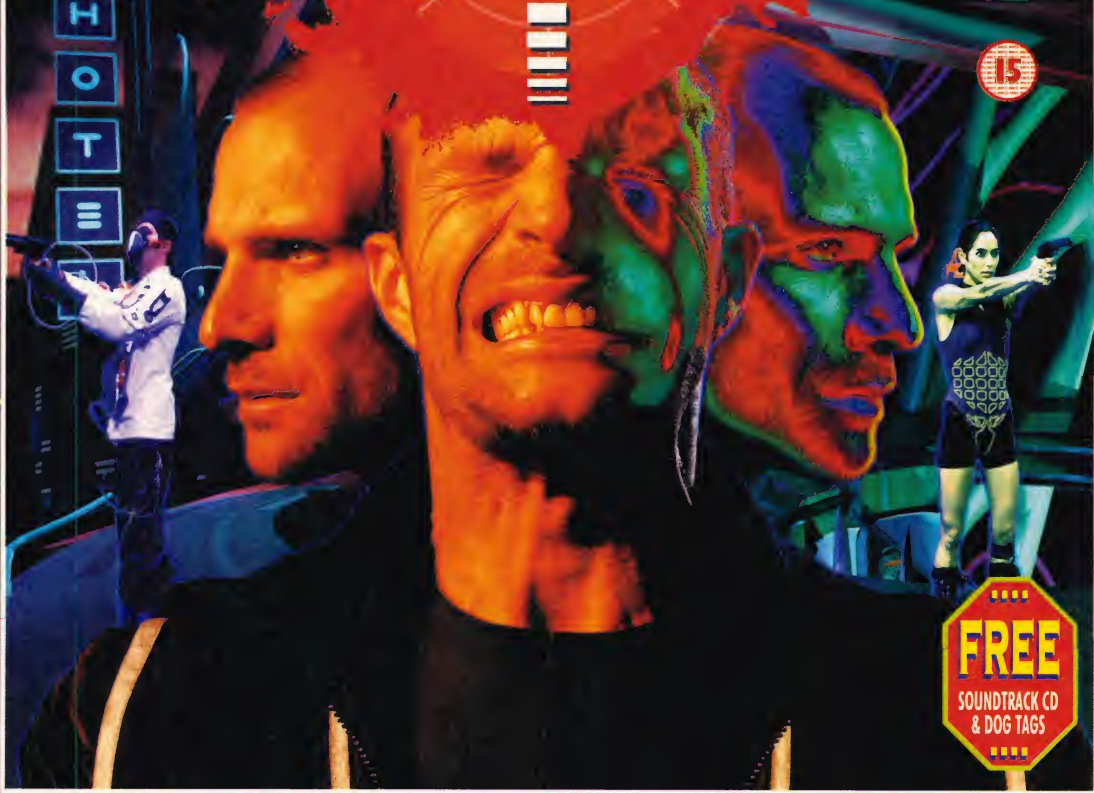
Plenty of track practice makes for perfect racing

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PHILIPS

ProReview

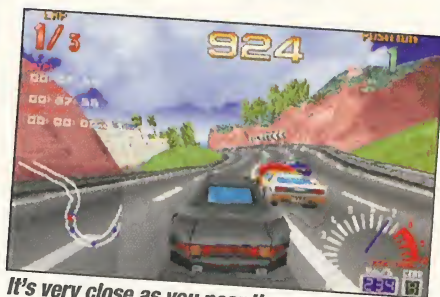
PC CD-Rom



You can see the bend ahead but you're still doing 200mph. What happens next?



This bridge is comparable to anything you'll find in the likes of Ridge Racer



It's very close as you near the end of the race. You need the points, so get your foot down!



This is a tight corner coming up. Fortunately your Porsche convertible should be able to cope easily



And they're off! There's a gap in the middle there if you're quick enough

SCREAMER



By Slo Mo

Arcade style racing games are definitely in vogue at the moment thanks to the Saturn and the PlayStation. We've already had the excellent Fatal Racin' from Gremlin (reviewed last issue), and now comes the eagerly awaited Screamer from Virgin Interactive.

Boasting slightly more impressive graphics than Gremlin's offering, Screamer also includes a couple of great Ridge Racer-ish features. Remember on the PlayStation

you could whip out your RR CD and replace it with a music CD of your choice to play in the background? Well, Screamer lets you do the same, and it is features like this that make the game that much more enjoyable.

Great care and attention has been taken in getting the tracks and sideline detail right. The cars have been well drawn too, and actually look like they are on the track as opposed to floating on top.

Nice Scream

There is plenty of scope for fast, furious racing and spectacular crashes as you hurtle around the courses at close on 300 kph.

If there is a problem with Screamer, it's that it might possibly be a little on the easy side. It doesn't take long to complete the championship, and this could be slightly off-putting if you've spent 40 quid on it.

But, if you have access to a PC network, this problem is made redundant as you can happily link up a number of machines and race against all your friends or colleagues.

PC CD-Rom Game Profile

SCREAMER
VIRGIN

Another quality product from Virgin that just about shades Fatal Racin'. Screamer has a lot of nice touches that makes it play like the PlayStation's classic Ridge Racer.

£39.99
Available now
Racing
1 player (+ n/work)
6 cars

90%

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PC CD-Rom



By **Axe Grinder**

The original Battle Isle came out when the likes of the ST and Amiga were in their heyday.

It was one of those games that a lot of people would have enjoyed, but unfortunately many missed out on it because of its strategy content.

Battle of the Bulge

Battle Isle 2 came out when the PC games race was beginning to hot up, and it did well because PC owners don't tend to shy away from war games as much.

Now the third game in the series is ready for launch, and to be honest, this is the kind of game that will be



Small but incredibly detailed graphics feature strongly in the game

PC CD-Rom Game Profile
BATTLE ISLE 3
BLUE BYTE

A good all-round strategy game that will pick up a lot of fans from all areas. As follow-up games go, Shadow of the Emperor is superb, and easily the best of the three.

£39.99
Available now
Strategy
1 player
Third in series

90%



BATTLE ISLE 3: SHADOW OF THE EMPEROR

lapped up as soon as it hits the shops.

Subtitled Shadow of the Emperor, it is set 20 years on from Battle Isle 2. You play the part of a woman called Caro. Once again the game is set on the world of Chromos, but this time there are many different political factions all vying for control of the land.

As well as playing on your own, there is also the option to create multi-player games. This is fast becoming the norm for any PC game worth its salt, as programmers realise that even games on this format are more fun if you play against your mates. One major enhancement from the other

As you can see, Battle Isle 3 doesn't hold back when it comes to detailed backgrounds



games in the series is Windows compatibility. This makes things extremely easy to control, and you can tamper with just about every option now. User-friendliness is one of the major selling points of Shadow of the Emperor.

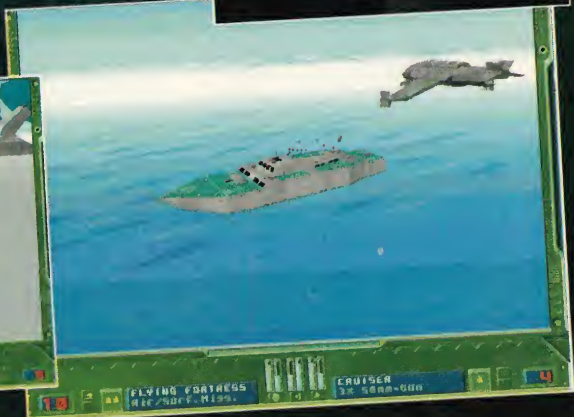
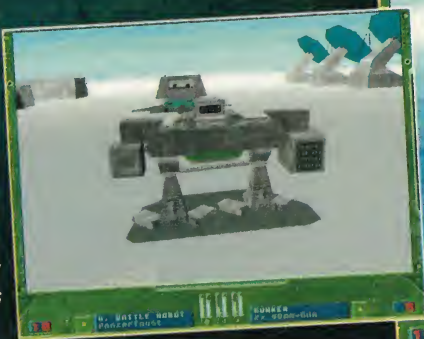
As far as strategy games go, Battle Isle 3 will become the essential purchase of the year. Blue Byte may not produce that many games,

but when it does, the seal of quality is always there for all and sundry to see.

The rendered sequences are right up there with the best seen yet on the PC



You're under attack from some heavy guns



PlayStation



By Air Hendrix

Following in the tread marks of Road Rash, ESPN's Extreme Games broadens the racing-combat genre. Based on US network ESPN's televised competition, this disc doesn't push the limits of 32-bit graphics and gameplay, but it does take you on a thrilling ride.

Rowdy Racing

The exhibition or season competition begins after you select one of 16 characters and your equipment – a mountain bike, street luge, skateboard, or rollerblades.

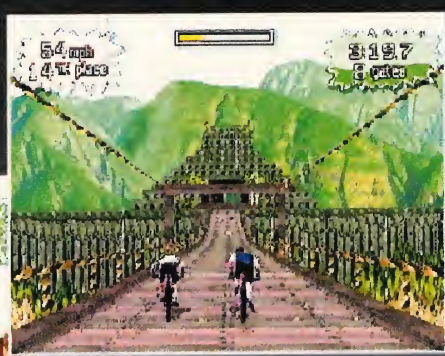
As you thrash through the streets of Lake Tahoe, San Francisco, Utah, Italy, or South America, your opponents ride all four sets of equipment – and they greet you with punches and kicks.

Strewn with obstacles like hay bales and tyres, the tough courses are also packed with ramps for jumps and slalom-style gates that you pass through to collect cash, earn points, and unlock secret passages. Grab enough cash and you can upgrade your gear for speedier stuff.

Pummeling through the pack and bagging major air off the ramps makes for wicked fun, and the mostly solid controls respond well during the varied action. Achieving top speeds, however, requires the right mix of acceleration and aerodynamics. Mastering this is a tough task that's made harder by a small speedometer and rocky scrolling that inaccurately reflects your changing speed.

Even worse, Road Rash vets who are accustomed to fighting through ever-

PROTIP: On the bike, pedal hard through straights and coast through turns to maintain top speed



PROTIP: In Utah, swerve to the left after the second set of forked roads to find a speedy secret tunnel



PROTIP: In San Francisco, hit these big ramps to jump the cable cars, or you'll crash for sure

ESPN'S EXTREME GAMES

lengthening levels will be disappointed by the shortage of new territory: Extreme's five courses are all you get. Despite these shortcomings, getting to the front of the pack is a heady, intense ride that will definitely engross you.

Smashing Scenery

In the graphics department, respectable digitised courses send you through winding

urban streets and beautiful, remote mountains, but many details are glazed over with a tad too much pixellation. The well-detailed sprites and obstacles keep the action realistic, though some of the animations stutter a bit.

Extreme's sound doesn't make a loud splash. Your various vehicles are outfitted with realistic effects that keep you interested, but the grunts

and thumps of combat sound relatively muffled.

Road Tested

Extreme isn't the deepest racing game ever made, but its fresh appeal and fighting edge make it worth a serious look. Besides, where else can you crank your skateboard up to 60 mph?



PROTIP: In South America, hit the third blue gate inside the tunnel to open up a cash-laden tunnel immediately to the left



PROTIP: Hold the Go button until your speed levels off, then use the Crouch button to accelerate more

PlayStation Game Profile
ESPN'S EXTREME GAMES
SONY

Extreme Games comes as a new experience to most non-residents of the USA, and that gives it a novel appeal. However, the graphics and sound do let the game down a little.

ETBA
Available now
Racing/combat
1-2 players
5 courses

86%

Neo•Geo



By The Axe Grinder

Of all the great ingredients in Kabuki Klash, somebody forgot an essential one: gameplay. Klash has terrific sounds and graphics, but it still isn't a very fun fighting game.

Magical Mystery Moves

Klash has eight fighters in the Versus mode, followed by four boss characters in the one-player mode. The characters' fighting styles all vary – some carry weapons, while others use projectiles and even animals for special attacks.

The regular special moves are the usual quarter- and half-circle motions with the joystick, and they're easy to execute. Unfortunately, the regular special moves aren't very interesting, and the game loses its freshness quickly.

In addition to the various special moves, there are also a few limited combos, and some fighters rely on weapons that must be retrieved after they're thrown at opponents. Also available are Magic moves that can only be performed when



PRO TIP: Use weak kicks or slashes to discard unwanted items dropped on-screen

the Magic bar is maxed out. All Magic moves are done by tapping Down twice on the joystick and hitting one or two buttons.

The Magic moves vary from character to character, giving some fighters extremely unfair advantages. For example, Kinu's flaming dog attack sends her trusty animal sidekick bouncing around the screen like a giant fireball. If it hits an opponent correctly, it can drain over half their life bar. The same is true of the boss Manto: His mini

stampede can almost kill an opponent if unblocked.

Animation Spotlight

Klash really shines in the graphics department, with cutesy Disney-style character animations and knockout Magic moves (like Oroshimaru's Tou-Ryu). The final boss is truly something to behold: He's loaded with awesome special moves and takes up half the screen.

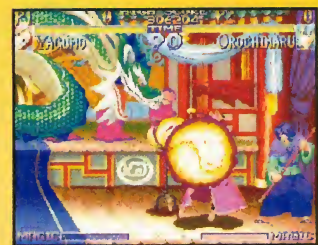
Excellent sound effects complement the action. Explosions, slashes, and frenzied yelps from the characters provide an earful.

Claim to Fame?

Had a little more effort been put into the play engine, Klash could've been



PRO TIP: Some fighters must fetch their weapons after throwing them when they jump



PRO TIP: When an opponent is blocking Yaguno's Dragon Fire, run in for a throw

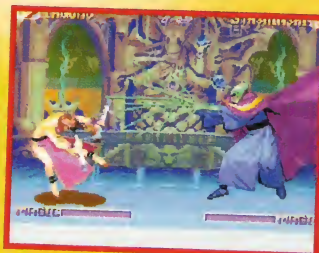
something really special. The initial gameplay is arresting, but after a while it loses its lustre. Ultimately the game doesn't offer more than the state-of-the-art animation and sounds we've come to expect from the Neo•Geo.

Neo•Geo Game Profile KABUKI Klash IMPORT

Kabuki Klash has plenty of awesome graphics and sound effects, but the fighting action leaves a little something to be desired. And that's a real shame.

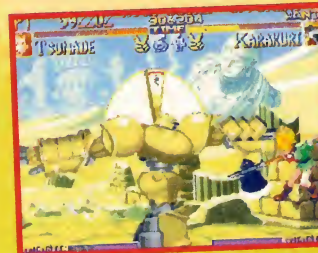
Import
Available now
Beat'em-up
1-2 player
Much scrapping

78%



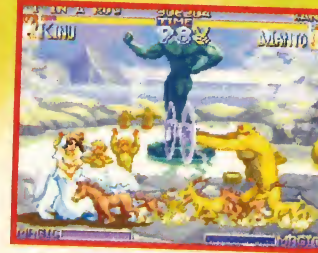
Jyashinsai

Karakuri



Lucifeller. Use Kinu's rising aura attack on Lucifeller's dive-bombing assault

Manto



FOUR DEADLY BOSSES

ProReview

PlayStation



PRO TIP: Rapidly tap your shoot button at the top of the arc to get control of the ball.

PRO TIP: The timing of your passes is the key to success.



By Stu Aho

This top basketball fest appeared on the SNES in the middle of 1994 and was a roaring, unstoppable success. The combination of fast-paced action and good all-round playability turned NBA Jam into an instant classic. Two years on and PlayStation owners are about to get their own

dose of basketball fever. Faithfully reproduced from the arcade version, NBA Jam features all 27 NBA teams (not counting the special rookie team) and 20 NBA players, including stars like Patrick Ewing, Dominique Wilkins, and Hakeem Olajuwon. Five different game speeds and a load of hidden characters

Pump up the Jam

As a one-player affair, NBA Jam is one hell of a game, but you really need a human opponent to play against to fully appreciate it. The controls are simple (just three buttons) and incredibly easy to pick up. An NBA Jam beginner could have a reasonable first game and maybe score a few three-pointers, but will take loads of practice before you become a professional jamster.

You can change certain aspects of the game to make

it even more enjoyable. Turn the power-ups on and you can collect tokens which enhance your player's ability, while score-boosting 'hot spots' give you the chance of getting up to nine points from one shot at the basket.

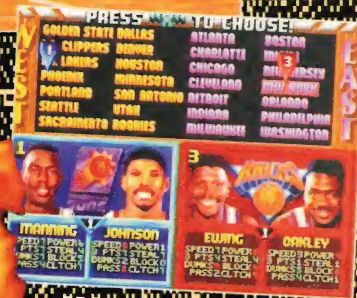
The graphics, as you might expect, are arcade-perfect. The closer the players get to the screen, the bigger they appear, although the height of the players differs depending on which team you've chosen.

The commentary, which runs throughout each game, is

PRO TIP: Slam three baskets in and your player will become 'on fire', boosting his skills and abilities to the maximum level.



PRO TIP: Go for the pick-ups sends everyone crashing to the floor!



PRO TIP: Check out the player stats before you choose a team.



PRO TIP: To super block, hold down your turbo button and press shoot.

PlayStation Game Profile

NBA JAM ACCLAIM

Boomshakalak! NBA Jam slams onto the PlayStation. It's an arcade-perfect conversion and the best multi-player game to appear on Sony's wonder machine yet.

ETBA
Available now
Sports sim
1-4 players
28 teams

91%

Saturn

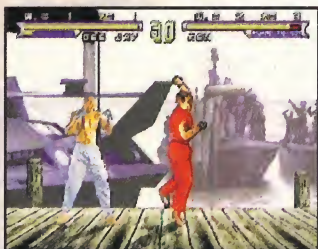


By Scary Larry

From the slick opening scenes ported directly from the movie to the operatic intro music, you may think you're in for a treat with Street Fighter: The Movie. Think again. SF purists will find this game choppy and unpredictable.

Weak Fighter

Although most of the moves were taken from Super Street Fighter II Turbo, the clunky gameplay comes straight out of Final Fight. Standard two-out-of-three-match fights are augmented by a Story mode,



PROTIP: Some moves like the Dragon Punch and Cammy's Spinning Backfist go right through projectiles

Saturn Game Profile

**STREET FIGHTER: THE MOVIE
ACCLAIM**

All the action of the arcade version is alive and... sickly. Street Fighter used to be king of the beat'em-up mountain, but this version tripped and fell down the hill.

£44.99
Available now
Beat'em-up
1-2 players
Side view

70%

STREET FIGHTER

where you fight each SF character in the order they appeared in the film. You won't want to wait to see how this one ends though.

Blanka was added to the game, but Akuma and Blade are gone, as is the ability to chain together multi-hit combos, which was a fun feature of the arcade version. Opponents recover more quickly in SF: Movie, and you find yourself playing a wait-and-strike defensive game rather than a true competitive Street Fighter match. And quirky, unpredictable frame redraw gums up the controls.

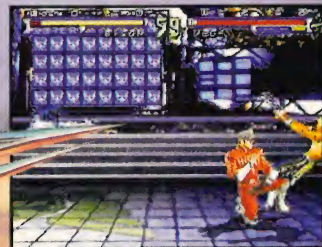
Screen Scene

The graphics are supposed to be digitised images of the movie stars, but they look and sound like extras. Clean,

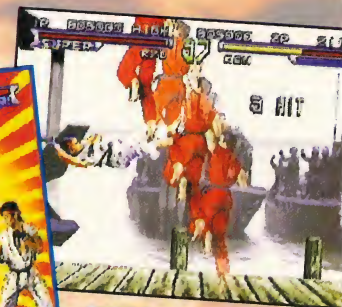


PROTIP: When fighting as Sagat, wait for a jumping player to reach their peak, then unleash a Tiger Uppercut (Motion Down, Down-Toward, Toward and tap any Punch button) for a quick five-hit combo

PROTIP: Stay out of the corners – the computer A.I. really goes into overdrive there



PROTIP: Ryu's Super move is even easier. Motion Down, Down-Toward, Toward twice and tap any Punch button



PROTIP: Ken's Super move quite simple. Just perform a Dragon Punch (Motion Toward, Down, Down-Toward) twice, then tap any Punch button



PROTIP: Slow-moving projectiles (using the short punch) make good decoys. Throw one, then follow it in to attack a blocking opponent

PROTIP: Always follow Cammy's Thrust Kick (Motion Toward, Down, Down-Toward, tap any Kick button) with a close throw (tap Toward, MK or FK)

digitised backgrounds straight from the movie are upstaged by fighter sprites that move with syrupy slowness compared to other SF titles. Blocky, choppy animation delivers a final blow.

Equally disturbing sounds include special-move "yells", like "Hadoken" and "Kikkoken", that sound as if they're coming through a tin-can telephone. Michael Jackson could yell louder than Ken's weak shriek – "Hiiiyeeahh" sounds more like

"Hiya" – and although powerful music introduces the game, it doesn't accompany the action. Pity.

A Movie-ble Beast

Acclaim should have left this one at the arcades. SF: Movie is a major disappointment for Street Fighter fanatics and a minor letdown for fighting fans. Maybe movie critics will like this version – they'll finally get a chance to pound the bejeezus out of Jean-Claude Van Damme.

THE NEXT GENERATION CONSOLES NOW AT GAME



SEGA SATURN

32 BIT REALITY...SEEING IS BELIEVING



OPEN YOUR MIND TO THE POWER OF PLAYSTATION



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WOKING 01483 768376

Saturn



By Bruised Lee

This is the game that hundreds of Japanese and American punters got completely free of charge, simply because they bought a Saturn and Sega fancied treating them. Sega UK on the other hand isn't going to give it away for nothing, it's going to make you pay for your new and improved software. And it expects you to be grateful as well!

Virtua Fighter came bundled with the rush-released Saturn earlier this year, and with all grievances aside, it is a top game. However, whether or not you'd like to shell out near on 50 quid for an updated version of the same game is another thing entirely. The graphics are vastly improved

in this Remix version, showing the general public just what the Saturn is capable of as it squares up to battle the likes of Tekken and Battle Arena Toshinden.

Virtua Fighter 2 looks absolutely stunning, but as you're not getting that baby for a good few months yet, Sega is hoping you'll while away the long winter hours by investing in this one.

Why Sega couldn't have waited a little and released the Saturn bundled with a copy of Remix, God only knows.

But at the end of the day, it's a business, and businesses are here to make money,

not to give their products away to whinging gamesplayers.

Virtuoso Performance

So, what exactly are the differences? Well, the character select screen has been altered.

All the characters have been re-drawn, allowing for plenty of shading, flesh tones, fancy

clothing etc, and erm... that's about it.

It looks better, the replays are incredibly nice and smooth (no polygon glitches you'll be pleased to hear!), and the whole thing gives off the



Above: A fully polygoned-up Akira prepares to set about tough guy Lau



BEFORE AND AFTER...



Here we have the original Akira ending from VF on the Saturn



And here's the funky now fully hi-tech ending from the Remix version



Left: The top new character selection screen

Virtua Fighter RETI

Right: After knocking several shades out of Wolf, Pal stands victorious, centre stage



Below: Jacky feels the cheesy flavour of Akira's right foot, and promptly kools over



Left: Jeff VS Jeff: Body slams are all the rage down Jeff's street



Above: It's a bitch fight! The nails are out and there'll be plenty of hair pulling when Sarah and Pal start scrapping

Left: Jeffrey gets ready to slam Pal right into the ground

feeling that you're playing a next generation game. It's not going to appeal to the average Saturn owner, simply because they already own an

earlier version of the game, but the more hardened gamers out there may be tempted to shell out for what has to be

the best looking, most playable piece of beat'em-up Saturn software to date. The decision, as that sad, old, annoying bloke off Blind Date always insists on saying, is yours.

Whiter

XX

Saturn Game Profile
VIRTUA FIGHTER REMIX
SEGA

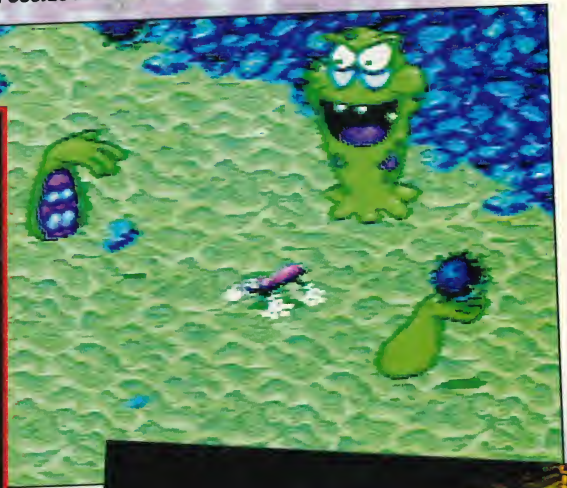
The polygon puncher is back, and it's stopped off at the Advanced School Of Improved Visuals on its way. It all looks great, but it is still the same game at the end of the day.

ETBA
Available Dec
Beat'em-up
1-2 players
Improved visuals

93%

This end-of-level boss looks alarmingly like a cross between Cookie Monster and Oscar from Sesame Street

Mega Drive



By Sir Garnabus

The original game was a massive success, seemingly for no other reason other than the fact that the star character was proclaimed as the coolest in the history of gamedom. Cool Spot was a fairly average platformer, but the pesky red dot has returned, and this time he's gone all 3D.

The game, as you've probably guessed from its title, requires you to make your way around several classic movie genres. Spot must run and jump around the levels collecting a required amount of spots. Some are easy to get, some involve an element of puzzle solving, while others look plain impossible to obtain.

Cool Hand Spot

It's a mighty challenge to see if you can find all the spots, and you'll quite often return to a level to see if you can pick up the maximum amount.

There are loads of enemies to dodge, and apart from the end-of-level bosses, they can't

be killed. This makes the game a lot harder than your average platformer. The playability seems to be set just right. It's easy enough at first, but a couple of levels in and things start getting a lot tougher.

Graphically, Spot 3 is a Mega Drive owners wet dream. The cartoon-like graphics are superb, the animation is excellent, and the stylized backdrops are quite brilliant.

This is quite literally a different angle on the old platform genre, and one that works extremely well.

Spot 3 has got the instant appeal of the first game,

Some levels are a little less interesting than others. Like this...



PROTIP: Don't linger around on platforms above water. They have a tendency to disappear



This underwater level features all manner of marine life. Like clams for instance

enabling you to pick up your joystick and get to grips with those pesky platforms.

The isometric viewpoint proves a bit tricky at times and can confuse you, but that aside, Spot goes to Hollywood is the type of quality platformer that Mega Drive owners are crying out for.



The runaway train came down the track. Woohoo! Woohoo!

Mega Drive Game Profile

SPOT GOES TO HOLLYWOOD
VIRGIN INTERACTIVE

Great gameplay that comes complete with some of the best graphics you've seen all year. Spot 3 is an essential buy for Mega Drive owners.

ETBA
Available now
Platform
1 player
Spot-tastic

90%



Some of the spots are located in hard to reach areas



Stand still for a while and Spot will answer his mobile phone



PlayStation

Striker '96

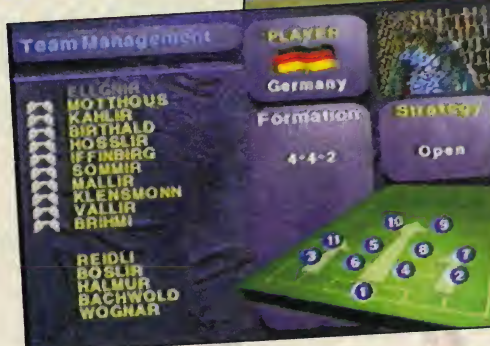


By Toxic Tommy

The original quickly became a classic on the Super Nintendo, spawned a sequel, then sold its soul to as many other formats as would have it. Now it's returned.

Striker is THE football game as far as many people are concerned. Sensi isn't everybody's cup of tea and the onslaught of soccer sims that followed the World Cup, FIFA included, didn't exactly set the gaming world alight.

Now the Striker snowball has rolled its way onto the next generation platforms, with the PlayStation being the first to experience the



PROTIP: Careful use of the aftertouch buttons can result in spectacular goals, with plenty of celebrations

wonders of this game. Everything from the original has been vastly improved, offering the player more options, views, tactics and teams than ever before – including an excellent rejig of the indoor option.

An added bonus for the PlayStation version comes in the form of ex-soccer supremo and regular SKY commentator Andy Gray, who treats you to a volley of footballing comments and general chit-chat whilst you play.

Fantastic Header!

Andy's one-liners tend to be slightly out of sync in some situations, which does add a certain comedy effect, but in general they can become more than a tad annoying. This is easily sorted out by decreasing Mr Gray's volume to nil, so you can just sit back and listen to the roar of the capacity crowd or the

sound of boot against ball instead.

The gameplay is identical to the previous incarnations, with the only noticeable tweak being the wild and crazy aftertouch buttons. As players of the original will know, the aftertouch option quickly became the easiest way to score on the SNES version, but now this has been converted into a 'crazy ball' situation – it flies wildly up the pitch if the button is kept held down. This doesn't make it any easier to score at first, but play around with it for a while and you'll soon be swerving 20 yards shots in like a man possessed. That's the thing with Striker, you always discover neat little touches and cool moves you never knew you had. This can only add to the competition element, and increases the playability and enjoyment of this awesome game.

Decent football simulations are always few and far between, but it's safe to say that Warner's next gen conversion has done us



PROTIP: Try not to aim too high in the penalty shootouts, you'll sky it!



As always, Striker comes with oodles of options



PROTIP: When the ball is in motion, tap one of your buttons for a fancy flick-on or header

PlayStation Game Profile
STRIKER '96
WARNER INTERACTIVE

Boys in the park, jumpers for goalposts... great stuff. The pure playability of Striker '96 will grab you and demand that you play it some more. Addictive, enjoyable, orgasmic fun.

ETBA
Available Nov
Football
1-2 players
Andy Gray

93%

PC CD-Rom



The night sequences are new and perhaps one of the most impressive sections of the game



That's one ball of a forest fire created by your better igniter out of the way before anyone notices



By Brother Buzz

Sequel time folks. Magic Carpet received some of the best marks ever when the PC mag fraternity absolutely creamed over the quality of the graphics and sound effects. However, what many of them failed to mention was the fact you needed to have a processor the size of Portsmouth to stand any chance of enjoying the game. Even on a high spec 486 the frame rate was stupidly slow.

PC CD-Rom Game Profile
MAGIC CARPET 2
BULLFROG

A good, solid sequel that will make a lot more friends than enemies. Magic Carpet 2 is a lot more accessible than the original, and Bullfrog deserves credit for this.

£44.99
Available now
Arcade
1 player
Persian rug

90%



MAGIC CARPET 2

So life was fine and dandy if you had a Pentium, but what about the rest of the country? What were they missing out on? Well, now could be the chance to find out, because Bullfrog reckons it has speeded the whole thing up by a mammoth 75% in this sequel. This means the joys of Magic Carpet should now be accessible to people with a decent 486 PC.



Talk about seeing red! Or is that a rubbish thing to say? The enemy is in there somewhere

Besides the internal workings, a lot of extra effort has been expended on making the levels as non-linear as possible.

That was perhaps another criticism that could have been levelled at the original, but wasn't. No matter, once again good old Bullfrog has identified the problem and managed to eradicate it in one fell swoop.



The graphics have been greatly tarted up and everything moves much faster than before

Below: Fly around a lot and live at any stuff that tries to take your Persian rug away



Above: It's dark and spooky in the land of the Magic Carpet. Watch! Watch out for the ghosties



Land ahead! Fly a bit closer and see just what this place has in store for you and your rug



The enemy are up ahead in droves, and so it's time to unleash some of that fire-power



Careful use of the scanner in the circuit is definitely required

Shake 'n' Vac

Also in this time are sleek-looking night levels and slightly better sound effects. What's more, the game really is ridiculously playable.

MC2 is perhaps what the first game should have been. Fans of the original will doubtless lap it up, and if you missed it the first time around – for whatever reason – then it's certainly worth tracking down now.

Bullfrog still hasn't produced a bad game, and never looks likely to either. With the release schedule it has lined up, it's easy to see this company at the top of the PC tree for quite some time!



By Air Hendrix

We previewed this way back in issue one of GamePro, but now it's here for review. Flight sim king Rowan Software has put its mind to something a little more strategically challenging than normal, with Air Power. The whole thing is based around battles between fleets of air ships as control of the

ProReview

PC CD-Rom



Line up your shots before letting rip. Ammo is limited

AIR POWER



He's in your sights. Take him out with some careful shooting



All the usual external views are included. You can switch between them very simply indeed



This screen looks like a typical Rowan flight simulation

PC CD-Rom Game Profile
AIR POWER
MINDSCAPE

£39.99
Available now
Strategy
1 player
Aeroplane antics

83%

skies is desperately fought over. You have to spread your kingdom by persuading cities to pledge their allegiance. If your reputation is strong enough they may join anyway, but others may need a

little persuasion with a few bombs dropped in their vicinity to sway things in your balance. There are flight sim-like sequences in there as well as the strategy side of things, and the combination works really well.

Air Power will keep many strategy fans happy for ages.

It's not all flying about. There is a fair amount of strategy too



By Dr Zombie

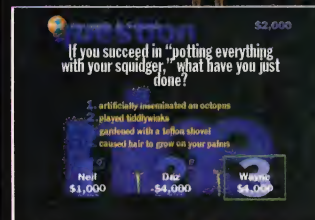
There was a time – in the late eighties – when trivia games were all the rage, and inevitably there was some cross-over onto the computers of the time. There is only so much you can do with Trivial Pursuits on a cassette-driven Amstrad though, so they tended to be simplistic affairs. Then, for some reason, they died out. That is until the arrival of Berkeley Systems' You Don't Know Jack. BS is more widely known for its series of After Dark screen savers for the PC, but YDKJ is a complete CD trivia fest presented in the style of a gameshow.

All the questions are spoken, and the whole thing comes complete with a huge great slice of good ol' American cheese!

I'd Rather Jack

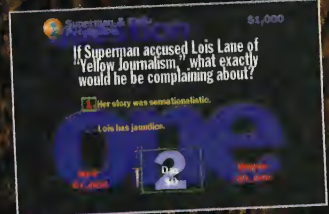
It's so corny it's unbelievable, and it works because of this. 800 questions are included on the CD, with plans for a further 800 to come. There will be some repetition, but that's inevitable. Up to three people can partake, and the more you have, the funnier it gets. Well worth checking out if you like TV quizzes!

Who will be first on the buzzer for this big money question?



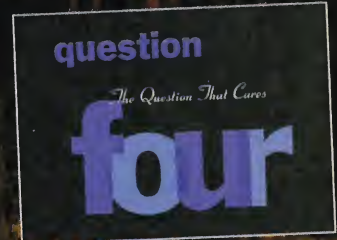
Here's another screen that looks just like all the others!

YOU



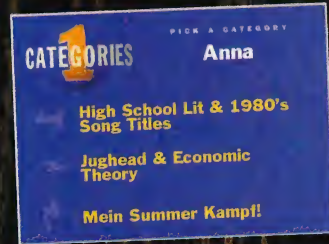
Top trivia frolics abound with the day's first question

DON'T

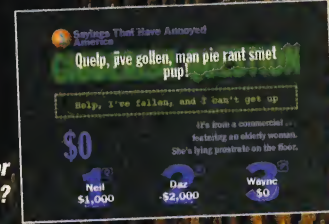


It's intensely close coming up to question number four

KNOW



JACK!



PC CD-Rom Game Profile
YOU DON'T KNOW JACK
BERKELEY SYSTEMS

£29.99
Available now
Quiz
1-3 players
800 Questions

85%



By Major Mike

One of the most anticipated (and requested) games for the Super NES is the sequel to Super Mario World. Yoshi's Island is worth the wait and proves that Nintendo is still able to turn out an exceptional game, not just a lukewarm "product." Yoshi is a work of art.

Super Mario Prequel

Yoshi's Island takes place before the other Mario games, returning to the days when the moustachioed hero was a helpless infant. In this adventure, baby Mario's been kidnapped by the evil Kamek, and the Yoshi dinosaurs are



trying to return him to his parents. With little Mario clinging to his back, Yoshi sets out to face six worlds loaded with secrets and hidden areas... along with a plethora of bad guys!

The control is almost perfect, which is critical because this game has more techniques than previous Mario titles. Yoshi can use his long tongue to grab enemies, swallow them, and turn them into eggs that he fires at other enemies. Yoshi can also pound things into the ground and hover briefly. Several power-ups allow Yoshi to change from dinosaur form into a helicopter, a submarine, and burrowing craft.

PRO TIP: Grab the star power-up and the tables are turned: Now you control baby Mario!



Gigantic, menacing enemies threaten our plucky duo

Super Mario World 2: Yoshi's



PRO TIP: Grab the fireballs out of the lava pools and Yoshi becomes a flamethrower!

Super NES Game Profile

YOSHI'S ISLAND

NINTENDO

Yoshi stars in this sequel to Super Mario World, which was one of the best Super NES games ever, and matches it in almost every respect. This is great entertainment.

ETBA
Import
Platformer
1 player
54+ stages

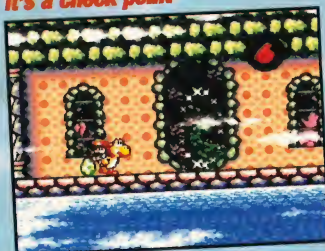
96%

Sharing the spotlight, Mario can be controlled too – but only if he gets the star power-up that affords him invincibility for a brief period. Otherwise, it's just a matter of keeping Mario on Yoshi's back. One hit knocks off Yoshi's pint-sized rider, who then floats around the screen in a bubble, crying his little plumber's eyes out. If not retrieved in short order, he's whisked away by Koopas, and Yoshi loses a life.

New Look, Same Feel

Using the FX2 chip, this entry has a new look with lots of

PRO TIP: Touch the magic ring – it's a check point

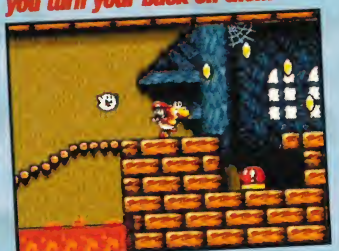


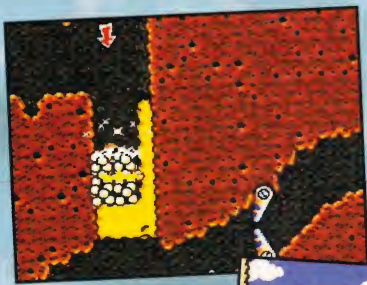
graphical variety. Some areas are set in the jungle, some underground, and a few look like they were drawn with crayon. Although the graphics of our dinosaur hero are simple, the game is loaded with dynamite visuals like gigantic lava monsters, spitting fish, and huge bosses that take up almost the entire screen.

There are also cleverly animated elements, such as enemies walking on stilts and dressed up like savage headhunters.

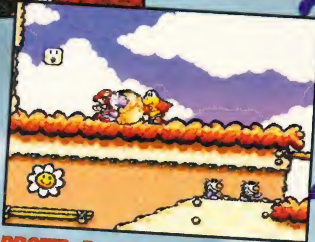
The game has tunes similar to Super Mario World. Cutesy,

PRO TIP: Remember those ghosts? They advance only when you turn your back on them





PRO TIP: Use Yoshi's super stomp to break through loose floors, destroy enemies, and pound things into the ground



PRO TIP: Boulders are your friends. Push them down inclines to flatten enemies

Two Views of Yoshi's Island



The big picture...

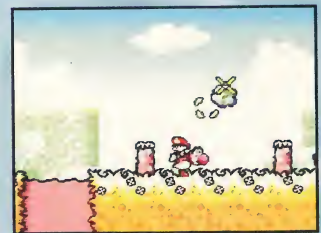


...and the more detailed look

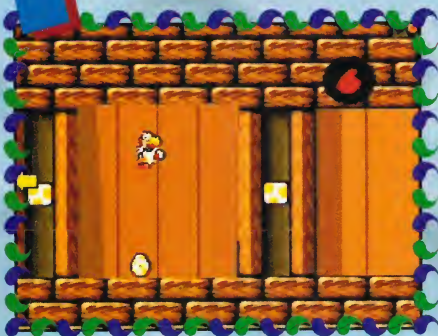
Island



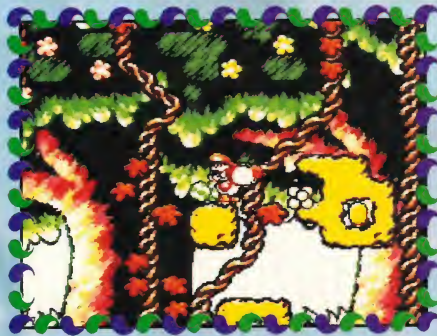
PRO TIP: Short on eggs? Just wait by a pipe and swallow as many enemies as you need



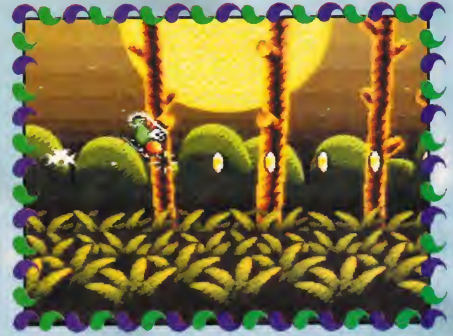
PRO TIP: Fire eggs in open spaces, and you may find a hidden question-mark cloud



A variety of awesome visuals – like Yoshi getting smashed into a pancake – show off the power of the FX2 chip



PRO TIP: Swallow the watermelon, and Yoshi can spit the seeds like a machine gun!



PRO TIP: When you're transformed into a helicopter, don't dawdle; you can fly for only a limited time

kiddie music guides Yoshi, but it never goes overboard or gets overbearing. The sound effects are also similar to the other Marios, with the most arresting being Mario's haunting infant cries for help when he is parted from his dinosaur friend.

It's a Big, Big World

Yoshi's Island is big: Six worlds with eight areas in each are waiting to be plumbed. One of the best elements of the Mario games

has always been the abundance of hidden items and concealed rooms. Yoshi follows suit. Each stage has a certain number of coins and other items to collect – most of which are tucked away in hidden rooms. If you find all the hidden items in a

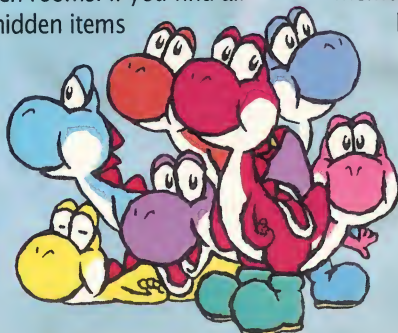
world, you can enter one extra bonus area. At the end of each area, a counter reveals how many items you found (and missed). The bonus games range from testing reflexes to challenging your memory skills.

Fanatic Mario followers will probably make it a moral imperative to finish the game in just one sitting. But that doesn't

necessarily mean they'll find all the hidden items along the way. While the game is challenging, anyone who played the earlier entries will master Yoshi in no time.

Yoshi, the Islander

Yoshi doesn't rely on flashy graphics or jazzy effects to cover up an empty game. This is a 16-bit game that shows real heart and creativity. Now if they would only do a 16-bit sequel to Zelda before the SNES is put to rest.



3DO



By Scary Larry

Those spherically incorrect fighters are back, and this time they have a ton of graphics-processing power behind them. 3DO Ballz is a great improvement over the original.

Nothing to Sphere But Sphere Itself

The 3DO tries hard to be mainstream in the fighting genre with such offerings as Super Street Fighter II Turbo and Way of the Warrior. But fighting 3DOers will find a good battle in the Ballz arena.

Although basically the same game as the 16-bit titles of a year ago, this version includes improved graphics and speed enhancements. Other bugs

have also been worked out. With fully rendered and revised backgrounds, this version rules.

The format's still best-two-of-three rounds, and there are still maniacal bosses like Jester and the Kangaroo to contend with. Also retained are the stinging taunts and verbose insults. New fighters, like the pugilistic poltergeist Zombie, make for nine total ball-busters.

Round Figures

The characters look better and move more fluidly. The speedy gameplay also makes for faster, less defensive rounds. Add in a 360-degree rotation of the battle arena, and you have the makings of a classic.

The sounds are better than



PRO TIP: The finishing move for every fighter can be performed when your opponent's health bar is at 25 percent or lower. When in close, tap Up twice



PRO TIP: Taunting by simultaneously pressing Buttons A, B, and C, is more than just funny. It also pumps up your power. Several taunts and one hit could destroy an opponent

before with great CD-enhanced music and character-specific theme songs. There are even more hilarious grunts, groans and farts than before.

The controls are easy to learn and understand, but Ballz is definitely a game that becomes more fun when you've memorised the moves. Although filled with humour, you could easily win rounds by just pounding your opponents. The fighters also have a tendency to fling themselves



PRO TIP: After your opponent's ballz have been shattered, press Button A four times

around the arena without stopping for air.

Have Some Ballz

Ballz' appeal is mainly its non-conformist attitude. There are no flaming Dragon Punches or bloody ball-splitting fatalities.

Just plenty of laughs and lots of fun. It's not for every fighter, but those looking for a change of pace should definitely get some Ballz.



PRO TIP: Tap Button C to jump in the air. Try and land on your opponent's back for some hilarious results

ballz

the director's cut

3DO Game Profile
BALLZ:TDC
PF MAGIC

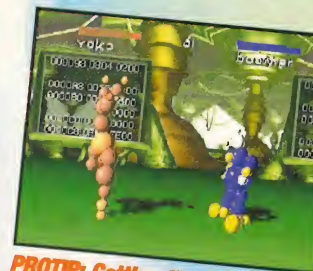
Ballz is back, and this time the fighters are pumped up! Ballz: The Director's Cut deserves a second look by fighting fanatics on the 3DO. Have you got the Ballz to handle it!

£39.99
Available now
Beat'em-up
2 players
360-degree view

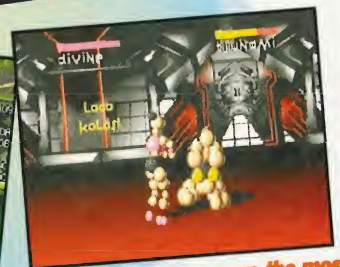
80%



PRO TIP: Holding Down-Away and repeatedly pressing Button C yields a defensive throw. If you are playing a character who's relentless, this tactic works well



PRO TIP: Getting tired of your fighter? Try morphing. Every character has a morph. For Yoko, tap Up, Right Shift, A, and C



PRO TIP: Stun moves are the most effective. Divine's Knee To Nuts leaves opponents achin' and shakin'. Tap Down, Down, Up to execute it

ProReview

PC

PROTIP: Sign a really good goalscorer to win!

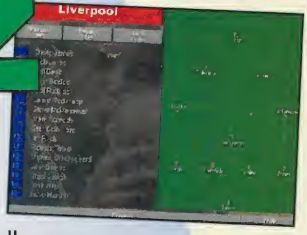
It's all getting a bit complex now. Keep a sharp eye on everything



Championship MANAGER

2

Tactics play a very important part in CM2



By Brother Buzz

The best football management game in the world ever HAS to be Championship Manager. WAS. Now Championship Manager 2 has arrived, and it takes the crown hands down. Hopefully it will persuade many of the other people who constantly churn out rubbish management sims that there is no further point in playing.

all gone now, as in comes SVGA, four hours of commentary (CD) from Clive Tyldsley, and more stats than you could ever, realistically, shake a stick at!

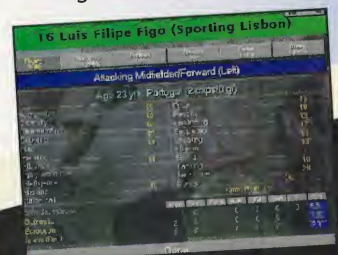
It sounds a bit sad and anorak-like, but if there's one game that's worth buying this year, it has to be this.

PC owners up and down the land are about to go into hibernation, spending many a lonely hour shut up in their darkened, sordid rooms, playing Championship Manager 2 to death.

Just About Managing

The first game was high in playability but low in graphical presentation – the standard DOS font was used on blocky, basic backgrounds. But that's

The results are all in. Let's see who qualifies for the finals



"Figo" means "really cool" in Italian. Interesting eh?



Big Jack's boys eye up their next nine heavy defeats



By Slo Mo



If simplicity is the key, Zoop would have to be the best game of all time. It isn't of course, but what it is, is a fun, addictive, strange hybrid of the puzzle, strategy and arcade genres.

You control the little ship in the middle, as rows of coloured things come towards you. You can travel anywhere in the centre square and must stop the shapes getting into your zone. You do this by shooting them, but the catch is, you can only shoot shapes the same colour as your ship. If you shoot a shape that is a different colour, your ship changes to that colour and the piece you shot reverts to that



PROTIP: Try to line up as many shapes as possible for each individual shot

of your ship. So, in this way you can scoot around in frantic fashion.

Tomato Zoop

It sounds complicated but that's just our special rubbish way of explaining it.

Zoop is an addictive waste of time that you'll get hooked on totally. It's also one of those games that you can play for a few minutes before you go out. You won't have to swap CDs and get a Pentium to play this one!

PROTIP: Keep a careful eye on all four sides of the screen



PC Game Profile
CHAMPIONSHIP MANAGER 2
DOMARK

£35.99
Available now
Sports sim
1 player
Clive Tyldsley

92%

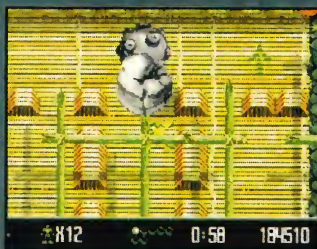
PC Game Profile
ZOOZ
FUNSOFT

£25.99
Available now
Arcade
1 player
Very addictive

84%

Mega Drive

VECTORMAN



PROTIP: It's Frogger! To get out of this ribbiting level, shoot as you progress upward and be careful not to touch the pink arrows



PROTIP: To go to a special bonus round, blow up the transceiver, then blow up the dish above it



By Scary Larry

If you plan to shelve your Mega Drive for the newer, sleeker Saturn, hold on. Vectorman is fast and fun, and it'll torch your thumbs for days to come. This cart rocks!

Mega Drive Game Profile

VECTORMAN
SEGA

Your 16-bit system isn't dead yet, and good old Vectorman is one reason why! This entertaining platform game is tough, but it rewards you with tons of fun in return.

ETBA
Available now
Shoot'em-up
1 player
Side view

91%



BOMB



PROTIP: As the bomb you're destructive but useful. Before you go off, get enough enemies onscreen and be sure you're facing the wall you want rid of

DRILL



PROTIP: The drill needs a surface to work on. Look for unusual colourations in the floor

FISH



PROTIP: As the fish you can glide through the water, and you're also indestructible



PROTIP: Get enemies to congregate around you, then use the one-shot destruction gun to knock out everything



PROTIP: In Stage Two, remember to jump forward and shoot. Avoid the hand by jumping while firing continually to destroy it

Vector Victorious

From the moment you take control of this ballsy character, your jaw will hang open in amazement at what Vectorman can do. This platformer comes with great guns, a morphing hero, and diverse, well-detailed levels.

The story line is simple: On a futuristic Earth, humans



PROTIP: Be careful when you spot these pesky dragonflies. They appear in swarms, and they hide until destroyed

have abandoned their homes because of the pollution. They leave behind "orbots" to clean up the mess, and an orbot named Raster accidentally gets attached to a nuclear weapon and becomes "Warhead". This new orbot wants to welcome back the humans a little differently than they hoped – with world-



Who's the boss?



PROTIP: The first boss is a breeze – just keep shooting the bomb hatch while it's open and you'll not go far wrong. That is unless you keep missing



PROTIP: On the second boss, shoot the pelican while running back and forth, then, when it turns into the polar bear, shoot and avoid its projectiles



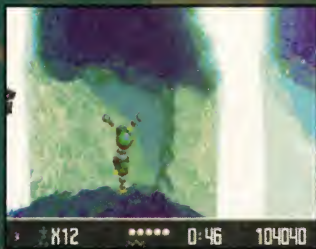
PROTIP: The third boss is easy once you get the pattern down. Shoot at its head, then run away when it opens fire on you. You can even shoot from offscreen

A Visual Treat



wide nuclear chaos.

Another orbot named Vectorman has just returned from a sludge dump on the sun, and he wants to restore things to status quo. His battle to return Earth to the humans takes him through 15 levels, including a gorgeous polar level and an equally stunning underwater stage.



PROTIP: Morphing icons must be used in the immediate vicinity. Choose a path before you grab

Vectorman is armed with a standard laser shot, but he quickly discovers other weapons, including a rapid-fire laser cannon and a three-way shot. One-ups, power-ups and health-ups give you much-needed muscle.

Vectorman also has the ability to morph into other objects – a drill, a race car, a bomb, and so on.



PROTIP: These angler fish are hard to find, but full of goodies

Since weapon selection is automatic, control is a breeze. You simply shoot and jump. The only difficulty is the number of enemies that come rushing at you every second.

Cape Sphere

The graphics are the game's best feature. The rendered Vectorman is generously drawn, with light and shadow created carefully on his form. This is especially evident when he shoots his gun.

All enemies follow a sphere theme, from the bulbous polar bear in Stage Two to the miniature ball men in Stage Seven. Everything, including the backgrounds, is interactive eye candy.

The sound is a treat for

the ears. Clear explosions rock your TV speakers, and the other sound effects, like the ricochet of bullets on steel, are amazing. The music is techno at its worst, but it's still pretty good.

Drawbacks? Two-player simultaneous action would have been sweet, but that's like asking for another colour in a great sunset. Some of the bonus rounds are weak, and some of the levels are painfully difficult, but the challenge is what makes this game great. These few inconsistencies don't even make a dent in this otherwise awesome game. If you're looking for fast action, fantastic scenery, and great gameplay, Vectorman has the balls you're looking for.

65 COURSES!

(AND THAT'S JUST FOR STARTERS)



Micro Machines
TURBO TOURNAMENT
'96



CONSTRUCTION
KIT

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™

J-CART
FOUR PLAYER POWER

Codemasters

PC

*It's a bit dark out there.
Where are the street lamps?*



DARKER



By Captain Squideo

Shoot'em-ups usually take on a standard formula that doesn't require much thought from the player. Maybe that's why they're so popular in the first place. Darker tries to add a little bit more to the genre, and in turn evolves into a bit more of a thinking game than you're used to with your regular vertical scrollers.

The game's manual goes into rich detail explaining the

storyline and outlining the features of the craft you are about to fly. There are also hints in there suggesting tactics and the like.

Anybody who played the old classic Starglider will begin to reminisce about the way the game is played.

Dark Side of the Moon

Energy beacons play an important part in the strategy, as you have to keep your ship constantly powered up in order to survive. This can be especially difficult as you weave around blasting things out of the sky and avoiding attacks from all possible angles.

However, be warned. If you stray too far away from

That's the target. Fire at will and count the casualties

They're lurking out there somewhere. Look carefully

Make sure you don't stray from the energy beacons



You can see how nice the polygons are, even through the gloom



A direct hit results in a burst of smoke. Just like this!

PC Game Profile
DARKER
SONY INTERACTIVE

Polished, accomplished and playable, that's Darker. But there's something that will stop it appealing to everybody. Even so, it's a fine game with a long-term challenge.

£35.99
Available now
Shoot'em-up
1 player
1 CD

83%

PREMIER Manager



By Bacon Face

You can get plenty of arcade football games for the Mega Drive, but it's surprising that no-one has released a football

management simulation on the console until now.

Gremlin Interactive's Premier Manager series was a huge success, particularly on the Amiga. Graphically, the games weren't too impressive, but sheer gameplay and a high level of addiction ensured all three games a spot at the top of the software charts.

For the Mega Drive version, the game's designers have taken all the best elements from the three games that made up the series and placed them inside just one cartridge.

You start off in Division Three, and once you've chosen a team, you head straight into the

nerve-jangling, stress-packed world of football management.

The whole game is icon-led and very simple to understand. If you want to pick and alter you team, all you have to do is click on the appropriate icon.

Premier League

Once you've decided on team selection, transfers, ground improvements and other managerial type things, you can get down to the real business of watching and guiding your team through a match, hopefully with a win as the end result.

Graphically, Premier Manager is fairly basic, but that's because it needs to be simple for the game to work properly. There are quite a few

animations that accompany the match action, but after you've played the game for a few hours, you'll get bored and turn them off.

If you're looking for fast-paced arcade action, you'd better head elsewhere. Premier Manager is a game for thinkers, strategists and true football fans.

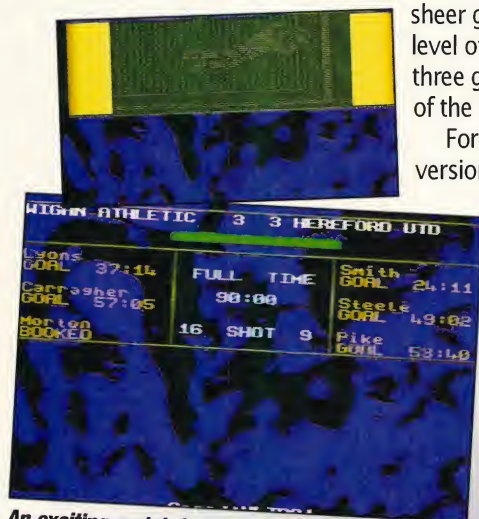
It may be the first football management simulation to appear on the Mega Drive, but even if it had some competition, it would pound it into the ground.



PROTIP: Improve your ground in various ways, but keep the health and safety at a good level if you don't want to get a huge fine



The main screen, where everything is just a simple "button press" away



An exciting match for the Springfield Park faithful. A win would've been nice, but that's football

Mega Drive Game Profile

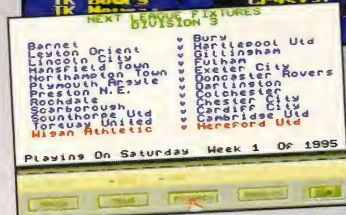
PREMIER MANAGER

GREMLIN INTERACTIVE

Graphically, Premier Manager is without doubt a little bland, but it's unmatched in the gameplay and addiction stakes. Serious football fans everywhere will love it.

ETBA
Available now
Sports sim
1-2 players
Battery backup

90%



PROTIP: Watch out for news and other information via the printer

PROTIP: Gain promotion by avoiding big name players. Use your cash in other areas instead

PROTIP: Always keep an eye on the sponsorship boards. They're an important source of funds

PROTIP: Start off with the long ball game. It's not pretty, but it's effective



PlayStation



By Captain Squideo

Here's a bit of an old SNES classic given a new life on a new format. Parodius really is the king of the cutesy game, and now it comes complete with more characters, better graphics and great sound.

Parodius is one of those game you either love or hate, but most shoot'em-up fans will be smitten from the off. It may be little more than a bog-standard shooter, but it's the kind of game you can unleash on your girlfriend without fear of her being bored.

Parodius Maximus

The game, for those who haven't lived very long, is a horizontal shoot'em-up that starts off nice and simply and builds up to a frenetic pace.

At the beginning of each game you get an option to either power-up manually or automatically. This is quite an important decision, as it

determines the difficulty of the game. If you leave it on automatic, then you simply have to fly along blasting everything that you come across and picking up the power-ups. Everything then is handled for you. If you decide on manual mode however,

you get to choose when to power-up. This makes a significant difference to the gameplay, as you have to constantly keep an eye on the power-up bar.

It does give you the chance to save your power-ups for the better weaponry though, so initially you'll want to boost your guns.

Once you become adept at this, that's when you can begin collecting for real.

To be honest, Parodius doesn't really make the most



PROTIP: The bosses in Parodius (like this big hammer for example), all have a weak spot. Find it and fire until your fingers bleed

Parodius



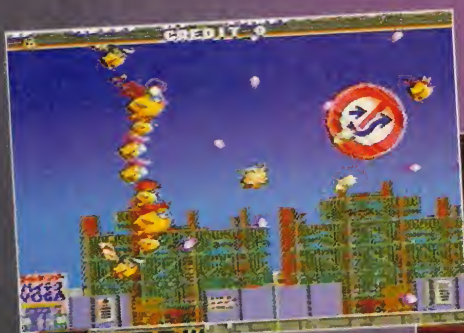
Take a break and check out the curious rabbit/geisha hybrid

of the 32-bit power available, but it's undoubtedly great fun.

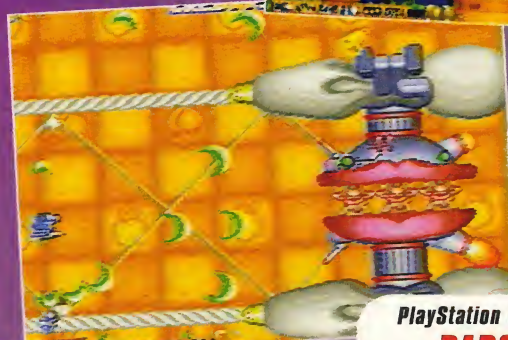
This is essentially the SNES version of the game, but the playability makes that just about forgivable.



Above: Pick up the relevant power-up and you'll be able to harshly insult the enemies



Left: The graphics are 16-bit, but the gameplay is great!



PROTIP: Schoolboys should check out the mermaid's wonderbra wobble



PROTIP: When your path is blocked, fire rapidly and in a straight line to clear a path through the obstruction

PlayStation Game Profile

PARODIUS
KONAMI

Enjoyable, if mindless, shoot'em-up action with a cute factor of 10. Parodius hardly sets a new standard for blasters, but you'll keep coming back for more nonetheless.

£44.99
Available now
Shoot'em-up
1-2 players
It's bonkers

82%

Earthworm Jim

A tempting slide awaits our Jim, but he seems intent on hiding



Left: Watch out for the green plant-like thing Jim. It could have your eye out



By Atomic Dawg

Everyone's favourite worm is back! As far as platform games go, none are quite as good or as wacky as Earthworm Jim. Dave Perry's superhero has gone from strength to strength; the wormster now puts in regular TV appearances, and you'll soon see him and his chums on your toy shop shelves.

Shiny Entertainment, Jim's creator, won't rest until Earthworm Jim has dominated the world, and it seems as

though its plans are working. First things first though – here's the sequel to one of the best games ever to grace the SNES.

The evil Pscrow has kidnapped Princess What's Her Name, and you must take control of Jim (and Snott) and rescue her. You make your way through several levels of surreal platform fun, although to call Earthworm Jim 2 an out-and-out platform game wouldn't do the game justice.

Wormwood Scrubs

Not all the levels are platform-based; some, like Puppy Love, are more like one-off bonus levels rather than part of the main game. But that's a good thing, because this breaks up the action, ensuring it never

becomes monotonous.

Apart from some select levels, most of the action is viewed from the side. But still, no two levels are the same.

For instance, in the level, Lorenzo's Soil, Jim uses a dirt-blaster to make his way to the surface, while in floating levels like Blind Cave Salamander, you must guide Jim through a maze where anything you bump into takes energy away. There's even the Flying King level which uses a 3D isometric view where you must nudge a bomb balloon to the end of the level and use it on the end guardian.

Jim has once again got an impressive arsenal of weapons, including his

The map screen allows Jim to make his way around the different levels of the game



Pscrow is chucking Peter's puppies all over the place. Make sure they come to no harm



Super NES Game Profile EARTHWORM JIM 2 PLAYMATES

11 out of 10 for graphics, sound, playability and lastability. Earthworm Jim has made a bigger and better comeback than Eric Cantona. And he's a lot less violent!

ETBA
Available now
Platformer
1 player
10 levels

95%



Jim's head seems to have gone all funny. He looks like an alien

standard machine gun and worm whip. But this time they're boosted by the addition of mega plasma blasters, homing missiles and a three-finger triple shotgun.

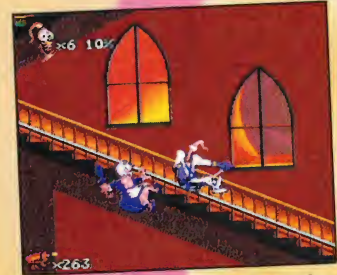
The sense of humour from



Jump up and down on the scales to see if you win a prize



Hmm, this looks awfully familiar. Where have we seen it before?



Slide down the stairs but watch out for the angry grannies



Peter is giving you a leathering because his puppies were hurt

the original has still been retained, and there are some cracking gags.

Sickos will love the Puppy Love level where Pscrow chucks Peter Puppy's offspring out of the window. Jim must bounce them on a giant marshmallow to safety. If he doesn't, the pups make a resounding splat on the floor.

Once the required number of pups have reached Peter on the other side of the screen, Pscrow chucks a bomb which Jim can then use against him. Complete three rounds of this manic keepy-uppy and you can move on to more wackiness.

The Earthworm Jim visuals are top-notch. Jim and all the characters are superbly animated; in fact they're even better than they were in the original game. And if you've seen the new cartoon, you'll find it hard to tell the difference between the two.

Worm Baby Worm!

As far as bizarre stuff goes, Earthworm Jim 2 is in a league of its own. Dave Perry has definitely got a couple of screws loose. Who else would include angry grannies, flying pigs and talking end-of-level cows in a platform game?

The music within the game varies from rock through traditional Scottish bagpipes to country and western. In fact, almost every musical style is catered for. The sound effects are good too, with

plenty of digitised speech (from Jim), and loads of cartoon-style effects.

This is one of those games that is very hard to fault. No-one is quite as popular as the Jimster, and this sequel mixes quality graphics and sounds with oodles of great playability and gameplay.

Sometimes the sequel to a game is nowhere as good as the original, but this just isn't the case in Earthworm Jim 2.



What on earth is going on here? Is that a giant clam?

COMPETITION

IT'S A FUNNY OLD WORLD...



To celebrate this month's release of Terry Pratchett's mind blowing novel-turned-video game, Discworld, on the Sony PlayStation, we've teamed up with its creators, Sony Interactive, to give away a massive pile of Pratchett



peripherals. What's on offer is this: Three copies of Discworld for the Sony PlayStation, three copies of the same game, but this time for the PC, three of Terry's books, each one individually signed by the man himself, and finally we've got three Discworld models to throw at you. Sounds cool eh? Mmm, mmm, you bet it does! All you hapless losers have to do is answer the questions over there on the left and send them in to us. The first three names out of our magical pointy hat will walk away with the booty. What could be simpler?

Q1) Name the main character in Discworld

Q2) Name the comedy actor who supplies his voice

Q3) What score did Discworld receive last issue?

All entries to :

Discworld Compo

Gamepro, Media House,
Adlington Park,
Macclesfield, Cheshire, UK,
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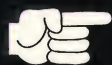
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**SPECIAL
FEATURE**

After years of waiting, the Sega Saturn didn't exactly explode onto the scene. Somewhere in between the rush to get it in the shops before the PlayStation and the release of next to no software in the first three months of sale, the Saturn has become somewhat overlooked. But with Christmas almost upon us, is the Saturn about to be given a second chance?



e c o n d



Coming?

SPECIAL FEATURE



Nobody could ever say that the

first games for the Saturn were rubbish. Nor could you really say that they were what we were expecting. Virtua Fighter was the best of the bunch, but that came free with the console, and there hasn't been much to buy of late. Will this change with the advent of the PlayStation? Sega knows it has to in order to compete, and has therefore lined up some of the most impressive software seen on the next gen machines to date.

Using its heavyweight arcade line-up to full potential, Sega has a couple of very special treats up its sleeve for Saturn owners. Christmas will be an important time for Sega, and showing that quality games are available for the Saturn will be essential if it is to compete efficiently with a Sony machine selling for £100 less. It's all very well talking about hidden costs and saying that you need to buy a game and a memory card with the PlayStation, making the prices virtually the same, but the public don't and never will see it like that. They know they'll



Virtua Cop for the Saturn



Sega Rally – the best racing game yet?

have to buy games for as long as they have their machine, and the prospect of "saving" £100 is an attractive one. For approximately the £400 Sega is asking for a Saturn, you should be able to pick up a PlayStation, two games and a memory card. Suddenly it looks like a whole new proposition.

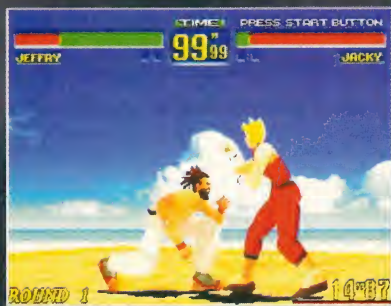
So why should you buy a Saturn? Are the promised quality games ever going to arrive? The answer is a definite 'yes'. A trip to Sega's offices in London revealed that it has some storming stuff for release around Christmas time, including Virtua Cop, Virtua Fighter 2, and the awesome Sega Rally. And there's plenty more besides.

Sega UK's PR bloke Mark Masolvich enthuses, "People were saying that we had the best three games at last month's ECTS. There was nothing new on show from Sony, whereas we had VF2, Sega Rally and Virtua Cop. People have been going on for years about games being arcade-perfect, but we had ours running next to the arcade machines to show how close they are. We wanted to prove we have nothing to hide!"

The thing is, he has a point. All three games are stunning, and Rally is the best racing game seen to date. We've seen it at about 50% completion and it's obviously been lovingly crafted by people who know the coin-op version inside out.

Virtua Cop is one of this year's best arcade games, and the Saturn conversion is once again spot on. Rumours are it'll be packaged with a gun (not a real one obviously), even though it's perfectly playable on the pad anyway.

Virtua Remix for the Saturn



A testing ground for VF2?



Sega Rally for the Saturn has been crafted by people who know the coin-op inside out



At first glance, VF2 may look a bit like VF Remix, but the game has hundreds more moves and combos and is not surprisingly, exactly like its arcade dad.

This is all software that really is at the cutting edge of gaming technology. It's just a shame Sega felt pressured into releasing the Saturn early, as having these titles around at launch time would have ensured the console found its way into a lot more homes.

Masovich goes on, "Some of the stuff we've already released was a little rushed for the launch, but now we're not rushing anything. Every game we launch will be as perfect as it can be. We have no need to rush games now. We're going to show people what the Saturn really can do."

But what about the grey import market? There's still big bucks to be made by importers who can give the kids Virtua Fighter 2 a good couple of months before the official PAL version arrives.

"Sure there's an import market, and people will be able to play Japanese games on their PAL machines with one of those converter things from Datel, but we're taking the NTSC versions of the games and upgrading them for PAL, making sure they run on virtually a full screen and at the proper speed. People with converters are going to have huge borders and slower gameplay, and we're trying to persuade people to wait for the the UK versions. However, the imports are still there if wanted."


Possibilities for VF3?



Believe it or not, developer AM2 is already busily beavering away on work for Virtua Fighter 3!

So, it seems Sega is on the verge of finally sorting out the Saturn's teething troubles, and not before time. Despite these problems, Sega has still sold enormous numbers of machines and peripherals in the early days, and it seems like Christmas really will be a boom time. Sony can only be pleased at what's happened in its main rival's camp so far, but maybe its eyes are about to be opened over the next few months.



There will be no more industry-perceived cock-ups from Sega in '96, you can rest assured of that. The Saturn is about to arrive with a vengeance, albeit three months after release. 

You be the judge

As you can see, VF has made a steady progression from the boxy look of the original to the smoothed-down look of Remix. Although the 32X version is identical to the arcade game, the graphics are definitely not in the Saturn's league



The original Virtua Fighter on the Saturn



Virtua Fighter 32X



Virtua Fighter Remix

Interview with the Virtua gurus

In Japan, Sega has put together an ace gang of game developers who are currently working on its cutting-edge games. The team, Amusement Machines Research and Development Department 2 (or AM2), has a strong track record. Starting with the seminal 3D shooter Space Harrier, AM2 has scored a succession of outstanding hits, including Virtua Racing, Virtua Fighter, Daytona USA, Virtua Cop, and the spectacular Virtua Fighter 2. Our Tokyo correspondent, Nob Ogasawara, visited AM2 recently for an exclusive meeting to find out what Sega's sharpshooters are up to now, and where they're headed in the near future.

Virtua Father

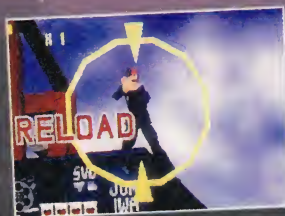
GamePro: So you're the proud father of the Saturn Virtua Fighter series?

Keiji Okayasu:
That's right.

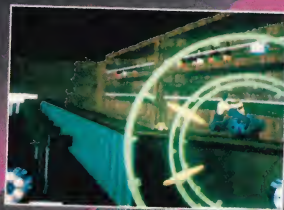
GP: How closely can you approximate the arcade version of VF2 on the Saturn?

KO: Well, ultimately we would love to make

Virtua Cop: Saturn



Virtua Cop: Arcade



it look identical to the arcade original, but it's not possible. So in a certain way, we've given up trying to achieve that goal.

What we're aiming for is to re-create the feel of the arcade gameplay. We hope to make it so that people who heavily played the arcade game will be able to play the Saturn game without noticing differences.

GP: Will there be graphical differences?

KO: Yes, that part can't be helped. We're up against the limitations of the hardware.

GP: Will you be able to retain the 60-frames-per-second (fps) rate that made the arcade version so smooth?

KO: We intend to; things are looking positive at the moment

GP: So perhaps visual oddities may be apparent in still photos but not noticeable in motion?

KO: Even though the polygon count is lower, we're applying texture maps and other graphics techniques, so the differences will be minor. If you placed the arcade version and the Saturn version side by side, you would notice only a slight cosmetic difference.

GP: But this version looks much better than the original Saturn Virtua Fighter.

KO: The texture mapping has a lot to do with that.

GP: So Lion's wiggling fingers are "faked" with texture maps?

KO: No, we used proper polygons.

GP: But in VF1, the characters didn't have fingers. So you increased polygons in some areas and reduced in others?

KO: In VF1, we used hardly any textures, just polygons, which resulted in a high number of polygons per character. This time, by using textures, we could reduce the number of polygons in some areas, so we were able to add fingers.

GP: Because of the high quality achieved by VF Remix, do you feel pressured to make VF2 even better?

KO: We did obtain VF Remix's data as reference. For example, our designers

Virtua Fighter 2 on the Saturn



Can the Saturn version surpass the arcade equivalent?





Home with the away team

To gain an insight into VF2, we went to the source, Sega's core group of Saturn game designers in America. Known as the Away Team, this group of programmers and producers brought VF2 over from Japan.



Eric Rawlins, VF2's assistant producer

GamePro: VF2 was originated in Japan by Sega's AM2 team. How closely did the Away Team work with AM2 to bring the game to America?
Tim Dunston, team leader: We worked directly with AM2. In fact, Eric Rawlins, one of our assistant producers, is like an honorary member of AM2. **Steve Payne,** vice president of product development: This team is the true voice of AM2. The AM2 team can be a hard group to talk to sometimes, but we seem to

get their attention and are able to work with them on their products.
GP: How will VF2 on the Saturn compare with the arcade original?
TD: I really think VF2 will be a great title for the Saturn. It's going to look virtually identical to the arcade game. We can now double the resolution of that we had in VF Remix, and we can keep the exact number of polygons that were in the arcade version. We're actually enhancing the arcade original. For instance, you



The Away Team works at Sega HQ in Redwood City, CA

may be able to pull up character sets from past fighting games. You'll probably be able to interact more with the backgrounds than you could in the arcade. It should be the most exciting fighting game of all time.

checked the character data for developing VF2 characters. In that sense, Remix has been a good source of inspiration to us.

GP: Will new features be added to the Saturn version?

KO: We're certainly thinking about it.

GP: Will you have the game ready for release in December?

KO: Even we don't know (laughs). We would like and intend to make that schedule, but we don't know where obstacles will suddenly arise.

GP: Will the Saturn version be VF2 or 2.1?

KO: Ours will be based on 2. VF2.1 just came out, and to be honest, we didn't know anything about it (laughs).

We intend to re-create 2, but if the schedule allows we may incorporate elements of 2.1.

GP: Did you work on the arcade versions of the VF series?

KO: I was involved in 1, but then I started on Saturn VF.

GP: What's next for you?

KO: I wonder. I don't think anything has been decided. Since I've been working on the Saturn for a while, I imagine I'll keep working on the system and not go back to arcade games.

GP: Which do you find more rewarding - developing games for the Saturn or for the arcades?

KO: It's neither one or the other. It's all work, so it's not fun either way.

GamePro: What's next for AM2?

Fumio Kurokawa: We're working on several new arcade games now that should be

popular because they're in a popular genre.

GP: Are you talking about VF3?

FK: No. We're working on VF3, but we'll have another game out before it that's even more spectacular. In some ways, this game represents the culmination of our production expertise.

GP: Will this game use Model 2 [the hardware used for VF, VF2, Daytona and Desert Tank]?

FK: Yes, that's our top-of-the-line system.

GP: Do you have anything planned for the Saturn-compatible ST-V arcade system?

FK: We don't have anything active right now, but there are plans in the works. We're doing basic studies on the arcade system with an eye for developing titles in the future.

GP: There have been rumours that the Model 3 board for VF3 has not been finished yet.

FK: Those rumours are unfounded. It's very difficult to say how far along we are in terms of development, but we are conducting thorough studies. We can now produce high-quality CG images. In addition to modelling work such as this, we have also developed rou-



times for fluidly moving modelled characters, which will definitely contribute to VF3's development.

GP: Will you be able to achieve CC quality in the actual game itself?

FK: We're trying to achieve that level of quality. Put it this way: From VF1 to 2, there were considerable enhancements in graphics. We hope to achieve that kind of dramatic improvement with VF3.

GP: To achieve that, wouldn't you need significantly more powerful hardware?

FK: We don't think we have to rely entirely on hardware. We have gained better insight into our arcade hardware so we can make software improvements. Also, VF2 didn't fully tap Model 2's potential. We can do much more with Model 2 now.

GP: Are you working on any original games for the Saturn?

FK: Our boss, Yu Suzuki, would like to do that, but we don't have anything exclusively for home systems right now.

GP: Will there be a sequel to Daytona USA?

FK: We're thinking about it since Daytona was a major hit. We're not sure if it will be Daytona 2 though. I think one approach would be to look at popular racing games that are around at the moment, refine the best elements of each, and incorporate these into the game.

AM2's Top Guns

Fumio Kurokawa



Publicity Section Manager

Keiji Okayasu



Manager, Software Section (Saturn VF2 Project Chief)

Koji Umeda



Publicity Section Manager

Takashi Isono



Design Section

That seems to be the sensible option.

Armed and Dangerous

GamePro: What did you work on before?

Takashi Isono: The arcade Virtua Fighter 2.

GP: On the subject of the Saturn's Virtua Cop, will the Virtua Gun be packed in with the game?

TI: Yes.

GP: Can you buy a gun separately for Player Two?

TI: Yes, but we haven't arrived at a price yet.

GP: The gun feels quite solid and sturdy. Will it be matte black?

TI: Only in Japan. For the UK, I think it will be orange or something so it will look more like a toy.

GP: Can you use the control pad for shooting?

Virtua Fighter 2



In the arcades, Virtua Fighter 2 has been kicking tail over every other fighting game, including the original VF. Now the landmark coin-op is set for a release on the Saturn. It looks like fighting fans

won't be disappointed: This could be the fighting game of the year – on any home system. Preliminary looks at VF2 suggest that it has much deeper gameplay than either the first VF or the more recent VF Remix. In addition to the eight original characters, VF2 introduces two new fighters, Shun Di and Lion Rafale, and all the combatants have additional moves. But it's

still a game for defensive players, and the combo system is still rudimentary at best, limited to the PPPK combos of Pai, Lau, and Sarah.

The eye-catching visuals should pop up on "Best Graphics of 1995" lists at the end of the year. Sharp and clear, the graphics are clearly superior to either VF or Remix, showing off new texture-mapped polygons and gorgeous background

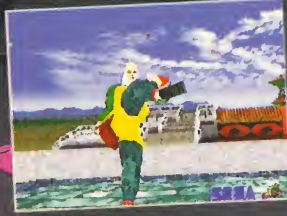
scenery. The camera angles vary during gameplay, and short instant replays recap each round perfectly.

Early indicators strongly suggest that Virtua Fighter 2 has the potential to be an out-and-out winner.





Virtual Visuals



TI: Yes, and you can also use a mouse, which may be easier than a pad.

GP: Are you planning any surprises, like a Blood mode? For example

TI: We can't do a Blood mode. Since we're trying to make this a game for players of all ages, we can't go overboard with a lot of gory violence.

GP: Not even for the UK?

TI: No. We plan to have the UK version ready a short time after the Japanese version is released.

GP: How much work do you really need to do for the Japan-UK translation?

TI: Not very much really. We changed some translations of Japanese text and changed some oddities, like when it says "Justice Shot" when you wing a villain.

GP: How close can you get this version to the original arcade version?

TI: It depends on how you look at it. If you look at the Saturn game next to the arcade version, the looks will obviously be different. But we hope to get identical gameplay. In certain ways, our game is actually better than the arcade version. For example, we've added more shades to the sky and backgrounds.

GP: Do you have any new features planned?

TI: Just a little bit. A training mode and a two-player training duel mode. Not anything radical like adding a new stage, but we plan to add a few little extras in here and there.

GP: What's next for you?

TI: I have no idea. Holidays, maybe?

And you certainly deserve it mate! Here at GamePro we can't wait to see Virtua Fighter 2 and Virtua Cop finally up and running on the Saturn.

The Virtua Gun. The UK model will be a more tasteful orange



Sega Rally

Sega Rally is the most eagerly awaited coin-op conversion as far as fans of racing games go. The virtually glitch-free visuals and outstanding gameplay should be an improvement on Daytona USA, and more than a match for the PlayStation's Ridge Racer



Sega Rally's impressive graphics...



... and unrivalled playability...



... make it one for Saturn owners to watch



THE GAMEMAKERS: The Producers

This ongoing look at the people who make games kicks off with the producers – the guiding force behind the game.

By The Feature Creature & The King Fisher

WANTED: PRODUCER

Someone to lead a creative team through the development of a video game. Must be imaginative, have computer-programming skills, and be able to generate story ideas. Must have vast video game knowledge.

They're often the most famous person associated with a game. They're also the guiding force behind a game's creation. They're the producers, the generals who make hundreds of important decisions as they lead a small army of creators to a common goal. A diverse pair of producers tell you in their own words how they do what they do, and what it took for them to get where they are.

Earthworm Dave

Producer Perry's Perspective



Jim rides the giant hamster, one of the inspirational ideas that was added after work on the first EJ had begun

The Job

"There are two kinds of producers. One oversees what's going on, keeps track of the game's development, and submits it for testing. The other kind of producer actually gets their hands dirty, which is what I tend to do. I used to do a lot of the programming when Shiny was smaller, but now I'm doing 90 percent administrative work and only 10 percent programming as our company's grown from five guys to 17. But I'm still involved in every aspect of the game. A producer doesn't

always do this at other companies, but at Shiny the producer always has final say over every part of the game.

"Though a producer is supposed to begin a project with all the details thought out in advance, I've found that games created strictly from early meetings end up very bland. There just aren't that many ideas early on. What we do now at Shiny is design the games as we go, which is very risky. It means changing our minds when we think of something better, but the final result is much more off the wall than the original concept, giving us something much more surprising. That's how Earthworm Jim evolved. The lawyers in the What the Heck level were added after we'd started. So was the giant hamster, which was drawn by

Producer's Résumé

Name	David Perry
Company	Shiny Entertainment
Current job title	President/Producer
Last game	Earthworm Jim
Upcoming game	Earthworm Jim 2
Previous companies	Too many to list; include Virgin
Previous games worked on	<ul style="list-style-type: none"> • Disney's Aladdin • Teenage Mutant Ninja Turtles • Smash TV • Terminator • The Jungle Book • Overlord
Education	Methodist College, Belfast, Northern Ireland
Age	28
Online address	info@Shiny.com

David Perry looks over Animator Michael Koelsch's shoulder at some new art for the Earthworm Jim cartoon coming to Saturday mornings very soon indeed



Everybody's favourite wormboy returns in Earthworm Jim 2

one of our guys at three o'clock one morning, and it became one of the funniest things in the game.

"A producer also chooses people to work on projects. I always try to find the best people in the world to work on our games, and we can get them because Shiny pays the highest salaries in the industry. It's expensive because we could get a lot of people much cheaper, but we want the best, so we make them offers they can't refuse. We're attracting a lot of excellent people right now as the word spreads."

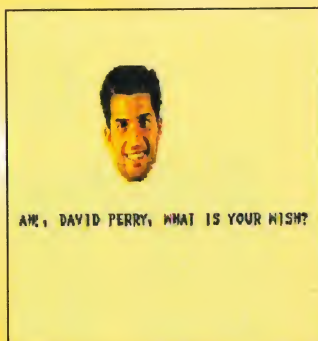
The Advice

"I talk to a lot of young people who want to get into this business. Some jobs are relatively easy to learn, such as becoming an artist, because there are many art colleges that teach computer graphics. And being a musician for video games is a lot easier now than in the old days when you had to learn all the idiosyncrasies of the different game systems. Now, anything you play can be put onto a CD, so it's just a matter of being good.

"Becoming a programmer is probably the toughest job of all. My start in programming began when I was a kid playing games in Europe on a system called the Sinclair computer. While everybody in America was playing on Ataris, every kid in Europe was playing on Sinclairs. Instead of an Atari-style joystick, the Sinclair machines used a keyboard, which meant we could also type things into the computer. You could both play games and program them, and that's how I learned how to program, rather than just learn how to get high scores in the games. I think this gave a lot of Europeans a head start on programming that wasn't available in America.

"Now it's important to take classes. I know of only two schools in the world that teach

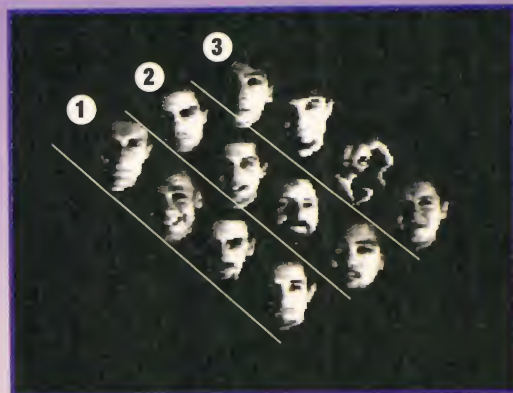
video game programming, Middlesex Polytechnic in England and DigiPen in Vancouver, Canada. However, if students study advanced mathematics and C-language programming, then they could be hired as an apprentice to a veteran programmer. Then you can work your way up to a job as a producer from there. That's how I started, working for only \$5000 a year as an apprentice to someone who taught me how to program. But I accepted that as the cost of getting started. You have to pay your dues."



At the Options screen of Disney's Aladdin for the Mega Drive, hit A, C, A, C, A, C, A, C, B, B, B, and B to see this shot of David Perry. The subsequent screen presents a cheat menu



David Perry on the rocks



Pause the SNES version of E.J. Simultaneously press and release Left and A, then hit B, X, A, A, B, X, A, and Start. A picture of the E.J. design team appears and a debug menu follows

The EWJ team (from the upper left)... Column 1: Steve Crow, artist; Eric Ciccone, artist; Nick Jones, programmer; Ed Schofield, animator. Column 2: Mike Dietz, animator; David Perry, producer; Andy Aster, programmer; Tom Tanaka, designer. Column 3: Mike Pilotti, artist; Doug Ten Napel, designer; E.J., star; Nick Bruty, art director



A character from Earthworm Jim 2 riding a unicycle. Makes sense

Gretzky's GameMaker

Producer Mitzi McGilvray The Job

"The producer's first job is to decide on a game. Last year several of us at Time Warner thought about creating a new hockey title. We were fans of EA Sports' NHL games, but we thought we could make something better. So for a long time we just played all the available hockey games, coming up with ideas and thinking about who would

Producer's Résumé

Name	Mitzi McGilvray
Company	Time Warner Interactive
Current job title	Producer
Last game	Wayne Gretzky and the NHLPA All-Stars
Upcoming game	T-Mek
Previous companies	Activision, Maxis, Epyx
Previous games worked on	• Shanghai II • Dragon's Revenge • Paperboy 2
Education	San Jose State University, California
Age	31
Mailing Address	Mitzi McGilvray Time Warner Interactive 675 Sycamore Dr. Milpitas, CA 95035

work on such a project. After looking at lots of programmers and artists, I settled on a company called Semilogic Entertainment, which I'd worked with in the past. They loved hockey and were really enthusiastic. I met with every single person individually who would be working on the game because, as producer, you really need to know everyone personally.

"We didn't have a firm plan of what this new game was going to be - originally it was an international hockey game! We had lots of design meetings, and everybody on the project contributed ideas.

"As producer I try to make sure my team gets all the resources they need and all their questions answered, then I stay out of their way and let them work. I'm there for creative support and to make decisions about big design issues: For instance, did we want the ice to scroll the way EA Sports does it or the way Sport Accolade does it?

"Everybody on the team gives opinions, but I have final say. While the team is working,

I constantly review their work to see where we're going. They're running music and art past me every step of the way for approval. Then, as the game nears completion, I start playing it almost 20 hours a day to evaluate it."

The Advice

"Anyone who wants to become a producer should take lots of computer classes - you have to be technical, or you'll get eaten up by programmers. Also study film production because that's where this



Mitzi in her Northern California office...

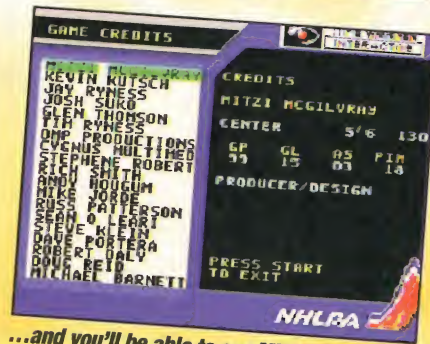
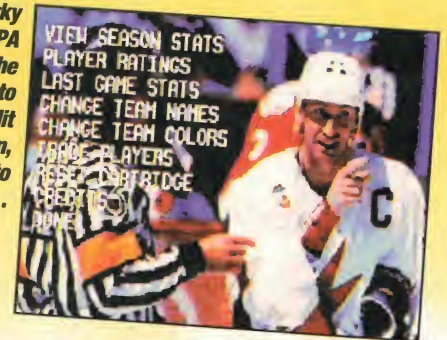


John Smedley, a producer at Sony Imagesoft, and Mitzi flank basketball guru Dick Vitale



Check out who has the fifth-highest score in Dragon's Revenge for the Mega Drive - Mitzi! Dragon's Revenge is another game she worked on

In Wayne Gretzky and the NHLPA All-Stars for the Mega Drive, go to this View/Edit Stats screen, scroll down to Credits...



...and you'll be able to see Mitzi's stats for the game

industry is going. Any prospective newcomers should get in touch with the big game companies, and perhaps spend a summer doing game testing or customer service just to make

sure you like it. If the work doesn't scare you off, you'll make lots of useful contacts.

"Finally, interested students should try to attend as many computer shows as possible. It's a great way to meet people and see what's new."

So, if you think you have the necessary talent and tons of dedication, go for it!

...and here she is on vacation



Mitzi's next big project: Bringin' home T-Mek, the great arcade tank shooter

COMPETITION

doggy style

Are you a movie buff? Do you spend hours upon hours discussing the finer points of Tarantino's debut *Reservoir Dogs* with your mates? Did you know the underlying message in Madonna's *Like A Virgin*? If you answered yes to all the above, then we've got *the* prize for you. As you may know, *Res Dogs* is currently out on video rental, but the retail version won't be on sale for a good few months yet. So what ya gonna do? We'll tell you what you do! You enter this compo. Why? Because we have the ultimate *Reservoir Dogs* compo prize on offer. We've got two of the limited (50,000) Collectors Editions, which include Joe Cabot's **little black book**, embossed in silver with a **silver pen**, two **pin badges**, a **Monster Truck Extravaganza car sticker**, a copy of **the film** of course, Mr Blonde's **Zippo lighter**, and a K. Billy's **Super Sounds Of The Seventies sticker**. We also have one Mr Blonde's Deluxe Edition, which is limited to only 10,000, and features Quentin Tarantino's specially filmed **guide to the making of Dogs**, a chrome **switch-back comb** engraved 'Vic Vega'. As well as that lot you'll get a copy of **the movie**, Mr Blonde's **Zippo**, some handcuff **cufflinks**, a pair of **shades**, an exclusive *Reservoir Dogs* **quote book**, a **chrome toothpick holder**, and a tub of *Dress Groovier* **hair grease**. Sounds good doesn't it? Well, just answer the questions on the right, and one of the above could be yours.

Let's go to work...

Q1) Dress Groovier is an anagram of what?

Q2) Who plays Mr Pink?

Q3) Who shot Nice Guy Eddie?

Tough ones huh? Send your answers to: Toby Wong, GamePro, Media House, Adlington Park, Macclesfield, SK10 4NP. But remember kids, this competition is open only to those of you aged over 18 years. Please include you date of birth when entering, and try not to lie

Please tick this box if you do not wish to receive promotional material from other companies

Name: _____
 Address: _____
 Postcode: _____
 Date of Birth: _____

Last month's European Computer Trade Show in London was quite an eye opener as far as the future of video games goes. There was lots of next generation software knocking about, and quite a substantial dollop of PC stuff too, but as far as the older games consoles are concerned, the future doesn't look too bright. The small number of 16-bit titles on display at the show did consist of mainly quality games however, so all is not entirely lost... yet. Never mind, try to hold back your tears as we give you the rundown on what is or what isn't coming soon to a console near you

ProSpects

G POLICE

p91

Cyber rozzers and all kinds of virtual handcuffs ahoy in Sony Interactive's latest crime stormer!



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Primal Rage 32X

Saturn

PlayStation

Jaguar CD

You know the Primal Rage story. A beat'em-up featuring seven fantasy dinosaurs in a battle for world supremacy, it's the first video game to use stop motion animation, the process still used in many of today's top Hollywood movies. The result? A set of very life-like characters indeed.

The Primal Rage fighting engine gives the game more combination potential than any other fighting game to date.

Each dinosaur has its own fighting style, with more than 70 moves at its disposal,

including the usual special moves and fatalities.

Worldwide, Primal Rage was the biggest selling coin-op of 1994, so it wasn't too much of a shock when, in August of this year, it reached the number

one spot in the Gallup all-format charts. This after being released on the Mega Drive, SNES, PC, Game Boy and Game Gear.

A few months down the road, and the 32-bit versions are just about ready to rage.

Programmed by Probe Entertainment, they're expected to be the most impressive of all, thanks to the next generation technology which can produce arcade-perfect conversions.

All the characters, moves and options of the coin-op

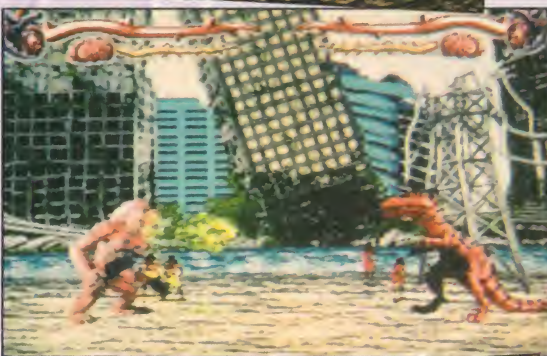
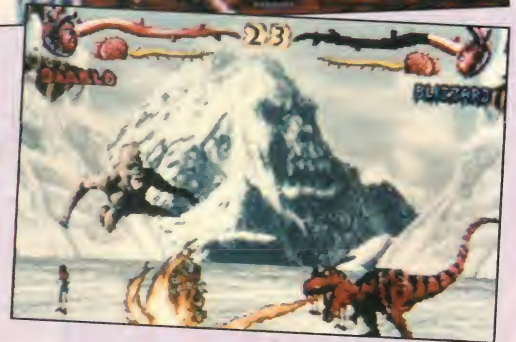
have been incorporated, and more gameplay modes have been added to the home console versions.

There's training where players can practise fighting any opponent. Better still,

there's a tug-of-war mode where both players' health bars join up – while one loses energy the other player gains. These extra gameplay modes also feature in the Jaguar version.

Tekken and Virtua Fighter may well be the starring beat'em-ups on their respective machines, but Primal Rage is going to roar onto the next generation consoles with a vengeance. Believe us, it ain't no dinosaur!

By Time Warner Interactive Available November



Powerdrive Rally

Jaguar

Released a year ago on the SNES, and meeting with considerable success, Power Drive Rally is now about to appear on the Jaguar.

The game designers have made full use of the machine's 64-bit technology, and improved both the graphics and speed considerably.

You must race around the tracks gaining prize money, although how much cash you get your hands on depends on how quickly you complete a course, and the amount of vehicle damage you sustain.

There are 48 different courses raced over a set number of days in locations and terrains such as forest regions, mountain passes and desert areas.

You get to choose from a total of six cars. Each one handles in a

slightly different way, with changes in cornering, road-holding abilities, acceleration and deceleration curves.

On the sound front there is constant speech from your co-driver, who calls out bends and hazards as you make your way along the course.

In-game graphics are highly detailed, and make full use of the Jaguar's palette of colours. The attention to detail is also impressive, with loads of nice touches such as

skidmarks and working brake-lights.

Jaguar owners are in for a bit of treat when Powerdrive races into the shops next month.

**By Time Warner Interactive
Available November**



Wayne Gretzky & The NHLPA

All-Stars Super Nes Jaguar CD PC CD-Rom

Following a successful release on the Mega Drive, Wayne Gretzky and his All-Star chums are about to appear on the SNES, Jaguar CD and PC CD-Rom formats. This title, with its balance of action and simulation, will appeal to arcade freaks as well as die-hard hockey enthusiasts. It incorporates 26

North American teams, six international all-star teams, and the names, profiles and sporting statistics of over 600 professional ice hockey players.

Gamers who prefer a less serious approach to the sport can opt for the arcade mode, a rougher version of the sport where rules are thrown out of the rink window.

Video footage of real players appears following a goal or penalty, and it's all complemented by the digitised voice of the referee. CD versions of the game even feature the movements of Wayne Gretzky himself!

**By Time Warner
Interactive
Available November**



Normality Inc.

PC CD-Rom

Something strange has happened in the city of Neutropolis. After one of the city's leaders is blown to bits, a thick cloud of smog descends. The population rapidly stagnates, and anything described as "fun" is stamped out by the Norm Troopers, who hold the city in a firm grey grip.

In *Normality Inc.*, a new point 'n' click adventure from Gremlin Interactive, you play Kent, a young slacker described as apathetic and a dreamer. Recently imprisoned in his bedsit for a week for whistling, Kent decides he is not going to take any more.

He wants to discover what's really going on in Neutropolis, but first you've got to help him get out of his flat.

Viewed from a first-person perspective, *Normality Inc.*

uses Gremlin's True 3D™ engine, one of the most advanced of its kind. This allows you total freedom of movement around the city. The adventure is vast, with over 120 locations to explore, and to ensure a lack of tediousness, there's a strong narrative to enjoy and a good level of humour.

Gremlin used its in-house motion-capture facility to add some realistic characters, and graphically, with over 100 FMV sequences, *Normality Inc.* is going to really

impress the hell out of you.

Gremlin Interactive is rapidly becoming one of the best software developers in the country, and with releases of

the quality of *Normality Inc.*, it can only go from strength to strength.

**By Gremlin Interactive
Available November**



Revolution X

PlayStation

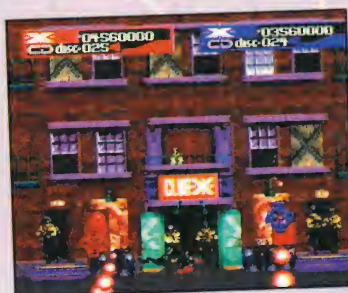
This Operation Wolf-style shoot'em-up was a number one smash in the arcades, and it's now about to be converted to the PlayStation. The game centres around top rock

combo, Aerosmith, and you're up against the New Order Nation, whose plan is to control the youth of the world and prevent them from having a good time by capturing the "kids" favourite rockers. What would the planet be like if we couldn't hear "Dude looks like a lady" ever again?!

Probably a much better one, but you must make your way through the various levels aiming your crosshair and killing the New World Order Operatives.

Viewed from a first-person perspective, you can collect loads of power-ups in the form of CDs, superguns and extra energy. *Revolution X* is backed up by tunes from Aerosmith, and is due to hit the stores this Christmas.

**By Acclaim
Available Christmas**





Terminator: Future Shock

PC CD-Rom

Yet more stuff from America, this time from Bethesda Software. These guys released a Terminator shoot'em-up a couple of years back. That was okay, but nothing amazing, and they'll be looking for an improvement with the release of Future Shock.

The Terminator films are getting on a bit now, so it's something of a surprise to see a game based upon them. But whatever, rest assured there'll



be plenty of blasting action with lots of metal baddies to blow away. More news as and when we get it!

**By Bethesda Software
Available November**



Witchaven

PC CD-Rom

The PC is going to be even busier than usual in the run-up to and post Christmas areas. American company Capstone has quite a few things in the pipeline, and Witchaven is just one of the goodies we managed to pick up at last month's ECTS. We've only seen a demo to date, but it's a first-person perspective game with sexy SVGA graphics.

Before you start crying "Doom!", Capstone promises that the freedom of movement, flight and control will be like no



other first-person perspective game. Hmm. You'll have to wait and see if we believe them when we review Witchaven

sometime within the next couple of weeks.

**By Capstone
Available November**

Chronomaster

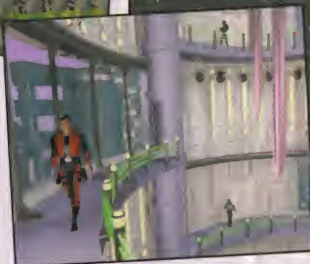
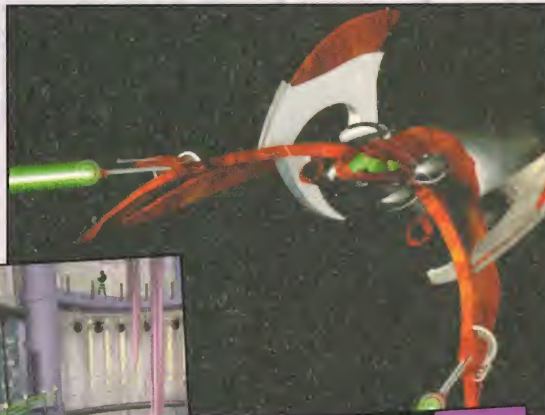
PC CD-Rom

Chronomaster is another one of those titles destined to come from Capstone. Over in the States it's been billed as the Ultimate Graphic Adventure. This is an extremely bold statement, but it does look rather good!

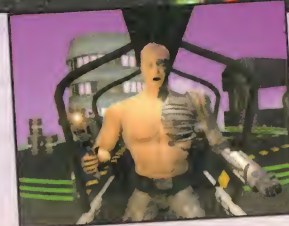
The finished version of the

game will include: "boundless gameplay with multiple puzzles as well as non-linear plots with varied endings".

Sounds like somebody's been told to write a glowing press release to us, but it looks very nice, and sounds a bit on the special side! Check out a GamePro review soon!



**By Capstone
Available November**



Mortal Coil

PC



A quick glance at the screenshots for Virgin's Mortal Coil may have people thinking about Dark Forces, and there are definitely some similarities, especially in the way the map is used.

Mortal Coil puts you in a similar sort of role, except this time you are in command of a crack force of troops sent out to destroy an alien threat.

However, the aliens are only attacking humanity because somewhere in the future we invade their planet, so they've travelled back in time to sort us out!

Virgin is most pleased about the level of intelligence it has managed to give the aliens. Apparently they'll have no discernable pattern of attack or defence.

By Virgin

Available December



Duke Nukem 3D

PC



There have been a couple of Duke Nukem games in the past, but they've tended to be platform type things. In fact, Dukey has always been popular, and was one of the

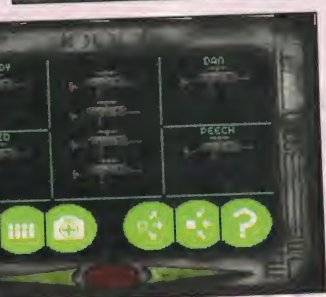
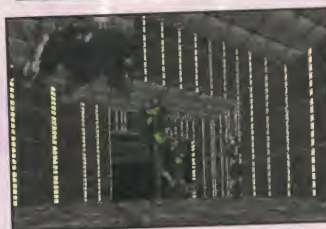
first shareware releases that really made it big on the PC.

Now it's back in glorious 3D. Yep, it's Doom clone time again, but Duke Nukem 3D looks special in its own right.

The PC is absolutely bursting with this type of stuff, so whether another one will get noticed is a debatable point. But rest assured, Doom fans looking for a new challenge will be ready to lap it up when it arrives just before Christmas. Watch this space.

By US Gold

Available December



Fighter Duel PC

Aircraft simulations are hardly few and far between for the PC, and any new title being introduced into this market has to be something special if it is to avoid simply get lost on the shelves.

The title of Fighter Duel sums up what it's all about really. It's about fighter's duelling of course! Philips is billing it as a spectacular new World War II combat flight simulator, which all sounds very impressive.

You'll get the opportunity to fly any one of 13 different planes through the air as you do battle with the dreaded enemy. The action takes place over the sea and will feature several aircraft carrier missions that you'll have to master.

There are a whole variety of other features that Fighter Duel will have tacked on by the time it eventually gets released. These include multiple cockpit and external views, and support for various controllers, including rudder systems if you're daft enough to have spent over a 100 quid on one!

There are a lot of quality plane games about at the moment, and this will come up against the likes of Top Gun and Falcon 4 from MicroProse. However, it's important to realise that Fighter Duel is more of a blasting game than the others, although it still manages to retain its simulation-esque appeal without too many problems.

A fairly high spec 486 DX 33 will be needed to get the best out of Fighter Duel. The official release date at the time of

going to press is November 24, so watch your shop shelves round about then.

By Philips
Available November



Time Gate

PC

Shelf space is going to be at a premium for PC games shortly. It really is boom time for the format with so many decent games arriving.

Infogrames has been uncharacteristically quiet over the past couple of months, but its next two releases are set to rocket its name right back up there once again.

First up is Time Gate, which as you may imagine is based largely around a gate that allows you to travel through time. You play William Tibbs, an American student in present



day Paris, who suddenly comes across a Black Knight he must fight and defeat. The thing is, this Knight bloke hails from the Middle Ages!

Along the way, William's girlfriend gets kidnapped and transported back to 1329, so

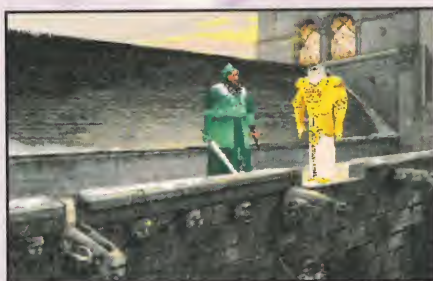


Bill has to get himself tooled up in a suit of armour and make his way back through the Time Gate. As you can see, the game looks absolutely

gorgeous, and it should be ready early in the new year for your perusal.

By Infogrames

Available December



Alone in the Dark – Jack's Back

PlayStation

Infogrames' first dabble in the PlayStation market comes in the shape of faithful old character, Jack.

The Alone in the Dark series has done the business on the PC for a couple of years, and as there is no format better at shifting polygons around than the PlayStation, it would seem to make sense that this polygon-intensive effort makes it on the console format.

The list of features is too extensive to print here, but let's give you some of the more important ones that you might



be interested in! There are 1000 3D animations, full screen video sequences, 230 backgrounds, 600 modelled objects, and much more technical stuff than you could ever be interested in!

Jack's Back should hit the shelves nicely in

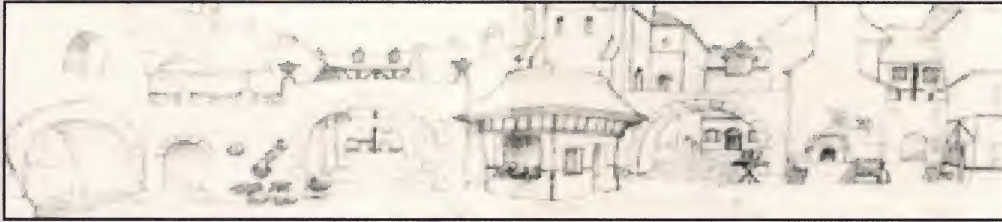


time for Christmas. Watch this space for a full and in-depth review before then.

By Infogrames
Available December



Touché PC



Touché from US Gold is unfortunately nothing to do with a certain turtle you might remember from a cartoon series about 10 years ago, but is based around the exploits of those dashing Frenchies – The Musketeers. All for one and one for all and all that.

You take on the role of the fifth Musketeer as you roam around Paris and other parts of France trying to sort out any injustice you come across.

As you can see from the screenshots, adventure fans look to be in for a real treat. An awful lot of effort has gone into the 400 plus locations.

However, an adventure game is only as good as its puzzles and US gold assures us that what's on offer here will be enough to keep even

the hardened adventurer busy for a good long while.

By US Gold
Available December



Tekwar PC



William Shatner became remarkably successful during his time as Captain Kirk. He then joined the police force for TJ Hooker, retired from acting and wrote some books. These books were the Tekwar series, and this release from Capstone is based upon them.

Capstone is going all out for success, and to this end has been in contact with Shatner right through production.

Another big name signed up to help is Texas-based Apogee, which has designed the 3D engine that Tekwar will use. The game will apparently be



more than just a hack and slash affair, but details of what else Tekwar will feature are sketchy at the moment. As usual, you'll have to hold your

horses and check out a review in a future issue of GamePro for the full low-down.

By US Gold
Available January '96

Synnergist

PC

Pinball stereotypist 21st Century has been putting the work in on an adventure game which should hopefully help to change the company's image.

You take the role of reporter Tim Machin as he traverses the city of New Arhus where a series of violent crimes have been committed. No prizes for guessing who's got to track down the killer.

The game is set in the future, as is the release date of Synnergist, which has slipped back a little from October.

There shouldn't be too much of

a problem though, and the game should still hit the shops before the mad Christmas rush arrives.

Synnergist will hopefully show off all of 21st Century's true talents, and make people see that there's a lot more to this hard working outfit than endless pinball games.

**By 21st Century
Available December**



The Riddle Of Master Lu

PC

Sanctuary Woods is a fairly new American outfit, and The Riddle of Master Lu is the game it is hoping will propel it to stardom.

Master Lu has been produced by a guy called Lee Collins, whose previous credits include the likes of Charlie's Angels and Quincy!

This is yet another PC adventure game featuring high quality SVGA graphics, but this one features a more unusual plot than most, not to mention a strange title!

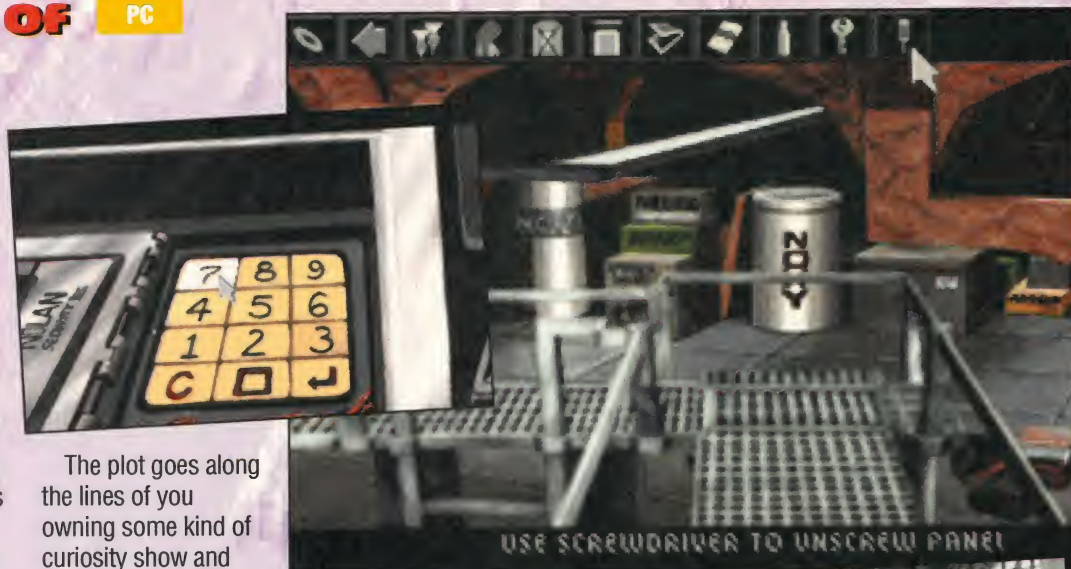
The plot goes along the lines of you owning some kind of curiosity show and having to keep punters

coming through the door so that you can make an honest living. Obviously to do this, you have to keep discovering new stuff to get on show.

It's all very intricate and well presented,

and we're looking forward to seeing the finished version very soon indeed!

**By US Gold
Available
December**



Thunderhawk 2

PC CD-Rom

PlayStation

Saturn

Late '93 and a game entitled Thunderhawk arrived on the Mega CD. A storming success, it sold 70,000 copies in Europe alone, and that meant eight out of 10 Mega CD owners had a copy of the game.

Thunderhawk suffered a slight, but very good identity crisis. It was a helicopter simulator that thought it was an arcade game, and likewise, an arcade game that thought it was a helicopter simulation.



You got the best of both worlds, realistic flight combined with hot shoot'em-up action.

Two years on and Core Design is letting loose the sequel. Technologically it's going to be very impressive, and according to its creators, will push the PC to its absolute limits.

The gameplay has been enhanced, thanks to new 32-bit technology, the introduction of a virtual cockpit which enables you to view the combat area through 180 degrees is just one example.

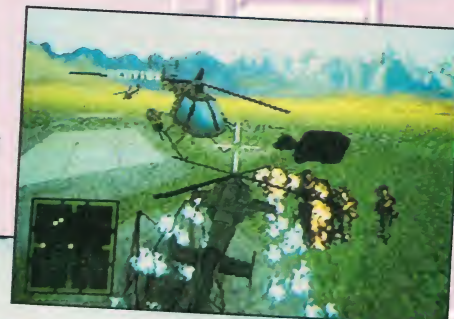
Other features include fractal-mapped 3D terrains, polygon-generated vehicles,



multiple camera angles from inside and outside the helicopter, in-game speech, and a mind blowing intro sequence all backed up by a raging soundtrack.

Thunderhawk was one hell of a game, but when this sequel lands towards the end of the year, it will quite simply blow you away.

*By Core Design
Available Christmas '95*



Blam! Machinehead

PC CD-Rom

PlayStation

Saturn



Blam! Machinehead has perhaps the world's weirdest title, but if you're over the age of 18, this first-person perspective shoot'em-up could well be of interest to you.

Due to the amount of hyper-violence within the game, it's going to be aimed at adults. This blast-fest is set on the surface of a post-apocalyptic

Earth, and in the hallucinatory environment of cyberspace. You take on the role of Dr. Kimberley Stride, described as a babe on a bomb.

The game features interior and exterior 3D environments. The various terrains have been fractal-mapped, the polygon enemies (all of which are displayed in 256 colours) are

fully texture-mapped, plus there's a collection of B-movie style, Full Motion Video cut sequences.

Blam! Machinehead is ultra-violent and for adults only. It's just got to be good.

*By Core Design
Available First Quarter '96*



Swagman

PC CD-Rom

Saturn

PlayStation

A blend of action and puzzles, Swagman is being billed as a totally immersive gaming experience. Apparently, you're dragged on a journey through 20 levels of your worst nightmares, but with 24-bit colour graphics and a vast variety of rendered environments, the outlook can't be all that bleak.

On the way you get to meet a host of weird and wonderful



characters, all of which have been modelled on hi-tech silicon graphics workstations. Other features include polygon textured-mapped bosses, fully



rendered cut sequences and plenty of in-game speech.

If you fancy some juicy graphics and a trip through your nightmares, Swagman

Tintin

Super NES

Believe it or not, out of the 24 Tintin books that were created by Hergé, 170 million copies have been sold all over the world. That means that one book is sold every 12 seconds.

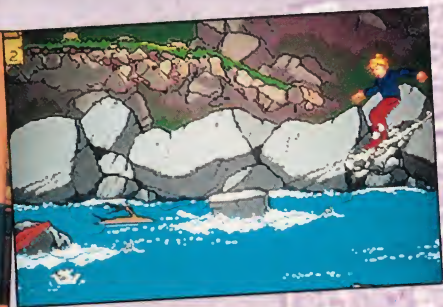
Couple this with a cartoon series that's been watched in 35 different countries, and it's not too surprising to find that the ginger-haired adventurer is about to make his SNES debut.

Tintin is a platform/adventure game with 13 huge levels to roam around and explore.

A nice feature is Tintin's ability to move about from



foreground to middleground to background. The graphics get bigger when they enter the foreground, which is a nice touch. They're nicely animated, and the various sprites look as though they've just jumped straight out of one of the books.



Tintin fans are no doubt going to love it, but the rest of us will have to wait and see how different this platform/adventure is from the rest.

By Infogrames
Available Fourth Quarter '95



Tomb Raider

PC CD-Rom

Saturn

Tomb Raider is a state of the art 3D action adventure viewed from a third-person perspective, thanks to a unique and intelligent camera system. The views adapt to any situation that the game throws up, giving a cinematic feel to the action.

Tomb Raider follows the exploits of world famous adventurer, Lara Cruz, as she



tries to discover the secrets of several ancient mysteries. The action appears in a fully light-sourced 3D environment which is in turn part of a detailed



texture-mapped world. Particularly impressive is the smoothness and look of the polygon characters (over 2000 frames of animation went into

the creation of Lara Cruz). Boasting a situation dependent soundtrack and a good mix of action and strategy, Tomb Raider looks like it'll

Heart of Darkness

PC CD-Rom

When you set your stall out and call your business Amazing Studio, it simply won't do to release games that are rubbish. They have to be amazing or you are setting yourself up for a fall in the games press!

Heart of Darkness has been causing many a rumble in the PC world for the past few months, but work on the project first began three years ago. The game has changed much since its inception.

Amazing Studio is headed by Eric Chahi, who was the creator of the Delphine classic *Another World*, and working with him is Frederic Savoie, the man who created *Flashback*. Between them they've come up with what looks likely to be the PC game of the year.

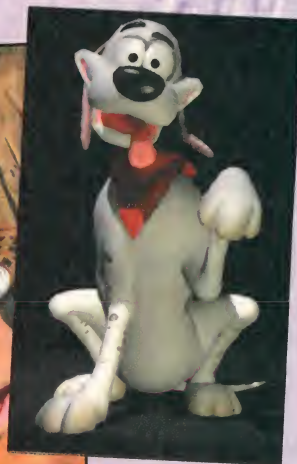
'Simply stunning' would be one way to describe the visuals in the game. 'Delicately crafted' would be another. The main character consists of 1600 frames of movement in any one direction (in case you don't

know about stuff like this, that's a hell of a lot of frames of animation!).

Virgin is pushing Heart of Darkness not as an interactive movie, but as an interactive action game with animation comparable to "leading-edge animated feature films". This is no idle claim, as you'll find out for yourself when you eventually get to see the game up and running in all its glory.

Not surprisingly Heart of Darkness will only be available on PC CD-Rom. There will be no floppy disk version of this little baby when it eventually comes out next month. One thing you can be sure of is that it will sell by the absolute bucketload to people out there with high-end PCs who are desperate to get their hands on something like this!

By Virgin
Available December



Toonstruck

PC CD-Rom

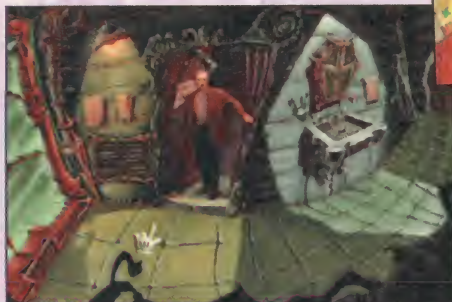
More and more famous actors are getting into doing CD-Rom product. Toonstruck will feature the talents of Christopher Lloyd, more famous for being Doc in *Back to the Future* than anything else. The game is billed as an animated PC adventure where for the first time you will get to control a live actor.

Basically, you (or Lloyd) are transported into a cartoon world that is split into three different kingdoms. Obviously you have to escape.

Toonstruck looks like being one of those games that is so different it will appeal to everyone, but it's not going to be released until the first quarter of 1996 – which actually isn't that far off if you think about it.

By Virgin

Available First Quarter '96



The Dig

PC CD-Rom

This is another of those PC games that was first mentioned about two years ago. Back then all the excitement was about a certain Mr Spielberg being involved with the game design.

At that time

LucasArts was a part of US Gold, whereas now it is exclusively tied up with Virgin Interactive Entertainment. While only the ideas have come



from our mate Steve, a game has been cleverly crafted around it that looks like making it one of the most original adventures to date.

LucasArts already has a bit

of a track record at this sort of thing, with past successes including the *Monkey Island* series and the *Indiana Jones* adventures, and there are no reasons to expect *The Dig* will be any less stunning.

The machine requirements we've been given at the moment state that you'll need Windows '95 to run it, but we'll be sure to let you know if that changes at all.

By Virgin

Available First Quarter '96



Hole In One Golf PC CD-Rom

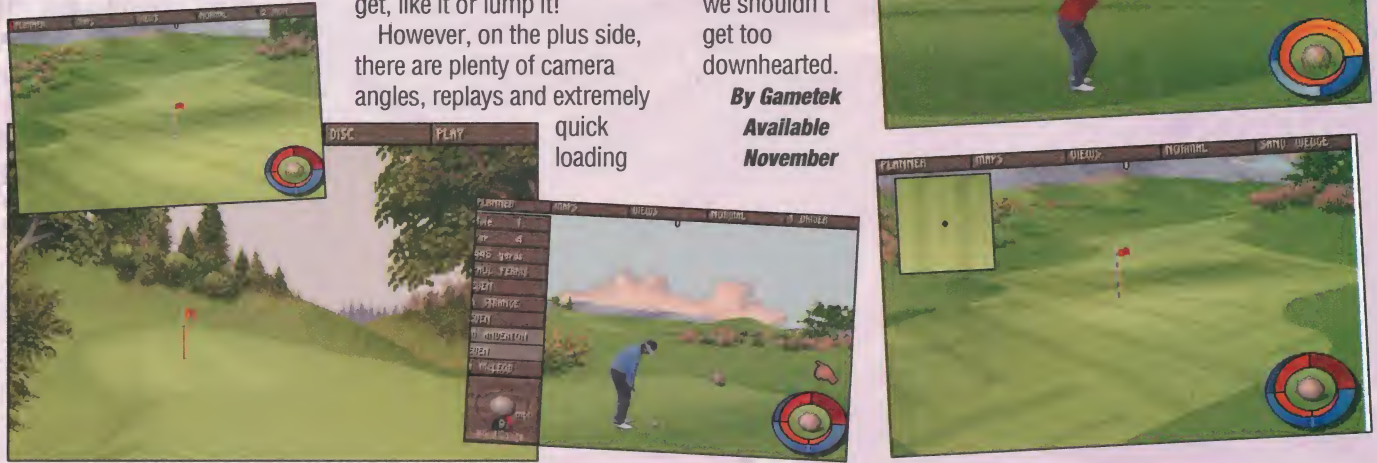
Gametek is on the golf trail with its aptly titled Hole in One Golf. As you can see, the graphics compare favourably with the best of the PC has to offer in this line, but there is already an exceedingly high standard on the format, including several well established names that will take some beating.

Gametek has got off to a good start and included all the features you would expect from a quality golf game, but there is a problem in that Hole in One only includes one course. So, 18 holes is all you get, like it or lump it!

However, on the plus side, there are plenty of camera angles, replays and extremely quick loading

sequences, so we shouldn't get too downhearted.

By Gametek
Available
November



Millennia PC CD-Rom

Ian Bird has made a bit of a name for himself in gaming circles thanks to a couple of classic ideas. Millennia is the latest to formulate in his over-active brain, and Gametek has picked up the rights

to publish it, no doubt doing its bank balance no harm at all in the process.

Set deep in space, you must pilot your special future craft and try to impress people



throughout the galaxy. As is usual with this sort of thing, the aim is to become the all-powerful dominant one.

From what we've seen so far, Millennia looks very

impressive, creating a dark and moody atmosphere as you wend your way to the stars.

It should be in the shops by Christmas, when it will

doubtless find its way into many a PC owner's home.

By Gametek
Available November



FIFA '96

PlayStation

PC

Saturn

32X

Super NES

Mega Drive

Since its initial Mega Drive release in 1993, FIFA Soccer has sold over two million copies world-wide. This '96 version is making an appearance on most formats, but the game's creators have taken their brilliant soccer engine and completely redesigned it to take full advantage of new 32-bit technology. So, if you've got a Saturn or a PlayStation, you're in for a treat.

There are a load of new player animations, the sound effects have been enhanced, and with multiple camera angles, this could well be the most realistic soccer simulation to date.



Full in-game commentary is provided by John "Motty" Motson, but this will only be available on the 32-bit consoles and the PC.

The multiple camera angles are part of FIFA '96's Virtual Stadium mode, which allows you to play the game from varying viewpoints



around the stadium.

The game designers believe that FIFA '96 contains the most sophisticated computer player intelligence ever created. Players are able to react to different coaching strategies, all of which are selected by the user beforehand.

You can now create your own dream team or choose from one of the 200 international teams within the game, all of which have been accurately designed and characterised to play like their real-life counterparts.

You know that FIFA '96 is going to be a winner, thanks to reputation alone, but with all the other next gen football games coming out, the 32-bit versions are the ones that everyone will be keeping an eye on.

By Electronic Arts
Available
November



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Theme Hospital PC CD-Rom



It's a little early to start making suggestions for 1996's game of the year, but breathe the word 'Bullfrog', and you can at least start to have a good guess. Theme Hospital is the second game in its designer series, and the follow-up to Theme Park.

Starting off with a small scale clinic, it is your job to build it up into the biggest, most profitable hospital ever. All sounds a bit bland? Don't



worry, because Bullfrog has added its magic touch to the proceedings so you can rest assured it will be as popular and playable as anything else it has ever done.

The hi-res graphics in TH will still have the Theme Park humorous feel, but will be

slightly more serious and less cartoon-like

Don't expect Theme Hospital to appear until February of next year at the earliest, but then watch it rush straight to the top of the charts.

By Bullfrog
Available February '96



Alien Odyssey PC CD-Rom

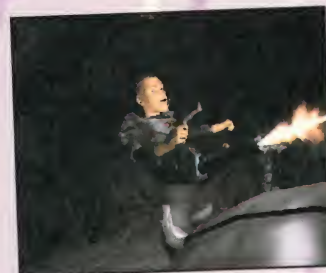


Philips has Alien Odyssey on the verge of readiness, and it looks like it may create a bit of a fuss amongst graphics freaks. Take a look at these screenshots and you'll be able to tell why immediately.

If you've seen Creature Shock beforehand, certain

parts of this game may well seem familiar. That's probably because it handles in a disturbingly similar way.

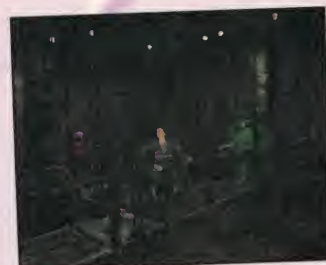
The game has been developed by Argonaut Software, which has built up a bit of a reputation for producing quality games, and



Alien Odyssey looks set to continue this trend.

If you're into aliens, the finished version will come with a whole new alien language to learn and a free T-shirt too. So start saving up now.

By Philips
Available December



G-Police

PlayStation

Sony Interactive carries on beefing up its stable of titles with this 3D shoot'em-up/simulation which'll be hitting the shelves early next year.

G-Police uses a 3D graphics system that can produce an authentic and believable city all displayed in real time. Everything that appears in a real city (shopping centres, power stations, airports, sports stadiums, playgrounds, traffic) can be found within the game world. You control many

different types of transport including gyro-copters, block hoppers and riot vans.

G-Police uses a system entitled "Tell Me a Story", which lets the outcome of one mission influence the next. As an example, if you fail to stop a terrorist attack on the power station, you'll find the city in total darkness during the next mission, with the terrorist gang still at large.

Movie-like rendered animations are taken directly from the CD to show mission

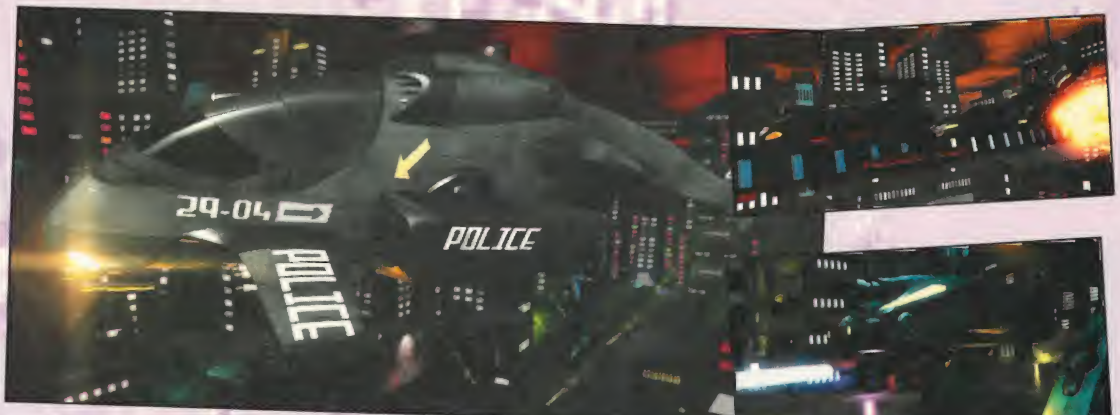
briefs, positive and negative mission outcomes, and flashback sequences.

The game boasts an easy-to-use control method which allows the player to head straight into action.

There are plenty of weapons available with which to cause

maximum death and destruction, including riot nets, gas grenades and particle beams. The scripted missions allow plot twists and interesting stories to unfold the more you play the game.

**By Sony Interactive
Available February '96**



Krazy Ivan

PC CD-Rom

We took a look at this first-person 3D combat blaster last issue, but it's come on leaps and bounds since we first saw it at the ECTS.

Previously the action was restricted due to the lack of space, but now the playing area is a lot bigger.

Another major improvement is the speed of the game. It's now loads faster, which in turn makes the gameplay even more manic and frenetic.

The artificial intelligence of the huge robots is constantly being enhanced and tinkered around with to make sure the difficulty and playability levels

of the game are set just right.

We've now managed to grab ourselves a glimpse of the introduction sequence and it's looking rather good. A good mixture of ray-traced graphics and full-motion video, it sets the scene well, and features top model Sarah Stockbridge, who recently made an appearance in Blur's "Countryhouse" video.

Krazy Ivan is going to be one hell of a shoot'em-up, and you'll be able to get your hands on it some time after the Christmas period.

**By Sony Interactive
Available January '96**

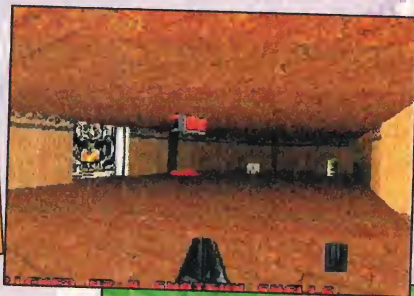


Doom

PlayStation



It just had to happen. One of the most popular games of all time is about to be converted to the newest of next generation formats. Doom is a way of life for many PC owners who have recently had virtually nothing to play except a seemingly endless parade of inferior Doom clones.



In case you've only just been born or have been back-packing in the Himalayas for the past two years, Doom is the finest example of a game played in the first-person perspective. You play the part of an ultra-tough marine wandering around a variety of increasingly tougher dungeons blowing away any hell spawn that dares to cross your path.

The game rotates the full 360 degrees, and looks at this stage as if it will be the best conversion of the game yet. Up to now this distinction has been held by the recent SNES version which we reviewed in issue two of GamePro.

Inevitably there are a variety of increasingly violent weapons

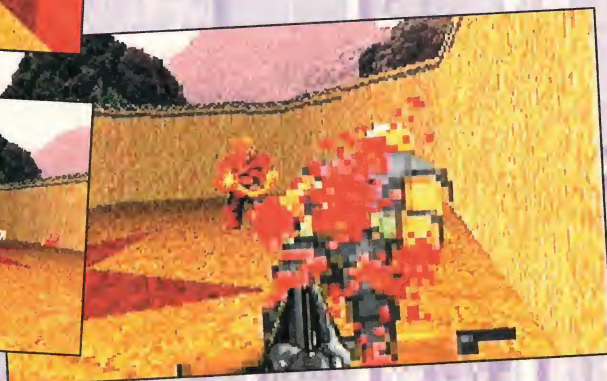
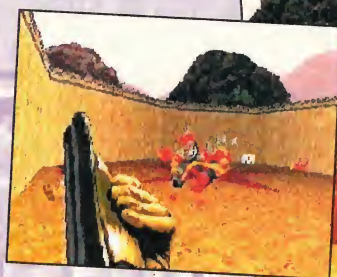


to pick up and use to obliterate your enemies. There's even a chainsaw in there so you can slice them up in the most gruesome way possible.

Nothing too innovative has been added to the PlayStation version, but then that doesn't really matter. As long as the conversion is accurate, Doom on any format will sell by the absolute bucketload. If you're looking to play the game that

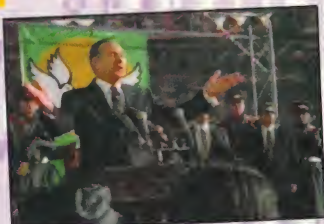
converted millions of people to PC gaming, but you can't actually afford the wads of cash to get a decent PC set-up, then you'll find this version will be the best alternative when it is released some time around January next year.

**By GT Interactive
Available January '96**



Espionage: The Great Game

PC CD-Rom



Espionage is an adventure/role playing thriller that's had \$2 million spent on it.

The game teams former CIA director, William Colby, with former KGB major general, Oleg Kalugin. The two were actually consultants on the project, and even portray themselves in the game.

It's a suspense thriller which provides a realistic view of life as a CIA operative in the post cold-war era. As a rookie operative you must enter the dangerous world of international espionage and complete several assignments.

Espionage was shot on 35mm film, which is more

expensive than video tape, and this provides a rich and realistic cinematic environment that immerses you in the on-screen action

The film-quality soundtrack that accompanies the action was created by Soundelux Media Labs, the people behind the sound for flicks such as Cliffhanger and JFK.

By Activision
Available December

AH-64D Longbow

PlayStation

PC CD-Rom



Electronic Arts is all set to launch a brand new line of titles which has the full endorsement of an international defence industry publisher. Jane's Information Group produces reference books on military planes, ships and artillery.

The first fruit of this partnership is AH-64D Longbow, a helicopter simulator that gives you the chance to fly in one of the world's most lethal attack helicopters.



The producer behind the project is Andy Hollis, a man with 12 years of experience and a proven history when it comes to authentic combat sims. His previous titles include classics such as Gunship 2000, F19 Stealth Fighter and F15 Strike Eagle 2.

There are a variety of situations, including historical conflicts like Desert Storm and Just Cause. The 3D graphics look quite brilliant, and Longbow looks as though it's going to be a little special.

By Electronic Arts/Origin
Available December

Road Rash

PlayStation

A huge success on the 16-bit formats, this rough 'n' tumble racer is about to make the transition onto the Playstation.

Bizarrely enough, it's the first next generation title to integrate motion picture technology with video games and alternative rock music videos.

The heavy soundtrack features music from Soundgarden, Paw, Swervedriver, Therapy?, Monster Magnet and Hammerbox. Each band provided three tracks, with the

exception of Soundgarden, who kindly provided four.

The game's creators incorporated film production techniques and integrated many Hollywood movie processes into Road Rash.

The combination of rendered stylized graphics mixed with blue screen technology, and live action video sequences using professionally directed stunts are just a couple of examples. Photographs of real motorcycles, riders and pedestrians were also used so

that the game

appears as realistic as possible.

Basically, its been converted from the 3DO, and then been boosted with the advent of 32-bit



technology. You race on photo-realistic texture-mapped tracks, ranging from cities to canyons and country roads.

Road Rash was good on the Mega Drive and even better on the 3DO, but the Playstation version will



get all Road Rash fans excited.

By Electronic Arts
Available November



Scottish Open

32X

This is a game that was originally touted on the Mega Drive 32X ages ago, but it's only about to touch down now. With the 32X long since gone as a serious competitor in the video gaming market, its release will really only be of interest to those people who actually went out and bought one instead of waiting for a Saturn or PlayStation.

Scottish Open Golf has already been released on the PC, but it struggled to get high



marks due to the stiff competition from established golf games on that format.

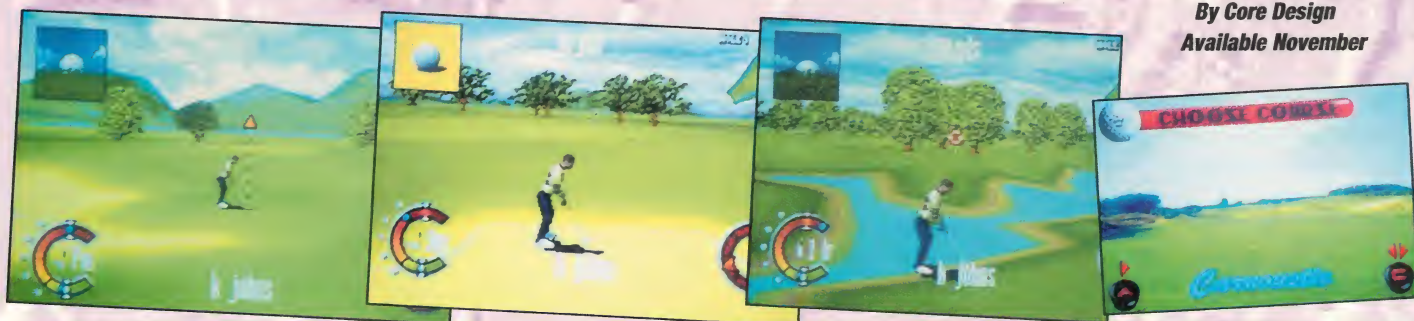
There is no such rivalry on the 32X, although the Mega Drive does already have the classy PGA Tour series.



Scottish Open is billed as a Virtual Reality Golf Game, but in this instance the VR tag seems to be just using the buzzword rather than being the

true definition. Anyway, it's golf and you hit a little white ball around scenic fields. If you want to know any more, check out the review next month.

By Core Design
Available November



Super Street Fighter 2 Turbo

Amiga

Amiga owners are about to get wildly confused. US Gold has just released Super Street Fighter 2 for the machine, and now here comes Gametek with Super Street Fighter 2 Turbo on the same format.

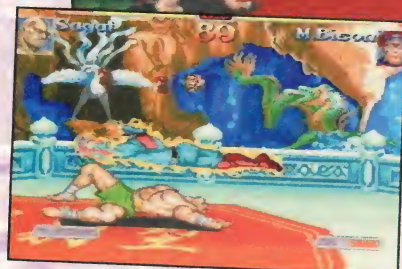
The US Gold offering was very nice indeed, but we haven't actually managed to see this version up and running at the time of going to press. The screenshots are pretty impressive though.

If you have an Amiga and are

in the market for a Street Fighter game, you're going to have to seek them both out and find out which one is more to your suiting. They're both basically the same game, but are based on different versions of the arcade hit.

The Gametek version is scheduled for release any time now. If it isn't in the shops already, you should be able to find it very soon indeed.

By Gametek
Available November



Tekken 2 Arcade

Current PlayStation favourite Tekken is back... with a vengeance! Tekken 2 follows Heihachi as he seeks revenge against his son, Kazuya, who beat the martial arts daylights out of him in the first game.

New to this version are better graphics, faster gameplay, and a host of features, including

selectable sub-bosses and hidden characters.

There's also a new Time Release feature: A month after the game is installed in the arcade, it introduces new characters at the rate of one per week.

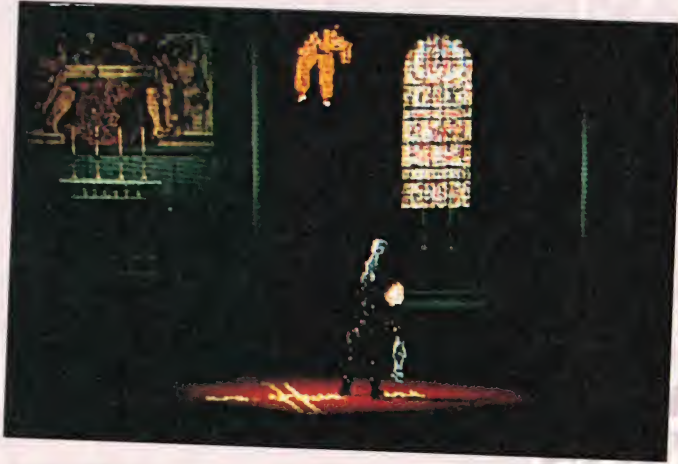
Each sub-boss character is activated according to the



frequency that their corresponding main character is chosen. Sounds confusing? Yeah, we know. But you'll have

to play to find out if it's better than the original.

**By Namco
Available Now**



Alpine Racer Arcade



Forget your lame excuses for not having a go at skiing. Too cold? Race inside. Too expensive? What's a few quid these days? With Alpine Racer, skiing comes to you.

Using Namco's proprietary Super System 22 hardware, it's a cinch to simulate skiing. Two ski "steps" allow the player to turn, pivot and slow down, just like on the slopes.



You can ski solo, or you can race against four computer-controlled opponents who will bump, juggle and outright slam into you. Stop whining, or

you'll be off the slopes, headfirst in a drift!

**By Namco
Available Now**



Frantic Flea

Super NES



With everyone going next gen crazy at the moment, it's only right we should spare a thought for the 16-bit machines. Okay, so they're not exactly the height of technology, but not everybody will be able to afford to buy one of the new breed of consoles.

It would be a real shame if software houses gave up on the 16-bit market, because there must still be loads of SNES and Mega Drive gamers

out there who've got plenty of cash to spend.

Gametek is about to lay its 16-bit titles to rest with Frantic Flea, a manic puzzle/platformer, concentrating on the PC and next generation stuff instead. This is fair enough, because it's better to be on the bandwagon than left running behind it.

Frantic Flea is the first major project from Haüs Tekknikka, which is out to prove that despite the limitations of 16-bit

technology, there's no reason to produce a shoddy game.

From the outset, Frantic Flea has been treated like a

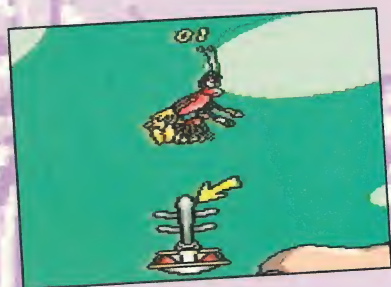
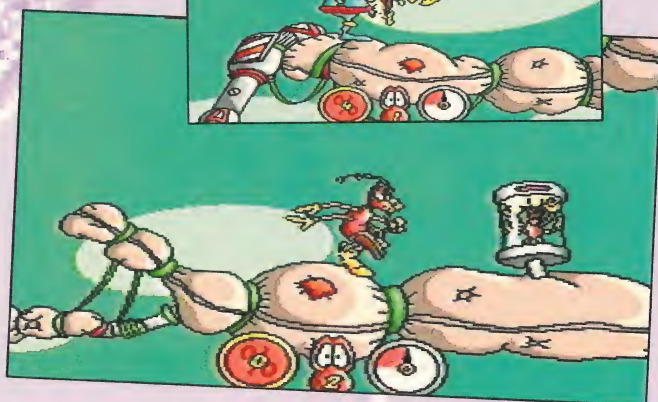
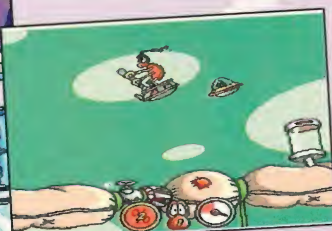
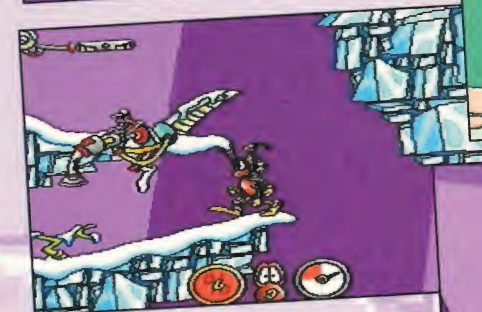
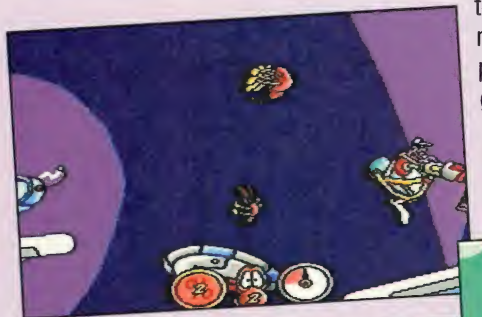
cartoon rather than a piece of software, as you can probably tell from the screenshots, which uncannily look like a cross between the Jetsons and Tazmania.

The game has six zones which are divided into three levels, and the object is to guide Frantic through the levels to collect his smaller flea friends. As they are collected, the fleas follow Frantic all over the place. Once the required percentage has been gained, Frantic must then find the exit door.

Bump into an enemy and you lose your mates. Then you've got to start picking them up all over again.

The levels progress in difficulty, and although it could be quite easy to dismiss Frantic Flea as being just another platformer with a slight puzzle element in it, you shouldn't. Just like Lemmings, it gets more and more manic and quickly becomes very addictive. Combine this with the superb cartoon graphics and the weird retro jazz/fusion soundtrack, and it proves that the 16-bit market hasn't faded away just yet.

By Gametek
Available November



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T-Mek

PC CD-Rom

32X

Coming your way next month is the conversion of T-Mek, a futuristic tank combat simulator, which is due to appear on PC CD-Rom and the 32X. Both versions are based on the popular coin-op which last year reached No. 2 in the US takings charts.

T-Meks (as if you didn't know!), are specially constructed battle tanks that hover above the ground.

In the game you get to choose from six different Meks, each with their own attributes. You then enter your Mek into a tournament which consists of a series of dark and

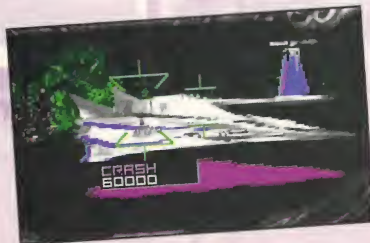
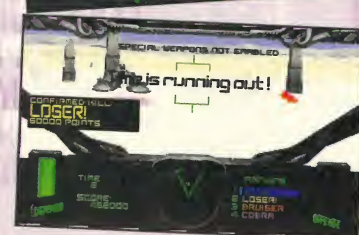
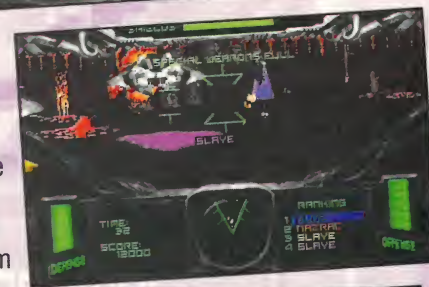
challenging battle arenas. Each battle pits four T-Mek warriors against each other in frantic and deadly head-to-head combat. In addition to fighting the other warriors you also have to contend with deadly alien drones and individual bosses.

A near replication of the arcade version, but unlike many conversions, the PC and 32X efforts have had more features added.

Six extra arenas, including two secret ones, resulting in a total of 20, have been included in the 32X version. Other features include a two-player split-screen mode and a duel option which allows two players to battle it out one-on-one.

Cheats from the coin-op have been incorporated, but a load of new cheats, designed specifically for the 32X, have been added. The in-game effects and vocal samples are also taken directly from the arcade version.

The PC version features 13 extra battle arenas, making 27 in all – including the three secret levels.



Just like the 32X, cheats unique to the PC have been included within the game, but by far the biggest feature is the network facility which allows you to link up four PCs or play against your friends over a modem.

T-Mek is looking really good and it's nice to see someone actually taking the time to improve a game from the arcades rather than just simply doing a straight-forward "port".

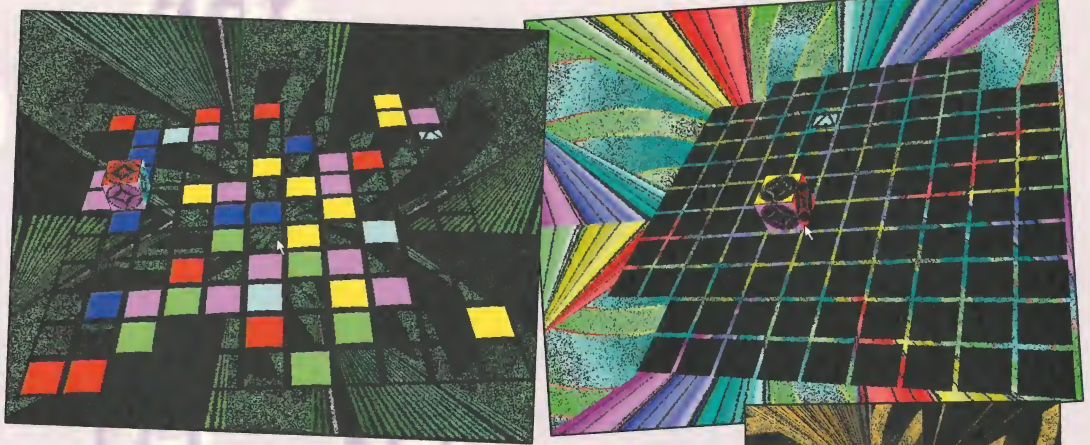
**By Time Warner Interactive
Available November**

Endorfun

Saturn PlayStation

This new-age puzzle game is already available on the PC, but next generation console owners will have to wait until early next year before they finally get a go at the Endorfun experience.

The game combines hypnotic graphics with a tribal soundtrack, and it's packed with plenty of "good" subliminal messages. Apparently, it can put the player into a trance-like state.

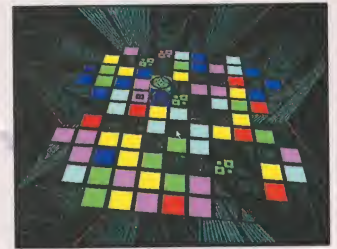
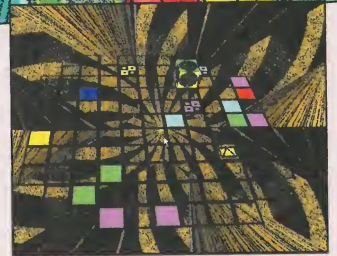
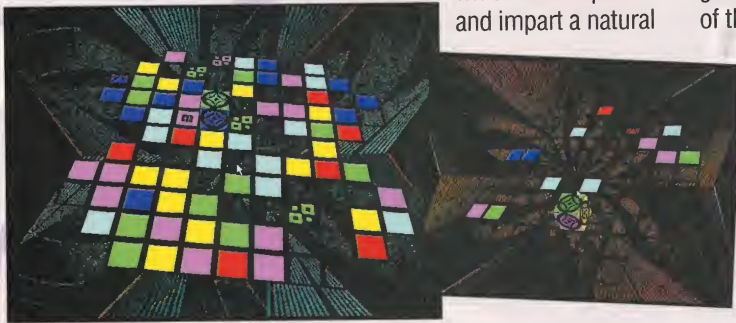


It's been found that certain video games stimulate the brain to release endorphins – the body's natural chemicals which relieve pain and impart a natural

'high' in everyday life. Endorfun is "one" of those games.

You manoeuvre a pulsating, multi-coloured cube around a grid so that the colour on top of the cube lands on a square of the same colour. However, blocks appear and impede your progress. Sounds simple, but Endorfun is dangerously addictive and could easily become Tetris for the next generation.

Available Early '96
By Time Warner Interactive



Kawasaki Superbikes

Super NES

Released on the Mega Drive in March, Kawasaki Superbikes is about to rev its way onto the SNES. The game was

developed by the team responsible for the highly popular racer, F1.

Superbikes uses an upgraded version of the F1 game engine, so you can expect plenty of fast and furious racing action.

Thanks to continuous input from the people at Kawasaki, the game is incredibly accurate, not only in detail, but in feel as well.

You get to drive a ZXR750R around 15 of the world's finest race circuits.

To become a successful



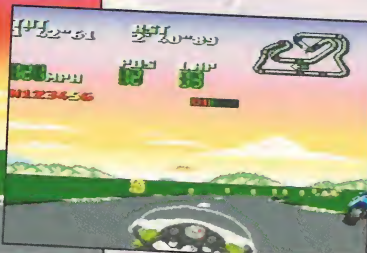
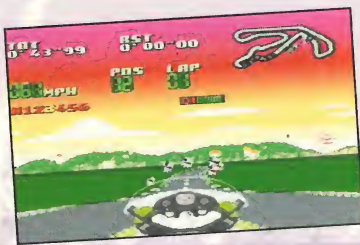
racer, you must select your tyres and gearing according to the course and the weather conditions.

Other features

include a tilting horizon, contoured circuits, adrenalin-pumping speed, razor sharp handling, and the option to play alone or race against a friend in split-screen mode.

If Kawasaki Superbikes is going to be anything like F1, then it deserves to be put at the top of your shopping list right away.

By Time Warner Interactive
Available November

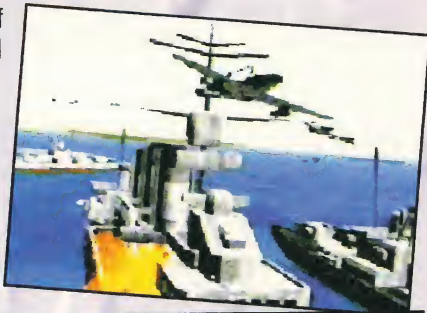


Wing Arms Saturn

Climb into the cockpit of one of seven planes and take to the unfriendly skies for air combat flight sim action in this one-player game. You can choose to be any of seven pilots as you strive to complete eight missions with various objectives and across diverse terrain.

The flying environment is completely free flight. Three points of view – cockpit, chase and reverse chase – and 360-degree movement keep you on top of the aerial action.

By Sega
Available December



Mystaria: The Realms Of Lore Saturn

After starting out with a line-up geared towards action and sports gamers, the Saturn gets its first RPG from Sega. A one-player game, Mystaria features a 3D first-person look with multiple angles.

Evil Lord Bane has captured the four kingdoms, forcing you to rely on the special powers of a prince, a ninja and a lion



man to help you recapture the land. Mystaria's RPG features include up to 12 unique characters, special moves for each character, special items and magic, and more than 50 enemies and monsters to battle it out with.

By Sega
Available January '96



Congo the Movie: The Lost City of Zinj Saturn

Based on the summer sci-fi movie and Michael Crichton's book, this game takes you on a journey deep into the heart of the Congo. You're searching for diamonds and the lost city of Zinj. To find the city you'll have to battle through a jungle filled with the likes of ferocious grey gorillas, mutant spiders and deadly mosquitoes.

The one-player action/adventure comes to life with a first-person perspective, 360-degree action, and rendered 3D graphics.

By Sega
Available January '96

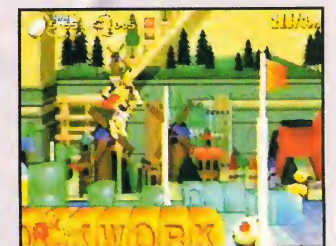
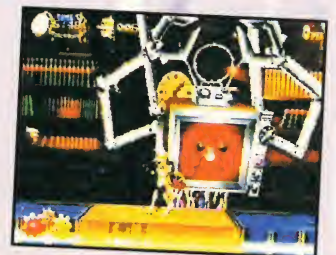


Clockwork Knight 2 Saturn

The sequel to Clockwork Knight, this one-player action/adventure game takes place in a mysterious toy world. You're a toy soldier, stomping through a strange land where toys come to life.

Improvements over the original game include 12 new gameplay environments, better 3D graphics and animation, more background interaction, and larger puzzles.

By Sega
Available December



Children of the Lost City

PlayStation PC CD-Rom



Set in a post-industrial universe, this action/adventure game was created in collaboration with Marc Caro, one of the most original talents in contemporary cinema, and co-author of *Delicatessen*.

The game is based upon on the soon to be released film of the same name, which cost £10 million to make, and was co-written by Marc.

One is the star of the game, and he must find his little brother, Denree, who has been kidnapped. Krank, who is ageing prematurely because he

can't dream, is trying to get his youth back by kidnapping and stealing the thoughts of young children.

One meets Miette, a young girl and leader of a wild bunch of orphans. The two make their way through the adventure confronted by a multitude of bizarre characters.

High-resolution 3D graphics dominate throughout the adventure, and more than 50 real-time animated 3D characters, designed using



Softimage modellings and motion capture animations, are featured in the game.

Children of the Lost City sounds completely mad, but what do you expect from one of the men who helped create *Delicatessen*?

By Sony Interactive
Available Second Quarter '96

Parasite

PlayStation PC CD-Rom

Another action adventure from Sony Interactive, but this one takes place in a village in Arkansas where people have disappeared and no-one knows what's going on.

You control "normal" bloke, Jack who, after having a beer, starts to feel a bit squiffy. Unknown to him, Jack has swallowed an alien parasite called Ar'Kritz, a microscopic extra-terrestrial policeman on



the look-out for criminals, who just happened to land his space-ship in Jack's pint.

Jack's face starts to swell and loads of cysts start to appear. This scares the already frightened villagers, and they decide to kill him.

Jack and his parasite must travel through different places, fighting various enemies,



searching for the outer space invaders, and for an antidote against the mutation of Jack's body, which is slowly turning him into a monster.

The 300 or so high-res scenes, rendered and entirely modelled in 3D, have been inspired by countless science-fiction flicks. The game designers have used special lightning effects, animations taken from video footage using the blue



screen technique, and a wide number of cinematic sequences to create some superb and impressive visuals.

To be honest, *Parasite* is looking absolutely great, and hopefully all this high-quality presentation will be matched by some decent gameplay.

By Sony Interactive
Available First Quarter '96



Grand Prix Manager

PC

This year's Formula One Championship may be all but over, but you'll soon be getting the chance to show the Germans a thing or two thanks to Grand Prix Manager.

Take charge of your very own Formula One racing team and make it into the highly efficient outfit you've always wanted to see on the telly.

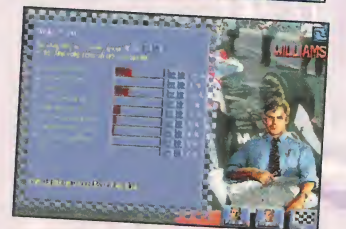
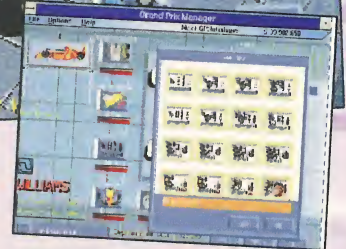
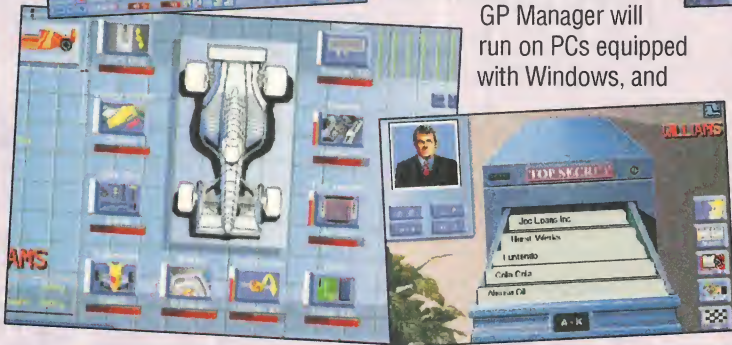
MicroProse has had its fingers in the Grand Prix pie since the ST and Amiga arrived on the scene, and with Geoff Crammond's F1GP2 just around the corner, it is backing the sport pretty extensively.

GP Manager will run on PCs equipped with Windows, and

by the time it's finished, it should cover all the major aspects of motor racing.

So, if you're fed up of all those football management games, stick around for a couple of weeks until this is ready for release.

By MicroProse
Available November



Top Gun

PlayStation

MicroProse hasn't set about designing any completely new titles for the PlayStation yet, but it is beavering away converting some of its biggest previous releases for the format.

Top Gun hasn't actually made an appearance on the PC yet, but rather strangely it is tied in with the film of the same name that was released about 200 years ago. Most major movies have the game rights tied up within seconds, but

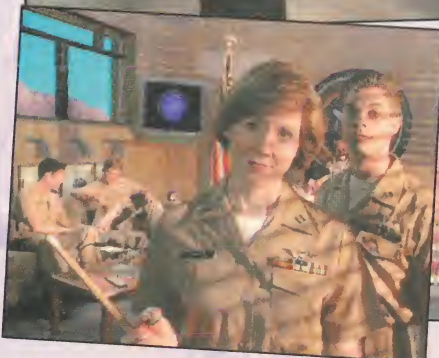
MicroProse is doing it differently with this game that is based around the exploits of top fighter pilot, Maverick.

So you've guessed by now that it's a flight sim. Well, it's likely to be more action based in its PlayStation incarnation, but great things are still

expected from Top Gun when it is released in December.

Until then you'll have to content yourselves with gawping at the screenshots to whet your appetite.

By MicroProse
Available December



Sega Rally

Saturn

Okay, so we've had Daytona and Ridge Racer. We've even had Fatal Racin' and Screamer on the PC. But now it's time for the little boys to move over, because Sega is on the verge of launching Sega Rally onto a Saturn audience.

Many of you will have already played the original arcade version, and you'll be fully aware of how good that is. Well, the Saturn version is so accurate, Sega had it running right next to an arcade machine at the recent ECTS show, almost daring people to try and find fault with it.

At this stage there's quite a bit to be done before the game is completed, but there was more than enough for us to play when we paid Sega a visit. Graphically it's the fastest race



game that we've seen to date, burning off anything that's gone before it.

The detail level is also unsurpassed, and the clipping (where you can see the scenery being drawn as you race) that Daytona suffered from so badly, is nowhere near as bad with this.

There are three different cars to choose from, and they provide a combination of manual and automatic gears.

Three tracks are also included, although only one of them was fully playable when we got our hands on it.

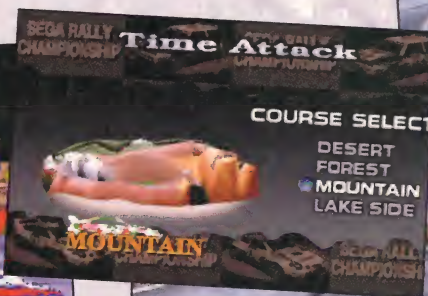
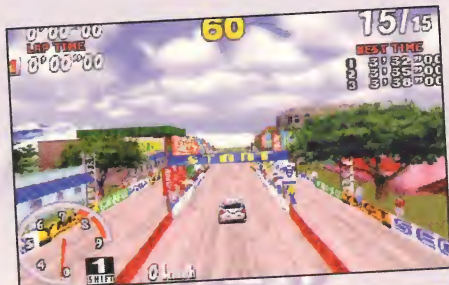
Sega has a new breed of Saturn game lined up (see the feature starting

on page 60), and Sega Rally is just one component of a many pronged attack on the next generation market.

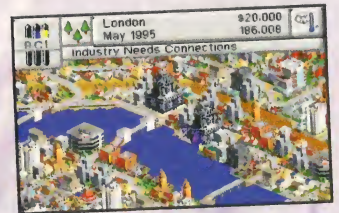
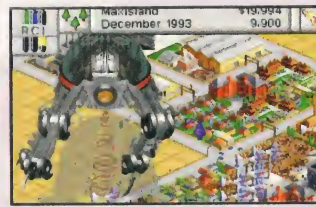
This will be lapped up by eager Saturn punters when it does eventually get released. At this stage of the day it's looking like it will hit the shops in January, but there is a possibility it will make it just before Christmas.

By Sega

Available January '96



Sim City Saturn



The Sega Saturn has a whole new generation of software on the horizon. Besides the new stuff like Virtua Cop and Sega

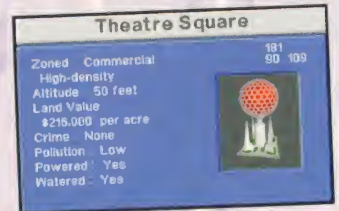
Rally, there are also plenty of conversions of classic PC titles just around the corner to help entice plenty of people over to the next generation consoles.

City, and turned it into a 3D isometric architecture-fest that you could really lose yourself in as you built up the perfect urban conurbation.



Sim City 2000 remains one of the most popular PC titles ever. Maxis took on the job of revamping the already classic Sim

The Saturn version shouldn't see too many changes from the original, although there are bound to be a few fine enhancements here and there that will improve the game even further. So, if you're a Saturn owner and you fancy



designing your very own super city or town, what more could you ask for?

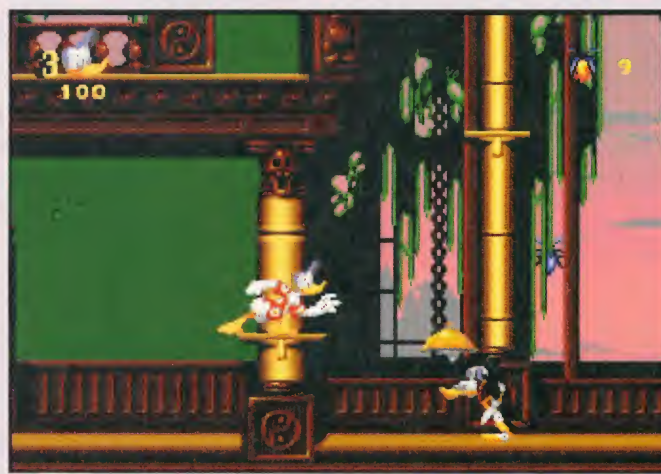
By Maxis
Available January '96

Maui Mallard Mega Drive



Maui Mallard (now there's a title that's going to be spelt differently in just about every magazine you see) is a rare treat for Mega Drive owners that's come fresh from the Disney stable.

Despite what you might think, it actually features good old Donald Duck, this time in his latest guise as a Hawaiian Private Investigator, complete with tasteless shirt, just like Tom Selleck in Magnum.



As we've come to expect from the Mega Drive, Maui Mallard is a platformer. But, as you can see from the screenshots, it's certainly very colourful. The animation is also more than up to scratch – but then you'd expect nothing less from Disney.

Decent software for the Mega Drive is becoming scarce, and it's good to see companies continuing to pledge support for this format.

By Sega
Available November



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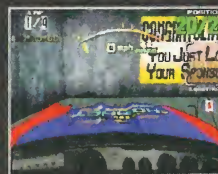
Page 108

The complete Tekken guide that makes up for last month's top cock-up. Although none of you seem to have spotted it!



Page 118

Pure red hot tips, direct from the US of A, hit you square in the face on this page. Honest they do



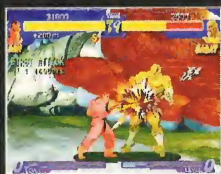
Page 121

Loads of completely excellent cheats and pokes for Daytona and other games can be found right here!

Video Game Strategies, Weapons and Tactics

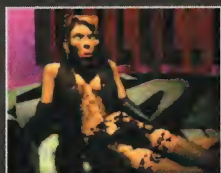
S.W.A.

Wanna be the tips 'n' cheats king of the classroom? Do you want people to gasp and whisper flattering remarks when you enter the local arcade? Do you want to beat your pals so bad that they'll never go near a joypad again? Then you've come to the right place my dear friend. Complete strategy guides are no problem, hundreds of tips, cheats and pokes each month are easy peasy, and arcade player's guides are a piece of the proverbial. The thing is, do you think you can handle such an awesome pile of hints, guides and codes each and every month? If the answer is 'Yes', then read on my noble game playing warrior, and may the power of S.W.A.T.Pro guide you on your merry way...



Page 122

Super Street Fighter? You betcha ass! Even more top tips are hiding right here on this page



Page 124

Gametek's top scary cyberspace thriller starring Dennis Hopper gets the full guide treatment. All thanks to the Pros!



Page 130

An arcade hit and soon to be a console stormer, Wrestlemania gets tipped to death!

TIPPRO



Tekken: It's hot, it's cool, it's on the PlayStation, and it's getting tipped to capacity as soon as you turn over. Can you handle it? We bloody well doubt it! But go ahead anyway, because we've spent loads of time doing it!



THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

PLAYSTATION

TEKKEN

By Bruised Lee

With incredible graphics and near-perfect controls, Tekken makes a smooth jump from the arcade to the PlayStation. All fighters' moves and combos have been faithfully translated, and you can even play as the bosses, doubling the number of playable fighters. Tekken is one of the top fighting games for the PlayStation so far. Check future issues for boss moves and combos

Get Up and Fight

When your fighter is knocked down during a match, you have five ways to recover offensively and defensively. Use the method that best suits your situation.

Roll Forward



Tap →
Use this tactic to get in close to your opponent

High-Kick Recovery



Tap (↑ RK)
Use this recovery if your opponent is blocking low

Roll Backward



Tap ←
Use this maneuver to avoid air attacks.

Low-Kick Recovery



Tap (↓ RK)
Use this recovery if your opponent is blocking high

Lunge-Forward Recovery



Tap (← LK RK)
Use this tactic when an opponent is running in or just starting a move

How to Run

Running is an essential part of Tekken. It's most often used to get in close after a combo. There are also some special attacks each fighter can perform while running.



Tap →, →, → quickly to make your fighter run

Stun Moves

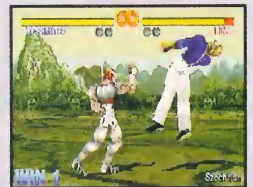
Many of the fighters have stun moves, which are a great way to knock down an opponent's guard and score free hits. See the character profiles for info on how to do the fighter's stun move.



Each character can counter a stun move using various moves

Air Juggle Move

The air juggle is a quick and easy way to launch your opponent into the air to start a juggle combo.



Tap (↘ RP) to start the air juggle

Note: To start Michele's air juggle, tap ←, ←, then hold ←, tap LP

To start King's air juggle, tap →, (→ RP)

Controller Key



- ↑ = Up
- ↗ = Up-Toward
- = Toward
- ↘ = Down-Toward
- ↓ = Down
- ↙ = Down-Away
- ← = Away
- ↖ = Up-Away
- LK = Left Kick
- LP = Left Punch
- RK = Right Kick
- RP = Right Punch

Motion = Move the joystick in one smooth, continuous motion

Tap = Tap the indicated buttons or directions in sequence

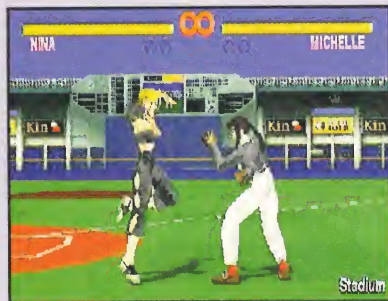
Charge = Hold the direction or button indicated for the time indicated

() = Execute commands in parentheses simultaneously

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

Super Moves

Super moves, which most of the fighters can do, take a few seconds to execute and leave you open to attack. However, if a super move connects, it can inflict 50 percent to 80 percent damage. Use these moves as a last resort.

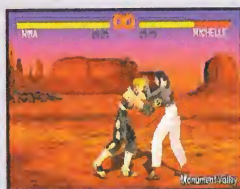


Tap \uparrow , \uparrow to stop doing the super move

Note: Not all fighters can stop a super move once they start one

Throws and Grabs

Each fighter has an assortment of throws and grabs. These are great manoeuvres to use when commencing an attack or to break through fighters who are blocking. Timing and positioning are the keys to success.



Because they're unblockable, throws and grabs are often successful against opponents who stay on the defensive.



Ducking is a simple way to avoid being thrown. After ducking a throw, you can easily counterattack.



Counter a throw with a throw. If timed correctly, the two throws will cancel each other. Then you can perform another move.

NINA

Special Moves

Ground Attack

Running Attacks

Wrist Thrust



Tap \rightarrow , (\rightarrow LP RP)

Flip Kick



Tap \rightarrow , (\rightarrow RK)

Note: This move will stun a blocking opponent

Use this attack when your enemy is on the ground.

Diving Punch



Tap (\uparrow RP) or use the Flip Kick

Ground Slide



While running, tap RK

Air Kick

While running, tap LK

Dive Attack

While running, tap (LP RP)

More Grabs and Throws

Note: You must be close to your opponent to perform these moves

Elbow Smash

Tap \searrow , (\searrow LP RP)

Shoulder Toss

Hold \rightarrow , tap (LP LK)

Arm Flip

Tap (\rightarrow LP LK)

Hip Toss

Tap (RP RK)

In-Close Attacks

Face Smack



Motion $\downarrow \searrow \rightarrow$ (LP RP)

Note: There are three moves you can perform following this move

Double Arm Breaker



Motion $\downarrow \searrow \rightarrow$ (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP, LK, LP, RK, (LP RP), (LP RP)

Over the Shoulder



Motion $\downarrow \searrow \rightarrow$ (LP RP) for the Face Smack, then quickly tap LK, RK, LK, (LP RP)

Ground Arm Breaker



Motion $\downarrow \searrow \rightarrow$ (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP, RP, LP, LK, RK, (LP RP)

Single Arm Breaker



Motion $\downarrow \searrow \rightarrow$ (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP

Super Move



Tap (\swarrow LP RP)



Devastating Combos

Three-Hit Knockdown



Tap LP



Tap RP



Tap RK

More Combos

Triple-Kick Juggle
Tap (↗ RK), LK, RK

Four-Hit Knockdown
Tap (↘ LK), LK, LK, RK

Air Juggle Combo



Tap (↘ RP)



Hold →, tap RP



Hold →, tap LP



Hold →, tap RP



Hold →, tap LP



Tap →, (→ LK RK)

Ten-Hit Combo



Tap LP



Tap RP



Tap LP



Tap RP



Tap LK



Tap LK



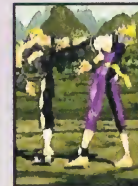
Tap RP



Tap LP



Tap RP



Tap RK

JACK

Special Moves

Overhead Smash



Tap (↘ LP RP)

The Clapper



Tap →, →, (LP RP)

Sitting Move



Tap (↓ LK RK)

Sitting Attack



While sitting, tap LP, RP, LP, RP

Machine-Gun Punches



Tap (↙ LP), LP, LP

Power Punch



Motion ← ↙ ↓ ↘ RP

Windup Punch



Motion ← ↙ ↓ ↘ LP

Tackle Move



Tap (LP LK)

Ground Attack

Use this attack when your enemy is on the ground.

Butt Slam



Tap (↗ LK RK)

Super Move



Motion 360 degrees towards the opponent starting from ←. You can keep doing the motion until the count of five. Then tap LP

Note: The longer the count, the stronger the punch

Running Attacks

Jumping Ground Slide

While running, tap (LK RK)

Dive Attack

While running, tap (LP RP)

More Grabs and Throws

Note: You must be close to your opponent to perform these moves

Head Slam

Tap ↙, (→ LP RP)

Back Breaker

Motion ↓ ↙ ← RP

Pile Driver

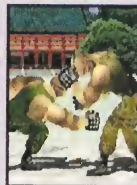
Motion ↓ ↘ → LP

Body Slam

Tap (RP RK)

Devastating Combos

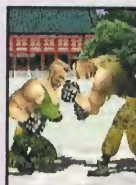
Ten-Hit Combo



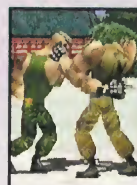
Tap (↓ RP)



Tap LP



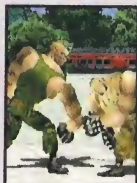
Tap LP



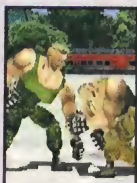
Tap LP



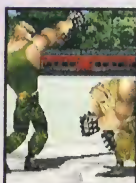
Tap RP



Tap LP



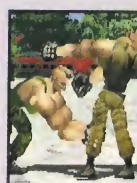
Tap RP



Tap LP



Tap (LP RP)



Tap (LP RP)

Air Juggle Combo



Tap (↘ RP)



Tap (↘ LP)



Tap (→ RP)



Tap (↗ LK RK)

More Combos

Five-Hit Smash Combo

Hold ↓, tap LP four times, RP

Triple-Punch Combo

Tap LP three times

YOSHIMITSU

Special Moves

Backhand



Tap (→ RP)

Knee Charge



Tap →, (→ RK)

Flip Kick



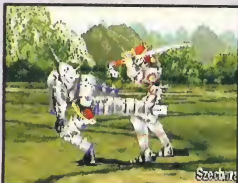
Tap →, (→ LK RK)

Sword Slash



Tap (← LP)

Spinning Leg Sweep



Tap (↙ LK)

Note: Keep tapping LK to repeat spins

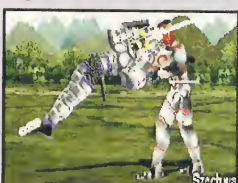
Spinning Elbow



Tap (← LP)

Note: Keep tapping LP to repeat spins

Flip Kick to Corkscrew



During the Flip Kick attack, tap (LP RP)

More Grabs And Throws

Note: You must be close to your opponent to perform these moves

Sword Bash

Tap (RP RK)

Body Press

Tap (LP LK)

Ground Attack

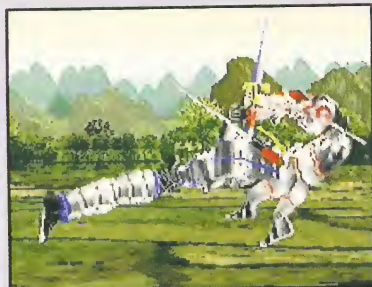
Use this attack when your enemy is on the ground.

Hard Pounce



Tap (↗ LK RK)

Running Attack

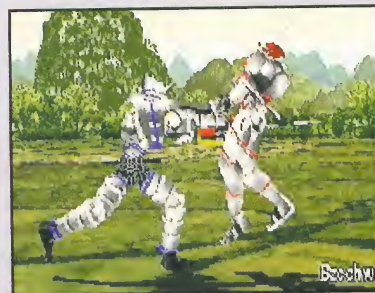


Dive Attack

While running, tap (LP RP)

Tap ←, (← LP)

Super Move



Devastating Combos

Ten-Hit Combo



Tap LP



Tap RP



Tap LP



Tap RK



Tap MK



Tap RK



Tap LP



Tap LP



Tap LP



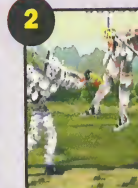
Tap LP

Air Juggle Combo



1

Tap (↘ RP)



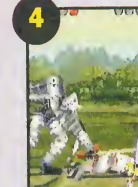
2

Hold →, tap LP



3

Tap →, (→ RK)



4

Tap (↙ LP)

More Combos

Hard-Pounce Combo

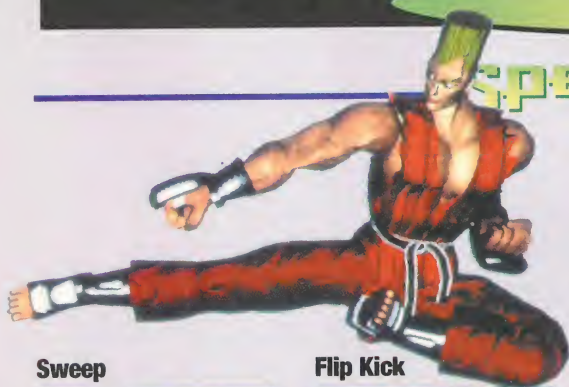
Tap RP, LK, (↗ LK, RK)

Three-Hit Slash Combo

Tap (→ RP), →, (→ RK), (↙ LP)

PAUL

Special Moves



Sweep



Tap (↓ RK)

Flip Kick



Tap →, (→ RK)

Note: This move will stun a blocking opponent

Jump Kick



Tap →, (→ LK)

Lunge Punch



Motion ↓ ↘ → RP

Hammer Punch



Tap (↓ LP)

Ground Punch

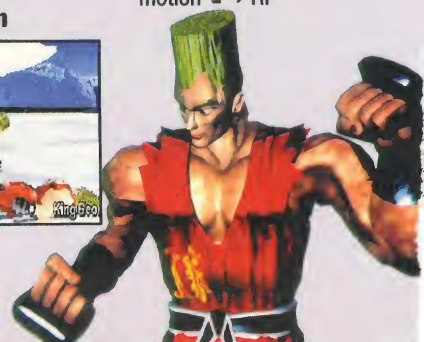


Tap (↓ RP)

Elbow Punch



Charge ↓ for one second, motion ↘ → RP



Ground Attack

Use this attack when your enemy is on the ground.

Diving Punch



Tap (↗ RP)

Running Attacks

Dive Attack



While running, tap (LP RP)

Slide Attack



While running, tap RK

More Grabs And Throws

Note: You must be close to your opponent to perform these moves

Hip Toss

Tap (LP LK)

Power Elbow

Tap →, (→ LP RP)

Arm Flip

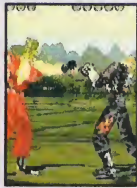
Tap (RP RK)

Monkey Flip

Tap (← LP LK)

Devastating Combos

Ten-Hit Combo



Tap LP



Tap RP



Tap LK



Tap RP



Tap LP



Tap RP



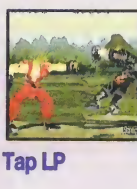
Tap LP



Tap RK



Tap RP



Tap LP

Air Juggle Combo



Tap (↘ RP)



Tap (↘ LP)



Tap (↓ LP)



Tap (→ RP)



Tap (↗ RP)

More Combos

Sweep Elbow Combo

Tap (↓ RK), (→ RP), (↑ RP)

Punch-Kick Combo

Tap LP, RP, LK

KAZUYA

Ground Attacks

Use these attacks when your enemy is on the ground.

Diving Punch



Tap (↑ RP)

Bounce-Back Punch



Tap (↗ RP RK)

Hard Pounce

Tap (↗ RK), LK

Special Moves

Spinning Backfist



Tap (→ RP)

Axe Kick



Tap →, (→ LK)

Standing Uppercut



Motion → ↓ ↘ RP

Uppercut



Motion → ↓ ↘ LP

Double Kick



Motion → ↓ ↘ RK, tap RK

Jumping Spin Kick



Tap (↑ RK)

Running Attacks

Use these attacks when your enemy is on the ground.

Slide Attack



While running, tap RK

Diving Attack



While running, tap (LP RP)

More Grabs And Throws

Note: You must be close to your opponent to perform these moves

<p>Hip Toss Tap (RP RK)</p>	<p>Double Kick Hold Tap (LP LK)</p>	<p>Headbutt Tap →, (→ LP RP)</p>
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Devastating Combos

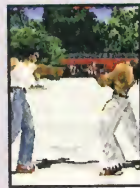
Ten-Hit Combo



Tap →, hold (→ RP)



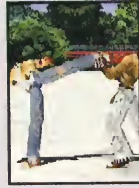
Tap LP



Tap RP



Tap RP



Tap LK

Three-Hit Backfist



Tap LP



Tap RP



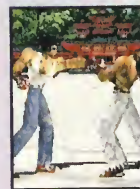
Tap RP



Tap RK



Tap RK



Tap LP



Tap RP

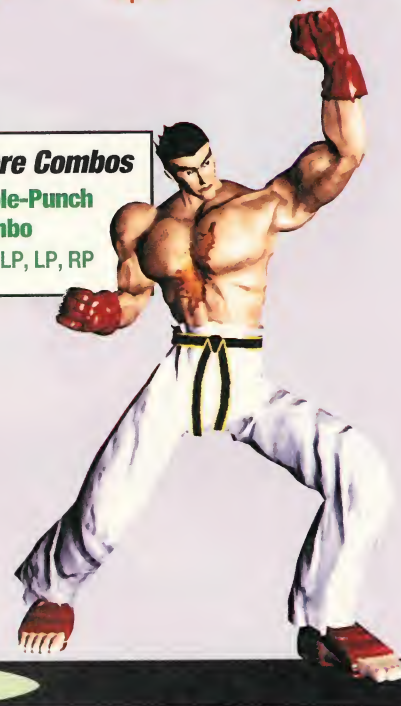


Tap LP

More Combos

Triple-Punch Combo

Tap LP, LP, RP



Air Juggle Combo



Tap (↘ RP)



Tap (↘ LP)



Walk in with LP



Motion → ↓ ↘ RP



Tap (↗ RK), LK

MICHELLE

Special Moves

Power Punch



Tap →, (→ LP RP)

Vertical Kick



Motion ↓ ↙ ← RK

Sweeping Jump Kick



Hold ↘, tap RK, LK

Punch and Side Step



Tap (← RP)

Special Moves

Ground Attacks

Running Attacks

Super Move

Ground Uppercut



Motion ↓ ↘ → RP or motion ↓ ↙ ← RP

Two-Hit Uppercut



Tap ↘ RP, LP

Use these attacks when your enemy is on the ground.

Hard Pounce



Tap (↑ RP)

Diving Punch

Tap (↗ RP)

Bounce-Back Hard Pounce

Tap (↗ LK RK)

Dive Attack



While running, tap (LP RP)

Slide Attack



While running, tap RK

Jump Kick

While running, tap LK



Tap ←, ←, hold ←, tap LP

More Grabs And Throws

Note: You must be close to your opponent to perform these moves

Side Suplex

Tap (LP LK)

Leg-Hook Suplex

Tap (RP RK)

German Suplex

Tap (LP RP)

Note: You must do a punch and side step first

Devastating Combos

Ten-Hit Combo



Tap RP



Tap LP



Tap LP



Tap RP



Tap LK



Tap LK



Tap LK



Tap RK



Tap RK



Tap LP

Ground to Air Juggle Combo



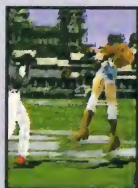
Tap LP



Tap LP



Tap LP



Tap (→ LP)



Tap (↑ RP)

Air Juggle Combo



Tap ←, ←, hold ←, tap LP



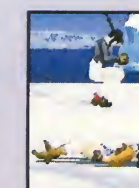
Walk in with LP



Walk in with LP



Tap →, →, (LP RP)



Tap (↑ RP)

More Combos

Bounce-Back Hard-Pounce Combo

Tap RK, (↓ RK), LP, (↗ LK RK)



LAW

Special Moves

Low Flip Kick



Charge ↓ for one second, tap (↑ RK)

Note: Tap ↗ to flip toward your opponent; tap ↖ to flip away

High Flip Kick



Charge ↓ for one second, hold (↑ RK)

Note: Hold ↗ to flip toward your opponent; hold ↖ to flip away

Super Flip Kick



Charge ↓ for one second, hold (↑ LK RK)

Note: Hold ↗ to flip toward your opponent; hold ↖ to flip away

Jumping Side Kick



Tap →, →, (→ LK)

Note: This move will stun a blocking opponent

Atomic Noogie



When in close, tap (RP RK)

Atomic Body Slam



When in close, tap (LP LK)

Super Move



Tap (↙ LP RP)

Ground Attacks

Use these attacks when your enemy is on the ground.

Flying Knee Bash



Tap (↑ RP)

Diving Punch

Tap (↗ RP)

Running Attacks

Diving Attack



While running, tap (LP RP)

Slide Attack



While running, tap RK

More Grabs And Throws

Note: You must be close to your opponent to perform this

Knee Bash Tap →, (→ LK RK)



Devastating Combos

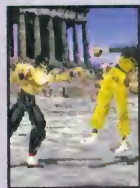
Air Juggle Combo



Tap (↘ RP)



Walk in with LP



Walk in with LP



Tap →, (→ LK)



Tap (↑ RP)

More Combos

Fist of Fury Combo

Tap LP, LP, hold →, tap RP, RP, RP

Kick of Fury Combo

Tap (↓ LK), LK, LK, LK



Ten-Hit Combo



Tap (↘ LP)



Tap RP



Tap RP



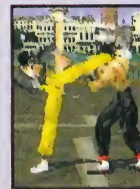
Tap LP



Tap LK



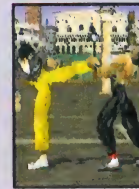
Tap LK



Tap LK



Tap RK



Tap LK



Tap RK

KING

Special Moves

Uppercut



Tap →, (→ RP)

Elbow Drop



Tap (↘ LP)

Note: This move will stun a blocking opponent

Jump Kick



Tap →, (→ LK RK)

Note: This move will stun a blocking opponent

Spinning Jump Kick



Tap →, →, (→ LK RK)

Note: This move will stun a blocking opponent



Diving Bash



Tap →, (→ LP RP)

Overhead Smash



Tap (↗ LP RP)

Big Boot



Tap →, (→ RK)

Scissors Takedown



Tap (↘ LK RK)

Note: This move can be used as a ground attack

Ground Attacks

Use these attacks when your enemy is on the ground.

Hard Pounce



Tap (↗ LK RK)

Running Attack

Diving Attack



While running, tap (LP RP)

More Grabs And Throws

Note: You must be close to your opponent to perform these moves

Face Plant

Tap ↙, (↙ LP RP)

Super Pile Driver

Motion ↓ ↘ → LP

Knee Bash

Tap (LP LK)

Pile Driver

Tap ↙, (→ LP RP)

Mind Sweeper

Motion → ← ↙ ↓ ↘

Suplex

Tap (RP RK)

→ LP

Devastating Combos

More Combos

Note: To start these combos your opponent must block the first hit

Super Stun Combo

Tap (↘ LP), walk in with LP, continue in with RP, tap →, (→ LP RP), tap →, →, RP

Stun Combo

Tap (↘ LP), →, (→ RK), (↑ RP)

Ten-Hit Combo



Tap LP



Tap RP



Tap LP



Tap LP



Tap RP



Tap RK



Tap RK



Tap RK



Tap LP



Tap LK

Air Juggle Combo



Tap →, (→ RP)



Hold →, tap LP



Hold →, tap RP



Tap →, (→ RP)



Tap (↑ RP)

S.W.A.T. PRO

Video Game Strategies, Weapons and Tactics

Neo-Geo & Neo-Geo CD

Double Dragon

Play as Duke and Shuko



At the player-select screen, move Player One's cursor over the following fighters for a little over three seconds in the following order: Billy, Marian, Cheng-Fu, and Jimmy. If you did the trick correctly, you should hear Marianne say "Bingo!"

Note: Charged moves can only be done when the word "Charged" appears beneath the life bar.

Duke's Moves

- Fire Lunge: Motion ↓ ↘ → any button
- Fire Knee: Motion → ↓ ↘ any button
- Knee Crash: While jumping, motion ← ↙ ↓ any button
- Head Smash: Charge ↓ two seconds, tap ↑, any button
- Teleport: Charge ← two seconds, tap →, any button
- Charged Tiger Lunge: Motion ↓ ↘ → any two buttons simultaneously
- Charged Fire Knee: Motion → ↓ ↘ any two buttons simultaneously
- Charged Knee Crash: While jumping, motion ← ↙ ↓ any two buttons simultaneously

Shuko's Moves

- Fireball: Motion ↓ ↘ → any button
- Jumping Fireball: While jumping, motion ← ↙ ↓ any button
- Rolling Fireball: Motion → ↘ ↓ any button
- Lightning Strike: Motion → ↓ ↘ any button
- Shadow Teleport: Charge ← two seconds, tap →, any button
- Death From Above: Charge ↓ two seconds, tap ↑, any button
- Charged Rolling Fireball: Motion → ↘ ↓ any two buttons simultaneously
- Charged Lightning Strike: Motion → ↓ ↘ any two buttons simultaneously

Arcade

Street Fighter Alpha

Tag-Team Fight Against Bison



This will allow two players to team up and fight Bison! However, only Ken and Ryu can fight him in this mode, and they both share one life bar. The code will only work on a "fresh" game – not one currently in progress.

Press and hold the Start buttons for Players One and Two and keep them held down. When the Player Select screen appears, both players should do the following: Tap ↑, ↑ on the joystick and release the Start button, then tap ↑, ↑ again. Then Player One should press Jab and Player Two should press Fierce.

If done correctly, Ken and Ryu will prepare to fight each other on Chun Li's stage before they are interrupted by Bison.

Note: Bison is almost impossible to beat in this mode.

Mega Drive

Red Zone

Invincibility Password

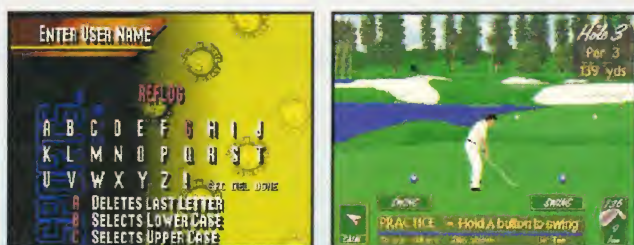
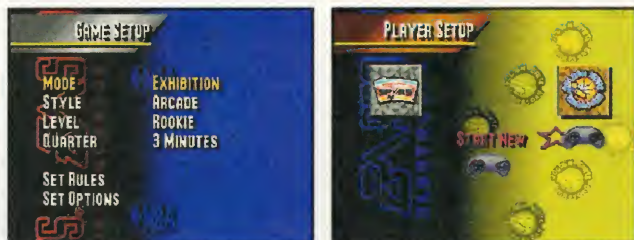


Enter the following password. You will start on level 3 and your ship will be invincible: **BAABAACBCAA**

Mega Drive

NBA Live '95

Play Golf



Select the Exhibition mode and select your teams. At the Player Setup screen, move the controller under any team and push Up until an option named "Start New" appears. Press Start and enter the following name: **REFLOG**. Press Start, and you will be able to play golf.

Saturn

Daytona USA

Hidden Area and Message



To find a hidden message, pick either Arcade or Saturn mode and start on the Advanced track. As soon as the race starts, turn around and drive in the opposite direction. Look for a small hill to the right. Drive up the hill, and you will see a special message from your sponsor.

Mega Drive

The Adventures of Batman and Robin

Stage Skip

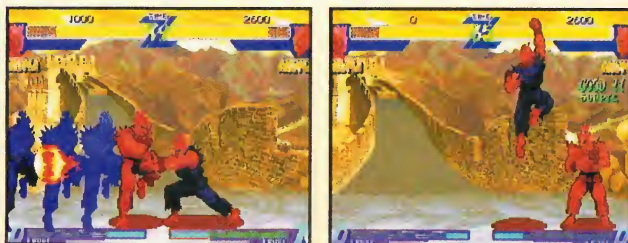
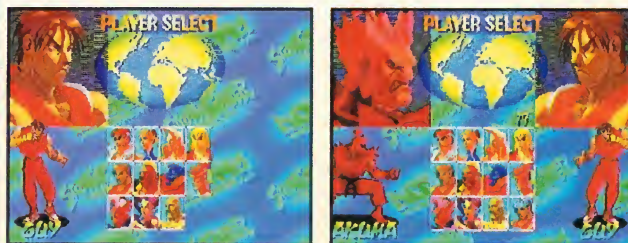


Start the game and pause it. Then press **B, A, Down, B, A, Down, Left, Up, C**. You will then automatically advance to the next stage.

Arcade

Street Fighter Alpha

Play as Akuma



Press the Start button to start a new game. For Player One: At the Player Select screen, move the cursor to the question-mark box in the lower-left corner. Press and hold the Start button, and tap **↓, ↓, ↓, ←, ←, ←**, then simultaneously press Jab and Fierce for a red Akuma (or simultaneously press Short and Roundhouse for a blue-garbed Akuma). For Player Two: At the Player Select screen, move the cursor to the question-mark box in the lower-right corner. Press and hold the Start button, and tap **↓, ↓, ↓, →, →, →**, then simultaneously press Jab and Fierce for the red-dressed Akuma (or simultaneously press Short and Roundhouse for the blue-garbed Akuma).

S.W.A.T. PRO

Video Game Strategies, Weapons and Tactics

Saturn

Daytona USA

No Wheels on Opening Screen



Start a race and enter the pit. Before the crew gets the new tyres on your car, **simultaneously press A, B, C and Start**. This will reset the game. Now, at the demo screen, your car will have no tyres. Wooh.

Neo-Geo CD

Fatal Fury 3

Little Fighters

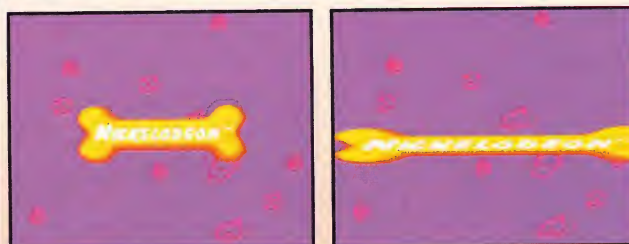


This trick works in the Versus mode only. After selecting the two fighters, **hold Buttons B and C on both controllers through the "Now Loading" screen until the match starts**. This must be done for each fight.

Super NES

Rocko's Modern Life – Spunky's Dangerous Day

Play with the Nickleodeon Bone



At the Nickleodeon dog bone screen, **simultaneously press Button X and Button Y** to make the bone long and thin; **simultaneously press Button A and Button B** to make the bone short and fat.

Arcade

Street Fighter Alpha

Play as Bison



Press the Start button to start a new game. For Player One: **At the Player Select screen, move the cursor to the question-mark box in the lower left-hand corner. Press and hold the Start button, and tap ↓, ↓, ←, ←, ↓, ←, ←, then simultaneously press Jab and Fierce for the red-clothed Bison** (or simultaneously press Short and Roundhouse for Bison's alternate colour).

For Player Two: **At the Player Select screen, move the cursor to the question-mark box in the lower-right corner. Press and hold the Start button, and tap ↓, ↓, →, →, ↓, →, →, then simultaneously press Jab and Fierce for the red Bison** (or simultaneously press Short and Roundhouse for Bison's alternate colour).

Sega CD

Space Ace

Watch All Sequences



To view all the animated segments in Space Ace, start a normal game and pause it. Then press **Right, Right, Left, Left, Down, Down, Up, Up**, and unpause the game.

Mega Drive

Mega Bomberman

Passwords



World 1: Jammin' Jungle

Stage 2: 6800
Stage 3: 5120
Boss: 7420

World 2: Vexin' Volcano

Stage 1: 4501
Stage 2: 8111
Stage 3: 7421
Stage 4: 1051
Boss: 3351

World 3: Slammin' Sea

Stage 1: 4502
Stage 2: 8112
Stage 3: 7422
Stage 4: 1052
Boss: 3352

World 4: Crankin' Castle

Stage 1: 8114
Stage 2: 0513
Stage 3: 9723
Stage 4: 3353
Boss: 5653

World 5: Thrashin' Tundra

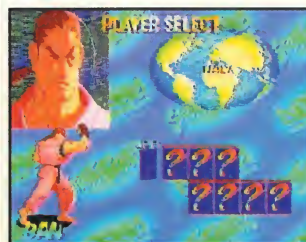
Stage 1: 8114
Stage 2: 2814
Stage 3: 1134
Stage 4: 5654
Boss: 7954

Final World: 0515

Arcade

Street Fighter Alpha

Play as Dan



This code is the same for Players One and Two. Press the Start button to begin a new game and continue to hold it down. At the Player Select screen, move the cursor to the question-mark box in the lower-left corner for Player One (or the lower right-hand corner for Player Two). Quickly tap these buttons in the following order: **Jab, Short, Forward, Roundhouse, Fierce, Strong** (or Fierce, Roundhouse, Forward, Short, Jab, Strong for Dan's alternate colour).

Do You Have a Secret Weapon?

If so, send it to SWAT and, if we publish it, we'll send you a free *GamePro* T-shirt! We also want some of your artwork. Every reader who gets their artwork published in SWAT will also receive a free T-shirt. Cool! Send your best tips and secrets to:

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tips@gamepro.demon.co.uk

S.W.A.T. PRO

Video Game Strategies, Weapons and Tactics

Super NES

The Death and Return of Superman

Refill Life Bar and Special Attacks,
Nine Lives, and Level Skip



Before starting a new game, choose the sound test in the Options menu. Play these sounds in the following order: **0B, 29, 2C, and 05**. Then start a new game, and simultaneously press **A, B, X, and Y** any time during play. Your life bar will refill and you will get five special attacks. To skip levels, press **A, B, X, Y, and Select** any time during play.

Mega Drive

Ristar

Hidden Super Difficulty Level



At the Password option, enter **SUPERB** to access a harder difficulty setting.

Mega Drive/SNES

True Lies

Passwords for Infinite Lives, Full Weapons, and Infinite Continues



Enter the following passwords:
Full weapons: **BGWPNS**

Infinite lives: **BGLVS**
Invincibility: **BGRLY**

Sega CD

Earthworm Jim: Special Edition

Red Afro, Black Afro, Groucho Marx, and Antennae

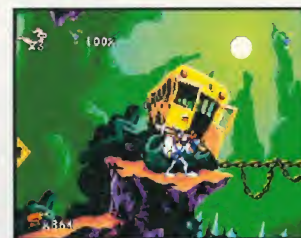
Pause a game, then enter any of the following:

Red Afro



Press **C, A, A, A, A, A, B, C**

Groucho Marx



Press **A, A, A, A, A, A, B, C**

Black Afro



Press **B, A, A, A, A, A, B, C**

Antennae



Press **B, C, A, A, A, A, B, C**

Star Wars Arcade

Timer Reset, Freeze Timer, and Hidden Sound Test



Pause a game and enter the following button presses:

Timer Reset
Left, Down, Button A, Button C, Down, Up

Freeze Timer
Down, Button B, Button B, Up, Right, Left

Sound Test
Up, Right, Left, Button A, Down, Button C

GAME ENHANCERS

Hot Game Genie and Pro Action Replay Codes

Game Boy (Game Genie)

Donkey Kong Land

- C3D A0B E61 Lose all your lives when you die
- C9D FDB 4C1 If you get hit, you don't change characters until you're back at the map screen
- 3E0 81B 4CA Invincible
- 002 1FB 3EE Change soundtrack

Stargate

- 008 22B E6E Tile counter doesn't work
- 0E9 7DB 80E +
049 7EB D53 The bottom of the tiles is always tile four
- 0E9 7DB 80E +
0F9 7EB D53 The bottom of the tiles is always wild-card tiles
- C92 74D C49 Tiles look blank but aren't

Super NES (Pro Action Replay)

The Great Circus Mystery: Starring Mickey and Minnie Mouse

- 7E029F04 Player One has infinite lives
- 7E022D3X Player One can jump high (replace "X" in code with a number; higher numbers yield higher jumps)
- 7E00B70X To select the stage, replace "X" in code with number of level
- 7E028002 Player One starts the game with the sweeper costume
- 7E028004 Player One starts the game with the safari costume
- 7E028006 Player One starts the game with the western costume
- 7E02911C Infinite costume energy

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3DO Strategy
Guide



No need to look in your wallet for that card because you're going...

Get Out of Hell
FREE



To Hell and Back

A guide to the first half of 3DO's land of the damned.

By Tommy Glide (with thanks to Wily Weasel)

Fun on the
Run



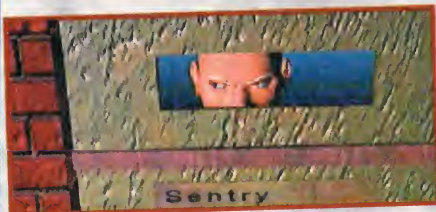
The game begins after you escape from the Scrub Crew. Once inside Dante's apartment, talk to him.



Next, take the key to Dante's place and select the D.C. Map from the interface. Find Georgetown and choose Frank Jersey's Kitchen.



Question Capt. Jersey. Although he sheds some light on your situation, pay close attention to what he tells you about Mr. Beautiful and the Transgressors. Take the Scrub List from his table. Then head for the Interface Bar at Foggy Bottom.



At the bar, go to the door. Enter the password SESAME, and the manhole in the street will open. Enter the bar via here.



Talk to everyone inside Interface to get clues. Mindrunner gives you the first Latin clue. Also, be sure to recruit Cynna Stone, Sophia Bene and Scub Stevens. You must promise Sophia to help her daughter, Chastity.



Kween Chaos gives you the only clue to summon Mr. Beautiful. You'll find his henchman in the back room.



When the henchman asks you for the password to see Mr. Beautiful, enter CONDEMN.



Mr. Beautiful offers you a job in Hell. Accept it and save your game.



Inside the office, enter your inventory. Drop Sophia's pass template, then select Sophia Bene's pen and use it on the template to create a Level 4 pass. Give the pass to the guard on the right, then enter the garage through the door.



Sanguinarius talks a mean game, but if you collected all the weapons, you can defeat him. Return to the Interface Bar to talk to Mr. Beautiful, then head to Aldous Xenon's flat in Chinatown.



Aldous Xenon assigns you a mission for the resistance. Take the homing device and head for the Pentagon Garage.



Examine the lunchbox on the garage floor.



The lunchbox shows the name of the mechanic, Jo Boyle. Talk to the mechanic, then return to the garage entrance and have the dispatcher page Jo Boyle. Now go back into the garage and plant the homing device on the car. Take the mechanic's creeper. Return to Xenon's apartment. He instructs you to see Senator Burr at the British Embassy in Dupont Circle.



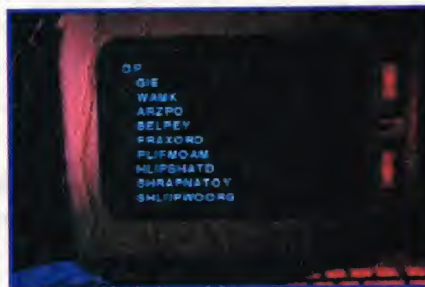
Talk to Vivid, Derek, and the psyborg, Charles, in the waiting room. Enter the door on the left to talk to the Senator.



The Senator sends you on a mission to find the rest of her lost attack team. Head to Chinatown to Pap Pap John's Comix Shop.



Talk to Pap Pap and Anna Mae. They tell you about their computer problem. Look at their computer screen.



When combined, the next-to-last letter in each word spells IMPERATOR. Enter this password, and on the second try, the computer reads "All Systems Normal". Head over to Gang Alley at the McPherson Square stop.



Talk to all the characters standing around in Gang Alley. Then cross the doorway on the right to enter the Deadly Seven's clubhouse. Exit through the lower part of the screen to the Rec Room.



In the Rec Room, talk to Languo and Barbara. Languo asks you get him a still, which you must build later. Cross the street and enter the Clean's building. Talk to Gracie Lovell and Drip. Gracie requests erotic comics for Temperance. Go back to the comic-book shop and get them.



When you enter this room, talk to Temperance on the far right. When you give her the comics she'll agree to back off. Speak to Phrackie on the far right – she'll jack into the bank account of one of the Deadly Seven. Accept the money she offers. On your way out, talk to Gracie and reassure her Temperance has been bribed.

300 Game Profile

HELL GAMETEK

This cyberpunk graphic adventure originated on the PC. In a dark and futuristic Washington D.C. society, you play as either of two low-level members of a cyberspace police force: Gideon Eshanti or his partner/love interest, Rachel Braque. You'll deal with everyone and the devil while trying to figure out why the government wants you dead.

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Return across the street and give Electric Sex the key to Dante's apartment. In turn she'll give you Dolph Van Ittey's password. Go to the Rec Room, then into Dolph's room through the door behind Languo. Enter Dolph's password, BLOODNET, on the computer.



You learn from reading Dolph's files that he is a spy for the Hand. Return to the alley and tell Chris Modesta. Talk to Chastity and then Dolph.



Visit the Cybershop. Talk to Dr. Clean and buy the lockpick. Also, take the copper tubing you need to make the still. Head to the Transgressions Entrance in the Federal Triangle and use the lockpick on the door.



Once inside, take the pencil on the right of the computer and use it on the pad of paper to the left of the computer. This reveals the password to St. Mouchoir's computer, GODS JUSTICE.



Listen to all the files on St. Mouchoir's computer. Mouchoir's notes will fill in many vague areas. Some of the areas in his computer require more passwords; these passwords aren't available until later in the game. When prompted with "ggyttom", enter FOGGY BOTTOM. When prompted with "llt", enter HELL PIT. When prompted with "remyrdi", enter JEREMY VERDI. When prompted with "anerling", enter DEAN STERLING.

If you listened to everything currently accessible, you now have access to many new areas. Head to Dean Sterling's office in Farragut North.



Talk to Dean Sterling. He'll ask you to come back in a few days to help him track Asmodeus. Go to the Pentagon. Talk to the receptionist and select General Manghini's office. Then go through the doorway. Now talk to Sanguinarius, and accept his mission to Hell.



Listen to the mobsters, then take the mug from the table. Pick up the steel lid and go to the hostage, Krystal Getty. Free her. Return to the General's office. Head for the Voice of God radio station.



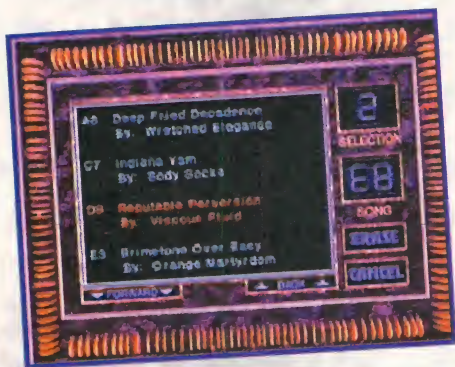
Learn about the Phreakbeats at Judiciary Square from Nick Cannon. Go there and talk with them. You find out they want to kill Oscar Drexler at Union Station. Go to Drexler. Talk to him, then head to Dante's apartment. Return to see Dean Sterling, who gives you a bomb job. Now head to Asmodeus's porn studio at Union Station.



At the studio, talk to the desk girl, Rutterkind, then talk to Asmodeus. Agree to join Asmodeus on his set in Hell. Once in Hell, talk to Asmodeus. When he falls over, you will return to his studio. Dean Sterling is there. Talk to him and before leaving, take the Psychopump. Return again to Dante's apartment.



Speak to Dante. He tells you he's connected with Deep Throat. Use the Psychopump. Enter the address to the Garage. When you warp there, Deep Throat gives you the lowdown on Hell. Return to the Interface Bar at Foggy Bottom and see Mr. Beautiful.



When you enter Mr. Beautiful's office, you see his head on the floor. Talk to the gangsters and the little demon. To solve the little demon's code, go to the jukebox and enter songs D9, E3 and E8. A hole opens in the floor. Drop into the hole and get the DAT from the gangsters. On your way out, get the cue stick and talk to Mr. Beautiful – but don't recruit him. Give the DAT to Nick Cannon at the Voice of God radio station. He plays it for you. Then visit Eschatology Inc., at Watergate.



At Eschatology, talk to Christy and Hercule. They clue you in to Resurrection Unlimited. Head to Resurrection Unlimited at Arlington. The woman standing there directs you through the door. In the hallway, use the mechanic's creeper to move under the laser security system.



In the next room, examine the corpse of Shonbrun inside the coffin. The phrase on his chest reads "Vocabulum est acquirer Ominus venire ab genitor". Head for the New Corporeal Biologics.



When you reach this place, grab the two beakers, the magnet, kerosene, and steel cup. Ask Ben Brewer about Hennelly. Then go to the Deadly Seven's clubhouse in Gang Alley and buy information on the Solux Stakes from Laura. In the Rec Room, select Scub Stevens' juryrigging

skill and put it over the copper tubing in your inventory. Then press Button B. You now have the still to give to Languo. Give it to him, then talk to him. Next, head to the Gnostics' office at Capitol South. Talk to Professor Coronary and head to the Collector's room in L'Enfant plaza



Use the electromagnet to steal the Blaze Parchment. Return to the Gnostics' office and give Coronary the Parchment. Enter the next room and get the list of readings in Latin. Go to Coronary for the last translation. The code is formed from the five clue words: get, gate, slate, stilts and late. The code word is Gesticulate.

Competition

RAGE 3: the conclusion

Here it is, the concluding part of our massive Primal Rage giveaway, in which you, yes you, could get your sticky little fingers on a full-size, fully operational, absolutely massive, butt-kicking Primal Rage arcade machine. If you've been reading the past two issues you should have the answers to the six previous



primal questions waiting in an envelope, all ready to plop the final three answers in there. The questions haven't been overly hard over the past two months, so we decided to give you something tough to chew on this time. Only a true games animal will have a chance of winning. After all, this machine is worth £3000. Right then, are you ready? Eyes left...

Q1) Name the Primal Rage Art Director we featured in our Gamemakers series in the last issue

Q2) Name the top Saturn racing title coming soon from TW Interactive

Q3) What score did we give the Super NES version of Primal Rage?

Fill in the coupon and send it to the following address:
Primal Rage Competition,
GamePro, Media House,
Adlington Park, Macclesfield
Cheshire SK10 4NP

Please tick this box if you do not wish to receive promotional material from other companies

Answers from issue 2:

Q1)

Q2)

Q3)

Answers from issue 3:

Q1)

Q2)

Q3)

Name:

Address:

Postcode:

Tel:

If you can answer all our questions correctly, you just might have a chance of winning the top prize. But, being top annoying blighters that we are, we're not going to print the first six questions again. Only those of you who possess issues two and three stand a good chance. Let's face it, if we printed all the questions now, all you lot who bought the last two issues may feel slightly cheated, and that's something that we don't want. So, now you've got everything you need to enter, what are you waiting for? Fill in all nine answers in the relevant boxes provided on the coupon, and send it to the address that we've kindly printed there for your convenience. And don't forget to include your name and address and your date of birth. A daytime phone number would be helpful for arranging delivery of the machine too, cos this thing can't just be popped in the post, and it certainly won't fit through your letterbox. Got everything you need? Good stuff and good luck!

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YOUR NEWSAGENT

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WRESTLEMANIA

ARCADE

By Bruised Lee

(Special thanks to Mark Tummell, The King Fisher, Brian Odom, Brian L. Smolik, and the Midway WWF staff)

Basic Skills

The following moves are the same for each wrestler.

Before stepping into the ring before battle, here are the basic moves every wrestler should know. The following pages break down each character's moves and combos.

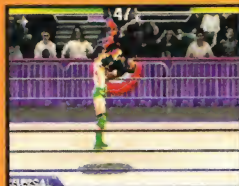
Run



To make your character run, tap (P K)

Note: Some wrestlers can do special moves while running. You can also perform charge moves while running

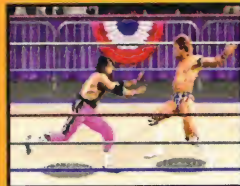
Quick Reversals



Tap →, →, PP when an opponent grabs you

Note: High-risk moves and mini combos are reversible, but super combos aren't

Shove



Hold B and tap P to push your opponent away from you. Shoving does very little damage, but it gives you time to set up your next move

Grab



To grab an opponent, tap →, →, PP

Note: After a grab, you can perform a special move or combo

Power Up



Hold B and rotate the joystick clockwise two full circles starting Away from your opponent. If done correctly, your wrestler taunts his opponent. If you perform a move within five seconds after a taunt, it does four times the damage. You can power up only once in a match

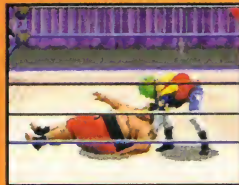
Hip Toss



Tap ←, ←, P

Note: This move is great against defensive opponents and unblockable

Hair Grabs



When an opponent is on the ground, stand by their head and tap PP to pull them up by the hair

Power Throw



Tap ←, ←, PP

Speed Up

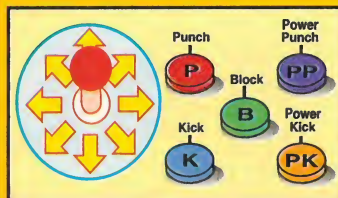
Rotate the joystick counterclockwise two full circles starting Toward your opponent. If done correctly, your wrestler flashes for a second. You move twice as fast for a short time

Super Combos



To start a super combo, your combo meter must be flashing. Your combo meter builds up gradually as you perform special moves. Super combos are not reversible

Controller Key



- ↑ = Up
- ↗ = Up-Toward
- = Toward
- ↘ = Down-Toward
- ↓ = Down
- ↙ = Down-Away
- ← = Away
- ↖ = Up-Away
- B = Block
- K = Kick
- P = Punch
- PK = Power Kick
- PP = Power Punch

Motion = Move the joystick in one continuous, smooth motion.

Tap = Tap the indicated buttons or directions in sequence.

Charge = Hold the direction or button indicated for the indicated time.

() = Execute commands in parentheses simultaneously.

Special 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.

Special moves!

doink

Boxing Glove



Tap P rapidly

Happy Hammer



Tap →, →, PK

Note: After tapping PK, tap K rapidly to repeat the move. The Happy Hammer can also be performed after a grab

The Clapper



Motion ↓ ↘ → P

Note: To repeat the move, keep tapping P

Joy Buzzer



Charge P three seconds, release P, or, after a grab, motion ↓ ↘ → P

Special moves!

bam bam bigelow

Power Punches



Charge P three seconds, release P

Overhead Grab



When close, tap (PP PK)

Overhead Back Breaker



When close, tap (PP PK). While your opponent is in the air, tap ↓, ↓, PK

Fire Grab



Hold PP, run toward your opponent, release PP

Flying Kick



Tap ←, ←, PK

Combos

Kicking Back-Breaker Combo

After a grab, hold →, tap PK, PK, PK, PP, ↓, ↓, PK

Super Combo: 20 Hits

After a grab, tap →, →, PP, PP, P, P, P, K, K, K, PK, PK, PK, K, K, PP, PP, PK, PP, PP, PP, PP

Note: Your Combo meter must be flashing to perform this combo

Grab moves!

Head Slam



After a grab, tap →, →, PP

Face Smash



After a grab, tap ↓, ↓, PK

Combos

Punching Hip-Toss Combo

After a grab, hold →, tap P, P, P, P, hold ←, tap PP

Kicking Head-Slam Combo

After a grab, hold →, tap PK, PK, PK, PK, PP

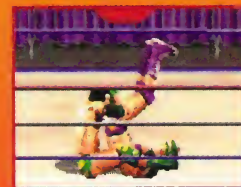
Super Combo: 18 Hits

After a grab, tap →, →, PP, PP, PK, PK, PK, PK, K, K, P, P, P, P, PP, PP, PK, PK

Note: Your Combo meter must be flashing to perform this combo

Grab moves!

Body Slam



After a grab, tap ↓, ↓, K

Note: Keep tapping K to repeat the move

Razor's Edge



After a grab, tap →, →, PP

Special moves!

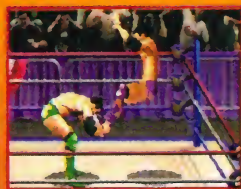
razor ramon

Quick Slice



Motion ↓ ↘ → P

Snap Mirror



Tap →, →, K

Note: Keep tapping K to repeat the move

Dashing Slice



Charge P three seconds, release P

Flying Drop Kick



Charge PK three seconds, release PK

Combos

Quick Slice Fire Pounce Combo

After a grab, hold ↓, tap P, P, P, P, PP

Super Combo: 21 Hits

After a grab, tap →, →, PP, PP, PP, P, P, P, PP, PP, PP, PK, PK, PK, K, K, K, PP

Note: Your Combo meter must be flashing to perform this combo

Special moves!

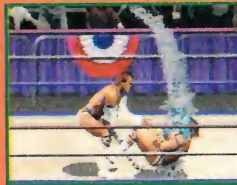
lex luger

Fist Smash



Charge P three seconds, release P

Fun Flail



Tap →, →, PK

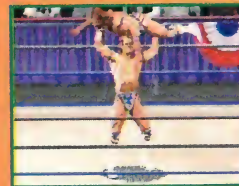
Note: After tapping PK, tap K rapidly to repeat the move. The Fun Flail can also be performed after a grab

Elbow Girder



Tap →, →, P

Overhead Grab



When close, tap (PP PK)

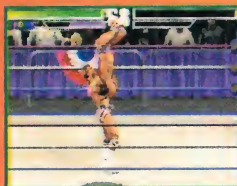
Overhead Back Breaker

Tap (↑ PK)



Grab moves!

Suplex



After a grab, tap →, →, PP

Body Slam



After a grab, tap ↓, ↓, PK

Combos

Kicking Overhand Combo

After a grab, hold →, tap PK, PK, PK, PK, PP

Super Combo:

19 Hits

After a grab, tap →, →, PK, PK, PK, K, K, K, P, P, P, P, PP, PP, PP, PK, PK

Note: Your Combo meter must be flashing to perform this combo

Special moves!

yokozuna

Salt Throw



Charge P three seconds, release P, or after a grab, motion ↓ ↘ → P

Charging Punch



Motion ↓ ↘ → P

Belly Rush



Tap →, →, P

Overhead Leg Spin



When close, tap (PP PK). While your enemy is in the air, tap ↓, ↓, PK

Overhead Grab



When close, tap (PP PK)

Combos

Head Smash Combo

When close, tap P, P, P, P

Super Combo: 13 Hits

After a grab, tap →, →, P, P, PP, PP, PK, PK, PK, PK, K, K, K, P, PP, PP, PP

Note: Your Combo meter must be flashing to perform this combo

Grab moves!

Hip Takedown



After a grab, tap →, →, PP

Vertical Suplex



After a grab, tap ↓, ↓, PK

Special moves!

bret hart

Eye Raker



Motion ↓ ↘ → P or charge P three seconds, release P

Rolling Uppercut



Motion ↓ ↘ → P

Clothesline



While running, tap PP

Sharpshooter



When an opponent is on the ground, stand by their feet and tap PP

Charging Uppercut



Tap ↓, ↓, P

Flying Drop Kick



Charge PK three seconds, release PK

Special moves

shawn michaels

Double Snapkick



Tap →, →, PK

Drop Kick



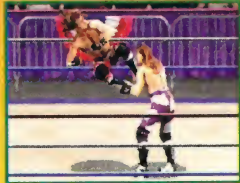
Tap →, →, K

Back Suplex



Charge P three seconds, release P

Flying Drop Kick



Charge PK three seconds, release PK

Sunset Flip



While running, tap PP

Frankensteiner



Tap →, →, PK, or while running, tap PK

Grab moves

Face Smash



After a grab, hold →, tap PP

Arm Breaker



After a grab, tap →, →, P

Grab moves

Face Slam



After a grab, motion ↓ ↘ → P

Note: Keep tapping P to repeat the move

Neck Breaker



After a grab, tap →, →, PP



DDT
After a grab, tap ↓, ↓, PK or charge PP for three seconds, release PP

Combos

Juggle Kicking Combo

Motion ↓ ↘ → K, tap K, K, K

Kicking Overhead-Throw Combo

After a grab, hold →, tap PK, PK, PK, PK, PP

Super Combo: 16 Hits

After a grab, tap →, →, K, K, PK, PK, PK, PP, PP, PP, P, P, P

Note: Your Combo meter must be flashing to perform this combo

Combos

Uppercut Jump-Kick Combo

After a grab, hold →, tap P, P, P, PP

Kicking Neck-Breaker Combo

After a grab, hold →, tap K, K, K, K, PK

Super Combo:

16 Hits

After a grab, tap →, →, PK, PK, PK, PP, PP, PP, P, P, P, PK, PK, PK, K, K, P, P, PP

Special moves

the undertaker

Shadow Neck Choke



Motion ↓ ↘ → P

Tombstone Smash



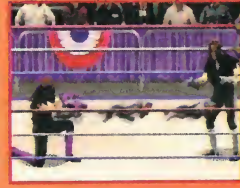
Tap →, →, PK

Shadow Neck Breaker



Charge P, run toward your opponent, release P

Grim Reapers



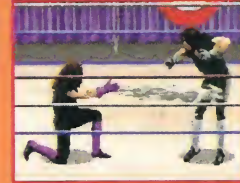
Motion ↓ ↘ → K

Neck Breaker



Charge P three seconds, release P

Stun Ghost



Motion ↓ ↘ ← K

Note: This move stuns an opponent

Grab moves

Super Uppercut



After a grab, tap ↓, ↓, PP

Mystic Glove



After a grab, tap ↓, ↓, PK

Combos

Kicking Snap Mirror Combo

After a grab, hold →, tap P, P, P, P, PP

Super Combo: 17 Hits

After a grab, tap →, →, PK, PK, PK, K, K, K, P, P, P, PP, PP, PP, PK, PK, PK, K, K

Note: Your Combo meter must be flashing to perform this combo

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Q1) Name the stock car racing game from Sony Interactive

Q2) Name the design group behind WipeOut's futuristic little icons and characters

Q3) Name a band who worked with these designers before they did WipeOut

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SPACE CADETS

After its record breaking run on SKY, and with the new series currently gracing the airwaves of BBC2, Gerry Anderson's Space Precinct has secured its very own comic book. Launched by Manga Publishing on October 31, the comic features two all-new strips capturing the excitement of the show, plus behind-the-scenes features, interviews and a special pull-out poster every issue. Aimed at the 8 - 14 year old space cadet with £1.25 to spare, the comic hopes to pull in the punters with its special free gift on issue one (a free sticker album and stickers, plus the chance to win over £500 worth of Space Precinct toys!)

DOGGY VISION

Ever wondered how a dog goes to the toilet? No, neither had we until P.A.W.S popped through the flap. It's a doggy simulator with a difference. Many of the mysteries of your canine chum are explained, and there are plenty of humorous little touches and amusing animations too. The whole package has been designed with a strong Rubarb & Custard-style theme, with the graphics and animation sequences looking remarkably like the aforementioned cartoon series. Amazingly it also has a similar effect on your giggle glands. It's bright, it's fun, it's completely pointless, but it's also ever-so entertaining.

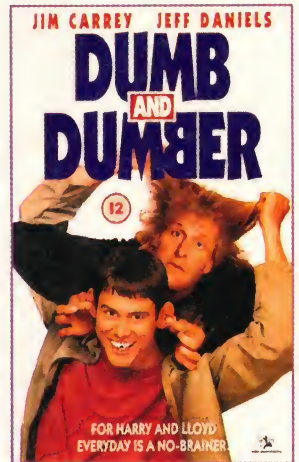


DOG BOX

Let's go to work! Res Dogs, as most of you will already know, is currently out on video rental. The retail version isn't hitting stores until next year, so, as a sort of compromise, and to make a truckload of money in the run-up to Christmas, the Res Dogs Box Set is set to grace the shelves. Two different sets are available, one costing £25, the other £50. As well as the video you'll get loads of Dogs related junk, including Mr Blonde's Zippo, Joe's little black book, and a K.Billy's Super Sounds Of The Seventies car sticker. Movie buffs will be in their element! For a chance to win one of these beauties, turn to page 71 now!

THICK AND STUPID

Jim Carrey and Jeff Daniels star in this crazy comedy about two dimwitted American morons who travel the States in search of a lovely lady and their lost luggage. A fully sized-up Dogcar, lighting farts in public and an amusing frozen tongue/pole combination all add to the slick, surreal, star-studded, stateside shenanigans on view. Top funny stuff from two rather annoying Yanks!



• Get a Grip •



REAL LIFE ROZZERS

Crash, bang, wallop what a picture! The Police Stop series goes from strength to strength with the latest addition to this family of accident packed videos. More comedy crashes, amusing accidents and downright stupid examples of driving fill the vid from start to finish, leaving anyone watching it doubled up on the sofa. Top class entertainment from the guys behind such video revelations as Riot Police, Police Stop, Police Stop 2 and erm... Police Stop 3.

ANY CHANCE OF A RUCK?

Gary Oldman's best performance ever as Bex, the super violent soccer hooligan, is now available on video. Directed by Alan Clarke (the man responsible for such hard hitting British movies as Scum and Made In Britain), the film tells the story of how footy hooliganism more often than not resembles gang warfare as the soccer scum take to the streets and clean their town in their own special way. Rated 18, The Firm isn't a film you'd watch with your gran.



IT'S THE PITTS!

Tom Cruise and big Brad Pitt headline in this rental release of last year's blockbusting vampire flick. Christian Slater also stars along with Antonio Banderas in this adaptation of Anne Rice's blood soaked novel of old. The film has its high points (Cruise eating disease-ridden rats), but also tends to drag its feet somewhat on the action side. Swoon fans will love it. Others may prefer to watch something with a little more bite.

KYLIE KOMBAT

They said the Mario movie was pants, so they set about converting Street Fighter to the silver screen and making it the best movie based on a game ever! Well, they failed, miserably, and it frankly stank of old people's slippers. But, those of you who were wise enough not to pay out good money on a cinema ticket can now laugh out loud from your very own armchair, as Street Fighter: The Movie arrives to rent on November 15. Jean Claude Van Damme, Raul Julia, and more importantly, Kylie Minogue, all feature in this terrible big budget disaster of our time. Quite frankly, it looks more wooden than Pinocchio's armpit, and we'd wager it's equally as entertaining.



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Let's Write to Ronnie

Hi kids! Enjoying our fourth issue are we? Good stuff, that's what we like – happy punters. As usual you've battered my postbag into submission with your usual onslaught of queries and gripes, but being the informative bloke that I am, I've managed to blast my way through them quicker than a Frenchman with a nuclear detonator. Anyway, enough about me, let's get on with the show...

NIT PICKING

Whilst reading the free SonyPro supplement which came free with issue two, I noticed that the screen shot of the Ridge Racer title screen on page 12 does not have Namcot's name on it. Instead it has Namcot's. Why is this? I thought Ridge Racer was developed by Namco.

Gary Osbourne, Cleveland

It is Gary. However, our version is Japanese and it has Namcot all over it. It's the Japanese way of doing it apparently. Don't ask me why. I'm not Japanese and it frankly isn't that interesting a question.

BOSNIA BLOKE

Please send me a large T-Shirt. Sorry my letter is a little late but I've only just got your magazine. Could I have my T-Shirt before the 20th of October please, cos I leave this grim place then.

Sgt DC Hunn, Bosnia

Atten... shun! Right then you 'orrible little worm! Want a fancy T-shirt do ya? Impress your mates will it? Eh? Eh? Eh? Well you're gonna 'ave to work for it sunshine, we don't just 'and 'em out willynilly you know! If I give you a shirt, I want something in return, understand? Don't worry, I don't mean scrubbing out the latrines with your toothbrush or anything as exhausting as dropping and giving me 30, it's something quite simple in fact. So simple, even you and your mates could manage it. All you have to do is get one of your squaddies to take a picture of you – in your GamePro shirt – doing something manly and army related. If you do that and send us the piccy, who knows, I might even send you some more shirts. Anyway, all the best army bloke, and I hope the shirt gets to you in time!

IRRITATE...

Should I wear my blue jumper today or throw caution to the wind and go with the red one?

Luce Brie, Didsbury

Red, always the red. After all, better red than blue... no that isn't right.

USEFUL SECTIONS

Great work on the first two issues, especially issue two with the excellent S.W.A.T.Pro section. The MK3 and Primal Rage sections were really useful. Anyway, let's get to the important part; I'm definitely considering getting a PlayStation and I've got to make some gaming choices. Could you make this easier for me by answering my questions?

- 1) What's better, Battle Arena Toshinden or Tekken?
- 2) In the super SonyPro supplement it showed secret and death moves for Gaia and Sho. Are these extra characters? If so, how can you play as these geezers?
- 3) When will Goalstorm be released for the UK PlayStation?
- 4) And finally, what games will be out on the PlayStation on release?

Mr G Pleaseprinthisletter, Essex

Oh dear, oh dear, oh dear. Why is it that you kids can't make up your own minds about which games to buy? We provide you with a mag full of reviews and previews so you can build up your own opinion on which games you'd prefer to purchase, and still you write in asking us to make the decision for you. Would you rather we have a section of the mag saying 'BUY THIS!' and another one entitled 'DON'T BUY THIS!'? It all comes down to personal preference mate. I don't know what kind of games you like to play, only the ones I like to dabble about on. If I told you to buy Tekken instead of Battle

Arena Toshinden and you didn't like it, you'd hate me wouldn't you? I'm sorry, but I refuse to answer questions like these. As far as your other queries go, if you want to play as Sho or Gaia you must write to SonyPro and get the full cheat rundown. Goalstorm will be released early next year, Kileak The Blood, Toshinden, Jumping Flash, Ridge Racer, Rapid Reload, WipeOut, Novastorm and 3D Lemmings will be available from launch, but as the PlayStation was launched just under a month ago, you should know this by now. I hope this helped.

AND ANNOY...

What should I have for my tea tonight? My mate says I should have those burger bites and beans, but my Mum prefers me to eat more healthy stuff like salad and cress. What do you think?

J Bland, Sadville, Ohio

Go away.

CAN I HAVE A SHIRT?

I have a cheat for Aladdin on the SNES. To get to the last level, simply enter: Aladdin, Princess, Monkey, Old Man. I also have cheats for SF2 Turbo: When the Capcom sign appears, press down, R, Up, L, Y, B and it will prevent special moves. Lost Vikings on the SNES has a level select: On the title screen hold down the buttons X, Y, A and B simultaneously.

Alisdair Taylor, N. Ireland

Cheers. Nice one. Top tip. Wayhey! Ooh I'm so excited I can hardly contain myself. Oops, I can't. Oh dear, another trip to the toilet for me. Want a shirt do you old pal? Well, you done good, but next time, try tipping some more recent games

rather than ones you could have ripped off from some other six month old games magazine. How do I know you've worked these cheats out for yourself and not read them elsewhere? I don't, and if I carry on handing shirts out to everyone there will be none left for those who deserve them. Sorry mate, life's a bitch.

SEGA SUCKER

Excuse me for asking, but why do you love the PlayStation so much? Why is there this massive debate about which company will win the next generation console war? You say that both the Saturn and the PlayStation can produce perfect arcade conversions and bring them to the home, am I right? Well, have you been to your local arcade recently and seen how Sega's games are kicking butt compared to other companies (ie Namco)?

Now you seem like a cleaver (sic) bloke to me Ronnie, standing there with your bowling ball, so tell me this: If Sega's arcade games rule and the Saturn can convert them perfectly, what will happen? THEY WILL BE RELEASED!!! Ha Ha Ha! Then we'll see who wins the console war won't we? Ridge Racer just beating Sega Rally to the flag? I think not! Tekken beating Virtua Fighter 2 in the battle for best beat'em-up? Yeah mate! Winning Eleven outscoring the most excellent Virtua Striker? Not a chance! Sorry Sony, it's back to TVs for you! You must print this letter as I'm sure Saturn owners are getting sick and tired of hearing you praise the PlayStation.

Tom C, Winchester

Tom, a few questions. Are you completely bonkers? For one, I'm not a "cleaver bloke" and have never been in contact with large food

cutting implements in my life, despite what the police say. And secondly, do you by any chance work for Sega? If not, why are you getting so worked up about this? I can understand that you regard Sega's arcade games the best in the world, but if it has escaped your attention, Sega hasn't converted any of these hard hitting arcade blockbusters to the Saturn yet, and Sony has. Admittedly VF2 and Rally will give Tekken and Ridge Racer a run for their money, but they aren't available yet! When they are we will no doubt be praising them to high heaven, but until that day comes, we'll be raving about the current but kicking pieces of software. Virtua Fighter, no matter what you say, doesn't pack as big a punch as Tekken, and Ridge Racer definitely has the lead as far as the Daytona battle goes. So stop moaning and wait for Sega to back up its arcade conversion promises. As you may have noticed in this issue, we do actually have something nice to say about Sega's products, so stop calling us PlayStation praisers! Git.

GET AN OPINION

I would be very grateful if you could answer these questions:
 1) Is the Saturn worth buying?
 2) How long before the prices drop on the Saturn?
 3) Hold on! I get hold of issue one?
 4) Will Virtua Fighter ever be available on the Mega Drive or PC? If so, when?

Gareth White, Middx

And I would be very grateful if people stopped asking me to make their minds up for them! Of course the Saturn is worth buying. What do you think it is? A paper weight perhaps? Prices won't start dropping for a while yet Gareth, so if you want one, buy one. If you don't, don't. It's as simple as that. To get hold of a copy of issue one, all you need to do is send a cheque for £3.00 to GamePro Back Issues, Media House, Adlington Park, Macclesfield, SK10 4NP. And finally, Virtua Fighter will be released for the 32X but not the Mega Drive. However, rumours have it that a PC version of Virtua Fighter Remix is soon to be released together with

Diamond's funky new NV1 graphics board which allows PC owners to play Saturn software. Cool eh? Hope this helped, but if you write in again, make sure all your questions are a little more, you know, interesting.

CAN I HAVE A SHIRT TOO?

Can I have a shirt? Medium size, not too long in the arms, you know the sort I like. Cheers.

Simon Hayes, Essex

No.

GEORGE & MILDRED

I was given a game made by Blue Sphere in 1993, and distributed by UK Gold, called "In Extremis" for my 13th birthday last week. Unfortunately, disk four has two files on it that are unreadable and UK Gold told me it is no longer available. As I cannot send it back to the shop, I thought you might be able to help me. See, no moans! Have any of your readers got this game and can they let me have a copy of disk four?
 Tim Sherman, Somerset

In Extremis eh? UK Gold you say? I was under the impression that UK Gold distributed such classics as *Are You Being Served*, *Dad's Army* and early episodes of *Brookside*, not videogames. Tim! Tim! Do you have any idea what you're asking me? I can't ask my loyal readers to give you a copy of disk four, simply because that would be piracy. Videogame piracy, the sort of thing this industry can do without quite frankly, and I don't appreciate you trying to get me involved in some petty disk copying ring. Your letter did raise a few questions though. Firstly, why can't you take it back to the shop and explain your problem? And secondly, why would you want to play this game anyway? It's completely pants!

Ronnie lives at:
 Media House,
 Adlington Park,
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 Cheshire SK10 4NP
 and he'd love to hear from YOU

ARCADIA BY Dave Howell and Paul Van Linden ©95



internutter

As a special treat for er, well me I guess, this month's Internutter is all about the sexy girls who inhabit the Internet. As a predominantly male-occupied arena there is no shortage of pictures of attractive girls to look at and download. Within minutes you can get quite a collection of bikini clad lovelies going, and while it may not do much for the image of the new man of the nineties, I know it's something you are all interested in. So come with me as I dig up some of the best babe sites on the Net, and point all you angst-ridden teenagers in the right direction for some hot dating tips that might come in handy when you finally get off with Sharon outside the chippy on Friday night. So, get your best trapping trousers on and let's go and pull some Net chicks.

How am I possibly expected to control myself with a page like this? The Daily Bikini is a good source of, er, bikinis



It's like a Thursday morning down at Clacton beach isn't it? Nice boulders though I'm sure you'll agree



Let me introduce you to my girlfriend! We've actually been seeing each other for years

As usual, the best place to start if you haven't got a clue is one of the search engines, such as Yahoo – (<http://www.yahoo.com>). This is a tremendous starting point for any subject on the Net. Just type in a relevant key word, hit enter, and you'll be presented with a list of links. I started my search by using the word "models", and while this did spin up a couple of babe sites, for the most part I was presented with a list of sites telling me all about the latest models of various vacuum cleaners, cars and helicopters.

A new approach was needed. What word or words would bring up the kind of girl I'd like

to see plastered all over my screen? Then, in a flash of inspiration, the words ploughed into my mind like a dirty, mud-soaked farmer tending his fields – "Pamela Anderson". Sweating, I keyed in the magic letters and pressed Enter. It seems Ms Anderson is quite a popular topic for the millions of Net Nerds out there. Many of the sites promising her charms were either closed down because they'd simply been too popular, or were too busy to access at all times of the day.

However, with some careful probing, this journalist was able to gain access to the secret treasures of the Web. There she was in all her glory (and I

mean all her glory). Chances are most of you, especially if you're aged around 16, have got a copy of the Playboy she appeared in tucked under your mattress. Well, all that filth is on the Net too.

There are also plenty of Pammy pictures where she has clothes on, but you're/I'm not interested in that, so we'll skip onwards.

The Miss Metaverse contest is an interesting concept in female interactivity that has been going on for quite a few months now. It's actually a bit of a publicity stunt designed to accompany the launch on CD-Rom of the world's first electronic beauty contest. Sexy people (male or female) were



Goodness, your skirt is falling off. Typical, just when someone takes a picture as well!



I'm not being funny love but you've got strange eyes. I had to point that out readers, because the chances of you getting that far up were slim!

Token arty shot to justify the whole two pages... I mean, er, er, oh why am I bothering?

invited to send in pictures of themselves, or even digitised movies, along with clips of their voices to be showcased on-line. Then we come in. We peruse what's on offer and give a mark out of 10 depending on how much we fancy them. So, for the sleaze queens it's a massive 10, while the real dogs get nil points. Interesting and unusual – check it out.

About Girls is a site most males will be interested in. But be warned! It can get a bit near the knuckle at times. Basically, each week, five girls are chosen to answer boys' questions on dating, sex and so on. So, if you need a little bit of useless advice on your

love-life, you may find what you need to know on this site.

Something else that isn't totally girl-related but is an interesting site for other reasons (are there any?) is The Daily Bikini. This Web site is sort of an on-line magazine that updates every day and runs some quite interesting features. But whatever its editorial content, there can be no denying that its major draw is the daily-changing cover picture of a girl wearing a bikini.

Some of the girls are stunning, making it a perfect site for all you collectors out there.

Many of the other sites I visited contained lots of gratuitous pornography unsuitable for your eyes, so in the

interest of public decency I had to download everything and keep it to myself.

There are loads more babe-related antics available on the Net if you are willing to look around. All you have to do is put the right words in the search engines and see what comes up. However, the sites listed on the right and the links from them should keep you busy for a while.

Next month the Internutter will be looking at the bizarre world of Net dating and Net marriage. Could you meet your ideal partner electronically? Tune in for a blind date, making sure you're wearing a pink carnation and carrying a rolled-up newspaper.



Internet addresses:

The following addresses can be found on the World Wide Web

The Daily Bikini – <http://www.web.com/~aselet/babes.html>

Pamela Anderson – <http://www.mordor.com/ish/pam>

Models Lynk – <http://www.modelslynk.com/models/swim.html>

Ms. Metaverse – <http://www.virtualvegas.com/mv>

Garden of Marlo – <http://www.cyberzine.com/art/maril>

About Girls – <http://aboutgirls.com>

Dateline On-line – www.datelineonline.com

Next Month



Yep, Sega's big beat'em-up *Virtua Fighter 2* should be with us next issue, so expect a whopping great in-depth look at this year's most eagerly awaited next gen fightfest. Exclusive pics and loads of virtua news will be waiting for you on November 26. Be there! Not only that, but we have the excellent SNES version of those tabletop tearaways *Micro Machines* up for review. We've also given mass coverage to *Sega Rally*, *Frantic Flea*, *Actua Soccer*, *Top Gun*, *Grand Prix Manager* and *Virtua Cop*. Team

17's cheeky earth-eating *Worms* storm thousands of different formats next issue, and they're all begging for review space, as are more than a handful of top notch PlayStation products. You know you'll be sorry if you miss out, so make sure you get your hands on a copy of the next issue of *GamePro*. You'll be the envy of your friends and the talk of the town before you can say "Keith Chegwin".
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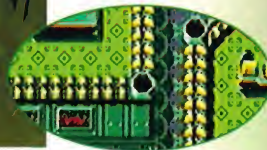
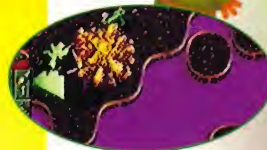
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