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GamePro

RISE OF THE ROBOTS 2

Groovy PC & PlayStation versions inside!

STREET FIGHTER ALPHA

Awesome complete player's guide inside!

TOTAL NBA

Top basketball action from Sony!

ULTRA 64!

Nintendo's new baby gets ready for launch

TANK GIRLS!

HOT THROBBING COMBAT ACTION AS ASSAULT RIGS ATTACKS YOUR PLAYSTATION!

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GamePro UK Edition Issue Seven

INDICENT ASSAULT

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the undiscovered depths that ca
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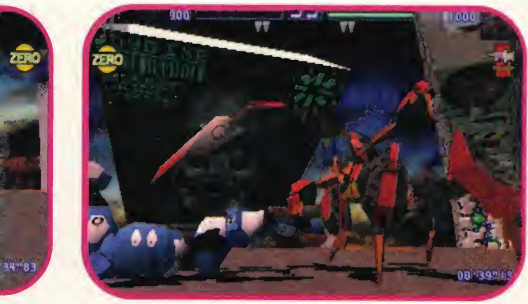
ocean ZOOM



"You definitely won't feel
which ought to be recon

ZERO DIVIDE

DIVIDE BY ZERO



looking for - the moves, the power and
only result from a zero divide.

owns your words



5465
PROGRAM ERROR RRRR><
-05465
ファイバイド

! let down if you choose this over Tekken,
mendment enough for anybody...

...better looking, and more hip sounds. Introduces some
cool new ideas through some of the best presentation
around.... Fast, fluid and perfectly in sync... Intelligent,
with great rewards." **C&VG - 91%**



SONYPRO

its name. It's

rare

*When you come to
look for the next issue
of SonyPro, you
won't find it. Because
it'll be called PSX-Pro.*

*A much PSXier
title, we reckon*

PSX-

is changing
still a
treat of a
mag, though

formerly **SONYPRO**

PRO

Out February 15





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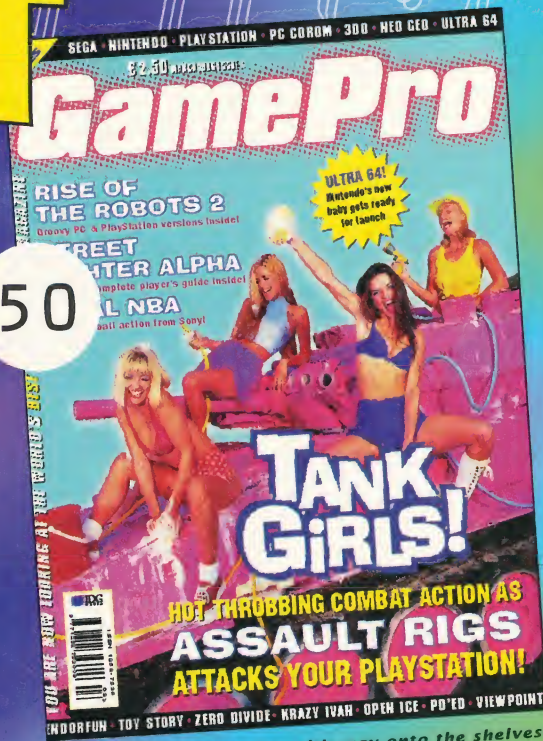
appy new year!

All the best, seasons greetings, hope you had a good one etc etc... Now all that tosh is out of the way we can get on with flooding your new year with masses of hot gaming glory and juicy gossip from the depths of the gaming ocean. Taking us into 1996 is Sony Interactive's lumbering great robot from hell - Crazy Ivan. We'll be giving him the usual Pro rating inside, but he's not the only mech warrior onboard this issue. Rise Of The Robots 2: Resurrection finally rears its head and is all juiced up, fully greased and awaiting review later in the mag. On top of those two, we have numerous previews, player's guides and plenty of hot tips, plus even more throbbing reviews for you to go overboard on. We told you this year was going to be large, now you're in deep..

Prepare yourselves

ASSAULT RIGS

50



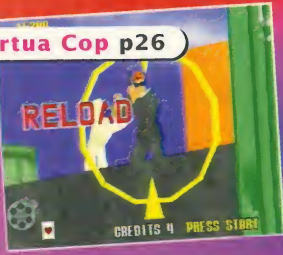
Wayhey! Issue seven slams it's way onto the shelves with a bevy of blonde bikini beauties gracing our front cover. Best cover so far? You betcha!

Sony Interactive's thrilling cybertank simulator finally arrives on the PlayStation this month! A tip top review of this scorching 3D strategy bulletfest can be found within these very pages, just don't expect Jo Guest and her scantily clad pals to be rolling about inside the tank with you though! It's still an awesome visual treat, despite the lack of leggy beauties!

20 ProReviews

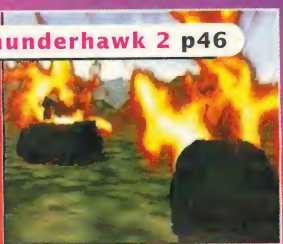
Whatever machine you own, you can rest assured that there'll be something in GamePro to soothe your nerves. New software floods the office yet again and we let rip with the hottest titles

Virtua Cop p26



Viewpoint p34

Thunderhawk 2 p46



FIFA Soccer '96 p48

80 ProSpects

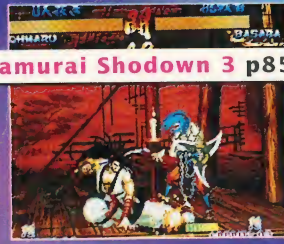
Now that the super consoles have warmed up with lots of top games, they need a load of gaming fuel to keep them going. Here's some software to help stoke the fire

Ridge Racer Revolution p82



Slam & Jam p84

Samurai Shodown 3 p85



True Pinball p88

54 MEET THE GAME MAKERS

Yes indeed, it's that time of the month when we strap on our inquisitive helmets and go behind the scenes with one of the industry's main geezers. This month - EA's Randy Green

58 KRAZY IVAN

Due to its extremely good graphics, awesome trigger action mayhem and general all-round goodness, we've decided to give Ivan his own feature!



64 MEET THE GAME MAKERS... AGAIN!

Yes... erm, yes! It's that time of the month when we buckle on our 'how do they do that?' pants and go behind closed doors with the professional game makers - again. This month Part 2: John Tobias of Mortal Kombat 'fame'

Regulars

10 Eye Witness

All the hottest news items from around the world are commonly known to linger over the GamePro offices for a short while each month. It is then that we pounce from our hideout and grasp as many of the little blighters as possible.

124 Get a Grip!

Fed up with videogames? Then you're reading the wrong mag! Anyway, if you fancy a small, one page, break from the heady world of gaming, check out Get A Grip! You'll find all the latest news on stuff like videos, books, sweets, toys... you know, things like that.

122 Subscriptions

Why not subscribe to the mag and save yourself a bit of cash? If you fancy it, there's a form on these pages to help you out. It's a bargain, no matter which way you look at it really.

126 Let's Write to Ronnie

"Give some abuse to an elderly bowls player. It's top fun and he even shouts back!" Note: By this statement we mean write to Ronnie, not go and harass some poor old bloke on your street who always goes mad if you go near his gate.

128 The Internutter

Movies, movies, movies! The Internutter has gone film crazy this month as he scans the Net for info on cool movies and the people who star in them! It's a Hollywood extravaganza.

S.W.A.T. Pro

92

Earthworm Jim 2 is very tricky. Loaded could be argued to be even trickier. Whereas Street Fighter Alpha is quite simplistic, but needs careful study if you're to become a true master...

Street Fighter Alpha p94



Earthworm Jim p100

Total Eclipse p107



Loaded p114

Feature: Virtua Mania

Sega's Virtua Fighter heroes are pretty big business over here, but in Japan it's completely mental! We have a chat with the chaps responsible for all this Virtua hype malarkey.



78

The shape of things to come

Want to know how videogames get that 'Hollywood' effect in their intros? Well check out this feature for the lowdown on 'Making Movies The Video Gaming Way'. Or something.

Turn to page 74
RIGHT NOW!

68 BETHESDA BEAUTIES

Come see the results of a quick-fast trip to Washington as the Pros take a peek at Bethesda Software's latest inventions. Top Terminator action starts here!

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SPECIAL THANKS TO:
The boy Forbes for his artistic reamness, copper pipes, NHS nurses. All of Sarah's help, Craig the Maintenance Man, dogs numbered 2, 4 & 6, the flu, leek farms, palette ragers, exploding PlayStations, Diddy Kong, bungee pants, late festive beer, creative licence, soapy chicks, Danny & Carmen, drum & bass CDs, porn soundtracks, Moogs and a happy belated birthday message goes out to Jo.

eye witness

Awesome, and sometimes unbelievable gaming stories rain down month after month, direct from videogaming heaven right onto these very pages. It may sound impossible, but we believe that it was meant to be this way. No other mag on earth can come close to our news gathering prowess, and it shows. This month the Gods have supplied us with items aplenty. Don't touch that dial!

eye witness

Nintendo stays firm

Mario's 3D adventure looks certain to be bundled with this awesome new games playing beast!



DESPITE MANY rumours to the contrary, Nintendo is adamant that its Ultra 64 super console will be in the shops by April. Howard Lincoln, president of Nintendo of America, has been strongly denying reports from last year's Shoshinkai Show about the machine's scheduled launch date. In a recent interview conducted by industry trade magazine CTW, Mr Lincoln had this to say: "As we indicated at the Shoshinkai Show, our

philosophy is to introduce on April 21 in Japan, and we're shooting towards launch in the US and Europe at the end of April too. The Japanese news report regarding Europe was a misquote - Mr Yamauchi did not make that statement." Meanwhile, the UK

distributor for Nintendo, THE Games, has also been strongly denying industry rumours that the looming launch would be held in September instead of April. Looks like we're just going to have to wait and see really doesn't it?

New machine, new fancy joypad, smart new carts. Whatever next?

Dream team expands

AFTER A successful launch at December's Shoshinkai Show in Japan, Nintendo announced another signing for its Ultra 64 Dream Team. Time Warner Interactive, the guys responsible for titles such as Primal Rage, Endorfun and Power Drive Rally, are the new boys on board, and under the new agreement with Nintendo, the company is to release its forthcoming arcade fave Wayne Gretzky 3D Hockey in late 1996 for the new wonder machine. The arcade version, if you want to get a sneak preview of what's to come, should get its debut in the spring. Time Warner's President, Dan Van Elderen said: "To reach the consumer side of the business with our high-end arcade games, Nintendo Ultra 64 is the ideal system. It's powerful enough to handle a true 3D sports game and recreate the excitement of the arcade experience." So there.



Amazing new net mag!

HEY! ARE you into the Internet? Are you wild about the World Wide Web? Do you spend hours in front of your VDU with one hand firmly on the mouse button, probing pages left, right and centre? Then have we got news for you! In addition to the wide range of magazine titles currently available from ourselves (that's IDG Media to you), we have a new and exciting Internet mag on sale entitled simply, *The Web*. Issue four is on sale now and features over 1000 Web sites for you to

browse, as well as articles on body piercing, the StarBright foundation, man made poisons, and top funny bloke Frank Skinner. It costs £2.50 and is on sale now. Buy it!



Little pink men

THE LATEST cartoon adventure from Blue Byte Software stars one of the quirkiest and most cuddly extra terrestrials we've seen for a long time. Chewy (no relation to Star Wars' walking carpet) is a four-foot tall bright pink alien who has found himself in the clutches of the obnoxious standard videogame bad guy Bork whilst attempting to find his pal Lt. Clint. Bork has imprisoned our pal on the artificial planet F5, and now he must find his way out and rescue his missing chum before big bad Bork notices he's gone from his cell. This PC graphic adventure is set to follow in the highly successful footsteps of Sam & Max, Day Of The Tentacle and Full Throttle when it hits stores in March. Keep an eye out in future issues of GamePro for more news of this forthcoming megastar!



eye witness



Well, let's be honest here; which one would you rather look at?

Freddy beats bunnies!

ROCK DINOSAURS Queen may be enjoying chart success with their new album from the grave, but they're currently enjoying the number two slot in terms of popularity on the Internet. The Web site for ye rockers of old is attracting over 250,000 visits from interested parties, despite only being set up around a month ago. If you're wondering who's at the coveted number one slot, well, believe it or not, it's the Playboy site. Shock horror, eh?

PSX - In yer face!

FANCY A virtual headset for your PlayStation? Well don't be surprised if they're available some time in the summer, because Virtual i-O, creator of the i-Glasses range currently on sale for use with your PC, is planning a similar unit for the PlayStation. Although the PSX i-Glasses would have to come complete

with an inexpensive price tag in order to gain realistic sales figures, Virtual i-O is obviously confident that the market is there to support such a product. Some sort of official announcement is in the pipeline, so if you like the sound of what Virtual i-O has to offer, you should watch these news pages very carefully indeed.

PSXual Sampras

THE BEST tennis game since the dawn of time is getting ready to steal the glory from all these 'virtual' simulations next May, as the Codemasters' development team churns out another addition to the Pete Sampras Tennis family with Sampras Extreme. Using the latest in motion-capture technology, Codemasters has created what simply has to be the best looking and most dynamic tennis game ever to grace a console. Both PC CD-Rom and PlayStation versions should be in some kind of viewing state in time for the next issue, so keep your eyes peeled. This one should be a screamer!



Chaplin makes room for Pacman

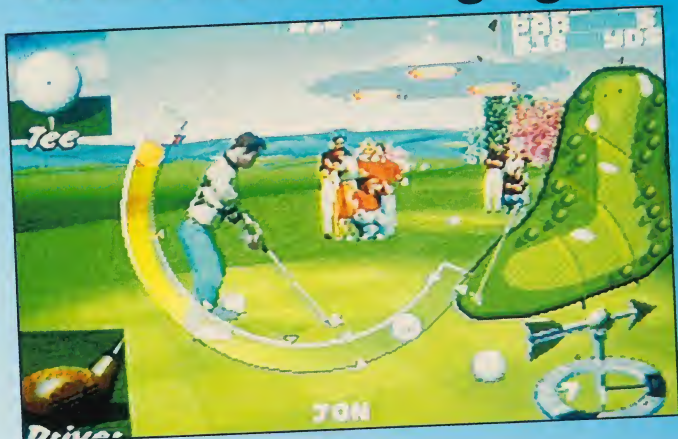
OVER THE years, many things go missing from our lives. We're not talking about the odd sock or that copy of today's TV schedule that's got jammed down the back of the sofa, but important things like old films and television programmes of yesteryear. So, in an attempt to make sure the same thing doesn't happen to videogames, the British Film Institute is starting to preserve software at its National Film &

Television Archive in Berkhamstead. The Archives currently hold around 275,000 movies and TV progs, and space is now being made to house videogame vaults for carts, discs and cassettes from the earlier days of gaming. The BFI's Jane Clarke had this to say: "We are determined not to see early computer games disappear in the same manner as many of our early films. The BFI is taking the bold initiative

to preserve games – from the first primitive blips of the early 70s to the sophisticated virtual reality of today's games. This move will enable researchers in 100 years time to find out a great deal about the lifestyles and interests of young people in the 1990s." Indeed it will. Good work BFI, we salute you. And er, is it alright if we borrow your copy of Jet Set Willy for a few days?



Virtual stick swinging



A HOT new golf title is swinging its way onto the next generation consoles in late February thanks to Core Design, namely Virtual Golf. The title aims to be the first golfing game to feature a real-time, 3D environment which has been rendered and texture-mapped on Silicon Graphics workstations! All the courses have been designed by golfing pros, the game offers numerous options including several different game modes, there are six camera angles to choose from, zoom and 360-degree panning facilities, and up to four human players and 65 computer controlled opponents! It all sounds pretty darn groovy to us, and we can't wait for a finished copy to arrive at the office. All that's left to explain is why the hell there's an alien spacecraft sitting in the middle of the fairway! Tsk, programmers eh? What are they like?

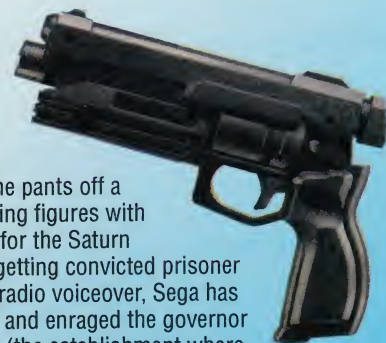
Pirate goes down

ELSPA STRENGTHENED its fight against software piracy as a Doncaster couple came under investigation by the trade body's crime unit. Members of the South Yorkshire Police posed as punters and went to visit the home of John and Margaret Sutton and purchased several pirated computer disks. On a later raid, police found a vast library of counterfeit software, most of which the Suttons were manufacturing to order. John Sutton appeared before Doncaster Crown Court in November and pleaded guilty to counts of



selling pirate software. He was sentenced to five months imprisonment, with all his computers and disks being forfeited. His wife, Margaret, was in court the following day and received 120 hours community service for her part in the crime. Ledgers found at the Sutton's home revealed that over a three year period, the counterfeiting binge had made the couple over £90,000. So, crime may indeed pay well, but money's no use to you when you're being harassed in the shower by a heavy set convicted sex criminal is it? Software piracy simply isn't worth the bother kids, so don't do it, you're ruining the industry and you'll end up in prison.

Convict in cop ad shock!



SEGA UK has annoyed the pants off a whole host of law enforcing figures with its radio advertisements for the Saturn stunner, Virtua Cop. By getting convicted prisoner Steve Hickson to do the radio voiceover, Sega has infuriated police officials and enraged the governor of HM Prison Latchmere (the establishment where Mr Hickson is currently 'doing bird') by allegedly duping Mr Hickson into granting consent for the ads to be aired. A Sega spokesperson has commented on all the troubles by saying, "It's all bloody good publicity". Indeed it is.



Virtua baize

AFTER THE roaring success of its Virtual Pool simulation last year, Interplay is currently working on a follow-up featuring the baize skills of Steve 'up all night' Davis and Ronnie 'Ronnie' O' Sullivan. Yes, you've guessed it, Virtual Snooker! We've had a brief play on this forthcoming PC dream, and the feel and style of play is, perhaps unsurprisingly, exactly as Virtual Pool, but just as enthralling. Playing styles and tips will be forced upon you by Steve and Ron throughout the game, but fortunately for you they won't be giving you any advice about social skills.



ocean

PC, PC CD-ROM, MAC, AMIGA, MEGA DRIVE, SNES,
PLAYSTATION, SATURN, CD32, JAGUAR, GAMEBOY

TEAM 17



Ever felt like mercilessly blowing away your bank manager, tax collector, teacher, brother, sister, best friend, worst enemy or Jeremy Beadle?

Now you can, with Worms, the game of the year from Team 17 and Ocean.

It's totally pointless violence and totally addictive gameplay. Perfect.



What's it all about?

Well, rather like the morning after a really hot curry, the feeling is impossible to explain. You simply have to experience it.

So no matter what else you do today, get hold of a copy of Worms and blast away. Who knows, maybe you'll have the World's hardest worm.

© TEAM 17 1995

WORMS PLAYABLE PC DEMO - <http://www.team17.com/>

Goldstar goes down



IF YOU fancy getting your hands on a cut-price 3DO with your leftover Christmas money, then now's the time to buy! Right now you can purchase a brand new, still in its box, Goldstar 3DO and a free copy of the best football sim for the system (that's FIFA soccer to you and me) all for the all-time low low price of £199.99! As you may know, the 3DO has a vast library of top titles for you to spend your hard earned cash on, including many games that are currently being ported over to the Sony PlayStation and the Sega Saturn, such as Shockwave, Wing Commander, Primal Rage, Doom and D. Now's the time to buy a 3DO kids, they ain't gonna stay this cheap for long.

Roms to rent!

BEGINNING EARLY this year in a Blockbuster Video shop near you is the latest step in Blockbuster's 'play before you pay' rental system. The store, which has had 16-bit software available for many months now, recently began renting out Sony PlayStation and Sega Saturn 32-bit systems, and the decision has been taken to begin rentals on new PC CD-Rom software too. The move was announced at the recent Interact '95 conference, where a spokesperson for Blockbuster Video told the press that they expected anything up to 100 Blockbuster stores to be stocking PC titles by the new year. Software publishers are apparently working closely with Blockbuster to ensure anti-piracy techniques are to be used on software being hired throughout their stores. So if you own a PC and you're a bit strapped for cash after the Christmas period, get down to your local BBV and check out all the new software for a low low price!



At the deadline

Nintendo owners will be pleased to hear that SNES titles **Yoshi's Island** and **Diddy's Kong Quest** are now out to buy. About ruddy time too.

Fans of the previously reviewed PSX title **Defcon 5** may be in for a double treat if they are in possession of a PC. The title is due out on CD-Rom this March.

Manga hungry video fiends can now rub their hands in glee, because the latest release from the label, **Mad Bull 34: Part One**, is out at the start of February.

Virgin Interactive starts the year on a high note as its CD-Rom extravaganza, **Command & Conquer**, scoops the prize for the best selling game of 1995. Top game, top company. Good work fellas!

UBIsoft's brighter-than-bright platform hero **Rayman** is getting ready to hop, skip and jump his way into the PC forum. Check out next month's issue for more news.

More Manga: Top CD movie specialist, CD Vision, is launching a massive range of **Japanese anime** titles next month. They'll work on the Saturn movie card, and the good news is that CD Vision has a huge back catalogue of Manga goodness to release.



Charts

BLOCKBUSTER VIDEO

<h3 style="color: yellow;">Super NES Retail Chart</h3> <ol style="list-style-type: none"> 1. Doom 2. Micro Machines 2 3. DK Country 4. Theme Park 5. Mortal Kombat 3 6. NBA Jam - TE 7. The Lion King 8. The Jungle Book 9. The Mask 10. Street Racer 	<h3 style="color: yellow;">Mega Drive Retail Chart</h3> <ol style="list-style-type: none"> 1. Road Rash 3 2. Earthworm Jim 2 3. Micro Machines '96 4. Theme Park 5. Mortal Kombat 3 6. Brian Lara Cricket 7. The Jungle Book 8. The Lion King 9. Micro Machines 2 10. NBA Jam - TE
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Space closes in.
 Dark corridors surround you.
 Your home is very far away.

And someone somewhere wants you dead.

This is gameplay beyond your wildest nightmares.
 This is the most absorbing strategic thriller of them all.
 This is Defcon 5, and now it's available for your PlayStation.

Cutting 3D graphics and a nerve-jangling soundtrack combine in this off-world hell hole, where survival depends on your wits, your logic and your burning desire to live! But when an entire alien attack fleet has you in its sights, you might just end up wondering where your next breath is coming from.

The heart of mining colony is your workplace, your home, your world.
 It could soon become your coffin.

Defcon 5.

Peace has a price and you're about to pay it.



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92%
GamePro

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<http://www.mangavid.co.uk/mangavid/>



ProReview



Virtual football games? Oversized robots kicking off with one another? Whopping great helicopters blowing up buildings? The police? Lawbreakers? 3D0 software? Surely we can't be serious? Well we are! All the above feature strongly in the following section, the pages we like to call ProReviews. You see, we review the games, we're the Pros, hence ProReviews. Smart eh?

The sequel to Rise of the Robots is here! The graphics are great, but has it got the gameplay the original lacked?



Cybermage 22

Stonekeep 23

Total NBA 24

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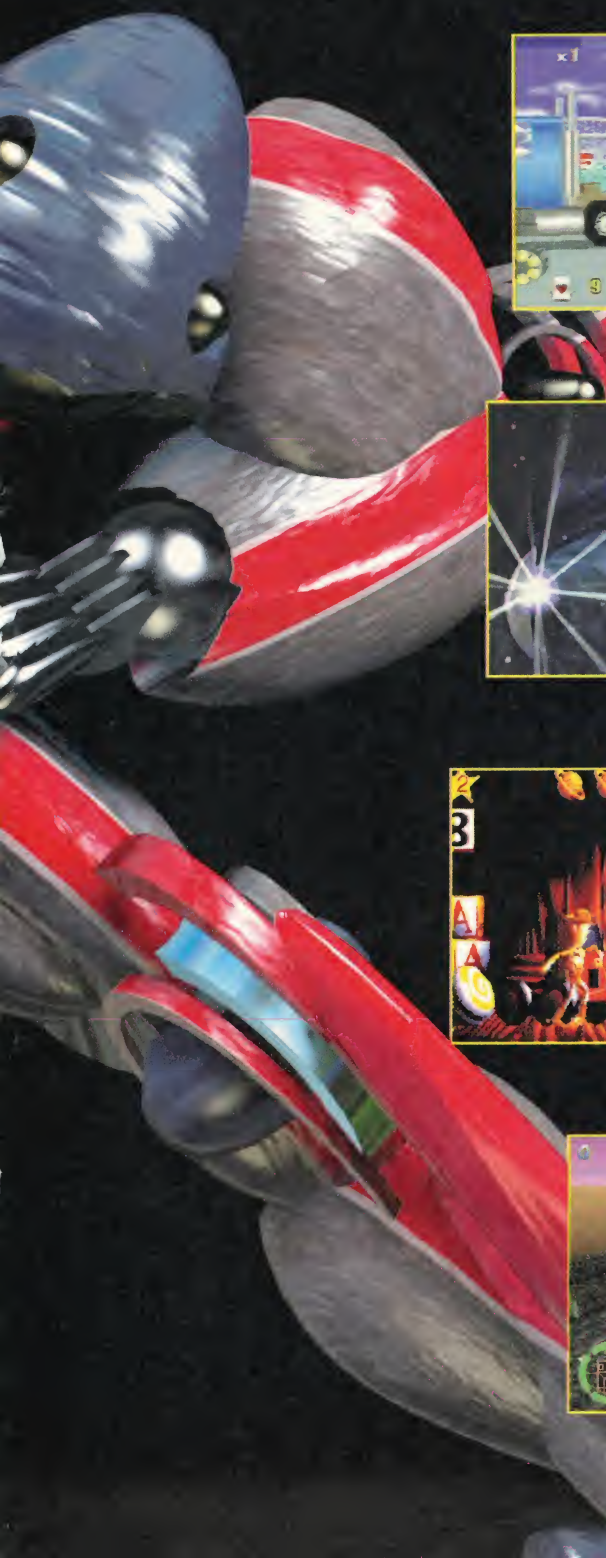
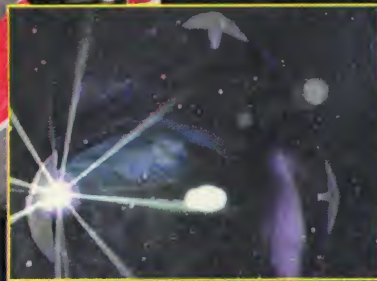
Agile Warrior 44

Shockwave Assault 45

Thunderhawk 2 47

FIFA '96 48

Assault Rigs 50





By Bacon Face

No matter how hard you try, it's nigh on impossible not to mention the D word whenever you're talking about a game like this. Ever since id opened the floodgates with Doom, the tide has been gushing uncontrollably until we've finally reached the point where the sandbags are about to give way and we're set to drown.

Blokes in pointy hats take it upon themselves to attack you



CYBERMAGE

DARKLIGHT AWAKENING

Primal Mage

Cybermage has at least got some pedigree behind it, as it's created by the boys over at Origin (responsible for greats like the Wing Commander series and more recently the

excellent Crusader). Originality is added to the recipe by the fact that Cybermage is in fact the game of the popular cyberpunk comic book (you even get a comic in the box to feast your eyes on).

where all you do is kill everything that is unlucky enough to cross your path. If you are one of these people then you'll also be pleased to know that Cybermage does at least try to offer a little something in the way of gameplay variation.

This is achieved by giving you the opportunity to commandeer vehicles as you travel around. Things like tanks can cause even more damage than the BFG in Doom, and even though you're basically still travelling through a maze killing things, you're at least doing it in style.

The introduction to the game itself is a well presented comic-style affair, but there is a little disappointment when it loads up for the first time, as the game window starts

If you don't have a weapon your only hope is your fists

LEFT: Some of the levels are half-full of water. Rust city or what?



It seems to be quite cold in here. Your hand has gone blue!

PlayStation Game Profile
CYBERMAGE
ORIGIN

A well thought-out first-person maze game. Hardly original in this day and age, but thankfully Cybermage does contain some nice twists to the usual Doom-style plot.

£37.99
Available now
Shoot'em-up
1 player
First-person

89%



PC CD-Rom

STONEKEEP



By Scary Larry

A game that took as long as this to develop generally turns out to be a disappointment because of the hype that inevitably builds up around it. Stonekeep, however, is an exception because it is undoubtedly one of the greatest role playing games of all time. Doom fans will probably complain about the less fluid movement system (you click the mouse to take one step forward), and admittedly it is a shame that a similar system wasn't used

here, but apart from that it pretty much wipes the floor with all that has gone before it.

Set almost entirely in an underground environment, Stonekeep takes the player through many levels of dungeon-based hack, slash, and solve a puzzle-type mayhem. It's all enhanced by an engrossing storyline that constantly urges you on to complete your quest, even when things are looking bleak.

Stone Roses

Every aspect of the game shows just how much time and effort has gone into the development, and it's clear right from the cinematic intro sequence that barely a minute of the seven-year production schedule can have been wasted. The actors are top-notch, the

PROTIP: Make sure you find a decent weapon, because your fists are pretty useless

Smashing up furniture is all part of the fun. Plus you never know what you might find

music is moody and atmospheric, the graphics are unbelievable, and the gameplay is second to none.

Chances are that once you start playing Stonekeep you'll carry on right to the bitter end (if you can make it). And in a game of this size that's no mean feat I can tell you.

RPG players are a very selective breed, but there's very little to worry about in

PROTIP: Take your axe to any evil looking vermin that approaches

this case. If you like your adventures, and you've got a machine that's powerful enough to run it, what better way to spend 35 quid?

PC CD-Rom Game Profile
STONEKEEP
INTERPLAY

Stonekeep is a very impressive game that's surprisingly fun to play. It may have taken seven years to put together, but it's been worth every minute of the long wait.

£34.99
Available now
RPG
1 player
Long awaited

91%

PlayStation



By Bonehead

Without doubt, NBA Jam is still one of the best basketball games you can buy. But no matter how much you enjoy it, there's no escaping the fact that it's more of a 'fun' game than a true simulation of the exciting sport of basketball.

Jams It In

The first internally developed and produced game to come from Sony's London-based development team is Total NBA '96. As you might've guessed, it's a 3D basketball simulation that carries the official NBA basketball licence, and it's about to prove just how good the Playstation actually is.

State of the art in-house programming and 3D animation techniques were used to create the game, and you can tell after one go that this is a product of pure class.



Check out the top photo of your NBA star when he scores a basket



TOTAL NBA



If you attempt one, try not to miss that all-important three-point shot

You have a choice of playing an NBA season, a league system which finishes with a series of knockout rounds known as play-offs, or you can simply play a one-off exhibition match.

The game kicks off with a short, but graphically impressive ray-traced introduction sequence,

Slow-motion replays show your best baskets in fine detail. Check this one out!

which is accompanied by a manic breakbeat. As soon as you start your first game, you feel fully in control of your players. The basic control system (run, pass, shoot) is dead easy to use, and the more you play the game the better you become at perfecting the more tricky manoeuvres, such as the fake shot for example.

Alley-Oop

From the tip-off, it's all fast-paced basketball action, and the best thing is, the game is so evenly balanced that you don't get outclassed by the computer opposition. This makes Total NBA very enjoyable and highly entertaining almost immediately.

If you've bothered to look at the screenshots you'll have noticed just how sexy Total NBA looks, and when you put it next

to a similar game like NBA Jam, you'll see they're not even in the same league.

The 3D polygon sprites have all been motion-captured, and the level of realism is quite breath-taking, especially when one of your players performs a slam-dunk.

There are over 320 real players from the NBA. All their attributes, such as height and skin colour, have been taken into account, and anyone who's a fan of the sport will be mightily impressed at the level





96



Whenever you score a slam-dunk you'll be treated to a glorious slow-motion replay of the manoeuvre, so sit back and admire it

QUARTER 1

8	SCORE	9
4 OF 7	FIELD GOALS	1 OF 5
0 OF 3	THREE POINTS	1 OF 3
0 OF 0	FREE THROWS	1 OF 2
0	STEALS	0
0	BLOCKS	0
1	REBOUNDS	0 / 3
1	FOULS	1
0	POSSESSION	0:21

EASTERN SEASON PROGRESS

	PGS	WON	LOST	PCT
CHARLOTTE	1	2	0	100%
INDIANA	1	2	0	100%
NEW YORK	1	1	0	100%
ORLANDO	1	2	0	100%

of detail within the game.

Take the various courts as another example of fine attention to detail. All of them reflect light and show up player reflections. It sounds like a small point, but it's this level of detail which transforms Total NBA from a good game into a classic.

Sound-wise, things couldn't be more impressive. As you play the game, you're treated to realistic crowd chants and cheering which have been sampled from real basketball matches. Even the squeaking of the players' trainers on the court has been included, and yet again it shows that Sony

has spent a lot of time and effort getting Total NBA right.

As far as basketball games go, this one stands head and shoulders above the rest, and it's a good example of the PlayStation's 32-bit technology being used to near perfection.



You'll always get a good close game when you decide to play against the PlayStation

At The Buzzer

It doesn't matter whether you're a fan of basketball or not, Total NBA is one of the best games to appear on the PlayStation machine so far, and if you don't buy it you will be laughed at by small children in the street.

You can see how well you are playing at half-time and at the end of each quarter

HALF TIME

10	SCORE	16
9 OF 21	FIELD GOALS	3 OF 10
0 OF 4	THREE POINTS	2 OF 7
0 OF 0	FREE THROWS	4 OF 5
3	STEALS	3
3	BLOCKS	3
1	REBOUNDS	4
0	FOULS	0
0	POSSESSION	0:22

The vital statistics from all 320 NBA players are included in the game

NEW YORK KNICKS

POINT GUARD	
POSITION: PG	FG AVERAGE: 0.44
SHIRT NO: 11	FG% AVERAGE: 0.36
HEIGHT: 6' 4"	YRS AS PRO: 12
DEREK HARPER	

PlayStation Game Profile
TOTAL NBA
SONY INTERACTIVE ENT.

The best basketball simulation you can buy. Total NBA contains superb, high-detailed graphics and the gameplay is as good as the presentation. In a word - Marvellous!

ETBA
Available
Basketball sim
1-2 players
Mem card compat

92%

Saturn



PROTIP: The second boss, King, follows the same pattern as Kong. Nail the flame, then him



PROTIP: Shatter the glass in the truck as soon as you see it. You shoot the driver eventually



By Scary Larry

This stellar, near-perfect port of the arcade hit is a pure joy to watch and play... but you may find that your trigger finger is not as overworked as you'd like it to be.

Harmin' the Miranda

In an amazingly real polygonal world, you fight pseudo-Secret Servicemen, pseudo-SWAT teams, and assorted other pseudo-thugs. You have to be careful though – you must reload every six shots, and hostages pop up everywhere at the most inopportune times.

Shotguns, automatic pistols,

VIRTUA COP



rifles, and machine guns are hidden in crates, barrels, and sometimes on the gunmen themselves. Also assisting you is a very obvious targeting system, which plants a large yellow cross-hair on your opponent, so the gut-busting

action isn't too hairy.

That is, of course, if you own the Stunner, a gun-style controller that was made for this game. Playing with the regular controller is like getting into a shoot-out with a frying pan. It's slow and

unresponsive in tight shooting situations.

Stylish polygon graphics complement the action nicely. A different animation plays for



PROTIP: Shoot the rust-coloured barrels and they explode, damaging everything within range

PROTIP: The first boss, Kong, is easy to defeat. Simply shoot him while also shooting the rockets he fires



Automatic Pistol



This is the best weapon. This gun holds 15 standard shots at a time, and you can reload

Machine Gun



The fast-shooting machine gun can't be reloaded. It's good against multiple enemies

Shotgun



The shotgun is slow and clumsy, but deadly. It can be reloaded



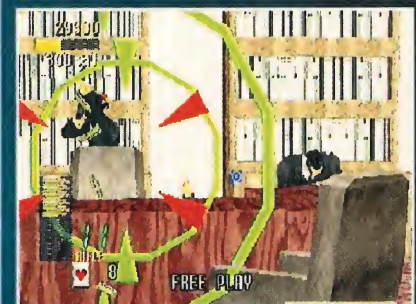
PRO TIP: The final boss is just like the last two. Shoot the arms as the rockets come towards you. Then shoot the rockets

Magnum



The magnum is strong but slow, so it's weak against groups of enemies. You can reload it

Rifle



Good for multiple enemies, the rifle is fast and has a wide range. You can't reload it though

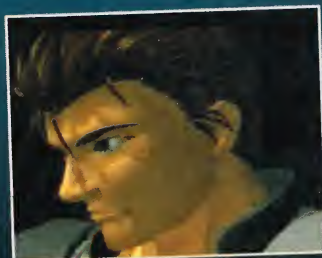


Don't blast the panicking hostages! It'll only lose you points and you'll die!

each area where the opponent takes a hit, such as the hands, knees, groin and chest. The backgrounds are imaginative, and when thugs get in your face, you really jump.

Me and my Magnum

The sounds are equally impressive. Each gun has a distinct sound, and you'll hear great sonic detail, like clear explosions and hostages pleading for mercy.



Silky smooth intro graphics give you a closer look at your men

Where the game is sadly lacking is in the gameplay. After one pass through VC, there's nothing more to make you play again. We've heard though, that there is a way to play with

the patterns reversed, which makes for a whopping two playthroughs!

Regardless of the replay

value, you have to own this game. It's a great addition to Sega's Saturn library, and it's lots of fun. Play it without the gun and the challenge will increase dramatically.

Virtua Cop is a thrilling virtual shootout. In fact it's so real, you expect to stop at a virtual doughnut shop.

Maybe Sega should consider releasing a UK version, bundled with a plastic orange truncheon!



Reload! Reload now! Do it quickly before he shoots you!



Saturn Game Profile VIRTUA COP SEGA

Give a Virtua Fighter a gun, and you get Virtua Cop. Although the graphics excel, the gameplay is too easy. But don't let that worry you too much, this is still a game to own.

£59.99 (with gun)
Available now
Shoot'em-up
1-2 player
3 difficulty levels

92%

Saturn

The friendly icon system lets you get the best out of Theme Park from the off



By Slo Mo

Take a casual glance at Bullfrog's impressive back catalogue of software and you'll see that it includes such classic titles as Populous, Flood, Powermonger, Syndicate and Magic Carpet. One of Bullfrog's best games, Theme Park, came out last year and appeared on just about every imaginable format, and now it's about to make a belated debut on Sega's Saturn.

Hold on Fido, this is one ride you're not going to forget in a hurry. Yeeeeeeehaaaaaa!



Theme PARK

The simple idea behind the game is to construct a Theme Park, but as well as pulling in thousands of customers, you've got to become a financial success.

Theme Park with its cutesy graphics could and will appeal to younger kids, but underneath the fun aspects of the game there's an in-depth and intriguing business simulator.

Theme Park can be played three ways. Your first choice should be the sandbox

LEFT: The 3D first-person views are one of Theme Park's impressive features

level which is aimed specifically at beginners. You can enjoy all the fun of the Theme Park without having to trouble yourself with the strains of dealing with the bank. Plus you don't have to do any research and you'll never run out of stock.

Park And Ride

The next level upwards is the simulation level. Here you can do some research and barter over staff wages, but only on full level do you get to utilise all of Theme Park's options.

The attention to detail is quite incredible. Right down to the salt levels in your chip shops, every single thing you could possibly think of has been fully catered for.

The control system is clean and well-presented, and the

icons are designed cleverly, so it's obvious just what you're clicking on.

Theme Park will take you an hour to master the controls and various icons, but you will have to spend weeks in front of your monitor before you start to run a profitable business for any reasonable length of time.

The rides are the real stars of the game. You start off with basic and very safe rides such as the bouncy castle and the tea cup ride, but after a bit of research you then progress to bigger and more scary rides such as the rollercoaster and the haunted house.

The animation is smooth and everything flows nicely around the screen like it should. Little graphical

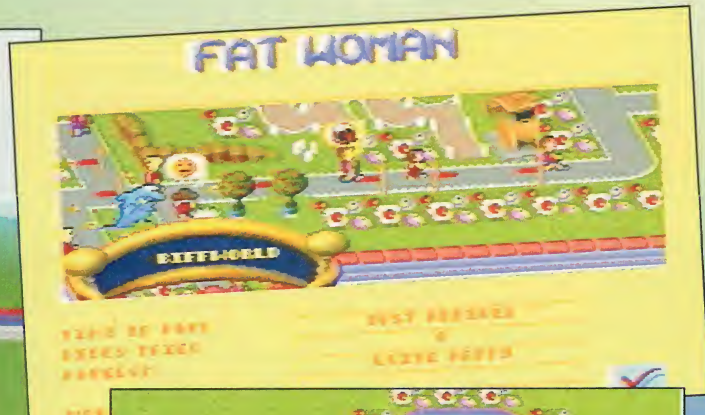
touches such as the introduction of scenery (trees, stumps, fences and fountains) enable you to

A steak restaurant is a good place to coin in the dosh. The punters will lap it up





Yet more rollercoaster-related fun beckons our canine friend as he travels round the park



BONUS: A well planned and systems of paths is vital to the smooth running of your park

design a park which can be as picturesque as you want.

As you begin to experiment a little, you start to notice all the hundreds (literally!) of little touches. Your visitors wander around with expressions that range from happiness to faces that burst out in tears.

The sound in Theme Park plays a vital part in the atmosphere of the whole caboodle. Each ride has its own specific tune which plays when you place

your cursor over it. The sound effects, of which there are many, seem to go by without you noticing them, but they subliminally add to the Theme Park experience.

Crockett's Theme

It is a product of sheer high quality, and it's all down to one simple and often forgotten thing – originality. It's also a fun game to play, and you can't help but smile and have

a good laugh while you're busy creating your park.

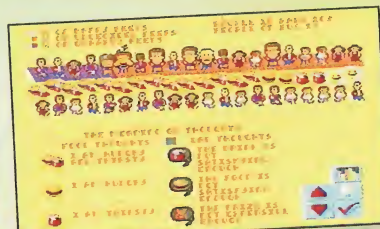
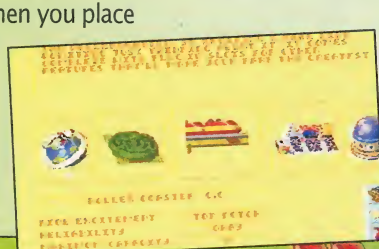
To sum up – Theme Park is an original quality title that has been designed by a quality software developer.

If you decide not to buy this game for your Saturn it could well be one of the worst gaming decisions you ever make.

There aren't too many punters in this park. More entertainments are required



Graphs and charts relating to your business are at your disposal



BELOW: Your concession stands are doing a fine trade



Saturn Game Profile

THEME PARK BULLFROG

A highly original game that gets more and more addictive the longer you play it. It will appeal to both young and old gamers, and it's one you don't want to miss out on.

ETBA
Available now
Strategy
1 player
3 difficulty levels

91%

PlayStation

actua SOCCER



By Toxic Tommy

Gremlin is one of the best software houses in the country – technologically its miles ahead of several of its competitors. If any proof of this is required, you need look no further than the motion capture studio Gremlin has installed in its Sheffield offices at the cost of a quarter of a million quid.

Chris Woods kindly lent his body to Gremlin to be motion captured



Chris Woods
Goalkeeper



Barry Davies
Commentator

The fruits of the motion capture system have only just arisen in the form of the superb blast'em-up, Loaded, but when Gremlin hired the services of Chris Woods, Andy Sinton and Graham Hyde from Sheffield Wednesday, it was a fairly safe bet that a football game would be on its way in the near future.

A year or so down the line and Actua Soccer has arrived on the PlayStation. The footballers' movements have been motion captured and transported, via the power of the PlayStation, into the next generation world, and Gremlin has got the most realistic football game ever created.

Using the technology is all very well and good, but when you look at how simple a

Barry Davies, the King of the commentators, provides all 4000 words of match commentary



The replay option can be used at any point during the game to solve any disputes



game like Sensible Soccer is and just how many copies it sold, it doesn't matter how much you tart the game up with ray-traced poly-rendered graphics and quadrophonic stereo sound, because at the end of the day if the game plays like Bolton Wanderers, it won't become an overnight success.

Woods Flaps At It...

Luckily, the gameplay is up to scratch. It works well, and although it's tough at first, it soon becomes a doddle. As you receive the ball a circle appears around your player, and as you get into certain positions it'll change into another shape (a square or a star) letting you know you're in a prime position to shoot or cross the ball. This makes the game flow smoothly.

The controls may take a while to master, and although it's not quite as

Hmm, Cadbury's Boost, just about the yummiest biscuit treat you could ever eat!

accessible a game as Sensible Soccer, once you've sorted out a few moves, you won't look back.

The keepers are particularly tough to beat, and there isn't a way of scoring every time from a particular position like there is in so many other football games. This means you get more realistic results and ludicrous high scores are eliminated.

The simulation revolves around all the international teams, and because you're not going to see a 9-8 score in a World Cup final, you're not going to see a result like that in Actua Soccer.

Gremlin's footy sim has been placed in direct





Shots in the game include volleys, daisy-cutters and overhead kicks

competition with FIFA '96, and as far as we're concerned, Actua plays it off the park. For starters, the commentary is better and far more realistic. It's all provided by Match of the Day microphone guru Barry

Davies, and unlike FIFA '96 it seems like actual commentary rather than just a few random phrases strung together.

Graphically, Actua Soccer is very impressive. There are two types of stadium, and although the players aren't as detailed as those in FIFA '96, thanks to the motion capture techniques it's more realistic.

... And It's In

Both games have roughly the same amount of set angles

Move the player during throw-ins with the top buttons



The shape under the player lets you know when to cross, pass, trap and shoot the ball



from which to view the action, but while the majority of FIFA's viewpoints seem to be too far away from the pitch, you can quite happily spin around the arena in Actua. All the angles can be tinkered around with to suit the gamesplayer, so you can zoom up close to the action.

To put it in the plainest terms, Actua Soccer is far superior to FIFA '96 in almost every way, and is *the* next generation football game to get your hands on.

Actua can quite proudly claim the right to lift the next generation championship trophy, and thanks to the sheer quality of the graphics and the excellent gameplay,



Swap and change your team about before and during the game

it's going to send all dedicated footy fans over the moon with delight. Ooh Ah Actua, I said Ooh Ah Actua.

PlayStation Game Profile
ACTUA SOCCER
GREMLIN

Actua is proficient in terms of both graphics and sound, and the gameplay has also been kept at the same high standard. No other 32-bit football game comes close.

ETBA
Available Now
Footy sim
1-2 players
International teams

93%

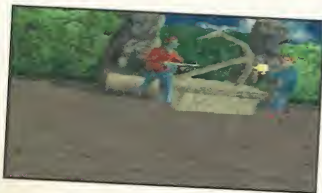


By Dr Zombie

Inspired by the voodoo legends from the southern states of America, you take on the role of Detective Edward Carnby in this action/adventure game set in and around an uninviting mansion known as Hell's Kitchen.

You Don't Know Jack

It's titled 'Jack is Back', which begs the question, where has Jack been before? The simple answer is that this is the



PlayStation Game Profile
JACK IS BACK
 INFOGRAMES

Graphically, JIB is very good. The animation of the characters is top-notch, but less patient gamers might get annoyed with the CD access times. A damn fine adventure though.

ETBA
 Available now
 Action/adventure
 1 player
 Mem card compat

84%

PlayStation version of *Alone in the Dark 2*, and seeing as the first episode in the series hasn't appeared on the PlayStation yet, it was a fairly sensible idea to call the game something else, hence Jack is Back.

In the game, Carnby, after finding his best friend dead, must dive into Hell's Kitchen and save a young girl from the evil clutches of the ruthless leader of underworld crime, One-Eyed Jack. The characters and objects have been designed and textured in full 3D. The action is viewed from static cameras which film each room or location. With several cameras set up in various positions, playing Jack is Back is a lot like watching a movie, but unfortunately not all the cameras give you an accurate view of what Edward is up to or, more importantly, what he's up against.

Graphically, Jack is Back looks really good – the realistic animation is worthy of special mention. The game's creators reckon that you'll get at least 50 hours playing time out of

Alone in the Dark Jack Is Back



Jack is Back is one of the best adventures on the PlayStation

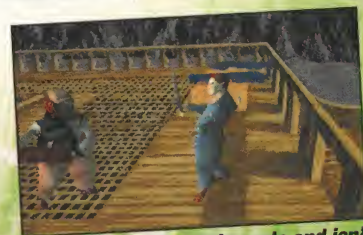


the adventure, so you will get good value for your money.

Jack is Back's worst problem is the CD access time, which is a little ropery and a bit too slow. It doesn't detract too much from the adventure in hand, but gamers with limited patience will find it annoying.

Apart from that, the more you play Jack is Back, the more engrossed you will become – the game just gets better and better. Considering the lack of decent adventures currently available on the PlayStation, Jack is Back comes highly recommended.

You can use a memory card with the game, so always save your position



The game gets scary in parts and isn't recommended for younger gamers



PlayStation

Hi Octane



By Air Hendrix

This is Bullfrog's very own combat racing game. It looks uncannily like Wipeout, and seeing as it has been created by one of the best development houses in the country you'd think that it'd give Sony's excellent racer a good run for its money. Well, you'd be wrong.

It looks like Bullfrog has taken the engine from Magic Carpet and placed it in a racing game. On the surface this seems like a good idea, but as it turns out this move probably wasn't all that wise. Hi-Octane looks like a game

There are two angles to view the action from, internal and external



that's been rushed out, and the gameplay seems to have taken a backseat.

You've got a choice of six vehicles, nine tracks and more options than you can shake a joystick at. Each of the vehicles supposedly performs differently from the others, although in reality you won't notice much difference.

There are several modes of play, but Championship is the one which you'll start off with. This is where you race a craft of your choice against five others. They use their weapons to blow you out of the sky in an attempt to stop

you winning the race.

The controls are simple – one button controls your acceleration, while two others control your weapons. The best mode of play is the Clone Race, where you compete against a replication craft which copies your best lap.

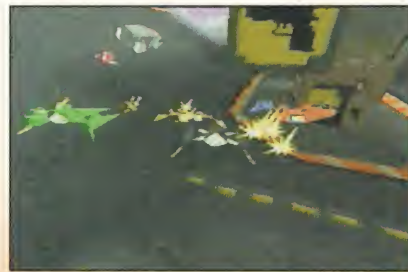
Hi On Life

Graphically, Hi-Octane doesn't look as good and isn't quite as appealing as the excellent Wipeout. The comparisons were always going to be made between the two games, but it's only small annoyances that are keeping Hi-Octane in second place. The slow-down in split-screen mode is just one example. You'd have thought that the all-powerful PlayStation could've coped.

The best mode is the Clone Race, where you compete against your own fastest lap



PRO TIP: Don't bother choosing your craft carefully because there's not much difference between them



Hi-Octane may have its good points, but Wipeout is still king of the racers

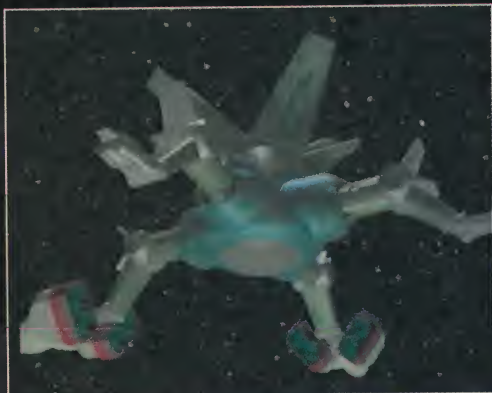
Hi-Octane contains some good music and smart sound effects, and it's not a bad idea for a game. Unfortunately, however, it's been well and truly beaten into submission by the god-like game that we know as Wipeout.

PlayStation Game Profile
HI-OCTANE
BULLFROG

A combat racing game which has more bad points than good. The graphics aren't that hot, although the music and sound effects are rather impressive. It's a poor man's Wipeout.

£44.99
Available now
Racing
1-2 players
Several play modes

70%



An impressive shot from one of the ray-traced sequences that appear in between each level



VIEWPOINT



By Captain Squideo

Anyone with a bit of gaming experience should remember Zaxxon, an isometric, diagonally scrolling shoot'em-up from yesteryear. If you're too young to remember, Zaxxon was one of the original arcade classics that relied as much on your skill with your trigger finger as your ability to dodge bullets and enemy spaceships as they hurtled towards you.

Back then, the gameplay was the most important part of the game's success,

but now the presentation stakes have been raised courtesy of 32-bit technology.

Although Viewpoint contains some gorgeous graphics and looks a lot like Zaxxon, it more importantly has the gameplay to match the 80's arcade classic.

Room With A View

As for actually playing the game, Viewpoint is as tough as chewing concrete. Even on the easiest level you won't be able to simply waltz through the levels, and as for the hard setting...

PROTIP: Hold down the fire button and then release it to get a "super-shot"

Surprisingly, this isn't a complaint. It's more a case of applauding than knocking the difficulty level, because the sheer toughness of the game is what makes Viewpoint so enjoyable in the first place.

The only whinge is that there is, at times, far too much on the screen for you to cope with. There are so many things to distract the eye that it gets quite hard to

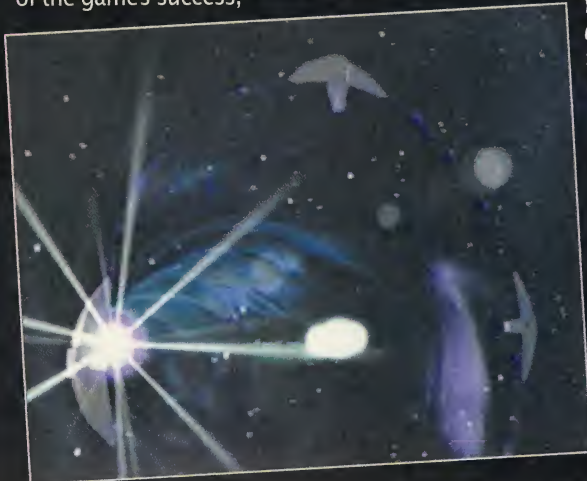


pick out the enemies' bullets and you often end up losing a life. It can be very frustrating, but the sheer addiction factor of the game means that you'll keep on coming back for more and more punishment.

The game follows the basic arcade formula of stage after stage until you get to the end-of-level guardian. Taking on these huge beasts, which include amongst their number metallic spiders and crabs, is one hell of a task. They take up half the screen and need a fair old battering from your lasers before succumbing.

When they do pass away you can do nothing but breathe a sigh of relief.

Yet more visual delights taken from the ray-traced intro sequence



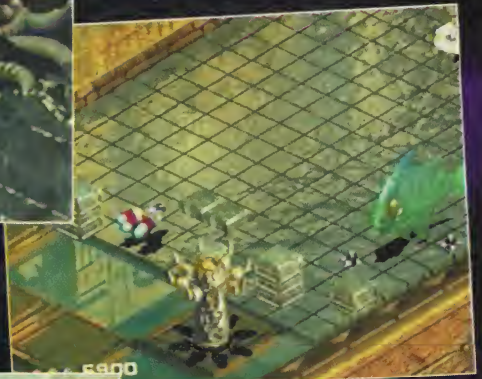


Just like Zaxxon, you'll need to be as good at dodging things as you are at shooting them

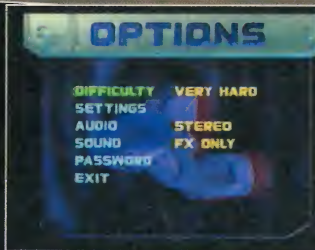
Graphically, Viewpoint might not look as good as other PlayStation shoot'em-ups, but it plays a lot better



ABOVE: Mr Crab, like all the other end-of-level guardians, is extremely tough and will take more than a fair battering from your lasers



As you fly along the levels, your ears are given an aural treat courtesy of the funky soundtrack



Look, the game is tough enough without you setting the difficulty level to "Very Hard"

Unfortunately you're then transported to the next level, which is even harder.

For many years, the soundtracks to games were pretty poor. The tunes were packed full of bland bleeps simply because the technology didn't allow the developers to create wonderful compositions.

Viewpoint, however, makes full use of today's CD technology, and its accompanying soundtrack is quite brilliant. It features a whole stack of varied tunes that move from thumping dance efforts backed with some funky guitar riffs to chilled-out ambient creations!

Graphically, Viewpoint looks rather gorgeous, and although it doesn't use all the fancy techniques we've seen in other PlayStation shoot'em-ups, it still contains some impressive sprites and lavish backdrops. Having said that though, thanks to the sheer pace of the action you won't get much of an opportunity to sit back and admire them.

Point 'n' Click

Even though they don't really add anything to the game, the ray-traced sequences between levels are very impressive and worthy of a special mention.

There have been plenty of shoot'em-ups on the PlayStation, and although a lot of them have been graphically fantastic and sounded great, they haven't had the gameplay to match. This is where Viewpoint differs from

Graphically, Viewpoint's end-of-level guardians will impress you the most



what's gone before and why it deserves the right to be compared to a classic like Zaxxon.

Not everyone is going to be impressed by just how hard the game is and those people should steer clear, but dedicated shoot'em-up freaks will find it more than a challenge.

Viewpoint grabs you from the start and damn well refuses to let you go.



PlayStation Game Profile

VIEWPOINT

ELECTRONIC ARTS

A tough shoot'em-up reminiscent of 80's classic, Zaxxon. Gorgeous graphics, a top-notch soundtrack and tough gameplay give you good value for your money.

£44.99
Available now
Shoot'em-up
1-2 players
Great soundtrack

84%

RISE

RESURRECTION



By Bruised Lee

Yes it's here. Love it or hate it, the sequel to the most controversial beat'em-up of all time is here courtesy of a collaboration between Mirage and Acclaim. The thing about the original Rise was that even though it looked superb, many people found it extremely limiting in gameplay, especially on the PC and Amiga, where many of the console version moves were unforgivably missing.

Anyway, virtually a brand new team has been brought in for this, and even if you didn't like the first one you can't really fail to be impressed by this PC version of Rise 2.

The quality of beat'em-ups for the PC has steadily been getting better, with games like Mortal Kombat 3 and the



Steppenwolf takes on Chromax in this battle to the death before heading off to the recording studio to lay down a follow-up track to his classic 60's effort, 'Born to be Wild'

under-rated Battle Beast showing the way forward. The advantage that Rise 2 seems to have over all the others is its ability to run extremely well on a relatively low-spec PC. In these days of virtually Pentium-only games, it makes a nice change not to have to worry about this for once.

Rising Damp

Another major advantage of Rise 2 over similar efforts is the sheer number of characters in the game. You

can choose to play as any of the 18 base characters included, but even if you get too good with all of those, there are still another 10 fighters hidden away in the game. These special characters are all accessed in a variety of ways, and it's up to you to find out exactly how - Mirage asked us very nicely to keep quiet.

Now on to the presentation side of things. GamePro is pleased to report absolutely everything is in ship-shape

condition. Mirage promises us that just about every video card and sound card is supported, so installation should be a breeze. There's also an option to knock the detail down if you have a really rubbish PC, but if you have a 486 or sorts you should be pretty much alright.

Resurrection Shuffle

Graphically the game is even better than the last time around, with more detailed rendering, animation and



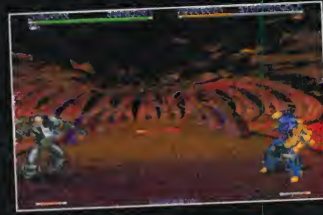
A Darth Vader type takes on a Metal Mickey lookalike



This battle arena looks like the inside of somebody's stomach



And here we are again, dancing about on someone's innards



Sheesh! This place is getting boring now. Move along please



Leap high in the air before...



... striking with all your might...



... and defending the counter



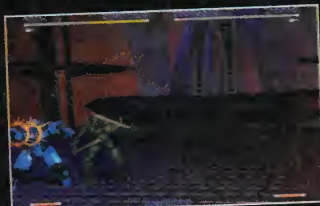
That's the way to do it



How dare you criticise my cape!



Back! Back i tell you!



Get off! That hurts, you fiend



Come any closer and you get this



Look out , here I come!



Ha! That showed you who's boss



Beware the snot attack



The bigger they come...



... the harder they fall



The end is nigh, robot boy

interactive backgrounds. The latter give the player a little more to think about, because as you fight, objects such as mines will fall from the sky and land on the floor. Stepping on them will set

them off and cost you some of your precious energy.

The audio has once again been supplied by the one and only Brian May, formerly of Queen. He's written a track called Cyborg especially for the game, and it's Brian's voice that provides the in-game speech, bellowing out things like, "VI Hyper win," and, "Engage," in true Mortal Kombat fashion.

Arise Sir Robot

There are more than enough moves to keep everybody happy, and the game caters for two, four and

six-button joypads, so even the most hardened Street Fighter fan can't really complain. The combinations are quite easy to get used to, but there are an awful lot of them to memorise before you can really say you are proficient at the game.

Mirage is promising a Director's Cut version of the game that will come on an extra CD complete with yet another two characters, more backgrounds, more speech and more animations. This will be out at a later date.

Rise 2 is very close to being the best 2D beat-'em-up for the PC. The cream is rising.



PC CD-Rom Game Profile

RISE 2

MIRAGE/ACCLAIM

Rise 2 is far superior to the first game and also much better than most beat'em-up offerings currently available on the PC. The good/bad game controversy has been left well behind.

ETBA
Available now
Beat'em-up
1-2 players
28 characters

92%

PO'ed



That's the way to do it! Come out with your chef's hat on and all guns blazing!



By Slo Mo

PO'ed is not what you would call a 'normal' Doom clone. You take on the role of Ox, a cook who's serving some marines on a spaceship in the far reaches of the galaxy. The craft is invaded by some freaky and dangerous aliens. All the crew are killed apart from Ox, who quickly picks up his trusty pan and

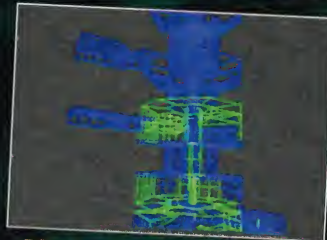
starts whacking aliens to death with it. Basically, PO'ed is kind of like Doom mixed up with the plot of Under Siege.

Edgar Allan PO'ed

Ox must battle his way through 27 stages, and in each level he must find a teleport to the next. Along the way, Ox is up against all manner of bizarre creatures including butts on legs, green blobs and flying robots.



As you wander around you'll find extra weaponry like drills, laser guns, flame throwers, rocket launchers and missiles to use against the invading aliens. If you can find it, there's also a jetpack you can use to transport yourself to those hard to reach places, although it's quite tricky to control the pack and kill the enemy at the same time.



PO'ed contains the usual maps to let you know exactly where you have and haven't been

RIGHT: Show no mercy with your deadly aubergine of destruction

3DO Game Profile
PO'ED
ANY CHANNEL

Nice enough graphics and sound, but it doesn't come close to Doom. The levels are badly planned and it quickly loses its appeal thanks to a general lack of atmosphere.

ETBA
Available
Shoot'em-up
1 player
27 levels

72%



The 3D map option looks great, but in practice it's bloody hard to work out exactly where you are, which isn't much use to anyone. Changing between weapons takes far too long, and the way the levels are set out you can't just charge

around like you do in Doom because you'll fall down a hole and die.

A Doom clone should be full of manic, fast-paced shoot'em-up action, and while PO'ed may be as gory as Doom, it's just not as class. 3DO owners might want to take a look at PO'ed. It'll last you a long time, but there's a definite lack of atmosphere and the game could get boring quite quickly.



Target your mighty gun on the enemy before letting rip in a totally violent frenzy

PC CD-Rom

DRUID

The world of the Druid is depicted as dark and moody



Big blokes with axes and no shirts are the order of the day



By Brother Buzz

Here's another super VGA game for the PC. The graphics in Mindscape's Druid really are stunning hi-res. The whole thing takes on a 3D isometric look that will remind older players of the likes of Alien 8 and so on.

Judge Druid

You play the role of the adventurer summoned by the druids to save their world from the evil forces that are threatening to take over.



More dark goings on as the game gets underway in earnest

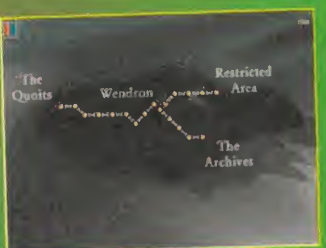


Your inventory screen tells you everything you need to know

The game looks beautiful but the control system is a little quirky, especially during the fighting. It's almost too simple to use and it perhaps suffers from that.

Spiritual Eyes

There is a good game in there dying to get out, but the problem is that it just seems to hold back a little. If you see Druid in the shops, don't be put off by the rather ridiculous box illustration. Don't judge the book by its cover.



A map of the Druid Island shows you places of interest

WITCH HAVEN



My, this is a bit dark isn't it? Write in and tell us what's going on here

By Scary Larry

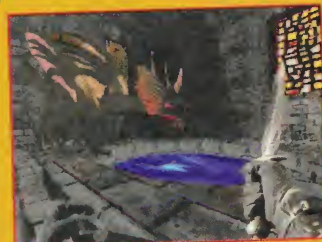


US Gold has sneaked this one onto an unsuspecting public. There have been a few demos around, but as far as review copies go, they simply weren't forthcoming. This was a little surprising, as when we did finally get hold of a copy, we found Witch Haven to be really rather good.

Once again it's a first-person perspective romp around in a Doom style, but for a nice change large elements of RPG have been added. This manages to make the game into a satisfactory cross between the two genres.

Life's A Witch

The weaponry is pretty varied and ranges from swords and maces up to long weapons like the bow. This use of mainly hand combat weapons makes the game more like



The graphics in Witch Haven are pretty darn spectacular

Hexen than Doom because of the proximity of the fighting. This obviously increases the need for better graphics and Witch Haven's SVGA affair does the job superbly.

Check out Witch Haven for a novel twist to the usual first-person plot.

A refugee from Worms has somehow managed to find his way into this game



PC CD-Rom Game Profile
WITCH HAVEN
US GOLD

£37.99
Available now
Adventure
1 player
Lots of witches

92%



More dark shenanigans, but it looks like there's a skeleton in there somewhere

PC CD-Rom Game Profile
DRUID
MINDSCAPE

£34.99
Available now
Adventure
1 player
Lots of druids

80%

PC CD-Rom



By Bonehead

We've been waiting for this game for quite some time here at GamePro HQ. It's fair to say we've been waiting with anticipation to line our sniper rifle up and take someone's head off in the name of good old American Justice.

SWAT is the fifth game in the ever popular Police Quest series from Sierra, and it takes a slightly different path from the usual point and click adventure. You have been assigned to D Platoon, Los Angeles' Special Weapons and Tactics group, and your job is to go out there and protect the innocent while upholding the law etc.

The key thing to remember

Follow your fellow SWAT team members into dangerous situations that arise



PC CD-Rom Game Profile
POLICE QUEST: SWAT
SIERRA

It doesn't quite match the high expectations we had of it, but this latest addition to the Police Quest series is a fine game that gives a good insight into a difficult job.

ETBA
Available now
Adventure
1 player
Fifth in PQ series

85%



Police Quest SWAT

about SWAT is that it follows police procedure fairly closely. There's no way you'll get the opportunity to just wade in and rattle a load of bullets into people without suffering very harsh penalties.

In fact to minimise the chances of this you are forced into rigid training programmes which you need to be fairly successful at in order to progress through the ranks. To start off with you are basically the grunt of the team. You're inexperienced, nervous and suddenly thrown into your first life and death situation. It's then you start wishing you'd trained a bit more, or at least



ABOVE: The briefing room is where you are told of your missions

read the manual to learn all the mysterious hand signals your colleagues are making to you.

Fly Swatter

Realistically you'll make a lot of mistakes at first, and that's probably the one major flaw that SWAT has. It's extremely linear and there is no room for improvising. Get it wrong and it's you that's busted. One person in the office was heard to say that the game was like Dragon's Lair with police, and to an extent that's a fair point.



SWAT is wonderfully well presented (even if some of the acting is a little cheesy in places), and it comes on an amazing four CDs.

The game'll take a good while to successfully complete, but that's mostly down to the trial and error method you'll have to employ.

Wearing black gear in broad daylight seems a bit pointless to us



PC CD-Rom



By Atomic Dawg

In the middle of the first-person shooter craze earlier this year, a driving/Doom game called Quarantine came out. 'Doom With Cars!' screamed the headlines in the news pages of the PC mags, but the marks weren't quite as high as they perhaps should have been. People's eyes were opened only by ID's Cacodemons.

There were faults with the original, but Gametek hopes all those are in the past as it unleashes the Quarantine sequel onto the public.



Road Warrior is packed full of frantic mayhem



There are targets aplenty ahead

Road Warrior

Road Warrior finally gives all you driving maniacs something to do

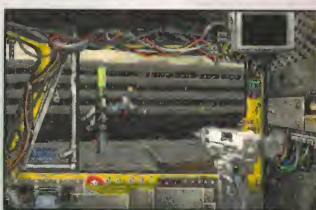
In Road Warrior you're still driving a cab on the streets, and you still get to mow people down or blow them away with your bonnet-mounted artillery (you choose which is more enjoyable). Sounds like fun doesn't it?

Once Were Warriors

If you're used to Quarantine, don't worry, because the programmers have added enough new features to keep even the most hardened player happy. Top of the list are a whole host of new vehicles and enhanced weaponry that allow you to blast the living daylights out of anything that has the temerity to cross your path.

Gametek is looking for great things from Road Warrior, and it looks very promising indeed in that respect. With Doom fever seemingly still not at its peak, Road

Mirror, signal, er, speed up and kill things



The view from your cab window



Line it up and run it down. They're the only rules in this game

Warrior will doubtless be pulling at the purse strings of many a PC owner.

If you simply can't wait for the likes of Quake a moment longer, then you can make those long winter nights shorter with this.

It still may not quite be the ideal first-person perspective game, but there's an awful lot of enjoyment to be gained from a quick spell behind this particular wheel.



The levels all vary quite nicely



The graphics are all very smooth, especially in SVGA mode

PC CD-Rom Game Profile
ROAD WARRIOR
GAMETEK

A fine improvement on what was – despite its faults – a fairly decent game in the first place. It's time to rev that engine, get on the streets and start killing. Or, erm, maybe not.

£34.99
Available now
3D shoot'em-up
1 player
First-person

92%

Mega Drive



By The Axe
Grinder

Based on Disney's latest animated extravaganza, Toy Story will bewitch you with eye-popping graphics. But its beauty is only surface deep: The dull gameplay will please only diehard fans of the flick.

Beautiful Story

Following the film's plot, Woody, a pull-string cowboy, suddenly faces competition from new arrival Buzz. When his jealous plan to regain the top spot backfires and endangers Buzz, Woody must



PROTIP: In Level 2-1, release the gas before you move the steering wheel, or you'll lose control

rescue his foe or be outcast by the other toys. Equipped with only a whip and jump, you explore bedrooms, a pizza parlour and the neighbour's house from the perspective of a small toy. Renegade toys and other evils stalk you as you uncover routes past looming book shelves and other towering obstacles.



PROTIP: To beat the first boss, whip aside the balls that float around him, then dodge the laser blasts and hit him only when he's checking his watch

PROTIP: You always lose the race in Level 1-3, so take the time to pass carefully by the hairy obstacles



PROTIP: When riding Rex, time your jumps over the trains so that you don't collide with the planes overhead

Using a proprietary new graphics technology, Disney nearly transforms your Mega Drive into a Saturn with graphics that are astonishingly similar to Clockwork Knight's. Everything's rendered in striking 3D detail and moves with fluid realism. The one-colour backgrounds, however, detract from the 3D feel.

The sounds aren't as sharp. Scratchy voice samples chime in now and then, but not often enough. The bouncy tunes and effects maintain the toy-ish atmosphere, though.

To Infinity...

Unfortunately, Toy Story doesn't support its innovative

graphics with equally innovative gameplay, as recent stars like Vectorman do. Although the action runs the gamut from hop 'n' bop to racing to Doom-style shooting, the actual gameplay often involves laborious tasks like putting away Woody's toy friends or steering a temperamental car through an obstacle course.

The lack of passwords or saves adds to the tedium because delving deeper into the game means replaying these rote scenarios over and over again. To make things worse, the finicky controls burden you with mushy jumps and a whip that connects unpredictably.



PROTIP: In Level 1-2, first collect all the stars while releasing your friends along the way. Then bounce your friends back into the toy box and climb onto the bed

...And Beyond

For those who can overcome the plodding pace, Toy Story's fun comes from its engaging graphics and impressive variety. Veteran gamers won't face many challenges, but younger kids who are likely to be captured by the movie's charm will find the going tough. This Story's worth a quick read to see where you fall, but Vectorman's a much better tale.

Mega Drive Game Profile
TOY STORY
DISNEY INTERACTIVE

Despite the stunning graphics, Toy Story's uninspiring gameplay makes for merely fleeting fun. You might want to save up and see the soon-to-be-released film instead.

ETBA
Available now
Platformer
1 player
18 stages

71%

PC/Mac CD-Rom



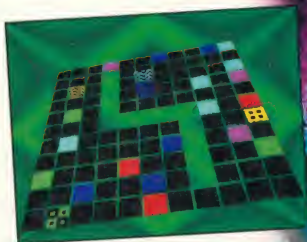
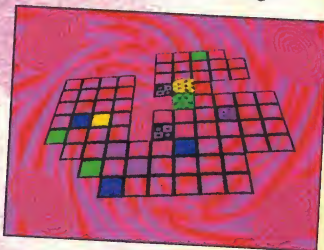
By Dr Zombie

Ooh, controversial game alert!

Endorfun is, allegedly, according to the majority of the tabloids, the deadly game that'll send you mad with all the subliminal messages contained within it. Of course, back in the real world it's just a harmless puzzle game packed full of colours, music, rhythms and patterns.

You control a Light Body cube which you move around a board composed of squares. The cube has a different colour on each of its six sides and the idea is to move the cube to a coloured square (known as a block) and have the colour on the top of the cube match the colour on the board. When you move away the square will be empty because you'll have absorbed the colour into your cube. And so the process goes on until you clear the required amount of blocks.

The best way to gain life-force is to make sure you stay three spaces away from your target

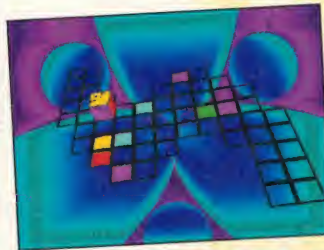


It sounds simple, and it is! But it's all set against a time limit, and as you progress through the various levels it becomes more and more difficult. The board rapidly becomes an ever-changing mosaic of squares, and the shape and point of view of the playing field will alter.

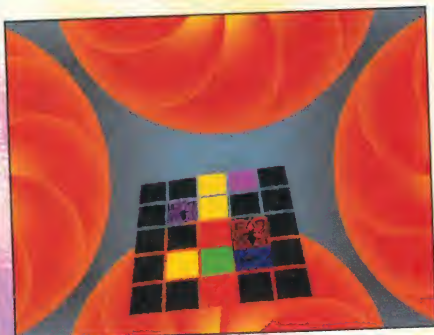
The graphics are, like the game, very simple, but Endorfun excels thanks to its addictive qualities and the accompanying soundtrack.

House Of Endorfun

Contained within the music, which ranges from African tribal rhythms to Orb-like ambient sounds, are the controversial subliminal messages. There's no need to worry though. Firstly because they can be turned off, and secondly because they are all of a positive nature and we



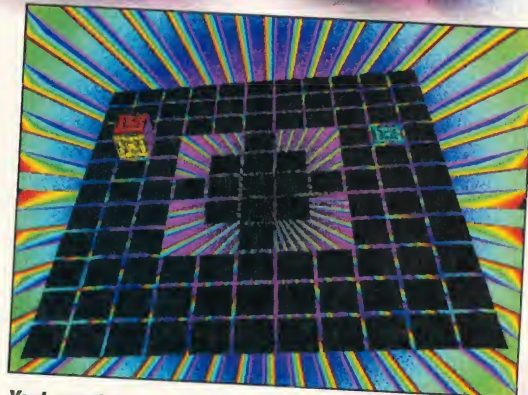
All the boards differ in size and shape. Some need thought and strategy, while you'll need to control the cube quickly for others



Endorfun

don't think messages like, "My life is full meaning and pleasure", "I am unique and special", and "I am relaxed and centred", are going to turn you into a raving psychopath.

Because it is so basic and easy to play, Endorfun will appeal to a wide range of gamers. Like the title suggests, it is a lot of fun to play and it's nice just to relax and play something that doesn't involve guns, blood and violence. Turn on, tune in and chill out...man!



Yeah man! Just sit back, relax and chill out to all those revolving coloured patterns. It's like real groovy... man!



Pick up the bonus squares for score multipliers and more time

PC/Mac CD-Rom Game Profile
ENDORFUN
TIME WARNER INTERACTIVE

A simple puzzle game that's amazingly addictive. The graphics are basic, but very trippy, and the chilled-out soundtrack is outstanding. It comes highly recommended.

ETBA
Available now
Puzzle
1 player
Over 500 levels

90%

PlayStation

AGILE WARRIOR F111X



By Atomic Dawg

Agile Warrior: F111X deftly snags a top position in the PlayStation charts with strong graphics, riveting action and engaging missions. This aircraft shooter won't lure flight sim junkies, but its frantic blasting will glue arcade shooters to the control pad.

Ace Combat

Agile's 10 tough missions send you around the world to quash political crises such as Burmese drug lords and terrorist SCUD installations in Libya. You preserve the peace with real-life hardware like Sidewinders, Maverick missiles and napalm. In an awesome touch, you can switch to the Maverick's

perspective and steer it into the target.

Agile takes a simple approach to flying by preventing ground collisions, restricting your altitude and flight path, and replenishing your stores via power-ups. Although less realistic, this style of gameplay lets you and your adrenaline concentrate on the fun, glossing over the stress of flying in favour of seriously intense combat.

Despite the sometimes-slow on-screen movement, you'll need to concentrate hard. The missions generally pit you against overwhelmingly superior forces, requiring you to swiftly penetrate the enemy's defences, obliterate the target, then scramble out.

The button layout is perfectly manageable, but the plane's odd handling demands serious practice. Once you overcome that hurdle, you have a lean, mean destruction machine at your fingertips, though the throttle remains too twitchy for precise speed adjustments.

Other shortcomings? You can fly only one plane, and there's no two-player action, which mildly limits the



PRO TIP: When outnumbered, crank up your afterburners and flee – you can return later when the pack has scattered



PRO TIP: Take out planes and choppers on the runway – you'll have fewer to shoot later.

fun. But gamers will gladly weave through Agile's rabid skirmishes on their own.

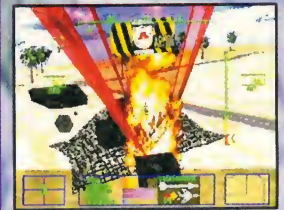
Kill Clean

Agile's missions open with nice full-motion-video briefings, then send you streaking through icy tundra and densely foliated jungles. You'll rocket by finely detailed buildings and enemy



PRO TIP: Use the Maverick rockets to take out big targets such as buildings. Switch to the missile's point of view and steer it to the target

Stay Focused



PRO TIP: If you're playing to win, focus on collecting enough armour and fuel to stay alive...



...and pick one set of objectives to pursue relentlessly

equipment, but the generic backgrounds lack detail, and the horizon occasionally scrolls up too slowly, which can be disorientating.

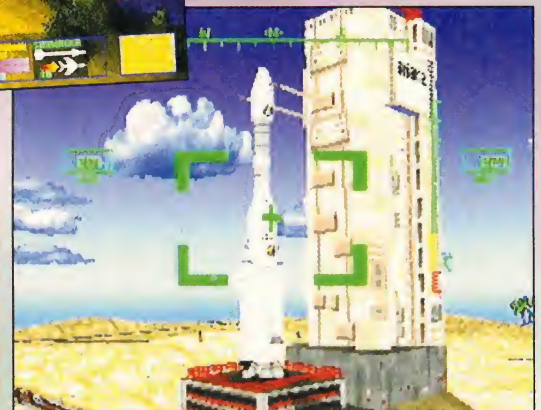
Decent guitar rock paces the combat, and the helpful mission control warns you of incoming bandits.

The high-octane explosions and hilarious death screams keep the action both gripping and amusing.

Bag That Bogey

Air Combat may remain the first choice for flight sim fans, but all pilots will relish cutting a path with Agile Warrior: F111X's afterburners.

PRO TIP: When outnumbered, crank up your afterburners and flee – you can return later when the pack has scattered



PlayStation Game Profile

AGILE WARRIOR: F111X
VIRGIN INTERACTIVE

Warm up your Maverick missiles and tune your ears to that lock-on tone – Agile Warrior's a blast from start to finish. It doesn't quite match Air Combat, but it comes mighty close.

ETBA
Available now
Aircraft shooter
1 player
10 missions

82%



Lock on to your targets and let those lasers go to work

By Major Mike



EA has had a busy Christmas getting its next batch of games ready for release in the PC market. Shockwave Assault is one of those games that hasn't really had that much hype in the run-up to the new year. It really has been a case of the big giants battling it out for supremacy at the top of the charts.

The box bills the game as an 'Electronic Arts original interactive movie', but also explains that it has been enhanced and re-released in this Windows 95 incarnation. That's right folks, you're going to need Microsoft's all-new

Some of the buildings seem to rise up out of the ground



SHOCKWAVE ASSAULT

operating system installed on your PC before you get any joy out of this CD.

Just for a change you are plunged into the job of having to save the planet from alien invasion. The planet in question is Earth, so at least you're fighting for something you know. The game consists of two chapters – Invasion Earth and Operation Jumpgate.

Obviously the idea is to complete the first before going on to the second, but that's not strictly necessary, and the option to switch is there in case you begin to get bogged down.

Tidal Wave

As far as gameplay goes, the whole affair is strictly a shoot'em-up, and we found playing via the keys just as effective as using a joystick or mouse. Some of the scenery looks decidedly barren in places (never more so than on the opening level which takes place over the deserts of Egypt as you struggle to save the

pyramids and other wonders of the world).

To help liven things up there is the usual full-motion video sequences which explain your missions, and for a change actually add to the game instead of serving as a distraction.

To sum up then, Shockwave Assault certainly won't be picking up any originality awards, but for what it is, it does its job well. If you're after strictly Win 95 only games (but why would you be?) then by all means seek it out, but it's not the best game of all time.

Fantastic 3D graphics give you a real impression of flight



Watch out for the spindly-legged beasts in the desert section



PC Windows 95 Game Profile
SHOCKWAVE ASSAULT
ELECTRONIC ARTS

Shockwave Assault is a game that has clearly been competently programmed, and it's fun for a while, but it'll struggle in the heated competition of today's PC marketplace.

£34.99
Available now
Shoot'em-up
1 player
Windows 95 only

83%



A shot from the outstanding introduction sequence that sets up the perfect atmosphere for the game



PROTIP: Choose your weapons yourself or let the PlayStation select them for you automatically



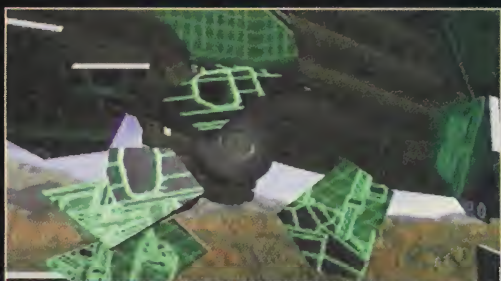
By Major Mike

The original Thunderhawk game appeared on the Amiga about four years ago and was a storming success. The Mega CD version arrived a year later and sold so many copies that eight out of 10 Mega CD owners now possess a copy of the game.

Light My Firestorm

Thunderhawk's success was not only due to the universal appeal of the impressive graphics and sound, but also the gameplay, which varied

PROTIP: Use the map a lot and remember that the red dots represent your primary targets



between arcade shoot'em-up action and serious flight simulation. The styles of play blended together extremely well, and hungry gamers everywhere lapped it up in their thousands.

It's been a long wait, but the sequel has now arrived on the PlayStation. And with the advent of 32-bit technology you just know that Core Design has got another cracker on its hands.

As soon as you slap the CD in your PlayStation and the game begins to load, your eyes are treated to a visual feast. The ray-traced intro sequence is graphically amazing. In fact it's so good it'll take your breath away.

As a Thunderhawk pilot it's your lone duty to save the world. As you make your way around the continents

you must complete various missions, all of which are made up of several sub-missions, none of which are what you would call easy.

You control the helicopter using every button on the joypad. This may sound quite tricky and even slightly daunting, but it's surprisingly easy to use and you'll soon get the hang of it.

Before you start each mission you must first select

your weapons. You can do this manually or you can let the PlayStation make the decision. You are then given the details of your mission.

Your primary targets are represented by red squares on the map, all of which must be destroyed to complete your task. In your way are a wealth of enemy tanks, planes and helicopters, all trying to blow you out of the sky.

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



PRO TIP: Don't destroy the primary targets until you have taken out the surrounding enemies

PRO TIP: It's best not to waste your missiles, so use your guns the majority of the time

PRO TIP: Make sure you're locked onto the target before you fire your homing missiles



There are several angles from which you can view the action, but the internal camera is the best

T O R M H A W K 2

There are 37 missions in all, the majority of which are extremely tough. This means the game has got plenty of longevity and thus will give you good value for your money.

The missions, which take place all around the world, are varied. You might find yourself fighting across the hilly terrain of Eastern Europe, or you could be flying over islands in the South China seas.

Thunderhawk 2 is one hell of a classy game and one which should claim a place in everyone's software collection. The speed is very impressive, and graphically, it beats every other game from the same genre into submission.

Storm in A Teacup

The introduction of a feature like the virtual cockpit, which enables you to view the combat area through 180 degrees, is just one example

of the advantage of the PlayStation's 32-bit technology.

Other features of the game include fractal-mapped 3D terrains, polygon-generated vehicles, multiple camera angles from inside and outside the helicopter, in-game

speech, and a raging rock soundtrack that'll burst your eardrums.

Thunderhawk 2 contains some top-notch graphics and sound, but unlike some of its competitors, it has the playability to match these features. You will spend hours and hours playing Thunderhawk 2 and still not tire of it. It's fast, exciting, action packed, dead easy to get to grips with, and an essential PlayStation purchase.



PlayStation Game Profile
THUNDERHAWK 2
CORE DESIGN

If you're into flight games, this one should be at the top of your shopping list. In terms of gameplay, sound and graphics, nothing even comes close to matching this.

ETBA
Available now
Arcade/simulation
1 player
37 levels

92%

PlayStation



By Tommy Glide

It was exactly a year ago that FIFA first wowed 3DO owners. Now EA brings the same 3D stadium to the PlayStation, with even sharper gameplay and sound.

Maximum FIFA

Now more than ever before, EA Sports maximizes its FIFA licence to provide more than 3000 world class players from 12 international leagues, including England, Italy and Brazil, along with 59

PROTIP: Change your team formation for maximum effect



Check out the better than average intro sequence for a footy game

international teams. Traditional FIFA options give you Season, Playoff, Tournament and Exhibition modes of play.

Soccer Superstars

The gameplay simulates real soccer better than ever, and the computer brings a fairly tough A.I. to the field.

Complementing the realistic strategy element is the great passing and shooting control, which adds to the depth of the game. If you're looking to showboat, powerful speed bursts can create great

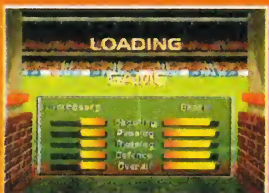
FIFA '96 Tips



PROTIP: To score on corner kicks, lob the ball to the near post and try to head it in



PROTIP: If you're playing as Italy, feed the ball to Baggio (#10) for guaranteed goals



PROTIP: When first playing against the computer, give yourself the advantage of Brazil or Italy and take on weaker teams like Algeria



PROTIP: Having trouble moving the ball upfield? Switch your strategy and formation to compensate

TOURNAMENT

SCHEDULE

Group A			
Date	Home	Visitor	Scr
Aug 20	Johor	Sembilan	1-3
Aug 20	Selangor	Perlis	1-2
Aug 20	Penang	K. Lumpur	0-0
Aug 24	Sembilan	Selangor	-
Aug 24	Perlis	Penang	-
Aug 24	Johor	K. Lumpur	-
Aug 31	Penang	Johor	-

Q/▶ Next Screen, L 1/2 & R 1/2 Toggle Groups

FIFA

breakaways, and moves like the overhead kick and 180-degree spin, while not easily mastered, leave your opponents searching for their jockstraps.

While not a radical departure from the 3D graphics seen on the 3DO, the sprites on the PlayStation have been cleaned up a bit, and the animation's smoother.

Several views are offered, though none is really outstanding to be honest.

The Game cam view gives some great shots of the action



While the Ball cam puts you confusingly in the middle of the action with large sprites, the smaller sprites seen from higher views give you a much better playing perspective.

The most helpful views are

It's Arsenal Vs the Premiership All-Stars in this friendly encounter

FRIENDLY			
ENGLAND Arsenal		ENGLISH All-Stars	
	PosNo.	Pos	Still
Bartram V	G 13	Adams T	D 87
Adams T	D 6	Babb P	D 87
Bould S	D 12	Barton W	D 83
Dixon L	D 2	Berg H	D 86
Winterbur N	D 3	Gliggs R	M 91
Helder G	M 32		

A Back Screen Q Select Player Q Next Screen



A goal has been scored and it's time for a group hug

Bizarre international friendly matches are possible



Unfortunately, Americanisms are a little in evidence. 'Midlothian' instead of the usual 'Hearts' being a prime example



the overhead views for corner kicks and the optional bird's-eye view when your goalie has possession.

The sound has been enhanced with real-time commentary by our very own John 'Motters' Motson.

The self-confessed master of the bland football fact uses real player names in his commentary, and his voice is woven seamlessly into the action. He does tend to get rather excited at times though, and his trademark, "Ohhhhhhhh!", which is heard

Once you get the hang of the controls you'll be in footy heaven

every time the ball goes anywhere near the net can get on your nerves after a while.

Shoot to Thrill

Unfortunately the on-field sounds seem too soft. The great crowd noise remains intact, but there isn't the huff and puff you'd expect to hear from 22 men running up and down the field.

FIFA '96 rolls onto the PlayStation with all the glory

Crosses into the box are one of FIFA's best features

Headers and dirty challenges are a vital part of any football match



PRO TIP: Shoot from outside the area to find the top corners

of a World Cup final match – not counting Germany Vs Argentina in 1990 which was rubbish. While there may be more 32-bit soccer games on the horizon, you'll be hard pressed to find any sims that bring home a more realistic soccer experience.

The goalkeeper dives valiantly, but can he keep it out?



PlayStation Game Profile FIFA '96 ELECTRONIC ARTS

FIFA '96 is a great conversion for the PlayStation to have under its belt. The graphics and gameplay are great, and the only real quibble is the lack of stadium atmosphere.

£44.99
Available now
Football sim
8 players (adapter)
7 views

91%



By Major Mike

We've all seen virtual combat software in the past that latched on to the tank sim theme: Spectre on the SNES, Team Yankee on the Amiga, Cybersled on the PlayStation, M1 Abraham on the Mega Drive. The list is endless, but up until now none of these previous tank terrors have caused a major impact on the gaming globe.

Assault Rifle

Now Sony Interactive has taken one of the most simplistic forms of videogaming entertainment and given it a dash of next generation magic to form an absorbing tank simulation with a difference.

Yes, it still has a simple aim to the game, just like its predecessors, but Assault Rigs seems to succeed where others have failed miserably.

Not only does the game

Assault



have a stonking ad campaign to coincide with its release (just check out the front cover if you don't believe us!), but it can safely boast that its gameplay and punter pulling power clearly outweigh any other tank simulation currently available.

The idea of the game is pretty straightforward – you control a tank of your choosing and roam virtual mazes looking for gems. When you've found the correct number of precious stones, head for the exit into the next arena. Simple eh? Not so.

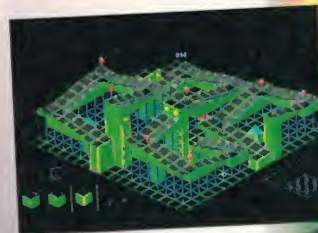
Each arena is packed full of enemy tanks, gun turrets, mines and numerous hidden traps such as electric fences and secret passageways.

Can You Rig It?

You'll zip through the first couple of levels with ease, then on comes the hard stuff. Your tank gets upgraded, as do your weapons, your

enemies get tougher, and the difficulty of the game also shoots through the roof.

In fact the only thing that doesn't get an



Maps of each battle arena show you the routes to take in your tooled-up assault tank

upgrade is the tank's driver, namely you!

Each level includes an exit point that you must reach. When you've collected all the gems you will be allowed to exit, but not until. Making sure

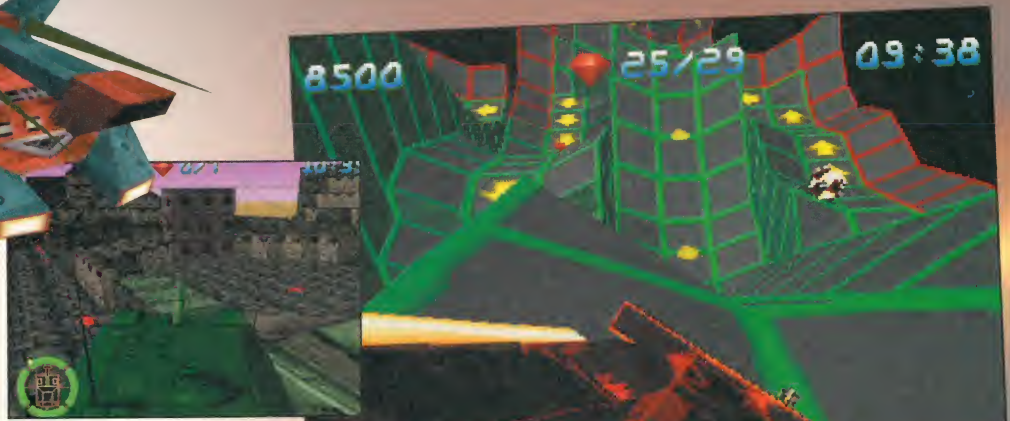
you've scoured the arena for any hidden nook or cranny could save you time later on when you fall short on the entrance fee and have to spend the next half hour retracing your steps, hunting out that annoying missing rock.

Playing the game in one-player mode could turn some gamers off, mainly

The usual fabulous looking into scenes can be found here



Rigs



RIGHT: You only need to collect two more gems before rushing for the exit



Some of the arenas see your tank careering over wildly undulating surfaces



Lock onto your target and blow the hell out of it before it has the chance to do the same to you

due to the gameplay becoming slightly monotonous in places. But if you're the kinda guy who likes a challenge and doesn't want to just race along, shooting anything and everything in your path, then Assault Rigs could offer you an intriguing and pleasurable experience.

Indecent Assault

The game takes a different turn when you grab a friend and play together in link-up mode. Here, you and a partner

of your choice can forget about picking up gems and avoiding enemy tanks for a while, and play the cool and groovy Rig Rumble. All you have to do to win is find your mate's tank and blast it to kingdom come. Kinda like Doom in a tank, if you like.

Yet another playing option is Gem Warz. Here you and your opponent must collect up all the gems and hit the exit ASAP. Last one to the gate loses. Gems come in various forms, mostly yellow, purple and red diamond-type things that hover off the ground around each arena. Other floating oddities that you'll encounter are bonus weapon blocks. These bright blue rotating cubes can be shot, revealing their contents. You'll find

add-on guns, laser rifles, mines, shields and many more unusual items of destruction are now at your disposal.

Assault Rigs isn't going to appeal to every PlayStation owner, but those of you who fancied buying Cybersled until you found out it was complete rubbish may find Sony's attempt at the futuristic cybertank genre quite thrilling.



PlayStation Game Profile
ASSAULT RIGS
SONY INTERACTIVE

Tron meets Jumping Flash in a mad gem collecting jamboree in Cybertown. It's by no means a classic, but it's a fairly enjoyable romp. Impatient gamers need not apply.

ETBA
Available now
3D tank sim
1-2 players
40 levels

86%



THE Ultra 64: Power Packed

Nintendo's 64-bit system checks in at the right price, but will it have the right stuff?

By The Whizz

Mario is gearing up for battle, which means the last combatant in the new videogame system wars is manoeuvring into position. It will be called the "Nintendo 64" in Japan and the "Nintendo Ultra 64" in the UK. Whatever the name, this 64-bit machine should scream!

Shoshinkai Showtime

The Nintendo 64 (N64) made its debut at Nintendo's Shoshinkai Software

Exhibition in Japan, and according to Nintendo of America (NOA), beyond a possible colour change, the Ultra 64 (U64) will be an exact duplicate. In Japan, the N64 is scheduled for release on April 21. NOA wouldn't commit to an exact day, but UK gamers should expect to

see the Ultra 64 sometime later in the year.

Made in America

Silicon Graphics, based in Mountain View, California, designed and developed the Nintendo 64 architecture and

chipset, and MIPS Technologies of Milpitas, California, crafted the silicon. The heart of the cartridge-based unit is built around a 64-bit RISC CPU (a custom MIPS R4000-series chip) and an SGI Reality Immersion processor for graphics and sound.

The CPU burns along at a blazing 94 megaHertz, and teamed with four megabytes of memory (charged by proprietary Rambus data-transfer technology), it makes the U64 faster than a speeding personal computer. In fact, the unit is basically a scaled-down version of SGI's powerful Reality Engine graphics computer, and most game developers will use SGI graphics workstations as development systems.

Nintendo already has its eye on future memory enhancements too. There's a mysterious memory-expansion slot on top of the



A memory cart slides into the bottom of the controller



The Japanese Nintendo 64 will become the UK Ultra 64 later this year. Note the system's four controller ports



The controller also has a trigger mounted underneath



The controller makes multiple button configurations possible

system that Nintendo refuses to discuss. Moreover, the videogame giant has already announced a new magnetic-media storage peripheral for 1997, which will fit underneath the U64.

For Controller Freaks

The tri-grip controller looks strange, but it feels super smooth. Like the SNES controllers, it has front-mounted L and R buttons and a directional pad. Unlike the

16-bit controller, however, there are just two action buttons, but that won't limit the U64's capabilities. A thumbstick set in the middle of the controller enables 360-degree movement. There are also four smaller top-mounted buttons, which are used mainly for switching among four perspectives, and a trigger located underneath the controller. The three grips also make at least three button configurations available to gamers.

The controller's underside reveals another Nintendo innovation: a cartridge slot for a Memory Pack accessory that will enable players to save gameplay data, which they

can use in other U64 systems.

To take the controller action another step further, the U64 features four built-in controller ports.

In the Box

At launch, the Japanese Nintendo 64 will be sold with one controller and an AC adapter. Although the Super Famicom (Super NES) AV cable will work with the system, additional stereo/AV cables will be sold separately. There will be no pack-in game with the Japanese system; it's unlikely, however, that this will hold true for the American U64. NOA has never introduced a new game system without a pack-in.

Ultra Is Coming

At Shoshinkai, the Nintendo 64, backed by Nintendo's reputation for well-built hardware, clearly looked like a formidable contender among the next generation game machines, but the games are always the ultimate test. Super Mario 64 (50 percent complete) and Kirby Bowl (20 percent complete) were the only playable carts at the Japanese showing (see sidebar). The videogame contest is afoot and Nintendo is here to play hardball.

Nintendo 64 and Ultra 64 Tech Specs

Price: ¥25,000 in Japan
£TBA in UK

Dimensions: 10.23 inches wide x 7.48 inches long x 2.87 inches high

CPU: MIPS 64-bit RISC R4000-series chip

Clock speed: 93.75 mHz

Coprocessor: SGI Reality Immersion processor (for graphics and sound)

Memory: Four megabytes

Ultra Game Watch

Japanese games were announced at a ¥9800 (\$98) price tag, but Nintendo of America said its carts would mirror current SNES prices.

Announced for Launch in Japan

Kirby Bowl 64

By Nintendo/HAL Laboratory

Pilotwings 64

By Nintendo/Paradigm Simulations

Super Mario 64

By Nintendo

Ultra 64 Games To Look For

Blastdozer

By Nintendo/Rare

Body Harvest

By Nintendo/DMA Designs

Buggie-Boogie

By Nintendo

Creator

By Nintendo

Cruis'n USA

By Nintendo/Williams Entertainment

Doom 64

By Williams Entertainment

FIFA Soccer 64

By Electronic Arts

GoldenEye

By Nintendo/Rare

Killer Instinct

By Nintendo/Rare

The Legend of Zelda

By Nintendo

Phear

By H2O

Red Baron

By Sierra Online

StarFox 64

By Nintendo

Star Wars: Shadows of the Empire

By LucasArts

Super Mario Kart R

By Nintendo

Top Gun

By Spectrum HoloByte

Turok: The Dinosaur Hunter

By Acclaim

Waverace 64

By Nintendo



Pilotwings 64



Star Wars: Shadows of the Empire



Super Mario Kart R



StarFox 64

Super Mario 64!



At Shoshinkai, the 50 percent version of Super Mario 64 played ultra smooth. Nintendo wasn't ready to reveal a storyline, but Mario's classic foes were on hand. The graphics were still rough with noticeably blocky pixels, but you could instantly switch among four gameplay perspectives. The action was a blast, and included sliding down a long, twisting ramp and wrestling a giant Koopa. In jumping from 2D to 3D, Mario seemed like a completely different game.

**SPECIAL
SERIES**

THE GAMEMAKERS:

The Designer

Road Rash designer Randy Breen steps into the spotlight in our ongoing series about the people who make games.

By The Feature Creature and The King Fisher

The designer usually comes up with a game's original concept. They imagine its look, define its gameplay and shape its attitude. Randy Breen made all those contributions to Road Rash, Electronic Arts' popular series of motorcycle-racing games. We asked Randy to describe his job and give advice to anyone interested in becoming a game designer.

The Background

"What I do now at Electronic Arts is pretty consistent with what I was interested in when I was in high school. I was in



Artist's CV

Name	Randy Breen
Company	Electronic Arts
Current job title	Executive Producer
Previous games	Pegasus, Strike Fleet, Relentless, the Road Rash series
Last game	Fade to Black (PC)
Next game	ShredFest (PlayStation, 3DO, Saturn)
Education	Naval Technical School, specializing in cryptography and computer systems; University of Hawaii
Age	34
Mailing address	Randy Breen c/o Electronic Arts 1450 Fashion Island Blvd. San Mateo, CA 94404
Online address	Rbreen@ea.com



Game designer Randy Breen:
"Being a great gamer isn't as important as understanding the philosophy behind the game"

Job Listing: Game Designer

Must have artistic ability and computer science background. Imagination and communication skills essential.

my high school's electronics program for three years. I was also in the art program, and I thought seriously about going to an art college out of high school. But I didn't think I'd ever make a reasonable living in art, and I didn't know any successful artists. I didn't have good enough grades to become a successful electrical engineer either, so out of frustration I joined the Navy.

"I'd been playing videogames since the late '70s. While I was in the Navy I bought my first computer, both to play games and because I loved the technology. I got a lot of technical computer training in the Navy, and when I got out in 1986, I met Rich Hilleman, EA's tech support manager, who happened to be looking for new employees. He liked



Breen's most popular game, *Road Rash* (shown here on the Sega CD), brought a whole new attitude to racing games



Breen's credit for *Road Rash II* for the Mega Drive. Inspiration for the *Road Rash* attitude came from film footage of Grand Prix motorcyclists

my computer background, so he hired me. Within a year I became an assistant producer, finishing EA's Formula One Ferrari game.

"Road Rash was born when EA began to do in-house development in a serious way. Until 1989 EA relied on outside developers for games, but after that we wanted to do our own games. Our first discussions were for a driving game for the Mega Drive."

Road Rashin'

"Initially all we knew was that we wanted Road Rash to be more of an entertaining game than a pure driving simulation. I'd been into motorcycles for a long time, and we quickly realised bikes gave us lots of technical advantages. For instance, we could put more bikes than cars on-screen at once, and the bikers were more visible than car drivers, so they could be more expressive.

"When I watched footage of Grand Prix motorcyclists, I noticed they were riding really close together, and when they'd get mad they'd shove and kick each other a bit. That blossomed into the trademark punching and kicking moves in Road Rash.

"My newest game, ShredFest, uses the same kind of presentation: It has Road Rash's music-video format and the same kind of quirky illustrations. It has both an arcade mode and a long-playing mode where you stay

Shredfest



Breen's next big racing project, Shredfest, puts you face-first into the world of snowboard racing. Instead of shifting gears on a motorcycle, you'll shift your bodyweight on the board for better control. Breen says this game will have Road Rash's music-video format and racing action similar to Skate or Die. Shredfest is due next month.

with one character and try to earn new snowboards. The racing is similar to Skate or Die in some respects, with evaluations for the tricks you pull off. The backgrounds are based on real locations in North America."

The Job

"Ultimately, game design is a series of compromises because there are so many facets of a game. I'll come up with the main concept for a

game, but I always have to balance all the design elements to make the game work right. For instance, I have to make sure the scoring is fair, and the game's characters all behave the way I want, while making sure the difficulty ramps up gradually.

"I generate some artwork early on to help others understand what the game

should be like. From there, the programmer focuses on the technology and the lead artist creates most of the graphic design. As the team leader, I maintain the big picture of how the technology will work together with the art. I try to keep everyone pointed in the same direction. While development is in progress, I play the game constantly and give everyone ideas about what the game should be like.

"One thing I don't do is play every other game on the market. I don't want to analyse all the other products because to me that's the reverse of how you should approach design. Think of last year, when there were about 10 Doom-style games all obviously following somebody else's lead. When I come up with a concept I try to think of where

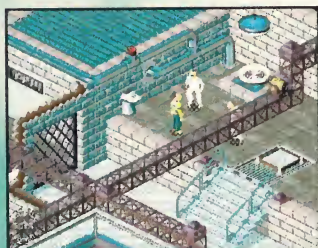
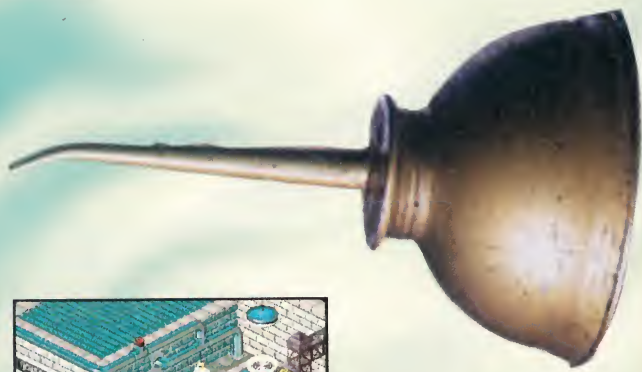


Road Rash II on the Mega Drive is just about the best racing game available for that machine



If you're looking for a game that truly gets your heart pumpin'... *Road Rash II* is your ticket to ride! Get your motor running and head out on the highway





Relentless for the PC was an Alone in the Dark-style adventure game with smooth-moving, detailed graphics

everybody else *isn't*, not where everybody else is.

"The beginning of a project is much different from the end. Early on, the hours are reasonable, but once the marketing wheels start turning and you're committed to deadlines, the hours get crazy. Everything takes more time than you expect, so everybody works long hours to get the game out on time."

The Advice

"It's extremely important to have a broad background. Aspiring designers should

definitely have an art and a technical background. Few schools are set up to teach both, but I know that some universities have courses that combine technical computer training with art classes.

"It's not necessary to get your degree from a university. It's more important to grow – whether that means travelling or joining the military or going to college. It depends on the individual. Getting away from home is a way of coming to terms with what you want to do as a person, and it broadens your perspective on life. Get away from the environment you grew up in, just to experience something else and to learn to be responsible for yourself.

"Being a great gamer isn't as

Rashin' the 3DO Road

Road Rash for the 3DO was hailed as one of that system's best games ever. It featured the most realistic footage yet in the Road Rash series.



important as understanding the philosophy behind the game – why it was made the way it was, and what decisions went into its creation. Some guys at EA know every single product and can beat everything they play, but they'll have a hard time describing what essential elements are in that product.

"That's why communication is the most

important skill you can have. These products are made by large groups of people, and if you can communicate to all of them – to the artist, to the programmer, to the marketing specialist – then you can be a successful designer.

"If you don't have a passion for games you won't last long – the job is simply too hard."



In Fade to Black, Conrad awakens from a 50-year cryogenic sleep to rescue the human race from aliens

Breen's latest game is Fade to Black, the PC sequel to Delphine's Flashback, a hit game from a few years back





GoldStar

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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!

PlayStation



By Major Mike

Although a lot of shoot'em-ups are mindless blast-fests, there are some which require a fair amount of thought as well as a proficient trigger finger.

Krazy Ivan, despite being a manic shoot'em-up from the pits of hell, falls into this latter category. The action takes place in the year 2018 where, surprise surprise, aliens have taken over the world.

Those pesky bug-eyed extra-terrestrials have set up a seemingly impenetrable force-field in Siberia, but the Russians have managed to disrupt it for long enough to allow one man to enter the alien territory.

PROTIP: Use the sidestep buttons to dodge around the Sentients

You play the part of Krazy Ivan, a Russian soldier who after swigging too much vodka down his neck one night, accepts mission impossible. Jumping into his forty-foot, fifty-ton mech-warrior power-suit, our insane comrade goes into a battle to save the entire planet.

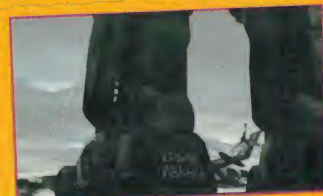
She Go Krazy

The game, which contains some superbly fluid 3D environments, is set across five different battle zones – Russia, the Middle East, Europe, Japan and the USA.

The main objective of each level is to destroy an alien shield generator. Trying to



The sub-zero Siberian climate is less than inviting



Watch as Krazy Ivan launches into his world-saving mission



stop you are two types of enemy – Sentients, bloody huge massive robots, and Drones, consisting mainly of small spacecraft and tanks.

The idea is to make your way around the level trying to find the Sentients within an allocated time limit. Once you find one, the clock stops and you can then try to destroy it. All the Sentients must be found and destroyed before you can move onto destroying the shield generator.

Fail to find a Sentient in time and the Black Knight comes after you. He's not impossible to kill, but will normally take a whole stack of energy off you in the fight.

Ivan Enormous One

Between Sentients, the drones keep you busy as they try to slow you down and hinder your progress as much as possible. Destroy one of them and you'll get a bonus pick-up. These can be good, like a

PROTIP: The Black Knight can be tricky to destroy. He'll disappear, so watch out!



PROTIP: Before you enter the battle arena, take note of Sarah Stockbridge's useful advice



PROTIP: Switch to your 50mm guns, but use them wisely as you have a limited supply





Here's the bloke who's in control of the mech-warrior power suit



The 40-foot, 50-ton power suit in all its ray-traced glory



PROTIP: Wait for the Prowl Sentient to run past you, then chase after it with all your guns blazing



The Black Knight will attack if the Sentients aren't found in time



Rescue all the hostages for a big bonus at the end of the zone



PROTIP: If you can, try to save your missiles for the Sentients



weapons recharge, or bad, like the "Schizo Mode" icon which reverses your controls.

All of Krazy Ivan's enemies – 32 in all – are fully texture-mapped and vary from your basic stand-up robot to mechanoids that look and move like gorillas and tigers.

They all perform and attack differently – some will come straight at you, some will hide, some will attack from the air, and some will jump over you – so it's up to you to find the

best way to destroy them.

When you're between zones you can boost and upgrade Ivan's mech-armour suit and furnish it with brand new weapons. This will help you cope with some of the tougher enemies later on in the game.

Russian Around

From the screenshots, it has to be admitted that Krazy Ivan looks a little like an outdoor version of Doom with huge robots, but this is an

intelligent shooter and you won't beat it by going totally gun crazy.

The controls get a bit of getting used to, as you have to use all the buttons on top of the joypad as well as all the normal controls. This isn't a bad point though,

because once you've mastered them, you feel fully in control of Krazy Ivan.

The in-game graphics are brilliant, but worthy of a special mention is the amazing introduction sequence. It features film footage mixed with some highly realistic, hard-to-believe-that-they're-ray-traced graphics. The film sequences feature top model Sarah Stockbridge, who also appears throughout the game handing out some helpful advice.

Even though the acting is fairly dodgy and a bit too humorous at times, these sections keep you interested and are worth looking at.

The gameplay requires as much thought as gaming skill. The difficulty level is set just about right, and there's the added bonus of being able to save your hard earned game position via a memory card.

It's strangely addictive, it's action packed, and it's just what the PlayStation needs.

May the men in white coats come calling at your door, string you up in a strait-jacket and take you away to the padded cells if you don't get yourself a copy of Krazy Ivan as soon as possible.

PROTIP: Don't take the Sentient on from the front. Run around it and blast it in the back



PlayStation Game Profile
KRAZY IVAN
SONY INTERACTIVE EUROPE

Krazy Ivan isn't just another mindless shoot'em-up, it's an addictive game with great graphics that requires thought, skill and reflexes. You'd be crazy to miss it!

ETBA
Available now
Shoot'em-up
1-2 players (link)
5 battle zones

92%

Mama, We're

Considering just how good Krazy Ivan is, we've decided to take an in-depth look at the stars of the game, the Sentients. Here's details on all 20 mechanoids, including a guide to their strengths and weaknesses



Claw

A slow two-legged lobster that has laser-firing claws. It follows a pre-set path until it finds you, it then wildly flails its claws and sends an awesome barrage of fire at you. It's best to keep on the move all the time.



Thunderfoot

Forty foot tall and hard to defeat, Thunderfoot is heavily armoured. It attacks by walking slowly towards you until its chest opens and a barrage of rockets are released. It's a slow Sentient and highly vulnerable if you hit its open chest.



Flamefront

An elegant bipedal Sentient that's fast, clever and has a mouth-mounted flamethrower. It hides behind structures until you're fairly close and then leaps out and uses its flamethrower weapon. It's best to aim and shoot at its head because it's only covered in light armour.

This mechanoid has big shoulders and a low head. The combination of strong armour and powerful armament makes Dedlock hard to destroy. It's tough to dodge as it walks straight towards you, but it only fires occasionally and is quite slow to react to your attacks.

Dedlock



Qualm

This biped has four arms and each limb packs a rocket launcher. It's quite intelligent, but it follows a pre-set path until it actually sees you, so try to stay out of sight. When it does find you, it'll fire all four rocket launchers at once. This Sentient only has medium armour and has quite a few weak points, so it is not too hard to destroy.



Arachan

This Sentient looks like a four-legged spider and although it has some powerful weapons, it's also fairly stupid. Arachan normally lands and then waits until it detects you. It then extends and fires its rocket launcher. If you move about, it will follow you everywhere.



All Krazy Now!



Dwarf

As its name suggests, this Sentient is short and stocky.

Dwarf has got heavy armour and huge rocket launchers on its arms. It walks along a pre-set path until it detects you. It then stops and starts firing rockets. It'll track you until you take cover, but it can't hit fast moving targets so try to keep on the move. It can be blinded by taking out the sensor on its head.

Buzzsaw

Buzzsaw is a mosquito that turns into a mechanoid. All six legs pack a weapon, and although it's got a light frame, it has heavy armour. It flies in and lands, then transforms into combat mode. During this period it is slow and almost invulnerable, so shoot it when it's in the air. To make it transform into flight mode, simply retreat far away and then charge in before it gets a chance to change modes.



Colossus

A very large biped with extremely tough armour. It walks straight towards you, but turns very slowly. Shoot the back of its head to activate its weapon fire sequence. If its arms are pointing at the floor, it will destroy itself.



Reflex

This one looks and behaves like a Probot from *The Empire Strikes Back*. It hovers around and as soon as it finds you, it fires a barrage of shots from the small guns on its underside. Reflex's weapons are fairly weak, but highly accurate.



Behemoth

A huge, four-legged elephantine mechanoid. It's got extremely tough armour and packs some powerful weaponry. Behemoth will try to walk side-on to you which means that its side-mounted heavy weapons will always face you. Its underside is a highly vulnerable weak spot.



Sentinel

A biped with hefty weapons, Sentinel is fast, intelligent and its ECM prevents you from using missiles against it. This mechanoid only appears in the shield generator section to protect the heart of the alien base. It's got medium armour and some weak points, but all in all it's a bit of a tough Sentient.



Prowl

A quadruped that looks like a tiger, Prowl is fast, intelligent and its ECM prevents you from using missiles. It will hide behind the scenery and leap out using rocket launchers and its own teeth to attack you. Prowl has medium armour and a few weak points.



Raptor

This one looks like a wingless bird, but with the head of an alligator. It hops around the arena along a pre-set path, but when it stops it fires its powerful missiles at anything in front of it. Quite tricky to destroy, but weak armour means it won't stay on the screen for long.



Granite

A tough opponent that transforms from an innocuous-looking lump of rock into a huge mechanoid when you get close enough. It's got tough armour in places and powerful rocket weapons, so it attacks by walking straight towards you with all guns blazing. Granite is slow and is vulnerable to hits on metal parts that are obviously exposed.



Black Knight

A tough, but athletic insect-like humanoid that is a mutated version of Krazy Ivan's Steel Cossack Powersuit. It only appears if you don't find an arena that contains a Sentient quickly enough. Boasts unbelievably powerful armour and a heavy weapons kit that'll cause you some major damage. The Black Knight uses a warp feature to get out of the way of heavy fire and must be attacked with guns or at short range, although it is vulnerable to a Z-beam.



Carapace

An insectoid made up of two sections which split and turn into two smaller laser-equipped hover drones when destroyed. It tracks you everywhere and when in combat it uses its wings to take off and land behind you. Carapace only has weak armour and has a weak spot in the middle of its chest.



Fireball

This Sentient has several huge guns linked together and placed on top of two legs. With its unbelievably powerful weaponry and heavy armour, Fireball plods around the arena firing off barrages at you from medium range. Keep on the move because Fireball has slow reactions and also highly vulnerable sensors.



Scorch

A huge Sentient with four arms/legs that writhes all over the place. Scorch stays hidden until you get close - only then will it leap out and attack. Watch out for the rocket launching sting in its tail. If you can, hit the radar on the head turret to blind it.

Arclight

A hard-looking biped with

strong armour and a very powerful weapon. When you get within range, a huge wing-like device folds out of its backpack



and fires powerful "O" shaped laser beams at you. Arclight is quiet slow and vulnerable to rear-quarter attacks on its backpack.

KFAZY

IVAN ★



THE GAMEMAKERS:

The Artists

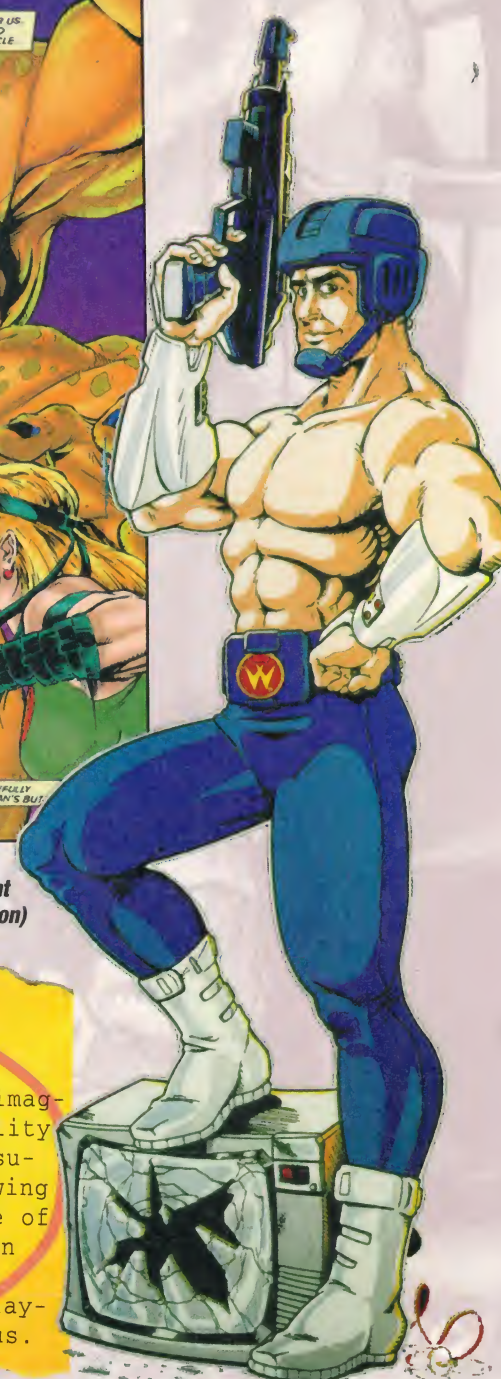
GamePro's ongoing look at the people who make games continues with Mortal Kombat co-creator John Tobias, one of the most famous artists in video game history.

By The Feature Creature and The King Fisher

Your first encounter with a video game is usually from a picture in a magazine, an arcade screen, or a TV commercial. Every good game needs a unique and compelling "look" – sort of a visual personality – that sets it apart. That "look" is generated by artists who use pens, paper, and computers to turn imagined scenes into videogames. John Tobias, one of the industry's most famous artists and one of the original creators of Mortal Kombat, tells us about his life as a videogame artist.

The Background

"When I was about seven years old, my dad bought a Pong/racing game. From then on, I was a videogame junkie. I played everything I could. I worked at



A page from the MK II comic-book, written and drawn by John. (Copyright 1994 Midway. Reprinted by permission)

Artist's CV

Name	John Tobias
Company	Williams Bally/Midway
Current job title	Videogame designer/artist
Previous games	MK, MK II, MK 3, Total Carnage, Smash T.V.
Last game	Ultimate MK 3
Education	American Academy of Art, Chicago (Illustration major; also studied figure drawing and computer graphics)
Age	25
Mailing address	John Tobias c/o Williams Electronics 3401 N. California Ave. Chicago, IL 60618

Job Listing: Artist

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

a grocery store carrying bags to earn money for the arcade.

"Meanwhile, I've been drawing for as long as I can remember. Like any five-year-old kid, I was into drawing Superman and Spider-Man. I kept on drawing, even when I lost interest in comic-books. I took all the art courses in high school and weekend courses at the Art Institute of Chicago.

"My first professional art job came when I was a high school senior. I created an album cover for a compilation

album of Chicago bands. Shortly after that I went to the American Academy of Art, where I got a job doing art for a company called Now Comics. For almost two years I worked on the comic-book adaption of *The Ghostbusters* cartoon.

"Throughout high school, I was always dabbling in computer graphics. I worked on the Amiga when it first came out, then I got an Apple II. At the Academy I studied a few early 3D-graphics packages too.

stories, and the look of the game, and Ed handled the software and the moves. But there was, and still is, a lot of give and take, so the MKs really are true team efforts.

"I began the first MK by drawing rough sketches of each character that would always change as we got deeper into the game. For instance, in the first MK, Sonya's character was actually Jax's character. We wanted a female, so we applied Jax's story to her. It wasn't until MK II that we introduced Jax.

"The original MK was inspired by old martial arts movies. Shang Tsung was the stereotypical old man with long white hair I'd seen in the movies as a kid. Liu Kang was originally going to be a traditional monk – bald and in robes – but he wound up resembling Bruce Lee.

"Goro resulted from a discussion I had with Ed where we decided we wanted a big brooding character. I made Goro slightly Asian-looking, and the idea for him having four arms came out of one of the old *Sinbad* movies, which had this multi-armed sword-fighting statue that came to life.

"We've always done everything we can to make each MK game visually sharper. To me there's a huge jump in the quality of the graphics from the first MK to the second. The first game was filmed with a Hi-8 camera, and we were pretty much novices at digitising the images. But for the second one, we developed our own method of grabbing screens and got the blue-screen techniques down perfectly. Plus we invested in a better

New Looks at Old Friends

John's renditions of familiar MK figures



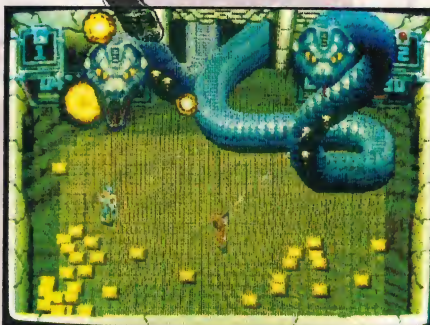
GameMaker's Gallery



"My break came when a friend got a job at Williams. They were still hiring, so I brought in my portfolio, and they put me to work on *Smash T.V.* Then I started on *Total Carnage* at the same time that Ed Boon was here doing *Super High-Impact Football*. That's when we started talking about doing a fighting game."

Creating Kombat

"With *Mortal Kombat*, I created the characters, their



John's first game at Williams was *Smash T.V.*

camera, which all added up to a better game.

"We've also tried to make the MK games different from each other. We had more time on MK II to spend on each character, time we didn't have in the first MK, which was



John's original sketches for MK II show how Shang Tsung evolved from an old man to a young fighter to a demonic creature

done in six to eight months. For MK II we could retouch each character pixel by pixel to add detail and muscle enhancements. We also made MK II's characters and backgrounds darker and more ominous than those in MK I.

"There are always things we wish we could've added. In MK II, we still didn't have enough time to do all the characters the way we wanted. Kintaro ended up as just a Goro spin-off. I based him on Goro's species, adding different markings, but I was never really pleased with the Kintaro character. There was another character we were going to use in MK 3 but we never did. He was going to be this huge brutish character with a war hammer. We used the war hammer with Shao Khan, but that's not what we originally intended."

The Job

"For me, the work changes over the months as we're working on a game. In the beginning, there's a lot of hand drawing as I try to interpret visually the game ideas that are floating around. Drawing skills are really important at this point. If you have drawing skills, you have an edge over artists who are really good with a computer but who can't put things down on paper.

"Then I'm on the set helping with the filming, setting up the lights, and working with Ed and the guys to get the image we want on film. Later I work only at the computer. So I have to have three different sets of skills: one set for drawing, one for the filming, and one for the computer.

"The hours are just about manageable at the beginning of a project, but as the game clarifies, the hours start to add up. We all try to pace ourselves, but things don't always work the way we want, so we end up throwing out some ideas and starting all over again.

"That's why we sometimes end up working 24 hours straight. This happened with MK 3: I remember that we made a lot of late changes to Shang Tsung's look. I was still doing preliminary character sketches in the last few months of that game."

The Advice

"I considered going to a

traditional university like the University of Illinois-Chicago, but if you spend your time studying other subjects besides art, they won't help your drawing skills. I think it's important to keep focused on your drawing. Draw everything to continually hone

and can teach the latest computer graphics. If I walked in the door now to get hired, and I had only the computer skills I had back when I came out of school, I don't think I'd get the job today. Most of the computer skills I know now I've learned on the job. Young

artists should make sure they can work with most of the graphics packages that are available.

"Everybody always wants to have a CV full of work experience, but I think your art portfolio is more important. We hire a lot of artists right out of college with almost no work experience because their portfolios say everything about them. When you see a tape of the computer work they've done, and a collection of their hand-drawn illustrations, you know what that person can do.

"It's not vital to be a great gamer. Just draw as much as you can and keep yourself open to a wide variety of artistic influences."

"We made a lot of late changes to Shang Tsung's look in MK 3."

**– John Tobias
MK 3 Artist and Co-creator**

your skills. And study other artists to maintain a wide range of influences. Study figure drawing – you don't become truly proficient as a comic-book or videogame artist until you can accurately draw figures in life.

"I never knew I wanted to work in the videogame field until the graphics got good. My original goal was to be an illustrator and get into comic-books. Fortunately, I had the computer training that allowed me to grab the opportunity when it came.

"So to work in videogames, you need to go to a school that has the latest equipment

Computer Creations

Samples of the computer art John created when he was in high school



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**SPECIAL
FEATURE**

If you like things to be big and privately held, then they don't come much better than Virgin's latest signing. Bethesda Software is one of the best videogame creators of our time and we were lucky enough to go and have a nosey around their offices, ask annoying questions and sit in the President's vibrating chair until we felt ill. Come join the fun as we go behind the doors at 1370 Picard Drive...

Bethesda

Hello? Yeah, you know that trip to America we were talking about for weeks and weeks, but it never came off? Well you're going tomorrow." Their initial excitement dashed after discovering the outgoing flight was at nine o' clock on a cold December Saturday morning, your intrepid reporters braved the cold London winter to board their flight for Washington USA.

Ahhh Washington... home of the White House, Bill Clinton, silly smoking laws, and of course, Bethesda Software.

Bethesda Software? Yep, that's right. Although the name may not trip off the tongue with the same degree of videogaming authority as, say, Virgin Interactive, the boys at

Spiderbot

ff



There are spooky settings aplenty when you take a walk around the amazing world of Daggerfall

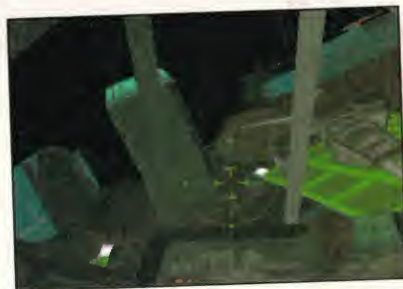
In the background, we can see some early sketches for Future Shock characters

Beauties

Bethesda are responsible for creating some of the best videogames in history, and generally tend to sell their products to big name companies with big name budgets rather than promote the software themselves.

O Little Town of Bethesda

Bethesda's main concern is to create and produce quality software. There's no selling, advertising, promoting or throwing big launch parties to boost sales of the latest product. It is simply shown to a select group of interested parties, who must then fight over it to see who will actually get to release it. And believe us, these games are



Looks nice doesn't it? Imagine zooming in and out, waving your gun - bliss!



The Elder Scrolls, Daggerfall: Probably the most complete role playing game ever

definitely worth fighting over.

The company and its employees have scooped numerous awards for excellence due to their software creating techniques, in fact they are constantly striving to create bigger

and better things every time they take on a new project.

Bethesda has recently completed its amazing XNgin, which allows PC software to leap into a whole new world of 3D environments. If you think Doom is the ultimate in 3D gaming, then you want to be taking a long look at Bethesda's new toy.

X-Terminator

The first of its games to feature the fabulous XNgin is Terminator: Future Shock. This is, as the name suggests, a full blown bullet-fest with all the cinematic trimmings of the original movie, set in a complete 3D world. Everything you see on screen is full

Just look at the quality of this castle. Daggerfall allows you to explore this beauty, take it over as your own and fight to protect it from ogres and stuff



Bethesda's Bruce shows off his cake



Bethesda's boss, Chris Weaver



"The door's that way. Leave now"





Fully rendered winged beasts from above rain down on you and suck your blood



Spider woman/ugly monster type thing scampers down a corridor on your tail

Some more of the excellent preliminary artwork for The Elder Scrolls, Daggerfall



3D, none of this dodgy stuff you get in Doom and Hexen. This thing kicks them both into touch and takes the genre to a whole new level.

The year is 2015, Skynet has blown the world to kingdom come, and is basically wiping humans off the planet by any means necessary. You

take on the role of a resistance fighter hellbent on saving mankind. The best way to do this is to tool yourself up with numerous oversized items of destruction, aiming them at the aforementioned nasty robots and repeatedly hitting the trigger.

The game features many hazardous

levels, along with several driving and flying sections where you hijack enemy vehicles and take them for a quick dash around the block.

This mode of play allows you to cause true LA-style drive-by shootings as you speed past the enemy bases and heavily armed guards. Realistic light sources are just one of the many neat little touches scattered throughout the game. Random lighting, such as explosions, burning vehicles and weaponfire, display what simply has to be described as 'bloody good' visual effects.

Missile Mayhem

As your character progresses through the game, he/she can collect up to 17 selectable weapons (oh boy!) to use and abuse during the missions. These range from your bog-standard lead

You can definitely say that the artists at Bethesda earn their money. Artwork such as this deserves much reward (Was that okay Don?)





Aaaargh! Top spooky scarecrow geezers wiggle their wrists at you in alleyways



Labyrinthine levels and mysterious mazes hinder your progress throughout the game

piping and molotov cocktails to the more technical infra-red pulse rifle.

As far as your enemies go, there are over 20 different types of oncoming objects all hellbent on destroying you. Each one comes complete with artificial intelligence, so on the off chance of you running away from him, the blighter kicks up his metallic heels and scoots after you!

Each level of the game represents a mission, and in true videogame fashion, you must complete each one in order to progress through to the next. The action isn't just restricted to the great outdoors though – players can interact with the surrounding buildings, enter them and carry on the action below the mean streets of an apocalyptic Los Angeles, as opposed to running around the streets above with a T800 on their back.

The boys at Bethesda play the game using a mouse/joystick interface, but this is changeable, thank goodness,

because most UK gamers prefer the old keyboard method of play.

One thing that Bethesda does seem to have the upper hand on though is its alternative seating arrangements for playing Future Shock. This comes in the form of the Thunderchair.

Johnny Thunders

"What on earth is a Thunderchair?" we hear you scream from the gallery. Well, our games playing chums, imagine a really comfy armchair, surround it with top-of-the-range stereo speakers, add a joystick to each armrest, place several vibrating pads underneath the seat, and drop the whole thing in front of a TV the size of Mansfield. And what do you have, ladies and gentlemen? The Thunderchair.

Players can now be literally rocked out of their socks whilst playing, and they're likely to come away from each game with a hideous case of disorientation and a queasy



BETHESDA:

A Brief History

1986

Bethesda creates the hugely popular American football game, Gridiron, for the Commodore Amiga. The title goes on to claim the Sports Game Of The Year award.

1987

After converting Gridiron to the ST and winning another Best Sports Game Of The Year title, the team goes on to create the 68000 design of EA's John Madden Football.

1988

Following in the footsteps of its popular sports sims, Bethesda creates Wayne Gretzky Hockey, which goes on to become the most popular ice hockey game in the world. Over 350,000 copies are sold and it rakes in another Best Sports Game Of The Year award for Bethesda.

1989

Don Bluth's Dragon's Lair: Escape From Singe's Castle is created by Bethesda for the IBM PC. It also produces Hockey League Simulator this year.

1990

Following the massive success of its box office counterpart, Bethesda's first in the series of Terminator action adventure titles storms the charts.

1991

Develops titles for THQ, including Home Alone, Where's Waldo? and Wayne Gretzky Hockey 2 for the SNES, as well as PC titles WGH Canada Cup and WGH 2.



Check out Todd's vibrating chair!



American smoker found! Top boy!



Heeere's Donny! Bethesda's main art dude and dungaree wearer

SPECIAL FEATURE

Early drawings of rebel leader, Milton Bishop



Wayhey! Check out this ultra large and highly effective weapon. Eat laser, robot dude!



Erm... a spaceship sketch. Or is it a new weapon



Vast, uninhabitable landscapes are your stalking ground. Roam, kill and survive



belly. It's not for sale, yet, but we think there may be a market for such a device. And who knows, Bethesda may well be churning them out in their thousands as we speak!

Terminator: Future Shock is to be released shortly, but for now you'll just have to put up with the gorgeous screenshots we've acquired on your behalf and wait for a full

review in the next fun-packed issue of your beloved GamePro.

Besides roaming the land, blowing things up with pump-action grenade launchers and laser-sighted pulse rifles, another one of Bethesda's products to use its XNgin is Daggerfall. Set for release around summertime,

Daggerfall is a continuation of the best selling and highly acclaimed PC role playing dream, The Elder Scrolls.

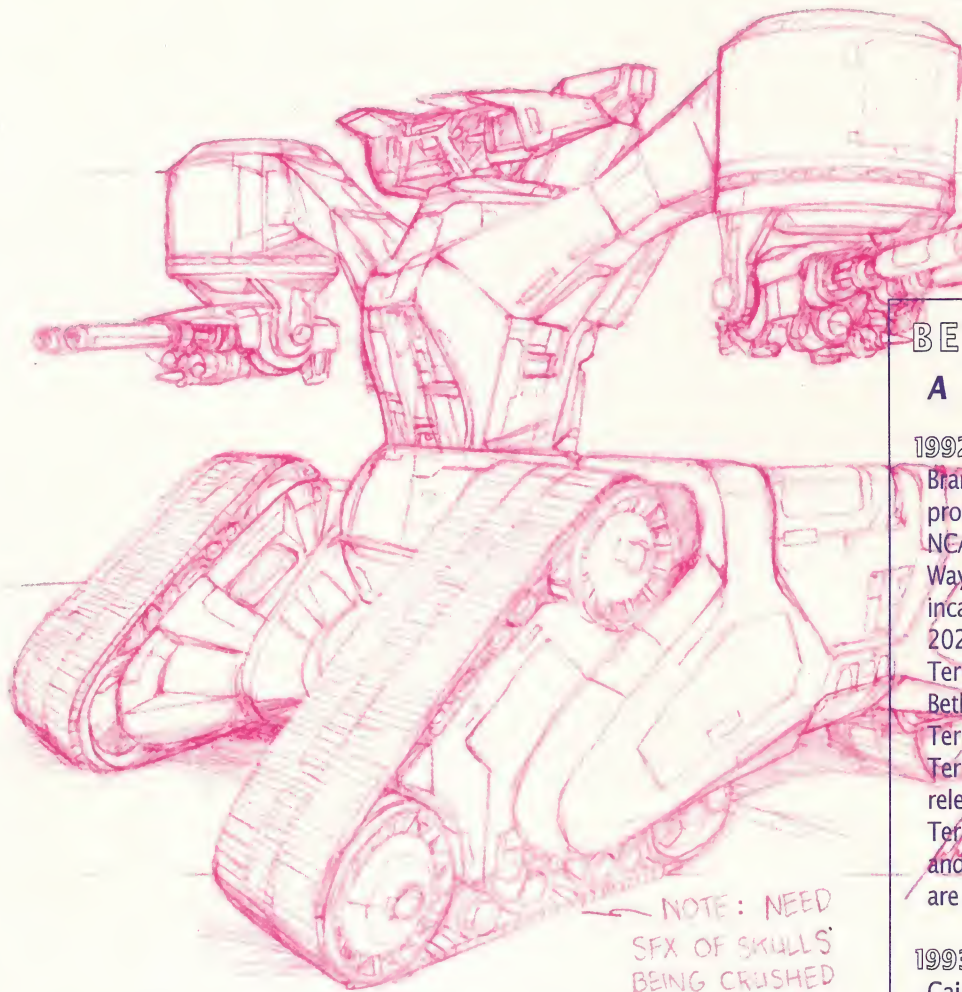
By immersing yourself in yet another 3D environment (this one boasts 30,000 square miles of roamable wilderness fact fans!), the idea of the game is to interact with the thousands of characters available, solve puzzles, end wars, join guilds, rise through the ranks and make the world a better place to live. You'll interact with numerous typical types of role playing dudes such as orks, elves and ogres, as well as an amazing array of 3D monsters, warriors, magicians and scantily-clad dancers.

Spell Checker

The game is fully customisable so you can design your own spells, potions, magic items, weapons, clothing etc, and offers you complete freedom of



Bethesda's superb artwork for its forthcoming blockbusting, bullet bonanza - Terminator: Future Shock!



Fancy bumping into this guy on a dark night? Terminator: Future Shock is chockablock with various robonasties!

BETHESDA:
*GUN PIVOT
TO ICE
TO REACH PLACE!*
A Brief History!

1992/93

Branching out into NCAA products, the team creates NCAA: Road To The Final Four. Wayne Gretzky gets a third incarnation, The Terminator 2029 is developed, as well as Terminator Rampage. After this, Bethesda sub-licences Terminator and Robocop Versus Terminator to Virgin for console releases. PC versions of Terminator: Operation Scour and Hockey League Simulator 2 are also released this year.

1993/94

Gaining a runners-up prize for Best Action Game Of The Year with its flight simulation Delta V, the team goes on to scoop Best Role Playing Game Of The Year with The Elder Scrolls: Arena. Also released this year are Codex Scientia: TES (a hint book for Arena), a CD Deluxe version of Terminator: 2029, plus NCAA: Road To The Final Four 2 CD version.

1995

Develops Terminator: Future Shock with a little help from its fabby XNgin, spends time working on products such as The Elder Scrolls, Daggerfall, space blaster The 10th Planet, and hi-tech racing extravaganza X Car, and still finds time to introduce several UK journos to the thrills of living in Washington and drinking cheap beer. Oh, and laughing at irate Italian pool players.

movement. You don't wander the countryside on rails or follow a specifically set path - you can go where you want, when you want, and when you get there you can do what the hell you want!

Sounds good enough to eat doesn't it? Well we're afraid you'll have to wait a few months before this baby rears it's 3D rendered head and begins to shout with all its might.

Bethesda's software line-up also includes the up and coming PC title and soon to be next generation stormer, The 10th Planet.

The boys at Bethesda were keeping their cards pretty close to their chest with this one, so let's just say it's a shoot'em-up where you have complete freedom of movement.

It's a kind of StarFox meets X-Wing type thing with some of the finest graphics we've seen for a long while and a weird 'lost alien race' storyline to boot.

All of the titles mentioned above will be on your PC sometime within

the next few months, with possible Saturn and PlayStation versions of 10th Planet hitting stores later in the year. As far as Terminator: Future Shock arriving on the PlayStation goes, well, everyone agrees that it would be a corking idea, but at the moment Bethesda is still trying to convert this tricky little title.

Special Thanks

We'd like to thank everyone at Bethesda Software for putting up with all of us for the weekend, and for showing us the wonderful sights and sounds of their good city, and for laughing at our terrible British gags.

James Beaven at Virgin, we salute you. Playing host on a trip of this nature is always a tough job, but you pulled it off and gave us a top giggle too. Nice one Stacy!

By the way kids, Bethesda's excellent Terminator: Future Shock will be reviewed next issue in all its fully finished glory. Make sure you don't miss out.

*NOTE: NEED
SFX OF SKULLS'
BEING CRUSHED
UNDER TREADS*



Here it is! Home of the finest!



Group hug, group hug! Dagger boys!



Coke slurping champ '95/96

**SPECIAL
FEATURE**

*This is the way all games
will begin in the future, or
so Maverick Media would
have us believe*

the shape things to

We've been treated to television-style game intro sequences for years. In the old ST and Amiga days every 3D intro was greeted with gasps of amazement, because at the time they really were jaw-dropping. Getting on for 10 years later though, have things really changed that much? Do introductions really make a difference to a game or are they just the tasty icing on a sometimes sour tasting cake? We sought out Maverick Media, a television production company with a finger in the game making pie for the answers to these questions

Maverick Media could be described as a new company, but realistically it is just a new arm to an already successful television company that is based in the capital. Will Jeffries is the extremely friendly face of Maverick, and it was he who sat down with the unenviable task of persuading us that the world of the game intro is about to change for the better.

Z from the Bitmap Brothers is the game that has been given the first dose of Maverick Media treatment. The whole story started a few months ago when the Bitmaps showed Will what they themselves had planned for the intro.

Over to Will: "They basically had a couple of robots and a spaceship flying over a





of come

Character design has played an important part in Maverick's storyboard

planet. However, there was no apparent tie-in to the plot. Why was the spaceship flying over the planet?

In all fairness to the Bitmaps though, everybody does it. Every time you get a space game there is always a

spaceship orbiting a world. Another thing we changed totally was the lighting. It's obvious really – a

designer spends weeks rendering a beautiful 3D object (in this case a robot), and he naturally wants everybody to see every little part of it. So, he lights it totally so you can see everything. That isn't done

the world of the game intro is about to change for the better

in films. The lighting is used to help set the atmosphere. We wanted to make this as dark as possible so we changed it totally and made it shadowy. It doesn't sound like much, but it makes a great difference.

We also wanted to make the introduction a bit of a spoof on many other space plots so at the beginning we have two robots slumped over the console of their drifting spacecraft. Everything looks battle damaged and an alarm

is going off in the background. As you watch it becomes apparent that the siren is in fact an alarm clock and the two robots are waking up with a massive hangover and they're late for an important delivery."

What progresses from there is pretty amazing stuff. In about two and a half minutes of intro sequence you are totally submerged in the lives of these two bizarre characters, and you begin to feel as if you know them. This is a clever technique and obviously comes with experience.

The characters seem to be a cross-breed of Bill and Ted and Metal Mickey, and the result is pretty funny. Maverick has taken the robots and forced them into situations which wouldn't be half as amusing if they involved human beings instead of mechanised. For example, there's something vaguely surreal about watching a robot drink beer and smoke fags and, perhaps most importantly, swear like a trooper. Great stuff!



SPECIAL FEATURE



It's all dark isn't it? But that's a feature brought in from the film world



There has been swearing in videogames before, but not quite on this scale. Once again the Bitmap Brothers are going where others fear to tread. This will probably have certain people rushing for the safety of their moral high ground, and it will be quite interesting to see if an age certificate is awarded to Z.

As well as the introduction sequence, Maverick is also responsible for all the cut-scenes in the game. Ah, the game! It is worth mentioning that Z is a bit of a Command & Conquer-style affair, although

it was in development at the same time and is in no way a clone.

The cut-scenes pop up after the completion or failure of a mission – the same way as in C&C – but where as Virgin's game was designed to be taken seriously, the scenes in Z make it into a comedy rather than a war and death fest.

It's pretty plain to see the difference Maverick has made to the game, having seen both the original ideas for the introduction and the ones that are to be used in the finished product. Soon all

games will have to head down this path if they are not to be looked upon as merely amateurish efforts.

For years the industry has relied on the public to snap up their goods time and time again, but now the gaming kids are growing up they are demanding a greater level of professionalism. Maybe it's time to let programmers program the games and let producers and directors do the film sequences. Only time will tell, but here at GamePro we reckon things are about to change in the world of the videogame.



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Virtua Fighter

Mania

With the imminent release of Virtua Fighter 2 on the Saturn, our Tokyo correspondent dropped into Sega Enterprises' Tokyo headquarters for a visit with the renowned AM2 game development group (see "Second Coming?: An Interview with the Virtua gurus", December 1995). His mission: Examine the ever-expanding world of Virtua Fighter, which includes a truly bewildering array of merchandise, spin-off comics, and even an animated TV series in Japan. He also found out where the crack AM2 crew is headed in the future.

GamePro: Virtua Fighter 2 is arguably the most popular arcade game in Japan right now, and one of the most eagerly anticipated games for the home systems. There has also been much spin-off merchandise. How did the merchandise come about?



Everything a VF fan could want... and more!



Sega AM R&D Dept. #2 (AM2)



Fumio Kurokawa, publicity section manager, AM2 (Sega)

Fumio Kurokawa: We originally made dolls of the cast of the first Virtua Fighter for our arcade UFO Catchers [coin-op cranes for snagging prizes such as dolls and T-shirts]. These turned out to be so popular the supplies ran out almost immediately. So we made additional batches, including moveable action figures with punching motions. After that we produced T-shirts, posters and other smaller items.

GP: So everything was produced within Sega initially?

FK: That's right. But after seeing the success of VF merchandise as prizes, we realised VF characters had strong business

Virtua Fighter 2 is riding a wave of popularity in Japanese arcades

Virtua Fighter is more popular in Japan than you think. The release of VF media ramps up the anticipation for VF 2 on the Saturn more than ever.

By Nob Ogasawara and Major Mike

potential as proper merchandise. As a result we found business partners, such as Bandai, that were capable of producing and marketing merchandise. Through such licensing deals, we have seen a huge variety of merchandise released, including stationery and toys.

GP: You've also released several CDs in Japan

FK: Yes, we've released five music CDs with original soundtracks of the arcade VF, arcade VF 2, Saturn VF, a remix version of VF 2, and an image CD album of new music for the various characters called "Dancing Shadows."

GP: How popular are these?

FK: "Dancing Shadows", our most recent CD, entered the Japanese top 30 on release. Although we can't claim enormous numbers, it did extremely well for a game-related music CD.

GP: You also released in Japan CG Portrait Collections for Sarah and Jacky Bryant with CG illustrations and music. I understand you'll be releasing collections for the VF 2 characters. How did these do?

FK: Very well. Initially, we were worried about how well they would be accepted because although they are playable on Saturn, they aren't



Stuffed VF dolls and other popular items of spin-off merchandise

games. Our wholesalers shared our misgivings about these "non-games" and placed limited numbers of orders. So what happened? They sold out instantly on the first day.

GP: No kidding. I couldn't buy any!

FK: The second batch should be reaching stores now. Because of the first titles' success, we haven't had any problems persuading wholesalers to place larger orders for the third and fourth CG Collections, those of Akira and Pai.

GP: There have also been strategy guide videos from licensees.

FK: Actually, we're working on a series of strategy videos, too. We've prepared a separate video for each of the VF 2 characters that shows in-depth techniques and strategies for taking on different opponents.

GP: Getting away from merchandise, there are also



A movie spin-off? Not yet. "We are first and foremost a game company," says AM2's Kurokawa

manga comics featuring VF 2 characters.

FK: Yes, we've got VF 2 manga appearing in Shogakukan's monthly comic books for students, grades 3, 4, 5 and 6, and we've got a series in *Weekly Playboy* starring Sarah.

GP: How much control do you have over these stories? Are they so-called parallel-world stories in which character backgrounds are true to your original data?

FK: Well, we don't write the stories ourselves, but we do exercise total control over the contents to ensure the characters remain true to their roots as we originally envisioned them. In that sense, yes, the manga titles can be considered parallel-world stories. After all, the grade-school books and *Playboy* are by different publishers, so obviously they have different stories. Still, they have identical backgrounds. There is also a manga series featuring

Sarah in the Weekly Playboy series in Japan



well-known arcade gamers who are depicted playing VF 2.

GP: Is this series about arcade aces in general, or specifically players of VF 2?

FK: Strictly VF 2. The people depicted are real players, such as Ikebukuro Sarah, Shinjuku Jacky, and Bunbunmaru.

movie on the horizon?

FK: No, we think movies are too risky.

GP: Not even as a spin-off from the anime series?

FK: We haven't really contemplated such a move. After all, we are first and foremost a game company.



Here's a scene from the Virtua Fighter animated TV series in Japan

GP: The big question is: When can we expect to see VF 3?

FK: That's a tough question. VF 2 is still doing extremely well at arcades, and Fighting Vipers has made a very successful debut. Releasing VF 3 right now could end up taking income away from these games. That said, it doesn't mean we're not working on VF 3 – we certainly are. We've already decided that we'll add two new characters. One is a big guy. We haven't decided on what sort of fighter he'll be... maybe a wrestler or a Sumo wrestler, but we'll give him size. The other new character will be a Japanese girl.

GP: Is she a relative of Akira?

FK: Let's just say that I don't really know. But you can sure count on something that won't disappoint Virtua Fighter fans!

Fighting Vipers – headed for Saturn



"It doesn't mean we're not working on VF 3 – we certainly are. We've already decided that we'll add two new characters."

Fumio Kurokawa, AM2's publicity, section manager

GP: How did the weekly animated series come about?

FK: The project was proposed by a movie company with which we are affiliated. The story predates the first VF contest, so the characters are younger than those in the games.

GP: Will the story end with the characters coming up to the first VF tournament?

FK: It's a little early to say. The show has only been on air for several weeks yet!

GP: Why didn't you use polygon characters?

FK: We opted for standard anime graphics because we wanted to broaden the appeal of VF to younger audiences. We didn't want to do something that would appeal just to established fans.

GP: Can we count on a VF

GP: Can you tell us what AM2 is up to right now?

FK: We just released Fighting Vipers at the arcades. It is doing extremely well with record income reported already. After that, we have two Model 2 [the hardware used for Virtua Fighter, VF 2, Daytona and Desert Tank] arcade games in the pipeline. We should be able to tell you about the new game very soon. We're very confident that it will be another success.

GP: Can we expect to see more AM2 games ported to Saturn soon? Such as, say, Virtua Striker [a polygon soccer game for footy fans]?

FK: I don't know about Striker, but Virtua Cop 2 will be ported. Fans can also count on seeing Fighting Vipers on the Saturn.



PROS

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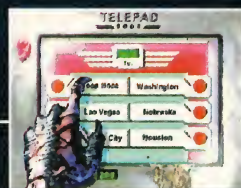
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ProSpects

A red, muscular robot character with a helmet featuring stars and stripes, holding a yellow and blue can of 'Rocket Fuel'. The robot is shown in a dynamic, slightly crouched pose, looking towards the viewer. The can has '5% Iron' and 'ROCKET FUEL' written on it. The background is dark with some colorful, abstract shapes.

This is the part of the mag where we tell you what delights the wonderful world of videogaming has in store in the near future. This month's ProSpects intro star is one of the rocket fuel drinking robots from the Bitmap Brothers' forthcoming 'Z'

Z
The game with one of the shortest titles ever is winging its way to a preview slot in GamePro soon.

Ridge Racer Revolution

PlayStation



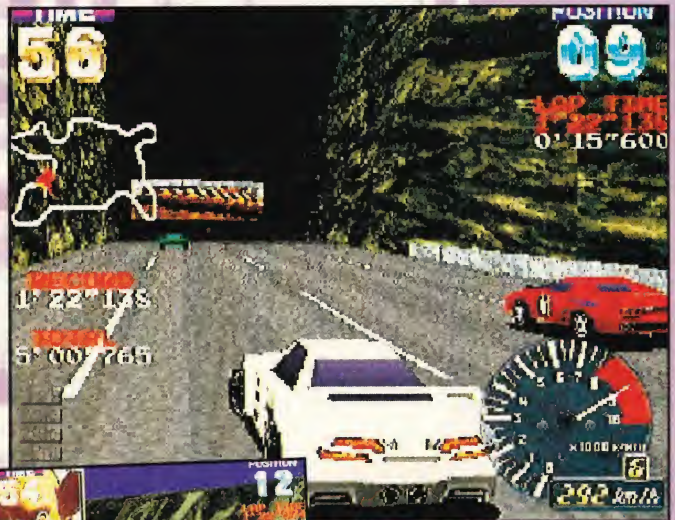
Pushing the boundaries of racing intensity to their limits, Namco returns to the pole position with Ridge Racer Revolution (pictures from Japanese version shown).

This sequel to the ever-popular Ridge Racer boasts up to 15 cars, three race modes, and link-cable compatibility for two-player action on separate TVs. Clean, sharp graphics and crisp audio put a shiny bow on this tight racing package, but



the meat of the game remains pretty much the same – outstanding gameplay.

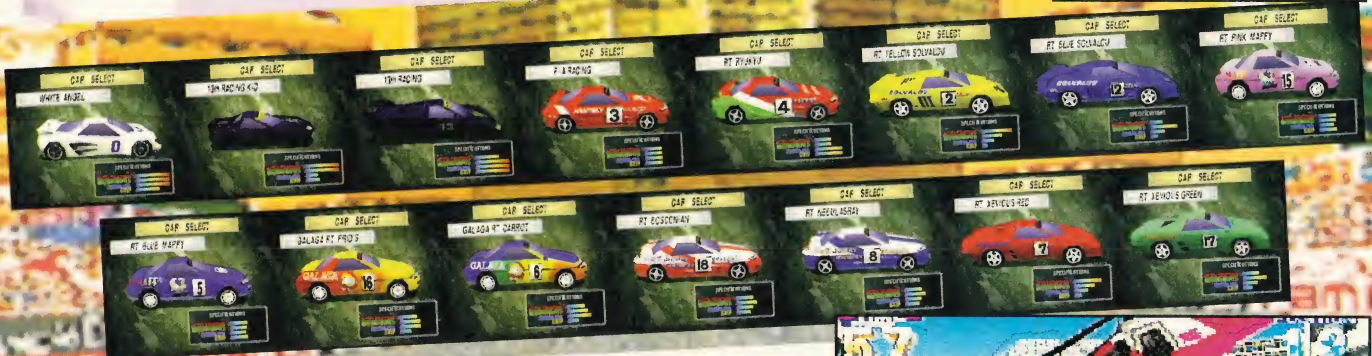
Unlike its predecessor, Ridge Racer Revolution provides a wealth of sharp climbs and drops, adjustable curve speeds, and a rear-view mirror in the first-person perspective to show opponents. What's more, in the two-player mode, you can race on the new tracks, plus the



original tracks of the first Ridge Racer.

The game's most outstanding feature lies in the ability to link two PlayStations and go head-to-head with a human opponent.

By Namco
Available Summer



Revolution X

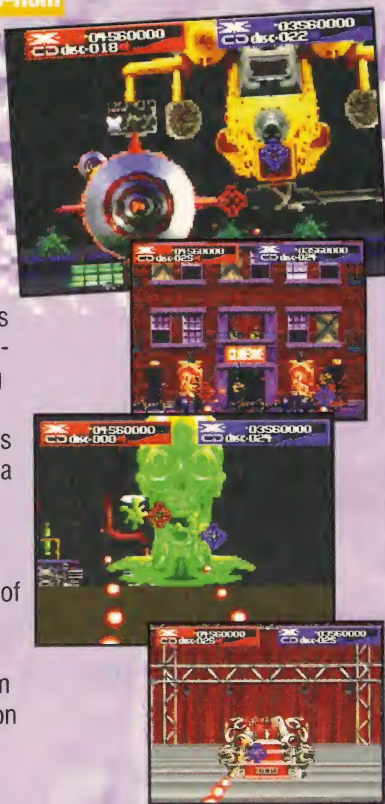
PlayStation Saturn

32X Mega Drive PC CD-Rom

Aerosmith rocked the arcades last year with Revolution X, and now the intense first-person shooting action is blasting onto home systems (PlayStation pictures shown here). You're up against the New Order Nation, a group that's trying to take over the world by controlling the minds of young people. The five non-linear levels send you blasting through the sun of California and the more miserable climes of England – you can choose a different path each time.

A musical theme pervades the game, so many of the power-ups come in the form of exploding CDs. Music and cameos by Aerosmith are peppered throughout. Acclaim promises to back up the action with sharp graphics.

By Acclaim
Available February



Spiderman Web of Fire

32X

32X owners starved of some new action/adventure gameplay to add to their lean game libraries will thrill at Sega's next one-player title for the drought-ridden system. In Spiderman: Web of Fire, the Webbed One is trying to protect the Big Apple from electrical spires that threaten to melt the metropolis.

Spidey's looks should be first-rate: The 3D graphics are being rendered on Silicon Graphics



computers using motion-capture animation technology. The webslinger should also sport more moves and attacks. Let's hope Sega delivers on all promises – or cart-hungry 32X gamers may be slinging more than webs.

By Sega
Available March

NBA In the Zone

PlayStation

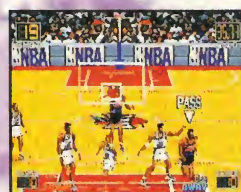
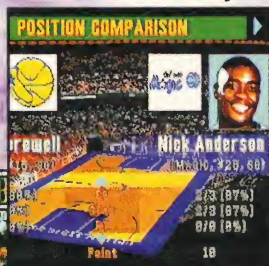
Suit up with real players from the 29 NBA teams for five-on-five hoops in NBA In the Zone. Featuring enhancements over the arcade version, this multi-player game offers six player configurations (using a multi-player adapter), loads of team and player stats, and a diversity of moves, including rebound dunking, alley-oops, and behind-the-back dribbling.

Multiple camera angles and perspectives spice up the gameplay, and 3D texture mapping delivers realistic visuals. As one of the first titles for Konami Sport Series, NBA



In the Zone may be the full-court press this fledgling division needs.

By Konami Sports Series
Available February



Impact Racing

PlayStation Saturn

JVC accelerates the pace of racing/combat games on the next-gen systems with Impact Racing. This fast-moving one-player game gives you a choice of six cars laden with lasers, mines, heat-seeking missiles and smart bombs in a post-holocaust future. Impact's timed laps and four tracks will satisfy racing fans. The game's weaponry, combat, power-ups and enemies will do the trick for fans of shooters.

The gorgeous polygon graphics scroll at 30 frames



per second, providing a smooth, animation-quality ride. Belt up – Impact Racing looks like it could break the land-speed record for racing games.

By JVC
Available March



Slam 'N' Jam '96 Featuring Magic & Kareem

PlayStation

Saturn



Crystal Dynamics is updating its quite excellent 3DO basketball extravaganza for the new 32-bit systems, and two of the biggest heroes in the world of the hoop and the alarmingly squeaky courts are leading the charge.

Showcasing the legendary moves and All-Star teams of



Magic Johnson and Kareem Abdul Jabbar, Slam '96 also features furious dunks, picks, and other basketball standards in Exhibition, Season and Playoff modes.

Like the 3DO version, the on-the-court camera tracks the ball as it zooms up and down the court, putting dunks,



rebounds and snuffs right in your face.

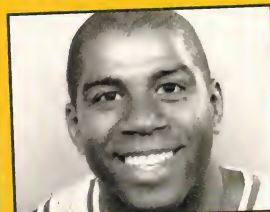
The impressively large player sprites chase the ball around the court in pursuit of those all-important baskets to the accompaniment of CD-quality

sound effects and a very lively commentary from the somewhat bizarrely titled Van Earl Wright. Slam 'N' Jam is certainly one to watch.

**By Crystal Dynamics
Available Winter '96**



Hoop Dreams



Legends Magic Johnson and Kareem Abdul Jabbar take the starring role in Slam 'N' Jam '96

SLAM 'N' JAM '96
featuring
MAGIC & KAREEM

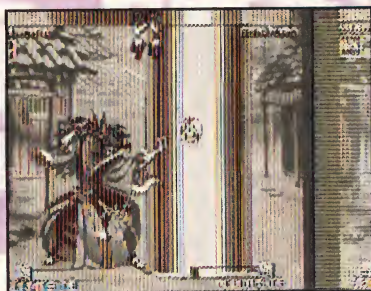
Samurai Shodown 3

Neo-Geo

In the latest instalment of this two-player weapons-fighting classic, seven of the Shodown II warriors return to do battle with five new warriors including Amakusa, the boss of the first Samurai Shodown.

Ukyo, Haohmaru, Nakoruru, Kyoshiro, Hanzo, Genjuro and Galford all have two sets of moves, which makes the total number of fighters seem more like an amazing 24!

Other new features include air blocking and the ability to circle around an opponent.



SNK promises to deliver better graphics and sounds with more animations and some different moves for the veteran characters.

By SNK
Available February



Shock Wave 2

3DO

The groundbreaking one-player 3DO shooter returns for more interstellar action. After the aliens were obliterated in the first Shock Wave, they had time to collect themselves – and a few other alien races – and now they're back.

Operating near the Jumpgate on the starship *Cortez*, you arm your ship with a scorching array of guns, missiles and special weapons, including rail guns, Piranha missiles and nukes. For this sequel, EA revamped the 3D terrain,

expanded the flight path and added fresh full-motion video.

By Electronic Arts
Available March



VR Baseball '96

PlayStation

Saturn

PC CD-Rom

Interplay's new sports division could take sports games to the next level with VR Baseball. The incredible graphics feature 3D polygonal player sprites similar to those in Virtua Fighter with fluid, motion-captured movements and the real faces of actual players. Of course, the action is set in 3D representations of all the stadiums.

The full line-up of options includes all the major-league players and teams; Season, League, and Home Run Derby modes; Simulation or Arcade action; and a great soundtrack. Keep an eye out for this rookie.

By VR Sports
Available Summer





It's the end of the century. A massive digital networking system has been installed in everyone's house, and the world and his mate have all become dependent on this networked environment of the future. Everything is going swimmingly until an entity known as XTAL announces that a weird and wonderful data library (XTAL TOWER) will become open to public eyes for the first time ever.

This library consists of thousands of pieces of

classified information from around the globe. As is the case in such situations, if the public get their hands on it the world will no doubt implode.

To spice up the proceedings, XTAL invites all the heads of state to a little pre-apocalyptic shindig, involving cybernauts from around the world basically kicking each

others' heads in. And this, you games playing heroes, is where you come in.

Eight selectable fighters are at your disposal, each with the usual special moves, tricky combos and fancy kicks and punches for you to work out.

It's basically another polygon beat'em-up from the shores of Japan. That said, from what we've seen of Zero Divide, the gameplay and the pace of the fighting action look first rate and, it must be said, kinda special.

The fighters at your disposal range from the fairly standard robotic muscle men to the more surreal eight foot tall dragons and bizarre





crab/scorpion combinations. As per, there are thousands of twiddleable options for you to play about with, including one and two-player modes, voice commentary, change character mode, replays, handicaps and other ranking modes of play to help you waste even more time in front of your TV.

As briefly mentioned before, each of the selectable robotic warriors has a vast array of fighting moves, displaying various techniques and fighting styles. Some of their special moves, when pulled off, can explode into a visual treat of twirling polygons and flying colours, and have devastating effects on your opponents'



energy level. Various moves have been christened with some of the most bizarre titles we've ever come across. To give you an example, here's just some of the moves you can pull off, with practice: Zero's Tea Cutter, Tau's Buggy Roll, Wild 3's Hip Dive, IO's Bloody Back, EOS' Oagoworawori, and Cygnus' Ninpo Tokeinawari – just don't ask us what they all mean!

Has Zero Divide got what it takes to rival Tekken and BA Toshinden? Well, a full review of this looming PlayStation beast should be with us next month, and if you're lucky, we might even throw in a player's guide to help you along the road to cybernetic world peace.

**By Ocean Software
Available March**





Due to the sheer nature of the game, pinball was always going to translate well to the home computer/console screen, but for several years, software companies couldn't make the games quite realistic enough for the punter.

Digital Illusions constructed the first in a long line of pinball games that were as close to the real thing as you were ever going to get. Pinball Dreams, followed by Fantasies and Illusions, all went down

as storming successes on the PC and Amiga.

With the advent of 32-bit technology, Digital Illusions has faithfully converted its last effort, Pinball Illusions, to Sony's PlayStation.

The programming and graphical genii at Digital Illusions have now added an amazing array of ray-traced 3D tables and created what could be the ultimate pinball game.

The multi-ball option has been included, along with a complement of some of the funkier music ever created. The four tables include Babewatch, a top



tribute to, but probably a parody of, David Hasselhoff's TV Show.

Extreme Sports features bungee jumping amongst other daring sports, The Viking Tales relieves the time when blokes carried axes and wore funny beards, while Law 'n' Justice gives a nod and a wink to the world of Judge Dredd. Each themed table has a soundtrack of the highest quality.

Up to eight players can be involved at once, and there are loads of sub-games to keep you entertained throughout the game's entirety.

On reputation alone,



considering the success of Digital Illusions' previous efforts, True Pinball has a got a head start over Virgin's Tilt and is bound to give it a good run for its money.

If you're a big silver ball fan, True Pinball should be a treat.

By Ocean
Available January



Alone In The Dark 2

300



Detective Edward Carnby has returned in this second action/adventure game from the popular Alone in the Dark series. This time it's set in and around an uninviting mansion known as Hell's Kitchen.

In the game, Carnby finds his best friend dead, and must

dive into Hell's Kitchen and save a young girl from the evil clutches of the ruthless leader of underworld crime, One-Eyed Jack.

The characters and objects have been designed and textured in full 3D, while the action is viewed through static cameras which film each room or location.

The game's designers have promised that you'll get over 50 hours of playing time out of AITD 2, and special attention has been paid to



the quality of character and object animations in order to make the adventure more realistic than before. In fact the characters now behave more rationally and intelligently, so getting through and completing the game won't be easy.

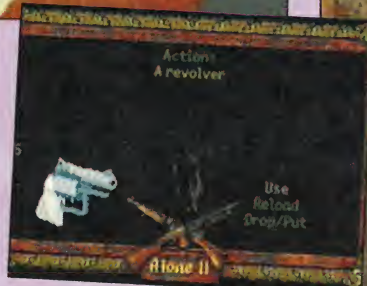
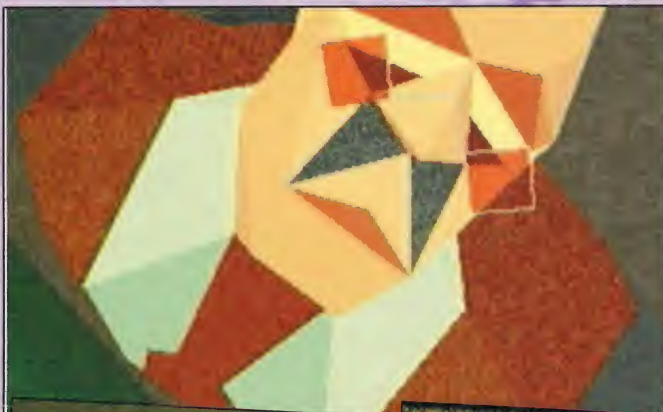
Other new features that have been included are 'Rides'. These are full-screen video sequences which are shown when Edward falls down a hole or is transported to a different location. Running at 25 images a second, these ray-traced computerised scenes are very impressive and add another

dimension to the game. There are three of these sequences within the adventure.

Graphically, Jack is Back looks really good. The characters look better now that they've been mapped and Gouraud shaded.

Boasting over 1000 3D animations, 230 backgrounds and 600 modelled objects, it looks like this sequel to Alone in the Dark will do even better than the highly popular original. It's a game that will do the 3DO proud.

**By Infogrames
Available February**



G Police

PlayStation

PC CD-Rom

If next gen shooters all look like G Police, the future looks bright. In this one-player game, you're a G Policeman searching for your missing sister. G Police's linear missions are linked so that their outcomes influence the next mission.

The stunning 3D graphics depict realistic, detailed city backgrounds, innovative

vehicles like gyrocopters, and electrifying explosions created by weapons such as rocket launchers, particle beams and strobe guns.

Mission briefings and outcomes in movie-like animation are also highlights.

By Sony Interactive
Available Second Quarter '96



Alien Trilogy

PlayStation

Saturn

PC CD-Rom

The movie trilogy that put face huggers in the dictionary gives gamers another go at the aliens in the 32-bit arena. In Alien Trilogy, you play as Ripley in a first-person trek across 18 Doom-like levels packed with face huggers, chest bursters, guards and soldiers smuggling aliens off the planet. Alien Trilogy combines action from each movie in the series and arms you with special weapons.

Motion-capture techniques using real stuntmen and texture-mapped, 3D graphics lend life-like realism to the movement.

By Acclaim
Available Second Quarter '96



Parasite

PlayStation

PC CD-Rom

Parasite injects classic sci-fi thrills into the action/adventure genre. You play as Jack, who accidentally ingests a parasite that's really an alien. Now, equipped with super powers, you must find the antidote and search for the invaders before you're captured by the humans who are hunting you.

Intelligent enemies intensify the action while 3D-modelled cities provide a vivid backdrop for the chase. Parasite also features cinematic sequences and digitised voices for the dialogue between Jack and the parasite.

By Sony Interactive
Available First Quarter '96



Steel Harbinger

PlayStation

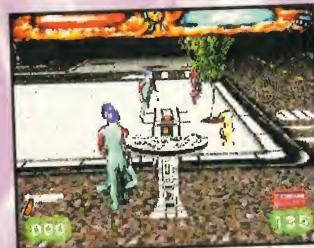
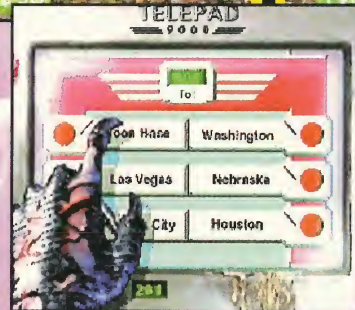
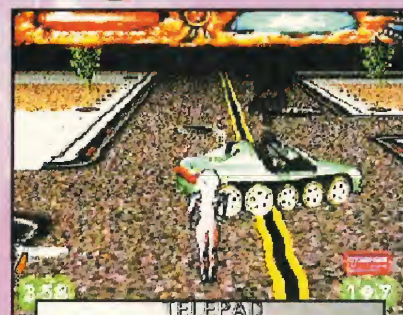
Saturn

We don't know where Mindscape came up with the game's name, but Steel Harbinger's plot is sure to sound familiar. Think *Invasion of the Body Snatchers* with a futuristic twist and you'll understand this 3D action/adventure game.

In Steel Harbinger, extra-terrestrials are transforming humans into alien beings. Playing as a Punk woman whose arm can morph into various weapons, you must locate a number of items and defeat the aliens.

Harbinger shakes up its linear platform-style play by allowing you to warp to locations.

By Mindscape
PlayStation Available July
Saturn Available Winter '96



HOT AT THE ARCADES

2 ON 2 OPEN ICE CHALLENGE

No surprise here – Midway's exclusive sports games continue to heat up, even though its latest and greatest is played on cold ice.

What a Matchup

NHL Open Ice features two-on-two action with all 26 NHL teams from both conferences. Each player's skills reflect his real NHL abilities. A record-keeping option allows players to reveal hidden characters and power-ups – you get more than 80 Easter eggs in all! Other features include a tournament mode.

The detailed graphics display each sharply digitised player with 360 degrees of movement. Fluid skating animation adds to the realism. Shots on goal are just as wildly amusing as were dunks in NBA Jam. Players can spin around, perform back flips and increase in size. Shadow moves are also a prominent feature.

The sounds are cool as ice with legendary NHL announcer Pat Foley calling the play-by-play. While the commentary is

clear and informative, it lacks the smack talk that's widely heard in WWF and NBA Jam. Plenty of stick slapping and skating sound effects punctuate the moans and groans of the harshly checked players.

Is It the Blades?

Standard NBA Jam controls set up the gameplay mechanics. Players can shoot, pass and pour on the turbo speed. Skaters react and move responsively, whether they're stealing the puck or checking someone off the boards.

The Little Engine That Could

NHL Open Ice proves that Midway will continue to dominate the arcade sports market long after the success of NBA Jam. Granted, the Jam game engine is fairly simple, but the addictive (and we mean addictive!) gameplay is something all age groups can enjoy. You'll get plenty of sub-zero enjoyment here.

SLAP SHOT

Midway's Open Ice design team offer you their favourite ProTips



Use fire to knock people out of the way and steal the puck. Let your partner score as much as possible while you're on fire – *Joshua Tsui, artist*



To force a turnover and stop your opponent from getting hot, play tight man-to-man defence and get physical. Check the hell out of him – *Mary Ann Rohn, artist*



When you're defending your goal, send one human player into the corners to dig out the puck while the other sets up in front of your net to either intercept or check an opponent while waiting for a pass – *Martin Martinez, artist*



Skate with the puck behind your own net and let your turbo build up. When your opponents come after you, kick in the turbo and use your teammate as a screen to head down ice for a 2-on-0 breakaway – *Jack Haeger, co-designer/artist*



On a breakaway with a computer teammate, take the puck to the top corner and pass back down to your teammate. He'll one-time it into the net – *Mark Penacho, designer/programmer*



Be careful when stealing the puck – you may slide past an opponent without stealing, and he'll have a breakaway. If you're not in a position to steal, give your opponent a hard check – *Jonathan Hey, sound designer*

ARE YOU READY FOR TONIGHT'S GAME?



Earthworm Jim 2 may be causing headaches all over the UK at the moment, so to make sure you all have a stress-free play, we've developed a cool and groovy player's guide to help you on your wormy way



S.N.A.

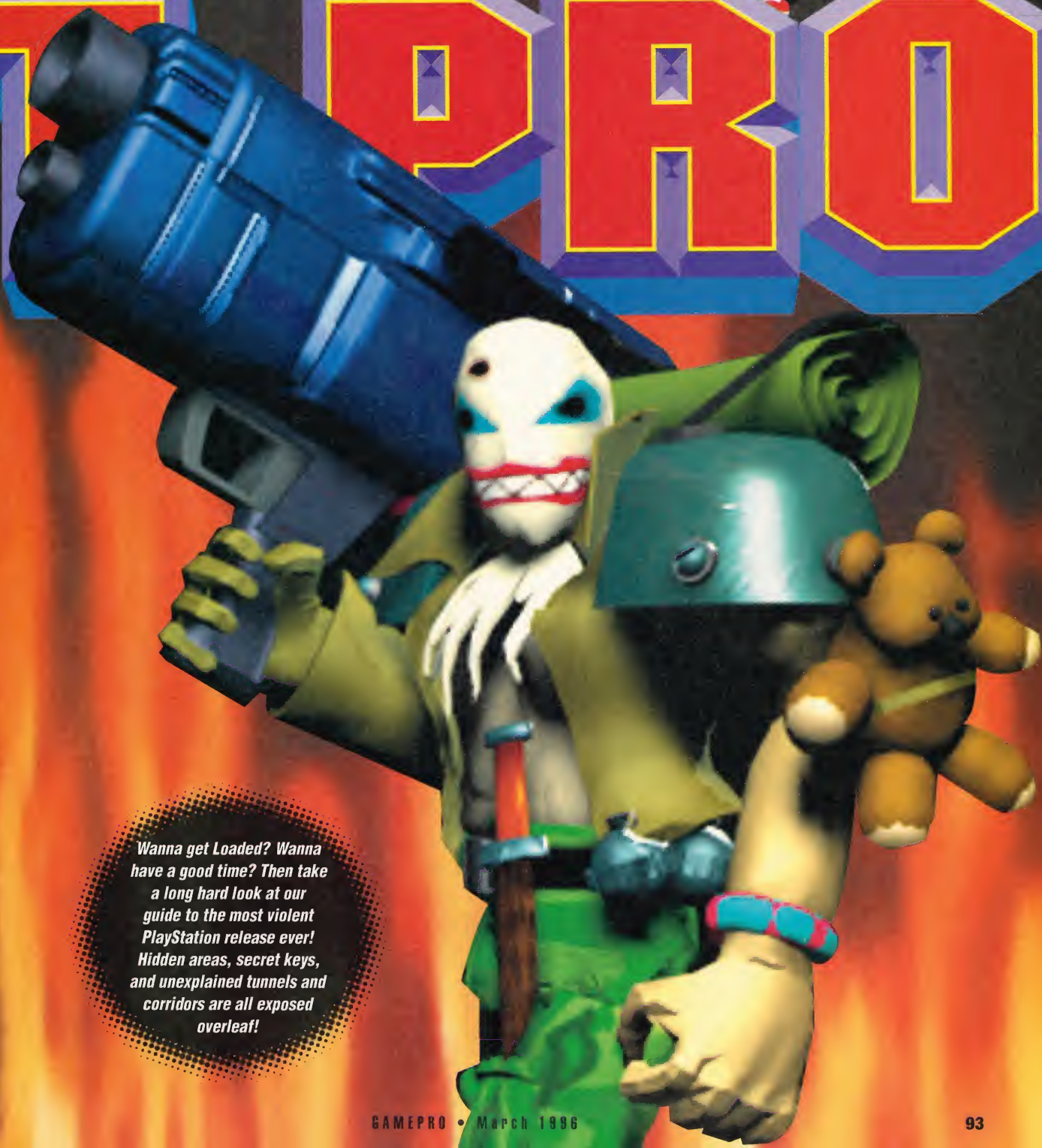
Video Game Strategies, Weapons and Tactics

Platform games can be a right old pain in the butt, Earthworm Jim 2 especially. So to help all you losers out there complete this awesome segmented product of delight, we've given you a guide. And bloody smart it is too! Loaded, the bloodthirsty blaster, also gets the treatment as we show you secret rooms, hidden ammo and the like. All that plus loads of small tips and cheats. Marvellous innit? Read on...

Gremlin has finally unleashed Loaded onto the bloodthirsty games playing public, and as it's extremely tough and tricky, we've been sent this top guide to help you out. Enjoy!



TOP PRO



Wanna get Loaded? Wanna have a good time? Then take a long hard look at our guide to the most violent PlayStation release ever! Hidden areas, secret keys, and unexplained tunnels and corridors are all exposed overleaf!

THE **PlayStation** FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

STREET FIGHTER ALPHA



The best 2D fighting game in the arcades is making its way to the PlayStation! This translation is nothing short of perfect: The moves and combos are all here along with all the frames of animation! In this instalment of "The Fighter's Edge" we take you through the game's basics and jump into some heavy-hitting combos. Be sure to look for future updates on the rest of the characters and hidden fighters!

By Bruised Lee
(Special thanks to Dave Gracia)

Combo Skills

The following combo skills are used throughout this strategy guide and are essential to properly playing Street Fighter Alpha. Learning these combo skills correctly and using them in a fight will separate the men from the boys.

Starting Two-in-One Combos

Real combos are what made Street Fighter the huge success it is today. Street Fighter was also the first fighting game to use two-in-one combos. To perform a two-in-one combo, start a move with your character, then immediately begin the second move. If timed correctly, you can execute both moves and, if your opponent doesn't block the first move, the second move will also connect. Not all the fighters' regular and special moves can be two-in-one or chained together.

Example of a Basic Two-in-One Combo

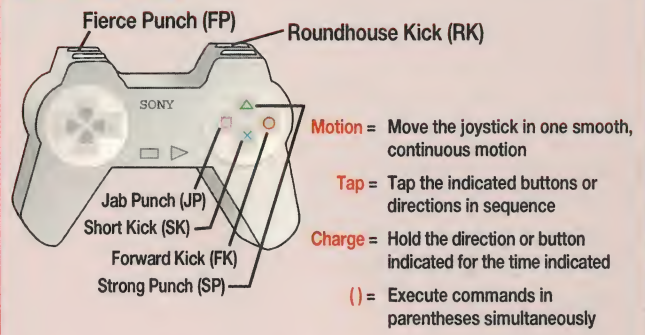


Hold ↓, tap FK. As soon as your character starts to perform the move, two-in-one immediately with the second move



Motion ↘ → FP. Normally, to perform a fireball, you have to motion ↓ ↘ → FP. But since you were holding ↓ from the pervious move, you only have to motion ↘ → FP to get off the two-in-one

Controller Key



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.

Start with an Air Attack Cross-Up Attack



Most of the combos on the following pages start by jumping in with a move. This isn't essential, it's just a good way to get in close to your opponent and land an extra hit.



To perform a cross-up attack, jump with a move towards the opposite side of your opponent. Cross-up attacks are an excellent way to start a combo because they often confuse a blocking opponent. From there, the damage is up to you.

Note: Not all characters have cross-up attacks. (See the following profiles for cross-up attacks)



Linking Moves

The following is a list of moves each character can link together to form a combo. These chain moves can be interrupted (two-in-one) with some special and even super moves.

Ryu

Standing JP to standing SP to crouching RK

Crouching SK to crouching RK

Crouching SK to crouching FK to crouching RK

Chun-Li

Standing JP to standing SP to standing FP

Standing JP to standing SP to crouching RK

Charlie

Crouching JP to crouching SK to standing (or crouching) SP to standing FP

Crouching JP to standing (or crouching) SP to standing FP

Ken

Standing JP to standing SP to crouching RK

Crouching JP to crouching SK to crouching RK

Crouching JP to crouching SK to crouching FK to crouching RK

Crouching JP to crouching SK to standing FK

Birdie

Crouching JP to crouching SK

Adon

Standing JP to standing SP to standing RK

Standing JP to standing SP to crouching RK

Basic Skills

Air Blocking



New to the Street Fighter series is air blocking. To perform an air block, hold ← (as you normally would on the ground) while in the air. Some major rules apply, and not all moves can be blocked in the air. Here's a list of what can and can't be air blocked.

Can Be Air Blocked

All ground-thrown projectiles and normal air moves can be blocked, including Adon's Jaguar Knee and Jaguar Tooth, and Charlie's Flash Kick and Super Combo Sonic Blade.

Can Sometimes Be Air Blocked

This depends on what animation frame the move

is in and your location in the air. Sagat, Akuma, Ken, and Ryu's Dragon Punches can be air blocked only at the peak of the Dragon Punch. Adon's Jaguar Knee and Chun-Li's Vertical Kick can occasionally be air blocked as well.

Can't Be Air Blocked

No ground-based normal moves and super combos can be air blocked, except for Charlie's.

Roll on the Ground



Another new feature in Alpha is the ability to roll towards or past your opponent as you're knocked down from a move, combo or throw. Ground rolls are performed by motioning a half circle

towards your opponent. Push a button at the end of the motion to determine the distance you want to roll.

Super Moves

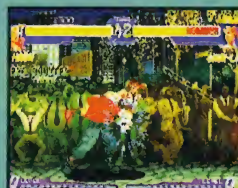


As in X-Men, each fighter has a Super bar made up of three levels that can be carried over between rounds. You can increase your Super bar by hitting your opponent, getting hit, and performing special moves. When the Super bar reaches a level, you can then perform a Super move (see the following character profiles for instructions). The Super bar maxes at Level Three, and when it does, you can either perform a super move individually (using part of the bar) or all at once

(using the entire bar), depending on how many buttons you press.

To perform a Level One super, first do the joystick motion, then tap one of the punch or kick buttons. To perform a Level Two super, press any two of the punch or kick buttons. For a Level Three super, press all of the punch or kick buttons. The higher the level, the more hits and damage you inflict.

Alpha Counters



Alpha Counters are one way to counter incoming moves. When an enemy comes in for attack and your character starts their blocking animation, perform an Alpha Counter (see the following character profiles for instructions). Alpha Counters are best used to defeat opponents who like to jump in and to get out of the nasty corner traps. Using an Alpha Counter takes off one level of your Super bar.

Counter Throws



To counter a throw, move the controller towards or away from your opponent and press FP right as you're being thrown. Timing is very important here.

Four-Hit Fireball



Jump in deep, tap RK



Hold ↓, tap JP



Hold ↓, tap SP, two-in-one



Motion ↘ → FP

Four-Hit Take Down



Jump in deep, tap FP



Hold ↓, tap SK



Hold ↓, tap FK



Hold ↓, tap RK

Six-Hit Hoo-Boy!



Cross-up, tap FK



Hold ↓, tap SK



Hold ↓, tap JP



Hold ↓, tap SK



Hold ↓, tap FK, two-in-one



Motion ↘ → FP

Nine-Hit Super

Note: Your Super bar must be at Level Three to register all the hits



Jump in deep, tap RK



Tap JP



Tap SK



Tap FP, two-in-one



Motion ↓ ↘ → ↓ ↘ → (JP SP FP) for four hits

Super Moves

Vacuum Fireball

Motion ↓ ↘ → ↓ ↘ → any punch

Vacuum

Hurricane Kick
Motion ↓ ↙ ← ↓ ↙ ← any kick

Special Moves

Overhead Punch

Tap (→, SP)

Spin Kick

Tap (→, FK)

Fireball

Motion ↓ ↘ → any punch

Hurricane Kick

Motion ↓ ↙ ← any kick

Dragon Punch

Motion → ↓ ↘ any punch

Alpha Counter

Motion ← ↙ ↓ any punch

Twelve-Hit Super

Note: Your Super bar must be at Level Three to register all the hits



Jump in deep, tap FP



Hold ↓, tap FK, two-in-one



Tap →, ←, →, (SK FK RK), charge ↓, two-in-one for seven hits



Tap ↑, RK for three hits

Four-Hit Roundhouse



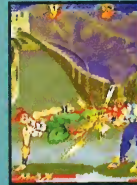
Jump in deep, tap RK



Hold ↓, tap JP



Hold ↓, tap SP



Hold ↓, tap RK

Four-Hit Fireball



Jump in deep, tap SK



Hold ↓, tap JP



Hold ↓, tap FK



(→ tap FP)

Super Moves

Thousand Burst Kick

Charge ← for two seconds, tap →, ←, →, any kick

Spinning Shadow Kick

Charge ↙ for two seconds, tap ↘, ↙, ↑, any kick

Power Storm

Motion ↓ ↘ → ↓ ↘ → any punch

More Devastating Combos

Three-Hit Vertical Spin Kick

Jump in deep, tap FP, charge ↓, tap SP, ↑, SK

Three-Hit Lightning Kick

Jump in deep, tap RK, JP, SK repeatedly

Special Moves

Heel Kick

While in the air, hold ↓, tap FK

Knee Flip

Tap (↘ RK)

Split Kick

Motion → ↘ ↓ ↙ ↘ ← any kick

Lightning Kick

Tap any kick repeatedly

Fireball

Charge ← for two seconds, tap →, any punch

Vertical Spin Kick

Charge ↓ for two seconds, tap ↑, any kick

Alpha Counter

Motion ← ↙ ↓ any kick

Charlie Devastating Combos

Six-Hit Sonic Boom



Jump in deep, tap SK



Hold \leftarrow , tap JP



Hold \leftarrow , tap JP



Hold \leftarrow , tap SK



Hold \leftarrow , tap FK, two-in-one



Tap \rightarrow , FP

Four-Hit Flash Kick



Jump in deep, tap FP



Hold \downarrow , tap JP



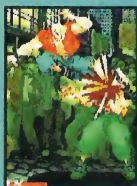
Hold \downarrow , tap SK, two-in-one



Tap \uparrow , SK

Nine-Hit Super

Note: Your Super bar must be at Level Three to register all the hits



Jump in deep, tap RK



Hold \leftarrow , tap JP



Hold \leftarrow , tap SK, two-in-one



Tap \rightarrow , \leftarrow , \rightarrow , (SK FK RK) for five hits

Special Moves

Jumping Back Kick

Tap (\rightarrow FK) or (\leftarrow FK)

Charging Side Kick

Tap (\rightarrow RK) or (\leftarrow RK)

Sonic Boom

Charge \leftarrow two seconds, tap \rightarrow , any punch

Flash Kick

Charge \downarrow two seconds, tap \uparrow , any kick

Alpha Counter

Motion \leftarrow \leftarrow \downarrow any punch

More Devastating Combos

Four-Hit Sonic Boom

Jump in deep, tap FK, hold \leftarrow , tap SK, hold \leftarrow , tap SP, two-in-one, tap \rightarrow , FP

Three-Hit Sonic Boom

Jump in deep, tap FP, hold \leftarrow , tap FP, two-in-one, tap \rightarrow , FP

Three-Hit Flash Kick

Jump in deep, tap RK, hold \downarrow , tap FK, two-in-one, tap \uparrow , SK

Super Moves

Sonic Blade

Charge \leftarrow two seconds, tap \rightarrow , \leftarrow , \rightarrow , any punch

Somersault Justice

Charge \leftarrow two seconds, tap \searrow , \leftarrow , \uparrow , any kick

Crossfire Blitz

Charge \leftarrow two seconds, tap \rightarrow , \leftarrow , \rightarrow , any kick

Ken Devastating Combos

Four-Hit Fireball



Jump in deep, tap SK



Hold \downarrow , tap JP



Hold \downarrow , tap FP, two-in-one



Motion $\searrow \rightarrow$ FP



Cross up, tap FK



Hold \downarrow , tap JP



Hold \downarrow , tap FK, two-in-one



Motion $\searrow \rightarrow \downarrow \searrow \rightarrow$ (JP SP FP) for seven hits

Ten-Hit Super

Note: Your Super bar must be at Level Three to register all the hits

Five-Hit Cross-Up



Cross up, tap FK



Tap JP



Tap SK



Tap FK, two-in-one



Motion $\downarrow \searrow \rightarrow$ FP

Super Moves

Rising Dragon Wave

Motion $\downarrow \searrow \rightarrow \downarrow \searrow \rightarrow$ any punch

Vertical Dragon Wave

Motion $\downarrow \searrow \rightarrow \downarrow \searrow \rightarrow$ any kick

More Devastating Combos

Three-Hit Uppercut

Jump in deep, tap FP, hold \downarrow , tap SP, two-in-one, motion $\rightarrow \downarrow \searrow$ JP

Three-Hit Fireball

Jump in deep, tap RK, hold \downarrow , tap FK, two-in-one, motion $\searrow \rightarrow$ FP

Special Moves

Overhead Axe Kick

Tap (\rightarrow SP)

Ground Roll

Motion $\downarrow \leftarrow$ any punch

Fireball

Motion $\downarrow \searrow \rightarrow$ any punch

Hurricane Kick

Motion $\downarrow \leftarrow$ any kick

Dragon Punch

Motion $\rightarrow \downarrow \searrow$ any punch

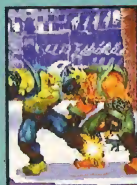
Alpha Counter

Motion $\leftarrow \leftarrow \downarrow$ any punch

Four-Hit Uppercut



Cross up, hold ↓, tap FP



Tap SK



Tap FP for two hits



Three-Hit Fierce Attack



Tap SK



Tap FP for two hits

Three-Hit Take Down



Jump in deep, tap FP



Hold ↓, tap SP



Hold ↓, tap RK

Three-Hit Uppercut



Jump in deep, hold ↓, tap FP



Hold ↓, tap FP for two hits



Seven-Hit Super

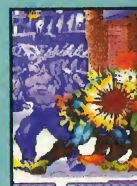
Note: Your Super bar must be at Level Three to register all the hits



Jump in deep, tap RK



Hold ↙, tap SK, two-in-one



Tap →, ←, →, (SK FK RK) for four hits



Super Moves

Mega Head Butt Rush

Charge ← for two seconds, tap →, ←, →, any punch

Leaping Chain Grab

Motion ↓ ↘ → ↓ ↘ → any button

Nine-Hit Super

Note: Your Super bar must be at Level Three to register all the hits



Jump in deep, tap FP



Hold ↓, tap JP



Hold ↓, tap SP, two-in-one



Motion ↘ → ↓ ↘ → (JP SP FP) for six hits

Four-Hit Jaguar Knee



Cross up, tap FK



Tap SP, two-in-one



Motion ↓ ↘ → ↗ RK for two hits

Four-Hit Cross-Up



Cross up, tap FK



Hold ↓, tap JP



Hold ↓, tap SP



Tap RK

Three-Hit Jaguar Knee



Jump in deep, tap RK, two-in-one



Motion ↓ ↘ → ↗ RK for two hits

Three-Hit Take Down



Jump in deep, tap FP



Hold ↓, tap SK



Hold ↓, tap RK

Super Moves

Jaguar Breed Assault

Motion ↓ ↘ → ↓ ↘ → any punch

Jaguar Revolver

Motion ↓ ↙ ← ↓ ↙ ← any kick

Special Moves

Front Kick

Tap (↘ FK)

Jaguar Kick

Motion ← ↓ ↙ any kick

Jaguar Tooth

Motion → ↘ ↓ ↙ ← any kick

Jaguar Knee

Motion ↓ ↘ → ↗ any kick

Alpha Counter

Motion ← ↙ ↓ any kick

Standard Machine-Gun Plasma Power



250 rounds of ammo

Suit Power



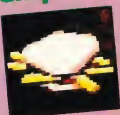
Restores four percent of Jim's health

Super Suit Power



Restores health up to 100 percent

Chip Butty



Boosts health to 200 percent

Other Icons

Extra Life



1-up

Stopwatch



Gives Jim more time in Lorenzo's Soil stage

Can O' Worms



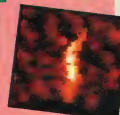
Extra continue

Continue



Start from this point if Jim dies

Meal Worm



Use in the various bonus games

Anything But Tangerines LEVEL 1



Standard Jim fare – a gigantic level loaded with familiar enemies and a hidden level.

Extra Life



Forget about trying to get the extra life above you when the level starts. The only way to get it is to run to the right, climb the ledge before the door (A), and use the Snott Swing.

Hidden Areas

J To reach the first hidden area, jump straight up from here.



H At the top of the stairs, hang from the bar, drop down, activate the 'chute, and press to the left. Enter the hidden area.

K Tag the invisible checkpoint, then go back to the right. Walk through the wall and get the super suit power icon.

L Run through this wall for the Jim Flag and other goodies.

M Tag this invisible switch and go back down to the left for several plasma power-ups.

N Jump to the left and use Snott to enter this secret area.

- 1-up
- #4
- Ammo
- Barn Blaster
- Bubble Gun
- Can O' Worms
- Continue
- Earth Flag
- Electric Chair
- Energy Icon
- Full Energy
- Homing Gun
- Jim Flag
- Light Bulb
- Plasma Gun
- Red Gun
- Three-Finger Gun
- Worm Flag

Happy Oinkers



You need to use these pigs in two areas (to pick up a pig, stand over one and press Down). The first area is on the "pig chute" (B); the second is on the "pig chute" (C). On the big plug, use the homing missile to get rid of the rolling fishbowl.

Bob & #4



Shoot the lock over these two bully cats (D), and a pile of junk falls on them. Beware of their bowling fishbowls.

Earthworm Jim 2

Falling Grannies



Use the following speeds for each of the flights of stairs to avoid the falling ladies. Change speed after each falling lady:

First flight (E): Fast
 Second flight (F): Slow, then fast
 Third flight (G): Fast, then slow

Granny Bonus

If you're desperate for an extra life, try this bonus game. Here are the speeds you should use for the following floors (change speed after each falling lady):

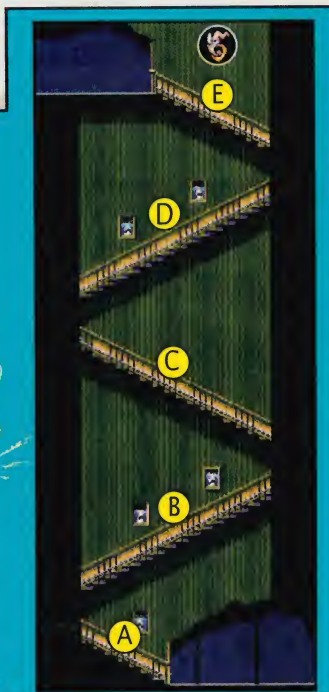
- First floor (A): Any speed
- Second floor (B): Slow
- Third floor (C): Fast, then slow
- Fourth floor (D): Fast, then slow
- Fifth floor (E): Slow



The Boss: Hi, Bob!



This is a boss so tough that you have to figure out how to defeat it on your own!
 Hint: Wait for Bob to make the first move.



Secrets 'N' Stuff

A
 To get the Chip Butty, stand here and jump to the right. Activate the parachute and press towards the right. You should grab the ledge and get 200 percent health.

B
 To get to the area with all the goodies above, shoot all the dirt off the pipe above. When it piles up, run and jump to the right. Using the Snott Swing, swing once, then immediately use the parachute to get onto the ledge to the right. If you timed it correctly, you should land on the ledge next to the stopwatch. Walk off the ledge, activate the parachute, and press towards the right. Grab the platform below. Now jump up to the right, grab the platform, and collect all the goodies.

C
 Tag the invisible switch here, and you find an extra life waiting for you where you started the level (that's right – all the way at the bottom!).



Lorenzo's Soil LEVEL 2

Jim has a new enemy – time. However, the level is loaded with stopwatches to give Jim precious seconds to find a way out.

Pain in the Ant



Sure, you can shoot the ants, but that takes time and effort. Instead, shoot the dirt over the ant holes to seal them off. This tactic also works on the open flames.

Pedro Pupa



A giant maggot on a unicycle. The fastest way to defeat it is to catch it on an incline and whip it. Run away if it gets too close – it has an appetite for worms!

- 1-up
- Clock
- Continue
- Earth Flag
- Energy Icon
- Full Energy
- Jim Flag
- Level 2 Boss
- Sandwich
- Worm Flag



Jim must bounce Peter Puppy's pals from the left to right side of the screen. If he drops too many, Peter will get very angry (and Jim gets severely punished).

New Controls

These stages require Jim to do only two things:

- Button A
- = Dives for puppies
- Button B
- = Turns Jim around

Puppy ProTips



The key to this stage is to focus on delivering the puppies – even at the cost of a juicy icon. Most important is the bomb. Whatever happens, the bomb must be delivered. If Jim drops the bomb, it causes massive damage (even

more than Peter's punishment). When on Peter's side of the screen, listen for the whimper of puppies, which indicates that Psy-Crow has started dropping them.



Drop too many puppies, and it's punishment central for Jim!



Villi People (a.k.a. Blind Sally) LEVEL 4

Jim's now a blind salamander trapped in an intestinal planet. Loaded with pinball bumpers, floating "things" and deadly villi walls, you must move slowly (and carefully) through this mazelike level. Different bumpers bounce different distances: Jim's bounce a little, 12 bounces a little more, and Psy-Crow's bounce a lot.

New Controls

This stage has some new controls for Jim:

- Button A or Y = Fire
- Button B = Float

Secrets and Other Stuff

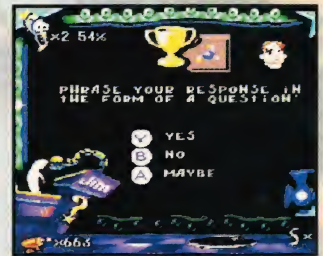
A The only hidden items are the four suit power icons (A) that are revealed when you hit the invisible switch at this point.

B

Safe spots: There are a few areas where Jim can put his feet on the ground, including some pencils. The designated areas on the map are safe havens from the villi.



Aside from the deadly villi walls that are just waiting to take a bite out of Jim, floating blobs also present a problem. Always blast these things at a distance – they explode in a shower of deadly debris. They can also go through walls, but you can shoot them through walls too.



Quiz show: The more meal worms you collect, the more questions you can answer. Prizes are a plethora of icons.



Memory game: Repeat the sequence of dings made by the pinball bumpers. Always tap the Float button after landing on one so you don't accidentally land on any bumper more than once and lose the game.

Earthworm Jim 2

-  12 Bell
-  Earth Flag
-  Jim Flag
-  Ammo
-  Energy Icon
-  Meal Worm
-  Bumpers
-  Full Energy
-  Psy-Crow Bell
-  Continue
-  Jim Bell
-  Worm Flag



Level 4



Jim takes to his rocket for a $\frac{3}{4}$ -overhead-view shooter level. Safely take the bomb to Major Mucus and detonate it. Of course it won't be easy. At the start of the level, leave the bomb and scout ahead. This way you can remove some hazards.

New Controls

New pilot controls for Jim:

Button B = Turn around

Button Y = Fire

Catapult Nightmares



The flying sumo/Roman centurions can be a real pain. If they grab onto your craft, they drain your life meter. Rapidly turn the ship around when they grab on. You can also take out the catapult bases by shooting the large boulders nearby.

Express Lanes



The extreme right and left corners of the screen are express lanes. Use these to quickly speed down the screen, but keep the balloon away from these slots. Nothing is worse than pushing the bomb a long way in the wrong direction.

Balloon Go Boom!



The balloon can only take so much punishment. Shoot it too many times, and it explodes (making you return to the start to fetch a new one). Whenever you run into a flying saucer, stop pushing the balloon and turn around. The saucer follows, and you can fight it away from the balloon.



Near the end, barriers push the balloon back and cause damage. Keep the balloon in the centre. This allows more manoeuvrability as the barriers come in waves at the sides.

Udderly Abducted LEVEL 7

Aliens are stealing cows, and Jim must stop them. Pick up the cows (the same way you picked up the pigs in Level 1) and carry them to safety. Some of the ledges can only support so much weight, so move quickly when standing on a ledge that starts to creak and groan. The objective of each section is to take the cows to the milking barn.

Secret Areas

A
A hidden patch of slime is up here – use Snott to grab it. Swing back and forth (attaching and re-attaching) and slowly make your way up. At the maximum ceiling height, swing towards the right and collect the extra life and suit power icons.

B
The door in this wall hides plenty of ammunition and a teleporter. Careful of the gap after the ammo – if Jim falls in, it costs a life.

C
When you reach the items on this ledge, grab the homing-missile gun first, then the ammunition. Jump over the teleporter to the left and get part of the password. If you go into the teleporter, you'll miss some hidden items.

D
A patch of slime's hidden here. Use Snott to swing to the ledge on the right side.

E
Use Snott to grab the patch of slime here. Swing to the left and collect the ammunition and other items hidden in this narrow cavern.

F
Swing to the right to get into this area filled with weapons and password pieces.

Cow Theft



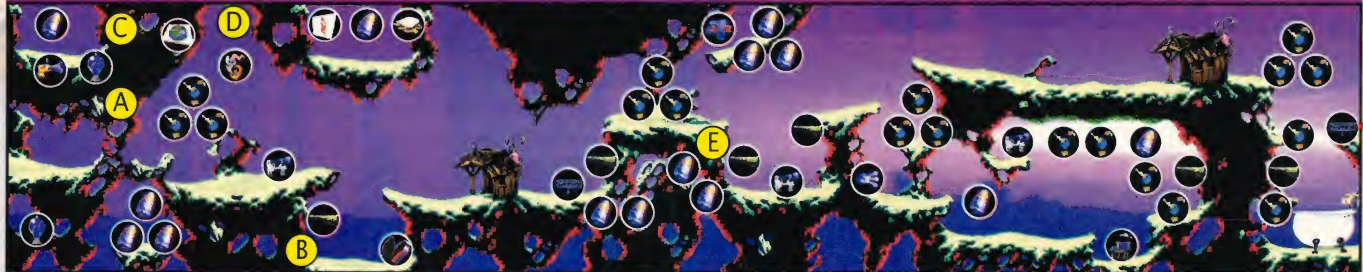
Put a cow down, and a UFO may try to steal it. When a cow gets caught in the UFO's tractor beam, whip the cow. You can also keep the UFO away by shooting or whipping it (homing missiles are effective).

Exploding Cow

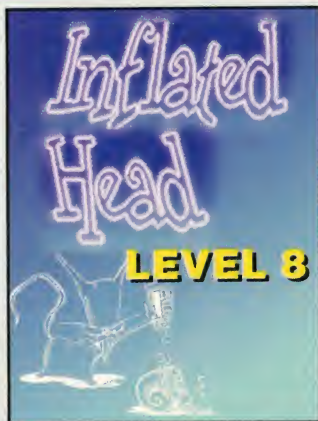


If you find a cow with a fuse on its head, take it to the giant bathtub immediately and dunk it. If it explodes, Jim loses a life. However, if a UFO steals an exploding cow, it will defuse the situation – if it takes it in time.

- | | | | | | |
|-----------|------------|----------------|-------------|------------|--------------|
| Ammo | Continue | Electric Chair | Homing Gun | Jim Flag | Sandwich |
| Bad Ledge | Cow | Energy Icon | Hot Cow | Light Bulb | 3 Finger Gun |
| Cannon | Earth Flag | Full Energy | Iron Maiden | Plasma Gun | Worm Flag |



Earthworm Jim 2



Evil the cat squares off against Jim! Using Jim's inflatable head, float to the top without getting popped. Remember to collect as many meal worms as you can – you'll need them for the bonus stage at the end.

New Controls

Jim has two new abilities on this level (they only work while he is floating, though):

Button A or Y = Deflate

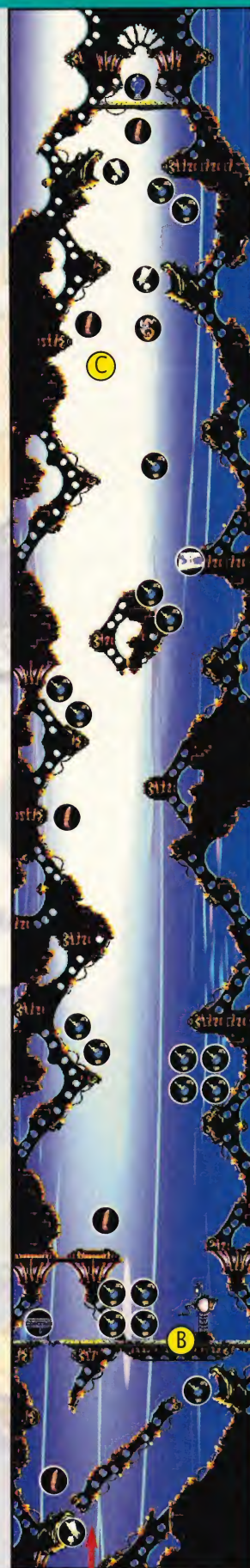
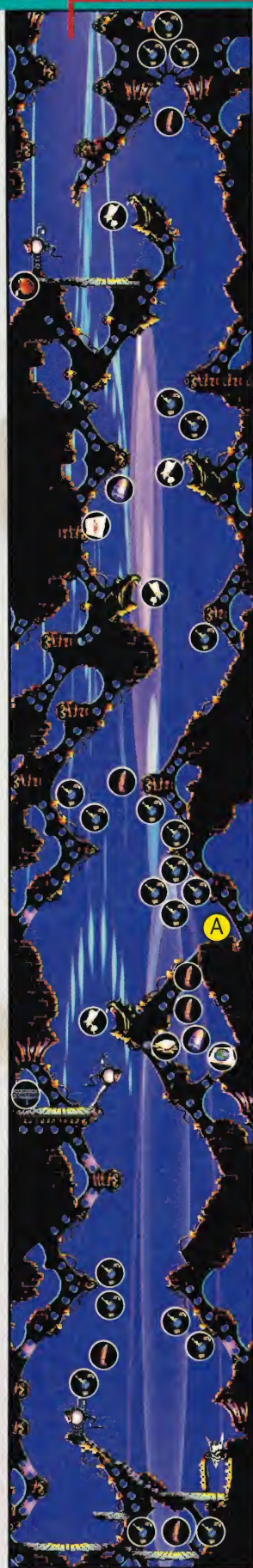
Button B = Inflate

Secrets and Other Stuff

A
Float over this hole and deflate. Several hidden items are here, including a Chip Butty and a password piece.

B
From this point, Evil flies down and tries to pop Jim's balloon. Watch his approach in the background. When he shows up, move to one of the sides to avoid him.

C
Slow down at this section! There are two areas above where Evil is waiting with his peashooter (wonder why he stopped descending on you?).



Never short on nastiness, Evil also shoots diagonally out of these two holes, so get away from them as fast as you can.

Big Idea



Whenever Jim's balloon pops and he falls, press to the right or left. This way, Jim can get some valuable items he may have missed on the way up. Remember, though, when Jim's balloon is popped, his parachute won't work.

Lonely at the Top



Jump on the platform when the icon is above the flag in the background. This is where collecting all those meal worms pays off; each time you jump on the platform, your stock goes down. Save your jumps for the real juicy icons – like the super suit power.

- 1-up
- Ammo
- Continue
- Earth Flag
- Energy Icon
- Evil the Cat
- Full Energy
- Jim Flag
- Light Bulb
- Meal Worm
- Sandwich
- Worm Flag

Super NES

Killer Instinct

Stage Select



To pick the stage in a two-player game, you must first choose your character. Then **simultaneously press** the following pad directions and buttons to access these stages.

- | | |
|----------------------|------------------------------------|
| Random stage select: | Press Up and Start |
| Skull stage | Press Up and Medium Punch |
| Eyedol's stage: | Press Down and Fierce Punch |
| Glacius's stage: | Press Up and Fierce Punch |
| Street stage: | Press Down and Weak Kick |
| Orchid's stage: | Press Up and Medium Kick |
| Spinal's stage: | Press Up and Weak Kick |
| Cinder's stage: | Press Up and Fierce Kick |
| Riptor's stage: | Press Down and Medium Punch |
| Sabrewulf's stage: | Press Down and Medium Kick |
| Fulgore's stage: | Press Down and Fierce Kick |

PlayStation

Total Eclipse Turbo

10 Continues, Planes, Plasma Shots, and Stage Select



10 continues, planes, and plasma shots: Start a game and pause it. At the Continue/Options screen, select "Options." Then, at the screen with Play Game and other options, **press Button Triangle, Button Square, Button Circle, Button Square, Button Triangle, Button Square, Button L1, Button L1 and Button R1 (simultaneously), Select, Select**. The picture to the right should turn into a skull. Now **press Button Triangle, Button Square, Button L1, Button L1, Button L1, Button Square, Button Triangle**. The game will restart, and you have 10 continues, planes, and plasma shots. You can enter this code as often as you like.



Stage select: At the title screen, press Start to enter the menu with Play Game and other options. Move the cursor to "Password" and hold Select. **While holding the Select button, press Button Triangle, Button L1, Button Square, then release the Select button and press Button Triangle, Button L1, Button Square, Button Triangle, Button L1, Button Square**. A Round select should appear. You can go to any stage by pressing Left or Right on the control pad.

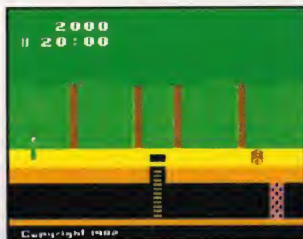
S.W.A.T. PRO

Video Game Strategies, Weapons and Tactics

32X

Pitfall: The Mayan Adventure

Assorted Cheats



Enter the codes at the title screen.

Skip to Atari 2600 game: Press Down, Button A 26 times, Down

Skip to the memory game: Press Button B, Button A, Down, Button C, Right, Button A, Button B

Level select: Press Button C, Button A, Button C, Button A, Down, Up, Down, Left, Down, Up, Up

Start with 99 of each weapon: Press Button A, Button B, Up, Button C, Button A, Button C, Button A

Start with nine lives: Press Right, Button A, Down, Button B, Right, Button A, Button B, Up, Down

Super speed: Press Button B, Button A, Right, Button C, Right, Up, Down

Skip to credits: Press Button C, Right, Down, Button C, Right, Down, Button C, Right, Down

Super NES

Mortal Kombat 3

Stealth Select



At the Select Your Fighter screen in a two-player game, Player One should do counterclockwise motions on the directional pad, and Player Two should do clockwise motions on the directional pad. The fighters will disappear, and the words "Stealth Select" will appear. Now two players can pick their fighters without letting each other know who they're selecting.

Super NES

Wild Guns

Skip the Intro Stage

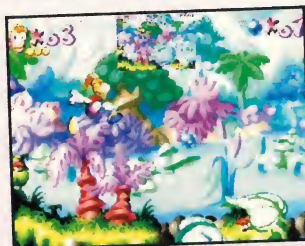


Start a one- or two-player game. At the Select Player screen, press Button A, Button A, Button A, Button A, Button B, Button B, Button B, Button B, Button A, Button B, Button A, Button B, Button A, Button B. You should hear a confirming tone. Pick your gunslinger, and you'll skip the initial stage.

PlayStation

Rayman

TV Image of Rayman, Killer Password, and 10 Continues



TV image of Rayman: Pause a game, then press Button Circle, Button Circle, Left, Button Circle, Button Circle. A small window will open at the top of the screen. To turn the TV off, repeat the trick.

Killer password: This password gives Rayman 99 lives and other powers: **XNB9FM! z2?**

10 continues: When you have two continues or less, press Start to continue, then press Up, Down, Right, Left for 10 continues.

S.W.A.T. PRO

Video Game Strategies, Weapons and Tactics

Mega Drive

Judge Dredd

Passwords



Breakout in Aspen Penal Colony:
Shuttle Crash on Cursed Earth:
Riots in Mega City One:

KZDVT
JRQWNO
WDRCNPU

Super NES

Mighty Morphin' Power Rangers: The Fighting Edition

Play as Ivan Ooze



Start a game and enter the Fighting mode. At the player-select screen, simultaneously press Button X, Button Y, and Start. When the match starts, you'll play as Ivan Ooze.



Sega CD

Earthworm Jim: Special Edition

Stage Skip, Refill Energy, See the Ending, and Invincibility



Enter all these codes when the game is paused. After entering each code, un-pause to activate them.

Stage skip: Press Button B, Button B, Button A, Button C, then simultaneously press Button A and Button B four times

Refill energy: Simultaneously press Button A and Button C, then press Button B, Button B, Button C, Button C, Button C, Button A, Button B

See the ending: Simultaneously press Button A and Button C three times, then press Button A, Button B, Button C, Button B, Button A

Invincibility: Simultaneously press Button A and Button B twice, then press Button C, Button A, Right, Right, Left, Right

Mega Drive

Mortal Kombat 3

Endurance Match



At the Start Game/Options screen, simultaneously hold Button A, Button B, and Button C, and press Start. You'll enter an Endurance mode where four players can battle it out.

S.W.A.T.-PRO

Video Game Strategies, Weapons and Tactics

Super NES

Mortal Kombat 3

Kool Stuff and Sound Test



Kool Stuff: At the Start/Options screen, press **Up, Up, Down, Down, Left, Right, Button A, Button B, Button A**. An option called Kool Stuff appears. This option is filled with cheats like maximum fatality time and other goodies.



Sound Test: At the Start/Options screen, press **Button A, Button Y, Button B, Button X**. A Mortal Kombat Sound Menu appears that allows you to listen to the music and sound effects.

PlayStation

NBA Jam Tournament Edition

Expansion Teams

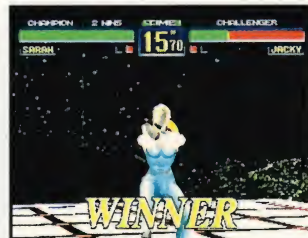


At the Team Select screen, **hold down the Select button and rotate the directional pad twice counterclockwise** to make the expansion-team roster appear. This gives you one or two extra players, so both players can be replaced with fresh ones.

Saturn

Virtua Fighter Remix

Change Fighter and Stage, Play as Dural, and Hidden Options



Change fighter and stage: In a two-player versus game, the winner must hold **Button L and Button R** when the word "Winner" appears. An options menu appears that allows you to change fighters and fighting stages.



Play as Dural: At the Player Select screen, Player Two must start on Jacky. Player One must move the cursor to Akira and press **Down, Up, and Right**, then **simultaneously press Left and Button A**. You should then hear a sound.



Hidden options: While "Press Start Button" is flashing at the title screen, press **Up 12 times and press Start**. When you go into the Option mode, **continue to press Down past the Exit option**. With the cursor off the screen, press **Button A**. You can now access a hidden Option menu.

S.W.A.T. PRO

Video Game Strategies, Weapons and Tactics

Saturn

Shinobi Legions

999 Shurikens

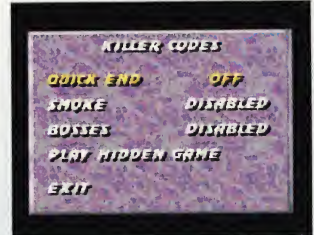
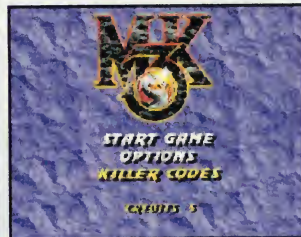


At the Start/Options screen, select "Options". In the Options menu, move the cursor to "Shurikens". Simultaneously hold Button L and Button R, then press Button C, Button A, and Button B.

Mega Drive

Mortal Kombat 3

Access Smoke, Bosses, and Hidden Game

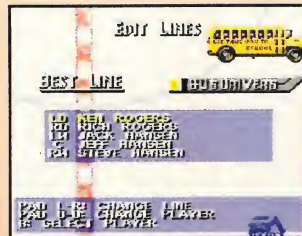
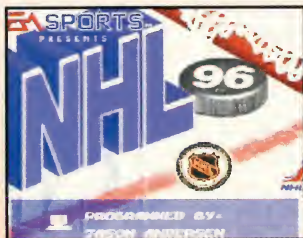


At the Start Game/Options screen, press Button C, Right, Button A, Left, Button A, Up, Button C, Right, Button A, Left, Button A, Up. Now you can access Smoke, the bosses, and even play a hidden game.

Super NES

NHL '96

Secret Teams



Turn on the power and let the introduction run until the title screen appears. When the credits are scrolling at the title screen, hold Select and rapidly tap Buttons L and R. Press Start. When the Game Setup screen appears, you should hear the word "K-Rog". Now you can select four hidden teams.

Super NES

Mechwarrior 3050

Level Passwords



- Mission 1: **BMBRMN**
- Mission 2: **65C816**
- Mission 3: **B1GBND**
- Mission 4: **FSPRNG**
- Mission 5: **YHWX11**

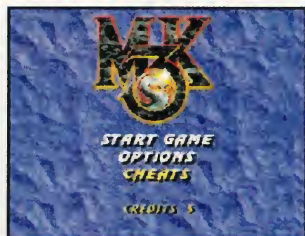
S.W.A.T. PRO

Video Game Strategies, Weapons and Tactics

Mega Drive

Mortal Kombat 3

Cheats and Play as Smoke



Cheats: At the Start Game/Options screen, press Button A, Button C, Up, Button B, Up, Button B, Button A, Down. The Cheats option will appear, giving you more continues, a sound test, and a bio screen for each character.



Play as Smoke: At the MK 3 logo, press Button A, Button B, Button B, Button A, Down, Button A, Button B, Button B, Button A, Down, Up, Up. The screen will turn red. Now, at the Select Your Fighter screen, you can select Smoke.

32X

Virtua Fighter

Hidden Views



At the title screen, select "Options", highlight "Camera" and repeatedly press Right. You'll find two new camera views, Backside 1P and Backside 2P.

PlayStation

Ridge Racer

More Cars



At the Now Loading screen, destroy every enemy ship and get a perfect score. When you start the game, more cars will be available to choose from.

Mega Drive

Mortal Kombat 3

Secrets Menu

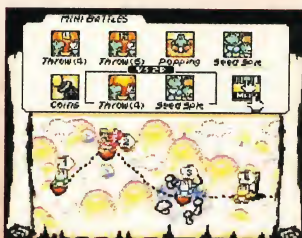
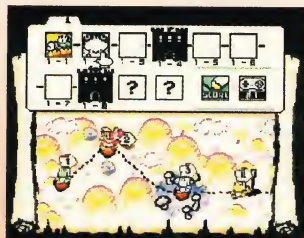


At the Start Game/Options screen, press Button B, Button A, Down, Left, Button A, Down, Button C, Right, Up, Down. A Secrets option will appear. Now you can turn the timer off, see each character's win screens, and pick your Kombat Zone.

Super NES

Super Mario World 2: Yoshi's Island

Mini Battles



At the map screen, hold the Select button and press Button X, Button X, Button Y, Button B, Button A.

S.W.A.T. PRO

Video Game Strategies, Weapons and Tactics

Saturn

JVC Victory Boxing

Hidden characters



All these new characters are well hidden. You'll need to complete the game before you can play as these kangaroos...



...or as your one-eyed trainer Snake. Or alternatively, this white panted kick boxer, who bizarrely doesn't use his feet!

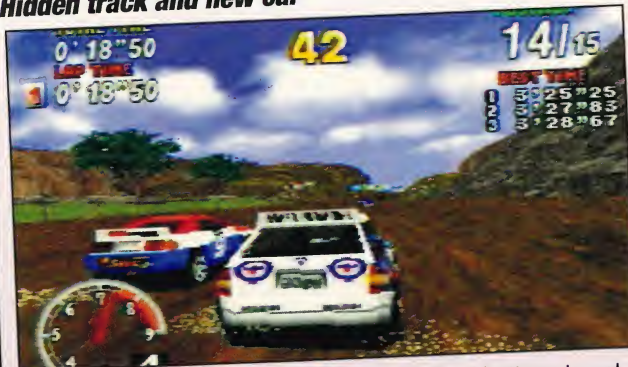


Even the metallic dudes on the select screen can be found once you've made your way to the top of the rankings!

Saturn

Sega Rally

Hidden track and new car



On the title screen, simply press both X and Y buttons to get the hidden Lakeside track, or press X, Y, Z, Y, X to get your hands on the fancy new hidden Stratos motor! Cool eh?

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Look and Load with Loaded!

This ProStrategy Guide will get you through four levels of the meanest space scum ever to stain the galaxy.

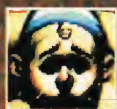
By Major Mike



Grab your weapon and load up because, with 15 levels of splatterfest shooting action, Loaded is sure to challenge. Use these strategies, maps, and hot spots to survive Loaded's treacherous beginning. By the time you reach Level 5, you'll be ready for the nasty surprises that lie ahead.

The Loaded Team

Mama



Mama lacks speed but has awesome, concentrated firepower.

Stats



Speed: Slow
Armour: Good
Weapon: Plasma Gun

Smart Bomb: Ripple Grenade



Makes the floor erupt, killing everything within a limited range.

Butch



Butch, "the most dangerous cross-dresser in the galaxy," turns his victims into neat piles of ashes. Although Butch is fast on his heels, his flamethrower is only effective at close range.

Stats



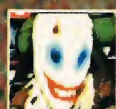
Speed: Fast
Armour: Medium
Weapon: Flamethrower

Smart Bomb: Explosive Ring



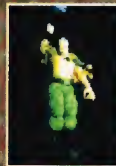
Blasts out a very powerful circle of flame and has good range.

Fwank



With effective, concentrated firepower, Fwank is very good at shooting around corners. He's slower than the others, though.

Stats



Speed: Slow
Armour: Good
Weapon: Neutron Spheres

Smart Bomb: Homing Teddies



Swarm the screen and home in on targets, making them the most effective smart bomb.

Bounca



Bounca has good speed and terrific range with his missile launcher. His manoeuvrability is poor, however, and his weapon has little spread.

Stats



Speed: Moderate
Armour: Medium
Weapon: Missiles

Smart Bomb: Frag Missile



Causes little damage and has very short range, making it the weakest smart bomb.

Vox



Vox, a sonic beauty, uses sound to her advantage. The fastest character, but her weapon has little range, and she damages easily.

Stats



Speed: Fast
Armour: Light
Weapon: Hail Flail

Smart Bomb: Sonic Blast



Emits a deadly circle of sound waves, but has very poor range.

Cap 'N Hands



Armed with two guns, the Cap 'N has it all – massive firepower, excellent range and good spread. He's on the slow side, but his big guns compensate.

Stats



Speed: Moderate
Armour: Average
Weapon: Flintlocks

Smart Bomb: Vortex Bomb



Cleans the screen and causes massive damage with a blast of energy.



The Basics of Brutality

Light Up the Rooms



In dark rooms, some characters, including Cap 'N Hands, can use gunfire to throw some light around and reveal shadowed enemies and icons.

The Need for Greed



Pick up any coins the guards drop when you shoot them. Everything adds up at the end so be greedy!

Level 1

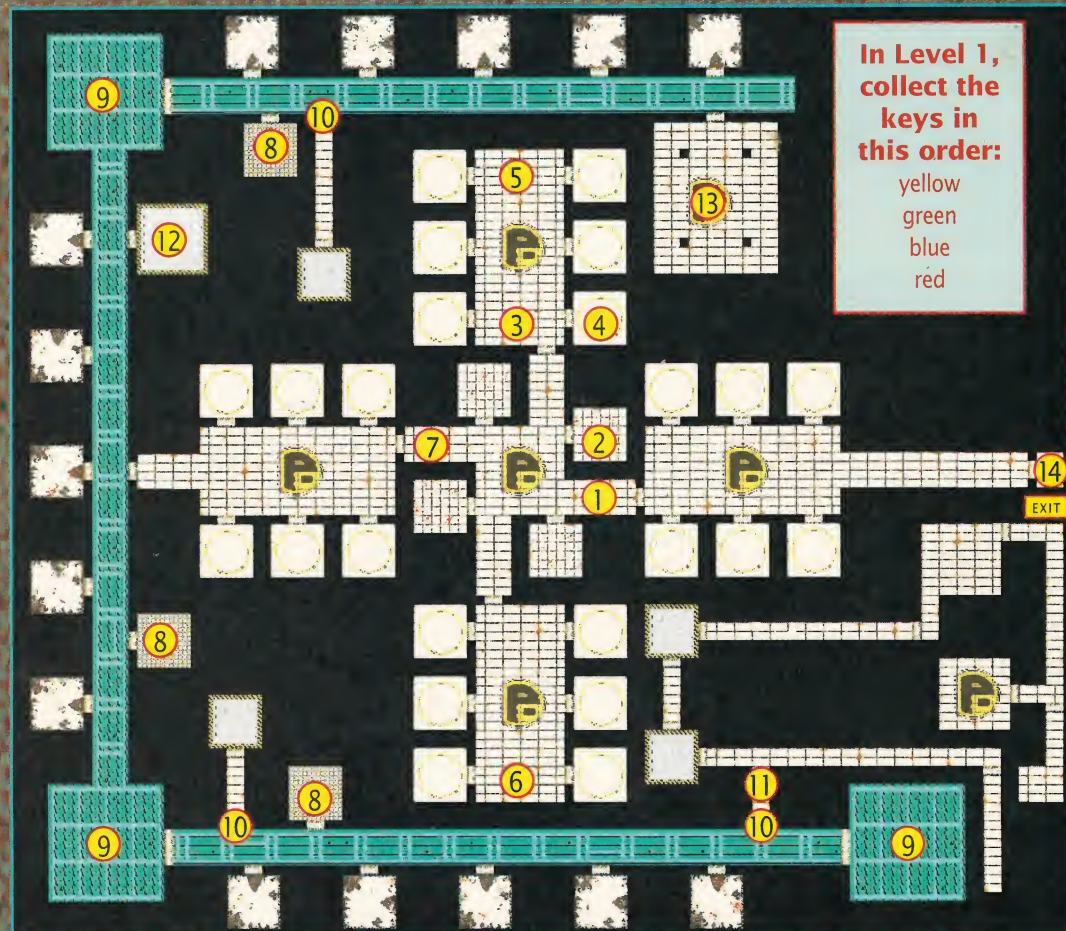
Prison - Holding Cells

Objective: Find Exit to Next Level

Level 1 Highlights



At the start of Level 1, go down and to the right. Grab the yellow keycard (1). Walk into the room above (2) and grab the gun power icon for the upcoming battle.





Enter the room (3) up and to the left, where you find a laser tower firing intermittently. It fires right after the rotating guns stop. The turrets move slowly, so you have enough time to dodge the shots. If things get hectic, get more ammo from the small room on the right (4).



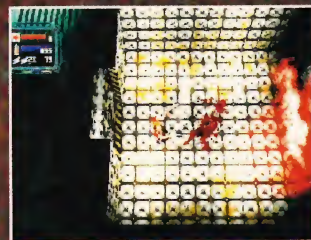
The easiest way to get through this room is to aim diagonally up and to the left. Move slowly and fire constantly. Kill the tough guard at the far end of the room and pick up the green keycard (5) that he drops.



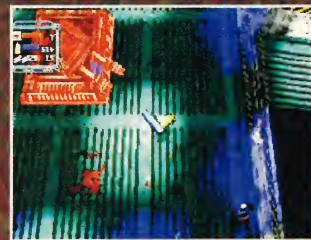
Head back the way you came and then down further to find a room that's almost identical to the room you just left. A tough guard at the far end of this room carries a blue keycard (6).



Head back up to the centre to the door on the left (7). Open it and start shooting, but don't go into the room. Keep shooting until you destroy the laser tower just inside.



These straitjacketed enemies look harmless, but they move fast and have a deadly head butt. They love to surround victims and bash away. You'll find them in padded rooms (8), so be careful when entering one.



Three massive, slowly rotating laser cannons (9) guard this stage, inflicting extensive damage if their twin-gun laser blasts hit you. Circle them and keep firing. It doesn't take many shots to destroy them.



In Level 1, decrepit or cracked walls often hide secret rooms filled with power-ups and other items (10). Some secret rooms, however, are also filled with guards and enemies. Whenever you see a suspicious wall, shoot it.



If you're feeling greedy, head to this secret area (11). It's filled with coins. It's also filled with guards, though. Watch out for them hiding in the shadows.



If you enter this room (12) slowly, you can kill the guards without attracting their attention. Grab the health and ammo power-ups.



Enter this room (13) and blast your way to the left. Use the post for cover from the laser turrets. Aim diagonally down and to the right and slowly move down, firing as you go. When you reach the bottom, turn right and slowly walk forward while firing. Shoot the tough guard and get the red keycard.



The only things standing between you and the exit (14) are a couple of guards.

Level 2:

Prison - Administration Levels

Objective: Find the Governor's Emergency Elevator

Level 2 Highlights



Shoot the wall here (1) and head for the teleporter (2). The teleporter takes you to an isolated room filled with icons and guards. Be ready for the guards clustered near the teleporter pad—that leads out of the room (3). Before stepping on the teleporter, face left and take out the guard that's waiting for you by the platform (4) in the other room. Step on this platform (2a) and return to the main room.



Shoot this wall (5) and reveal a hidden area filled with coins, ammo and a gun power-up.



There are no doors by these rooms (6). Move toward the door and



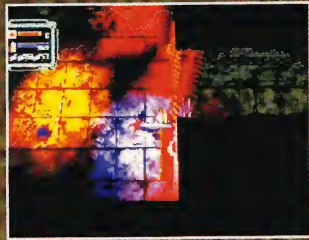
guards rush out to give chase. When blasting through this room, move slowly – the guards blend in with the black-and-white checkerboard floor and are difficult to see. Forget about shooting the beds. They almost never hide power-ups, and shooting them only adds to the confusion and wastes ammo.



There is a gun turret (7) at the junction at the end of this hall. Go down the hall to find armed guards waiting behind a barricade of crates. The crates also hide a cache of ammo and gun power-ups. Another gun turret (8) is concealed in the shadows at the end of this stretch. The yellow keycard is at the far end of the room carried by the tough guard. If you shoot the wall here (9), you will find a passageway to three coin-filled rooms.



After destroying this barricade (10), beware of the two guards hiding on each side of the doorway. Reveal the first aid, but save it until after you've cleaned up the room – you're going to take some damage here, especially with the presence of yet another gun turret. A secret room (11) is hidden at the far end of the room.



Enter this room (12) slowly. Blow away the tough guard who has his back to you and pick up the red keycard he leaves behind.



These two rooms (13) are filled with guards. Don't rush in, or you'll be

surrounded and smashed to a pulp. Instead, first open the door and take out as many as you can from the hallway. Tackle the other two rooms (14) in a similar fashion, but only after you get the blue keycard.

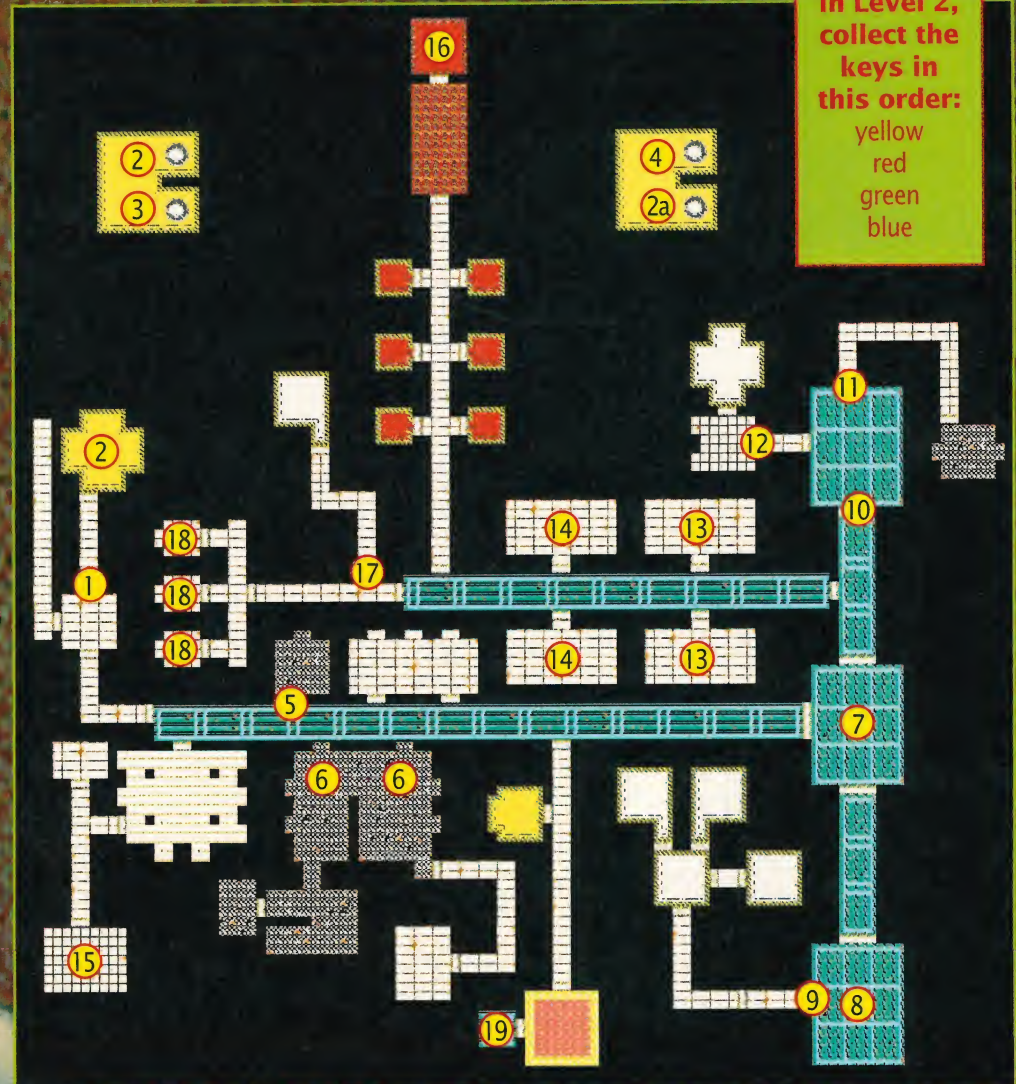


After getting the green keycard (15), go for the blue keycard (16). Be careful when heading towards the blue card – laser turrets are tucked into the recesses of the long hallway that leads to the card. The lasers

turn and fire simultaneously in the same sequence.



Shoot this wall to find a hidden room (17). The three rooms at the end of this stretch (18) contain gun power-ups, ammo and first-aid kits. There are two tough guards in the room right before the exit (19). Have plenty of health and ammo before taking them on.



In Level 2, collect the keys in this order:
yellow
red
green
blue



Level 3:

Upper
Service
Conduit

Objectives: Find Manhole to Exit Level

Level 3 Highlights

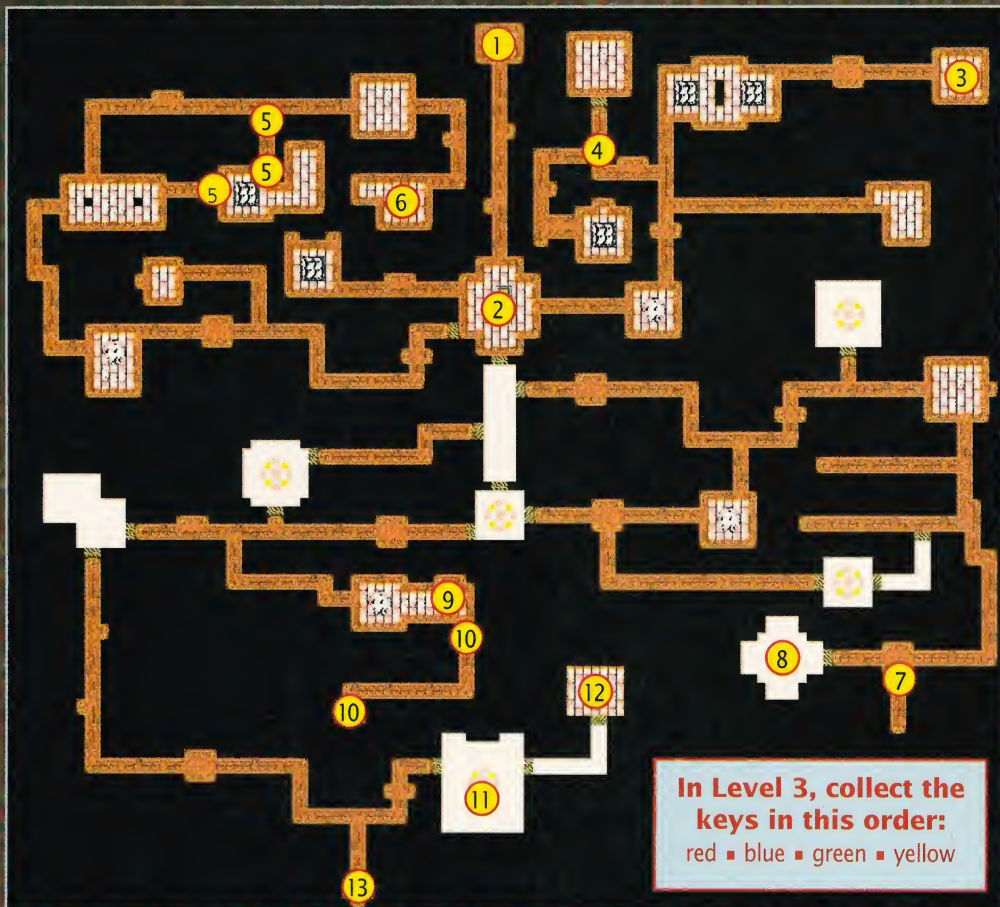
At the start of the level, grab the ammo and gun power-ups (1) and proceed down the hallway. Slow but powerful zombies line the hallway – they take several shots to kill and can inflict massive damage. Use the room with the number “1” as a reference point each time you retrieve a keycard.



Meet a new enemy when you hit this junction (2) – rats! These rodents will shred characters with weak armour in moments. Unfortunately, the only way to obliterate them is to let them get close to you – trying to hit them at a distance is difficult. From this juncture, go right and make a dash for the red keycard (3). These corridors are filled with rats.



The passage hidden behind this wall (4) is filled with snipers, but leads to a room with a first-aid kit and gun power-up.



En route to the blue keycard, there are three hidden passages (5). The card is in the room at the very end of the section (6). Keep an eye on the slow zombies in this section. They regenerate when you kill them, so don't waste your ammo. Just avoid them.



The green keycard (8) is surrounded by snipers and is tough to get. The temporary-invincibility icon in the hidden dead-end alley (7) will help.

Get the icon, grab the keycard, and leave quickly.



After getting the yellow keycard (9), shoot the wall below and go down the secret passage (10). This stretch is filled with rats, but there's a payoff: You'll find an extra life behind the cracked wall at the end of the passage.



The only things standing between you and the exit (11) are several hundred rats and an army of snipers. The room before the exit (11) is the worst part. This is a good time to use a smart bomb.

Level 4

Lower

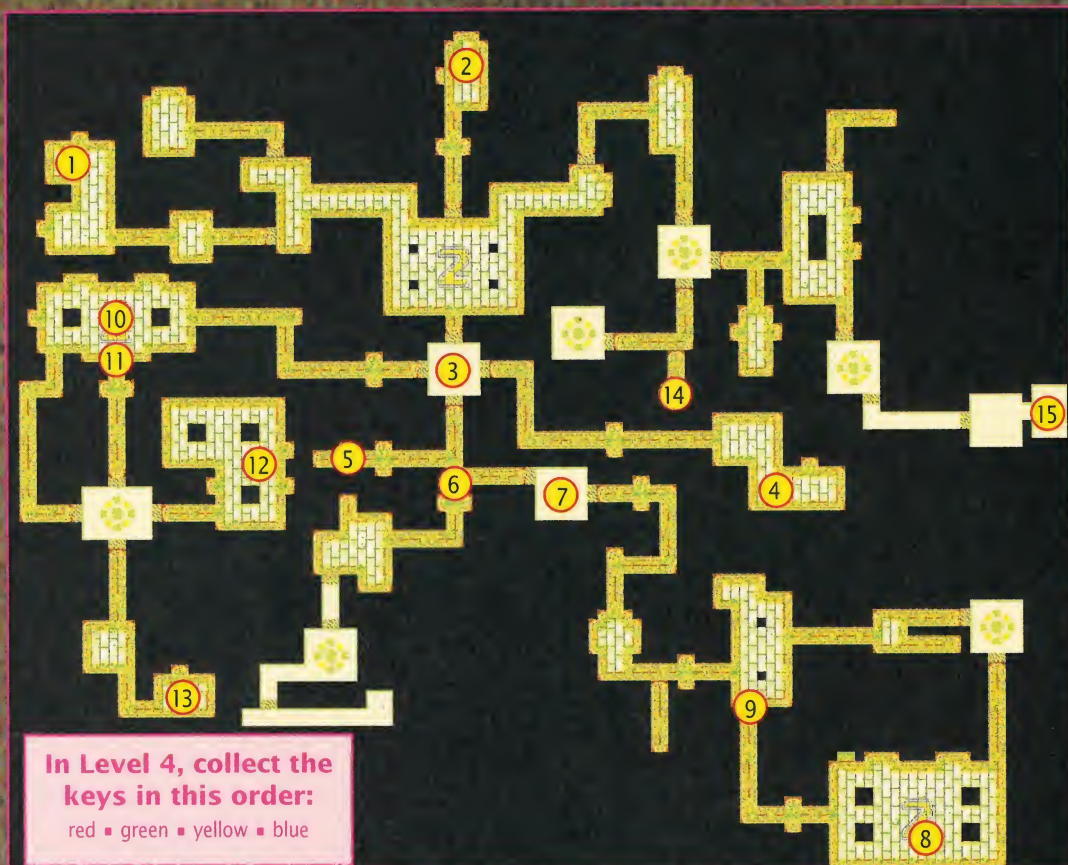
Service Conduit

Objective: Find Teleport Leading to the Surface

Level 4 Highlights



More zombies and rats. The exit to the level (2) is directly above the starting point (3). There are four keys between you and the exit, however, and the first one, the red keycard, is to the upper left (1). If you start the level and



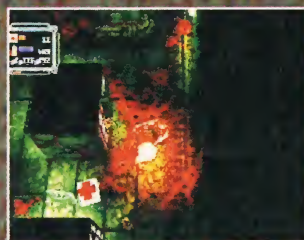
In Level 4, collect the keys in this order:

red ■ green ■ yellow ■ blue

immediately go to the right (4), all you find are a few power-ups and a whole lot of pain.



Directly below the reference point (3) is a narrow alley filled with rats. Unless you really need it, the gun power-up down the alley to the left (5) isn't worth the trouble. The same goes for the section if you keep going down (6). Unless you have the blue keycard, don't bother. Use this room (7) as a safe haven from the rats.



The green keycard is in the lower right side of the level (8). Instead of backtracking your way out, go to the passage to the left and shoot the wall at the dead end (9). Return to the reference point (3).



The yellow keycard is next. Be wary of the big room (10) at the end of the narrow stretch. When you leave the room, take the passage in the middle (11). There is less ground to cover and more coins to collect from

fallen guards. The yellow keycard is in the big room to the right (12). Instead of rushing into the room, go down the corridor below you instead. There are some rats and zombies, but there is also a temporary-invincibility icon (13). If you're fast enough, you can run out of this room and grab the keycard before the invincibility wears off.



On your way to the blue keycard, there is a hidden room with a temporary-invisibility icon (14). With all the rats and guards in this area, you need to grab this icon. Make your way to the far room (15) and in the darkness is the blue keycard. Blast your way out of this section and head for the exit (2).

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Stretch wiv shazza
 After the food onslaught of Christmas, it's now time to shed those fatty love handles and lose those excess pounds of ripplesome flesh. How? Simple, get physical with Sharron Davies MBE and her gentle fitness programme incorporating stretch, aerobics, plus plenty of beauty and diet tips. The video is designed for those of us with a more hectic lifestyle and those people who simply can't be bothered dragging themselves to the gym. It's on sale now, and should set you back around 11 quid. Stretch your way to a thinner future, all thanks to Shaz.

Special trekkie vid on sale!



Just as Kirk, Scotty and Chekov are stuffing themselves silly with cucumber sarnies and sausages-on-a-stick at the launch of the brand new Enterprise B, they find themselves being warped through time and space whilst attempting a rescue mission on a craft stuck deep in the centre of a Nexus energy ribbon. Years later, Picard and the Enterprise D crew rescue an El Aurian physicist who is putting the final touches to a deadly plan which results in tears for the Enterprise posse. Picard's only hope for survival lies with good old captain Kirk coming back from the past to save the day. Star Trek Generations Widescreen Edition is out to buy now, priced £19.99. Certificate PG.

Um bongo, um bongo...

Now out on video for rental is Paramount Pictures' 'don't mess with monkeys or you'll get killed' movie, Congo. It tells the tale of primatologist Peter Elliot, and Trivicom Project Supervisor (whatever that is) Karen Ross, going way down deep in the middle of a jungle in search of fabled cities of old, and of course, thousands of pricey diamonds. Needless to say, the pair wind up uncovering deadly secrets and the like, and find themselves having to get out of the thick undergrowth with their collective asses intact. It's got a 12 Certificate, it's 104 minutes long, and it's out to rent now. Didn't see anyone drinking Um Bongo though. Pity.



Dogs, finally out to buy!

Yes, if you couldn't be bothered forking out near-on £30 for a boxed edition of Reservoir Dogs last year, and you managed to resist buying a dodgy pirate copy from the bloke down the market, then your nightmare is finally over! On February 5, you can pop down to your local video shop, slam £14 on the counter and ask, nay demand a copy of Res Dogs to go. Included on the video is a 20 minute interview with creator/writer/director Quentin Tarantino, who tells how the movie was put together. Two versions are available, Widescreen and Pan & Scan, but they both cost the same, and both include the interview.



• Get a Grip •



Tanked up!
 Every students' wet dream in biker boots may have been brought to life via the silver screen, but if we're all really honest with ourselves, we'll admit that the Tank Girl movie stank of an elderly, incontinent haddock, even with the inclusion of Jet Girl and Ice T. Never mind though, because we've all got the glorious comic books to drool over until they get round to making a half decent film of our favourite hardened heroine. To kick-start us all off on another 'roo froting mission we have the amazing Odyssey from Manga Books. Expect to pay about a fiver for this action packed, full colour portion of the tanked one. Out now!

Amazing net mag!

Hey! Are you into the Internet? Are you wild about the World Wide Web? Do you spend hours in front of your VDU with one hand firmly on the mouse button, probing pages left, right and centre? Then have we got news for you! In addition to the wide range of magazine titles currently available from ourselves (that's IDG Media to you), we have a new and exciting Internet mag on sale entitled simply, *The Web*. Issue three is on sale now and features over 1000 Web sites for you to browse, as well as articles on ecstasy, Keanu, the police, and backpacking. It costs £2.50 and is on sale now.



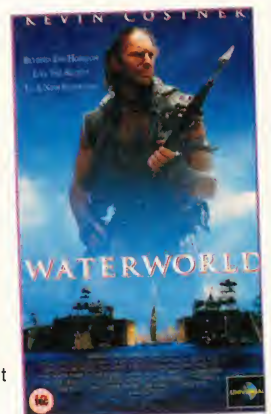
By 'eck! t'white room!

In case you missed the first show (ha, ha, you didn't see Blur and Bob Plant), we thought we'd let you know that the amazing, awesome and superbly musical White Room has started another series on Channel 4. The cream of the musical crop will be on display each and every week for the next two months at 11.15 every Friday night, with at least five live acts appearing on each show. As per, Mark Radcliffe treats the world to his beautiful Northern wit and wisdom as he continues to present the show in his own inimitable fashion, despite no-one understanding what the hell he's on about. Anyway, it's on every Friday, it's loud, brash and super cool, and you should watch it!



Wet, wet, pants?

No matter how badly it did at the box office, Kev Costner's extremely expensive and in every way huge aquatic adventure is now out to rent on video. Good versus evil is the general point of it all, and it's all done on a floating bit of cardboard in the middle of the ocean. Movieworld's very own Mr Nasty, Dennis 'The Menace' Hopper stars as the evil Deacon, who annoys the hell out of our Kev as he makes his way towards the legendary Dryland. Loads of special effects, fighting and even more water makes up what has been described as 'One of the best movies of the year' by some people, and 'a right load of old pants' by others. Rent it today and make up your own mind!

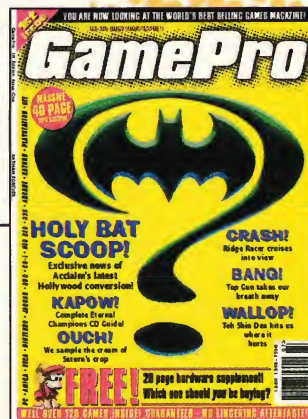


Missed out on a couple of issues have you? Well here's the cure to your missing mag nightmare – the GamePro Back Issue Bonanza! Each magazine will cost you £3.00 and will be delivered to your door as soon as we receive your cheque. Multiple orders are accepted, but please note that we don't have an endless supply of back issues, so orders will be dealt with on a first come, first served basis. All the details you need for ordering each issue are presented below. Simply pick the one you want and send us some money! Wayhey!

ISSUE ONE

July 1995

Cover star: BATMAN FOREVER – EXCLUSIVE
 Inside: E3 SHOW REPORT, RIDGE RACER, TOSHINDEN, SAMPRAS '96, JUDGE DREDD, STAR TREK: TNG, 40-PAGE TIPS SECTION & FREE HARDWARE GUIDE



ISSUE TWO

October 1995

Cover star: LOADED – WORLD EXCLUSIVE
 Inside: DOOM, PRIMAL RAGE, MK3 COMPLETE GUIDE, COMMAND & CONQUER, 100 PLAYSTATION TITLES, CHRISTOPHER LAMBERT INTERVIEW, FREE SONYPRO SUPPLEMENT



ISSUE THREE

November 1995

Cover star: TEKKEN

Inside: MK3 PSX EXCLUSIVE REVIEW, MICRO MACHINES '96, DESTRUCTION DERBY, BOMBERMAN 3, WIPEOUT, WEAPONLORD GUIDE, FREE LIMITED EDITION POSTCARDS



ISSUE FOUR

December 1995

Cover star: EARTHWORM JIM 2 – EXCLUSIVE
 Inside: SUPER SKIDMARKS, STRIKER '96, TEKKEN COMPLETE GUIDE, YOSHI'S ISLAND, SCREAMER, VECTORMAN, VIRTUA FIGHTER 32X, SEGA'S PLANS FOR THE FUTURE, FREE EDIBLE TEQUILA WORM LOLLY



ISSUE FIVE

January 1996

Cover star: WORMS

Inside: NHL '96, THEME PARK, RISE OF THE ROBOTS 2, RAYMAN PLAYER'S GUIDE, TOP GUN, HEXEN, ZOO, THE MASK, 90 MINUTES, SPAWN, DONKEY KONG COUNTRY 2, FREE SPICY HOT PEPERAMI



ISSUE SIX

February 1996

Cover star: JOHNNY BAZOOKATONE
 Inside: SEGA RALLY, TEKKEN 2 COMPLETE GUIDE, DIDDY'S KONG QUEST, VIRTUA FIGHTER 2, FREE MUSIC CD, FREE LONE SOLDIER POSTER, THUNDERHAWK 2, ACTUA SOCCER, WRESTLEMANIA



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Let's Write to Ronnie

So? Did you get what you asked for? Was it a nice 32-bit console with loads of software, or an Atari Lynx with Batman Returns lodged inside? Either way it doesn't matter, 'cos Ronnie's here to start your new year with even more abuse, blatant ignorance and downright rudeness than you've ever seen before! So hold on to your hats as I shout obscenities at small children by way of my special magical post bag! Hurrah! I mean, Bah Humbug! Or something vaguely similar.

TREAT TREATS

Dear Ronnie,
I was browsing the local newsagents' shelves the other week, when I noticed your fab mag. Free meat on the front is a sure fire buy as far as I'm concerned, but when I saw the free music CD I went weak at the knees. It's not often that you get a free gift with a mag, and when they normally turn up, the gift itself is generally quite pants. Not so with GamePro though! You constantly churn out magazines with amazing presents taped to the front – and you don't charge any extra money for them either. Brilliant! I think you should put the price of the mag up to around £3. That way, you could afford even better gifts to give away! Looking forward to the next issue.
Donald Campbell, Derby

Free gifts, eh? Aren't they just the best? Especially the ones you get with a quality publication like GamePro. Edible worms, spicy salami, chart topping music CDs... great stuff. We're glad you like the gifts Donald, and you'll be glad to know that in a couple of months we're going to be putting together a wicked one-off monster covermount that'll blow the socks off our readers and knock spots off the competition. Big things are definitely just around the corner.

MEET MY MEAT!

Dear Ronnie,
Me and my mates loved the Worms issue of GamePro. In fact we all rushed down the shops in a hot Peperami frenzy to buy another copy of the mag, just so we could get our gums around more spicy meat treats! It later dawned on us that it would have been a damn sight cheaper going to the shop and simply buying Peperamis instead of the mag, but we don't care! We're all

bleedin' bonkers! Here's a photo of me and the boys playing with our meat. Hope you like it!

**Manchester Meat Munchers,
Manchester**

Erm... yeah, nice photo guys. Those meat treats must have been pretty darn hot, you all look completely wasted! Mmmm..

DAD GIVES IT THUMBS UP!

Dear Ronnie,
I'm 13 years old and in my time I have never seen such a decent magazine. I would also like to mention that the free gifts which come free with the mags are unlike any others. You'd be lucky to get a free gift on any other games mag. I certainly liked the Internutter section in issue 4! Before I got your brilliant magazine my parents weren't very interested in videogames, but after flicking through the pages of GamePro, my father even dared to challenge me to NBA Jam. I wish I had some cheats for you, I'm extremely sorry. I have a SNES and I appreciate anything you put in the mag, no matter how little. I'm getting an Ultra 64 in April, which means I'll miss my Christmas present, so keep up the good work. And don't worry about sending me a T-Shirt, but if you have any spare I would appreciate one.

John Player, Southend

Glad you like the mag John, and I'm very happy to hear that your dad is taking an interest in GamePro (maybe he liked the Internutter in issue 4 too eh Johnny?). Anyhow, don't worry about not giving me any tips, I've got plenty to be going on with for now. Oh, and as for the subject of the Ultra 64, there'll be plenty of top Nintendo stuff in this issue, so keep your eyes well and truly peeled!

MARIO'S SECRET LOVER!

Dear Ronnie,
I think GamePro should do something about the Ultra 64, like worshipping it. If it was the PlayStation coming out in Japan instead of the Ultra 64 you would have been grovelling at Sony's feet. In Super Play they did a special on the Ultra 64 and so did N.M.S.. Bad Influence showed Killer Instinct and in a fortnight they are doing a whole show on it! And GamePro, nothing, zero, nowt. Print this letter or it will self-destruct!!!

Simon Duffin, Co. Durham

Hello? Who rattled your cage then? Jeez... talk about cheek! Mr Duffin, may I point out to you at this moment that both Super Play and N.M.S. are 100% Super Nintendo magazines, and as Nintendo's market is somewhat flagging due to the onslaught of the new super consoles, the creators of such publications will print anything that bears the sign of Mazza. I myself have seen many so-called Ultra 64 pieces in various publications, announcing exclusive news on this and exclusive pictures of that, but for some reason they seem to forget to include the article inside. A Rebel Assault 2 screen shot accompanied by a caption stating, "The new Star Wars game could look like this! Wow!" and a few pictures of a Mario RPG we showed our readers three months ago doesn't constitute an exclusive Ultra 64 item in my book. But then, I don't work for an inferior publication do I? Anyway, this letter didn't self-destruct. We told it several times that it wasn't and it still didn't blow.

SUPER CIGS!

Dear Ronnie,
I have purchased a copy of issue 4 of GamePro with the worm sucker free

on the front from Super Cigs, Market Street, Tamworth. I took the magazine to the counter and pointed out that there was no sucker on the front. The lady I spoke to walked into the back, came back and told me they hadn't got any. I still bought the magazine as I wanted to compare the different 32-bit consoles because I'm hoping for one soon. I thought the magazine was excellent, but I was disappointed about my worm sucker though.

Mark Parkinson, Staffs

Were you Mark? That's a shame. I'd be pretty gutted if I spent my money on a mag and the free gift had been nicked. Never mind, though eh? If you subscribed to the mag you wouldn't have to worry about nasty things like that. Alternatively, you could always buy some via the advert in that very issue, either that or try and get to Super Cigs a tad quicker next time.

HE THINKS HE'S MY MATE!

Dear Ronnie,
Thank you for replying to my last letter. It was a great privilege and I appreciate it, but I feel a complaint coming on. I spend bundles of cash on good videogames, and I spend bundles of cash on good videogame magazines, and there's no doubt that your mag is the best. Or is it? After seeing issue 5, doubt struck. You see, to me it's the covers that sell the mag, and your covers should reflect your contents. The content of GamePro is excellent and I'm not saying your covers are naff, but I do think that you should make your covers a bit more serious. It's not just kids that buy this mag and play videogames, and there's nothing better than coming home from work to find your mag sitting in the porch. Only finding it has a cover designed for a seven-year-old is very

annoying. The best mags and covers so far have been issues 2 and 4. Send me a shirt and all is forgotten. I'm your number one reader!

Carl Carter, Macclesfield

Covers, eh? Mmmmm, interesting one that Carlos. You don't mind me calling you Carlos do you Carlos? It's just that as we've exchanged comments many times before, I feel as though I know you. Anyway, covers. As you may have noticed, over the past few issues you've been getting a funky free gift as well as your mag each month, and the more eagle-eyed ones amongst you will have seen some kind of connection. Did you spot it Carlos? Well let me explain. Earthworm Jim (worm) – worm lolly. Worms – long piece of salami, not unlike the form of a worm, ie Peperami. Johnny Bazookatone (hip, guitar playing musical hero) – Johnny Bazookatone music CD. Are you following this? We've had some great covers so far (check out this month's effort!), and rest assured we've got some killer artwork begging to be plastered across the front of the mag in future issues. You could even continue your cover

evaluation chart if you want Carlos. If it makes you happy. But by that remark I am in no means asking you to constantly bombard me with trivial notes on typographical changes or marks out of 10 for colour and clarity. Okay?

SIMPLY SIMON

Dear Ronnie,

I have some questions for you.

- 1) Why do people keep going on about the 32-bit consoles like the Saturn and the PlayStation? Hellooooo! Have you forgotten about the 64-bit Jaguar?
- 2) Did you know that psychotic mass murderers write in either red or green ink?
- 3) How do you complete Kasumi Ninja properly?
- 4) How do you do both Alaric and Chagi's death moves?
- 5) When is Primal Rage being released for the Jag?
- 6) Will Mortal Kombat 3 and MK3: Ultimate be released for the Jag?
- 7) Which mag is better: Viz, Skank or Sweet F.A.?
- 8) Can you give me a T-shirt?
- 9) You never included a closing date for the Primal Rage compo. My

answers are attached, as are several Doom cheats. Send me a shirt!
Simon Tedeschi, London

- 1a) Because they're cool.
- 1b) Yes. What were you talking about again?
- 2) Yes. But did you know that writing to me in red ink is especially unfunny on two counts: 1) Your letter gets printed in black in the mag, and 2) That gag must have been used more times than your underwear, mate.
- 3) Don't know. Write to Atari.
- 4) Don't care. Does anyone except you?
- 5) Very soon. You should be used to waiting ages for a game to come out for your machine by now.
- 6) MK3, yes. Don't know when, but it will. Probably. MK3: Ultimate, on the other hand, isn't very likely.
- 7) Considering Viz was the original and the others you mention simply took the idea, tried to make a similar mag and failed, then my answer and loyalty shall stay with Viz. Viz rules!
- 8) No.
- 9) Didn't we? Oh no. Well it was last week, so I'm afraid you can't enter Simon. Anyway, not only were some of the answers you gave incorrect,

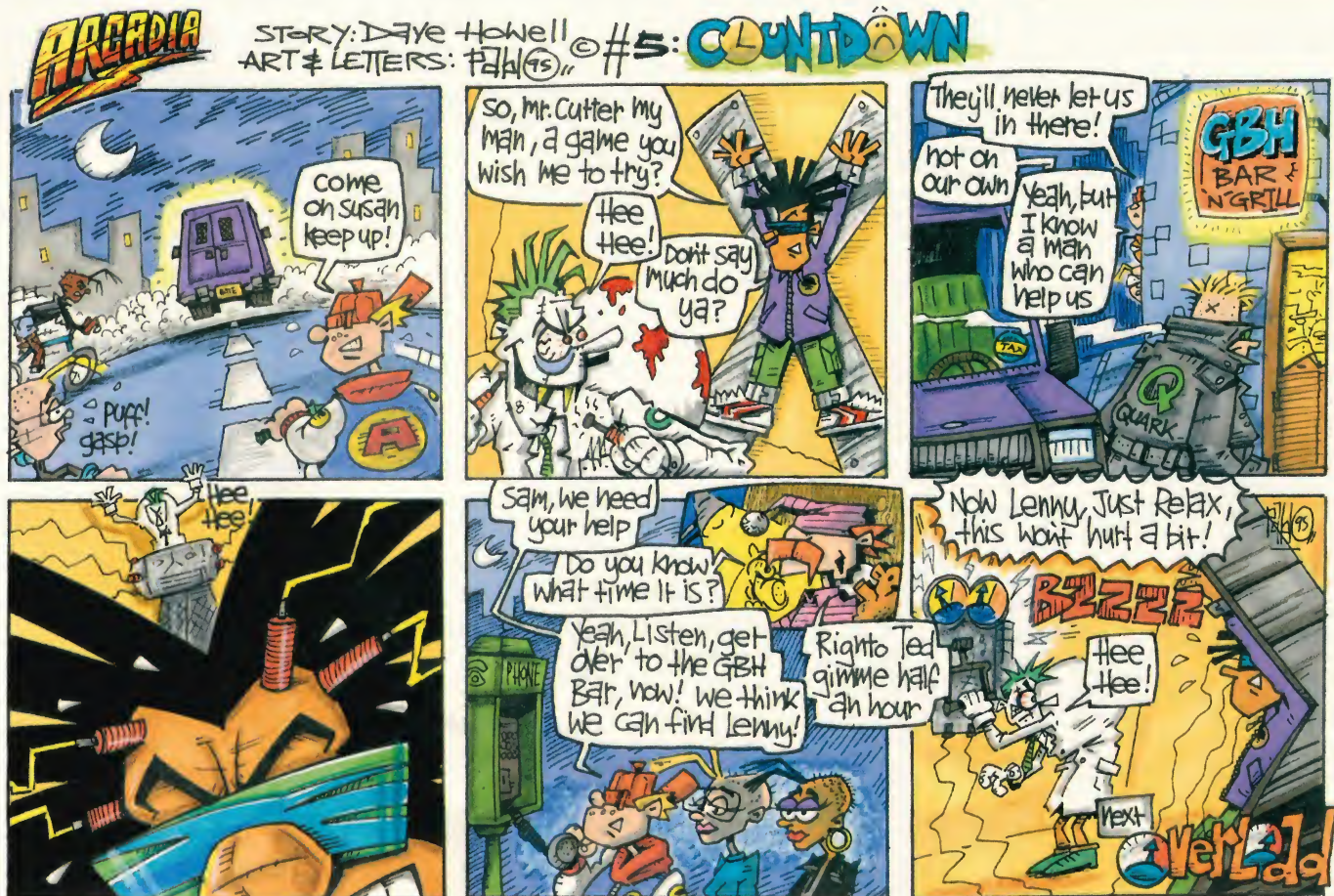
but you managed to miss a few answers out completely! I bet you feel a proper 'nana now don't you Simon? Eh? Eh? Do they call you Simple Simon at school? Eh? Eh? Do they? I'm sure they do! I would after reading this letter.

QUESTION TIME... AGAIN!

Dear Ronnie,

A couple of boring questions for you:

- 1) When will Philosoma, Motor Toon GP and Ridge Racer 2 – Revolution be released?
 - 2) Will Sony be releasing a carrycase for the PlayStation? I noticed one at the recent ECTS show, but no word from Sony!
- Robert Marsh, Peckham**
- 1) Very soon. Maybe never. Soon.
 - 2) No. There's only one in existence and you've no chance of getting one.



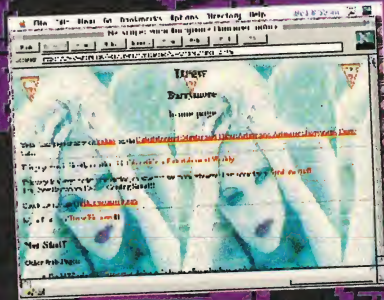
internutter

The Internutter gets his seventh airing this month, and as that sort of ties in with the new Brad Pitt film, *Seven*, we'll use this opportunity to look at Hollywood on the Web. Most major films these days have an Internet address where you can download pictures, sound snippets and so on. As well as the new film sites there are also massive online databases containing information on virtually every film ever committed to celluloid. So if you want to find out about the new films, or discover the name of that actor who had a bit part in *Rocky 3*, join the Internutter as he invites you to take a walk down the rather seedy streets of Tinseltown

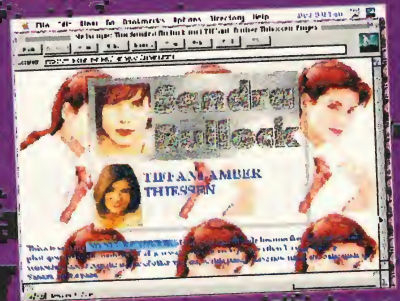
Fans of *Saved by the Bell* may recognise Elizabeth Berkeley, also of *Showgirls* fame (or lack of it)



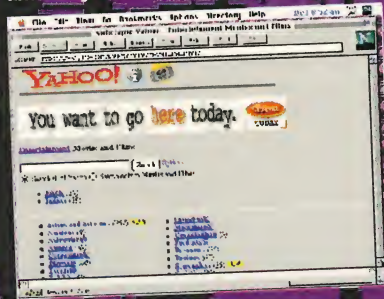
Drew Barrymore has come a long way since *E.T.* Now where did we put all that booze?



This page is a double header for Sandra Bullock and that Tiffany wosname from *Beverly Hills*



The Yahoo searcher is a fine source of all things movie and Hollywood-related



As per usual the best places to start your search are the Yahoo and Lycos search engines. You'll find them at <http://www.yahoo.com> and <http://www.lycos.com> respectively. These are the best source of movie-related sites on the Net. Because of the way these search engines work, it's possible they won't be completely up to date with the latest movies, so it's always an idea to jot down the addresses from the trailers when you see them on the television to save valuable online time and telephone bills.

The Internet Movie Database is based at Cardiff University and is one of those sites that is constantly

getting better and better. It's therefore essential to stick it in your bookmark hotlist and make regular checks to see what's changed.

Movie Mania

If it's the stars of the movies you're after rather than the movies themselves, you'll be glad to know that most major actors and actresses have their own pages.

If you have access to USENET, you'll find the alt.fan section is generally packed with gossip about stars new and old, and because it's USENET, you can quite happily join in the discussion.

If you're not into the usual run-of-the-mill Arnie action films and prefer your cinema

to be a little more 'arty' (no, not porno!), you are still well catered for on the Net. There are sites devoted to the Cannes Film Festival, the film noir genre, and contemporary movies in general. In fact whatever niche you're into, there is something on the Net for you (okay, porno too).

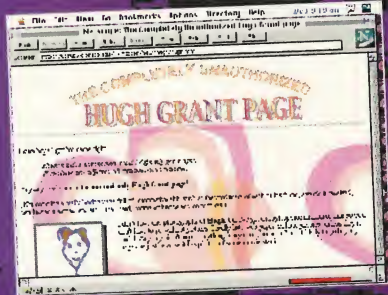
The wealth of film-related information on the Internet makes it extremely easy to do school homework or coursework projects on the subject. If you want to do an essay on a certain star falling from grace, for example, there are enough Hugh Grant pages to keep you more than happy.

In fact, as in the real newspaper world, sleaze is

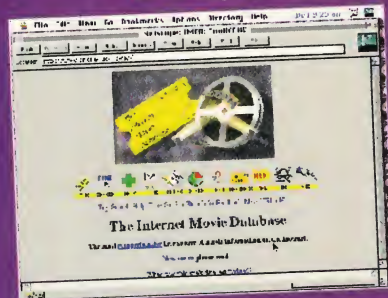


Ah, Jennifer Connolly, and an autograph to boot. There's no point photocopying it and enlarging it though

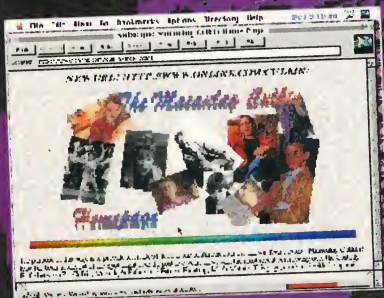
Hugh Grant was a bit of a naughty boy and now he has his own Web page



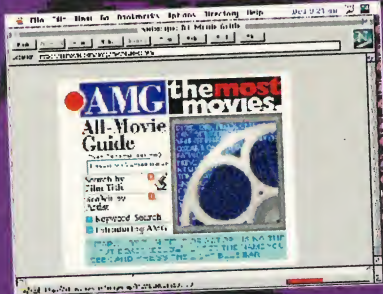
The Cardiff film archive is one of the best film sites going, and it keeps getting better!



Here's a page dedicated to the child star Macaulay Culkin. Exciting eh?



The All Movie Guide is another comprehensive resource full of details and er, other stuff



Internet addresses:

Yahoo Search:

<http://www.yahoo.com>

Lycos Search: <http://www.lycos.com>

Drew Barrymore:

<http://www4.ncsu.edu/eos/users/r/rfbatcho/www/drew/index2.html>

Sandra Bullock:

<http://fire.clarkson.edu/~dringuwl/sandra.html>

Macaulay Culkin:

<http://www.onlink.com/culkin/index.html>

Hugh Grant:

<http://ucsub.colorado.edu/~knitzber/new/huh/hugh.html>

All Movie Page:

http://allmovie.com/amg/movie_root.html

all-important, and people seem more than happy to dish the dirt on just about anybody. Surprisingly there have been no libel cases brought by stars against Internet users for scandalous lies.

Serious movie trainspotter types may like to spend some time trawling the USENET group alt.binaries.autographs. This features regular postings from people scanning their autographs and uploading them for people to collect. There's actually quite a complex trading system in operation, with people fighting to get the more difficult autographs. There's also plenty of

opportunity to purchase real autographs from the collectors that seem to frequent the Net. So if movie memorabilia interests you, once again the Internet can make your life a whole lot easier.

Screen Test

Scripts of many popular films and TV series are also downloadable, so you can read along and even act out the parts as your video plays along (of course you'd have to be particularly sad to do such a thing but I'd bet there are a few of you out there who are into it).

You can find just about anything you like regarding the movie

business on the Internet. With a little bit of searching in the right places and a fair amount of patience, you'll come across all manner of movie buff material just waiting to be discovered.

There's a lot to read and download though, so do keep a careful eye on your telephone bill – it's very easy to get carried away.

Make sure you buy next month's issue of GamePro, when the Internutter will be displaying an unlikely amount of courage as he embarks on a mysterious voyage into the world of the gruesome and the paranormal. So, he'll be going home for the weekend then.

Next Month

Humorous features, thrilling reviews, exciting previews and masses of hot tipping action can be yours to keep in a month's time! How? It's simple really, just make sure you don't miss out on the next issue of your favourite gaming mag on the planet. If you do, you'll miss...

CYBERMAGE

Origin's cartoon Doom clone finally hits the PC next issue, full review guaranteed!

SHELLSHOCK

Fancy even more hot tank action for your PSX? Core Design's latest beast will be with us in a month's time!

ZERO DIVIDE

Polygon pummeling from Japan with freaky

characters and even freakier moves also arrives next ish!

TERMINATOR: FUTURE SHOCK

You read about it earlier in the mag, Bethesda's boombastic blaster hits review city next month too!

GEX

BMG's slick lizard will be jumping onto our PlayStation and begging to be reviewed in issue eight. Just you watch!

PLUS! WARHAMMER – TRUE PINBALL – DAGGERFALL – SHIVERS – IMPACT RACING – BLAZING DRAGONS – X-MEN: CHILDREN OF THE ATOM – THE HORDE – EXCLUSIVE ULTRA 64 NEWS & LOTS MORE BESIDES! GAMEPRO ISSUE EIGHT ON SALE FEBRUARY 22 YOU KNOW YOU WANT IT!



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FIFA 96.....	£36.99	Dynamic Tension.....	£37.99	Road Rash.....	£36.99	Goal Storm.....	£37.99
Actual Golf.....	£36.99	Shellshock.....	£37.99	Magic Carpet.....	£36.99	Project Overkill.....	£36.99
		Waterworld.....	£37.99	Spot Goes To Hollywood.....	£36.99	Arc The Lad.....	£37.99

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PLAY

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OFFICIAL PLAYSTATION
MAGAZINE

9/10

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Featuring



Interactive MotionTechnology



there's nothing virtual about actua