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£2.50 FEBRUARY 1996 ISSUE 6

GamePro

HEERE'S JOHNNY!

The Bazookatone boy rocks his way onto your shiny new PlayStation!

FREE MUSIC CD!



Hey Daddio! Get hip to the beat and lay my free funk CD on me, man! Ya know, before I like, freak out and start getting heavy wid yo ass!

101 TOP XMAS GAMING GIFTS INSIDE!

SEGA RALLY!
ROARS ONTO YOUR SATURN

TEKKEN 2!

COMPLETE ARCADE PLAYER'S GUIDE

DIDDY KONG'S QUEST!

THE RETURN OF THE FUNKY GIBBON

THUNDERHAWK 2!

RED HOT CHOPPER ACTION

LONE SOLDIER!

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VIRTUA FIGHTER 2!

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GamePro UK Edition Issue Six

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027

ALIENS ACTUA SOCCER SHOCKWAVE WRESTLEMANIA TOP GUN THE DIG GAMEPRO: BLAME IT ON THE BOOGIE

CHOOSE YO



Forget fighting in the streets, forget combat with other mortals, if you want to experience a real head to head challenge full of gut wrenching, nerve shredding tension, then take on the best in the world of golf in World Cup Golf.

World Cup Golf is an amazingly accurate simulation specifically designed for CD formats. Utilising full motion video images rendered on Silicon Graphics machines it plays better than it looks and it looks brilliant.

Offering every conceivable competition format, hole by hole fly-bys, computer controlled opponents with "artificial intelligence" and better practice facilities than the Open, World Cup Golf has everything in the bag for the serious arm chair golfer.

YOUR WEAPON



WORLD CUP
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ocean





its in
 your
 blood

its on
 your

SUPER NINTENDOTM
 ENTERTAINMENT SYSTEM







J

ingle bells,
Batman smells, blah, blah, blah,
blah, blah. It's Christmas! Or is it?
Anyway, we're giving you even more
free stuff! Free worms, free meat and
now we're giving you free music!
Whatever next? We do hope you
enjoy the funky beatfest that came
attached to this very issue, and a
big respectful pat on the back for
good old Johnny Bazookatone is
most surely overdue by all of us here
at GamePro HQ. In this month's mag
you'll receive the usual whopping
portion of reviews, an absolutely
awesome dollop of exclusive tips and
guides, plus bucketfuls of bubbling
previews also await your wide eyes.
As if all that wasn't enough, there's
an exclusive look at how this month's
cover star and his new game was put
together by US Gold, plus - gasp - a
chance to see the Pros getting beaten
to a pulp by the S.A.S. Everything's
funky here at GamePro HQ and we're
all looking forward to spending the
winter break relaxing, drinking and
being very merry indeed, and then
coming back in the new year and
starting this crazy gaming
business all over again. You've been
warned, next year's gonna be large.

Prepare yourselves...

GamePro

February 1996 Issue 6

Heeere's Johnny!

US Gold's Bazooka boy blasts his way onto the PlayStation in an action-packed rollercoaster of a platformer. A rock 'n' roll star? You betcha

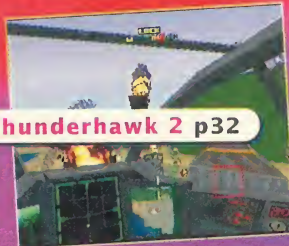


Following on from last issue's meat fest, this month we've given you a tasty treat for your ears with a Johnny Bazookatone music CD. It's GamePro issue six and we're still rockin'!

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ProReviews

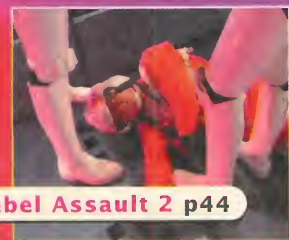
If you've received that unwanted pair of socks from Granny this Christmas, then go and get a refund. With that extra cash bulging in your pocket, you can peruse the following 30 pages of reviews and make that gamesbuying decision so much easier



Thunderhawk 2 p32



Virtua Fighter p40



Rebel Assault 2 p44



Diddy's Kong Quest p48

82

ProSpects

There have been plenty of quality games throughout the whole of 1995, but it's the start of a new year and you may be wondering what gaming delights are coming your way. If so, turn to page 82 and read about 1996's forthcoming attractions



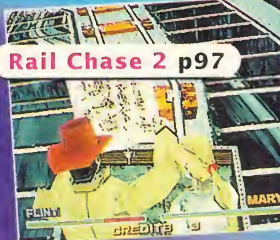
Star Fighter p94



Bad Mojo p95



Gex p96



Rail Chase 2 p97

64 Uzi Rider

When Millennium phoned us up the other week and asked whether we would like to star in the FMV footage for Deadline, its forthcoming game, we of course replied, "Yes". Little did we know that we were to don terrorist-like clobber and take on the might of the S.A.S. Turn to page 64 to check out the action from the "shoot".

68 A Star Is Born

He's on the cover, he's got an Elvis quiff, he's more rockin' than Oasis and he's heading for a debut number one. He's Johnny Bazookatone and he's going to be famous. GamePro sneaked off to the headquarters of one of the country's top programming houses, ARC Developments, for a sneaky peek behind the scenes to see how its next generation platform star is coming along. More than 30 people have worked on the project, making it one of the biggest ever attempted. We find out how it all clicked into shape.



Regulars

10 Eye Witness

Top news on the forthcoming Ultra 64 and snippets on Virgin's latest ad campaign. We've also got top pictures of MN8 and Ex-Take That star, Robbie, playing PlayStation.

135 Back Issues

If you missed issue four's Worm Lolly extravaganza and issue five's meaty treat, then turn immediately to page 135 and order yourself a back issue

138 Subscriptions

Look, you get the mag delivered to your door a week before anyone else gets it, each issue only costs £1.25, and for this month only, you get a free and highly stylish GamePro T-Shirt

140 Get a Grip!

Featured this month: The genius of Prince Naseem, a Kurt Cobain tribute on video, CDs featuring musical starlets such as Orbital, Chemical Brothers, Menswear, Marion and Ash, freaky mouse mats, X Files graphic novels, and much, much more!

142 Let's Write to Ronnie!

Considering the amount of letters we've had on the subject, it seems the worm lolly issue went down a storm. Check out what your fellow readers had to say on page 142

144 The Internutter

The Internutter dons his Judith Chalmers outfit, grabs his suntan lotion, and checks out holiday destinations from around the world on the Information Superhighway

Feature: 101 Gaming Gifts for Xmas

It's Christmas and it's time to shop until you drop. But remember, as well as giving, there's plenty of receiving to be done. Circle your chosen gift(s) and leave this handy four-page feature somewhere in the near vicinity of your parents and relatives. If you're lucky you might be able to con them into buying you a next gen console



78

SEGA RALLY

The best coin-op conversion ever hits the Saturn, and we bring you a special four-page review on why exactly you should buy it immediately. If you haven't got a Saturn, then get one of them too. Can you really afford to miss out?



76 Worm Nation!

Worm scoffing photos of the gruesome deed, including the winning entry! That's right, we asked the nation to eat a worm and they responded magnificently. Er, funny lot aren't you? Would you put your hand in the fire if we asked you too? Check out next month's Best Burnt Hand competition...

S.W.A.T. Pro

98

If you've been having gaming problems, then this is the part of the mag that'll help you out. Turn to page 98 and learn those all-important Tekken 2 moves, wander around Yoshi's Island with ease, and check out some special tips for Mortal Kombat 3



Tekken 2 p100



Yoshi p116

72 A Whole New World

We look at games which are more interactive than you can possibly imagine, and scoop a top interview with Internet video star Wavvy Davey Winder, who gives us his controversial views on the Internet and the telecommunications revolution

Holiday Correspondent: Jay Sharples
 Deputy Editor: Paul McNally
 Staff Writer: Biff
 Art Editor: Jim Eagers
 Art Assistant: Gaz Adams
 Production: Neil Jackson
 Contributors: Paul Roundell
 Steve McNally
 Mark Forbes
 The Cartoon Associates

Systems: Nic Moran
 Dave Stewart
 Andy Teague

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

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SPECIAL THANKS TO:

Our special American correspondent, Jay and let it be said that he's not the type of bloke to run off to the States at the drop of a "PR exercise/free beer-fest" hat. Thanks goes to Jason Dutton at MicroProse for the food, drink, go-karts, helicopters and top mid/cowpat combination. Paul Roundell for his amazing speed marathon and his careful driving skills. Bob Powledge & Jeanette Average, Raz & Rave for taking the plunge (and making the right choice of course), Landlords for being true Christians (Though shalt not leave without being ripped off), Underground Pizzas.

Motto of the Month:

If you like it, try it. If you don't like it, try it, you might like it!

eye witness

Christmas is coming and rich software producers' wallets are getting fat. Read on to find out all about the Ultra 64, Spiderman, Sega's top new CDs, new risky adverts from Virgin, budget software, latest releases, loads of celebrities looking daft, and an unhappy man sat astride an oversized terrier. Where else on the planet could you find such tales of gaming goodness? Nowhere!

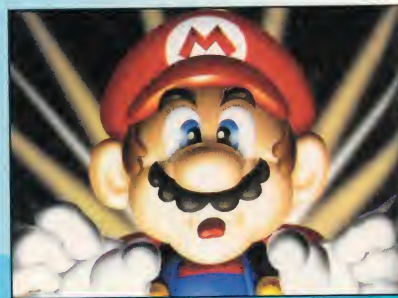
eye witness

Ultra 64 warms up for action

Here it is in all its glory. The Nintendo model will be causing quite a stir when it eventually gets released in this country



LucasArts is creating Star Wars goodies



Mazza's back! Yes, the U64 looks certain to be on sale with some hot Mario action



Top Gun will let you relive your dreams



No Tom Cruise in sight in this game



Doom is Williams' donation to the U64

AT THE winter Shoshinkai show in Japan, Nintendo displayed its new next generation contender, the Ultra 64, and the system's never-seen-in-public-before three-handled control pad. Also on show were 10 games for the new system, mostly from third party developers, coming under the guise of The Nintendo Dream Team. Included in this line-up of industry giants is Acclaim, which will be producing Turok: Dinosaur Hunter exclusively for the new console.

Williams displayed what is said to be the best version yet of the hugely popular Doom title, plus its new arcade screamer, Open Ice. Mindscape has Monster Dunk looking pretty darn cool, MicroProse is porting over its new title Top Gun for the Ultra 64, GameTek has the very impressive looking Robotech, and Sierra goes for the flight angle with its title, Red Baron.

The Force will also be with Ultra 64 owners due to the fact that LucasArts is coming to

Nintendo's party in a big way. Both Nintendo and LucasArts are collaborating on Shadows Of The Empire, a never-before-told addition to the classic Star Wars saga. The game will appear sometime in mid '96, exclusively for the Ultra 64. Shadows Of The Empire is set between the film plots of Return Of The Jedi and The Empire Strikes Back.

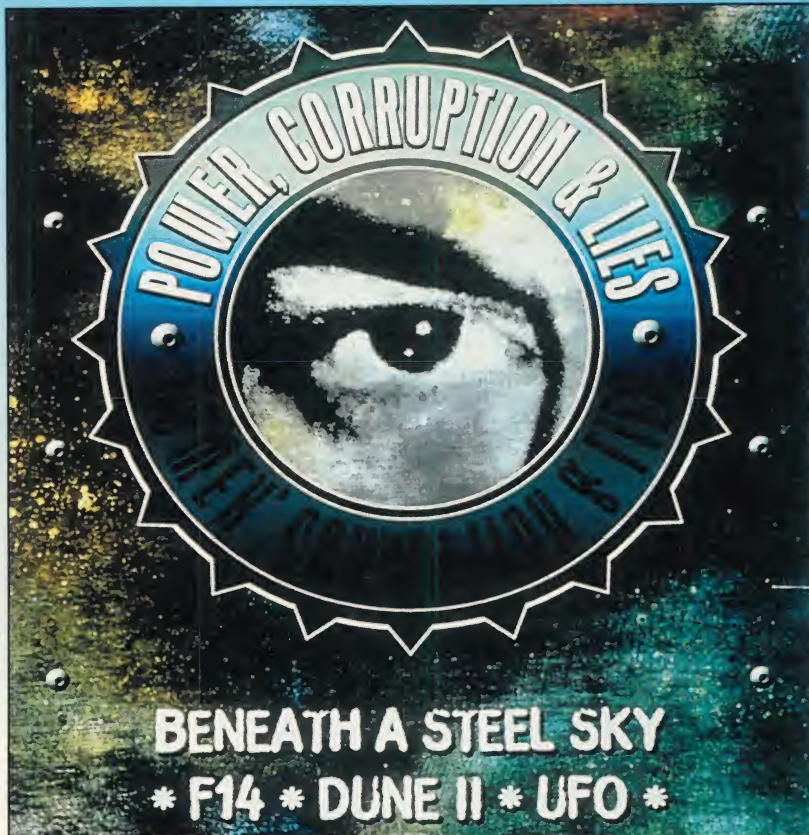
While the story is new, many of the characters will be familiar. Gamers will confront such infamous nemeses as Boba Fett,

Jabba The Hutt, Darth Vader, Imperial Walkers and, of course, the Emperor himself, in addition to a dominant new enemy.

As usual for Star Wars-based games, flying vehicles, including snowspeeders, will figure prominently in the action. This time however, the player will have complete freedom of movement as they fly using new 3D techniques used in conjunction with the Ultra 64. We'll have more news on this boombastic machine next issue!

Power, corruption & lies

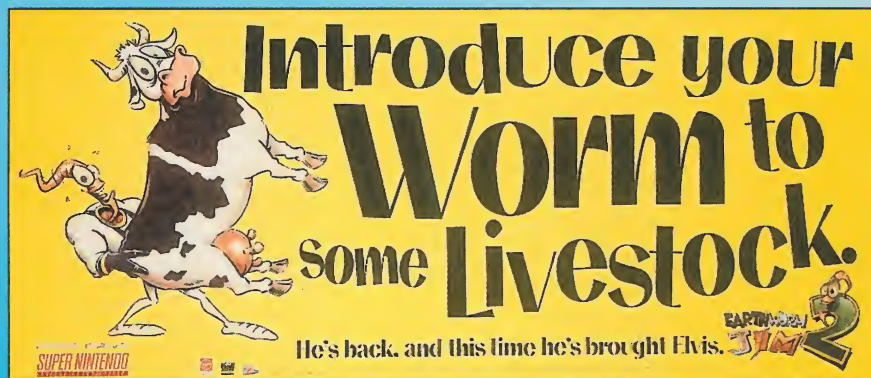
NO, NOT the New Order album of old, but a new and exciting set of PC CD-Rom releases from our pals at Virgin. Following the amazing success of its White Label series, this latest collection aims to hit the top of the charts with classic compilations of previous best selling software. The first in the collection features *Beneath A Steel Sky*, *F14*, *Dune 2* and *UFO: Enemy Unknown*. Top PC playability at an affordable price. In the shops soon.



Virgin takes the proverbial

VIRGIN INTERACTIVE'S latest tongue in cheek advertising campaign is for worldwide hero and previous GamePro cover star, Earthworm Jim. Promoting the Mega Drive and SNES versions of Jim's latest game, the

adverts are being displayed in thousands of gentlemen's urinals, as well as large billboards being placed around the tube stations of the land. Highly funny, and guaranteed to frustrate some old fogey!

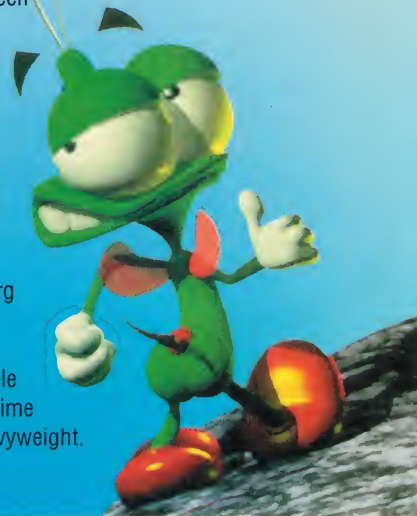


Animated insects

GAMERS ARE happily getting Bugged, according to Sega Of America. Bug!, Sega's new Saturn 3D platformer stunner, has turned the cheeky insect into such a popular character over in the States that discussions are currently underway for an animated TV series. With 150,000 copies sold in America alone, Bug! ranks as the Saturn's second most popular game behind Daytona. News on a similar UK success has yet to be confirmed.

In other Sega news, the video game giant has just allied itself with DreamWorks and MCA, with the aim of opening several new location-based entertainment centres in late 1996. The centres will feature hi-tech

attractions, arcades and simulators. In case you didn't know, DreamWorks is the production company formed by Steven Spielberg and other entertainment innovators, while MCA is a long time Hollywood heavyweight.



Protect your
WORM
from
the
evil
pussy.



Cheats always prosper

DATEL HAS done it again! Not content with allowing UK Saturn owners to play import games on their machine and let them all have loads of free cheats into the bargain thanks to their funky new Saturn Action Replay (RRP £54.99), now Dattel has set its sights on Sony's PlayStation. Yes, the PSX Action Replay should be in the shops by the time you read this, and with any luck it'll still have its £29.99 price tag on their too. Loads of readily

programmed cheats let you complete your fave PSX titles with the greatest of ease (such as Ridge Racer, Tekken, Rayman etc...), but unfortunately you won't be able to play import discs with the device, as you can with the Saturn version. However, Dattel assures us that there will be a PlayStation converter on sale soon.



eye witness

Sound room

NOT CONTENT with sponsoring the Inline Skating Extreme Championships last month, Sony Computer Entertainment has ventured into clubland. London's top trendy dance venue, The Ministry Of Sound, now has its very own PlayStation room thanks to the guys at Sony. As you can see from the photo, clubbers can now chill out and relax in front of a roaring PlayStation rather than getting all hot and sweaty on the dancefloor and collapsing through sheer exhaustion. And it's cheaper than the old arcade machine in the pub.



X-Men in May



ACCLAIM ENTERTAINMENT'S forthcoming comic combat spectacular, X-Men: Children Of The Atom, has had its release date put back to early May. The game is currently available on import, but of course comes with the hugely inflated price tag that we all know and love. So financially, your best bet is to bite your lip and wait for the new year. This applies to both Saturn and PlayStation versions by the way.

Robbie's back!



BACKSTAGE AT Top Of The Pops the other week, Sony again supplied the popsters with some pre-song play time in the form of a PlayStation and a copy of Ridge Racer. One such popster, namely ex-Take That dreamboat and now reformed hard Northern geezer, Robbie Williams, spent several hours glued to the monitor. It later transpired that a Sony employee had in fact coated both handset and TV in an extra strong sticky adhesive. Eh? Eh?

PAGE MISSING

PAGE MISSING

MIRROR, MIRROR ON THE WALL..



..who is the sickest, baddest,
extra-terrestrial killer
of them all?

THIS IS A REFLECTION OF YOUR WORST FEARS

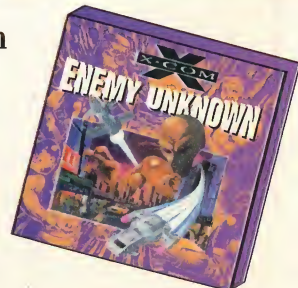


X-COM Enemy Unknown AVAILABLE NOW for the PlayStation

MICRO PROSE

Spectrum Holobyte - MicroProse World Wide Web Site: <http://www.microprose.com>

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Virtua visuals

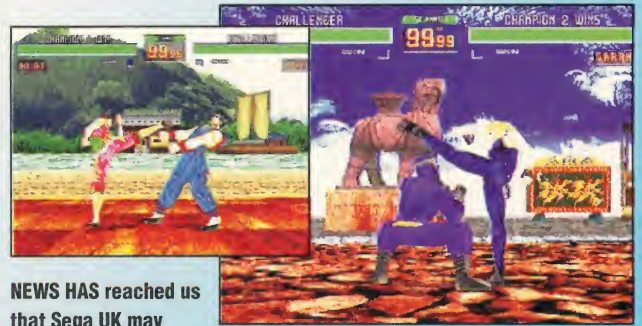
OVER IN Japan the kids are going crazy over anything that bears the mark of Virtua Fighter. Like in the old Street Fighter days, the gamesplaying youngsters are willing to part with their hard earned yen for any piece of tacky plastic tat or logo emblazoned item of clothing, as long as it has some

relevance to their favourite next generation fighting heroes. The latest item of VF memorabilia is the CG disc. When placed into your Saturn,

the disc displays hi-resolution images and the woeful karaoke singing of Jacky and Sarah Bryant. Jacky is seen looking butch whilst shooting pool and driving his fancy red sports car, whereas Sarah takes it easy by the side of the pool, enjoying Pai's company and then lounging some more. Follow up discs of all the Virtua Fighter crowd are planned.



Sega misses Xmas boat



NEWS HAS reached us that Sega UK may

miss out on the Christmas videogame buying bonanza due to late shipping of two of its strongest titles yet. Virtua Fighter 2 and Sega Rally Championship (both reviewed in this very issue) look certain to hit stores early in January, instead of their predicted late December release date.

The only Sega Saturn title that looks like it'll definitely be on sale this Christmas is Virtua Cop, which, if all goes according to plan, should be on sale December 8, along with the essential game gun for all the top shooting action.

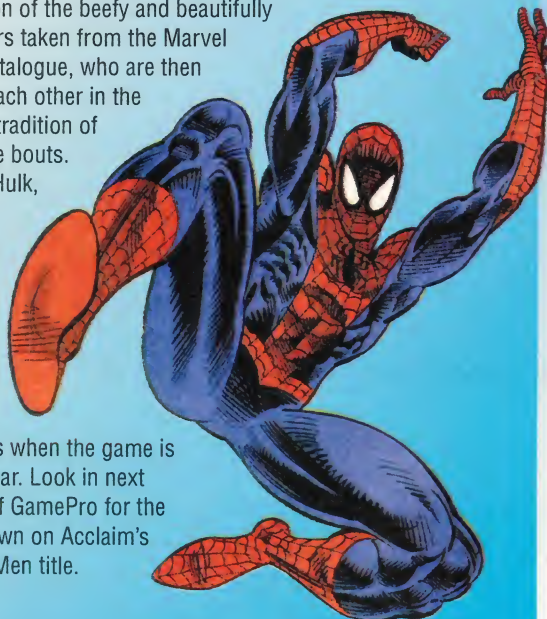


Marvel unleashes new title

AFTER THE roaring success of X-Men: Children Of The Atom in the arcades, Marvel Comics and Capcom are all set to release another comic beat'em-up, this time on both home and arcade formats.

Marvel Super Heroes stars, as the title suggests, a wide ranging selection of the beefy and beautifully drawn characters taken from the Marvel Comics back catalogue, who are then pitted against each other in the time honoured tradition of the best of three bouts.

The Incredible Hulk, Wolverine, SpiderMan, Juggernaut, Iron Man and many more will all be playable and raring to go for you paggadicts when the game is released next year. Look in next month's issue of GamePro for the definitive lowdown on Acclaim's forthcoming X-Men title.



Handheld killer

ALL OF you Game Boy owners out there in need of some serious beat'em-up entertainment can relax this Christmas in the knowledge that Nintendo's corking arcade and SNES stormer, Killer instinct, is now available for your monochrome handset. The game features eight selectable characters, one or two player action - including special moves, high tension danger moves, and all those great combos and attacks. In the shops now!



CyberSpeed

FOR DEDICATED speed freaks

"A RACER WORTHY OF RECOGNITION... SUPERB. 88%." - PLAYSTATION PLUS

a RACE

"FRANTIC RACING BONANZA." - GAMEPRO

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for



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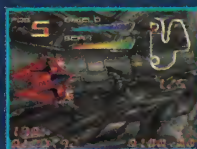
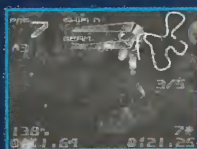
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No self-respect ...



...bad taste...



... and gratuitous pictures of birds

It's what we're famous for

ON SALE NOW IN
SELECTED SEEDY
EMPORIA

プレイステーションでも 処理速度はシビアな問題

——プログラム言語ってC(*9)ですよな? これまでは68000とかのアセンブラ(*10)ばかりだと思っただけですけどその言語の違いからくる障害などありますか?

竹田「Cは学生のと看からやっていたんで、そういう意味ではあんまり苦勞はしなかったですね。でもそれまでは、ずーっとアセンブラで。あと、間にスーパーファミコンとか入ってきたんで、それでまたゴチャゴチャしたりってのはありましたね」

——同じアセンブラでも石が違くと結構混乱しそうですよね。そこにさらにCがきて……。

竹田「でも今はもう慣れてきたんで“ああ、やっぱCはいいな”って(笑)」

——やっぱりCのほうが楽ですか?

竹田「慣れればの話ですけど楽ですね。そのへんアセンブラだとなんでもできちゃうんですけど、Cだと細かい処理とかがどうやればいいのかよくわかんないんですよ」

——これは素人から見ての話ですけど、プレイステーション(以下PS)ってマシン性能が相当高いですよ。だからCで適当に組んでも意外となんでもできちゃうような気もするんですけど、そのへんプログラマーの立場からみてどうですか？

竹田「……あんまりそうでもないです」

下野「危険な発言が(笑)」

——やっぱりムチャするとすぐに限界がくると？

竹田「最初はなんでもできると思ってたんですけど、押さえるところは押さえてやらないと、すぐに処理落ちとかに直面しちゃいますね。でもそれもプログラムの組み方しだいなんですけど」



SONY PRO

On Sale December 28

Making sense of the PlayStation world

ProReview



Hot games! Hot games! Get yer hot games 'ere! Yes, that's right, hot titles from the interactive eye candy warehouse have been arriving all month here at GPHQ, and we've still managed to fit them all in one whopping issue of fun, frolics and funk. For a more in-depth idea of what's been reviewed this issue, take a glance over to the right, where you'll find details on the best reviews of tomorrow's games, today

DONKEY KONG COUNTRY 2

p.48

Join Diddy and Dixie as they team up to rescue Donkey Kong from the evil clutches of K. Rool in Nintendo's gorilla-filled follow-up

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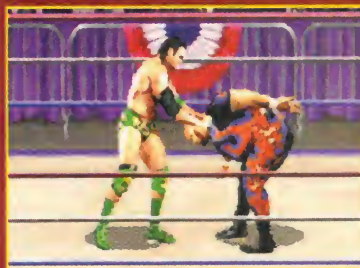
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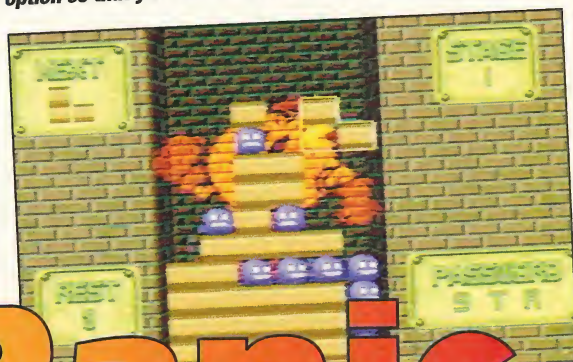
This Means War 62

Virtual Karts 62

Mega Drive



Pac Panic has several modes of play, including a two-player option so that you can test your puzzle skills against a friend



Pac Panic



By Brother Buzz

Pacman was one of the first computer games ever created, and, amazingly enough, even though it is technically inferior to many of today's arcade games, it can still hold its own thanks to its sheer playability and addictive qualities.

The days of Pacman will have been long forgotten by

Mega Drive Game Profile
PAC PANIC
NAMCO

It's great to see Pacman back after all these years. He may not be gobbling pills anymore, but Pac Panic is no less addictive for it. A treat for puzzle fans and Pac addicts.

ETBA
Available now
Puzzle
1-2 players
100 levels

80%

many gamers. Some will be too young to remember him, but the yellow pill-munching dot has returned to our computer screens.

Pac Panic is a manic puzzle game, very similar in style to Columns and Tetris. As blocks fall down the screen you must place them in a horizontal line to get rid of them, but ghosts also fall down and stop you from clearing the screen properly.

Help comes in the form of Pacman who, just like in the original arcade game, can eat the ghosts when they turn blue. The only problem is that



PROTIP: Try to keep an eye out for the next block to fall down the screen

he can go sideways and down, but not up.

Pac Attack

There are three different modes of play, including a puzzle version where you've only got a certain amount of Pacmen to use, and there's a versus mode where you can go head to head against a friend.

Graphically, it's not the best game in the world, but then again, puzzle games don't tend to be visually



PROTIP: If possible, position the ghosts in horizontal lines



PROTIP: It's always best to eat as many ghosts as you can in one go

fantastic. Where the game does excel is in the addiction and playability stakes.

It may be a bit too similar to Tetris and Columns, but the introduction of the ghost gobbling Pacman makes things a lot more interesting. Pac Panic is addictive and playable enough to appeal to the majority of Mega Drive owners, and if you like puzzle games then you'll love this.

you can't
buy this.



About to buy a new games machine?

Is it worth waiting?

Yes.

32 bit CD machines are fine, but they
don't cut it where it really counts.

They just don't have the power.

This does. 64 bit power. Nintendo Ultra 64.

The speed of silicon cartridge.

Not CD s - l - o - w.

You can't buy it yet.

After all, nothing this good comes easy.

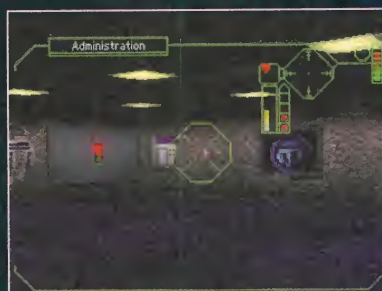
But do you really want something less
powerful?

WAIT FOR IT...

Nintendo®

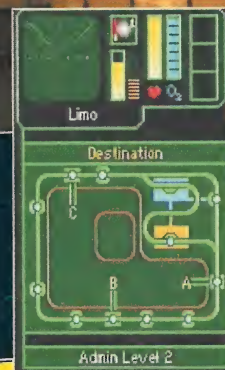


PlayStation



PROTIP: Always try to remember where the VOS terminals are. In a crisis, you'll need to get to one quickly

PROTIP: Use your map to keep a check on where you are. It's quite easy to get lost!



Defcon



By Atomic Dawg

Defcon 5 kicks off with a fancy introduction sequence that's obviously been inspired by the likes of Blade Runner, Aliens and 2001. The mixture of superb ray-traced graphics and FMV footage sets the scene well and manages to give the game some atmosphere even before you've begun to play it.

From the screenshots, Defcon 5 looks for all the world like a Doom clone, and although it does contain some Doom-style elements within



A shot from the intro sequence, blatantly inspired by Blade Runner



the game, it doesn't really fall into that genre.

You're sent by a massive corporation to a base on an outer moon to install automated defence software on a mining base. While you're there you get attacked by alien ships and your ride home blows up, leaving you with a long wait for the next shuttle.

A posse of marauding aliens manage to break into the

base, and that's when things start to get a little scary.

You're basically thrown into a situation where you haven't got the faintest idea of what you're supposed to do. The only thing you know is that you must survive.

Bunch of Fives

This uncertainty might be confusing the first time you play Defcon 5, but that's a good thing, as you aren't forced to follow a pre-planned

route and must work everything out for yourself.

Although you do receive some help, not everything is immediately apparent. But the more you play the game, the better you'll become at remembering the layout of the base and noting important places to go.

The gameplay flips between running around the base, searching for items, fighting aliens, and shooting down the alien spacecraft from the

base's gun turrets.

Defcon 5 will last you a long time and it's definitely something different from the current deluge of racers and beat'em-ups. Intelligent gamers will love it.

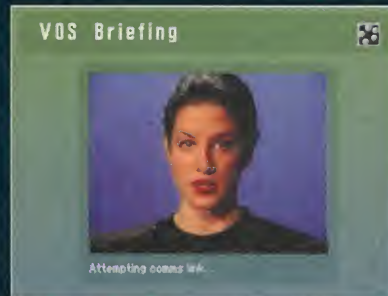
PlayStation Game Profile

DEFCON 5 MILLENNIUM

Defcon 5 contains a great mix of gaming styles. The graphics, especially the ones in the intro sequence, are superb. A thinking man's game that will take your breath away.

ETBA
Available January
Arcade/adventure
1 player
Mem card compat

89%





Daniel Barton

A shot from the rather good introduction sequence



The ray-traced animation in the intro to Shockwave is very impressive

SHOCKWAVE



By Slo Mo

You might remember Shockwave from when it made its first appearance. That was on the 3DO, but now this 3D shoot'em-up – in which you get to fight against an alien invasion that's trying to take over the Earth –

The levels take you on a shooting spree around the globe



PRO TIP: If you can, try and save your bombing missions for the end-of-level battles

has been converted onto Sony's Playstation.

A superb introduction sequence, which features a mixture of full-motion video footage and rendered graphics, details the story behind the game before you start your adventure.

You must make your way around the world clearing up the aliens and their spacecraft. You start off in Egypt where you're surrounded by pyramids, and then you make your way around the world combating the threat of the menacing aliens.

As well as protecting the earth from the invaders from space, you've also got a primary objective to complete before you can move on to the next mission.

Shockwave features some smart ray-traced graphics with some good video clips, even if it is all done in a cheesy, American soap opera kind of way.

The footage manages to create quite a good atmosphere, and although Shockwave isn't the best game in the world, it is fairly enjoyable for a while and is something you can quite easily get into.

Shock Tactics

The biggest problem is that Shockwave isn't varied enough to keep you interested for a long period of time. The in-game graphics are a bit too dark, and lose out when compared to those of Total Eclipse and Novastorm.



PRO TIP: Sometimes it's best to circle around the spaceships to destroy them

You might be better off buying a shoot'em-up that will give you some serious long-term satisfaction.

PlayStation Game Profile
SHOCKWAVE
ELECTRONIC ARTS

A fairly enjoyable, if not unvaried, shoot'em-up that has some nice graphical moments. However, it won't keep you interested for very long and is by no means essential.

ETBA
Available now
Shoot'em-up
1 player
Superb intro

70%

PC CD-Rom



By Scary Larry

The sequel to the 7th Guest is so scary that it's had an 18 certificate slapped on it. And for once it's more than just a cheap marketing gimmick.

Virgin's puzzler is genuinely eerie, and after a lengthy session playing this late at night you might find yourself a little jumpier than usual and have to hit the brandy before going to bed (purely to steady your nerves of course).

Their Finest Hour

In a very similar mould to the previous game of a couple of years ago, you'll immediately be at home if you're a 'Guest' veteran. You're visiting the same house again, so the layout is pretty similar, it's just that the puzzles and storyline have changed.

This time you're a hard nosed TV reporter looking to write a story on the infamous old house. You send along a researcher to check it out to see if there's a story there or not, but she mysteriously never returns. Soon afterwards



The 11th Hour is not for the faint of heart, as we're sure you'd already guessed by now

Skulls seem to play a major role in this game. Maybe it's because they're 'oh-so creepy'

the 11th HOUR



Will your nerve hold out long enough to solve the many puzzles in the game?

PC CD-Rom Game Profile

THE 11TH HOUR
VIRGIN

The 11th Hour is an amazing technological achievement and great fun. This is a genuinely scary puzzle/adventure that will test both the resolve and nerve of hardened adventurers.

£39.99
Available now
Adventure
1 player
Taxing puzzles

91%

she starts sending you messages on your personal organiser pleading for help.

In true Scooby Doo fashion you ignore your better judgement and head off to the house straight away.

Legs Eleven

Once inside there's no way out, and the mocking voice of the house's previous owner is constantly ridiculing you should you fail in an attempt to do one of the puzzles.

Some of the tasks in the game (even early on) are enough to severely test even the most intelligent MENSAs member, but the kind souls at Virgin have included a help facility which will give progressively more detailed hints should desperation start to set in.

Ask once and an obscure cryptic clue will be forthcoming, twice and a slightly more revealing answer is given. This process carries on until eventually, if you ask enough times, the computer will ask if you want it to solve the puzzle for you. Very handy indeed!



The full screen FMV is nothing short of a breakthrough

Your 'assistant' has disappeared while checking out the mansion

PAGE MISSING

PAGE MISSING



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a lethal combination

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We know what you mean, but with GoldStar's 3DO hardware and software you'll find a lethal combination of game-playing brilliance. Hardware that can also play audio CDs, photo CDs and, most important of all, is expandable to M2 (the amazing 64 BIT system available in 1996 which will handle over 1,000,000 polygons per second). And a whole armoury of existing software titles including these stunning new games.

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Peace has a price, and you're about to pay it! The success of the weapons division of the Tyron Corporation depends on the threat of war, and when new automated defence systems are proposed, the weapons division plots a mock alien attack to fight off their extinction. In this blend of sci-fi adventure and shoot-'em-up, you have to uncover the plot and escape from the base.



SO FOR SAD GAMES MANUFACTURERS, IT'S...

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GAME OVER!

Saturn



By Major Mike

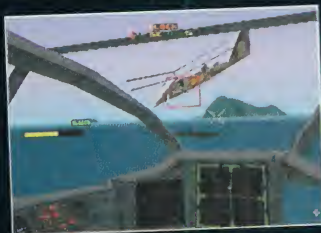
The original Mega CD version sold over 70,000 units in Europe alone and went on to become the most popular helicopter simulation of all time. And now Core Design has unleashed the second instalment of this scorchin' shoot'em-up onto the next generation machines just in time for Christmas.



But questions remain to be answered. Is it as good as the original? Is it better? Will it excite the games playing public yet again? Well, the answer to all these queries is undoubtedly a whopping big 'yes'. It stands way above the original Sega CD version and looks certain to set the standard as far as air combat games go in this next gen battle for supremacy.



F I R E S T H U N D E R



Top chopper action allows you to blast evil pilots out of the sky with the simplest of ease!



Constant rapid fire on a target of your choice results in huge explosions and wild flying metal

You can change the weapon configuration if you really want to



Chopper Squad

Not only are the missions way more complex, but everything seems to have been made bigger and better to impress the punters – and believe us, it works! Each mission now has a specific objective, the maps are bigger, and your armoury of airborne destructive demons has been boosted. It's way faster, more intense, and looks absolutely beautiful – despite the Saturn's unavoidable and annoying background filler technique.

You now have three different cockpit views to choose from as you skate the virtual landscapes blowing up enemy bases and the like. Each one needs careful practice and patience before you jet off into the sunset on your mission for peace. You're not going to just cruise through this baby, let's make that perfectly clear.

The missions that await you range from the simple task of

escorting convoys to their destination (destroying everything that gets in your way en route of course), to the more complex recapturing of territory or stopping Colombian drug barons from peddling their wares across the western world.

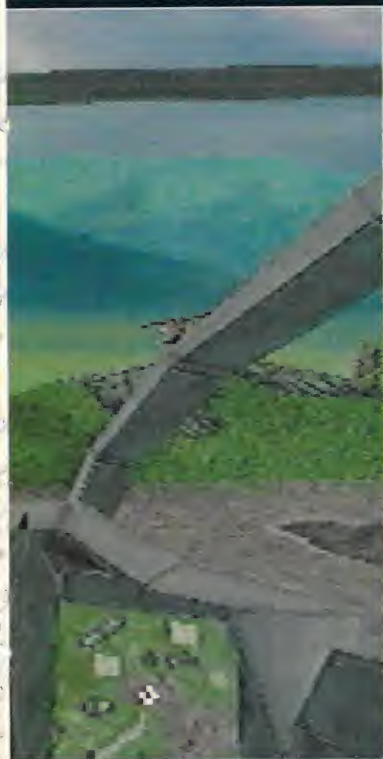
A handy password option has been included to help you on your way, but completing missions can be a lot more difficult than you might



Map screens, such as this, allow you to forward plan your mission



Wayhey! Boat in sight. Warm up the missiles and away we go!



PROTIP: Try to use only your machine gun on the grounded enemies. This leaves the more impressive weapons for the more serious targets



Pay attention! Here is your mission: Central America is under attack from dangerous terrorists. Go in, kill them all, and erm... recapture the town



Blowing up wildly expensive governmental equipment is cool



You can also chase the runaway soldiers and mow them down



Keep on target, keep on target, right kill him now! Now!

T O R M H A W K 2

originally imagine. Whilst facing attack from the air, it sometimes proves difficult to lower or raise your craft when in motion, thus leaving you hovering frantically with only your homing missiles to help you in your battle for survival.

Blade Runner

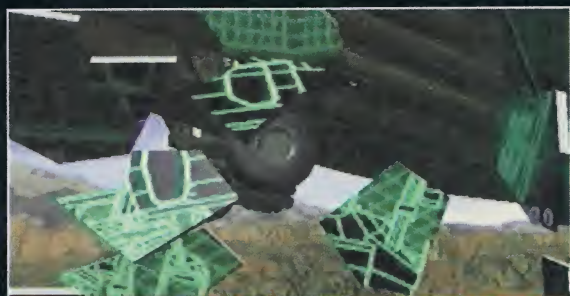
Oncoming jet fighters can prove to be very annoying, especially if you've used up your supply of rockets and missiles. Trying to shoot down a massive Mig can take some time with only a machine gun, but persevere and you'll do it. Just make sure they don't do you in first!

As briefly mentioned above, you start each mission with a limited supply of weapons, so the key to survival is to blast

ground targets with your gun and save the heavy artillery for when the big boys show up.

At the start of each mission your craft will be fitted with whatever weapons are deemed fit. You can alter these if you want to, but it's safest to just put up with what you've got and get on with the action. Better rockets, missiles and bombs do come later, but only if they're specifically needed to complete your mission.

Swooping down on the larger ships gains you more damage



Straying off course during your task results in failure, as does missing your key targets. Besides that though, it's all pretty self-explanatory: you fly about, shoot the enemy and get your ass back home.

Firestorm should delight anyone who played the original, and give a warm feeling of enjoyment to anybody who goes near it. Not only is it wildly playable, it's thoroughly addictive too.

Ha, ha! That'll teach you. You evil chopper boy you!



Saturn Game Profile
FIRESTORM: TH2
CORE DESIGN

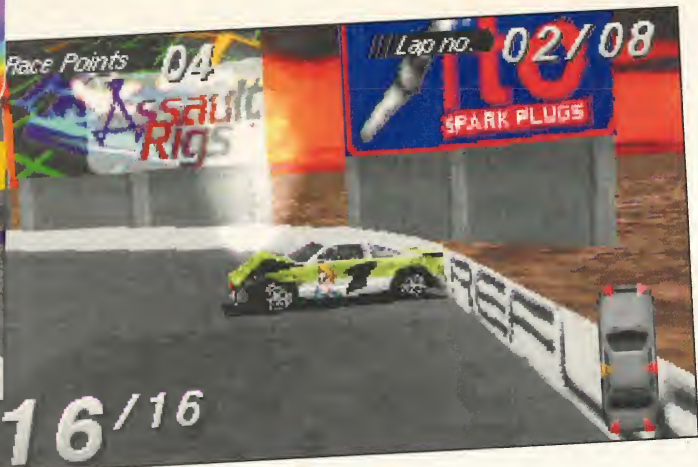
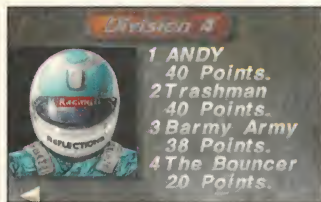
Enough flying lead, whirring blades and impressive explosions to satisfy just about anyone's appetite for war and destruction. Lap it up gamers, this one kicks ass!

£44.99
Available now
Shoot'em-up
1 player
3D helicopter sim

91%

ProReview

PC CD-Rom



Gently. Just line him up now and ram him into the sides

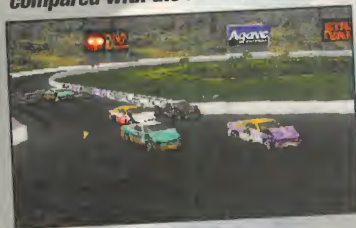
16/16



By Tommy Glide

Sony (Psygnosis) has given a big boost to the PC faithful who were worried that their machine may suffer with the arrival of the PlayStation, by converting two of its massively successful PSX titles to the format. As it's turned out, the PC hasn't exactly struggled to

No problem as far as the graphics go compared with the PSX version



match the new consoles for quality titles of late, but it's still nice to see the likes of Destruction Derby come across in such good form.

Derby Day

In fact the PC version of Destruction Derby is extremely impressive as far as presentation goes. It certainly doesn't give any quarter to its Sony counterpart, but as perhaps could be expected, the game is still let down by the less than perfect gameplay. This isn't really picked up on initially because the game looks so good.

The truth is there are better racing games out there, and while Destruction Derby does offer players the chance to smash up cars for a living, it

It's a big pile up and the race is over for some people. Off to the beginning again

doesn't change the fact that the tracks are, for the most part, quite boring.

The only saving grace (gameplay wise) is the Total Destruction mode where you are placed in a car in a circular arena and chased around by all the other cars who are hell bent on smashing you to pieces. The idea is to survive as long as possible, and if you have a few mates around the competition can get quite intense as you all try to beat each others' times.

As mentioned, the sound and graphics in the game are out of this world. Any worries that it might be



That car has definitely seen better days. Where's your MOT son?

slow are soon abated, and a look at the screenshots will reveal that nothing has been sacrificed from the original PlayStation version.

It's just a shame that it isn't more interesting to play the proper game. But that's a fault with the gameplay and not the conversion, which should shut any PC mockers up for good.

PC CD-Rom Game Profile
DESTRUCTION DERBY
SONY INTERACTIVE

Gorgeous looks and sounds, and great fun to play. Lacks variety in the tracks though, and once the novelty of trashing your car wears off, the appeal may wane somewhat.

£39.99
Available now
Racing
1 player
Total Destruction

86%



There appears to be something blocking the road. Better go and shift it



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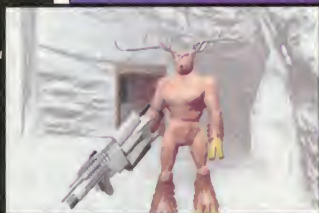
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PC



Draw your gun and fire at will in this public convenience of the future



By Major Mike

This pseudo Doom clone features some of the worst quality FMV we've ever seen. Whether this was done in an effort to mask William Shatner's fast fading looks and fast increasing weight problem we don't know, but we had to draw attention to it because it's the only thing we can find to fault Tekwar.

Based on the books and television series of the same name, this game sees you attempting to apprehend increasingly more evasive Teklords on the drug ravaged streets of Los Angeles in the near future.

You'll have to contend with psychotic TekGoons and androids as you fight the good fight as directed by Walter Bascom (Shatner) head of the Cosmos Detective Agency.

This is like a thousand other first-person perspective shoot'em-ups, but it has more of an RPG element to it than most and is therefore infinitely more appealing. To us at least.

The 3D graphics are as good as you'll see anywhere

TEKWAR



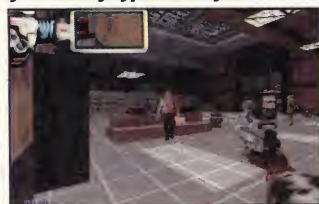
Above and below: Prepare to die you enemy type bloke you

PC Game Profile

TEKWAR
US GOLD

£37.99
Available now
Adventure
1 player
William Shatner

89%



Indycar 2



By Tommy Glide

Indycar has always been one of those sports which is massive in America but fails to hold the interest of anybody over here (including Nigel Mansell who drove in the thing!). We're so interested in Formula One that driving around an oval track for 500 laps isn't very interesting.

Despite this, Indycar (the original PC version) did well and propelled Papyrus to programming stardom.

Following Indycar came NASCAR racing, which was basically the same but with sports cars instead of meaty F1 type beasts.

Indycar 2 seems to be a collaboration of both projects but really isn't that different from the first. The controls are



PROTIP: Choose Australia if you want an interesting track to drive around



pretty realistic but the car seems to skid around a little bit too much at times. You'll need massive endurance if you decide to play the game in authentic mode.

The biggest problem is avoiding the temptation of simply crashing into everybody and watching the replays, which are easily the best feature of the game.



PROTIP: Practice each track thoroughly before racing

PC Game Profile

INDYCAR 2
VIRGIN

£37.99
Available now
Racing
1 player
Authentic mode

87%

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PlayStation

LONE SOLDIER



By Major Mike



Do you remember Commando? Of course you do, it was one of the classic shoot'em-ups from the good old eight-bit days, and everyone loved it to bits.

Now imagine a 90's version of Commando that utilises some of today's finest 32-bit technology, including 3D in-game graphics and a brilliant

ray-traced intro sequence. What you've got is Telstar's Lone Soldier.

The action is viewed from behind the hero, a muscly Rambo/Arnie type, as you make your way through loads of levels of complete mayhem.

Lonesome Pine

Taking on the role of a one man army, tooled to the teeth with an Uzi, grenades, rockets launchers and a flame thrower, it's your duty to take on the enemy soldiers and save the world.

The controls are really easy, but take a bit of getting used to. For instance, when you swivel your man from left to

right it's hard to get your gun sight to go exactly where you want, but all you need is a little bit of practice.

Graphically, Lone Soldier is a treat for the eyes, with plenty of quality in-game sprites and backgrounds. Plus there's also an eye-poppingly good introduction sequence.

There are plenty of booms, bangs, explosions and gunfire to complement the action.

At first, Lone Soldier holds your attention, but after a while the gameplay starts

to get a bit too monotonous. However, all that aside, it's still a good shoot'em-up.

Fans of Commando and those gamers with itchy trigger fingers will get their camouflage combat trousers in a fair old twist over it.

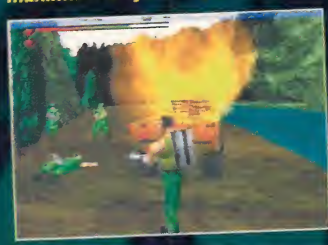


Right: Kill the enemy soldiers before picking up the power-ups



PROTIP: Lob grenades at advancing enemies for a top explosion

PROTIP: Use the flamethrower for maximum fiery carnage



PlayStation Game Profile
LONE SOLDIER
TELSTAR

Graphically superb and very reminiscent of Commando from years gone by. At times the gameplay can get slightly monotonous, but Lone Soldier is still a quality blast'em-up.

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

85%

PC CD-Rom

ACTUA Soccer



By Manny LaMancha

What's this? Plucky old Gremlin has dared to take on the mighty EA Sports and produce a PC football game that is fully intended to rival the illustrious FIFA Soccer '96.

If you pick up the box in the shops, chances are you'll look at the screenshots and say, "Yeah, but that's not the actual game, that's just some cut scenes". Well, you'd be wrong, because Actua

Soccer is simply the most incredible looking football game you could ever imagine. Things have come on a little bit from a year ago when Sensible Soccer was still the most realistic kickabout you could get.

Furious Footy

If you were impressed by the presentation in FIFA you'll be stunned by what's on show here, especially if you have a machine beefy enough to play in high resolution (a P75 or up should do the trick).

Commentary skills are given to the game by the popular Barry Davies, who is the Beeb's blue-eyed boy at the moment, and the speech beats any competitor efforts hands down. There has been a spate of gaming football commentary of late. Just about everybody has had a go, but Davies is the best of the bunch.

As for the gameplay, well, it's only fair to say that Actua Soccer takes a little more getting into than FIFA '96.

There are more things to do, more tricks to learn, and you have to be prepared to get thrashed a couple of times if you are to eventually succeed.

The difficulty level against the computers is a little high when you first play the game, although the option to practise against yourself is included, so you can get used to the system.

In Actua Soccer the players have a symbol under their feet, and depending on what shape it is, this determines what happens next.



Brazil are looking dangerous, it must end up in the net



The camera angles can be switched easily to see the highlights



It's a despairing dive but it's just too late to prevent the goal being scored



It's a last ditch sliding tackle in the area. Risky business



The goalie pulls off save after save in a bid to keep his team in the game

For example, a flashing triangle means you're in shooting range, while a square means you can cross the ball into the box.

It's all a bit tricky to get to grips with at first, but you will get the hang of it. Honest.

PC CD-Rom Game Profile
ACTUA SOCCER
GREMLIN

The gameplay's harder than with FIFA, but Actua Soccer is more of a simulation than a game. It's a superb product, and there is room for both games in your footy collection.

£37.99
Available now
Sports sim
1-2 players
44 teams

91%

Saturn



By Bruised Lee

Finally, a fighting game for the Saturn that looks, feels, and moves just like its arcade counterpart. Virtua Fighter 2 is a fighter's dream, and fans of the original VF have much to rejoice about. Non-fans may also find the game addictive. This is certainly the game to have if you own a Saturn.

Swing Lau

With a story line that's the standard "I wanna win the tournament" bravado, VF2 is a two-player, one-on-one fighting game featuring 10 fighters with authentic martial arts techniques. The styles range from Pai Chan's White Crane Fist to Shun Di's Eight Drunken Immortals.

These styles, coupled with fluid movements for each fighter, make for a realistic fighting game. There are no flaming fists (Street Fighter), projectile fireballs (Mortal Kombat), or animal friends (Samurai Shodown). All you have are your fists and feet.

There are also new options,

Virtua Fighter 2



like a Tournament mode, Watch mode (where you see two randomly chosen fighters duke it out), immediate Ranking and Expert modes, and lots of modifications (like life-bar adjustments and enemy skill levels). You won't see any new fighters, though, and the boss is still Dural. Her last stage is now undersea, and your movements are hampered by the water.

In addition to the greatly enhanced graphics, you also get a new, funkier soundtrack, different backgrounds, and tons of moves that were upgraded from the original VF for every character.

Fists of Fury

The graphics consist of high-quality, super-smooth sprites with clean, multi-layered backgrounds. The animation on each fighter is fantastic, and so close to real that your nose may bleed after you get hit. Lots of attention was paid to detail, with fighters bobbing in anticipation during lulls in the action and ponytails flapping in unseen breezes. There are also some minuses, including missing background touches like the bridge in Shun's stage.

The sounds are the right mix of jazzy technofunk and

hard-hitting sound effects. You may notice that some voice effects, especially Shun Di's, are different from the arcade version. With all the attention to detail, this minor occurrence will seem large only to true fans.

The controls are easy to master because the game uses only three buttons. Although several moves require you to simultaneously press two or more buttons, Sega simplifies this by putting Punch and

Guard on Button X, and Punch and Kick on Button Y. This makes several special moves easier to execute.

Piece of the Pai

Sega's first-ever original fighting game, which was a huge hit in the arcades last year, is now the number-one fighting game on the Saturn. Great graphics, smooth controls, and hours of enjoyment are elements sadly missing from games today, but VF2 has it all.

Saturn Game Profile

VIRTUA FIGHTER 2

SEGA

The wait is finally over! Virtua Fighter 2 is ready, willing, and more than able to deliver all the fighting excitement we've previously only been able to see in the arcades. What a treat!

ETBA
Available January
Beat 'em-up
1-2 players
10 fighters

94%

Akira Yuki



Use the Power Uppercut (tap ↘, ↘, Punch) to throw off an opponent and knock them down



When Akira tosses you behind him, quickly turn around with a punch or kick

Pai Chan



Speed is Pai's strength. When opponents are guarding low, hold → and tap (GPK), and she'll cartwheel over them. Follow up with a sweep



Pai counters most kicks and throws. Sweep her and attack with long-range kicks



Lau Chan



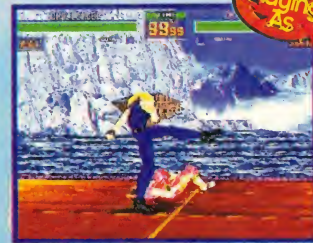
Lau has very quick and effective spin kicks. But you may want to try his forward Cartwheel Kick: tap (↶) K for range

Jeffrey McWild



Another powerhouse, Jeffrey has a devastating triple head butt. Tap ←, (→) PK, (→) PK, (→) PK

Sarah Bryant



Sarah is one of the most powerful players in the game, and her PPPK combos are the best. She can kick players when they're down (tap ↘, K)

Shun Di



Shun may appear as an old drunkard, but he's the smartest and craftiest fighter in the game. Try his Fall Back by tapping →, (PKG)



Lau is fast and smart. If you repeat moves, he'll catch on. Go for his legs and pound him when he's down



Jeffrey is another throwing master. Hit him with long-range attacks, like Wolf's Scissor Kick

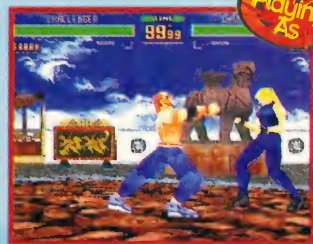


Watch for her long, lethal legs, which come at you with deadly speed. Crouch low and uppercut out of combos



Shun stays low to the ground, so mid-level attacks are the most effective. Forget throwing him

Wolf Hawkfield



Wolf's power is devastating. His two-handed uppercut is a great waiting move. Hold ↓, and tap (→) P when the opponent is near

Kage-maru



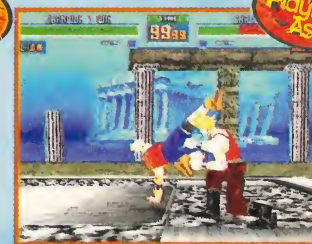
Another speedy player, Kage's devastating Chop Sock (tap ←, ←, P) is very effective

Jacky Bryant



Probably the most powerful player, Jacky has lightning-fast speed and awesome power. Tap ←, →, (PK) for a trip and punch combo

Lion Rafale



Lion's not very powerful, but he's quick and has a ton of moves. Try fooling opponents with his long-range cartwheel (tap ↶, K)



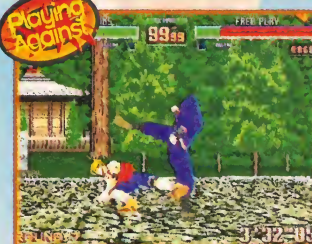
Wolf is a thrower. Stay out of his range with long, low kicks



Watch for Kage to double up on moves, like throwing you in the air then coming in with a sweep. Play close and use throws



Use short jabs and sweeps against Jacky. Counter with throws



Watch your feet around Lion – he sweeps with deadly accuracy

PC CD-ROM



By Sir
Garnabus

PCs are naturally better suited to certain types of game than consoles, no matter how next generation they are.

Such an example is the point and click adventure.

Some companies have had a dabble at putting this sort of thing on the PlayStation before (eg Discworld), but somehow the best format for them always seems to be the PC.

Can U Dig Yo' Man?

LucasArts has rightfully built itself a reputation for being the best in the business at this type of thing, but the people there are not content to rest

PROTIP: Dig to the right of the platform to find a hidden entrance into the planet



PC CD-ROM Game Profile
THE DIG
VIRGIN

Good puzzles, good atmosphere, and a great game. The Dig oozes quality from every pore. If you like adventure games you should be playing this instead of reading this.

£39.99
Available now
Adventure
1 player
Point n click

92%

THE DIG



PROTIP: Pull the hanging wire in the wrecked spaceship and a vision will appear

on their laurels. As a result, a certain Mr S. Spielberg was enlisted to design the storyline, and the difference this makes is amazing.

Graphically, a lot of The Dig doesn't look as good as Full Throttle (LucasArts' last title), but there are a lot more puzzles in it and it will take considerably longer to finish than its predecessor.

Rumour has it that Spielberg's storyline was originally going to be made into one of his Amazing Stories programmes, but it turned out to be too expensive to produce. Well, television's loss is

certainly the PC adventurer's gain thanks to LucasArts.

Plot-wise, a huge asteroid is discovered heading straight towards the Earth. NASA sends up a Shuttle full of astronauts to plant some nuclear devices in an attempt to make it veer off course, but things do not go according to plan. The astronauts go down to the surface of the rock and get trapped inside, before being whisked off at

tremendous speed to an alien planet light years away as the asteroid



The Space Shuttle spectacularly orbits the Earth near the asteroid

transforms into a spaceship. The trick is to get back to Earth unscathed.

A nice easy interface and atmospheric soundtrack add to the nice graphics, and make for a tremendous product. The Dig is an absolute must for adventure fans.

PROTIP: Call up the other adventurers on your handheld intercom device



Left: Media hack Robins has got herself in trouble with a spider



By Air Hendrix

MicroProse's film licence has been a long time in coming (you could say 10 years if you were cynical), but now it's here it's all set to revive memories of Berlin's 'Take My

Nice external views give you a great view of the entire proceedings



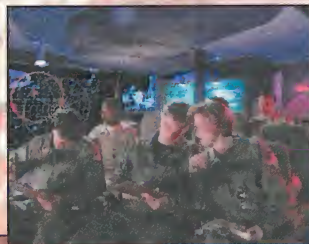
Breath Away' and that scene in the film with Tom Cruise and Kelly McGillis on that motorbike. However, for political reasons there are no bikes in sight, and the action is purely plane based!

You actually take on the role of Maverick (the same character that Tom Cruise played in the movie), and you're sent to Top Gun school at Miramar flight training academy (again just like in the film).

You start off by watching some footage of the popular film while Dangerzone hammers away in the background. You are then told by that bald bloke that he's sending you off for training at Miramar.

Top Cat

Then you are magically transported to the training base and you can get down to some real flying action. MicroProse has been quite clever in the fact that it knows Top Gun isn't strictly a complete



simulation like EF2000, but it has still managed to make the game appeal to flight sim freaks by putting just enough techie stuff in there.

The best thing about Top Gun for the majority of gamers though, is its user-friendliness. Novices will be able to pick it up and play it competently pretty soon

after first loading it up, which makes its appeal much more widespread.

The presentation of Top Gun gives it much more appeal than many other flight sims, and you can tell that a lot of time and effort has been spent on making this into a nicely polished, all-round product that will inevitably do well in the charts. And rightfully so.

Left: Copping off with the female trainees is encouraged

Below: Your aircraft's HUD is a sight you'll get used to

PC Game Profile
TOP GUN
MICROPROSE

More quality from MicroProse, and a clever tie-in with an old movie too. Tom Cruise would have cost too much money so you've got the next best thing - his part in the film!

£39.99
Available now
Flight Sim
1 player
Movie Licence

92%

PC CD-Rom

STAR REBEL ASSAULT I



The Rebels watch carefully as an Imperial Shuttle lands on the moon of Endor



By Slo Mo

Without question, Star Wars is one of the greatest movies of all-time. The story about the battle between good and evil relayed over a backdrop of spectacular special effects, catapulted the film into classic status. There have been plenty of games based on the Star

Wars Trilogy, but Rebel Assault, which appeared as long ago as 1993, was perhaps the one which made the biggest impact.

The game didn't fare very well with the pundits. Major complaints were made about the ropey gameplay, but the public loved it.

It sold well over a million copies and became the

biggest selling CD-Rom entertainment title ever.

The question of whether or not Rebel Assault would spawn a sequel, was about as predictable as betting on the winner in a one-horse race.

The plot in Rebel Assault 2 follows on from the first story, and takes place in the time period between Star Wars and The Empire Strikes Back.

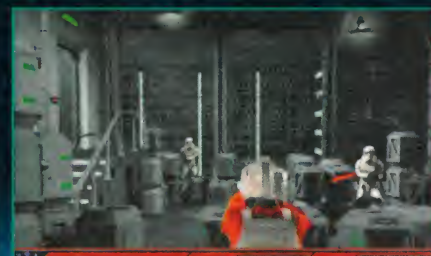
With the Death Star destroyed, Darth Vader is doubling his efforts in an attempt to annihilate the Rebel Alliance. The Dark Lord has produced a secret weapon which is wiping out Rebel squadrons, and you're sent in to investigate.

The Tie-Fighter returns back to base after destroying a Y-Wing



PROTIP: Try and use cover as much as possible in the shoot-out stages

The hero of the game, complete with stolen stormtrooper outfit, takes on the Empire

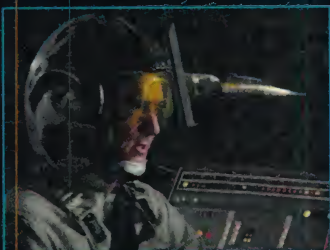


STAR WARS REBEL ASSAULT II

"Star Wars is the best sci-fi film ever made, and anyone who argues the point is asking for a fight"



A shot of two B-Wings, taken from one of the amazing ray-traced sequences



The gameplay switches between space combat sections and interior on-foot sections. The graphics are amazing; the ray-traced shot of the Millennium Falcon leaving an Imperial base is just so good that you feel as though you're watching a new Star Wars film.

Rebel With a Cause

You can tweak the game to make it as hard or as easy as you like, which is a good thing, because in the normal mode of play it starts off fairly easy and then gets almost impossible.

The gameplay might not be the best in the world, but on the presentation side of things

"Rebel scum." You've failed, leaving Darth Vader and the mighty force of the Empire free to rule the Galaxy



you just can't complain. LucasArts has created a graphically superb sequel that Star Wars fans are going to go absolutely mad for.



PC CD-Rom Game Profile
REBEL ASSAULT 2
LUCASARTS

The sheer presentation of this game is totally amazing, and although the gameplay is a bit too hard at times, this can be tweaked to suit. Star Wars fans should not miss out!

ETBA
Available now
Arcade/adventure
1 player
15 levels

85%

Super NES

FRANTIC FLEA

Leave Frantic alone for a bit and he'll start pulling 'comedy' faces



By Brother Buzz

This manic puzzle/platformer is Gametek's last 16-bit title, but it's the first major project from unusually named developer, Haüs Tekknikka.

The game has six zones which are divided into three levels, and the object is to guide Frantic through the

stages collecting his smaller flea friends.

Frantic Antics

As they get collected, the fleas follow Frantic all over the place, and once the required percentage has been gained, Frantic must then find the exit door. Bump into an enemy and you lose your mates and you've got to start picking them up all over again.

The more fleas Frantic picks up, the more powerful he becomes. The fleas copy Frantic's movements, so if you attack an enemy, they also attack, enhancing your strength and thus making it far

easier to destroy opponents.

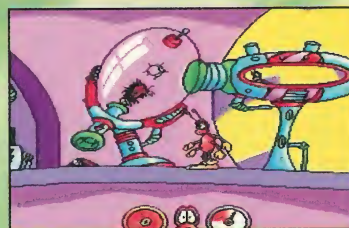
Haüs Tekknikka wanted to make Frantic Flea as much like a cartoon as a computer game and, graphically, judging from the sprites and animation, it looks as though it's succeeded.

Playability-wise, Frantic Flea isn't quite as frantic as its name suggests. The gameplay can get quite tedious at times. When you lose your fleas and you have to collect them all over again, it's infuriating rather than fun.

The levels are quite varied, but you'll have a tough time trying to see all of them because the difficulty level is set too high.

Frantic Flea isn't a bad game, but it's not that good either. If platform/puzzle games are what you

Frantic can stick to the Stiko pads, but it can get confusing at times

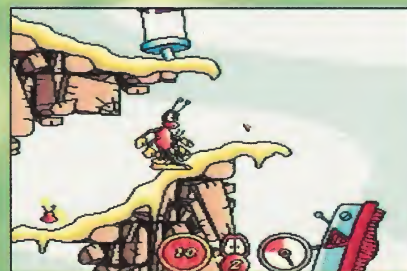
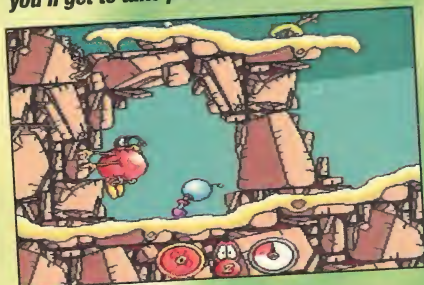


The more fleas you collect, the easier it is to jump on and kill the enemy

like, then you might consider buying this. But on the other hand, if you haven't got a particular thing for this kind of game, you might want to look elsewhere.

Make sure you look around the level for extra lives. You'll need them for later on in the game

Collect all the fleas from the level and you'll get to take part in a bonus section



Super NES Game Profile
FRANTIC FLEA
GAMETEK

A fairly good idea for a game, but even though the cartoon-like graphics look great, the gameplay leaves a lot to be desired. Try it only if you specifically like this type of game.

ETBA
Available now
Platform/puzzle
1 player
18 levels

65%

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Saturn

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Sega Saturn

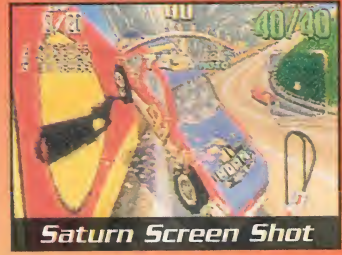
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Playstation

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Playstation Screen Shot



Nintendo 64



U64 Screen Shot

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Donkey Kong Country 2

Diddy's Kong-Quest



By Scary Larry

Nintendo and Rare aren't monkeying around! Diddy's Kong-Quest exceeds the standards set by Donkey Kong Country. This is the game you want under your palm tree this Christmas!

Driving Miss Dixie

Even though the version we reviewed was only 80 percent complete, it already had more levels, better graphics, and better gameplay than the original had a year ago. The only thing the programmers can do is add more to this!

In this quest, Kaptain K. Rool and the Kremlings have kidnapped Donkey Kong and are ransoming him for the

Banana Hoard (from DKC). Diddy and his friend, Dixie, set out to find Donkey Kong.

But Kaptain K. Rool isn't going to make things easy for the Kongs. He has all types of beautifully rendered (but devilishly despicable) enemies on hand, like peg-legged crocodiles, wretched rats, and pitiless piranhas.

K. Rool does his deeds in some of the most cleverly illustrated levels ever seen on a home system. Wait until you ride the skulls in the Pirate Amusement Park or blast through the thorny jungles in Bramble Scramble.

The game has more than 100 levels with eight unique areas to explore. As usual, there are tons of hidden areas and bonus games, so you'll be playing this one for ages.

Safari So Good

The rendered graphics are superb and extremely clean. They're especially impressive when you consider this is a 16-bit cart-based game, not some fancy CD system.

As a matter of fact, this is what Killer Instinct should've looked like! The smoothly scrolling layered backgrounds also add nice graphical touches (like the rain in the Gangplank Galley) to this superb looker.

Like last year's DKC, the music and sounds once again equal the SNES's best. The music rocks out in places, and tones down in more dramatic scenes. From the monkey's echoes of "ooh-ooh" when it's trapped in the barrels to the crocodiles' snapping jaws, this game erupts with sonic treats.

The control is pretty much the same as in the last game. You can switch between Dixie or Diddy, and can run, jump, and throw just like in DKC. The only problem is that some levels are extremely tough, so younger players may need to ask for a hand with the game.

Plan It with the Apes

As for older gamers, what more could you ask for? Yeah, it's a little cutesy, but don't let that fool you. Although you may find yourself breezing through the easy, pattern-reliant bosses, you definitely won't be able to finish this in one sitting.

Since you now have to pay for Cranky's advice (and game saves, and Funky's flights, and Swanky's Bonus Games), you'll need to spend more time than ever in the Country.

Easily the best SNES game this year, Diddy's Kong-Quest is one we suggest you give a try. This game will make a monkey out of the most experienced players!

Gangplank Galley



PRO TIP: When Kruncha turns red, he'll take away a life regardless of your bouncing monkey antics



PRO TIP: Simultaneously pushing Buttons Y and B makes your animal friend, such as Rattly, jump higher



PRO TIP: Watch for groups of letter-forming bananas. There's usually a 1-up or token nearby

Krow Boss



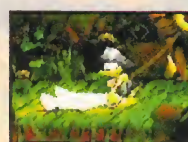
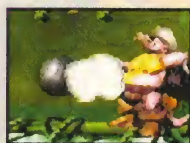
PRO TIP: To knock off the first boss, Krow, just fling his eggs back at him. Four hits should do the job

Super NES Game Profile
DKC2: DIDDY'S KQ
NINTENDO

Diddy's back, and this time he's brought the gorilla of his dreams with him. Diddy's Kong-Quest is altogether bigger, better, and much more fun than its illustrious predecessor.

ETBA
Available now
Action/adventure
1-2 players
100 areas

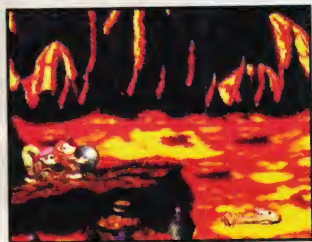
94%



Crocodile Cauldron



PROTIP: To get safely from croc to croc without eating lava, inch your way over so that you're standing on the far right of the croc's head

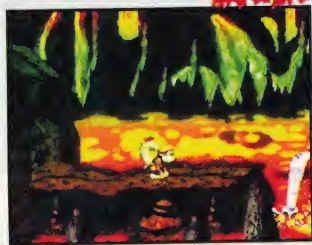


PROTIP: Keep cannonballs with you. A cannon that shoots you to a bonus level isn't far off



PROTIP: One of the hard-to-find DK Coins is just above Squitter's box in the second level of this area

Kleeve Boss



PROTIP: Hit Kleeve with the cannonballs that fall from above while avoiding the fireballs he sends at you. When the hooks appear, travel across the stage to find more cannonballs

Krem Quay



PROTIP: Bananas also point you in the right direction



PROTIP: Watch out for the Puffas - they'll detonate and send spikes after you



PROTIP: In Krockhead Klamber, move to the left after the level begins, and you'll see some bees. Get the treasure chest behind them and go left

Kudgel Boss



PROTIP: It takes tricky timing to defeat Kudgel. Whatever happens, don't stand on the ground when he lands, or he'll stun you. He also drops TNT barrels after every third jump or so. Jump up and nail him with the barrel

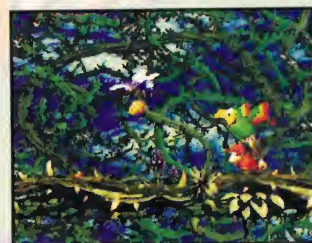
Krazy KremLand



PROTIP: In the Hornet's Hole, remember you can't jump or change characters when standing in the honey



PROTIP: In Target Terror, be ready to jump the barrels that enemies drop in your path



PROTIP: In Bramble Scramble, you can bring your characters low into the foliage without hurting them. Just don't let enemies touch your monkeys below the belt



Get By with a Little Help from Your Friends



Clapper



Enguarde



Glimmer



Rambi



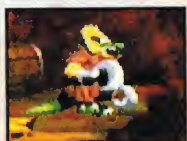
Squawks



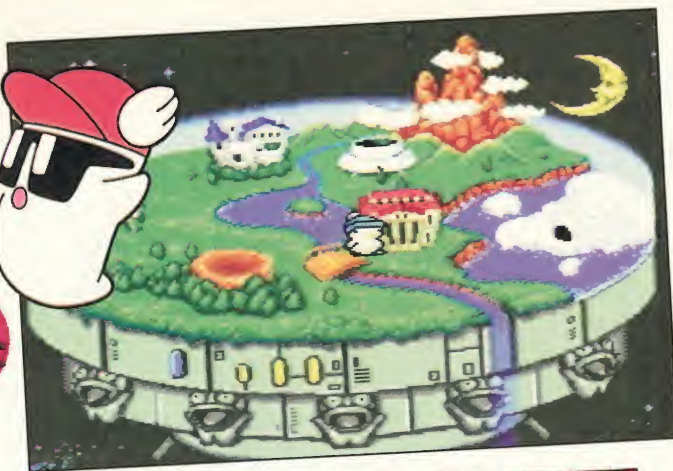
Rattly



Squitter



Hebereke's POPOITTO



One of Hebereke's chums performs his excellent Frankie Howard impression

PROTIP: When forming a 'line', have a look where the other blocks are going to fall



By Bonehead

The Japanese have always been a bit bizarre; you only have to take a look at their cartoons as proof. You know, the ones that feature cutesy animals, normally associated with the

PROTIP: Remember, you can clear lines horizontally and vertically



Super NES Game Profile
HEBEREKE'S POPOITTO
SUNSOFT

Graphically, it won't impress you, but it's amazingly addictive and it's very hard to put it down. A bit too similar to what you've seen before, but a good puzzler nevertheless.

ETBA
Available now
Puzzle
1-2 players
Head to head mode

85%

biggest pair of eyes that you've ever seen in your life.

Hebereke's Popoitto features a collection of the previously mentioned bug-eyed animals, and just take a look at the name as yet another example of outlandish weirdness.

From what we can gather, 'Hebereke' is a penguin and the star of the game. As for 'Popoitto', we can only guess that it's Japanese for Columns, because that's exactly what this game reminds us of.

In fact, it's a lot like Columns, only the idea is to

clear the screen of all the wacky characters using the coloured blocks that fall down from the top of the screen.

The blocks fall in twos, and you must match up three of the appropriate colours with the coloured animal block. Along the way you also get blocks that you can use with any colour.

Pop Will Eat Itself

Anyone seeing the game for the first time might think that it's a little bland. Maybe it is, but it has the same addictive qualities as Tetris and Columns, and it's hard to stop yourself from having another go.

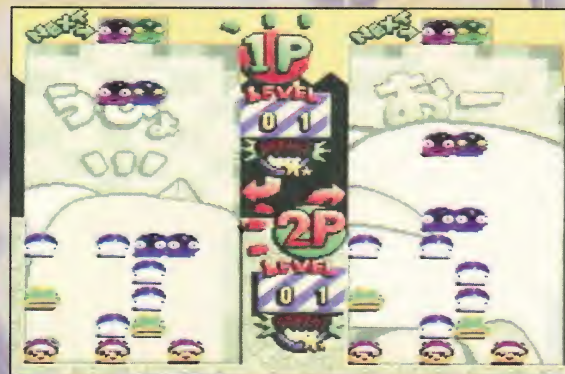
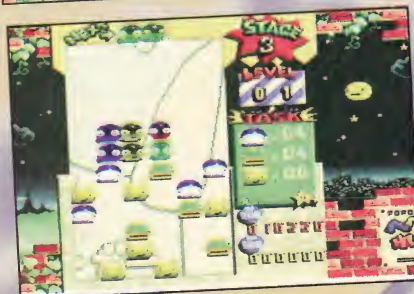
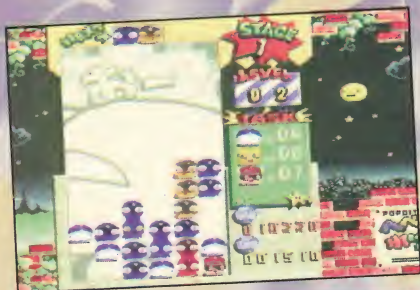
Popoitto might not look like much, but it's dangerously addictive



Graphically, it's not going to amaze you, and it's too similar to other puzzlers to make it really stand out. But, having said that, Hebereke's Popoitto is a game that you won't regret buying, simply because you'll play it to death.

It may not quite be in the same league as Tetris and Columns, but while these games top the division, Hebereke's Popoitto is rapidly making the climb up the table to join them.

Play against a friend in the manic two-player mode



PC Windows '95



By Captain Squideo

Previewed at the last minute in the previous issue, we're finally reviewing the long awaited The Hive in this month's fabulous mag.

Hailing from Trimark in the USA, the game takes aspects from popular games such as Rebel Assault and Virtua Cop, and attempts to merge them into a glossy, polished product that everybody with Pentiums and Windows '95 can enjoy.

Hive Alive

Things haven't quite turned out that way for the people at Trimark, but they still have a pretty good product to show off. The two main problems in no particular order are as follows: Firstly you need an

The soundtrack streams straight from the CD, so the quality is spot on. However, the speech does get a little lost at times



extremely competent machine to play it on. We had a bash on a DX2-66 MHz first and it was unplayable. If you have a Pentium though this problem is (expensively) solved. The second area which

could have been improved is the performance of the control. The instructions recommend a joystick, but we found it a little too cumbersome so we switched to a mouse. The thing is, the pointer doesn't move anywhere near freely enough considering the game is in Windows '95. It's a little too slow and jerky and this detracts from the playability.

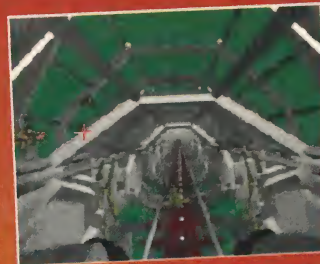
The Hive will keep you playing for ages, but it can get extremely tough before long, so make a note of the codes



Impressive graphics are 10 a penny these days, but The Hive's really do stand out



It's basically a shoot'em-up controlled by the mouse. Shame the pointer isn't too responsive



Some of the tunnel sequences are extremely impressive, even if you are on the rails for most of it



The yellow squares are your targets. Take them out first if you want to progress

Thankfully though, The Hive has its saving graces. It is without doubt one of the best looking games we've ever seen. The cinematics are outstanding, and the

The Hive is a shoot'em-up that is definitely worth having a look at as long as you have the system capable of getting maximum enjoyment out of it. There are problems, but the game is good enough to counter this.

THE HIVE

soundtrack whizzes straight from the CD for that little extra quality.

Hive Bunny

All Windows '95 features are included. You don't have to worry about installing the game, as Autoplay does everything for you from the moment you put the CD in the drive. Just sit back and let it load for you.

Guess where you're going next? Yep, it's tunnel time. Now watch the walls and shoot the stuff in front of you



The levels are extremely varied but mostly quite dark so don't strain your eyes



PC Windows '95 Game Profile

THE HIVE

FUNSOFT

A very good try that falls short of getting 90% because of playability flaws. It's a perfect example of showing the power of the PC though. Check it out at least.

£39.99
Available now
Shoot'em-up
1 player
11 levels

86%

PlayStation



WRESTLEMANIA

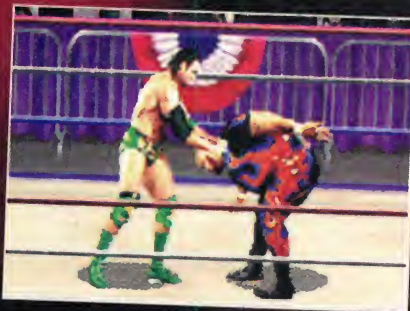
By Scary Larry



There's a new game in town, and it's quite a looker. Taking the best of US wrestling and Mortal Kombat, WWF is a great game with lots of depth, stunning graphics, and first-rate playability.

WWF Wrestlemania is a rock-em, sock-em, slam-wham-thank-you-Bam Bam Bigelow slugfest, with a

Bam Bam Bigelow prepares to feel the force of Razor Ramon's thigh length boot



Being the big roly poly chap that he is, Yokozuma tackles his alter ego with gusto!

unique twist and some interesting and complex gameplay.

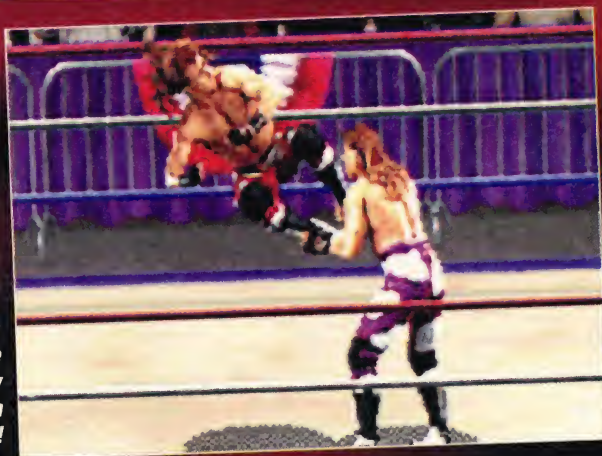
It's a standard two-out-of-three-fall bout, but the difference is that the fighters are the cream of the WWF crop, including Bam Bam Bigelow, Yokozuna, Bret Hart, Lex Luger, The Undertaker, and more. Each wrestler wields a vast array of quick, agile moves, like knee drops, rope throws, and fairly nasty eye gouges.

In addition to the repertoire of special moves is a combo system, which involves some thumb gymnastics but is fairly easy to stumble

Mr Michaels gets stroppy with himself and ends up strangling his long haired opponent



Sexy Boy, Shawn Michaels, performs a high risk move on, strangely enough, Shawn Michaels!



across – like the combos in Killer Instinct. The system works like MK3's: A few button taps can trigger a combo of 20 hits or more.

You battle against a friend, the computer, or, in the case of the two championship bouts, every wrestler in the game. As the all-out brawling championship progresses, you have to fight two, three, and

eventually all eight opponents in succession.

Ready to Rumble

The outstanding graphics reach the digitised heights of MK3 for the PlayStation.

Although everyone eternally wishes for bigger sprites, the quick, ultra-smooth graphics will please you.

The backgrounds, however, remain the same for every match. Different stages would



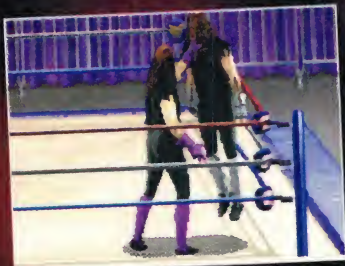
All those raw fish dishes take their toll on the Yokster's blubbery ass

PlayStation Game Profile
WWF WRESTLEMANIA
ACCLAIM

Get ready to rumble with the most unique fighting game on the PlayStation to date. Comedy fighting has never looked so good. Buy this and you'll be happy for a long time!

ETBA
Available now
Beat'em-up
1-2 players
8 wrestlers

90%



The Undertaker gives himself a proper good kicking

Special moves can be performed through tricky button combos

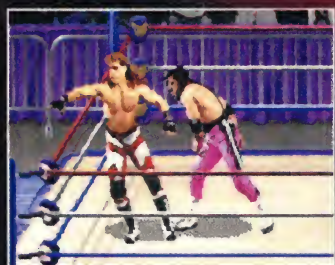
have added to the graphical splendour of this game, but such luxuries are unfortunately missing.

The sounds are almost too good. A running commentary from the ringside enhances the all-out-brawling mood, and the body slams, bone crunches, and agonized screams of pain are a treat for the ears.

Mania Magic

WWF Arcade is a great wrestling game. But not only that, it's a great fighting game, and a great as-fun-to-watch-as-it-is-to-play game.

So, hold in your stomach, slip into a pair of spandex tights, and get ready to rumble with the best PlayStation fighter so far.



Bret Hart is about to see what the ring looks like from outside!



Take that! A swift kick connects with Mr Michaels' groin

COMBOS

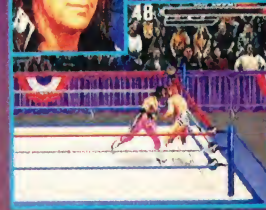
Try these multi-hit manoeuvres after a grab
B = Block; K = Kick; P = Punch; PK = Power Kick; PP = Power Punch

Yokozuna



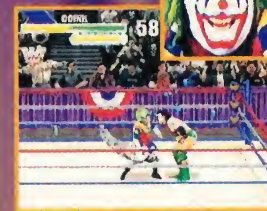
Tap →, →, P, P, PP, PP, PK, PK, PK, K, K, K, P, PP, PP, PP

Bret Hart



Tap →, →, PK, PK, PK, PP, PP, PP, P, P, P, PK, PK, PK, K, K, P, PP, PP

Doink



Tap →, →, PP, PP, PK, PK, PK, PK, K, K, P, P, P, P, PP, PP, PK, PK

The Undertaker



Tap →, →, PK, PK, PK, K, K, K, P, P, P, PP, PP, PK, PK, PK, K, K

Bam Bam Bigelow



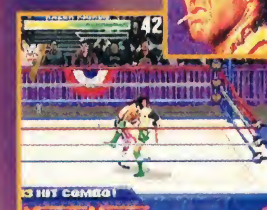
Tap →, →, PP, PP, P, P, P, K, K, K, PK, PK, PK, K, K, PP, PP, PK, PP, PP, PP, PP

Shawn Michaels



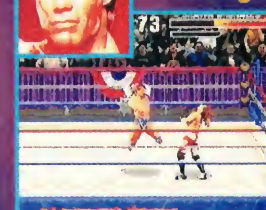
Tap →, →, K, K, PK, PK, PK, PP, PP, PP, P, P, P

Razor Ramon



Tap →, →, PP, PP, PP, P, P, P, PP, PP, PK, PK, PK, K, K, K, PP

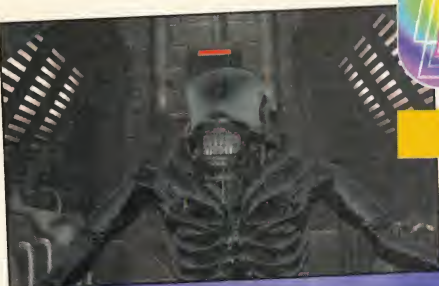
Lex Luger



Tap →, →, PK, PK, PK, K, K, K, P, P, P, P, PP, PP, PK, PK

PC

HR Giger's artwork is used to great effect in the game



ALIENS



By Dr Zombie

The Alien films have developed into a massive cult thing worldwide, but to date the only games cashing in on this have been platformers on the consoles. Well, now the PC has a title trying to break that mould. Aliens the adventure is based on the popular comic books, and the in-game graphics reflect this.

A good soundtrack and eerie effects make it very atmospheric, and there are an awful lot of puzzles to solve if you are to save yourself from the extra terrestrials.

Unfortunately, Aliens fails to reach the heights of games like The Dig, because of its slightly less intelligent

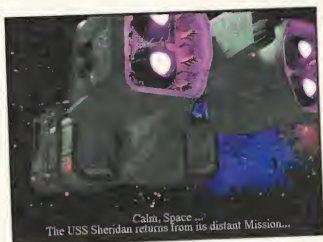
Spooky red effects all add to the atmosphere of Aliens

PC Game Profile

ALIENS
MINDSCAPE

£32.99
Available now
Adventure
1 player
Loads of puzzles

84%



Calm, Space...
The USS Sheridan returns from its distant Mission...

interpreter, ie the characters don't always react the way they should during conversations. It doesn't really spoil things, and it's still a great game to enjoy, but think about your purchase first.

Non-Alien freaks should stick with The Dig.

Things aren't looking too rosy here, because you're dead

Select your arcade classic from this screen and play the original to your heart's content



Williams ARCADE CLASSICS



That's Defender that is



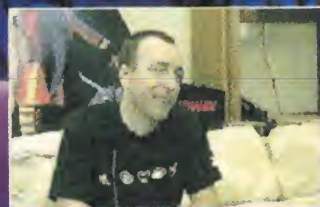
By Scary Larry

Before anyone starts wondering why we're using our valuable page space to review games that are 15 years old (literally), we should explain that this is a nostalgia pack from GT Interactive. Thankfully though it's much more than that.

Not only do you get the chance to replay all your old favourites like Defender, Joust and Robotron, you can also watch video files of interviews with the original creators and cast your eye over original sketches for the characters in the games.

The whole thing is more of a multi-media experience, which in our minds is better than just sticking a couple of shareware versions of the games on a CD and letting rip.

Besides the games we have already mentioned, Sinister and Defender 2 are also included. All games may be



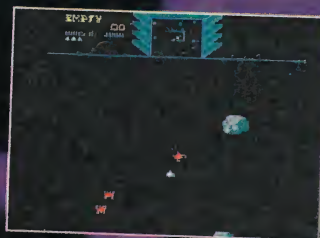
One of the programmers struts his stuff in the video footage

That's another old game

run from either Dos or Windows, although obviously for the video you'll need Windows up and running.

If you're looking for a blast from the past then this might as well be it, as these original Williams games are true classics. It would be nice to look to the future for inspiration though.

It's a genuine old games fest. Aah, bring back those memories



PC Game Profile
ARCADE CLASSICS
GT INTERACTIVE

£29.99
Available now
Arcade Classics
1-2 players
Includes Defender

78%

PC CD-ROM



The action throughout Tilt is split up by video sequences, featuring high quality rendered graphics when you achieve something good



By Dr Zombie

For too long we've endured pinball games that have rarely been any better than what appeared on the Amiga three years ago. 2D viewpoints and balls that seem to

float over the tables have all become commonplace. This time though, NMS, a developer already noted for its skill in the 3D rendered marketplace, has been busy creating what it believes to be the ultimate pinball game. Tilt is all set to change the

way we look at Pinball on the PC – literally.

Featuring six tables instead of the usual four that most other games come complete with, Tilt provides a level of accuracy never seen before in a game of this type.

It's rumoured that NMS pulled apart a real pinball table and measured all the components, right down to the filaments in the light bulbs, so that what was created would be in perfect perspective.

Pin Money

The game can be played in any of three different perspectives, depending how good your PC and video card are. First up is the bog-standard 2D top-down affair that everybody's used to already. Secondly (and this is where the 3D rendering comes in), you can put



The levels are all extremely detailed and accurate

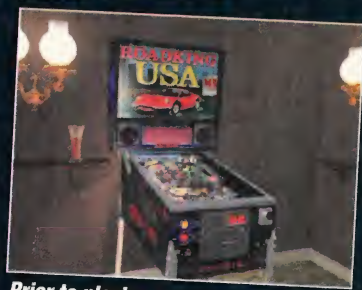
yourself in a real-life position (ie behind the flippers), where you have to keep a careful eye on the ball.

The final perspective places you in behind-the-flippers mode again, but this time the table scrolls to follow the ball. Realistically you'll be choosing one of the last two views to play the game.

Tilt's graphics are incredibly smooth, and this is one game that will do really well over the next few months.



The ultra hi-res graphics really do take your breath away



Prior to playing, you can peruse each table at your leisure



For lower spec machines you can switch into low-res



The table design is highly original for a change

PC CD-ROM Game Profile

TILT
VIRGIN

A fine game that will change the face of the pinball genre forever. It'll be interesting to see what the people at 21st Century do to combat this invasion into their territory.

£29.99
Available now
Pinball sims
1-8 player
6 tables

93%

JOHNNY BAZOOO



By Scary Larry

Rayman is perhaps the only platformer to make full use of the PlayStation's superb sound and graphics capabilities so far, and Infogrames might be forgiven for thinking it has captured the platform market.

However, the little French ray of sunshine has now got himself some stiff competition in the shape of US Gold's Johnny Bazookatone.

Who knows what particular traits go together to make a successful game character, but

with his rock 'n' roll postures, his Uzi-like guitar, the most outrageous quiff you've seen since Elvis

Presley's, and with more attitude than the Gallagher brothers, Johnny has the potential to join the likes of Mario, Sonic and Donkey Kong, and become one of the classic computer game characters of all-time.

As the story behind the game goes, Johnny is, apparently, the biggest musical star in the whole world, and plays Bazooka-Funk (don't ask!) to his adoring fans in sell-out concerts across the globe.

His success is put down to his natural talent, but the fact that he's got a magical guitar helps as well. El Diablo, lord of the underworld, is jealous of Johnny's

PRO TIP: Jump on the rock and wait for the bloke to use his hammer

success, and sends out his minions to pinch the fabled guitar so that he can use it to create music so powerful it will destroy Johnny.

When El Diablo eventually manages to get his hands on the guitar, he finds out that he can't actually play it, and in a fit of rage he decides that if he can't have music then the world will have no music.

Johnny Tantrum

This time he sends his minions out to kidnap the great musicians of the world. Rock, blues, soul, pop, rap and techno geniuses are snatched away from stardom and sent straight to hell. Taking on the role of Johnny, it's your job



to save the musical starlets and rescue his beloved guitar.

For a game that's based around a musical theme, you'd expect a decent soundtrack, and luckily, US Gold, in collaboration with some of the world's top musicians, has come up with the goods.

The soundtrack manages to blend loads of different musical styles, and all the tunes go together well with



JOHNNY BAZOOKATONE



Yet another shot from the superb beginning bit



The introduction sequence features several ray-traced musicians

the action. The music was created by a couple of ex-Sad Café members whose credits are highly impressive, and include collaborations with artists such as M-People, Soul to Soul, Blondie and Teenage Fanclub.

Just to impress you even further, Cissy Stone, the vocalist on some of the tracks, has worked with respected

world-class artists such as Marvin Gaye and Aretha Franklin.

While your ears get a musical treat, your eyes will be rubbed in disbelief at just how good the graphics are.

The game kicks off with an amazing introduction sequence that comes across like a video off MTV.

All impressive stuff, and the high standard of graphics has been kept throughout the game. Judging by all the little graphical touches that have been implemented, it's obvious that a lot of time and effort has been spent on getting the graphics in Johnny Bazookatone just right.



PROTIP: This vicious dog can't be destroyed, so jump over it instead

Poor Old Johnny Ray

Gameplay-wise, Johnny Bazookatone is just about one of the toughest platformers ever, and it certainly isn't for the games beginner.

Graphically and sonically, Johnny Bazookatone is one hell of a presentation feast, and even though it's tough in places, it's well worth a play. Johnny Bazookatone is, quite simply, a rock 'n' roll star.

PlayStation Game Profile
JOHNNY BAZOOKATONE
US GOLD

Graphically superb, Johnny B features one of the best original soundtracks on the PlayStation. Gameplay is tough however, so it is recommended to serious players only.

ETBA
Available now
Platform
1 player
20 levels

90%

Saturn



By Tommy Glide

If the publisher would let us, we'd shower a volley of four letter words at you exclaiming our profound attraction to this piece of software. But, as that's not going to happen, let us say this: Sega has finally managed to create such a stunning piece of interactive eye candy that the Saturn is now able to shove a rather large finger in the face of the PlayStation and spout: "Your move, wimp".

Yes, it's happened. The Saturn got released early, with hardly any

SEGA RALLY CHAMPIONSHIP 1995 INTERNATIONAL RALLY

games. Then came the PlayStation with its vast library of titles, and more importantly, Ridge Racer. Sega's Daytona effort made quite a few people happy, but when it came down to the choice of which one you'd rather spend your time and your money on, Ridge Racer won it by a nose.

So what's changed

Gorge yourself on this rather fine meal of hot racing action

now? Sega Rally has arrived, that's what. This baby takes your favourite bits from Daytona, mixes them gently with a touch of Ridge Racer, and produces one of, if not the, game of the year.

Wildly playable and hugely addictive, Sega Rally is sure to push Saturn sales through the roof when released. It ain't being converted for the PlayStation, so the only way you're gonna play it is by either standing in the arcade

with twenty quid's worth of change in your pocket, or by selling your PlayStation and buying this and a Saturn.

Rally Good Show

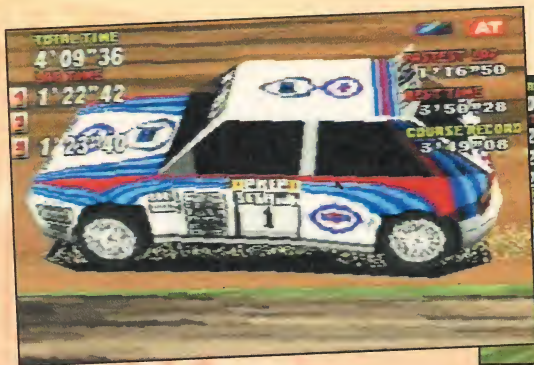
It may sound drastic, but once you play Rally, it'll hook you. Nothing else will satisfy your driving urges, no other piece of software will excite and stimulate you in the way that Rally does. It's a phenomenon, simple as that.

Okay, Sega still hasn't got the hang of this 'filling in the background correctly' lark, and there is 'interaction' with some of the corners, but Rally comes across as the perfect time filler.



PRO TIP: Always keep an eye on the instructions from your co-driver





PROTIP: Make use of the replay facility for that ultimate rally experience



PROTIP: When racing around like a complete nutter, try not to crash into the helicopter!

Missing from Ridge Racer were the extra tracks, a two-player mode, and, of course, better handling on the cars. Well, bizarre as it may seem, Rally corrects all of these and even allows you to fine tune a motor of your choosing so that your selected car drives like an absolute dream. In fact, all that's missing is a personalised numberplate and a couple of leggy blondes in the back!

It's going to be close, but you've got enough time in hand to see you safely to the checkpoint

As mentioned, the game comes with a two-player option. This is fast, furious and comes in the form of a split-screen challenge.

Only you and your opponent are on the track thrashing it out between yourselves, so you can really let your hair down and go for

broke. Three or five lap races are selectable, as well as a Time Lag option. This basically means that if you lag behind your opponent for a certain amount of time, the race is lost. The time limits can be altered, as can the headstart and slower car boost option.

Rally Sayin' Something

In single-player mode, the action takes on a different form. Two

modes of play are available, one comprising a practise round where you simply pick the track you wish to practise and erm, practise to your hearts content, and the other where you can go head to head against the pros in the Championship mode. Here the action is a

Er, watch out for the grazing zebra! We must be in Africa. Or Knowsley Safari Park



Check out the replays for some top flying car action as you take the bumps at high speed



The Lancia in all its red, white and blue multi-sponsored glory



one lap speedfest (unless you change it on the option screen) where the aim of the game is simple; get to the finish line pronto!

The usual checkpoints must be cleared if you are to complete each track. Failure to do so results in your retirement from the race, and alas, the competition.

Your final race position on the first track equals your starting position on the following track, and so on and so forth for the following races. Rumour has it that there is a hidden track if and when you come first in the



The split-screen two-player option provides some serious racing fun. Check out the tension as you close on the car in front, only to find your overtaking manoeuvre foiled

competition, and judging by the Pros efforts over the past few weeks, it ain't gonna be easy!

To help you in your mission for victory, Sega has included a Fine Tune option. Select

either the Lancia or the Celica, and then take it into the shop for some serious upgrading. Better handling, softer or harder tyres, and an automatic or manual shift can all be yours.

Rally Grifter

Once you've created up to four 'perfect' vehicles, you can then take

to the track once more and try to improve upon your previous records.

Playing around with the fine tuning helps amazingly. Some players have complained about the looseness of the handling, but let's take on board the fact that this is a rally game, not a bog-standard hit-the-accelerator-and-steer fiasco. Rally cars don't stay on the track a great deal, nor do they glide round

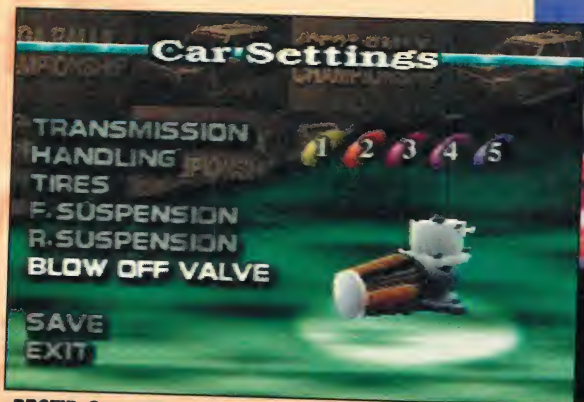


corners with the greatest of ease, and all this has been taken into account when producing this game.

Your car will skid, it will become hard to control, and it will hit the odd wall or two, but that's the fun part. You must power your car into bends at high speed, hit the brakes and lose the back end round those more tricky

As you get better at each track, your lap times will get steadily faster and faster





PRO TIP: Spend time getting your car settings just right. It can make all the difference in a close race.



The Car Select screen lets you choose between the various merits of the Lancia and the Celica.

corners if you're going to gain ground. Pussyfooting around the course at an average speed means you won't be winning any prizes in the championship. You must play hard to win. In fact, you must play hard if you're going to get anywhere in this race.

Racing fans will love this latest addition to the next gen-

family tree, and all those Saturn owners out there who are getting fed up with completing Daytona will no doubt have this baby firmly pencilled in on their Christmas list to Santa. PlayStation owners will be kicking themselves. Ridge Racer is a good game, but compared to Rally, it hasn't got a leg to stand on.

Rally Quick

Faster than a speeding bullet and more fun than a barrel of hyperactive

monkeys, Sega Rally contains enough excitement to fill Damon Hill's pants, and features the best two-player action since Mario Kart.

You've made it. Now get ready for the next race.



Watch out for the puddle on the left! It could spell disaster.

Saturn Game Profile
SEGA RALLY
SEGA

Without a doubt, this game is the proverbial part of a canine's anatomy. Sega Rally is the best game we've played all year, and puts the PlayStation's racers into perspective.

ETBA
Available January
Racer
1-2 players
2 cars

95%

PC



Those bales of hay could be the difference between life and death

Virtual KARTS



By Tommy Glide

Karting is in vogue at the moment. It's trendy to go and do it on a Saturday morning, but the problem is it can be quite expensive. So, is it possible to replicate the experience on a computer, or do you just end up with yet another racing game and no real karting feel?

Well, sadly it's a bit of both. Virtual Karts is a good racing game, but you may as well be playing any other racing title on the market. Another downer is that you'll need a pretty beefy machine to get anywhere near the best out of this. We were running it on a P75 and it still tended to chug a bit with full detail, because it's all SVGA.



Virtual Karts can be viewed like all good race games



Plenty of camera viewpoints are provided for that TV effect

Virtual Karts is an enjoyable game but doesn't really ever get out of the ordinary.

You'll probably have a lot more fun with MicroProse's FIGP2 when it eventually gets released in February.



PC Game Profile

VIRTUAL KARTS
MICROPROSE

£34.99
Available now
Racing
1 player
Karting fun

86%

And they're off around the circuit!



Well defined Windows' graphics galore

THIS MEANS WAR

By Major Mike



Command & Conquer broke all records for Virgin Interactive earlier in the year when it became the fastest selling CD-Rom game of all time. This Means War shouldn't directly be compared to C&C, but in some ways it's definitely along similar lines.

The first thing to mention is that the game only runs under Windows, which may cause a problem for some of you. But on the plus side, this does mean that all the controls are simple and the game is extremely user-friendly.

In fact the whole thing turned out to be infinitely better than we expected.

Careful use of your cursor allows you to target whole groups



It's all kicked off big style over there. This definitely means war



There are definite elements of Command & Conquer in there

You control units of men and tanks (a la C&C) and basically try and wade through your opponents as quickly as possible. It's set in the future and there are various other factions to defeat as you play the game.

TMW is a comprehensive strategy game that is made better by its simple playability.



PC Game Profile

THIS MEANS WAR
MICROPROSE

£39.99
Available now
Strategy
1 player
C&C-ish

90%

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**SPECIAL
FEATURE**



Huge explosions, wild gunfire, irate religious fundamentalists and the S.A.S. go hand in hand, but what happens when you throw a couple of hapless games journos in there and ask them to get involved?

When you get a phone call asking if you'd like to take part in the filming of a video sequence for Millennium's latest PlayStation game, you jump at the chance. Later, when it slowly transpires that the game in question is a combat strategy affair, and the filming mentioned earlier involves you getting several shades of digitised dirt kicked out of you by four actual S.A.S. dudes, plus the following morning you'll be

cursed by unexplainable cuts, bruises and several aches and pains, hindsight tends to give you a sharp kick up the ass as a reminder never to do anything vaguely similar ever again.

Life's a bitch, and so were the few hours we spent one chilly November morning in the company of Her Majesties' best bover boys and general all-round hard blokes, the S.A.S.

After being sternly told not, ("I repeat not") to take any photos of the clad-in-black combatants without their regulation issue gas masks, (for fear of them being recognised or even hunted down and killed), we were lead into a room where Chris, the Director, began to give us a brief idea of the day's events.

We were there to film the final FMV sequence for the game.

Deadline. If you complete the game, you'll be treated to a short series of FMV clips, illustrating the storming and clearance of the terrorists' headquarters, and that's where we come in.

Both terrorists and hostages were required for the day's filming, so basically everyone who had turned up



Scary looking bloke. Imagine him kicking your embassy door down and throwing a stun grenade at you

that morning was going to be needed in one way or another. Hurrah, we were going to be famous!

After the briefing, a short video of the S.A.S. boys in action was quickly perused. We psyched ourselves up and then it was off down to the wardrobe department to get kitted out for the occasion. Here, the selected extras (including us) were split into groups. One, comprising six of the harder looking amongst us, instantly became terrorists, thanks to an endless supply of camouflage pants, ski hats and oversized flak jackets. The other group, mostly consisting of girls and wimpy lads, became hapless hostages.

Eat Lead And Die!

Right, we were dressed to kill, now all we needed was some heavy firepower. The armoury was obviously the next stop, where all of us really tough terrorist dudes were issued with fake Uzis, Desert Eagles, Magnums and various other handheld items of destruction. The next hour and a half was then spent rolling around on the



Rider



Cripes! Red hot laser sighted action ahoj as the boys in black storm the terrorist HQ



Hapless hostage and GamePro gamerster, Biff, fills his pants as the terrorists get restless

floor, dodging punches, spraying the hostages with 9mm bullets, and knocking people to the floor by the aid of a rifle butt. At this point, Chris the director came over and insisted we kept the noise down as they were trying to film elsewhere on the set.

After the initial excitement of becoming a movie star, the hours of waiting around in the cold laughing at the film crew shook us to our senses, and the general opinion was that making movies was boring. We don't mind the finished product, but all this sitting around as they insist on re-shooting the same shot over and over again quickly becomes tedious. We wanted some action! For heaven's sake, we had four real life S.A.S. blokes here for the day! We wanted to kick off, cause some trouble, and have a fight!

Unfortunately the boys in black were far from being in the mood to kick off. They were taking everything tremendously seriously, perhaps too seriously, but then it dawned on us; they do this sort of thing for a living.

These are the real thing. No actors or men poncing around in combat gear, these blokes are the S.A.S.



SPECIAL FEATURE

These S.A.S. guys are stealthy. He could be a foot away from you and you wouldn't know he was there



Buster Bloodvessel found in abandoned warehouse shocker!



It's kicking off! The boys kick in the door and start wasting fundamentalists left, right and centre!

Hey kids! Although it may look like great fun and an ultimate top laugh playing around in abandoned warehouse waving guns about and being rowdy, it isn't in real life. So, erm... don't do it, at home, or anywhere else for that matter. In fact, don't ever do anything ever. Safety first, fun later. That's my motto

Today was just like any other to the S.A.S. boys. Kicking in doors and rescuing terrified women and children was second nature to them, only today they could retake anything that they felt 'wasn't right'. And believe us, they did, with gusto.

As we battled the frosty morning air and continued to view the whole film set caboodle from a distance, we were approached by a heavy set man in a balaclava. The stunt coordinator supremo (who looked remarkably like Bill Oddie) was in need of some strapping young terrorists for the next shot - Bingo! We jumped at the chance and were hurried into a disused warehouse of sorts and given a selection of handguns to wave around.

Acting the Goat

Here we were told that we were guarding the terrorist HQ and the door that we'd just spent the past two hours watching being kicked in by the S.A.S. was in fact the entrance to our hideout. We were to look surprised, pull out our weapons, fire, scream obscenities and

then fall to the floor as if we were being riddled with hot lead. Piece of cake. Diving comically into large plastic barrels was a scream, but having a 16 stone army bloke standing on your wrist and kicking your fingers was slightly less than appealing, especially as they insisted on doing about 17 takes of the same shot: Our hands, being stood on and being kicked, hard. Great stuff.

Several takes later, we dragged our battered bodies from the warehouse and took a well earned breather. Now it was everyone else's turn to experience the pain and power of the S.A.S.

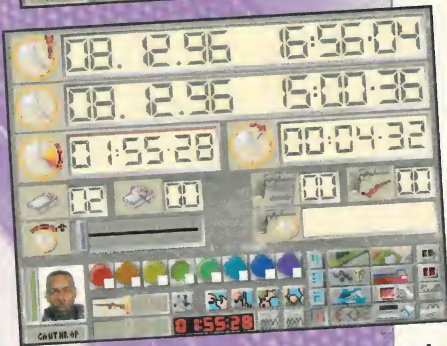
Hostages were tied up, terrorists got shirty, the S.A.S. stormed in, people got shot, Bill Oddie got punched, everyone started shouting. Much smoke, untold amounts of bullets and plenty of extra loud fireworks later, all the hostages were being hur-



UZI Rider



Here we see some exclusive shots from the unfinished game, *Deadline*. Cool or wot?



As you can see, the game needs patience and practice, and isn't a simple shooting affair



riedly released from the building, leaving the bloody bodies of the once threatening fundamentalists behind in a pool of their own blood.

It was a wrap, so to speak. Everyone looked either knackered, relieved, or like they'd just spent the day being kicked around an empty warehouse by a load of irate elephants, but everyone was happy.

We left the professionals to do the rest of the movie as we were no longer needed, and we pathetically dragged our beaten carcasses to the nearest piece of transport home.

Unfortunately we can't disclose which parts we played in the *Deadline* FMV sequences, but if you buy a copy of the game and you spot a load of badly dressed idiots waving guns around and acting like they've



"Red sky at night, you be on my land!" Farmer Parmer's gangsta alter ego also appears in *Deadline*. Or does he?

SPECIAL
FEATURE

A star is born



Johnny Bazookatone is all set to be famous. His first album is taped to the front of this month's mag, but where has this soon-to-be-megastar come from? Will he last or will he disappear in a Bros-like puff of smoke? We went to the picturesque little country village of er, Walsall to find out



Walsall isn't really known for producing superstars. In fact, with no disrespect to the place, it's probably best known for being next to Birmingham, having ludicrous traffic jams courtesy of the rubbish old M6, and being home to a distinctly average footy team.

Johnny Rankster

Anyway, tucked away in the heart of the place is ARC Developments, a software team with many, many games to its credit across all formats. But for the last few months at least, the only two words mentionable within the hallowed walls have been "Johnny Bazookatone".

This is where the next generation's Sonic the Hedgehog is about to be born, at least it is according to the people at US Gold, who

will be responsible for the title along with the boys and girls at ARC. Christmas is obviously synonymous with legends being born, so if on December 24 reports were to start flooding in around the Walsall area of a bright star in the sky and three blokes with camels



parading around, maybe only the people who have toiled away on the project would not be surprised.

One thing's for sure though, Johnny B will not arrive wrapped in swaddling clothes. More likely it will be a sharp suit and an Elvis quiff, ready to take on the world as he traverses the PlayStation, Saturn, 3DO and PC.

Johnny Johnson

The process of bringing Johnny to life has been a long and arduous one. Paul Walker is the head guy at ARC and it has ultimately been he who

has had to make sure everything fitted into place when it needed to.

Even though he must be heartily sick of the sight of Mr Bazookatone, getting Paul to talk about him is about as difficult as getting a tramp to talk down a bottle of meths on a Saturday night. So, starting off on the seemingly obvious

point of the rendered in-game graphics, we asked Paul just how things had come together throughout the project, and how much work had been put into the character.

"We've probably created around 4000 different images for the game, of which we'll only be using three to five hundred because of machine restrictions, and others we've just scrapped."

Has Johnny Bazookatone been like a film, seeing as most of the work ends up on the cutting room floor?

"Very much so. We won't be using the majority of stuff, so yes, it's exactly like a movie in that respect. There's obviously a lot of time gone into all the graphics because they've all had to be rendered. Things were going too slowly so we had to buy our own rendering machine (just £250,000 kids if you want to put one on your

Christmas list to Santa!). In fact we were one of the first people in the country to have one of these so we could do all this sort of thing months





before anybody else in the UK videogaming industry."

Sounds impressive (not to mention expensive), but where did the game ideas come from? Even though it's only a platform game, it features perhaps one of the most original characters ever. Let's face it, you don't get many rock stars starring in computer games do you?

Johnny Weismuller

"Everybody does polygon games, that's virtually all there is for the new consoles at the moment. We thought, 'let's do something they haven't got - something that stands out'. We were doing polygon

games years before everybody else, so we moved onto rendered stuff. We worked out that it would take 11 man years to hand draw everything for Johnny so that's why we bought the renderer."

Exactly how many people have worked on the Johnny Bazookatone project Paul? (Looking around, ARC Developments seems to have hundreds of employees all wandering around, but maybe that's just because it's dark!)

"We've counted them all up

and there are about 30 people who've had direct influence on the game, but there's loads more we haven't even bothered to credit."

Now Johnny B may well have lovely graphics, but the first thing that's going to hit people when they see it for the first time is the stunning introduction sequence and the music which is really rather good (hear it for yourselves on the free CD!). How did they both come about?

"We did the intro so it

wasn't just a series of images flashed on the screen with no tie-in to the music at all. When you hear an instrument on the soundtrack the picture will be of someone playing it. We did it in a techno video style.

Again we wanted to do something different. Everybody does storyboards; we decided to do a music video. I sat down in a room for three days with a calculator to work out all the timings for the images and sounds and everybody's very happy with the results."

We bet that was fun, but what about the actual in-game music? That's hardly your run-of-the-mill bleepy chip music is it?





Johnny Morris

"That's right. A lot of the game was generated around the music with us thinking, 'what can we do that fits in with this?' We've got a top guy called Andy doing some of the music. He just locks himself in our studio all day and comes out with a load of tracks. This guy can knock up a track from scratch in around 15 minutes, and the best thing about him is that he's so diverse. One minute he can do us a jungle track and the next he'll flick back to some jazz thing he's been working on.

That's what we wanted because we didn't want the game to just have one style of music. We didn't just want a techno game or a heavy metal game, and to that end it's worked out really well."

They've also got vocalist Cissy Stone, and people from Sad Café and the M-People in working on the music tracks.

Johnny Cochrane

What about converting then? Surely that's been a bit of a nightmare getting stuff across from the Saturn to the PlayStation then onto a PC?

"Not at all. We spent months initially developing a system that allows us to do all the work on one system and then easily convert to every other format without any problems. That's why there was nothing to show on the game for so long. We had to get that system in place before we began to save time in the long run. Most of the game has come together in the last two months."

So now that the whole thing is drawing to a close, are you happy

with what you've achieved?

"Can anyone say they're really happy with what they've done. Can they honestly say that they can't possibly improve on their work? But yes we're pleased with what we've managed to achieve."

To see what we think, turn to page 56.



SPECIAL
FEATURE

WORLD... A WHOLE NEW



Games on the .net

Say goodbye to games consoles - the future of gaming is online!

Featuring: Doom, Mud, Air Warrior, Chess, and Backgammon.

free membership, free software, free trial internet access from CompuServe® see inside for details.

PNE VIDEO

GamePro has managed to get an interview with the one and only Wavy Davey Winder (the guy responsible for this video on the left). Read Winder's controversial views over the next couple of pages

The Internet is rapidly becoming more and more accessible to a wider range of people. But perhaps the one thing that will really make the whole system take off, but has yet to develop sufficiently, is on-line gaming. You know, playing against other people sat in Thailand or somewhere. Only then will the Internet realise its true potential. Or so some people would have us believe.

Is the situation really like that, or while we're waiting for a super new system which will allow us to play our favourite games on our tellies, can we occupy

ourselves with something different in the meantime?

The truth is, there are many games out there you can play using either a network like the Internet or simply over a modem with a mate. And while it all gets a bit complicated to set up, once you have a system up and running you really will never look back.

GamePro has been out and about

The Resort isn't strictly a game but you do got to interact with other people



Doom Doom Doom



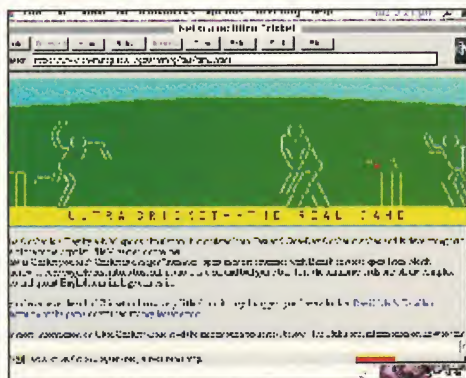
Doom is probably the finest example of a multi-player game to date. It really becomes so much more playable with a whole bunch of your mates to kill

looking at the situation and grabbing an exclusive interview with one of the new faces of the Internet who's got a few interesting views of his own.

But first we probably need to explain a little bit more regarding what we're talking about. To play multi-player games over the phone you basically need two people, two computers, two modems and generally two copies of the game you are intending to play.

Now because of the beauty of the phone system these days you don't even have to be in the same country, but this obviously adds a few new problems, the most obvious of which is the telephone bill. So to cut down on this hassle you need a connection to a system like the Internet or Compuserve. In short, somewhere you can connect for the price of a local call, and connect to anyone

PBM cricket is a novel variation on the postal games that exist. Here you use email



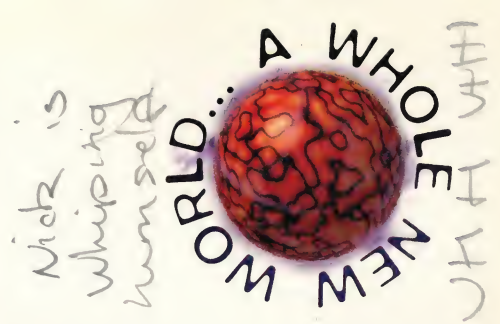
anywhere in the world without needing to be Richard Branson.

This opens up new avenues of playing as well, because this country is notoriously slow on the uptake, and we only tend to embrace technology they've already had in the States for about five years. So if you have a worldwide connection you'll probably find more people outside the UK to play with.

Play Away

So what can you play? You've got your modem and all the stuff you need to connect it, now all you need is something to play. This is where it goes back to being more simple if you have a mate around the corner with his own copy of FIFA Soccer. Then it's simply a case of dialling into his computer and letting the program do all the hard work for you. You play the game as if you were in the same room on the same machine, but there's an added bit of competition because you're not. You don't know how he or she is reacting to the different situations, so you have to use your imagination.

But first things first. We were initially talking about playing games on the Internet, so we tracked down Wavy Davey Winder, Net superstar and presenter of the new Networx video series (a sort of MTV meets Cyberculture collection), the first of which is



Hexen Valdez



The heir to Doom's crown is Hexen, which features better graphics, better sound, and even more gameplay

conveniently titled Games on the Net. He is also the author of a string of Net-related books and works for several Internet magazines. Here goes.

(Interview Mode On)

GP: Wavy Davey then? Why do people call you that and is there a sinister meaning behind it?

DW: No, it's basically because somebody called it me about five years ago and at the time it seemed to describe me perfectly and it probably still does. I'm probably not the sanest of characters. (No readers, we don't get it either, it

SPECIAL FEATURE

Actua Soccer comes complete with network play and a modem upgrade promised

must be one of those strange Nottingham things!)

GP: *.net magazine was just about the first Internet magazine out there. How did you get working for them? Did they approach you or did you approach them?*

DW: Erm, it was a bit of both really. They came to me. I was working as a freelance on the book side of things, including writing the best selling UK book about the Internet which came out round about the same time as the magazine was being developed, so it was inevitable they'd ask me to work for the magazine as well.

GP: *How long have you had Internet access yourself?*

DW: Internet? Probably about five years now, but on-line probably seven. I actually started with Micronet (BT's first foray into the world of the on-line). I was taken ill and was in a wheelchair for a time. I got out of hospital and my mobility was so restricted I couldn't even get out of the front door of my flat. Somebody gave me a modem and an account, and I discovered I had full mobility. Then I sort of moved from there to Cix and found it



Worms is one of the best multi-player games in the business, especially over a network

DW: I would hope you haven't had any personal experience with my wife.

GP: *Not since last week! Let's do a couple of more serious questions now. How do you think the British public's perception of the Internet differs from the Americans?*

DW: Well, I think we're lagging behind. Let's look at the logistics. I'd say they're five years in front of us. They've had this level of interest for that long. It's accepted as another medium like the telephone or the TV and video. In the UK we're still at the stage of 'Wow this is wonderful', but we're getting there. At the moment the British public's perception is that the Internet is a hotbed of pornography and a den of iniquity for anarchists and terrorists, but that's rubbish. It's just a mainstream media image of the Internet.

GP: *Do you believe that we have to move towards a more user-friendly system like America OnLine. Everybody can use it but it causes so many problems because of the number of people who just log on and create havoc because they have no idea of what they're up to?*

DW: Absolutely. Look at the changes in the last year. It's changed so much

had a bigger community and then onto the Internet purely because it had an even bigger community. I've done all the BBSs as well.

GP: *If you were put in a room with a telly and a video with your favourite film on it, a computer with Internet access and a gorgeous member of your preferred sex, which would you turn on first?*

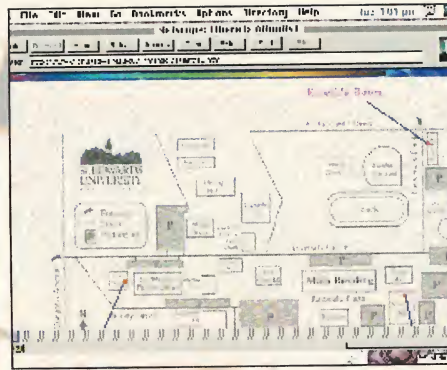
DW: If the gorgeous member of the opposite sex was my lovely wife, then it would have to be her (he says). If it wasn't then I wouldn't be allowed to touch, so it would have to be the Internet, purely because you can get more out of it than the TV.

GP: *And the wife too if our experience is anything to go by! Eh? Eh?*

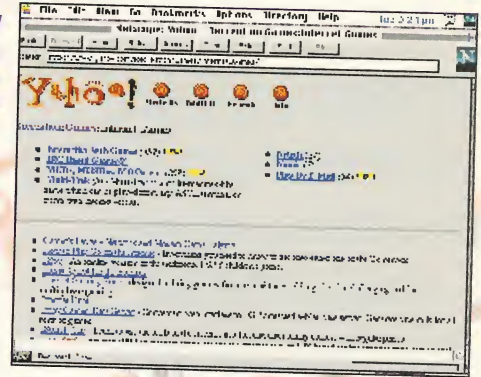
The Need for Speed was one of those games that was a lot better than expected



Kali allows you to download software that lets you play games like Doom over the Internet



Yahoo is the source of all gaming links on the Net. It's regularly updated, so just stop off here



A WHOLE NEW WORLD...

Some Hot games are so complex they come with their own maps supplied to help guide you around

already. We're moving away from the text-based UNIX access that students and Net bods love so much into point and click graphical interfaces that the man on the street can use. I think that's why the AOLers get slagged so much, because they're the general public, they're you and me. Computer geeks don't like that because people are bringing their ball into their playground and having a good time kicking it around. I hate to say it, but some of them are being exposed for the sad b*stards that they are. Everybody talks about the Internet not being owned by anybody, so why do this elite clique think they do?

GP: So you don't agree with netiquette?

DW: Personally I think netiquette is the biggest load of b*locks ever. If you go into a pub there's not a big list of rules saying you're not allowed to talk about this, this and this here. You just move into the pub get your drink and talk, so why should it be any different on-line? The concept of netiquette is incredible. Again it's just elitism. If you want to join our club you have to play by these rules.

GP: Which areas of the net do you use most, eg Usenet, the Web etc?

DW: As far as I'm concerned the Web is the Internet. That is it. The Web is now the window onto the Internet, so I use that more than anything else. I get my newspaper delivered over the Web. But

email is a vital part of my life. I could probably do without a fax machine. I could probably do, at a pinch, without a postman, but I can't do without email.

GP: If you had to make one change to the Internet what would it be?

DW there's two actually. Speed and cost. It has to be faster and cheaper, and both of those will happen.

GP: Onto your video series. You're supposed to be releasing three videos...

DW: Er yes, plans are changing all the time. We've filmed three videos; Games, Sex and we've done one about the World Wide Web. Hopefully we'll have a fourth one about music at some point as well. Rather than set out and make a really boring video we decided to spend some money and make a really exciting video

about the Net. I wrote it from scratch myself and it's sort of a cross between MTV and Beavis and Butthead. Highly graphical and pleasant on the eye as well as being very fast paced.

Well, unfortunately that's all we've got space for this month. However, Davey talked for hours, and it would be a shame to waste his pearls of wisdom, so what we'll do is carry it all on in next month's Internutter. This guy has got a lot more interesting stuff to talk about.

We'd like to thank Davey and Public Eye PR for all their help in setting all this up. Look out for the videos in your shops now, they're well worth a watch.

Virtual World Cup

FIFA '96 on the PC is the first football game to allow network and modem play. It's an even finer game when you're playing someone from the other side of the planet



**Worm eating
weasels!**

W O R M

We asked you to send in piccies of worm lolly eating, and they arrived by the bus load. Here's the best of the bunch, plus we announce the winner of our top worm prize!

The free worm sucker we gave you with issue four caused a right old stir. Nationwide, the topic on everyone's lips was the worm, and the whole country started going crazy for edible insects. Richard & Judy, Granada Reports, The Big Breakfast, Live & Kicking, Newsround, Radio One, The Daily Mail, The Star, The Mirror... We can safely say it was a roaring success, and the people here at GamePro HQ and the chaps at Virgin would like to say a big thanks to everyone who took up the worm challenge.

As you may know, we asked you lot to send in some photos of you and your pals munching the worm, and we agreed to give away a top prize to the best photo. Well ladies and

gentlemen, it's time to announce the winner. But before we do that, we think it's only fair to expose what exactly the special worm prize is that will be arriving at the winner's doorstep just before Santa rams himself down the chimney.

Just think of it as your Xmas pressie from the Pros, and believe us, it's a beauty! Not only will you be getting your hands on even more worm lollies (ideal for Christmas lunch if you're sick of turkey), but you'll be receiving more spicy meat

treats than you could possibly handle in the form of fabulous Peperami snacks. As well as all that you'll get a really smart and highly exclusive Spot Goes To Hollywood director's chair, a six month subscription to GamePro (if



Nation

WINNER!
1st Prize goes to Lee Richard of Reading. Well done boy!



Good effort from Mark Windram...

...suspicious facial expression from Edward Davis...



...and Robert Dill does a spot of comedy worm licking for the camera!



Daniel Hayes gets a mouthful



you're already a subscriber, it'll make a top pressie for someone), a cool and groovy Shiny Entertainment watch, a large wad of current IDG Media magazines, a host of player's guide books, and whatever videos, books or pieces of software are

knocking around the office that we don't need anymore. It's all yours to keep! What a wicked prize, eh? Well, it's time to tell the nation who the winner is, drumroll please...

Lee Richard of Reading – it's you! We hereby announce

that you, yes you, have won our fabulous competition. Your photo was gross and your mum's letter made us giggle, so you win the lot. Well done. Like we say, it'll be with you before Santa, so make sure someone's going to

be in to receive it! Do you really eat catfood Richard? Just wondering. We hope the prize is to your liking, and we certainly hope you like Peperami!

Well done to all our entrants. We're sorry you couldn't all win!

We know it's a drag shopping at this time of the year, so we've cooked up this little list of top Christmas gaming ideas for you to use to your advantage. Use the list to select a top pressie for your mate, or simply stick it under your mum's nose and cough insanely as she

Hardware

1) SONY PLAYSTATION

If you're choosing new hardware this Christmas the choice is basically between the two big boys. Sony's PlayStation may have a slightly bigger game library, but the Saturn is catching up quick. Price: £299, including pad and game demo



2) SEGA SATURN

Originally priced at £399, the Saturn is now available at a low low £299. For that you get a pad, and erm... that's it! Still a top machine though, but it's a nightmare deciding between this and the PlayStation

101 Top Xmas

Software

SPEED FREAKS:

4) RIDGE RACER

– PLAYSTATION 90%

"if you've got your hands on a PlayStation, this tyre squealer is a must buy"

5) SEGA RALLY

– SATURN 95%

6) SCREAMER

– PC CD-ROM 90%

"Products like this show the PC can hold its own against the next gen consoles"

7) FATAL RACIN'

– PC CD-ROM 89%

"Another very good game from Gremlin, whose products are looking more and more appealing"

8) VIRTUA RACING

– SATURN 91%

"This game is everything the

arcade version was and more. It may be getting old in the tooth but it's a great game nonetheless"

9) DESTRUCTION DERBY

– PLAYSTATION 89%

"The closest thing you'll get to causing a major road accident without risking your life in the process"

10) WIPEOUT

– PLAYSTATION 94%

"Impressive graphics combined with the speediest gameplay around makes this racer an instant classic"

11) MICRO MACHINES 96

– MEGA DRIVE 92%

"How do you improve upon one of the world's best racing games? Codemasters has found a way to do it"

12) THE NEED FOR SPEED

– PC CD-ROM 88%

"The link-up option provides plenty of frenzied competition. Fast, exciting and a challenging racer"

13) SUPER SKIDMARKS

– MEGA DRIVE 92%

"Just as good, if not better than Micro Machines. More playability than you can possibly handle!"

14) DAYTONA USA

– SATURN 89%

"With the exception of a few flaws, this home racer is virtually arcade-perfect"

15) MICRO MACHINES TURBO TOURNAMENT

– SNES

Yet to be reviewed

SPORTY TYPES:

16) VICTORY BOXING

– SATURN 89%

"Top one-on-one, no nonsense polygon pummelling from JVC. Unlimited hours of fun in two-player mode"

17) INTERNATIONAL SUPERSTAR SOCCER

– SNES 92%

"Much enhanced and vastly improved, the SNES football trophy can be held proudly above its head"

18) 90 MINUTES

– SNES 92%

"A pure arcade football fest that'll give you value for money, even in one-player mode"

19) CHAMPIONSHIP MANAGER 2

– PC CD-ROM 92%

"It's a bit sad and anorak-like, but if there's one game worth



Sega Rally



Ridge Racer



Destruction Derby

reads the list out loud. Included in the listings are some of the best games we've played over the year, each sectioned off into their own little categories, plus the score we gave them and a little quote to help you make up your mind. It's not all software mind, there's some quirky little Xmas treats in here too!



3) GOLDSTAR 3DO

The 3DO has got itself a new look thanks to the boys at Goldstar who have revamped this lovely little machine. No ground-breaking games on offer, but the choice of titles is endless. Yours to keep for around £249.99



Gaming Gifts

buying this year, it has to be this"

20) PREMIER MANAGER - MEGA DRIVE

Yet to be reviewed

21) STRIKER '96 - PLAYSTATION 93%

"The pure playability of this game will grab you and demand that you play it some more. Addictive, enjoyable, orgasmic fun"

22) PETE SAMPRAS '96 - MEGA DRIVE 91%

"Beats the former tennis game champ by a long way, and considering that's the original Sampras, Codemasters will be well pleased"

23) SUPER INTERNATIONAL CRICKET - SNES 80%

"Good gameplay that true cricket

fans will no doubt fall in love with. Not for the casual cricket fanatic"

24) FIFA '96 - PC CD-ROM 92%

"Even more stylish coding from the guys at EA. FIFA '96 is yet another essential purchase for sports loving PC owners"

25) ACTUA SOCCER - PLAYSTATION

Yet to be reviewed

26) PGA TOUR GOLF - PLAYSTATION 84%

"Depth of gameplay, outstanding graphics and sound make PGA Tour a real winner"

27) NBA JAM TOURNAMENT EDITION - SATURN 91%

"The best multi-player game to hit the next generation machines. Arcade-perfect in

every detail"

28) NHL '96 - SNES 90%

"With the addition of loads of new features, NHL '96 is the best hockey game currently available for your SNES"

SLAP HAPPY CHAPPIES:

29) VIRTUA FIGHTER REMIX - SATURN 93%

"The polygon puncher is back, and it's stopped off at the Advanced School Of Improved Visuals on its way"

30) VIRTUA FIGHTER 32X - MEGA DRIVE 32X 93%

"32Xers who thought their system was dead in the water should stop their crying now! This version is great!"

31) TEKKEN

- PLAYSTATION 93%

"This one should become an essential part of everyone's games collection. An instant classic"

32) BATTLE ARENA TOSHINDEN - PLAYSTATION 92%

"A game that will make even the most loyal 16-bit owners re-evaluate their allegiance"

33) MORTAL KOMBAT 3 - PLAYSTATION 90%

"What has to be the most eagerly awaited beat'em-up of all time blasts its way onto your PlayStation"

34) WRESTLEMANIA - PLAYSTATION 90%

"Get ready to rumble with the most unique fighting game on the PlayStation to date"

35) WEAPONLORD - SNES 90%



Toshinden



Actua Soccer



Tekken

SPECIAL FEATURE

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

36) WORLD HEROES PERFECT
- NEO-GEO 91%

"The Heroes return for the fourth time with more moves and combos. Not quite perfect, but almost"

37) PRIMAL RAGE
- SNES 90%

"A scorching game no matter which way you look at it, but not of course without the occasional hiccup"

38) KILLER INSTINCT
- SNES 91%

"Last year's hottest arcade game - on your SNES! It fairs well against the current console kings, but it ain't no killer!"

39) SUPER STREET FIGHTER 2
- AMIGA 89%

"If you own an Amiga, then this is an essential beat'em-up that must go on your shopping list"

BRAIN BENDING ADVENTURES:

40) FLIGHT OF THE AMAZON QUEEN
- AMIGA 90%

"Adventure fans will be delighted, the arrival of this game is more than welcome"

41) THEME PARK
- PLAYSTATION 91%

"Fun and addictive, Theme Park makes a novel change for a next generation console game"

42) CRUSADER
- PC CD-ROM 90%

"Origin has come up with the goods yet again. Crusader is huge and will take you ages to complete"

43) 3D LEMMINGS
- PLAYSTATION 90%

"PlayStation owners wanting a respite from all that arcade action couldn't pick a better game"

44) WORMS
- PLAYSTATION 91%

"An absolute classic. But

remember, playing with your worm alone isn't half as much fun as it is in company"

45) DISCWORLD
- PLAYSTATION 80%

"Adventure freaks and fans of Pratchett will no doubt fancy a dabble around Discworld"

46) X COM: ENEMY UNKNOWN
- PLAYSTATION 90%

"Superb stuff. X Com is a perfect way to waste time as the darker nights draw in"

47) BATTLE ISLE 3: SHADOW OF THE EMPEROR
- PC CD-ROM 90%

"A good allround strategy that will pick up a lot of fans from all areas. This is superb"

48) ASCENDANCY
- PC CD-ROM 92%

"Nice hi-res graphics and digitised sound give the game the polish we've come to expect from Virgin"

49) THE DIG
- PC CD-ROM 92%

"Good puzzles, good atmosphere, and a great game"

50) STAR TREK: TNG
- PC CD-ROM 93%

"One of the most impressive PC games for ages. Real Star Trek actors and everything. Superb"

51) 11TH HOUR
- PC CD-ROM 91%

"This is a genuinely scary puzzle/adventure that will test both the resolve and nerve of hardened adventurers"

52) COMMAND & CONQUER
- PC CD-ROM 94%

"The only word in the English language that can describe this game perfectly is 'stunning'. Unmissable!"

53) SUPER BOMBERMAN 3
- SNES 91%

"As far as multi-player games go, this is head and shoulders above the rest. An absolute classic!"

54) ZOOP
- MEGA DRIVE 86%

"Long on thrills but short on frills, Zoop's simple, yet absorbing gameplay should

adequately heat up your Mega Drive this winter"

RUN. JUMP & FUN

55) RAYMAN
- PLAYSTATION 90%

"A platform game that actually plays as good as it looks. Rayman is a Godsend"

56) EARTHWORM JIM 2
- MEGA DRIVE 95%

"Jim has made a bigger and better comeback than Cantona, and he's a lot less violent! 11 out of 10 in every department"

57) SPOT GOES TO HOLLYWOOD
- MEGA DRIVE 90%

"Great gameplay and some of the best graphics you'll see all year. An essential buy for Mega Drive owners"

58) VECTORMAN
- MEGA DRIVE 91%

"Your 16-bit isn't dead yet! A tough, entertaining platformer that rewards you with tons of fun"

59) BUG!
- SATURN 92%

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

60) YOSHI'S ISLAND
- SNES 96%

"Matches Super Mario World in almost every respect. This is great entertainment"

61) DONKEY KONG COUNTRY 2
- SNES 94%

"Diddy's Kong Quest is altogether bigger, better, and much more fun than its illustrious predecessor"

ARCADE SHOOTERS:

62) EF2000
- PC CD-ROM 91%

"If you want a tough challenge and a hefty manual to wade through, Eurofighter 2000 will be just what you're looking for. It's in the shops right now!"

63) VIRTUA COP
- SATURN

Yet to be reviewed

64) JUMPING FLASH
- PLAYSTATION 93%

"A first-rabbit perspective 3D jumpfest. Collect carrots, kill bad guys, jump around and enjoy yourself"

65) FADE TO BLACK
- PC CD-ROM 90%

"A novel concept executed well. The one or two niggles are easily outweighed by the sheer playability"

66) FIRESTORM: THUNDERHAWK 2
- SATURN 91%

"Enough flying lead, whirring blades and impressive explosions to satisfy just about anyone's appetite for war and destruction"

67) DEFCON 5
- PLAYSTATION 89%

"A thinking man's game that will take your breath away"

68) KILLING TIME
- 3DO 88%

"Outstanding sound effects and spooky music. Not a game to play on your own - you'll end up wetting your pants"

69) LONE SOLDIER
- PLAYSTATION 85%

"Graphically superb and very reminiscent of Commando from years gone by"

70) THE RAIDEN PROJECT
- PLAYSTATION 90%

"Although it's over five years old, it's still one of the best shoot'em-ups you're ever likely to play"

71) ALIEN BREED 3D
- AMIGA 88%

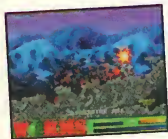
"With fine graphics and good playability, this one's sure to appeal to the majority no matter what"

72) DOOM
- PLAYSTATION 93%

"It's bigger, louder and meaner than ever before. This is the best console version of Doom to date"

73) DOOM
- SNES 96%

"A game that'll make you fall in love with your SNES all over again. This is what we want!"



Worms



Yoshi's Island



Diddy's Kong Quest



Lone Soldier



Hexen



Doom



Star Trek

Other Stuff: As well as all the great gaming treats that will be available in the shops this Christmas, there will be plenty of other items too. Check Numbers 83 onwards for details...

74) MAGIC CARPET 2
- PC CD-ROM 90%

"A good solid sequel that will make more friends than enemies. A great deal more accessible than the original"

75) LOADED
- PLAYSTATION 94%

"There are many titles for the PlayStation, and provided you're over 18, there's no reason to wait for anything else"

76) SPACE HULK
- 3DO 91%

"A proper game which requires a decent level of intelligence to play. Graphics and sounds that make you go all squiffy"

77) MECH WARRIOR 2
- PC CD-ROM 91%

"If you like your games with big robots in, you'll be sorted with this gem from Activision"

78) PANZER DRAGOON
- SATURN 90%

"Incredible graphics, tough action and innovative gameplay make this the perfect first shooter for the Saturn"

79) HEXEN
- PC CD-ROM 93%

"Fast, furious and immensely enjoyable, Hexen has everything any discerning PC action fan could ever wish for"

80) VIEWPOINT
- PLAYSTATION

Yet to be reviewed

81) SHOCKWAVE
- PLAYSTATION 70%

"A fairly enjoyable, if not varied, shoot'em-up that has some nice graphical moments"

82) PO'ED
- 3DO

Yet to be reviewed

83) ARCADE RACER JOYSTICK

Top wagging device

84) SPARE PADS

Everyone needs a spare joypad or two don't they? There are many different types of pads for

every available system, but if you ask the Pros, it's best to stick with the original ones rather than those tacky-looking transparent jobbies.

85) ACTION REPLAY

Again, this baby is now available for every console on the planet. Not only does every version give you oodles of free cheats, but certain versions allow you to play import software too! A must buy for serious gamers.

86) MEMORY CARDS

Now that the Sony PlayStation is out to buy, why not take advantage of the game saving facilities at your fingertips? Memory cards are cool; you can save your top team, high score, or your placement in a game (such as Rayman for example) on these beauties, and they're available in both official and un-official versions too.

87) FOURWAY ADAPTOR

If you've got NBA Jam, Bomberman, Street Racer or any variety of soccer games for your system, then you should be shelling out for one of these treats this Xmas. Of course you need to buy the pads as well, but you can always borrow a pal's couldn't you?

88) TRANSPARENT GAME BOY

They may not be at the height of video gaming fashion anymore, but the diddy old GB is still a top piece of gaming hardware. Top games such as Killer Instinct and Bomberman are currently available, as well as a massive back catalogue of monochrome fun. New hardware models include red, black, yellow and transparent casings. Groovy.

89) GAMES WAR BOOK

Written by industry chaps for industry chaps, this whopping book tells the inside tale of the videogame business. Marketing, budgets, loads of graphs and inside information are all a page flip away if you invest in this thick tome of telltale gaming gossip. Not for those of you who

couldn't give a chuff how games make it to the high street.

90) FLUX TRAX

Mad trippy visuals on your Mega CD or PC CD-Rom? Yes please! This top cybertrickery is inserted into your CD drive and creates pulsating and absorbing visions of delight to accompany your selected soundtrack. Basically you put a music CD in and it dances along to your tune.

91) SOCKS

You can't beat giving someone socks for Christmas. They'll hate them and most likely hate you for buying them, but what the heck! Give them all socks and save all your money. Then buy more games, and issues of GamePro.

92) STAR TREK PC ADD-ONS

If you're a sad Trekkie who has a mad desire to turn your PC into the bridge of the Starship Enterprise, then this gift idea should fill your pants to warp factor five. Keyboard, mouse and numerous other PC add-ons are all on sale right now.

93) WIPEOUT ALBUM

Orbital, Leftfield, New Order, The Prodigy, The Shamen, Manic Street Preachers and many more fill this corking soundtrack album which accompanies Sony Interactive's amazing PlayStation racer, Wipeout. Top techno wizardry from the best in the business. Buy it, you don't need telling twice!

94) FREAKY MOUSE MATS

To rest your mouse on

95) EARTHWORM JIM FIGURES

Shiny Entertainment has not only made Earthworm Jim into a ratings winning, highly comical cartoon star, but it's issued a new range of Earthworm Jim figures too! Jim and several characters from the games (including Pscrow, Peter Puppy and Princess Whatshername) should be in selected toy stores come the new year, and they're smart to boot!

96) PLAYER'S GUIDE BOOKS

They're simple to follow, reasonably priced, and can save you pulling your hair out over a vast range of titles. Contact your local book shop for more details.

97) PSX MOUSE

On sale in December, it should save your RPG nightmares forever!

98) ADOPT A PRO

Yes that's right, you can adopt your very own GamePro dude for as little as £1400 a month thanks to our new and exciting adoption scheme. You'll get full use of the wit and dry sense of humour included in each Pro in the form of an amusing letter and possibly a photograph, each and every month. Additional letters, photos or jokes must be paid for in advance and are not included in our special Christmas starter offer. A snip at £1400! Note: Additional material costs around £500 per item.

99) VIRTUAL BOY

Nintendo's weird and wonderful 'virtual reality gaming system' may not be on sale over here yet, but it's doing a roaring trade over in the States. Perhaps you could order one from an importer and give it to a loved one this yuletide. Or maybe you could just give them something you know they'll want.

100) SUBSCRIPTIONS

What could be more enjoyable on Christmas morning to find that Santa has given you a year's subscription to your favourite gaming mag? See the form on page 138.

101) MORE WORM LOLLIES

Yum, yum! What could be better after a filling Christmas dinner than to munch on a couple of sugar free worm lollies? Bliss.

Now all that lot is out of the way, and we've given you numerous festive bundles of fun to choose from, all that's left for us to say is: Have a stonking Christmas and an even merrier New Year!



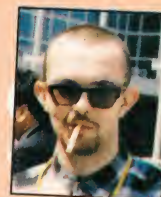
Star Trek



Subscriptions



Worm Lolly



A Pro



Wipeout CD



Memory Card



Games War Book

ProSpects

Next year looks like being one of the hottest times in the history of interactive entertainment, with untold amounts of awesome software lining up to jump onto almost every machine imaginable. To give you a brief idea of what to expect come the new year, the Pros have kindly created this whopping Prospects section for you to drool over, giving you all the information you need for the future, right now! So readers, deep breath and away we go...



NORMALITY INC.
p85
High kicking action is provided by Gremlin's new release, *Normality Inc.*, where Doom meets the point and click adventure



<i>Star Trek</i>	84
<i>Normality Inc.</i>	85
<i>Ripper</i>	85
<i>Zork: Nemesis</i>	86
<i>Spycraft</i>	86
<i>Time Gate</i>	87
<i>Extreme Pinball</i>	88
<i>Actua Soccer</i>	89
<i>Backpackers</i>	90
<i>Bermuda Syndrome</i>	90
<i>Descent 2</i>	91
<i>Hillsea Lido</i>	92
<i>SWOS 95/96</i>	92
<i>Road Rash</i>	93
<i>Star Fighter</i>	94
<i>Deathkeep</i>	94
<i>Waterworld</i>	94
<i>BattleSport</i>	94
<i>Toy Story</i>	95
<i>Captain Quazar</i>	95
<i>Bad Mojo</i>	95
<i>King's Field</i>	96
<i>Gex</i>	96
<i>Into the Shadows</i>	96
<i>Hi-Octane</i>	96
<i>Rail Chase 2</i>	97

Big Red Racing PC



polygon graphics, so it's not going to be as pretty as the likes of Fatal Racing and Screamer, but you'll be able to use a much lower spec machine to play it on.

This game will win the award for perhaps the strangest title of any racing game ever produced. For what it's worth, it comes about because the programmers are a team called Big Red.

Hailing from the same stable as the ever-popular Micro Machines, Big Red Racing will aim to give PC owners a little of what they've been missing in the playability department when it is released shortly.

The game will use

Anyway, we'll be taking a proper look under the bonnet of Big Red Racing in the next issue of GamePro (the first one of the new year), and we'll be giving you our expert AA report. Will it be an old banger or will

it turn out to be a shiny new Porsche? Tune in next month to find out.



By Domark
Available January



Dragon Dice PC CD-Rom

The world of Dungeons and Dragons has always translated well onto the computer screen. As you might know, the majority of games involve huge playing boards and several gaming pieces, but via the power of technology, whole D&D games can now be contained on just one computer disk.

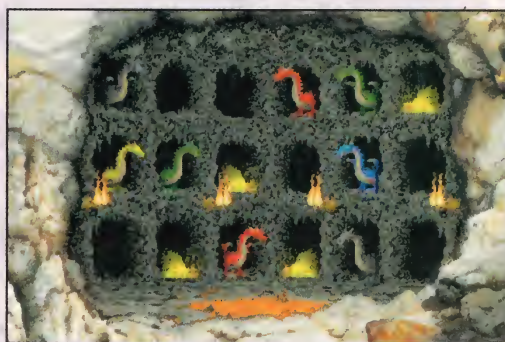
Coming your way soon is a game based on Dragon Dice, a huge adventure from the creators of AD&D.

You get to choose from over 120 detailed dice that morph into their respective characters and can play and battle with up to four players at one time. The beauty of the product is that, via the single-player campaign mode, you can practise your war strategies and attacks against the computer.

If you're into dragons, elves, dwarves and goblins, then this could well be worth taking a serious look at when it arrives later this winter.

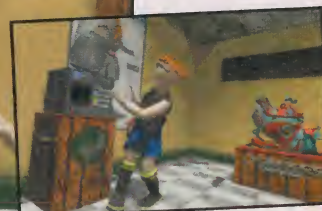
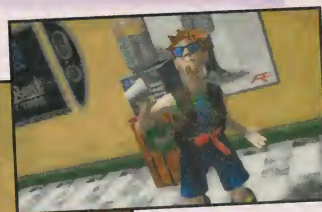


By Interplay
Available February



Normality Inc.

PC CD-Rom



Normality Inc. may be a strange name for a game, but it's going to be a game that's worthy of such a weird title, if you follow the drift. Gremlin has been busy finalising the code for this Doom clone meets Point and Click adventure, and now all it has to do is put the main character's voice in for the project to be complete.

Normality Inc. is a very slick looking game featuring hundreds of locations and many puzzles to get your head around. The game is due to touch down around February time, and with the quality of product Gremlin is producing at the moment, there is no

reason to believe this will be anything short of spectacular.

One final point of note is that at the time of writing, Gremlin is close to finalising a deal with a 'top comedy actor' to supply the voice of the game's main character, Kent. Regardless of how much we pressed we

couldn't get the details (maybe the thumbscrews weren't quite tight enough!) but we'll let you know as soon as Gremlin's willpower breaks.

By Gremlin
Available February

Ripper

PC CD-Rom

The charmingly titled Ripper, from Gametek, is about to burst forth on your screens (providing you're 18 at any

rate). Ripper boasts the tag of Interactive Movie, but Gametek swears it won't be the usual filth that carries this banner.

And while we're undecided from the rolling demo we've seen to date, one thing is for sure, it's not looking like a pleasant game you could show your mum.

The storyline goes on about some time travelling serial killer making his way through time wasting a variety of victims in all manner of gruesome ways, before ripping them into little bits.

Due for release very soon, here at GamePro we can't wait



to get our filthy hands on this to see if it finally breaks the Interactive Movie mould.

By Gametek
Available January



Zork: Nemesis

PC



When Infocom was in full swing all those years ago, the Zork trilogy was an immensely popular series of text based adventures. Then about two years ago, Activision released Return to Zork, one of the first games to use video footage in a game on CD-Rom.

Zork: Nemesis is the follow up to that particular title and will immerse you in the same

dark land as the original text adventures did (according to the piece of paper we have in front of us)!

There will be over 30 minutes of live video that will pop up throughout the game and will be incorporated onto 3D rendered backgrounds in an attempt to provide large slices of realistic gameplay.

Adventure fans will have to wait until March before they'll be able to get their hands on this, and GamePro is hoping it will set new standards, just like its older brother.

By Activision
Available March



Spycraft

PC

There hasn't been a decent game about spies in ages, which is funny considering that books about them usually do so well. Everybody seems interested in the clandestine world that these dark agents operate within.

Anyway, Activision has decided it's about time we had a bit of a Man From UNCLE experience again, and is pushing its forthcoming Spycraft - The Great Game quite highly. And why not when you consider who it has been designed in conjunction with?

If you're politically minded, you may have heard of William Colby and Oleg Kalugin. They are the former director of the CIA and Former Major General of the KGB respectively. So there doesn't really seem to be anybody better qualified to tell us all about it does there? The two also portray themselves in this interactive adventure.

The game will be set in the post Cold War era, and you are a young CIA recruit who has uncovered an assassination plot against a Russian presidential candidate. Naturally enough you have to

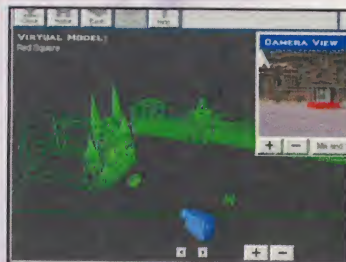
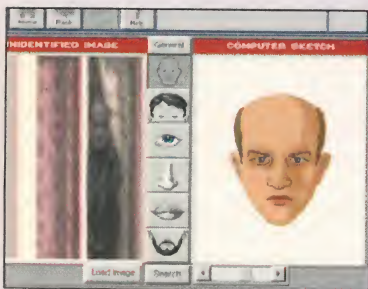


gather evidence and foil the whole thing.

Spycraft looks very nice and in-depth, and we at GamePro

can't wait to get our hands on it and have a good spy!

By Activision
Available March





We had a brief look at Time Gate a few months back, and at the time we promised you more news as soon as we had it. Never one to break our promise (well not that often anyway), here's some of that extra stuff we gleaned when InfoGrames visited the GamePro offices and waltzed us through the entire Time Gate Beta version.

For those of you that missed out the Time Gate preview first time around, you may be interested to know that it has been designed by the same chap who was behind classics like Alone in the Dark and the more recent Prisoner of Ice.

Whereas Alone in the Dark was based around a polygon character, Time Gate has gone a step further and has its characters drawn with pixels.



The difference in realism that makes is amazing.

A great deal of work has been put into the sound effects and speech, and the game is one of the most atmospheric you'll ever come across, with incidental music and proper actors voices being used for the characters.

There really is a film-like feel to the whole affair, and it's fairly certain that this will be snapped up in huge numbers the instant it hits the shelves.

InfoGrames promised us that when we do get our own copy of the game, the puzzles will be more logical



than those in the Alone in the Dark series. Experienced PC gamers will recognise this as a true godsend.

The game is all about having to rescue your girlfriend, and to accomplish this you have to travel through a Time Gate.

Why a Time Gate? Well, not only has she had the gross misfortune to be kidnapped, she's been whisked all the way

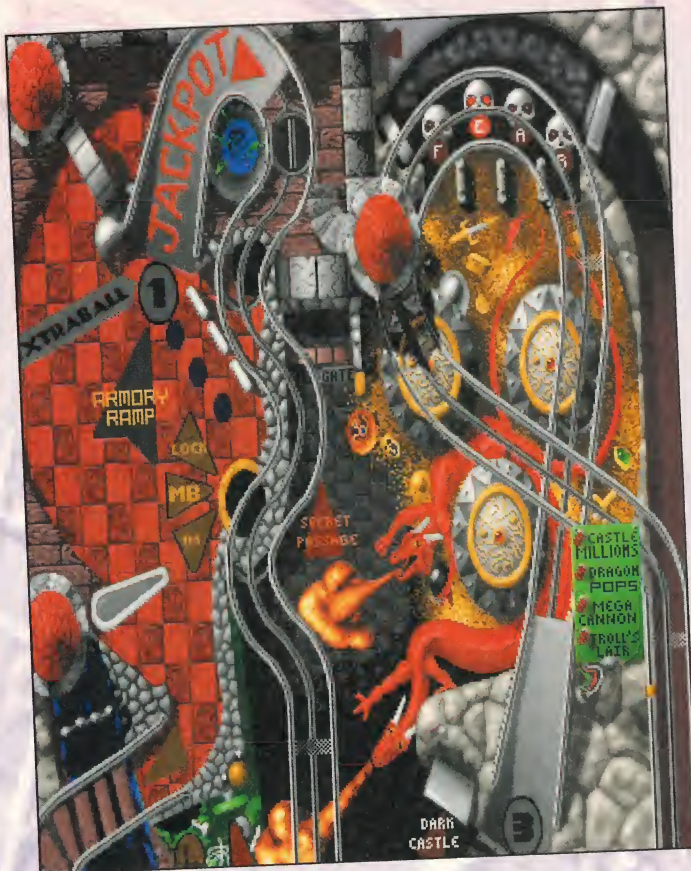
back to medieval times. To fit in with this, InfoGrames will be releasing the game on February 14 – a particularly apt day for saving your bird!

So, when all's said and done, we should be looking at a review copy in time for the next issue. Until then, Happy Christmas from us all.

By InfoGrames
Available February



Extreme Pinball PC



Pinball freaks will have already been impressed by the review of *Tilt* (see page 55), which has brought along a whole new era for a game genre previously stuck in a 2D rut.

It almost seems a shame then to preview a game that harps straight back to that sort of thing. Electronic Arts has teamed up with Epic Megagames (publisher of a number of pinball simulations in the past) to produce *Extreme Pinball*, which to be honest, would probably have topped the pile two months ago.

It's hard to see now though how it will make an impact with *Tilt* on the scene, but it does have some plus points that look like putting it towards the top of the 2D pinball tree.

The tables (there will be four of them in the finished version) have all been cleverly thought out, and there looks like being plenty of features on them all to keep the interest up.

Graphically, even though the tables aren't 3D, some of the on-screen graphics really are the real thing. For example, on *Monkey Business*, there is a rendered ape at the top of the table that spins

round looking like it's been borrowed from *Donkey Kong Country*. And very nice it is too.

Whether you decide to buy *Extreme Pinball* or not depends really on whether you're that bothered about going for the extra features that *Tilt* offers.

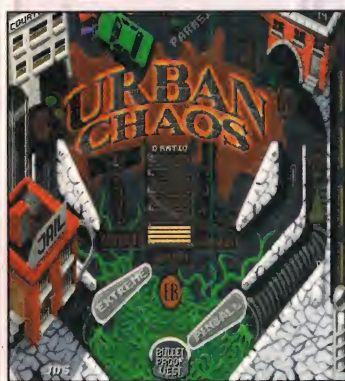
There will probably be computer pinball purists who are more than happy to stick to the 2D viewpoint because it is what they're used to.

It just seems strange that Electronic Arts, a company which is

usually at the forefront of technology, seems to be missing the boat for a change.

Anyway, we'll have the full review of *Extreme Pinball* for you in the next issue of *GamePro* when we'll put it through its paces and compare it directly with the new breed of pinball games. It's no dud, but it's unlikely to challenge *Tilt*.

By Electronic Arts
Available January



Actua Soccer PlayStation



You may have already seen the PC review of Actua Soccer this month, and you may be wondering how the PlayStation version is getting on. Well, GamePro is pleased to report that everything is looking rosy, and Gremlin believes its PSX version is actually going to be better than the PC effort.

Graphically the game isn't of quite the same standard, but the sound is exactly the same, with the Barry Davies commentary in all its glory (in case you haven't heard it yet, it really is the business, and by far the best anybody has done to date).

The best thing about Actua Soccer on the PlayStation is the way it utilises the control pad perfectly. Different uses are assigned to the different buttons, so in effect this makes it easier to play than the PC version.



With all the camera angles and little football tricks at your disposal, plus getting to know which of the 44 international teams included suits you the best, there is an awful lot of playing time in Actua Soccer.

The comprehensive replay facility takes some getting used to as well, but if you do manage to score a really spectacular goal, it's well worth spending time practising with this facility. You'll get a lot of enjoyment from watching your efforts from a variety of stunning camera angles, impossible in the real world.

Other than that the changes are minimal, so if you want the nitty gritty you may as well read the PC review.

Actua Soccer is a groundbreaking piece of software no matter which way you look at it, and it will be interesting to see how FIFA '96 compares in its PlayStation incarnation.

Watch out for the full PlayStation review next month, because unlike some other magazines (eh lads!), we don't believe in reviewing unfinished versions of games.

By Gremlin
Available January



Bermuda Syndrome PC CD-Rom



Windows games are becoming more popular at the moment with the advent of Windows '95. Bermuda Syndrome looks a lot like the

classic Flashback, and features you, as the pilot of a plane, trying to escape after a crash.

The graphics look very nice in this preview version we managed to get our hands on, and there looks like there'll be

plenty of puzzle solving and quick arcade-style action to contend with when the game is finally released.

Century Interactive is responsible for the title, but over here it will be marketed by BMG.

It's a busy time for the PC at the moment, what with an awful lot of quality products being released one after the



other, so it's to be hoped that stuff like Bermuda Syndrome doesn't get lost in the mad release rush.

**By BMG
Available January**



Backpacker PC CD-Rom

In an effort to bring a little culture to you lot out there, we're going to take a look at a game-come-multimedia product from BMG called Backpacker. Now Backpacking is becoming more and more popular in this

country as teenagers take off to far away lands to do a spot of travelling, and this PC CD gives you the opportunity to become a virtual backpacker.

You are given a set amount of money at the beginning of the game with which to buy your first flight. The only instructions you are given are

that you have to travel around the world and must end up back in London.

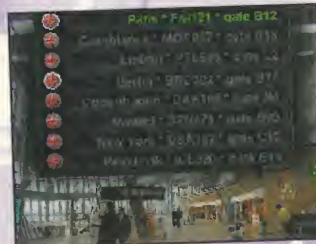
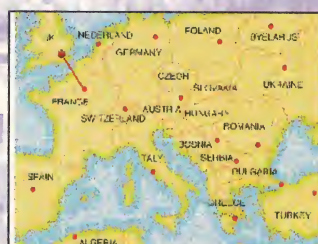
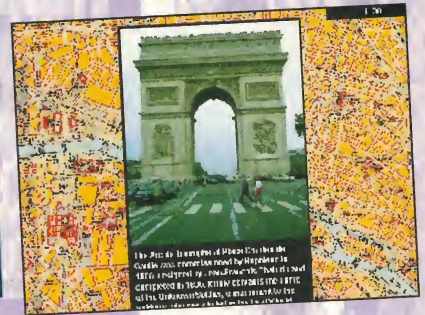
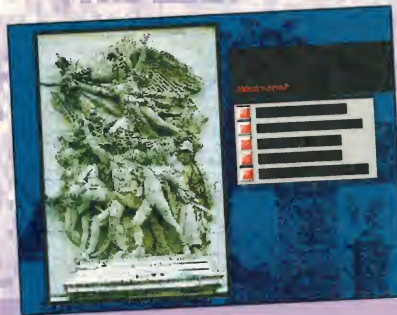
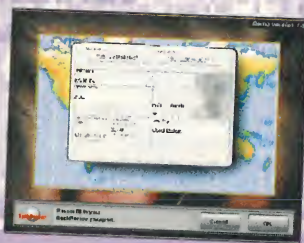
So you choose your destination and you're flown to the city and presented with a map. You can then look at all the popular landmarks in true multimedia style before checking into a hotel and going

looking for work. A quick trip down the employment office reveals jobs open to you. Apply for one, get it and then do the job which consists of a quiz.

The more questions about the subject you answer, the better the reference you'll get (and wages) when you move on. You can only get references for better jobs if you do well.

Backpacker really helps you learn about local culture in different parts of the world, so if you're planning a trip it could become essential. Watch out for a full review next issue!

**By BMG
Available January**





After the Doom phenomenon came a game called Descent from Interplay. And a very good game it was too, especially if you linked it up and played it over a modem.

You were in control of a spacecraft and you had to go down a series of mine shafts, deep inside your planet for one reason or another.

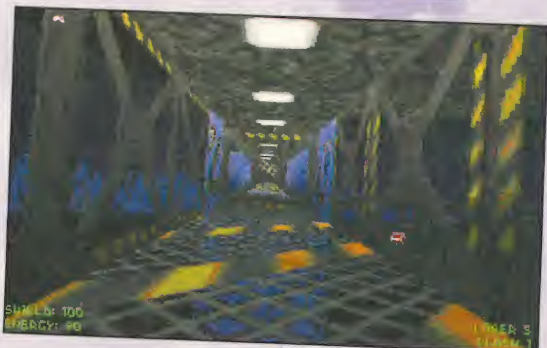
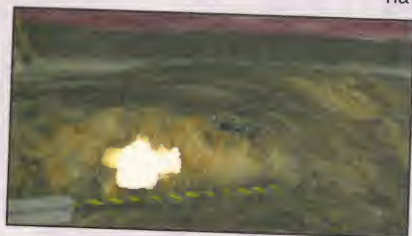
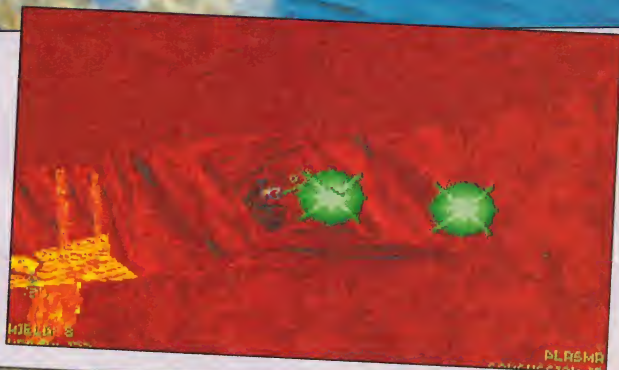
The further down you went the trickier the game became, and the more varied the alien craft you encountered. People became engrossed with the task in hand because it gave them something to take their minds off Doom 2 (which

everybody had finished by that time), even though in reality the games were hardly alike.

Well, now the sequel to Descent is well underway, and we've managed to sneak an early peek at what the game will offer both newcomers and fans of the original.

Well for a start off there will be plenty of new levels. They will be more fiendishly designed than before, and will be interspersed with a series of nice hi-res cut scenes.

Stir about 10 new weapons gently into the pot, and you have a mixture that will have some people panting in anticipation. Interplay also promises improved graphics from the original (which always looked good enough to us). A three level demo will be available around the end of January to help whet your appetite for the



title's full release, hopefully in March 1996.

The only problem it may suffer from is the expected release of Quake at the same time, but we'll believe that when we finally see it.

Until then, cast your eyes over these pictures and imagine going underground just one more time in a bid to save your people.

By Interplay
Available March



Sensible World of Soccer 95/96

Amiga



Sensible Soccer has been around for three years now and is available on just about every format save for the Virtual Boy. Each year it comes out again in a slightly different form, and the punters snap it up like manna from heaven.

This new version of SWOS contains the updated stats for the current football season, but also comes complete with a few gameplay changes.

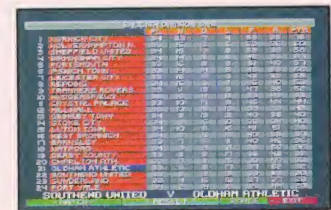
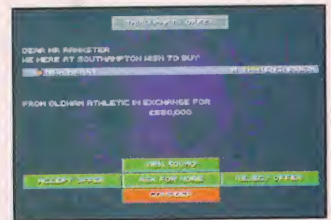
For starters, you will now be able to manage any of the dozens of national sides (providing your league form is impressive enough for you to

be offered the job). You will have control over everything from team selection right down to choosing your formation.

You now have a reserve squad to choose from, and can even pit your A and B teams against each other for a bit of practice or to gauge the form of your squad. Aftertouch has

been dabbled with and can now be applied to passes for greater fluidity of play, and a flick of the joystick sees your player show intelligence and wait for the pass.

Nothing spectacularly different, but the tweaks and twiddles mean that this'll be on the post-Christmas lists of



most Sensible Soccer fans.

**By Time Warner
Available January**

Hillsea Lido

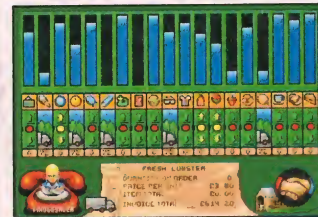
Amiga

Vulcan Software is a company that only keen Amiga owners will have heard of, largely because that's the only machine this talented duo from Portsmouth are currently programming for.

Seems like a strange choice, but it's made Vulcan a lot of friends in the past year as it has churned out a handful of simple puzzlers which have gone down a treat.

Hillsea Lido is available soon and is, quite frankly, strange. It's billed by Vulcan as the 'World's First Promenade Simulator' and basically puts you in charge of a holiday resort. You are given the job of packing in the punters, making 'em happy, and then making sure they stay that way.

Advertisements need to be placed to entice new customers, staff need



employing and paying, and a decent range of events needs to be provided to keep the bean-scoffing Majorca stay-aways content.

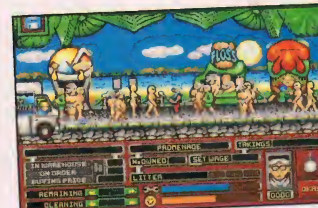
The shows you decide to put on at the end of the pier will draw in the crowds and keep the coffers full provided you make your choice wisely.

It's all very odd, and a little bit scary to be honest. Hillsea Lido will cost you just over a



tenner and will be on sale from January of this year.

**By Vulcan Software
Available January**



Amok

Saturn

PC CD-Rom

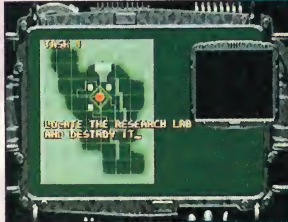
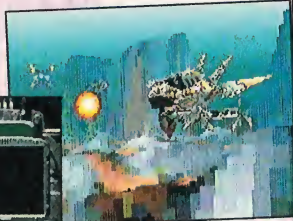
In a future gone Amok, you're the chief disciple of destruction as a mercenary for the Bureau. Your job: Create chaos where peace reigns. An armoured battle sub helps you do the job in this two-player shooter.

Creating chaos never looked so good. Amok takes place completely underwater. The game's rendered 3D backgrounds were built using an algorithm that allows you to permanently alter the scenery – by blowing things up of course. Missiles, bombs, and mines help

you accomplish your mission objectives, which range from an assassination to retrieving objects.

Multiple views keep you in front of the action.

By Scavenger
Available December



Vertigo

Saturn

PC CD-Rom

If you suffer from vertigo, stay far afield of this game. Vertigo, a one-player racing game, is as dizzying as its name implies.

You're cast inside a lightning-fast gyro, rocketing through New York's sewers and tunnels. Racing in third-person against ferocious warriors, you careen off platforms and obstacles across a dozen gorgeous 3D levels.

Incredibly smooth graphics moving at 30 frames per second make your gyro experience heart-poundingly real. Texture mapping enhances the shadowy backgrounds and minimises

pixelisation as you approach a variety of objects.

If Vertigo's gameplay matches its graphics, this game could be a winner on the Saturn and PC.

By Scavenger
Available December



Road Rash

PlayStation

Combat racing like no other blasts onto the PlayStation. Road Rash, the motorcycle racing/combat game that has built up a loyal following in the 16-bit arena, features

photorealistic, texture-mapped 3D graphics that imbue the five racing locales and your opponents with realistic colour and atmosphere.

Plus, you can link up for two-player combat.

As in the 3DO version, you'll open 'er up across the Sierras, the Peninsula, the City, Napa Valley, and the Pacific Coast Highway, battling Road Rashers who are rendered in 24-bit colour. With music from such alternative-rock bands as Soundgarden, the sizzling soundtrack pumps up the volume and your adrenaline. This version also includes full-length music videos from Paw and Swervedriver.

By Electronic Arts Studios
Available Now



StarFighter

3DO



Flight sim fanatics have probably flown StarFighter's 60 sorties before – but never as the missile approaching ground zero. StarFighter puts a new spin on a familiar theme with 360-degree camera angles, zooming ability, and nose views of missiles targeting their quarry.

As the FedNet Space Force's ace pilot, you enforce interplanetary law in the StarFighter, a space-assault vehicle that packs lasers, missiles, bombs, and mines.

Your missions are to seek out and destroy objectives like ground targets and satellites.

StarFighter's extras include a rendered intro and end-of-game animations, and voice-overs during mission briefings.

By Studio 3DO
Available January

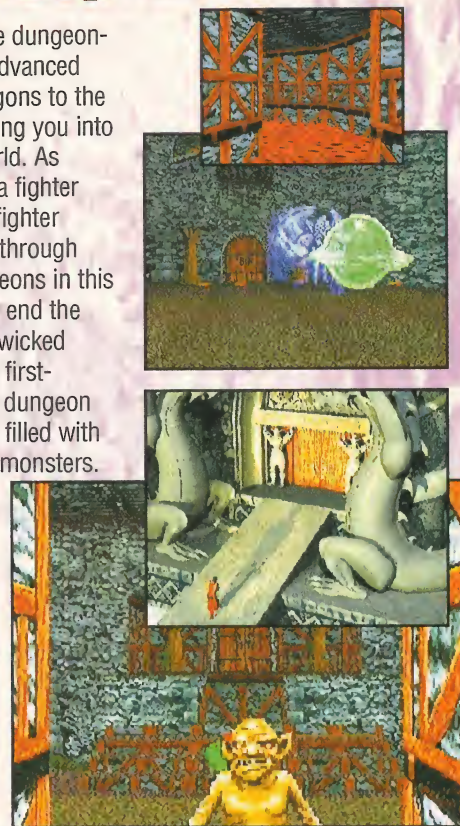
Deathkeep

3DO

Deathkeep takes the dungeon-delving delight of Advanced Dungeons and Dragons to the next level by dropping you into a fantastical 3D world. As either an elf mage, a fighter dwarf, or a half-elf fighter mage, you set out through more than 25 dungeons in this one-player game to end the terror created by a wicked necromancer. Each first-person-perspective dungeon houses eight floors filled with traps, puzzles, and monsters.

You're blessed with the ability to fly and jump, which should heighten the gameplay in Deathkeep's action/RPG AD&D environment.

By Studio 3DO
Available January



Waterworld

Saturn

Mega Drive

Super NES

Game Boy

Waterworld's cup runneth over as the blockbuster movie crosses onto multiple systems. This one-player action/adventure game copies the movie's story line. As the Mariner, you must rescue Enola, who has the land map, from the villain Deacon.

Equipped with everything from a machete to machine guns, you engage in man-to-man skirmishes, wage battles at sea with your Trimaran vessel, and dive for various items to trade.

For the 32-bit systems, Waterworld promises a virtual 3D ocean with a dynamic surface. Texture-mapped models will add to the realism.

By Ocean
Available March



BattleSport

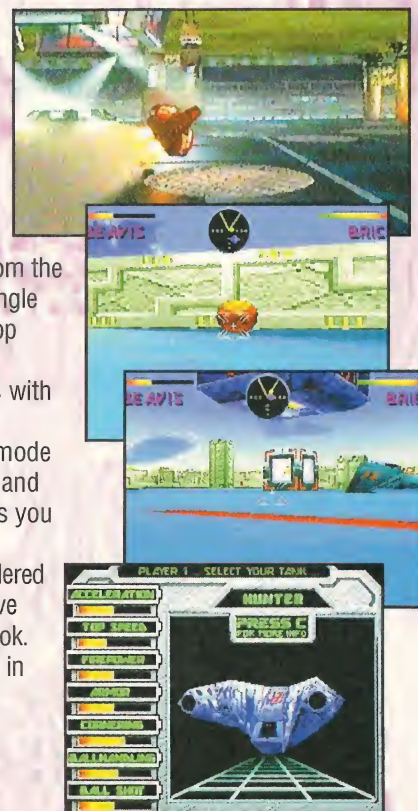
3DO

If you're in the market for two-player battle-tank combat on your 3DO, BattleSport could be your ticket to play. BattleSport challenges you to win a 50-level soccer-style competition while side-stepping salvos from the opposition. The footy angle means you must develop strategies to win.

You can select tanks with unique weapons and defences. Two-player mode features a split-screen and single-player mode pits you against the A.I.

Texture-mapped, rendered 3D tanks and arenas give BattleSport a realistic look. The original soundtrack in Dolby Surround Sound should rock.

By Studio 3DO
Available January



Toy Story

Mega Drive

Super NES

Toy Story could be the top story very soon indeed. Released in conjunction with the Disney movie it's based on, Toy Story looks just like a next gen action game. It's easy to see why: The game uses 3D images from the computer-generated animated film.

Playing as Woody, the toy cowboy with Tom Hanks' voice in the film, you overcome mutant toys, obstacles, and mazes across 19 levels in a hostile toy world. Toy Story's multiple perspectives keep the

action fresh as you change from side-scrolling gameplay to a driving sequence to a first-person segment.

Looking much like Clockwork Knight for the Saturn, Toy Story has to make you wonder: Saturn? Why?

*By Disney Interactive
Available February*



Captain Quazar

3DO

He gets his own rap song, a rapid-fire personal cannon, and the cosmic okay to lay waste to everything in sight. At first look, Studio 3DO's cartoony Captain Quazar resembles a rabid Rambo with a tin star. Sounds like fun!

A mission-based action game for two players, Captain Quazar takes place across three worlds (eight levels) run by three crime lords. Quazar's job is to clean up the worlds and capture the bosses. Humorous cinemas intercut the missions, which range from dusting

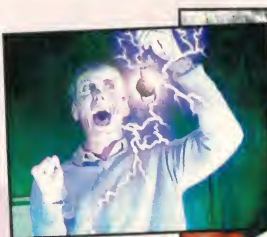
enemy buildings and freeing hostages to a showdown with Ox, the final boss. Cartoony, offbeat music and sound effects lighten the game's approach. A two-player mode doubles the fun.

*By Studio 3DO
Available January*



Bad Mojo

PC CD-Rom



In a shady area along the San Francisco wharf, a scientist's magical artifact accidentally transforms him into a cockroach – and you play as the roach.

The creepy crawly one-player action challenges you to regain your human form with only the abilities of a roach and the guidance of a few animal friends. The seamlessly integrated puzzles pose tasks like figuring out how a roach could turn off the pilot light on a stove.

Spectacular graphics depict the apartment in phenomenal 3D detail. You'll crawl across messy kitchen counters, delve into the innards of a refrigerator, and escape from



roach motels. This dazzling adventure has the potential to rival Myst in popularity.

Pulse is considering ports to the PlayStation and Saturn, so keep your eyes well and truly peeled for creepy crawly 32-bit cockroaches!

*By Pulse Entertainment
Available January*



King's Field PlayStation

ASCII's first entry into the PlayStation arena is an interactive adventure with role-playing elements. An epic tale in the vein of an RPG, King's Field is about a man's quest to retrieve a magical sword.

Playing from a first-person perspective, you set out on a vast journey to dispatch the evil monster Necron and return the powerful Moonlight Sword to the king.

Despite the unusual first-person approach, King's Field II throws pieces of the RPG

book at you, like hit points, magic points, and various weapons.

By ASCII Entertainment
Available January

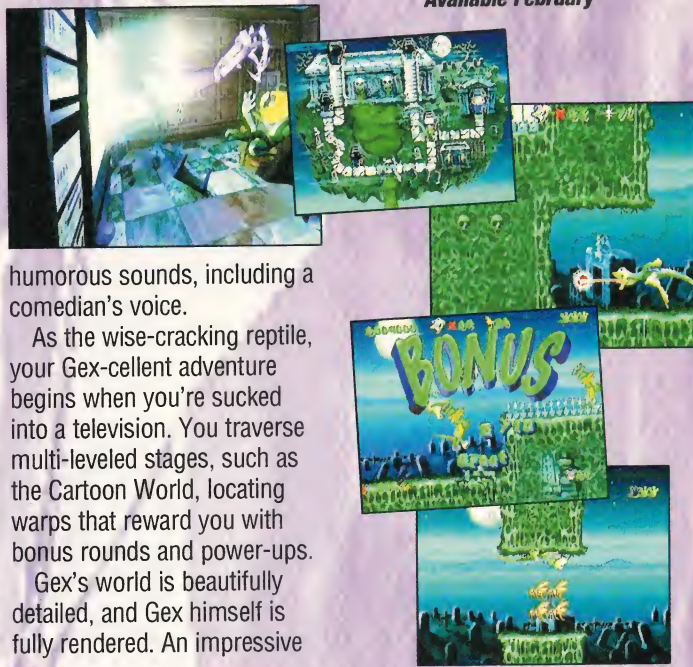


Gex PlayStation

Gex comes to play on Sony's new system. A port of the one-player 3D0 action/adventure game, Gex PlayStation has the same dazzling graphics and

opening cinematic sequence outlines the story, but the true appeal here is the personality of the little green guy.

By Crystal Dynamics
Available February



humorous sounds, including a comedian's voice.

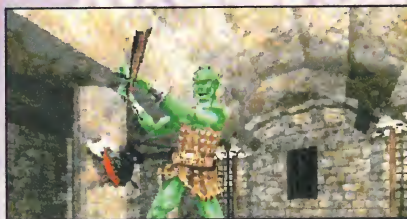
As the wise-cracking reptile, your Gex-cellent adventure begins when you're sucked into a television. You traverse multi-leveled stages, such as the Cartoon World, locating warps that reward you with bonus rounds and power-ups.

Gex's world is beautifully detailed, and Gex himself is fully rendered. An impressive

Into the Shadows

Saturn PC CD-Rom

Atmosphere abounds in Scavenger's impressive fighting and action/adventure game, Into the Shadows. Using real-time 3D lighting, characters created with motion-capture techniques, and 3D texture-mapped backgrounds, I.T.S. is a



weapons and kick-butt special moves. To progress, however, you must also find objects and uncover secrets.

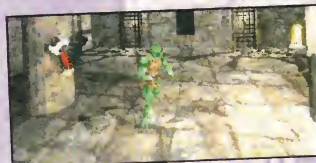
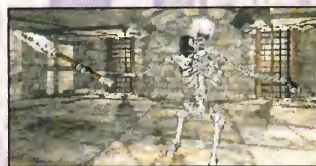
I.T.S. could well deliver Scavenger into the light.

By Scavenger
Available February

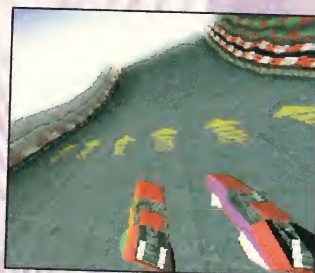


brehtaking visual experience. You play as Eric Lionheart, who must rescue the moonchild from an evil necromancer. You journey through a magnificent castle replete with shadows, perspective mapping, and rendered 3D enemies.

I.T.S. is chiefly a fighting game, arming Lionheart with



Hi-Octane PlayStation Saturn



Hi-Octane, an anti-gravity racing game from Electronic Arts, has the programming pedigree to make it a winner. But only true Road Rashers will gauge how the high-speed thrills compare with the latest competition — like Wipeout.

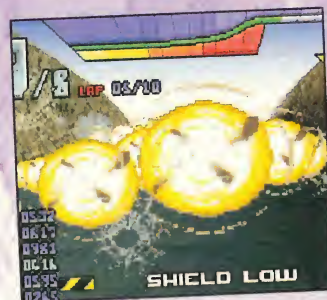
Hi-Octane takes place in the 21st Century, where you're an unsanctioned hovercar racer. Jetting along various tracks, you can choose from multiple views that include a first-person cockpit view. Your 200-mph hovercar is well-protected and armed to the

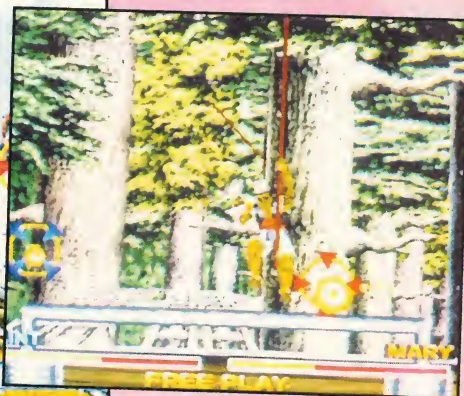
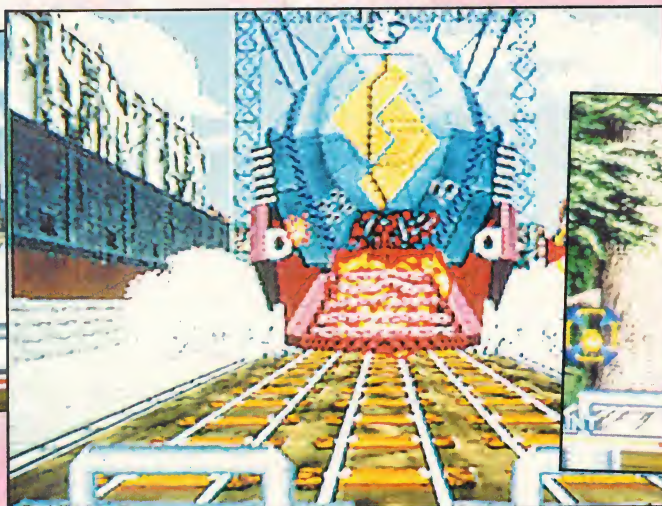


grills. Good thing too, because five other hovercars are eager to send you spinning.

Look out for it soon!

By Electronic Arts
Available January





In this prequel to Rail Chase, Flint and Mary are back for more out-of-control mayhem on a runaway rail cart.

Rail Chase 2 makes the switch to the highly advanced Model 2 board, and the graphics have been vastly improved with astounding 3D texture-mapped polygons. Objects are rendered on the fly, so the illusion of 3D depth is excellent. Not that you have time to take in the scenery though – you're too busy shooting everything from enemy rail carts and bomb-dropping biplanes to vampire

bats and giant killer bees.

Unlike the first game, which was literally on rails, your cart spends a lot of time actually off the rails.

At the start, the cart plunges down a mine shaft into an enemy fortress. From there, things get progressively worse.

Among some of the more fun things you'll see and do are a trip down a log chute, and a bumpy ride across the roof of a factory complex.

While your direction is limited by the rails, it's possible to nail switch boxes to choose alternate paths. You can also pick off boxes containing health-restoring items that the enemies have conveniently

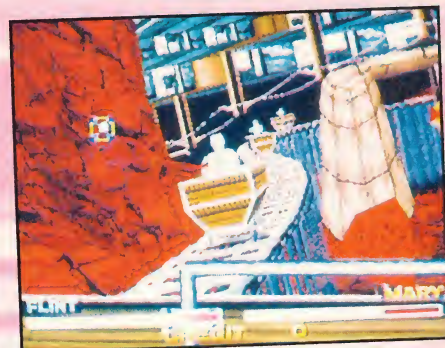
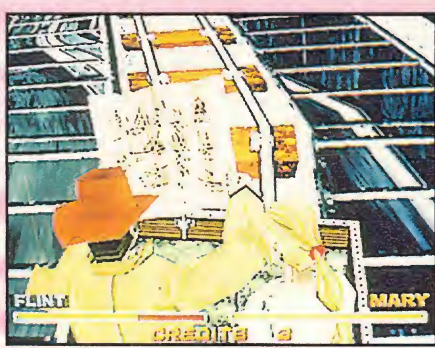
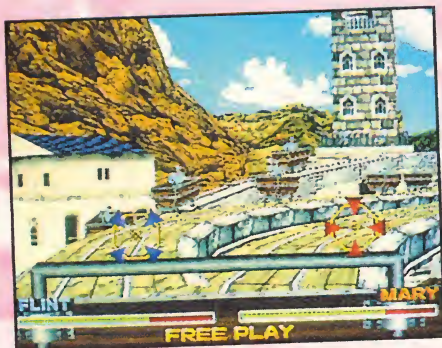
placed within range.

As in other Sega ride games like Jurassic Park and the first Rail Chase, two players are seated side by side on a bucking, bouncing bench that moves on three axes (up-down, back-front, and side to side). The motions of the seat match the on-screen action quite well. Although it's not

possible to re-create the negative G-forces of sudden dives, the shock of impact certainly can be felt.

With a big 50-inch rear-projection monitor to suck you into the game, Rail Chase 2 is definitely worth checking out for a rocking good time.

By Sega
Available February





Page 116

All you need to know about the sequel to *Super Mario World* can be found on page 116. Top tips, cool guides and numerous hidden areas are all in here! Wooh!



S.W.A.

Video Game Strategies, Weapons and Tactics

Don't moan! This month we've gone Complete Player Guide crazy, with our fabulous S.W.A.T.Pro section boasting two complete guides to the hottest pieces of software available at the moment. Tekken 2 arcade gets ripped to pieces by the Pros, and Nintendo's corkin' cart, Yoshi's Island, comes at you in step by step form, allowing you to breeze right through baby Mario's superb SNES adventure. Hold on to your hats...



Page 100

Namco has produced a stunning second part to the Tekken saga, and we have an exclusive player's guide to show you how to play it!



TEKKEN 2 PRO



Wanna kick ass? Wanna kick ass with the best of them? Well you've come to the right place our butt-kicking chums. Full, and in every way complete, our Tekken 2 player's guide is amazing!

The fighter's edge

Presents

Tekken 2

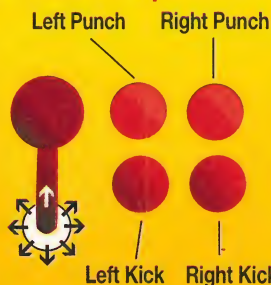
Learn all the fighters' special moves, including bone-breaking linking moves and ten-hit combos, and play as the hidden characters.

By Bruised Lee

Tekken returns to the arcades with more explosive power than ever! Two new characters (Jun and Lei) join the original cast. In addition, Heihachi, the end boss in the Iron Fist Tournament, is now a playable character. Tekken 2's graphics are a vast improvement over the first instalment, and that's just one of the many upgrades. New techniques like countermoves and new recovery methods also improve the combat.

This ProStrategy Guide provides a complete breakdown of each fighter's basic skills, as well as their special moves, linking moves, and 10-hit combos. We also break out the codes that let you play as the hidden fighters and show you how to beat the final bosses, Kazuya and Devil Kazuya.

Controller Key



LP = Left Punch RP = Right Punch
LK = Left Kick RK = Right Kick

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.

Basic Arts

Learn these essential basic skills before you enter the tournament. The following moves are universal for each fighter

How to Run

Each fighter can run by tapping →, →. If your opponent is far away and you run toward him, you perform a head butt. Running from a close distance tackles an opponent

Tackle Attacks



From a running tackle, score extra hits by tapping LP, RP, LP, RP
 Note: To perform Yoshimitsu's Tackle Attack, tap RP

Moves While Running

Each fighter can perform these special moves while running toward an opponent

Dive Attack

While running, tap (LP RP)

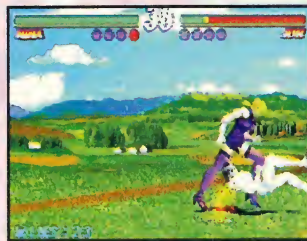
Slide Attack

While running, tap RK

Air Kick

While running, tap LK

Run over Your Enemy

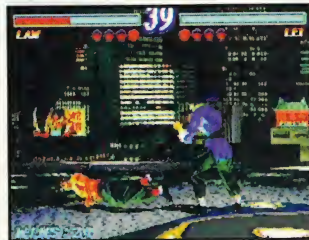


You can inflict damage on an opponent on the ground by running towards them

Get Up and Fight

When your fighter is knocked down during a match, you have several ways to recover offensively and defensively

Roll to the Side



Rolling to the side is a new recovery move. When your fighter is on the ground, tap LP

Low-Kick Recovery

While on the ground, tap LK

High-Kick Recovery

While on the ground, tap RK

Roll Forward

While on the ground, tap →

Roll Backward

While on the ground, tap ←. Players can chain recovery moves together. For example, while on the ground, tap LP to roll to the side, then tap → to roll forward, or tap ← to roll backwards

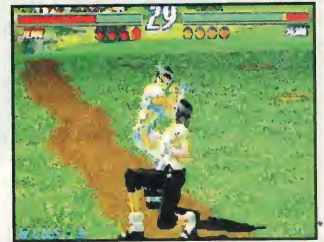
Super Moves

Super moves take a few seconds to execute and leave you open for an attack. If one connects, however, it can inflict massive damage. These moves are shown on the following pages

Counter Throws

Counter a throw with a throw. If timed correctly, the two throws cancel each other. Then you can perform another throw, special move or combo

Countermoves



New in Tekken 2, players can now counter incoming enemy moves. These moves are shown on the following pages.

Note: Not all fighters have countermoves



JUN

NEW CHARACTER

SPECIAL MOVES

Double Stab Punch



Tap LP, LP

Stab Punch



Hold →, tap LP

Back Arm Flip



In close, tap (RP RK)

Arm Breaker



In close, tap (LP LK)

Arm Takedown



In close, hold (↘ RP LK)

Roundhouse Flip Kick



Tap (LK RK)

Flip



Hold ←, tap LK

Front Snap Kick



Hold ↓, tap (LK RK)

German Suplex



When behind opponent, tap (LP LK) or (RP RK)

Counter Grab



Hold (← LP LK) or (← RP RK)

Note: Use countermoves when opponents start an attack

Flip Kick Uppercut Juggle



Hold ←, tap LK, RP



Jun's Combos

Double-Punch

Tap LP, LP, RK

Double-Punch

Tap LP, LP, LK

Punching

Tap LP, RK, RK, RK

Flip-Kick Combo

Hold ←, tap LK, RK, RK, RK

Side-Kick Combo

Tap LK, RK, RK, RK

Side-Kick

Tap LK, RK, RK, RK, LK

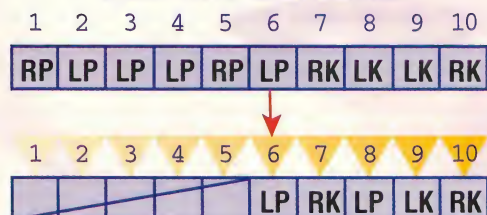
Low Side-Kick

Tap LK, RK, (LP RK), RP, RK

Rising-Kick

Tap (LP RK), RP, LP, RK, RK, RK

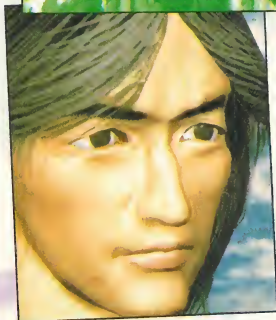
Ten-Hit Combos



LEI

NEW CHARACTER

SPECIAL MOVES



Lie Down



Hold (↓ LK RK)
Note: You can perform two moves following this move

Lie Down to Kick Thrust



Hold (↓ LK RK), tap (LK RK)

Lie Down to Rising Spin Kick



Hold (↓ LK RK), tap LK, RK

Turn Back to Enemies



Hold (← LK RK)
Note: You can perform six moves following this move

Turn Back to Backfist



Hold (← LK RK), tap LP

Turn Back to Takedown Punch



Hold (← LK RK), tap (↓ LP)

Turn Back to Uppercut



Hold (← LK RK), tap RP

Turn Back to Back Flip



Hold (← LK RK), tap (LK RK), (LK RK), (LK RK)

Turn Back to Flying Kicks



Hold (← LK RK), tap (↓ RK RK)

Turn Back to Side Kick



Hold (← LK RK), tap RK

Flying Roundhouse



Tap (↙ RK), RK

Spinning Roundhouse



Tap LK, RK

Side Kick Takedown



Hold (→ LK), tap RK

Leg Trip



Tap LK, LK

Backward Spin Kick



Tap RK, LK

Super Move



Hold ←, tap (LP RK)
Note: You can perform three moves following this move

Super Kick



Hold ←, tap RK

Super Side Kicks



Hold ←, tap LK, LK, LK, LK

Super Rising Side Kick



Hold ←, tap LK, LK

Flying Leg Takedown



Tap →, →, hold (→ LK)

Lei's Combos

Backflip Combo

Tap (LK RK), (LK RK), (LK RK)

High to Low Combo

Tap →, RK, LP, RP, LK, hold ↓, tap RK

Fist of Fury Combo

Tap →, RP, LP, RP, LP

Punching

Tap →, LP, RP, LP, RP, LK

Snap-Kick

Takedown Combo
 Hold →, tap RK, LP, RP, LK

Kicking Power-Punch Combo

Tap →, RK, LP, RP, LK, RK

More Special Moves

Head Smash

When behind an opponent, tap (LP LK) or (RP RK)

Body Takedown

In close, tap (RP RK)

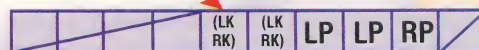
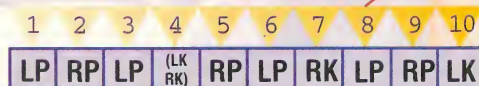
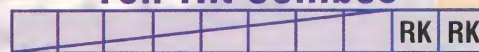
Leg Press

In close, tap (LP LK)

Arm Flip

In close, tap →, hold (→ LP RP)

Ten-Hit Combos





More Special Moves

- | | |
|--|---|
| Wrist Thrust
Tap →, (→ LP RP) | Shoulder Toss
In close, hold →, tap (LP LK) |
| Super Move
Tap (↙ LP RP) | Flip Kick
Tap →, (→ RK)
<i>Note: This move stuns a blocking opponent</i> |
| Flying Kick
Tap →, →, (→ LK) | Ground Slide
Tap ↙, RK |
| Hip Toss
In close, tap (RP RK) | Chop Punch
Hold ←, tap RP |
| Arm Flip
In close, tap (LP LK) | Stab Punch
Hold ←, tap LP |
| Elbow Smash
In close, tap ↘, hold (↘ LP) | Leg Snapper
Tap →, →, hold →, tap LK |
| Vertical Kick
Motion ↓ ↘ LK | |

SPECIAL MOVES

Face Smack



Motion ↓ ↘ → (LP RP)
Note: You can perform six moves following this move

Single Arm Breaker



Motion ↓ ↘ → (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP

Double Arm Breaker



Motion ↓ ↘ → (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP, LK, LP, RK, (LP RP), (LP RP)

Over the Shoulder



Motion ↓ ↘ → (LP RP) for the Face Smack, then quickly tap LK, RK, LK, (LP RP)

Ground Arm Breaker



Motion ↓ ↘ → (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP, RP, LP, LK, RK, (LP RP)

Lunge Grab



While running, tap (LP RP) or (RP RK)
Note: You can perform two moves following this move

Knee Bash to Arm Break



Motion ↓ ↘ → (LP RP) for the Face Smack, then quickly tap RP, LK, RK, RP, RP

Ground Arm Breaker



Motion ↓ ↘ → (LP RP) for the Face Smack, then quickly tap RP, LK, RK, RP, RP, LP, (LK RK), LP, RP, (LP RP)

Grab to Takedown



While running, tap (LP RP) or (RP RK) for the Lunge Grab, then quickly tap (RP RK), LP, RP, LP

Nina's Combos

Three-Hit Knockdown
Tap LP, RP, RK

Triple-Kick Juggle
Tap (↗ RK), LK, RK

Four-Hit Knockdown
Tap (↘ LK), LK, LK, RK

Air-Juggle Combo
Tap (↘ RP), hold → for the next four hits and tap LP, RP, LP, RP, →, (→ LK RK)

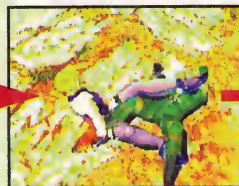
Wrist-Thrust Combo
Tap (↘ LK), LK, LK, LP, RP, hold →, tap (LP RP)

Leg Grab



Motion ↓ ↘ → (LK RK)
Note: You can perform four moves following this move

Leg Grab to Ankle Breaker



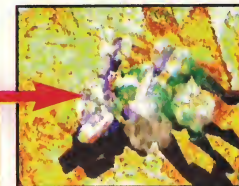
Motion ↓ ↘ → (LK RK) for the Leg Grab, then quickly tap (LK RK), RK, RP, (LP RP)

Ankle Breaker to Leg Snap



Motion ↓ ↘ → (LK RK) for the Leg Grab, then quickly tap (LK RK), RK, RP, (LP RP), LK, LP, RK, (RP RK)

Leg Grab to Arm Snap



Motion ↓ ↘ → (LK RK) for the Leg Grab, then quickly tap (LK RK), LK, RK, (LP RP)

Ankle Breaker to Pretzel Hold



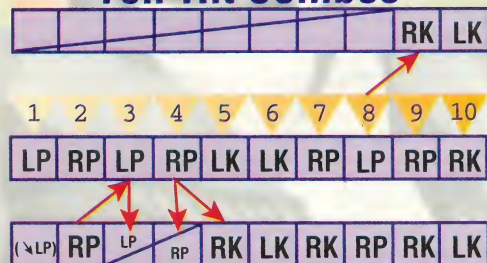
Motion ↓ ↘ → (LK RK) for the Leg Grab, then quickly tap (LK RK), RK, RP, (LP RP), LP, LK, (RP RK), (LK RK), (LP RP)

Takedown to Arm Breaker



While running, tap (LP RP) or (RP RK) for the Lunge Grab, then quickly tap (RP RK), LP, RP, LP, LP, LK

Ten-Hit Combos



KING

SPECIAL MOVES

Standing Achilles Hold



In close, tap →, hold ↘, tap (LK RP)

Note: You can perform four moves following this move

Achilles Hold to Death Lock



In close, tap →, hold ↘, tap (LK RP) for the Achilles, then tap (LP RP), LP, LK, (LP RP RK)

Death Lock to Romero Special



In close, tap →, hold ↘, tap (LK RP) for the Achilles, then tap (LP RP), LP, LK, (LP RP RK), (LP RP), LK, RK, (LP RP), (LP RP LK RK)

Death Lock to Neck Breaker



In close, tap →, hold ↘, tap (LK RP) for the Achilles, then tap LP, RP, LK, LP, (LP RP)

Neck Breaker to Scorpion Death Lock



In close, tap →, hold ↘, tap (LK RP) for the Achilles, then tap LP, RP, LK, LP, (LP RP), (LP RP), LK, LP, (LP LK)

Close Reverse Arm-Clutch Slam



Tap →, hold ↘, tap (RP RK)

Note: Do the following four moves in sequence

Back Drop



Tap RP, LP, (LP RP)

German Suplex



Tap (LK RK), (LP RP)

Power Bomb



Tap LP, RP, (LK RK)

Mind Sweeper



Tap RP, LP, LK, RK

Stun Punch



Tap →, →, neutral for one second, then tap RP

Note: The Stun Punch works only as a countermove. You can perform two moves following this move

Stun Punch to Jaguar Back Breaker



Tap →, →, neutral for one second, then tap RP, (LP RP)

Stun Punch to Power Bomb



Tap →, →, neutral for one second, then tap RP, (LP RP↑), (↓ LK RK)

More Special Moves

Brain Buster

Tap (RP RK)

Coconut Crush

Tap (LP LK)

Spinning Jump Kick

Tap →, →, (→, LK RK)

Big Boot

Tap →, (→ RK)

Knuckle Bomb

Tap (↘ LP RP)

Uppercut

Hold ↓, ↘, tap RP

Dive Attack

Tap →, (→ LP RP)

Hard Pounce

Tap (↗ LK RK)

Frankensteiner

Tap (↘ LK RK)

Power Uppercut

Hold →, tap (LP RP)

Elbow Smash

Tap (↓ LP RP)

DDT

Tap ↙, (↙ LP RP)

Pile Driver

Tap ↙, (→ LP RP)

Mind Sweeper

Motion → ← ↙ ↓ ↘ → LP

Jump Kick

Tap →, (→ LK RK)

Jaguar Driver

Motion ↓ ↘, hold →, tap LP

Note: You can perform two moves following this move

Jaguar Driver to Face Buster

Motion ↓ ↘, hold →, tap LP for the Jaguar Driver, then quickly tap (LP RP)

Jaguar Driver to Boston Crab

Motion ↓ ↘, hold →, tap LP for the Jaguar Driver, then quickly tap (LP RP), LK, RK, (LP RP)

Backflip Attack

Hold →, tap (LP RK)

Octopus Hold

Tap (↘ RK), RK, RK, RK, RK, RP, LP, LK

Note: The Octopus Hold can only be used as a countermove from four consecutive low side kicks

Half Boston Crab

From behind opponent, tap (LP LK)

Cobra Twist

From behind opponent, tap (RP RK)

Figure-Four Leg Lock

Hold ↙, tap (LP RP)

King's Special Moves

Stun Combo

Tap (↘ LP), →, (→ RK), (↑ RP)

Note: To start this combo your opponent must block the first hit

Super Stun Combo

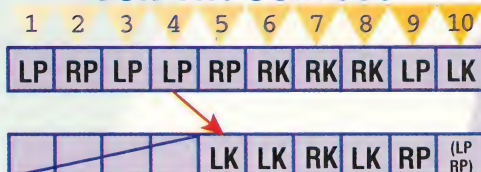
Tap (↘ LP), walk in with LP, walk in with LP, tap →, (→ LP RP), →, →, RP

Note: To start this combo your opponent must block the first hit

Air-Juggle Combo

Tap →, (→ RP), hold →, tap LP, hold →, tap RP, →, (→ RP), (↑ RP)

Ten-Hit Combos





Yoshimitsu's Combos

Hard-Pounce Combo

Tap RP, LK, (↗ LK RK)

Air-Juggle Combo

Tap (↘ RP), hold →, tap LP, →, (→ RK), (↙ LP)

Three-Hit Slash Combo

Tap (→ RP), →, (→ RK), (↙ LP)

SPECIAL MOVES

Dive-Bomb Grab



Motion ↓ ↙, hold ←, tap (LP RP)

Thrust Kick



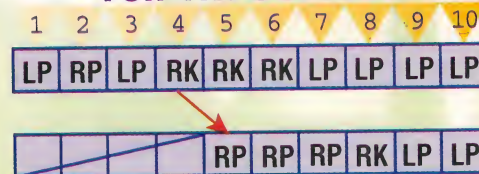
Tap RK, LK

Backhand



Tap (→ RP)

Ten-Hit Combos



Sword Bash



In close, tap (RP RK)

Body Press



In close, tap (LP LK)

Flip Kick



Tap →, (→ LK RK)

Flip Kick to Corkscrew



During a Flip Kick attack, tap (LP RP)

Spinning Elbow



Tap (← LP)
Note: Keep tapping LP to repeat spins

Spinning Leg Sweep



Tap (↙ LK)
Note: Keep tapping LK to repeat spins

Hard Pounce



Tap (↗ LK RK)

Knee Charge



Tap →, (→ RK)

Sword Slash



Tap (↙ LP)

Super Move



Tap ←, (← LP)

Spinning Sword



Tap ←, (← LP), LP

Life Rejuvenator



Hold ↓, tap (LP RP)

Teleport



During Life Rejuvenator, tap ← or →

Helicopter Attack



Tap (↗ LP RP)

Descend Attack



During Helicopter Attack, tap ↓

Backfist Spin



Tap (↙ RP)
Note: Keep tapping RP to repeat spins

Turn Back to Enemies



Tap →, hold →, tap (LP RK)

Suicide Attack



Tap (↓ LP RK)

Air Smash



When behind opponent, tap (LP LK) or (RP RK)

Rising Attack



While crouching, tap ↙, hold ←, tap LP

HEIHACHI

NEW CHARACTER

Heihachi's Combos

Ground

Air-Juggle Combo

Tap (↘ LP), RP, walk in with LP, tap (↓ LP), (→ RP), (↗ RK), LK

Sweep-Kick Combo

Motion → ↓ ↘ RK, hold ↘, tap RK, RK, (↗ RK), LK

Power-Uppercut

Air-Juggle Combo

Tap →, (→ RP), LP, →, (→ RP), (↗ RK), LK

SPECIAL MOVES

Power Stomp



When opponent is on the ground, tap (↓ RK)

Super Move



Hold ↓, tap (LP RK)

Power Bomb



Tap (RP RK)

Neck Breaker



Tap (LP LK)

Flying Kick



Tap →, →, (→ LK)

Note: This move stuns a blocking opponent

Axe Kick



Tap (→ RK)

Sweep Kick



Motion → ↓ ↘ RK

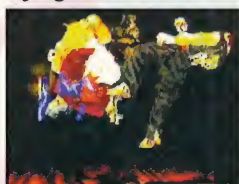
Note: Keep tapping RK for more hits

Super Axe Kick



Tap →, (→ LK)

Flying Roundhouse



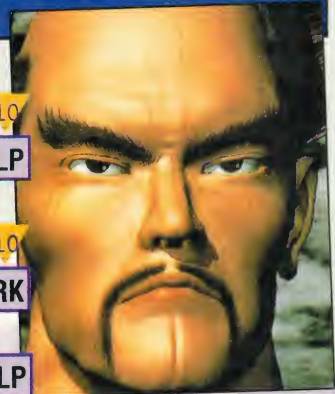
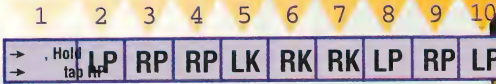
Tap (↗ LK), RK

Power Uppercut



Tap →, (→ RP)

Ten-Hit Combos



Head Butt



Tap →, (→ LP RP)

Sweep Kick



Tap (↗ RK), RK

Charging Uppercut



Motion → ↓ ↘ RP

Flip-Kick Hard Pounce



Tap RK, LK

Super Uppercut



Motion → ↓ ↘ LP

Double-Punch Uppercut



Tap (↘ LP), RP

Super Lunge Punch



Motion ↓ ↘ → RP

Flying Side Kick



Motion → ↓ ↘ LK

Flying Sweep Kick



Motion → ↓, hold ↘, tap LK

Side Step



Tap ←, ←, (LK RK)

Elbow Smash to Lunge Punch



Tap (↓ LP), (→ RP)

Power Grab



From behind opponent, tap (LP LK) or (RP RK)

JACK 2

SPECIAL MOVES

Wrist Up Slam



In close, tap (RP RK)

Hell Press



In close, tap (LP LK)

Pile Driver



In close, tap ↙, hold →, tap (LP RP)

Back Breaker



In close, motion ↓ ↙, hold ←, tap RP

Pyramid Driver



In close, motion ↓ ↘, hold →, tap LP

Spring Hammer Punch



While crouching, hold ↓, tap (LP RP)

Machine Gun Knuckle



Tap (↙ LP), LP, LP, LP, LP, (↘ RP)

Double Hammer



Tap (LP RP), (LP RP)

Megaton Punch



Motion ← ↙ ↓, hold ↘, tap RP

Power Scissors



Tap (→ LP RP)

Sitting Move



Tap (LK RK)

Bravo Knuckle



Tap (↓ LP RP)

Catapult Throw



In close, hold ↘, tap (RP RK)

Sit on the Spot



Tap (↗ LK RK)

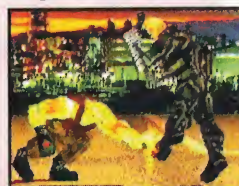
Super Move



Motion 360 degrees toward the opponent starting from ←, then tap LP

Note: You can keep doing the motion to increase the power of the punch

Megaton Sweep



Motion ← ↙ ↓, hold ↘, tap LP

Death Shoot



From behind opponent, tap (RP RK)



Jack's Combos

Triple-Punch Combo

Tap LP, LP, LP

Five-Hit Smash Combo

Hold ↓, tap LP, LP, LP, RP, LP

Air-Juggle Combo

Tap (↘ RP), (↘ LP), (→ RP), (↗ LK RK)

Wild Swing Combo

Tap ↓, hold ↘, tap LP, RP, LP, LP

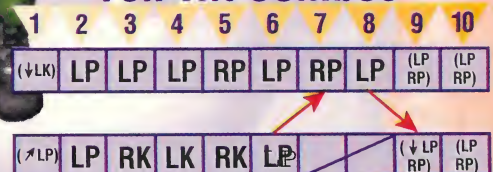
Sitting Combo

Tap (LK RK), LP, RP, LP, RP

Cossack Combo

Hold ↙, tap LK, RK, LK, RK, LK, RK

Ten-Hit Combos





Law's Combos

Fist of Fury Combo

Tap LP, LP, hold →, tap RP, RP, RP

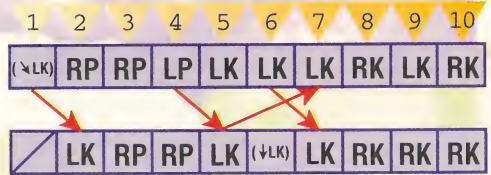
Kick of Fury Combo

Tap (↓ LK), LK, LK, LK

Air-Juggle Combo

Tap (↘ RP), walk in with LP, walk in with LP, tap →, (→ LK), (↑ RP)

Ten-Hit Combos



SPECIAL MOVES

Atomic Noogie



In close, tap (RP RK)

Atomic Body Slam



In close, tap (LP LK)

Dragon Knee



In close, tap →, hold →, tap (LK RK)

Side Kick



Tap (↘ LK)

Super Move



Tap (↙ LP RP)

Standing Flip Kick



Tap (LK RK), LK

Flying Side Kick



Tap →, →, (→ LK)

Note: This move stuns a blocking opponent

Face Crusher



From behind opponent, tap (LP LK) or (RP RK)

Sweep Takedown



Tap (↙ RK)

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, tap (↑ LK RK)

Note: Tap ↗ to flip toward your opponent; tap ↖ to flip away

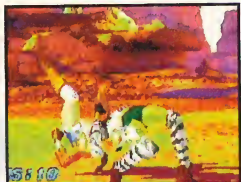


MICHELLE

SPECIAL MOVES



Fisherman's Suplex



In close, tap (RP RK)

Front Suplex



In close, tap (LP LK)

Power Punch



Tap (LP RP)

Two-Hit Uppercut



Tap (↘ LP), LP

Front Snap Kick



Tap (↘ LK)

Punch and Side Step



Tap (← RP)

Super Move



Hold →, tap (LP RK)

Full Nelson Suplex



Hold ↘, tap (LP RP)

Spinning Back Kick



Tap (LK RK), RK

Elbow Lunge



Tap →, hold →, tap LP

Super Elbow Lunge



While crouching, hold ↘, tap RP

Lunge Punch



Tap ↓, hold ↘, tap LP

Charging Uppercut



Hold →, tap LP

German Suplex



From behind opponent, tap (LP LK) or (RP RK)

Rising Uppercut



Tap LK, RP

Two-Hit Juggle Uppercut



Tap (↘ RP), LP

Michelle's Combos

Bounce-Back

Hard-Pounce Combo
Tap RK, (↓ RK), LP, (↗ LK RK)

High-Low Combo

Tap RP, RK, LP

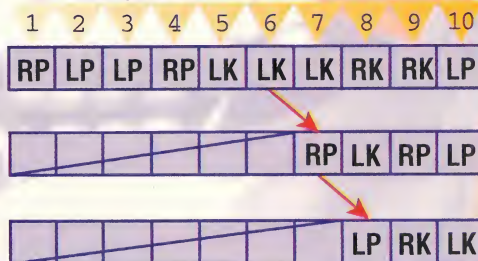
Ground Air-Juggle Combo

Tap LP, LP, LP, (→ LP), (↑ RP)

Flying Kick Combo

Tap RP, LP, RK, LK

Ten-Hit Combos



Hidden Characters

BRUCE

◀ SPECIAL MOVES ▶

To play as Bruce, move the cursor to Lei on the character-select screen. Press the Start button four times and tap →

Super Move



Tap (← RP LK)

Power Dive



In close, tap (LP RP)

Head Lock Attack



In close, tap (RP RK)

Knee Bash



In close, tap (LP LK)

Flying Snap Kick



Tap →, (→ RK)

Power Side Kick



Tap →, (→ LK)

Hip Toss



From behind opponent, tap (RP RK)

Jab Punch



Motion ↓ ↘ RP

Knee to Kick Fury



Tap (← RK), then tap LK repeatedly for more hits

ROGER

To play as Roger, hold LP before you start a game. Start a game while still holding LP, and on the character-select screen, tap ↑, ↑ on any fighter to get Roger

◀ SPECIAL MOVES ▶

Dive Attack



Tap (↘ LK RK)

Rising Uppercut



Motion → ↓ ↘ LP

Standing Uppercut



Motion → ↓ ↘ RP

Front Snap Kick



Hold ↓ for one second, tap RK

Kicking Attack



Tap (← LK RK), then, while on the ground, tap LK, RK, LK, RK

Charge Punch



Tap →, hold →, tap RP

Super Diving Attack



Tap →, (→ LP RP)

Diving-Kick Attack



Tap (LK RK)

Super Diving-Kick Attack



Tap →, (→ LK RK)

Super Move



Tap (← LP)

More Special Moves

Brain Buster

In close, tap (RP RK)

Shoulder Throw

Behind opponent, tap (RP RK)

Pile Driver

In close, motion ↓ ↘ → LP

Coconut Crush

In close, tap (LP LK)

WANG

To play as Wang, move the cursor to Jun on the character-select screen. Press the Start button and tap ↓, →, ←, ↑



SPECIAL MOVES

Neck Throw



In close, tap (LP LK)

Super Neck Throw



In close, tap (RP RK)

Lunge Punch



Motion ↓ ↘ → RP

High-Low Punch



Tap LP, LP, LP

Rising Power Punch



Tap (↘ RP)

Charging Punch



Tap (→ RP)

Two-Hit Uppercut



Tap (↘ RP), LP

Counter Grab



Hold (← LP RP)

Note: Use countermoves when opponents start an attack

Side-Step Move



Tap RP, ←

Power Punch



Tap →, (→ LP RP)

Super Move



Tap ←, (← LP)

ALEX

To play as Alex, hold RP before you start a game. Start a game while holding RP, and on the character-select screen, tap ↑, ↑ on any fighter to get Alex

SPECIAL MOVES

Dive Attack



Tap (↘ LK RK)

Rising Uppercut



Motion → ↓ ↘ LP

Standing Uppercut



Motion → ↓ ↘ RP

Front Snap Kick



Hold ↓ for one second, tap RK

Kicking Attack



Tap (← LK RK), then, while on the ground, tap LK, RK, LK, RK

Charge Punch



Tap →, hold →, tap RP

Super Diving Attack



Tap →, (→ LP RP)

Diving-Kick Attack



Tap (LK RK)

Super Diving-Kick Attack



Tap →, (→ LK RK)

Elbow Smash



Tap (↘ LP)

More Special Moves

Pile Driver

In close, motion ↓ ↘ → LP

Brain Buster

In close, tap (RP RK)

Shoulder Throw

From behind opponent, tap (RP RK)

Coconut Crush

In close, tap (LP LK)

Knuckle Bomb



Tap (↗ LP RP)

Super Move

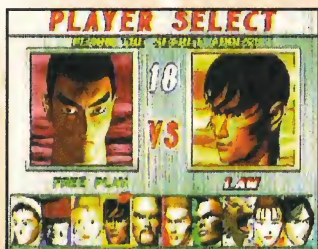


Tap (← LP)

Final Bosses

KAZUYA

DEVIL KAZUYA



After dethroning Heihachi in the first Iron Fist Tournament, Kazuya and Devil Kazuya are now the final bosses. First you go up against Kazuya. After defeating him, you then face Devil Kazuya. In his return, Kazuya retains all of his original moves from the first tournament. Here are some basic skills you'll need to defeat him



In addition to Kazuya's lightning speed and solid defence, Kazuya has several kick combos. Be sure to block all the hits he throws before you counterattack



To catch Kazuya offguard, start a move or a combo in close and crouching. This leaves you open for a counterattack if you don't move fast enough to start it



Throws and grab moves are almost impossible to perform against Kazuya. He often counters the throw and then attacks



Always try to attack Kazuya with a 10-hit combo. Usually Kazuya won't block the last few hits. This tactic is a good way to wear him - and the clock - down



Devil Kazuya is the final boss in the game. He has all of Kazuya's moves, and he can fly and shoot a laser beam from the ground or air. The laser beam is easy to counter, but if it connects, you're in for some major damage



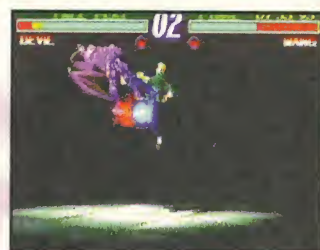
Devil doesn't counterthrow or use grab moves as often as regular Kazuya does. Use these moves when in close to him



Usually when Devil takes to the air, he shoots his laser. When this happens, run towards him and crouch to avoid being hit



When Devil Kazuya fires his ground laser beam, crouch and move in close to counter

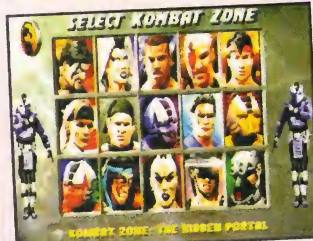
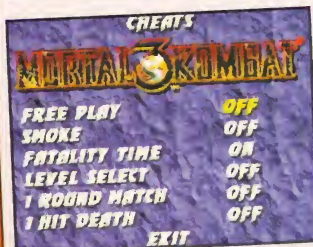
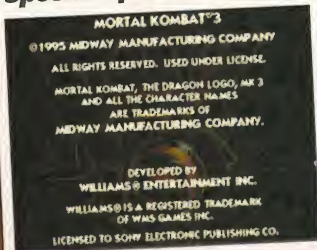


After Devil shoots his laser beam, you can jump towards him and counterattack. This approach is one of the most effective ways to defeat him



PlayStation

Mortal Kombat 3 Special Options Screen



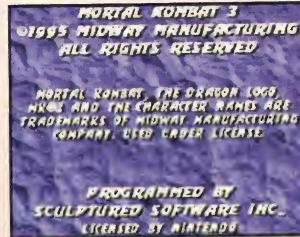
At the trademark screen, press Buttons **1, X, P, G, R1, R1, R2, R2, R1, R1**. You should hear Shao Kahn say, "You will never win". Then press **Up** when the screen with the spinning MK 3 logo on the cube that says "Kombat" is on-screen. A question mark appears. Utilise this option for a plethora of cheats, including playing as Smoke and unlimited credits.

Super NES

Mortal Kombat 3

Play as Smoke and Ultimate Tournament Mode

To play as Smoke, perform the following button presses at these successive screens:



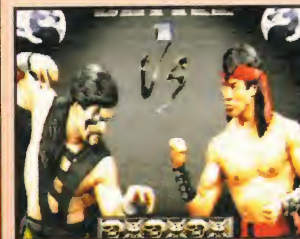
Simultaneously press and hold **Left and Button A**

Simultaneously press and hold **Right and Button B**



Simultaneously press and hold **Button X and Button Y**

Now you can play as Smoke!

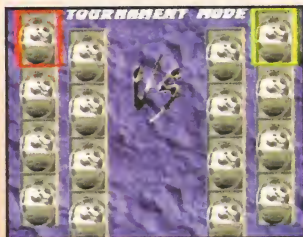


Ultimate Tournament Mode: This code accesses a tournament contest where all the fighters are randomly chosen – including Smoke! Begin a normal two-player game and pick any two fighters. Then, at the Versus screen, **Player One** should hold **Up** and press **High Punch** once, **Low Kick** once, **Low Punch** twice. **Player Two** should hold **Up** and press **High Punch** twice, **Low Kick** twice, and **Low Punch** once.

Super NES

Mortal Kombat 3

Tournament Mode and Random Select



At the Start/Options screen, put the cursor next to "Start". Simultaneously hold Buttons **L** and **R** and press the **Start** button. You can now enter a two-player team tournament mode. For a random-fighter select, hold **Up** and press **Start** at the fighter-select screen.

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Get the Strategy Tour of Super Mario World 2: Yoshi's Island!

LEARN YOSHI'S SPECIAL ATTACKS, DISCOVER
HIDDEN AREAS IN THE FIRST TWO WORLDS,
AND FIND OUT HOW TO BEAT THE MID-LEVEL
AND END BOSSES OF EACH.



BY BRUISED LEE

Welcome to Yoshi's Island. A baby has fallen into your hands, and it's up to you to search the island for his twin brother and return them both home safely. The main goal of this game is to find all the icons throughout each level. Some are easy to find, others require some thinking. This ProStrategy Guide walks you through the first two worlds of Yoshi's Island.



Yoshi's Attacks



Yoshi the Transformer?

It's a jungle out there in Yoshi's land, so you'll need to master these skills to survive.

Jump



Tap Button B to jump on enemies or to pass deadly obstacles.

Float



After a jump, hold Button B. Yoshi flails his legs and floats briefly in the air.

Dive Bomb Attack



After a jump, hold Down on the controller. This allows Yoshi to break through some walls, pound pillars into the ground, or destroy enemies.

Tongue Attack



When close to an enemy, tap Button Y. Yoshi grabs the foe with his tongue and brings them into his mouth. This move only works on some enemies.

Upward Tongue Attack



Hold Up on the controller and tap Button Y to snatch enemies directly above you. This move only works on some enemies.

Spit Attack



After using a tongue attack, the enemy is trapped inside Yoshi's mouth. To spit them out, tap Button Y again.

Make Eggs



When an enemy is in Yoshi's mouth, tap Down to turn them into an egg. Not all enemies can be turned into an egg; Yoshi can hold a maximum of six eggs.

Shoot Eggs



Once you've turned an enemy into an egg, tap Button A for a cross-hair to appear. Tap Button A again when it's lined up on a target.

In various parts of the game, Yoshi can temporarily transform into different objects and use new skills.

Helicopter



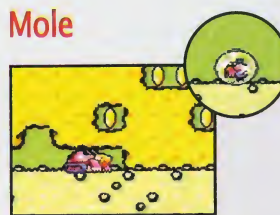
In this form, Yoshi can explore new heights and find hidden items.

Car



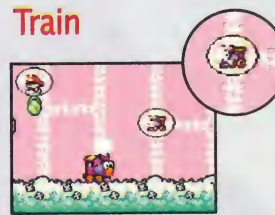
As a car, Yoshi can extend his wheels and drive over enemies.

Mole



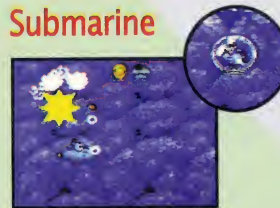
Like most moles, Yoshi can dig underground.

Train



As a train, Yoshi can scale walls, but he can't go off the track.

Submarine



Yoshi can explore the ocean's depths. He's even armed with guided torpedoes.



YOSHI'S ISLAND

WORLD 1-1

The main goal of each level is to find all the stars, red coins, flowers, and hidden question marks. Most items are easy to find. Be sure to explore these key locations.



Early in the level, you see a pipe guarded by two Yoshi-eating plants. Destroy the plants with your eggs and go down the pipe.

Halfway through the cave, you see a red flower. Ricochet an egg off the ceiling so it enters the flower.



Inside the cave, collect all the icons. Use the rock to help you reach some of the coins, then exit the cave.

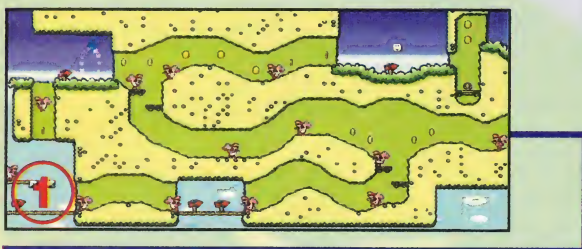
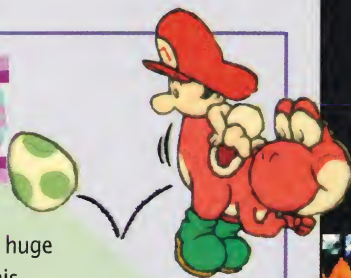


Upon exiting the cave, shoot the question mark, and a huge flower grows. Climb the flower and fall to the left between the two rocks. You find a hidden question mark.



WORLD 1-2

This level is made up of three sections. The second section is huge and has some hidden items. This complete map will help you out.



1) Start here.
2) Grab the icon and transform into the 'copter. Collect the coins and other icons while moving right.

3) Get a 1-up from the hidden question mark.
4) Exit here.



WORLD 1-3

Most of this level takes place in caves. You must use your dive-bomb attack to break through blocks and pillars to find hidden items.

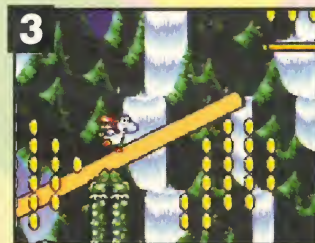
Halfway through the level is a flower inside a ceiling block. Dive bomb the pillar to the right of the flower to reveal a hidden switch.



Jump on top of the switch to find the red arrow.



The arrow appears to the right of the switch. Move directly onto the arrow and press Down on the controller to enter the bonus room.



There are several coins inside the hidden room.

WORLD 1-4

The first mid-level boss in the game resides in a castle. This stage is straightforward, and all the icons are easy to find. Look for cracked ceiling blocks where you can collect several coins.

Mid-Level Boss



When this boss attacks, hide in the hole on the left side of the screen.



When you see an opening, move towards the egg dispenser and load up.



Run back to the hole and fire at him when he's in your sights. You need to hit him six times.



In the first section of the castle, shoot the cracked ceiling blocks with an egg. Then jump up and collect the hidden coins.



YOSHI'S ISLAND

WORLD 1-5

The game gets more intense in this section: You have forced scrolling to contend with! Fortunately, no hidden areas will distract you on this stage.



Keep jumping on the left side of the green platforms to move to the next section.



Ride the platforms as far as possible, so as not to miss icons.



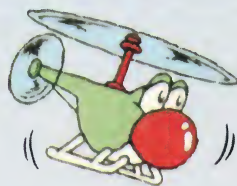
Floating question marks occur occasionally in this level. Have some eggs handy to shoot at them.



The halfway marker is located at the top left of the level. Grab it before the screen scrolls back to the right.



When the platforms start to fall, wait until you collect the coins before jumping to the next platform set.



WORLD 1-6

Most of this level consists of dark caves with no hidden areas. The bouncing arrows will help you find your way out.

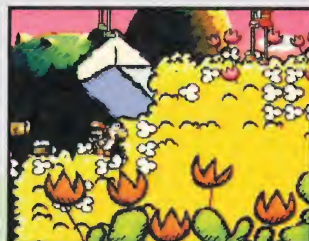
When you start the level, jump on the bouncing arrow to get to the top of the hill. You'll find a hidden question mark.



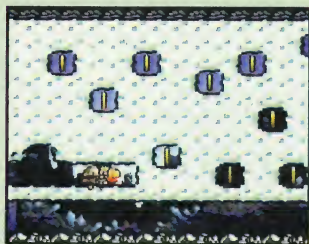
After the halfway marker, you see a floating question mark. Shoot it with an egg, and a red switch appears.



Jump on the red switch to reveal the location of the bonus room.



There's a flashing arrow to the right of the red switch. Press Down on the controller here to enter the bonus room.



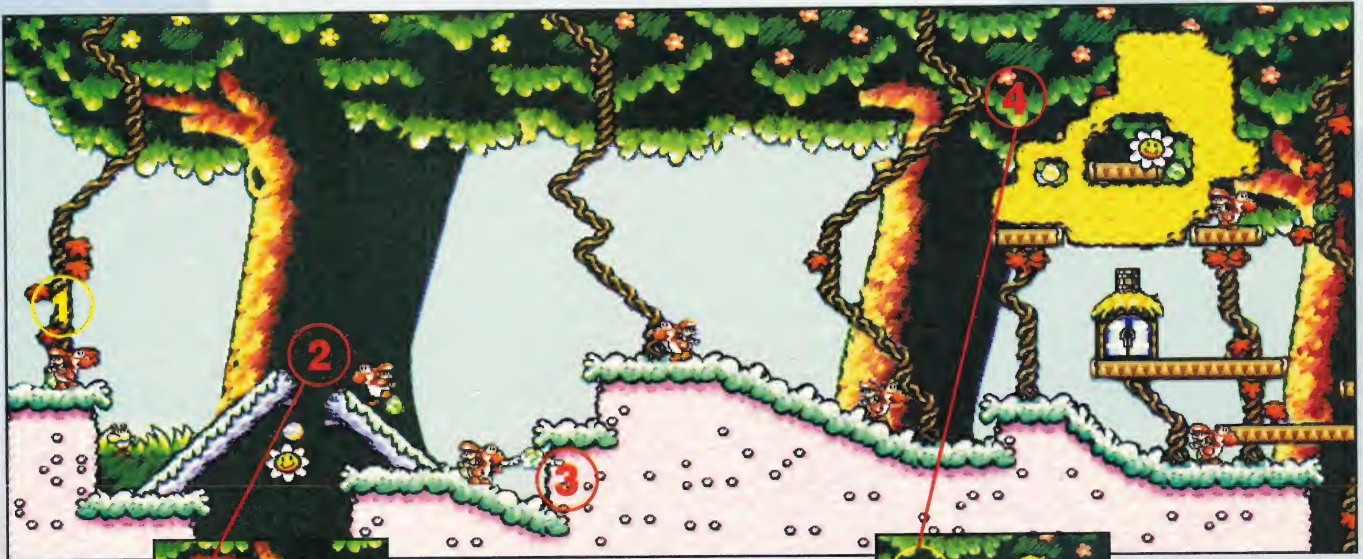
In the bonus room, get the power-up and transform into the mole. Dig through the rocks and collect all the coins.



WORLD 1-7

Two sections make up this level. In the first, beware of the white puffy balls floating around the screen. If you touch one, Yoshi

will become disoriented, and the stage turns into a psychedelic trip. The ground will move up and down, making it difficult to move.



- 1) The beginning of the level
- 2) When the enemy rolls into a ball, push them over the side of the log to get the flower
- 3) Hidden question mark
- 4) Key to the door

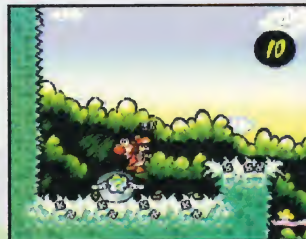


WORLD 1-8

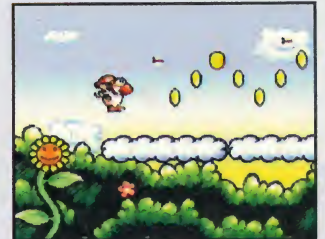
Inside the castle, you must take different paths if you want all the icons. Most of these paths are fairly straightforward, and it's easy to find your way to the end. Beat the end boss, and you're off to World 2.



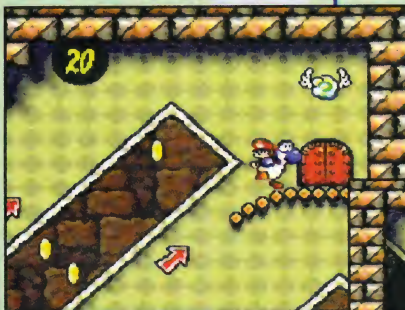
When you start the second section, jump straight up on the first log. A bouncing arrow falls from above. Jump on the arrow, and you go to the hidden section.



Stand on the right side of the rock to move it away from the wall. Keep pushing the rock until the question mark appears.

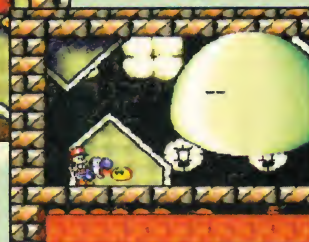


Shoot the question mark with an egg, and a huge flower appears. Climb the flower and collect the coins.

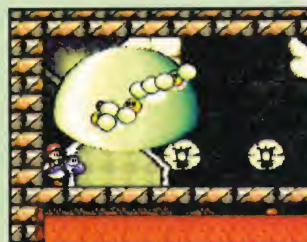


Find the hidden question mark above the red door that leads to the end boss.

End Boss



Wait for an enemy to fall from the ceiling, then turn them into an egg.



Once you hit the boss with an egg, more enemies pop out. Keep turning the small enemies into eggs to make more ammo.



This end boss tries to push you off the ledge and into the lava. Always attack the boss from the left side of the screen. It takes eight hits to destroy this one.

YOSHI'S ISLAND

WORLD 2-1

This level consists of falling platforms and blocks. While these obstacles can make some jumps difficult, the key to completing this level is to avoid staying in one place for too long.



When you start the level, ride the falling platforms and collect the coins that are out of reach.



Snag the hidden question mark on the top-left side of the second section of the level where the blocks fall on top of each other.



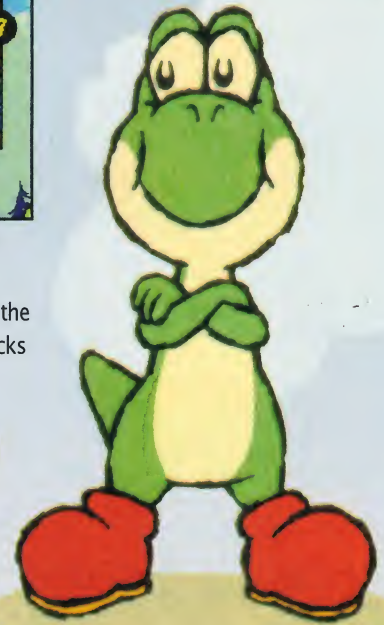
After the yellow flower, you encounter four enemies carrying red coins. Collect them before you move on.



Shoot down the boxes suspended by balloons – they're usually filled with stars.



Look for the hidden question mark by the flippers and the flower just before the end of the level. Jump on the falling blocks to reach it.

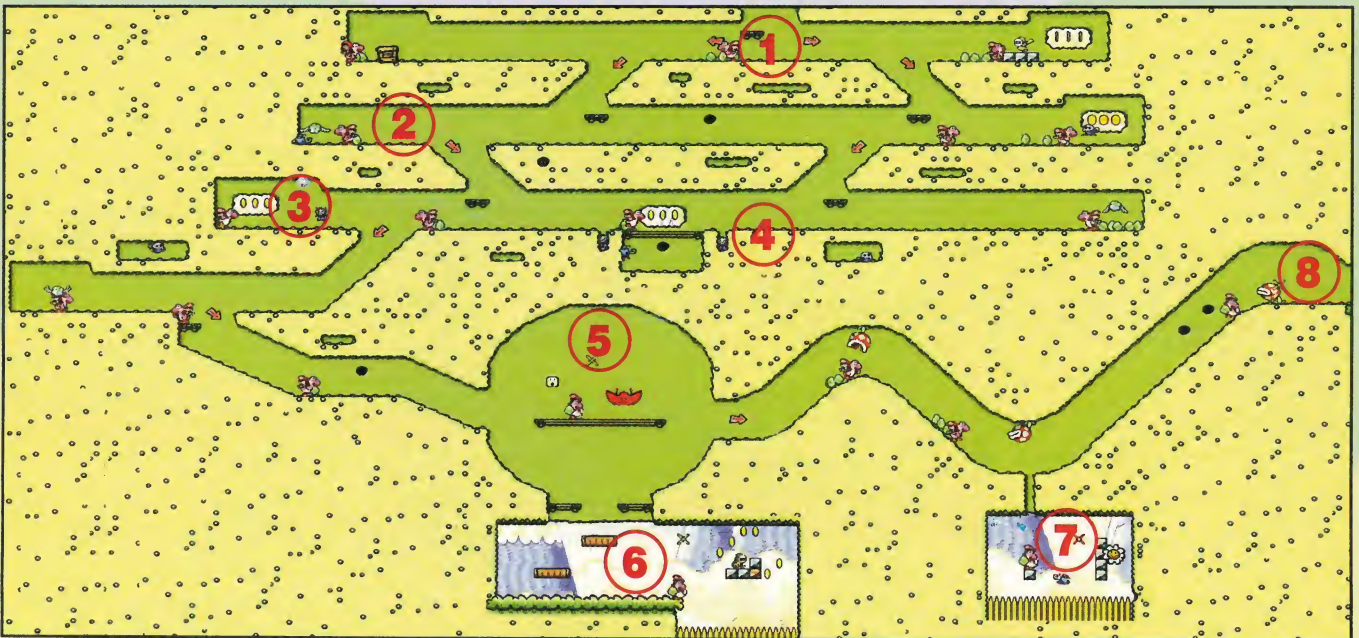


WORLD 2-2

One of the largest areas in this world, this level's first two sections are straightforward. The map shows the last half of the level. You start this section after transforming into the mole.

- 1) The beginning of the level
- 2) Hidden question mark
- 3) Ice ball
- 4) You need to freeze an enemy here with the ice ball, then grab the hidden question mark located in the hole

- 5) Shoot an egg inside the flower to get extra stars
- 6) Shoot an egg onto an angel to get all the coins
- 7) Shoot an egg at an angle to get the flower
- 8) The end of the level



WORLD 2-3

Most of this level takes place underground. The cave is huge and has some different paths you must take. Here are some of the hot spots you don't want to pass up.



When you start the level you see three floating yellow blocks in the air. The last one hides a question mark.



When you first enter the cave, you see a large set of breakable blocks to the right. A hidden question mark's hiding here.

This section is in the bottom left of the cave.

- 1) Red switch
- 2) Press Down on the controller to enter the bounce room after activating the switch
- 3) Hidden question mark
- 4) The last hidden question mark is directly below the double set of blocks



WORLD 2-4

You're off to the first castle to confront the mid-level boss. Ghosts from the first Mario World game have overrun the castle. The cowardly ghosts only attack when you turn your back.



Find the hidden question mark to the left of the pipe after the second section of the castle.



Halfway through the third section of the castle, you come across a cracked ceiling section. Shoot an egg at it to make a hole. Jump up and run to the left.



Now you can enter the door that

was blocked by flippers. Inside the door you find the last flower.

Mid-Level Boss



You can only score a hit on this big ghost when you're facing away from him. The best way to hit him is to shoot an egg straight ahead. The eggs bounce back and nail him. Grab the bats to reload on ammo.



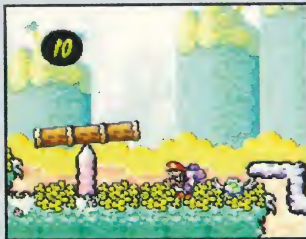
The boss grows bigger when you hit him. Face him to stop attacks. When you're facing him, you can also run through him. Use this strategy to get into a better location. Five hits will finish the ghost.



YOSHI'S ISLAND

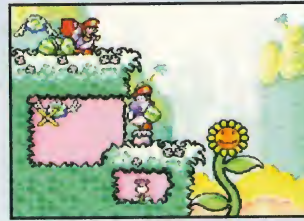
WORLD 2-5

Most of the floor in this level's first half can be destroyed. Be careful shooting eggs – you'll make holes. A serious problem is the creep that floats on his cloud and throws spiked spheres. Ground him every chance you get.



When you start the level, break through the ground near the ledge to find a question mark.

Three question marks are hidden halfway through the level's first section. Each is marked by a number.



Go to the halfway marker at the beginning of the second section

and shoot the block that's directly above. Climb the flower and then dive-bomb the pillar just enough to hit the hidden red switch. From the pillar, jump to the top ledge to find the second hidden question mark. Then push Down on the controller under the arrow.



This map picks up after you get out of the first bonus room.

- 1) Second red switch
- 2) Push Down on the controller under the flashing arrow to enter the second bonus room
- 3) Hidden question mark
- 4) Hidden question mark
- 5) Hidden question mark



Before exiting the level, jump on top of the cloud enemy. Use his cloud to fly over the exit to locate the last hidden question mark in the level.

WORLD 2-6

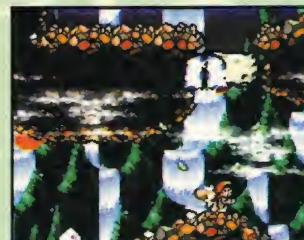
This is the easiest level in World 2. Most of it is straightforward with only a few hidden areas.



In the first section, grab the key located at the bottom of the level. Shoot the question mark to the left, and the key appears. Use the key in the next section.



When you enter the cave section, move to the right under the three grey blocks. Shoot an egg straight up to free a bouncing arrow. Now you can move freely through most of the cave.

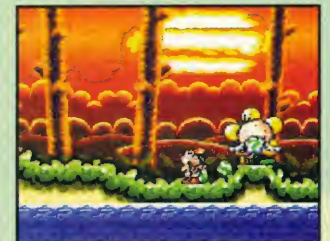


Shoot an egg up at the grey blocks to the right of the large bouncing arrow. Beyond this

hidden door is the third flower in the level.



Find the hidden question mark in the top-right corner of the cave.



Dive-bomb near the yellow flower. When the petals fall off, touch the stem, and you find a hidden question mark.

WORLD 2-7

This level consists of three sections. In the first two, use the clouds to find all the hidden items. In the last, you can transform into the car and helicopter.

When you start the level, walk to the left past the double set of flippers to find the two hidden question marks.

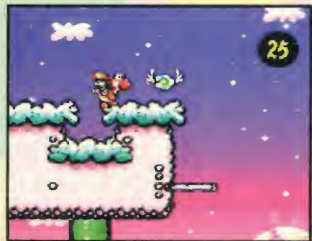
- 1) Throw the red switch, and you get the invisible coins
- 2) The second question mark



At the end of the first section, go down the pipe. In this sub-level, jump from the falling blocks to get to the end of the section. The hidden question mark by the pipe takes you out of the sub-level.



Dive-bomb the large pillar near the beginning of the second section. At the bottom, you'll find a hidden question mark.



This hidden question mark is located at the end of the second section in the top-left corner. Use the clouds to reach it.

WORLD 2-8

The castle is big. The only difficult part here is avoiding the spikes on the wall in the third section.



At the end of the third section, an arrow guides you through the spiked walls. Here are the locations of the hidden question marks behind the spikes.

- 1) Start the section here
- 2) Hidden question mark
- 3) Hidden question mark
- 4) Hidden question mark
- 5) Exit here

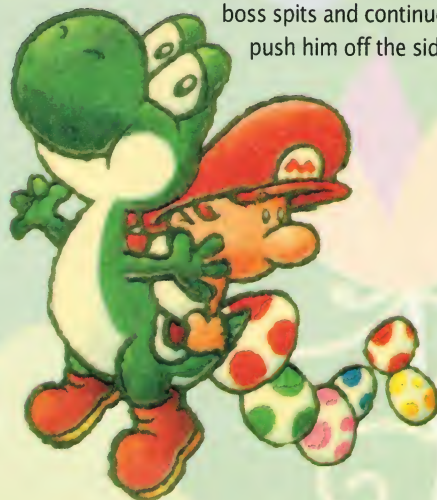
End Boss



To beat the end boss, push him off the right side of the platform. As you push one way, two enemies push the opposite way



Jump away from the fire the boss spits and continue to push him off the side.



PERFECT SCORE

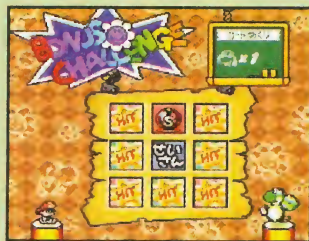
If you collect all the items (30 stars, 20 red coins and five flowers) in each level, you get a perfect score. If you achieve a perfect score for all eight levels in a world, you can go to a bonus level and play one of the bonus games.



Earn a perfect score on all eight levels, and two new areas are accessible.



The goal of the bonus levels is to collect all the items. The difficulty in these levels has been sharply increased. The bonus levels in the worlds are each different. Good luck completing them!



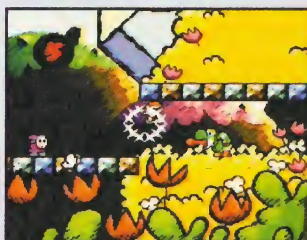
Having trouble winning the bonus games? Here's your chance to practice.

WAYS TO RECOVER MARIO

Besides jumping at him, there are other effective ways to recover baby Mario when he's knocked off Yoshi's back.



If Mario is high in the air, shoot an egg at him.



Yoshi's tongue can be used to grab Mario back.



ABOUT THE WORLDS

Here's what's in store for Yoshi in Worlds 3 and 4.

World 3



Most of the levels in World 3 are filled with mud and water, making it awkward for Yoshi to move and jump. Another problem in World 3 is the monkeys that roam freely in each stage. Given the chance, the monkeys will snatch the baby right off Yoshi's back. These thieves are very annoying and can quickly steal Mario away if Yoshi doesn't retrieve him fast enough.

World 4



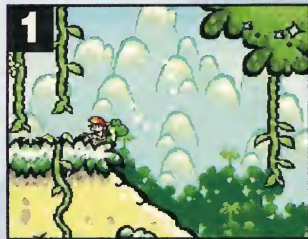
World 4 takes excellent timing and good use of Yoshi's jumping and floating skills. Most of the levels in this world take place in the sky, with only small ledges to jump on. To make matters worse, a hit from an enemy can bounce you off the ledges. To ensure a safe jump, shoot down any enemies you see.

WORLD 3-1

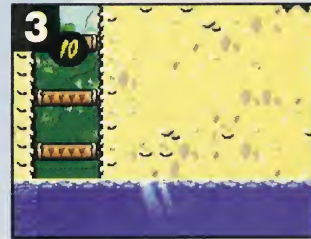
The first stage is made up of three sections populated with hanging monkeys throughout the levels. Have plenty of eggs handy to shoot the monkeys down – they try to steal Mario every chance they get.



At the start of the level, dive-bomb through the yellow blocks and pound the pillar into the ground to find the hidden question mark.



Walk down the hill after the halfway marker in the second section of the level.



Continue to walk underneath the hill until you reach the small ledges. Climb up the ledges from here.



Dive-bomb into the water and quickly move to the left. Yoshi should be underneath the hill.



There's a bouncing arrow near the top of this area. Bounce off the arrow into the trees high above.

WORLD 3-2

Unlike most stages in the game, there's only one section in this entire level. However, you do get a break from the troublesome monkeys that plagued the previous stage. This level basically requires you to jump several pillars.



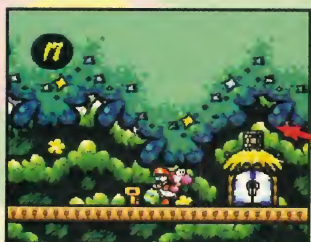
Halfway through the first part of the level, you'll find a red switch hidden directly to the left of this small hill. Hit the switch and press Down at the location of the flashing arrow.



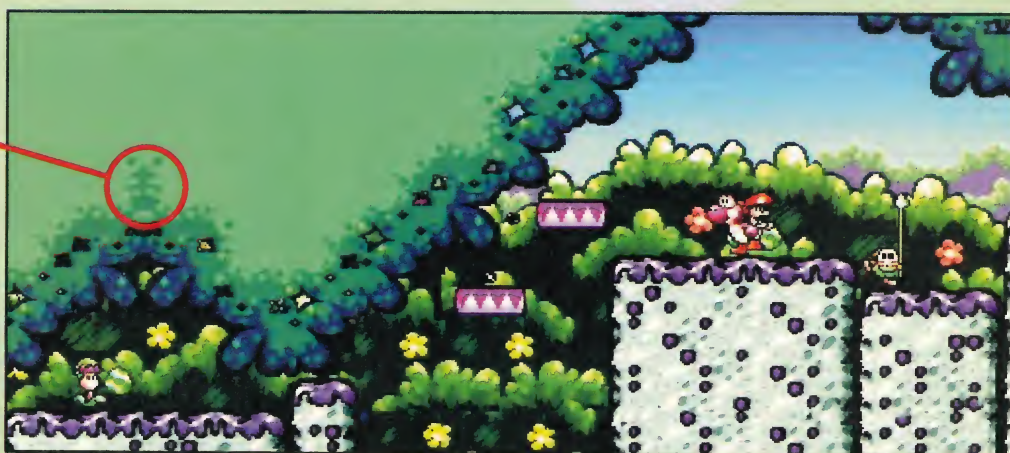
Inside the bounce stage, ride on the dog. He helps you collect the coins above the water.



In the hidden room, collect the free 1-ups at the top of the trees.



Use the key found earlier in the level to open the door to the hidden room.



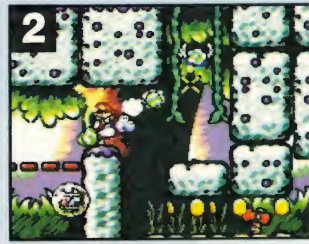
There is a hidden room in the trees at the very top of the screen in the first part of the level. Jump over the red rotating platforms to the left to find the room.

WORLD 3-3

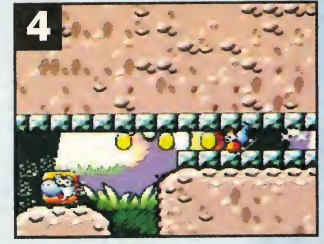
Most of this level is made up of mud and water, two elements that slow down Yoshi's fancy footwork. Don't let the slow pace of the level throw off your jumping and attacking skills.



1 Shoot the water monster with an egg to allow more time to collect all the coins in the first section of the level.



2 At the end of the level's second section, shoot the floating question mark to reveal a hidden door.



4 Outside the hidden room, transform into the 'copter and fly back to the bottom left of the level. Change back into Yoshi and enter the door in the corner. This door starts the next section.

WORLD 3-4

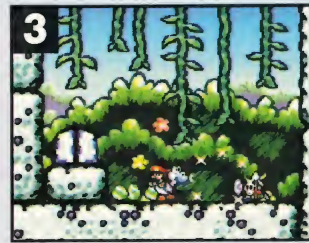
Several doors and paths make up this level. Enter each door to find the items in the level. Most rooms are very direct. If you want to go straight to the mid-level boss, you can skip most doors.



In the first section of the level, shoot the spikes near the water to find a hidden door.



Once inside the hidden room, transform into the submarine and collect all the submerged coins.



3 When all the enemies in the room are destroyed, a flower appears. Grab the flower and exit the room.



5 Transform into the submarine. Collect all the submerged coins while moving to the right toward the exit.



MID-LEVEL BOSS



1 Yoshi and Mario are shrunken and eaten by a frog! Inside the frog's digestive system, avoid the acid drops.



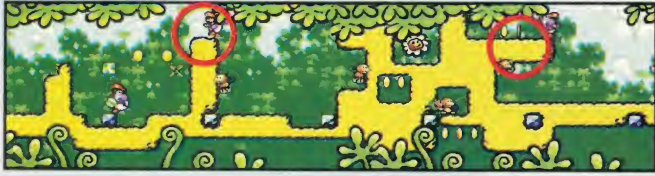
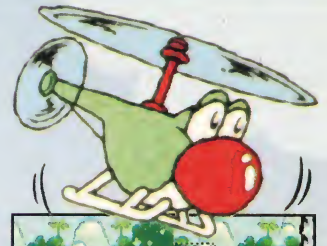
2 When enemies fall down, turn them into eggs for ammo.



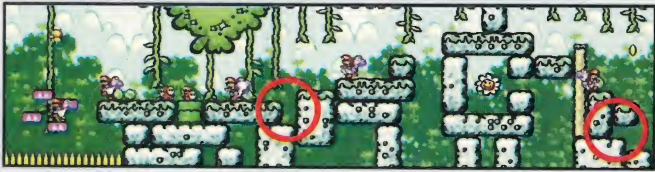
3 Shoot eggs at the frog's tonsils at the top of the screen. It takes 10 hits to make the frog croak.

WORLD 3-5

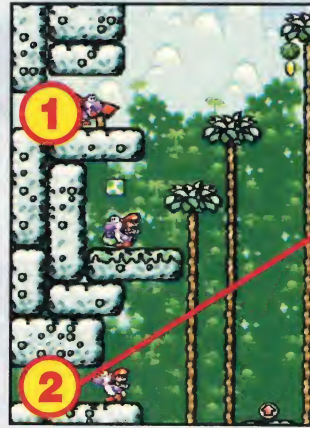
You can destroy most of the floor in the first section of this level, so be careful where you shoot eggs – you'll make holes in the floor. While surrounded by enemies in the other two sections, you must jump on trees and small rotating ledges. To ensure safe jumping, destroy the enemies first.



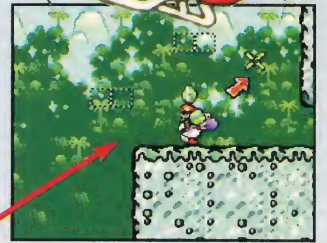
At the end of the level's first section, you'll find two hidden question marks inside the yellow blocks.



Just after the halfway marker in the second section of the level, two question marks are hidden between the rocks.



There is a hidden bonus room directly below at the start of the third section of the level.



To find the red switch inside the hidden room, shoot an egg in the direction the arrow is pointing. Jump on the switch to make the invisible blocks appear.

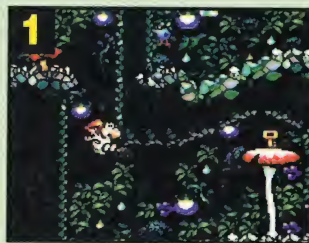
- 1) Start of the third section of the level
- 2) Hidden room

WORLD 3-6

The cave in the second section of the level is where most of the action takes place. Although the cave is extremely large, most items are easy to locate. Use the tips below to help you find your way out.



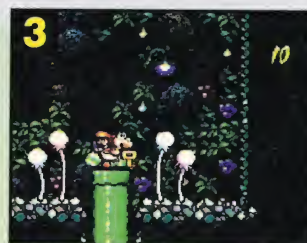
There are two ways to enter the second section of the level. The top entrance leads to a key location in the cave. Jump on top of the trees in the beginning of the first section to reach this location.



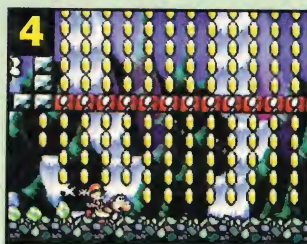
Take the top entrance of the cave and grab the key. This key is your ticket out of the level.



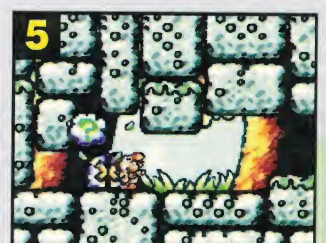
Push the rock to the bottom right of the level. The rock lets Yoshi jump up to a ledge that is otherwise out of reach.



Before you use the key on the door, go down the pipe at the bottom-right corner of the cave.



The pipe leads to a bonus room with two red switches. Jump on the switches to collect all the coins.



There is a hidden red switch above the door that leads you out of the cave. Before you activate the switch, walk to the right and shoot the floating question mark. The question mark turns into stairs that lead up to some invisible coins. Hit the switch to collect the coins.

YOSHI'S ISLAND

WORLD 3-7

This is the smallest level in this world, and it has only two hidden items! The killer fish in the third section compensate for the level's meagre size. If the fish grab you in their jaws, it's lights out for Yoshi and baby. Eggs have no effect on these swimming menaces, so your best bet is to jump over them.



Inside the bonus room, transform into the submarine and collect all the coins.



There's a red switch near the end of the level's first section. The hidden question mark is between the two rocks.



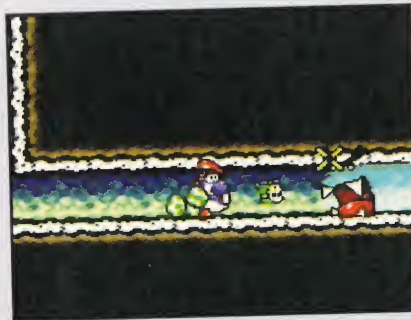
There's a question mark above the water approximately halfway through the second section of the level. Shoot the question mark and turn it into a large flower. Climb to the top of the flower to find a hidden room.



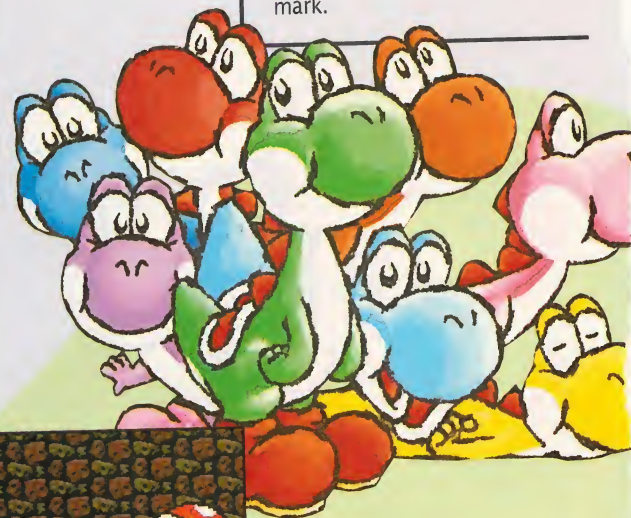
At the end of the second section, bounce on one of the monkeys to find the hidden question mark.

WORLD 3-8

Yoshi won't have any problems finding his way through this basic castle. The castle itself is more of a training session for the end boss. Here you must master the skill of shooting eggs at an angle to obtain all the items. This same pattern is used to defeat the boss.



In some parts of the castle, you face off against oversized ghosts. Turn the enemies that they spit out into eggs. Fire the eggs at the ghosts and proceed.



END BOSS



Jump over the plant when it charges.



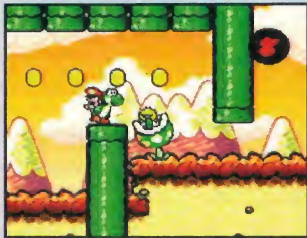
When the plant spits enemies at you, wait for them to land on the ledge, then turn them into eggs. You can turn the enemies into ammo only when they land.



To score hits on the plant, turn away from it and angle your shots underneath the ledge. You must hit the small bud on the plant's main stem. It takes three hits to destroy the plant.

WORLD 4-1

Flying turtles are here! Be sure to have plenty of eggs to shoot them down. There are only a few hidden items, so concentrate on completing the level.



In the first section, go down the pipe by the green plant. This pipe takes you to a coin-filled cave.



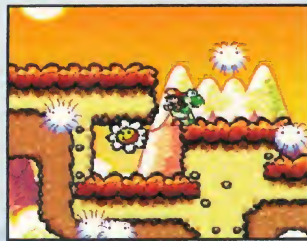
At the start of the section where the bullets attack, you'll find a hidden question mark near the top of the left ledge.

WORLD 4-2

To grab all the items inside the cave, perfectly time your shots at the rotating arrows. There are no hidden rooms or question marks in the level. Use the tips to help you collect all the items.



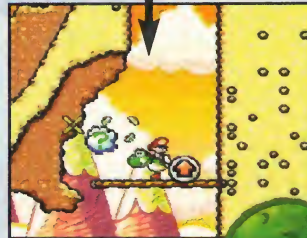
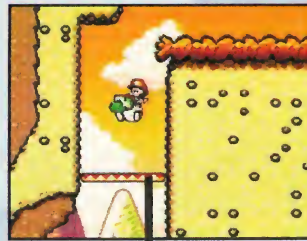
At the beginning of the level, shoot the plant at the far left of the screen and go down its pipe.



In the second section, Yoshi meets the floating white fuzzy creatures once again. Avoid touching them at all costs.



In the beginning of the third section, shoot the yellow blocks that are holding the gold star hostage. Once you grab the star, Mario can climb the walls and collect items along the way.



At the very end of the level, walk off the ledge to the left. Dive-bomb through the small platform to find a hidden question mark.

To the left of the arrow is a hidden question mark. After grabbing it, use the bouncing arrow to reach the top and complete the stage.



There is a turtle walking back and forth on a ledge halfway through the first section of the level. To reach a flower icon, shoot an egg towards the left side of the turtle.



At the beginning of the second section, kick the turtle shell to the right. The shell will jump across the stairs, break through the block, and reveal a flower. Go down the pipe for the key.



The pipe takes you to the beginning section of a cave. Shoot the rotating arrow as it's about to face the small opening to the right. If you time it correctly, you'll hit all the turtles and get a 1-up.



Near the end of the level to the right of the spikes is a flower inside a small hole. Shoot an egg from the ledge. As you shoot, jump onto the blocks to the right. The egg bounces off the flippers and hits the flower.

WORLD 4-1

In this sky level, Yoshi must jump from balloons and small ledges. There is only one hidden question mark in the first section of the level, so concentrate on completing the difficult jumps.



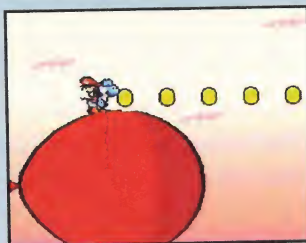
Ride on top of the balloons at the start of the level, then jump on the small ledge. Shoot the enemy that holds the red coin. Grab the coin and jump back on the balloons.



Ride the balloons to the right of the small ledge so you can grab the floating flower.



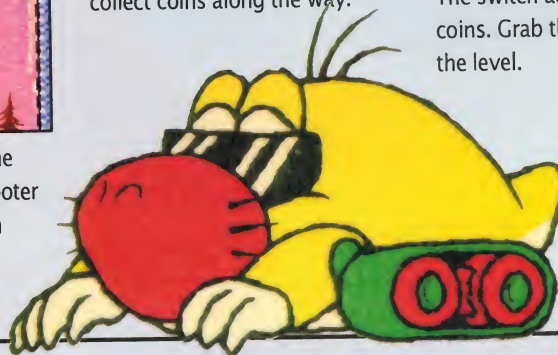
When you come up from the pipe, you'll see a bullet shooter to the right. Get the hidden question mark on top of it.



At the start of the second section, shoot the yellow blocks to release a bouncing arrow. The arrow takes you to a place where you can inflate a large balloon. Ride the balloon and collect coins along the way.

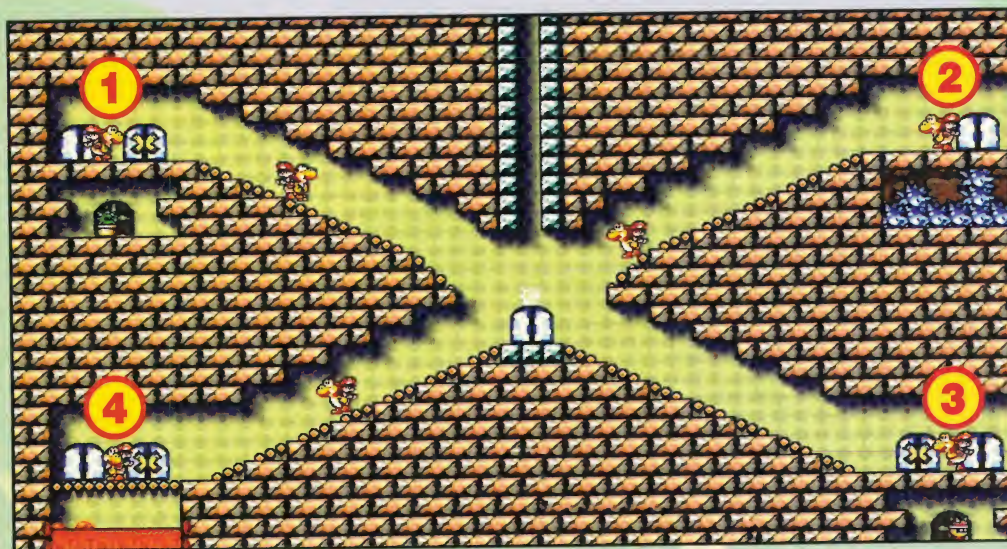


Rather than exiting the level after riding the balloon, go back towards the beginning of the stage. When you see three small balloons floating around, shoot them to release a red switch. The switch activates invisible coins. Grab the coins and exit the level.



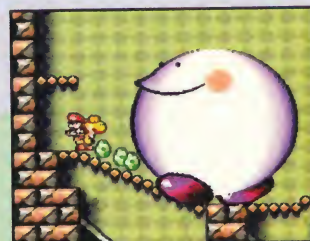
WORLD 4-3

In the first section of the level, a huge Pac Man-like creature chases you. The creature eats the ground as it pursues Yoshi. As you flee, watch your jumps, not your speed.



In this section of the level, Yoshi must collect a key from each corner door. After you collect each key, enter the centre door. You need every key in the centre room. Grab the keys in the order shown.

MID-LEVEL BOSS



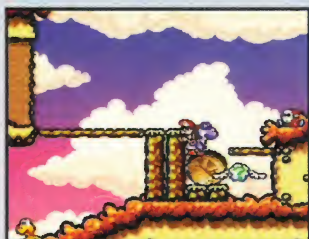
Don't let this oversized marshmallow get too close – eggs and normal jumps have no effect on it.



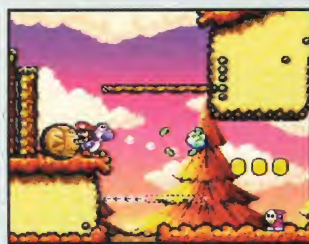
Use dive-bomb attacks to defeat the boss. Each time you attack, he splits into smaller versions of himself. Concentrate on one set of smaller bosses at a time and keep dive-bombing him until all his little duplicates are gone.

WORLD 4-5

You push a rock through this entire level. The rock reveals hidden question marks. The following are the main spots to use the rock.



At the beginning of the level, push the rock to the double set of pillars. Dive-bomb the pillars into the ground and push the rock down. There's a hidden question mark here. Keep pushing the rock.



Shoot the question mark just above the small hole in the left corner of the level. The question mark makes a small bridge over the hole so you can continue to push the rock to the right. Don't let the rock fall in the hole.



There is a red switch and some pillars near the end of the first section. Dive-bomb the pillars so they're flush with the invisible blocks. Hit the switch and push the rock to the end of the level. Then jump on top of the rock and go through the door above you.



Use the rock to help you jump through the small gap in the side of the wall. Then go down the pipe to the right of the hole.



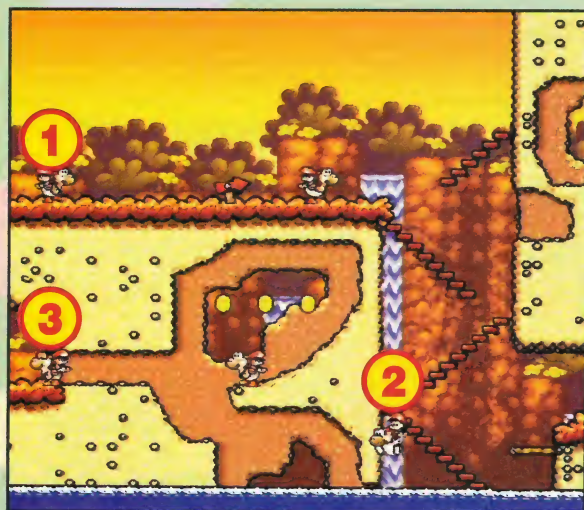
To get the flower in this room, first shoot the bouncing arrow. Then shoot an egg at the catcher, jump on the arrow, and float in the air. When the catcher returns to fire, he should hit the flower.



At the beginning of the second section, push the rock to the right. Break through the yellow blocks to find a hidden question mark.

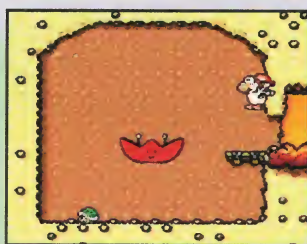
WORLD 4-6

For such a small level, this one's packed with enemies. To make matters worse, the water affects your jumps – especially when you try to destroy enemies. Take the time to knock out each enemy, or you're sure to lose Mario.



There is a room to the lower left of the stairs when you start the level. Follow these steps to get to the room.

- 1) Start here
- 2) Dive-bomb in the water and quickly move to the left
- 3) Enter the room



In the hidden room, spit the turtle shell into the red flower.



Halfway through the stage, you'll find a hidden question mark underneath the second floating platform.



At the end of the second section, do a dive-bomb attack in the water. This takes you to the next section of the level.



Shoot eggs at the arrow to change its direction. You can collect all the coins in the room by riding the arrow. After grabbing all the coins, go back to the level's second section and climb back to the last section.

YOSHI'S ISLAND

WORLD 4-7

This two-section level has no hidden question marks. For most of it, Yoshi must ride small ledges that throw him from section to section. Use Yoshi's floating skill to complete the wild rides.

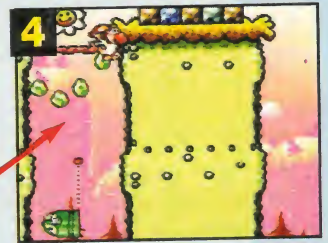


In the first section of the level where the ghosts start to appear, shoot an egg straight up as you stand on the small ledge to the left of the screen. To get to the bonus level in the sky, jump on the bouncing arrow that drops down.

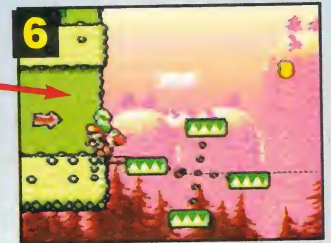


Here are the steps to take at the beginning of the level's second section.

- 1) Start of the level
- 2) Grab the halfway marker
- 3) Get the key here
- 4) Jump off a bullet that passes to get to the locked door
- 5) Use the key here
- 6) Jump on the ledges to complete the level



When a bullet passes, jump on it. Continue to hold the Jump button (this increases the height of your jump). You should be able to reach the top part of the level.



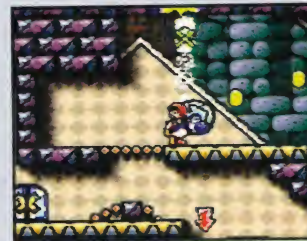
This rotating ledge takes Yoshi toward the end of the level.

WORLD 4-8

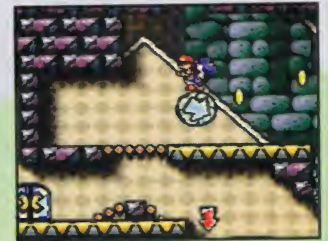
There are several paths you must take to collect all the items throughout the level. Here are the key locations as you progress through the castle.



Spit a turtle shell at the question mark toward the bottom-right corner of the level's first section. The question mark turns into stairs that lead you to the key in the castle.



Shoot the cracked ceiling block directly above the rotating arrow. After destroying the enemies in the room, jump up and collect the red coin.

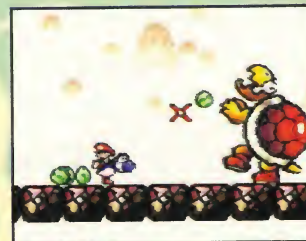


After grabbing the red coin, ride the arrow to the right. Use the key on the locked door. Behind the door is the end boss.

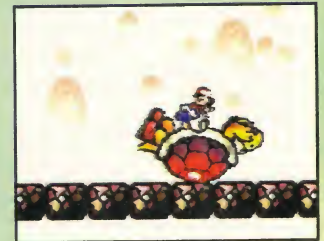
END BOSS



Jump on the turtle's head to make him spit out more eggs. Use the eggs for ammo.



Shoot the turtle in the head until he falls upside down. It takes four egg shots to flip him over.



While he's flipped over, dive-bomb the turtle in the centre of his belly. It takes three dive-bomb attacks to destroy him.



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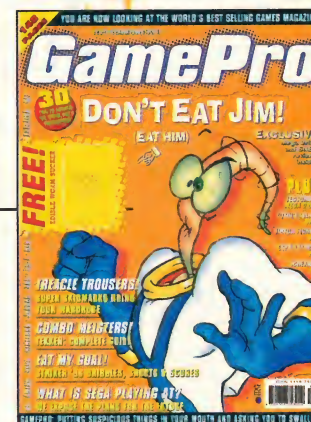


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Crush are an American girl band, a five-piece band fronted by Susan. Susan moved to London in 1993 and was immediately snapped up by MCA. Her talent and potential so great, she moved to the UK because of her love of her hero Oasis. Now in the steps of British bands, she has a new band, The Pretenders. Her songs are a travesty of broken relationships, almost laid up where the Go-Gos left off. CRUSH are currently the hottest property in America, where several majors competing to sign them - look out for them! We've chosen the demo "Amsterdam" for your pleasure.

Weird Compilation CD

From the boys at Polygram comes this quirky little offering of musical mayhem. Featuring the hot new bands of the moment, the CD, entitled Bulletin Number One, plays host to chart toppers Menswear, Ocean Colour Scene, Crush, Ash, Marion, and the Longpigs, plus a couple more. The CD sleeve is actually several transparent sheets of plastic, each with a piccy of the band on and a brief history of their rise to pop stardom. Top stuff, if you like your tunes with a little kick.

My name is Prince

45 minutes of a superstar in the making. An intimate and vivid portrait of Prince Naseem Hamed is what you'll get if you buy this corker this Christmas. For £10.99 you'll get to see loads of his fights, training, interviews and special unseen footage of the Prince shot by a close family friend. So if you fancy seeing Nas as you've never seen him before, this video should delight you.



Spooky paperback

Some of you may already know about the excellent X Files comic currently being published under the Manga Publishing umbrella, but what most of you won't know is that a graphic novel has been produced featuring three thrilling tales from the X Files library. Firebird, A Dismemberment Of Things Past, and Not To Be Opened Until Xmas are the featured stories. The book can be purchased from any good bookstore for £9.99. The truth is in here... somewhere.

Techno, techno, techno, techno

What is possibly the best PlayStation title currently available has spawned a cool spin-off album featuring some of the finest techno artists of our time. New Order, Leftfield, The Chemical Brothers, Manic Street Preachers and Orbital have all donated rare or extended mixed tracks for the album, resulting in a thumping soundtrack which can be enjoyed whilst playing the game or just chilling out at home. In the shops now on cassette and CD.



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Get a Grip



Freakscene

Griffin is the company responsible for what simply has to be the freakiest mouse mat for some time. The Lava Mat is basically your bog-standard mouse mat, but with the added bonus of having bright red ooze spewing about inside. So, when you move your mouse, the oil that's encased inside zips about all over the place. Top semi-trippy fun available at the simplest flick of the wrist. Check it out now!

Hey gringo!

Desperado. A butt kickin', gun shootin', Mexican western starring current Latino heart throb, Antonio Banderas, will be in the cinema soon. To tide you over until then, you can buy the fabulous soundtrack that accompanies the movie. Imaginatively entitled, Desperado, the CD features the wild Mexican surf guitar sound along with dialogue from the film. The film will be ready for national release on February 9.



Smells like gunpowder to me mate!

Labyrinth Video's latest release for the Christmas rush is a special music documentary including a moving and heart warming tribute to the godfather of grunge, namely one Mr Kurt Cobain. Original footage of Kurt and his band Nirvana is included on the tape, as well as plenty of exclusive interviews, fans opinions on the great man, plus special dedicated musical tracks to Kurt by some of the greatest musical artists of our time. £12.99, on sale now.

It's worse than that..

It seems as though Star Trek fans will never run short of stuff to spend their hard earned money on. Revisitations gives Trekkies two new comic stories in a very nicely presented book form that should make a very nice little present. There's none of that Next Generation stuff here, the action is purely based around the exploits of Captain Kirk, Mr Spock and the rest of the gang. It's an enjoyable read but only lasts as long as a good comic. Revisitations is more of a collector's item.





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Let's Write to Ronnie

How many letters of complaint about those ruddy worm lollies have I had this month? Only a couple actually, so the majority vote must be that almost everybody loved them! Anyway, it's always nice to please thousands of kids, but it's also a good laugh to upset a few people once in a while too. Just wait until they see the covermounts we've got planned for the forthcoming game; Amazon Space Virgins From Uranus. That'll give them moaning blighters something to cry about.

I'm feeling hard!

Thanks very much for the free worm lolly. I ate mine and liked it so much I ordered another four – how's that for hard? Have you eaten yours yet? The lolly tastes really nice, but the worm is kind of 'wheaty' and slightly chewy. Lovely. Give one away every issue and you'll be my mate for ever! Cheers matey!

Richard Rowland, Devon

Glad you enjoyed the feast Ricky, and don't forget, if you want any more, just fill in the coupon elsewhere in this very issue. I did actually eat my lolly, but unlike some of the people who've come into contact with them, I chomped mine down with glee instead of running off crying to the local Health and Safety officers. Sad losers. As far as another free lolly goes, well, I'm afraid you'll just have to put up with free meat and funky free music CDs for the time being. Don't worry though, I've got something really disgusting up my sleeve for future issues, but that's another story...

Cost free cutting implements?

I liked the worm lolly, it was grim. Then I had an idea; how about putting a free knife on the front of the mag? Surely that would entice a few slash happy kids?

O Jaysimpson, Buxton

Stop this immediately! You're not big, or clever for that matter, and I refuse to stoop to your level of sick humour! So there!

Sack of kak

Sony PlayStation, brilliant machine? Sure is. Street Fighter: The Movie, crap game? Damn right it is. How so? Kak graphics? You got 'em! Strange voices? In there as well. Music? Don't even mention the

music... I'm sure you're getting the point by now. Why the hell was this game released? Or more to the point, why is this title so bad when every other release in the SF series is outstanding? Anyway, I'm relying on you to provide tips or cheats for the game, otherwise it'll end up in the bin. Also, do you know when Street Fighter Alpha and X Men will be available in this country? Cheers bud.

Ha-Denuf-Ken, Manchester

Top name Mr Ken, bit of an attitude on you as well by the sounds of things, but that can only be a good thing, eh? Anyhow, I'm fully aware that the aforementioned piece of software is a steaming pile of Dhalsim's doings, and it could, nay, should have been made 10 times better, but it wasn't. Stop crying about it now you've bought it. What you should have done is waited for a review of the game by the Pros. That way, before you rushed off down to Dixons waving your £50 screaming, "Oooh, it's a new Street Fighter game," you would have known that SF: The Movie isn't worth the steam of your Bovril. As far as your other queries go, information on both X Men and Street Fighter Alpha can be found within this very mag, so go find them. And a full player's guide for the arcade version of SF: The Movie (which also works for the PlayStation version, as do most of our arcade guides thank you very much) can be found in issue two! What? Haven't you got issue two Mr Ken? Oh dear, that's rather foolish of you. You'd better flick to the back issues page and order one then hadn't you? Mmmm.

Free explosives?

I loved the free worm thingy, I threw it back up. As I did this, I thought; why didn't you put free fireworks on the front of the mag, considering the

month? Surely that would entice a few pyrotechnical punters?

G Fawkes, London

I'm still refusing to answer such ridiculous questions.

Ultra Ideas

I have a point to make to certain GamePro readers (namely whining little pip squeaks like Jose Parker). I mean, leave Ronnie alone you silly nob. Okay, I kept my cool. Congrats on the mag, it's pretty amazing. It's original, large and nice to read. Thank you for it and please can you do an art section because people like me (not Jose Parker) probably like drawing and colouring. I have a SNES with loads of games. I don't know what to think about all the Ultra 64 hype. Keeping it back could be a good strategy, it worked with the SNES! What do you think of the idea of a Mortal Kombat Trilogy, fully rebooted SNES versions on one Ultra 64 cartridge? Plus a proper storyline feature where you can watch the MK Movie too? It should be realised by certain Nintendo presidents that releasing a cart with an official MK Movie license would sell a fair few Ultra 64s. Hope ya print me letter, probably won't, but never mind.

Thomas Dicks, Bucks

All three MK titles on one cart? Plus the only-just-released-at-the-bloomin-cinema movie too? Sounds a good idea to me mate, but I think the likelihood of that happening stands in equal stead to me becoming the new lead singer of Suede, getting the Christmas number one and winning the Lottery at the same time. Good idea though. I'm not dissing you there and I agree it would shift a fair few Ultra 64s, but then so would a free worm lolly no doubt. I'm glad you feel that certain

readers (Mr Parker are you listening?) have got a little too big for their own boots, but as you saw, I dealt with the trivial problem in hand like the gent I am. If you feel like sending me any pictures or drawings, then feel free. As of this moment, anyone who sends me any drawings or photos or even amusing postcards for that matter, that I feel should be printed on my very own letters pages, will win a top prize of my choosing. It could be a game, it could be cash, it could even be something I've just dragged out of the bin, spat on and popped in a jiffy bag. Either way, you'll win it. Sound okay to you Tommy? Yeah? Then get scribblin' kids!

Instant humiliation?

I enjoyed the free worm sucker, it made me very popular with the ladies, but I was thinking; how about putting free beartraps on the front of the mag, with instructions on how to handle them, printed in the issue before? That way, any person who picks up the mag purely for the free gift and finds it offensive, is instantly exposed to all as a sick, small-minded idiot who is easily lead and suffers from a distinct lack of common sense and a limited sense of humour.

Benny Flinch, Franston Upon Thames

Erm...

Send the boys round

How shall I say this... I was reading through issue 3 of GamePro and I stumbled upon the Let's Write To Ronnie section. Anyway, I went through it and I noticed the abuse that this kid was giving you. This kid was called Jose Parker. I had seen all the answers you had given everyone else, so I felt a little bit sorry for you

when this kid said you were a bit of a nob. Anyway, I will get straight to the point; if this little child gives you any more abuse, just give me his address and I will be glad to go over there and thump him for you.
Dean Hennessey, London

If only I had his address Dean, if only...

Get high

I liked the free lolly, it was pretty gross, but I was thinking; how about putting some free fags on the front of the mag? Surely that would entice a few brown-fingered, yellow-haired idiots into parting with their cash?
C Lewis, Brixton

Now this is just getting silly.

Why? Why? Why?

I just had to write and ask you why you should want to put an unhealthy looking worm into a cheap and nasty lolly? You must be desperate to gain sales by encouraging children to buy such rubbish! Why not give a more useful item away instead of a cheap and nasty lolly! Perhaps you could lower the price of the magazine to £1.50, then I'm sure you would gain

a lot more interesting sales figures. I made my son throw away this cheap gimmick, as there was no way he was going to keep it. Hope the Health Inspectors like it!
Frances Payne, Southampton

Uh-oh, irate mother alert! Irate and wildly overprotective mother alert! Irate, wildly overprotective mother with no sense or knowledge of the magazine industry alert! If you don't like the worm love, don't eat it. It's quite simple. If you didn't want your kid to eat it then you did the right thing by taking it away from him, but why tell me? I'll write to you and tell you that I didn't want my brother to watch BBC2, so I turned it off. Not very interesting is it? If I did that you'd be saying, "Why has this nutter sent me this? I'm not remotely interested," and frankly, neither am I. For your information Frances, the worm is not unhealthy. Not only is it alcohol and sugar free, but the worms inside that you hate so much were bred especially on rolled oats and vegetables, so they're probably the healthiest sweet you could buy for your kid. If you don't like buying your child magazines with top free gifts on the front, fine.

Don't buy any more issues of GamePro. I'm sure we'll manage each month without your £2.50. What exactly is your idea of a good free gift then Frances? A free pencil case perhaps? Maybe a sample sachet of shampoo might do the trick? And as far as you saying put the mag down to £1.50, phhhh, you'd like us to do a video game version of Chat wouldn't you? Or Take A Break perhaps? Go away and continue to protect your children from such disturbing free gifts, and stop wasting my time with your irrelevant waffle and unnecessary complaints. Good night.

Tell me what to do

Well done, you have done something not many people can do; satisfy me. Your mag is the best, I love the moves and combos which you gave on Tekken in issue four, that was sorted. So, as you've got a top mag, here's a cheat for Clockwork Knight: Go to the title screen with "Press start button" written on it, and then press left, up, right, down, down, right, right, up and then hit the top right hand button. Now you can answer my questions.

- 1) My friend says there are hidden characters in Tekken. True or not?
 - 2) If the above question is true, how do you get them to appear?
 - 3) How could I get the first three issues?
 - 4) If you were to buy a PlayStation with three games, which games would you buy?
 - 5) What do you think of Ridge Racer, WipeOut and Destruction Derby?
 - 6) When will Loaded be coming out on the PlayStation?
- Patrick Logan, Lancs**

Nice one Pat, but what exactly does that cheat do? Never mind. On with your questions. 1) True. 2) By completing the game without changing character. 3) Use the back issues page dummy! 4) WipeOut, Doom, Tekken. 5) Cool, frantic and crazy. 6) Soon. Happy now?

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internutter

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Anybody who has done any low-budget travelling or has a strange inability to switch off Channel 4, will have heard of The Lonely Planet. Starting off as a series of backpacker's guides covering virtually every country imaginable, TLP progressed this summer to a full blown telly series and collection of videos.

Now The Lonely Planet has made it to the Internet, with a comprehensive site covering most of the topics contained in the books, along with the massive advantage of interactivity. The Lonely Planet Internet site allows travellers to pass on tips and other information more or less instantly to each other, so if, for example, a war was to break out somewhere,



fellow trekkers could be alerted straight away.

Another advantage to the system is that you don't have to take up valuable backpack space by lumping big, heavy textbooks around with you on your travels.

Instead, simply walk into a cybercafé or get a local university to let you use its connection, hook up and find out all the latest gossip about where you're planning to go. This is obviously a godsend, as the boring old brochures you find in travel agents only deal with the more obvious tourist stuff.

So full marks to LP for its rather innovative and highly impressive system.

See the sights on your screen for free. No air tickets required



Coral diving is quite a popular pastime for holiday makers. Here's a picture of it for you to look at and admire



My house is the second on the left, but it doesn't matter because I own the island and holiday there regularly

If you're after any of the many other travel-related sites on the Net, it's as well to go to one of the Internutter's old friends – the Yahoo search engine.

There's a massive section dedicated to just about every aspect of spanning the globe. You can even reserve flights and hotels if you look in the correct places and have your flexible friends at the ready. It's always a good idea to make sure the page boasts a secure connection before handing out your credit card details willy-nilly however. There are a lot of unscrupulous people out there ready to do naughty things with your card details

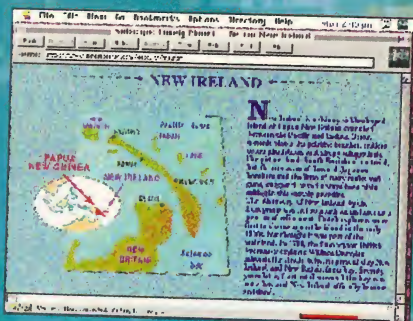
if you give them half a chance. Don't say I didn't warn you!

You don't have to be a backpacker to utilise the Internet's travel resources. As I mentioned at the beginning, it can also be a valuable source of education. Now before you turn the page and say, "We don't need no education, we don't need no..." er, was it self control? (bit before my era, sorry!), just think of all those wasted hours you spend doing those Geography projects for a grotty B-grade. Now all your worries can be eased by getting your parents to splash out on a printer.

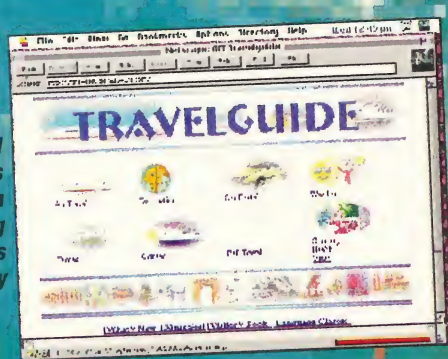


Ah, this is the life, relaxing in a top quality hotel

Go to the Club Med site and you too can drown with your flippers on



Details can be obtained on virtually any part of the planet at the press of a mouse



Yep, you've guessed it, the Travelguide is a guide to travel on the Net, providing loads of useful links on any category



Internet addresses:

Addresses beginning with http: will need a Web Browser such as Mosaic or Netscape to access them. Telnet addresses need a Telnet client, but if that doesn't mean anything to you, don't worry about it, because these things are readily available from your Internet provider!

Yahoo Searcher:
<http://www.yahoo.com/recreation/travel>

Lycos Searcher:
<http://www.lycos.com>

Going Places:
<http://travel.gpnet.com/>

Lonely Planet Travel Centre:
<http://www.lonelyplanet.com/>

Shoestring Travel E-Zine:
<http://turnpike.net/metro/eadler/index.html>

Global Passage: <http://www.globalpassage.com/netstop.html>

Club Med:
<http://clubmed.com/cm/pages/homepage>

Simply find something relevant to your project and print it out before cunningly passing it off as your work! (In case any teachers are reading, to even things up why don't you have a look around on the Internet yourselves, print out some stuff and pass it around your classes pretending it's your notes! – GamePro isn't just for kids!)

Now that I've got the government on my back for encouraging classroom cheating and all manner of other deviant behaviour, I'll round off this month's subject before I get myself well and truly sacked.

If you're planning any kind of trip abroad, access to the World Wide Web could be just the sort of thing you're crying out for. There really is nowhere else you can get the same volume of information in such a short time.

One point of warning: Never take what you read as gospel. While some sites, such as The Lonely Planet, may take great care in ensuring that all their information is as correct as possible, that's not to say that everyone does. Always use your discretion and try and cross-reference as much as possible.

Next Month

You can never accuse GamePro of not employing the best personalities in the business. In fact, people only get through our stringent interview procedure if they look like a character from Tekken. Yes that's right, our editor looks like Heihachi (or is it the other way around). In fact, there is a rumour that the videogame hero has a hidden move activated by pressing Down, Down, Right, Light Fag, Down, which makes him perform a rattling, wheezing cough that fools the opponent into thinking he's going to die so he'll go easy on you. One thing's for sure, with 15p being put on a packet of cigarettes at the last budget, they're both going to have to cut down.

In issue seven of GamePro we'll be getting our hands on the first copies in the country of Virtua Cop and Virtua Fighter 2 for the Sega Saturn. We'll also join a SWAT team in Sierra's Police Quest: SWAT for the PC, and looking at all that's new for the Sony Playstation. Besides all this lot we'll be interviewing the Bitmap Brothers and taking a lighthearted look at the videogame industry.

You cannot afford to miss the next issue of GamePro, available in your shops January 25. All that's left to be said at this festive time is Merry Christmas and a Happy New Year to each and every one of you. May your stockings burst with gaming goodness on Christmas Day!



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