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52 PAGES

# GamePro

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## FATAL RACING

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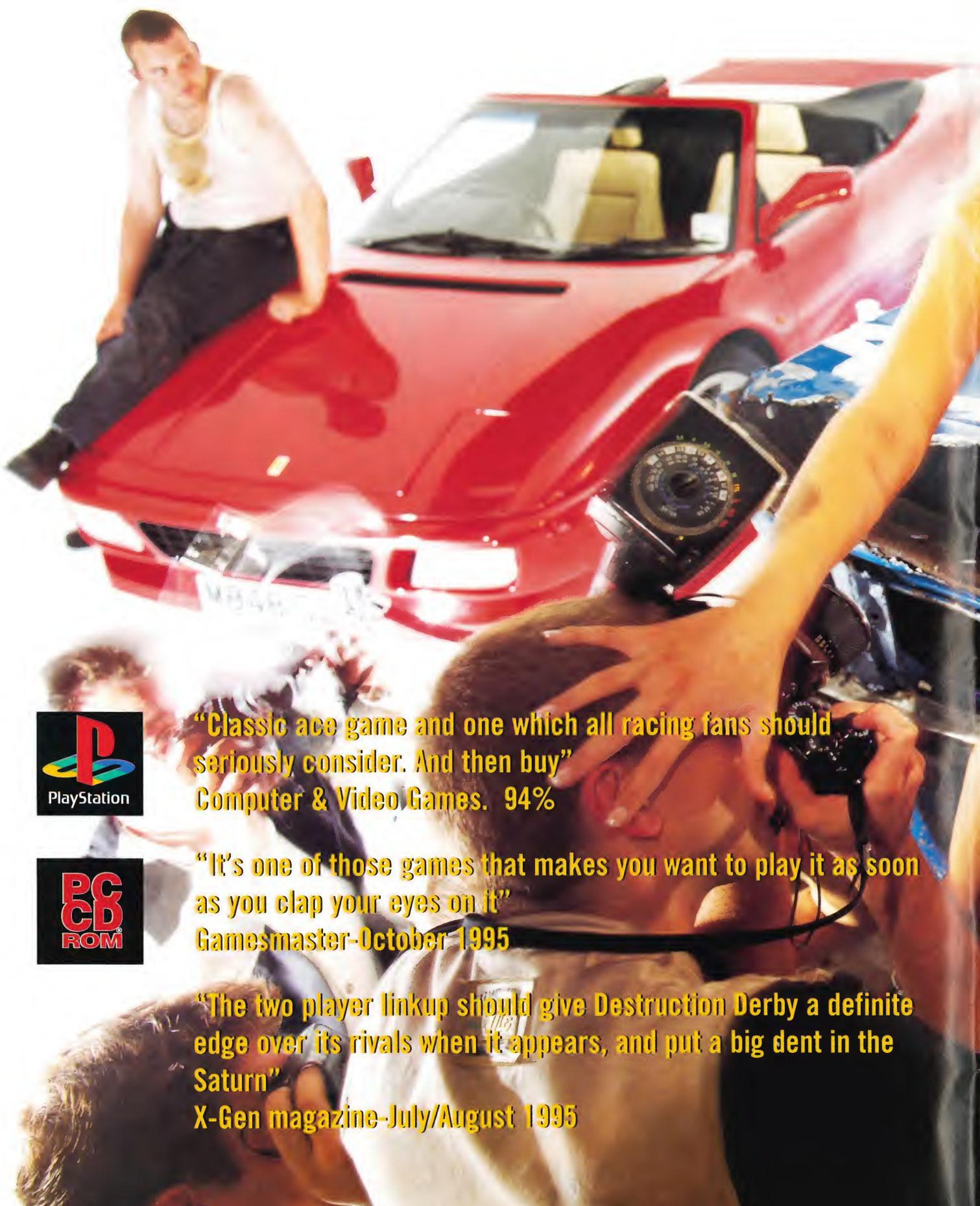


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KILLER INSTINCT: COMPLETE PLAYERS GUIDE FOR NINTENDO'S BUTT KICKING HIT

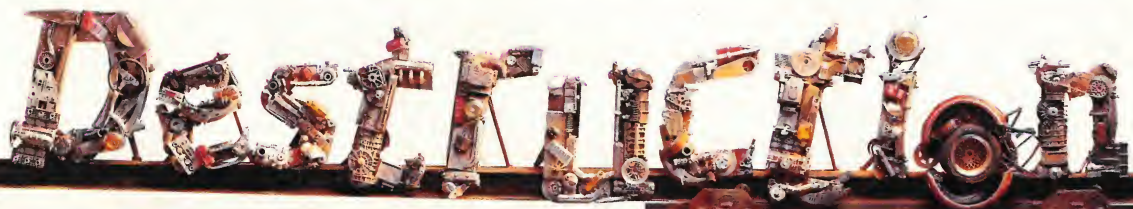


**"Classic ace game and one which all racing fans should seriously consider. And then buy"  
Computer & Video Games. 94%**



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

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



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derby

# THE NEXT GENERATION CONSOLES NOW AT GAME



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Hello, good evening and welcome to the very first issue of the GamePro GAME

Sampler. What we've tried to achieve is simple: A brief, concise, action packed

issue of fun, frolics and sheer unadulterated videogaming ecstasy that will

A) Give you a look at what your local GAME store will be trying to sell you over

the coming months, and B) Show you what a quality magazine GamePro is. If

you like what you see, why not take a trip down to your local newsagents and

check out the latest issue of GamePro? You'll find a whopping 148 page

spectacular crammed full of the latest news,

reviews, previews and guides. Not only that,

but there's an extra special free gift in the

shape of eight game-related postcards too!



# GamePro Contents

Free Sampler Issue 1

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## 8 Eye Witness

GamePro's news section is amongst the most comprehensive in the world, pulling in gossip from our sources all over the globe. If you need to know what's going to happen and when, Eye Witness is the essential stop-off point in the video games market today



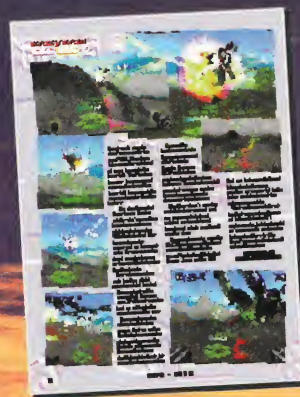
## 12 ProReviews

GamePro wouldn't be GamePro if it wasn't for the superior quality, action packed reviews. Each full issue of the magazine is packed to the hilt with the very best and latest games. If it doesn't get reviewed, then it isn't worth buying



## 31 ProSpects

With so many games scheduled for release at the moment, you'll need ProSpects to keep you up-to-date. Try our sneaky tasters to see what to expect over the next couple of months. And remember, you get much more of the same EVERY month in GamePro

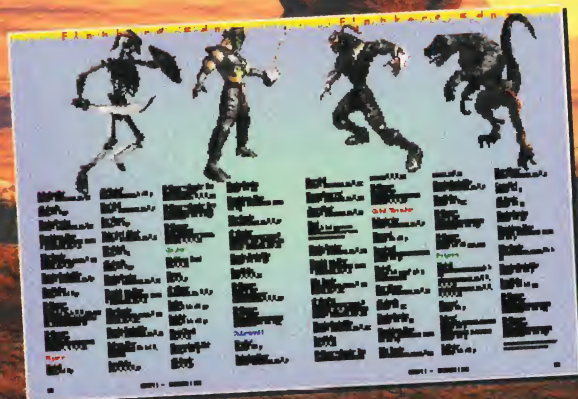


## 48 Subscriptions

If you like what you see, why not send off for an ultra cheap subscription to GamePro? Remember, this is only a sample of the real product. Each month you can get hold of something three times the size for a great bargain price!

## 40 S.W.A.T. Pro

This is our direct link to all the latest and greatest tips straight from the good ol' U.S of A. Take a look at this example of what a monthly read of GamePro can do for your gaming. In the full issue you can expect to find upwards of 40 pages crammed full of guides



eye witness

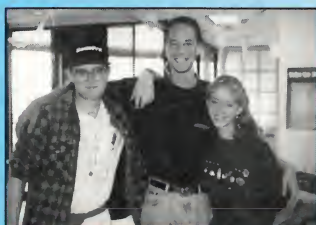
**Wahey!**  
GamePro's excellent third issue slaps you straight in the face with yet another whopping portion of red hot news, stories and gossip. What is Sega up to? Is GamePro available on-line? Who won the Blockbuster championships considering we forgot to tell you last month? All this and much more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

eye witness

# World champions!

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

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



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

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



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

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

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



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

Overall champs:

**SNES** – Leon Kane (15, England)

**Mega Drive** – Ricky Frazier (12, USA)

The Semi-Finalists:

**SNES** – Andrew Smallwood (11, USA)

**Mega Drive** – Kelly Banach (13, USA)

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





## When Saturday comes...

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



## Sega announces new portable

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

eye witness

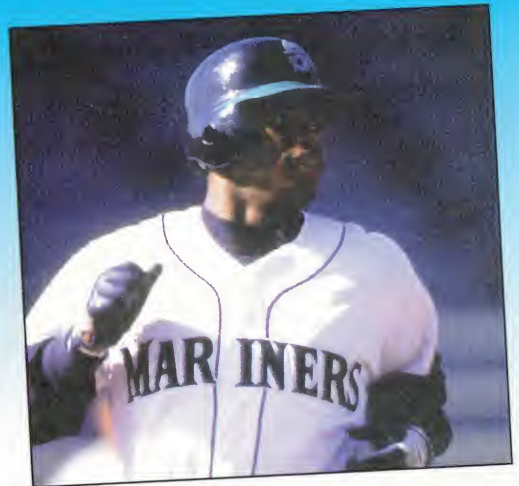


## GamePro goes on-line

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

## Nintendo signs Ken

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



## Hasbroagogo!



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

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



## Mega help

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

Available everywhere?

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

## Hi, my name's Simon Bates

YES, BIG boy Bates is back from near obscurity thanks to the latest ad campaign from Time Warner



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

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



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

eye witness

## Comic Spawns video game

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



## GamePro goes to the Flicks

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



## VF2 draws nearer

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

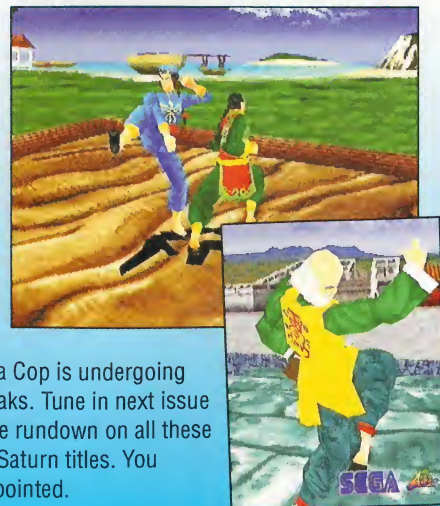


the import arrival of Virtua Fighter Remix this month, which demonstrates clearly what the Saturn has to offer, along comes the

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



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



## At The Deadline...

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

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

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

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

### Charts: November

### BLOCKBUSTER VIDEO

#### Super NES

##### Retail Chart

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

#### Mega Drive

##### Retail Chart

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

# If you haven't heard of

## Championship MANAGER

# 2

buy a  
different mag.

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# ProReview

"So what's coming to our local gaming store in the very near future?" we hear you cry. Well you've definitely come to the right place to get that information sunshine, because the Pros have got all the latest games for your hard hitting home console - right now! Check the list below, read the reviews and take your pick

**WipeOut p26**

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



**Mortal Kombat 3 (SNES) 14**

**Mortal Kombat 3 (MD) 15**

**Fatal Racin' 16**

**Alien Breed 3D 18**

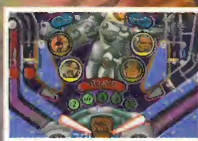


**Comix Zone 20**

**Destruction Derby 21**

**The Raiden Project 22**

**Primal Rage 24**



**Pinball Illusions 24**

**WipeOut 26**

**X-Com: Enemy Unknown 28**



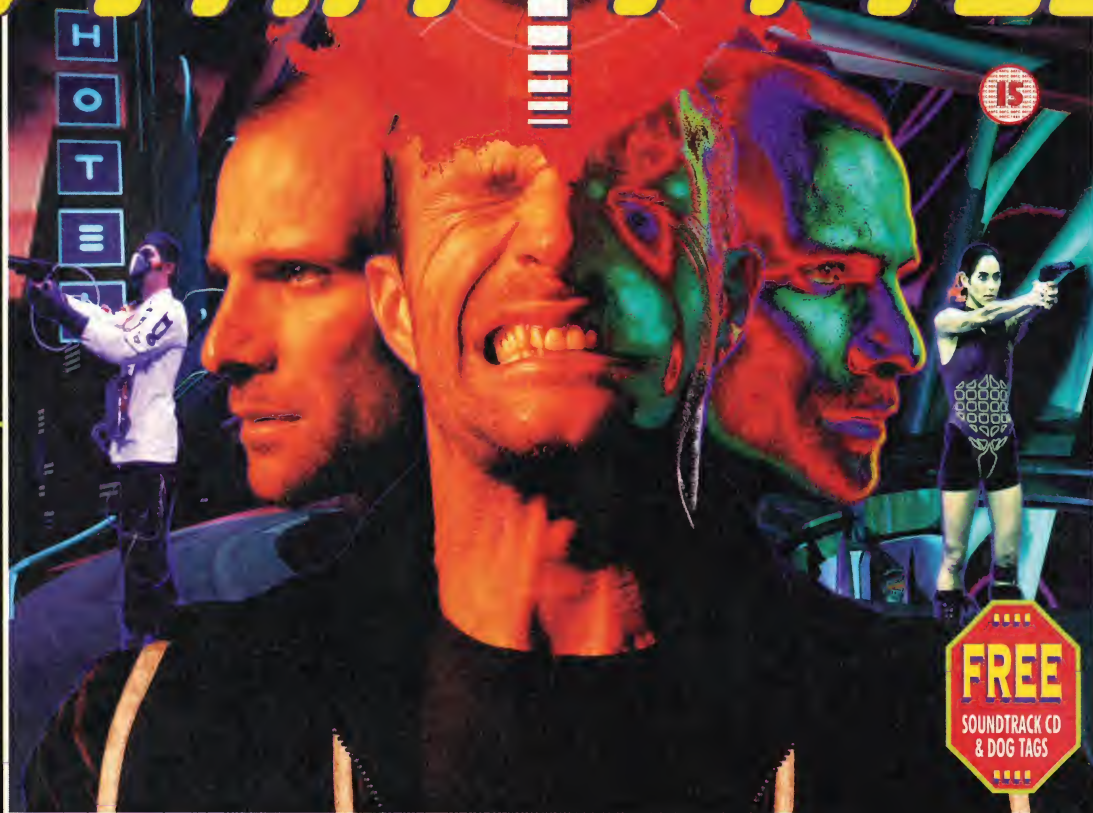
**Fade To Black 30**

# A MIND BLOWING GAME

SOL CUTTER HAS SOMETHING ON HIS MIND...

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

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

## ALSO ON CD-i

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# PHILIPS

# ProReview

## Super NES



By Bruised Lee

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

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

### More Mortality

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

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

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

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

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

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

change various aspects of the game, as an example.

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

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

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



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



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



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



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

### Super NES Game Profile

## MORTAL KOMBAT 3 ACCLAIM

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

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

# 90%

# ProReview

## Mega Drive



By Bruised Lee

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

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

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

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

### Krazy Kombateers

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

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

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

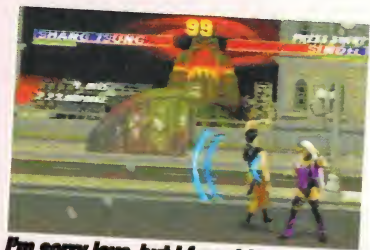
Graphically, MK3 has got less colours and doesn't look quite as sexy as the other versions, but Mega Drive owners will be more than happy with what their version looks like.

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

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



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



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



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



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



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



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



*Stryker wins! Closely followed by Boxer and Grifter*

Mega Drive Game Profile  
**MORTAL KOMBAT 3**  
ACCLAIM

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

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

**88%**

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

PC

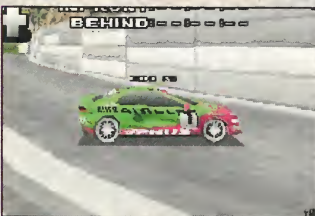


You're only a second behind, but that's one hell of a sharp corner coming up!



By Sir Garnabus

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



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

PC Game Profile  
**FATAL RACIN'**  
GREMLIN

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

£34.99  
Available now  
Racing  
1 or 2 players  
16 tracks

**89%**

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

## Fatal Fury

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

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

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

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

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

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

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



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



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





Terry Pratchett's

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PERFECT 10

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## Amiga

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



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



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

# ALIEN BREED 3D



By Captain Squideo

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

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

### Amiga Game Profile **ALIEN BREED 3D** TEAM 17

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

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

# 88%

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

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



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



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

### Alien 8

One of AB3D's strongest plus points is the inclusion of staircases and lifts. This makes it more similar to Doom – Gloom works on just the one level. There are 16 levels in total and all of them look really good on the screen. Some of the sprites within the game can, at times, become rather pixelated, but you are meant to be killing the aliens, not admiring them.

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

Like Doom, AB3D can be controlled via the keyboard, but as a bonus you can also

use a joypad which makes it easier to move about and shoot the aliens.

AB3D will, unfortunately, only run on the A1200 and even then the scrolling is slightly jerky. But, if you've got yourself a mightily expensive accelerator installed you will absolutely love Team 17's latest offering.

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



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



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



# NOVASTORM

MAKES EVERYTHING ELSE LOOK LIKE



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

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

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

Available on



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# ProReview

## Mega Drive



By The Unknown  
Gamer

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

### Page Turner

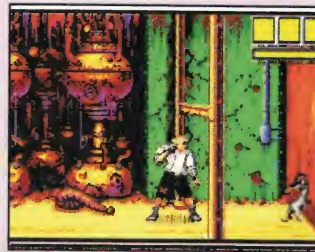
You're Sketch Turner, a comic-strip artist. When Mortus, a comic villain, warps from your strip into the real world, you're warped into the Comix Zone. To stay alive, you must maneuver through the comic

strip's six pages.

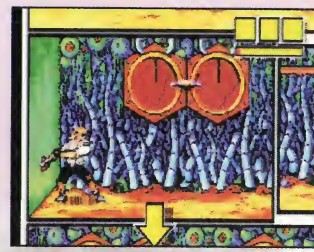
Each Comix Zone page is laid out as a series of panels just like a real comic. To complete a page, Sketch must fight his way from panel to panel. The challenge in each panel is to bust up enemy gangs, solve simple puzzles, or sometimes to accomplish both.

### Comix Combat

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



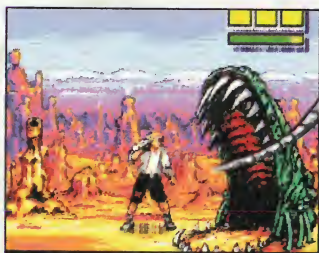
**PROTIP:** In the fan room at the beginning of page two, let Roadkill go, and he'll crawl under the fans and turn them off. Then you can disable them with punches and kicks.



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

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

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



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



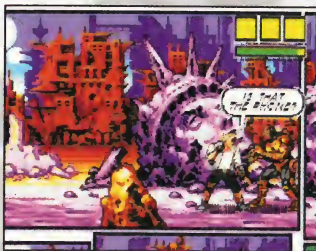
sponsive. Sketch can't move rapidly around the panel, and button slamming yields unpredictable results.

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

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

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

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



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

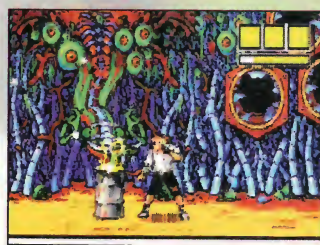


### Comix Zone Has Its Own Storyline



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

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



### MegaDrive Game Profile

## COMIX ZONE

SEGA

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

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

# 81%

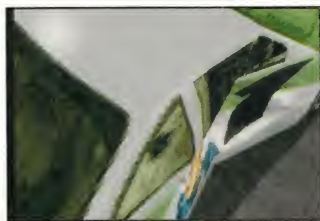


By Major Mik

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

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

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



either Race or Destruction modes. Race mode, as you may expect, involves you tanning your motor round numerous tricky racing tracks from around the world, but getting that all important first position is only half of the game. In order to win you need to collect crash points, which you receive when you ram into the sides, front or rear of the other drivers. The second, and possibly the best part of the game, is the Destruction Derby Bowl. Here you and 19 others are placed inside an arena and it's



a no holds barred accident zone where points are again awarded depending on the position of the crash (2 points for a head on collision, 10 points for causing a 360 spin-out) and the car left standing at the end with the most points wins. This option is playable in both practise and championship modes, but where it really becomes fun is when you select the total destruction option.

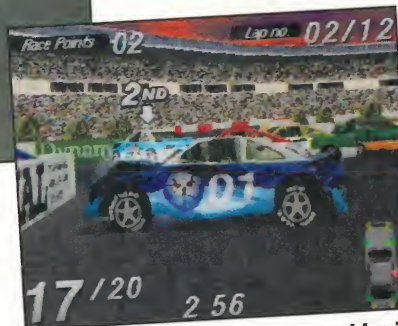
### Crash And Burn

Here, all the other cars have one thing on their minds, namely to hit you at high impact. The idea is to run for your life and basically see how long you can last tearing around inside the bowl. The GamePro office record currently stands at 96 seconds, and as this may not seem extraordinarily long, once you play this game you'll be wondering how we ever did it. This option is great if you've got a load of mates round

As with most driving games, the walls cause numerous problems



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



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

your house, as everyone battles for first position on the score board as well as laughing themselves silly at the amazing crashes and getaways.

Numerous other options are available including replays, four different view points, championships, one off races, time trials and a sneak peek at the pit enclosure too. This isn't a serious racing simulation, it's purely a game created so driving enthusiasts can race about at high speed and cause as many major pile-ups as possible, without the risk of having their license suspended. It's a top laugh, the



Various angles increase the overall playing delight of pranging your car

detailing on the cars is amazing, the crashes are even better and it makes a very nice change to all the usual racing fodder we have to digest each month.

### Playstation Game Profile DESTRUCTION DERBY SONY INTERACTIVE

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

£44.99  
Available Now  
Racing  
Link up Option  
3 different cars

# 89%



By Major Mike

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



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

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

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

### River Raiden

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

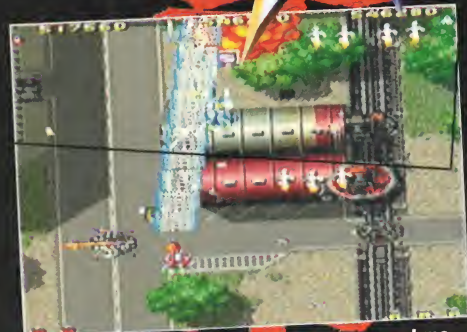
Both games in *The Raiden Project* can be played by one or two players simultaneously. Either game is superb when

# THE RAIDEN PROJECT

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

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

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



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



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

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



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

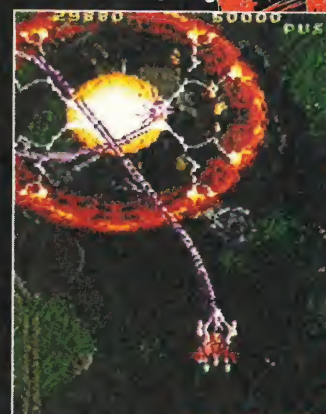
### PlayStation Game Profile THE RAIDEN PROJECT OCEAN

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

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

# 90%

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



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



# ISLE

Missions In The Rainforest

**Plant or Plant?**



**Economy or Ecology?**



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

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

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



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# ProReview



By Slo Mo

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

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

## PC



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



*The graphics are pretty close to the original arcade version*

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

*You stand victorious after a vicious bout of fighting*



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



**PC Game Profile**  
**PRIMAL RAGE**  
 TIME WARNER

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

**82%**

Climb the mountains in Extreme Sports

# Pinball Illusions



*Law n Justice is possibly my favourite table in the game*



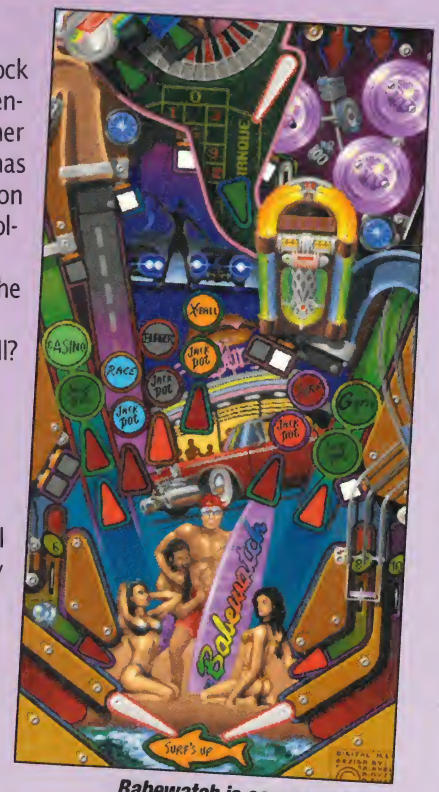
By Toxic Tommy

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

## Wizard

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

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



*Babewatch is accompanied by suitable cheesy beach music*

**PC Game Profile**  
**PINBALL ILLUSIONS**  
 21ST CENTURY

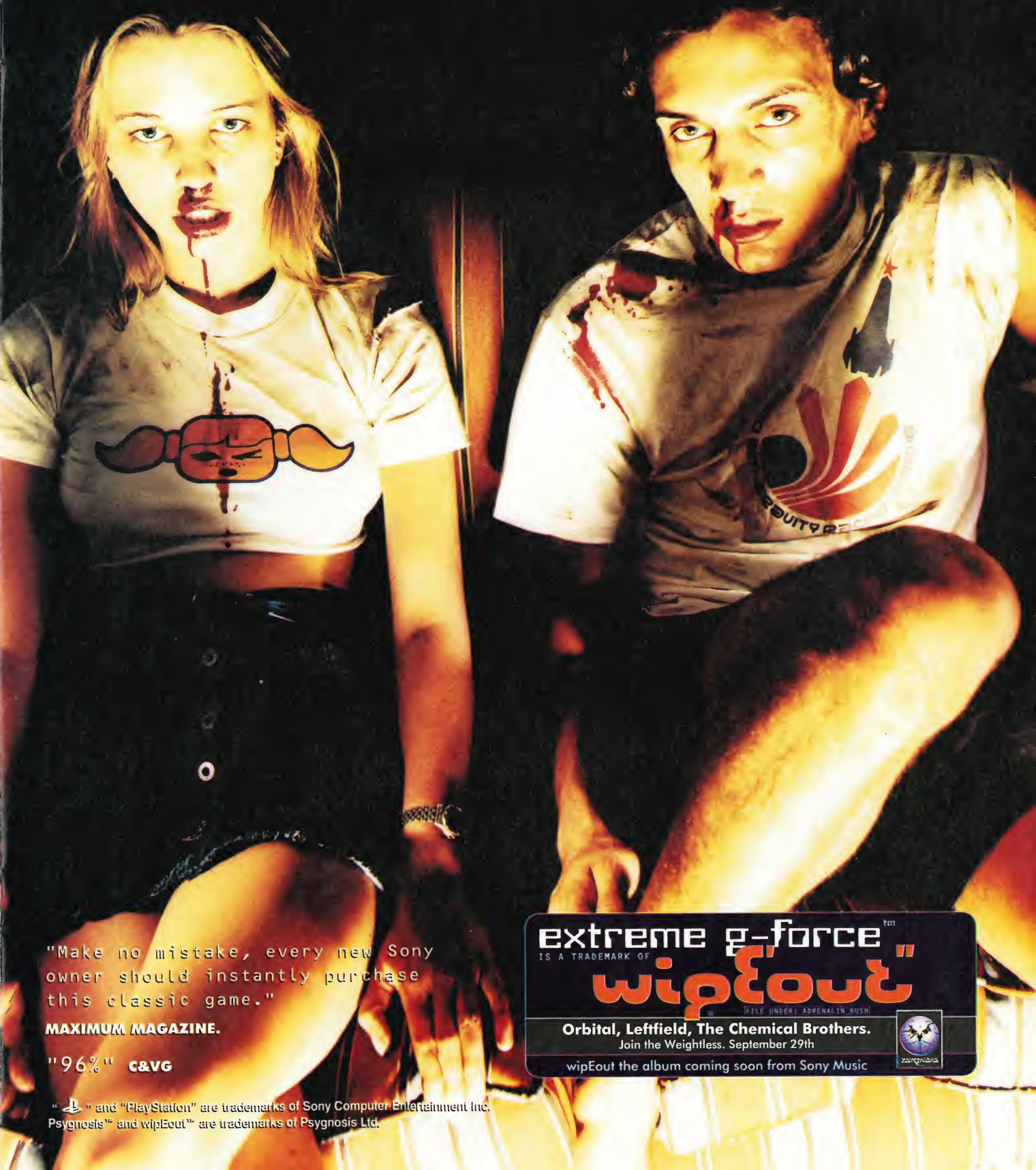
£29.99  
 Available now  
 Simulation  
 1-8 player

**80%**





PC  
CD  
ROM



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

MAXIMUM MAGAZINE.

"96%" C&VG

extreme g-force™  
IS A TRADEMARK OF  
wipEout™

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

wipEout the album coming soon from Sony Music



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"Psychosis" and wipEout™ are trademarks of Psygnosis Ltd.



By Tommy Glide

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

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

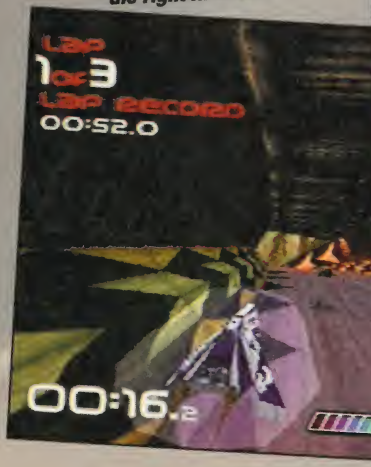
WipeOut utilises nineties technology to the full, and even though there's a lot of damn fine software coming out on the PlayStation, this one will impress you more than the rest.

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

### Windscreen Wipeout

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

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



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

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

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

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

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

# Wipe



# Out



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

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

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

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

The sound effects are impressive as well.

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

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



**PRO TIP:** Make sure you watch out for the jumps



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



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

grateful because it's practically overflowing with the stuff.

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

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

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

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

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

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

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

PlayStation Game Profile  
**WIPEOUT**  
SONY INTERACTIVE

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

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

**94%**



**By Brother Buzz**

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

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

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

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



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

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

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

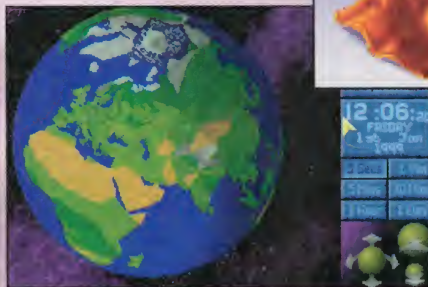
*All manner of information has to be discovered about each race of aliens. Only with in-depth research can you hope to successfully avoid total world domination by visitors from another world!*



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



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



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

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

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

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

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

### **Allen Nation**

Each soldier has movement points which are affected by

# :Enemy Unknown

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



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



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

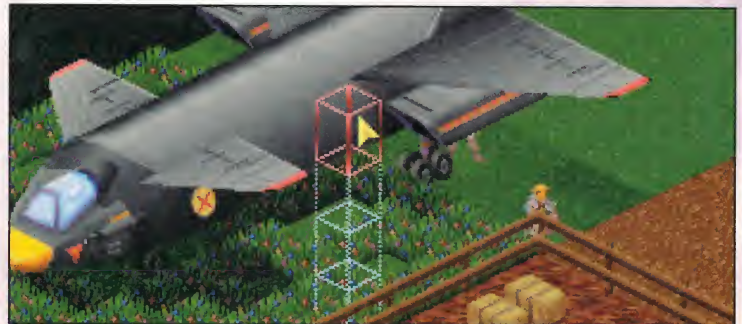


You've captured one of them. Now set your scientists to work to cut him open and see what makes him tick inside. Autopsies can be fun! Didn't you see that documentary on the telly?



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

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



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

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

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

if you wander into their shooting path....

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

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

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

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

PlayStation Game Profile  
**XCOM: ENEMY UNKNOWN**  
MICROPROSE

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

£44.99  
Available now  
Strategy  
1 player  
5 levels

**90%**

PC CD-Rom



By Slo Mo

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

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

# FADE TO BLACK



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

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

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

## Faded Jeans

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

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

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

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

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

## Eye Opening

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

PC CD-Rom Game Profile

**FADE TO BLACK**  
ELECTRONIC ARTS

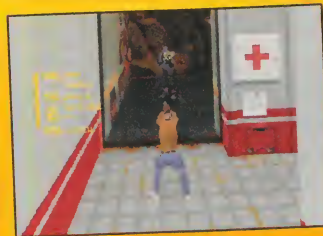
**Nice stuff from EA and Delphine. Fade to Black is a novel concept which is executed well. It has one or two minor niggles but these are easily outweighed by the sheer playability.**

£39.99  
Available now  
Arcade strategy  
1 player  
5 levels

**90%**



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



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



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

There may be lots of new and exciting games hitting the stores right now, but there's even more interactive eye candy coming your way in the future. Here's a brief selection of some of the top titles heading your way over the coming months...

# ProSpects



**Fox Hunt** 32

**X Men: Children of the Atom** 32

**Donkey Kong Country 2** 32

**Total Eclipse Turbo** 32



**Actua Golf** 33

**Actua Soccer** 33

**Krazy Ivan** 34

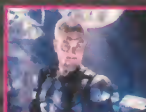


**International Superstar Soccer Deluxe** 35

**Yoshi's Island** 36

**Sensible World of Soccer** 37

**Moto X** 37



**Wing Commander 4** 38

**RESURRECTION: CYBERIA 2** NEXT ISSUE

Virgin's stunning visual treat will be with us next month for a full review!

## X-Men: Children of the Atom

Saturn

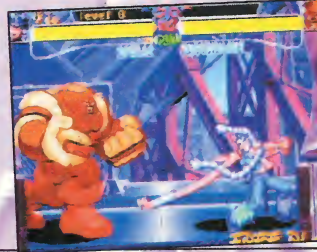
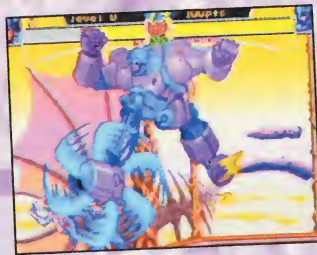
PlayStation

With X-Men: Children of the Atom, Capcom covers head-to-head fighting from all angles for the Saturn and PlayStation. Ten comic-book stars rumble in Children of the Atom, including four X-Men and as many of their foes. Look for your favourites among this fierce cast: Wolverine, Cyclops, Psylocke, Storm, Ice Man, Colossus, Omega Red, Spiral, Silver Samurai, and Sentinel.

Animation based on the comic and animated television series ties this arcade port to its roots, as do the digitised voiceovers by actors from the

TV cartoon. The two-player action includes such standard fighting-game features as special moves. Options like autoblocking even up the fighting field for players of different levels.

**By Capcom**  
**Available Winter '95**



## Fox Hunt

Saturn

PlayStation

Fox Hunt represents a major change of pace for Capcom. This interactive game's storyline spoofs the spy-thriller genre. Timothy Bottoms and George Lazenby star.

As the game's hero, you must make real-time decisions, choosing between multiple gameplay paths as you gather information and clues to further the plot. Revving the action are

more than 20 fighting or action sequences where you battle villains. The gameplay includes chase scenes and skydiving, shooting, and skiing scenarios. And, yes, the screens you see here are from the game: Fox Hunt incorporates more than three hours of movie footage shot with 16-mm film.

**By Capcom**  
**Early '96**



## Donkey Kong Country 2: Diddy's Kong Quest

Super NES

The Kongster is back in a one- or two-player sequel that hops with more of the same style gameplay. Joined by Dixie Kong, a girl ape with a blonde ponytail, Diddy must search for the kidnapped Donkey Kong through 100 tough levels of gameplay.

Diddy and Dixie each have their own repertoire of moves, making the two-player mode more fun than it was in the original effort.

The 3D-ACM graphics that took the game world by storm last year are back, but this time with enhancements. Once again they're courtesy of good old Rare.

**By Nintendo**  
**Available November**



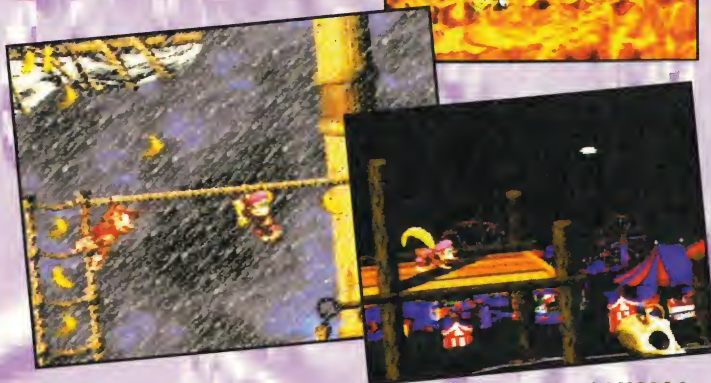
## Total Eclipse Turbo

PlayStation

The new systems are taking space shooters to the next level, making them faster and more realistic. With warp-speed snap rolls and 3D texture-mapped terrains, tunnels and objects, Total Eclipse Turbo is no exception.

In the game, 20 rounds of thumb-crunching shooting action blasts past at blistering speeds. You'll need strategy and tactics as you take on each mission with a variety of weapons. A CD-quality soundtrack amps the action.

**By Crystal Dynamics**  
**Available December**





# Actua Soccer

PlayStation PC

We had a very early peek at this in Issue One of GamePro, but now, with the game nearing completion, we thought it was worth another look, this time with the PC version in mind.

Lately people have decided that it is possible to do PlayStation/3D0 style soccer games for the PC, and Actua Soccer is the proof of the pudding with a simultaneous release on the Sony format. Gremlin has motion-captured Sheffield Wednesday and

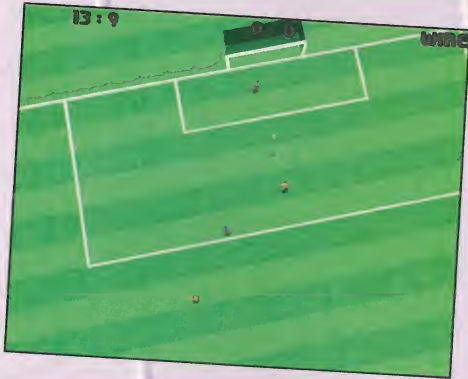
England stars Chris Woods and Andy Sinton, and enlisted the help of top Beeb commentator Barry Davies to lend his vocal support. In fact, Davies was locked in a room for a day, repeating names and sentences, and Gremlin was well pleased with what it got for its money.

Actua Soccer looks like it will play very well. Graphically it's a dream, as the pitch twirls and changes perspective



constantly. There's nothing like PlayStation. It's on the PC, but it will face stiffer competition on the

By Gremlin



# Actua Golf

PlayStation



The second in the series of Actua games from Gremlin is also verging on ready. This will be the first golf game available for the PlayStation and thus will probably do well for itself.

Again Gremlin has enlisted the aid of professionals in their Motion Capture suite, so the swing and all the other golfing actions are exactly as they would be in real life.

There is plenty of camera perspective changing, and virtually the only thing that needed fixing when we saw it last was a Jesus-like walking on water incident which occurred when the ball hit a hazard.



It's standard golf game fodder, but it looks as good as you could possibly imagine. Gremlin has certainly got off to a cracking start with the PlayStation.

By Gremlin



# Krazy Ivan

PlayStation PC CD-Rom



Krazy Ivan is a manic shoot'em-up set in the year 2018. Aliens have taken over the world and set up an impenetrable force-field. The Russians, however, have managed to disrupt the force-field long enough for one man to enter the alien territory.

You play the part of Krazy Ivan, a Russian soldier who's more than happy to accept every suicide mission going. With his forty-foot, fifty-ton mech-warrior power-suit on, Ivan must make his way across the planet, rescuing human survivors while destroying the alien hordes.

Your primary goal on each level is a shield generator which is set at the very heart of the energy field. There are over 32 different enemies in all, so getting to the generator won't be easy.

The enemies can be categorised into two groups. First up are the Sentients, huge massive robot enemies armed to the teeth, while secondly there are the Drones, slightly less intelligent, but around in strong numbers.

Some of the tougher enemies in the game are armed with Electronic Counter Measures (ECM) which stop your homing missiles from locking on. They also have a full arsenal of weapons, ranging from mines and lasers to dangerous flamethrowers.

All of Krazy Ivan's enemies are fully texture-mapped, and you can expect plenty of mutated mechanoids and bug-shaped robots crawling all over the place.

The game has got a superbly fluid 3D environment that's set across five different battle zones: Russia, the Middle East, Europe, Japan and the USA.



Each one features realistic and fully animated in-game graphics, as you can tell just by having a quick glance at the various screenshots.

What you've essentially got is a first-person shoot'em-up set in the slickest of 3D environments. Judging by what we've seen so far you're going to be going Krazy for this Sony/Psygnosis effort when it arrives this autumn.

**By Sony/Psygnosis**  
**Available October/November**



# International Superstar Soccer Deluxe

Super NES



International Superstar Soccer is the biggest selling Super NES title of 1995 so far.

The game shot straight to the top of the charts in February and remained there until June, selling over 60,000 copies in the UK alone. And, apparently, it's still selling well.

International Superstar Soccer Deluxe includes all the bits that made the original game so good in the first place, but this time the developers have improved things even further, adding a whole host of new features.

The first new addition to the game is the introduction of the multi-tap. This boosts the game from two to four players, thus enhancing the game no end. After all, as everyone knows, there's nothing like playing against a human opponent rather than the computer, although in this new version the CPU intelligence has been improved.

There are a new range of skills and joy-pad combinations, including the ability to do through-passes, feints, dummy kicks and shoulder charges amongst others.

As well as the inclusion of 10 new teams, there are fully editable tournaments and mini-leagues at your

disposal. Players names can be altered, and individual players can be selected to take free-kicks and corners, thus allowing you to choose the best player for the job.

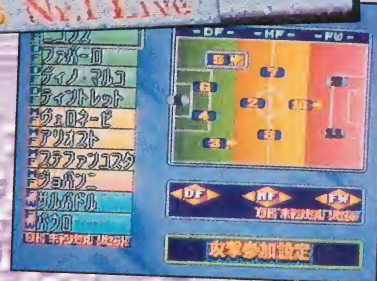
As the saying goes, "there's always room for some improvement", and this certainly applied to the original International Superstar Soccer cart.

Penalty kicks are now a lot more difficult - there's a chance you might boot the ball over the crossbar; yellow and red cards are carried over from match to match in tournaments; there are four brand new tactics, a new training mode, and even more animations than before.

Considering how well Konami did with International Superstar Soccer earlier this year, this deluxe version must be odds-on favourite to go the top of the charts when it gets released this November. And don't be too

surprised if it's still there some time after Christmas either.

By Konami  
Available November



# Yoshi's Island Super NES

Four long years have passed since Super Mario World, the last Mario platform adventure game, was released for the Super Nintendo. Well, Mario's back – but it's not the Mario you remember. Yoshi's Island is actually a prequel to the Mario games, and it sports an all-new look.

It all begins when the stork tries to deliver twin babies to the Mushroom Kingdom. When a baby thief named Kamek snatches one of the babies, a Yoshi – in fact a whole herd of Yoshis – rescues the other tyke. The game traces the adventures of the Yoshis as they try to return the baby (gee, wonder who he is?) to his parents... maybe they'll find the other twin in the process.

Plug in this cart and the first thing you'll notice is its very different graphics. Yoshi, baby Mario (oops, we gave it away), and the enemy sprites are all roughly the same size as in prior adventures, but there the

graphical similarities end. The backgrounds and game scenery in this newest tale bear a unique look that appears almost as if they've been torn from the pages of a colouring book or been freshly painted.

The most noticeable sound on the early cart we looked at was the wailing of baby Mario whenever he gets separated from Mario.

Yoshi has a number of new moves, including the ability to hover, climb, and fire four types of egg weapons.

Baby Mario rides on Yoshi's back, and if he's knocked off, he floats in a bubble. Yoshi also has a quick countdown to rescue him before the Koopas snatch him.

Beyond that, the multi-scrolling gameplay is standard Mario hop-n-bop. Yoshi cruises through the six worlds – each with multiple areas – jumping on enemies, navigating obstacles, and solving the various puzzles that stand in his path.



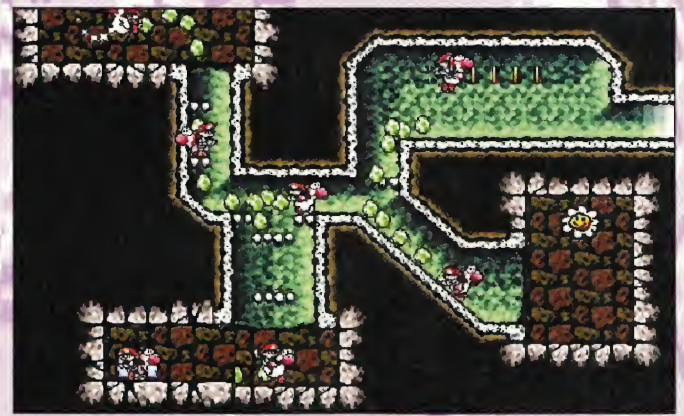
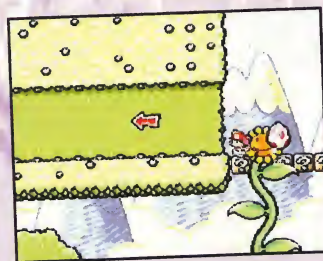
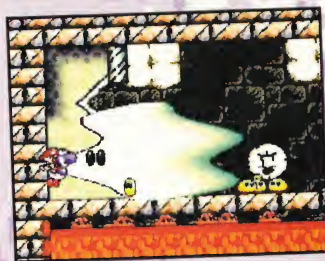
Nintendo made heavy-duty use of the Super FX2 chip to endow the game's hundreds of enemy characters with the ability to spin, magnify, and do all kinds of tricks.

Yoshi's Island seems straightforward early on, but as the game progresses, the gameplay grows more complex and challenging. As well as completing the various areas, players can work for high scores by grabbing special items and power-ups.

With all that's going on in gaming these days, Yoshi's

Island isn't as different and new as a lot of other games. The one and only Mario, though, is bound to be a big hit this Christmas. Watch out for a full review very soon indeed.

**By Nintendo**  
**Available December**



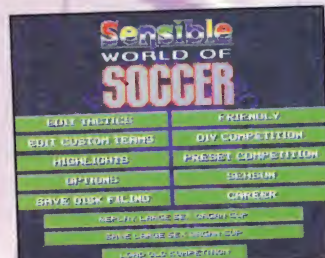
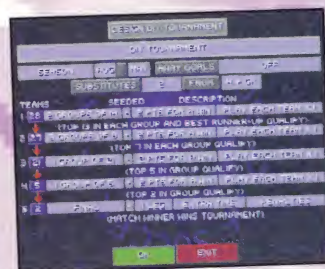
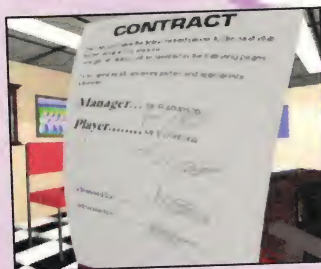
# Sensible World of Soccer PC



Possibly the best Amiga game of all time has finally made its first appearance, albeit in preview form, on the PC. Sensible Software's Sensible World of Soccer has been hailed as the greatest football game ever written. The original Sensi on the PC left a little bit

to be desired, but hopefully the improvements promised for this one will make it every bit as an essential purchase as its Amiga counterpart.

Now not only do you get the chance to play the games, you get a chance to dabble on the management side as well.



You can choose to be the boss of just about any team in the world and all the team data and stats will be as accurate as possible when the game hits the shelves.

If you find that you're rubbish at the match sections of the game, you can choose to

just sit and watch the action after having made all the complex and necessary tactical decisions in advance. Sensible World of Soccer is a fine game and we should have a full review next month.

**By Warner Interactive  
Available November**

# Moto X PC

As you might imagine from the title of the game, this is a simulation of motorcross (that's the sport where you pelt about on motorbikes around a

dirt track, fall off and have metal splints inserted into your shins so you can walk again).

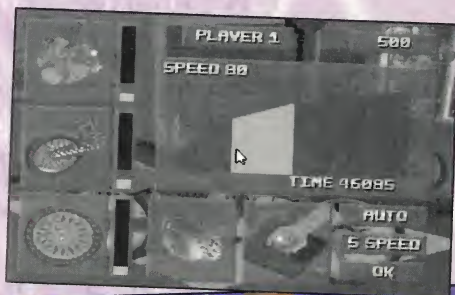
Very little is known of the actual innards of the game at this stage, but Warner Interactive will be publishing it so you can be sure of its quality.

There will be plenty of driving games available by the time this gets

released just before Christmas, but Warner is hoping this will be different enough to catch the eye along with the likes of Formula One Grand Prix 2 and Screamer.

So, if ploughing through gallons of mud on a souped-up moped is your idea of fun, break out the scuffed leathers, retrieve your helmet, and er, give it a bit of a polish!

**By Warner Interactive  
Available November**



# Wing Commander IV

PC CD-Rom

Wing Commander III was a truly ground-breaking piece of software for the PC. It was the game that made people realise that their existing machines simply weren't good enough to run the new breed of PC software that was starting to emerge. To have the game running at its full potential you needed a PC worth over £2000, or you were going to experience difficulties in one way or another.

Heaven knows what kind of beast you'll need to run WC IV when it is released early next year. Origin has got the same team of actors together and they've just recently finished a seven-week film shoot at the famous Ren Mar Studios in Hollywood. Mark Hamill (Star Wars), Malcolm McDowell (Star Trek: Generations), and Tom Wilson (Back to the Future series) have all been drafted in to take up where they left off at the end of the last game.

Origin's film director and executive producer Chris Roberts, has gone on the record as saying, "Some of the stuff we've shot here I'd put up next to any \$30-\$40 million feature film".

Strong words, but he must have something because it didn't prove too difficult to get Hamill back in for another go. When asked about why he came back to do WC IV he said, "It was such a fulfilling experience the first time. The scenario is so different and we've built 38 sets - this is a huge movie,

much more than a game!"

Sounds impressive doesn't it? The whole project has cost well in excess of £9 million, but Origin expects to make the money back.

WC IV is due for release in the States around Christmas time, so we can expect it on

these shores soon afterwards!

**By Origin/EA**  
**Available January '96**



# PC HOME

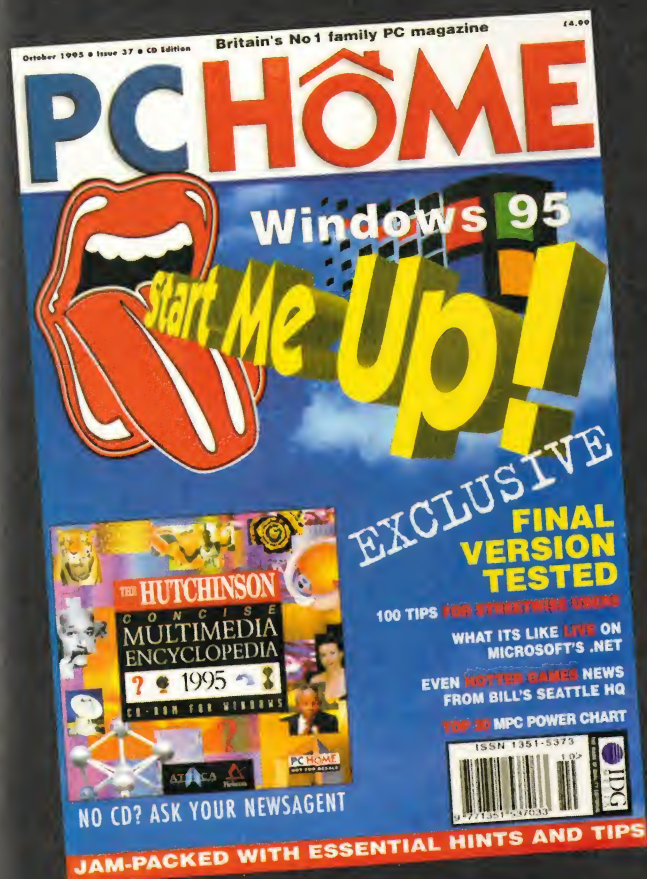
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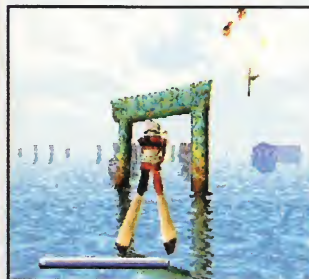
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### Saturn

#### Panzer Dragoon

**Invincibility, Episode 0, Stage Select, Play Without the Dragon**



#### Invincibility

At the title screen, highlight Normal mode and tap **Button L, Button L, Button R, Button R, Up, Down, Left, Right, and Start**. The words "Invincible Mode" will appear below the title.

#### Episode 0

To play this hidden level, highlight Normal mode at the title screen and tap **Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, Button L, Button R, and Start**.

#### Stage Select

Highlight Normal mode at the title screen and tap **Up, Up, Down, Down, Left, Right, Left, Right, Button X, Button Y, Button Z, and Start**.

#### Play Without the Dragon

To play the game with only the pilot visible (like Space Harrier), first start the Saturn with no disc. At the Data Memory screen, pick the Language option and select Deutsch. Load the CD and go to the title screen. Highlight the Skill setting and tap **Left, Left, Right, Right, Up, Down, Up, Down, Button L, Button R, and Start**.

### Super NES

#### The Adventures of Batman & Robin

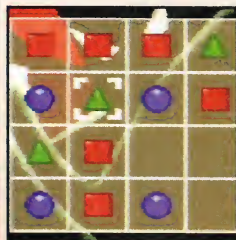
##### Passwords



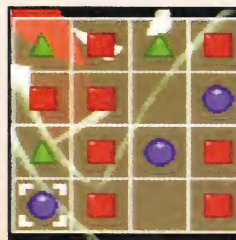
Stage 2



Stage 3



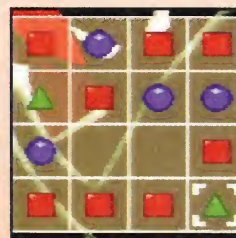
Stage 4



Stage 5



Stage 6



Stage 7



Stage 8

### Super NES

#### Aerobiz Supersonic

##### Hidden Flag Game



You can play the flag game with an existing game or a new one. Start a game and wait for the menu bar to appear. Pick the icon that looks like a Super NES controller. **Press Button A, then Select** to begin a game where you need to identify the flag.



# Neo • Geo

## Savage Reign

### "Dances of Death" Moves

#### Carol's Bouncing Ball Of Destruction



Tap →, ←, ↓, ↑, A

#### Chung's Spaz Attack



Tap ↓, ↓, ↓, ↓, ↑, A

#### Eagle's Multislam



When in close, motion → ↓ ↓ ↓ ← → C

#### Gordon's Shocking Slam



When in close, motion → ↓ ↓ ↓ ← → C

#### Gozu's Super Furnace Blast



Charge ←, tap →, A rapidly

#### Hayate's Fury Attack



Motion ↓ ← ← ← ↓ ↓ → A

#### Joker's Super Jack-in-the-Box



Motion ↓ ↓ ↓ ↓ ↓ → ↗ A

#### King Lion's Thunder Blast



Motion → ↓ ↓ ↓ ← ← ← → A

#### Mezu's Super Blazing Kick



Charge ←, tap →, B rapidly

#### Nicola's Disco Ball



Motion ↓ ← ↓ ↓ ↓ → ↗ A

These moves can only be done when your life bar is very low and flashing red. All are done as if your character is facing right

# 32X

## Cosmic Carnage

### Play "Cyber Brawl" Game



With the power off, hold **Button X**, **Button B**, and **Button Z**, then turn on the system. Now you can play a game called Cyber Brawl with new fighters.

# Mega Drive

## X-Men 2

### Level Skip



Pause the game, then **simultaneously** press **Left** and **Button C**. Next, press **Up**, **Up**, **Left**, **Down**, **Down**, **Right**, and **Button C**. If you've done the trick correctly, you'll hear a laser blast. Unpause the game, then pause it again and **simultaneously** press **Right** and **Button C** to skip a level.

# Saturn

## Panzer Dragoon

### Hidden Wizard Mode Difficulty



At the title screen, highlight **Normal mode** and tap **Button L**, **Button R**, **Button L**, **Button R**, **Up**, **Down**, **Up**, **Down**, **Left**, and **Right**. The words "Wizard Mode" should appear below the title. Now you have an even harder difficulty setting to play.

# GAME ENHANCERS

## Hot Game Genie and Pro Action Replay Codes

### Super NES (Game Genie)

#### EarthBound

EE23-77D1	Start with Level 255 character
EE2E-7D01	Start with a super-strong character
BB2D-5461	Start with a lot of HP
BB2F-54A1	Start with a lot of PSI

(Note: Codes only work for a new game and must be switched off after you start controlling your character)

#### Mighty Morphin' Power Rangers: The Movie

DBA2-04AD	Start with a lot of energy (first life only)
DB29-07DA	Start with more energy after first life
C2E0-DF0A	Infinite continues in one-player mode
F620-0FA2	Large bolt power-ups give you max power

### Nintendo (Game Genie)

#### Smash TV

UIVY-GXVS	Infinite lives
OPNK-VTTE	Many more grenades
OXXU-UYVS	Infinite grenades
EAOZ-PZEY	Destroy most enemies by touching them

#### Toki Game

AEKY-XYZA	Start with one life
SXNY-ZSVK	Infinite lives
SZNO-GUVV +	Weapon doesn't run out When weapon runs out of ammo, it's replaced with fireball weapon
SXEO-LUVV +	
SXOO-ZUSE	
IEOP-TLAA	

### Mega Drive (Pro Action Replay)

#### Panic on Funkotron

FFA9290001	Infinite Funk
FFA9B00001	Infinite Super Giles
FFA9F00001	Infinite Panics
FFA9270003	Infinite continues

#### Code of Honour

Have you discovered a hot Game Genie or Pro Action Replay code? If so, send it to Game Enhancers. If we publish your code, we'll print your name and you'll get infinite respect! So get cracking on those codes and send them to:

#### GamePro Magazine

Secret Weapons (Game Enhancers)  
Media House, Adlington Park,  
Macclesfield SK10 4NP

You can also e-mail your codes to:  
[tips@gamepro.demon.co.uk](mailto:tips@gamepro.demon.co.uk)

### Mega Drive (Game Genie)

#### The Adventures of Batman and Robin

ACSA-AADL	Start with one life
BGSA-AADT	Start with nine credits
C2CA-CA5C	Infinite life points
AJFA-CA8C	Weapon doesn't discharge
A28T-DE2N	Weapon gets full power on first power-up

### Game Gear (Game Genie)

#### Bonkers

213-6A5-6E2	Infinite eggs
3AB-286-2A2	Infinite lives
00F-4F7-3BA	One hit, and you're invincible

#### MLBPA Baseball

1A-07E-F7A	Only one ball to walk
09A-07E-F7A	Nine balls needed to walk
009-2DE-19A	No strikes counted

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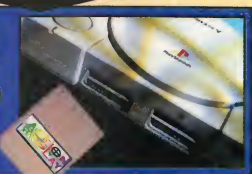
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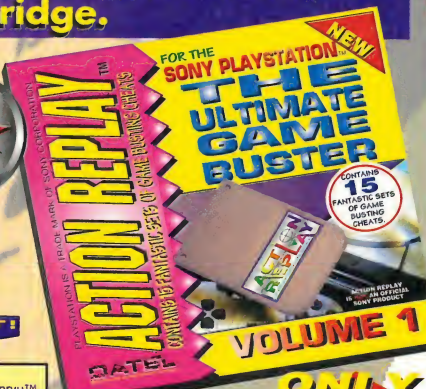
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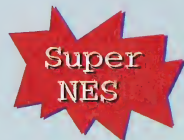
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# KILLER INSTINCT

## T. J. Combo

### Swinging Backhand

Charge ← two seconds, tap →, QP

### Spinning Backhand

Charge → two seconds, tap ←, QP

### Double Roll Punch

Charge ← two seconds, tap →, MP

### Charging Punch

Charge ← two seconds, tap →, FP

### Straight Knee

Charge ← two seconds, tap →, QK or FK

### Flying Knee

Charge ← two seconds, tap →, QP

### Punching Bag

When in close, rapidly tap QP

### Winding Uppercut

Hold FP three seconds, release FP

### Standing Uppercut

Hold ↓, tap FP

### Air Juggle

Charge ← two seconds, tap →, FP

### Combo Breaker

Charge ← two seconds, tap →, MK

### Ultra Combo

As part of a combo, charge → two seconds, tap ←, FP

### Counter Projectiles

Charge ← two seconds, tap →, MP

### Knockdown Move

After being knocked down, charge ← two seconds, tap →, K

### Humiliation

Tap ↓, ↓, ↓, QP

### No Mercy - Number One

When close, motion ← ↓ ↓ ↓ → FK

### No Mercy - Number Two

From one character's distance away, tap ←, ←, →, →, MP

## Jago

### Fireball

Motion ↓ ↓ → P

### Uppercut

Motion → ↓ ↓ P

### Sword Swipe

Motion ↓ ↓ ↓ K

### Flying Kick

Motion ↓ ↓ ↓ K

### Combo Breaker

Motion → ↓ ↓ QP

### Counter Projectiles

Motion ↓ ↓ ↓ ↓ K

### Knockdown Move

After being knocked down, motion → ↓ ↓ P

### Release Moves

Hold QP, tap ↓, ↓, →, release QP

Hold FP, tap ↓, ↓, →, release FP

### Ultra Combo

As part of a combo, motion ↓ ↓ ← QK

### Humiliation

Motion → ↓ ↓ ← MK

### No Mercy - Number One

When close, tap ←, →, →, QK

### No Mercy - Number Two

From three characters' distance away, tap ←, ←, →, →, MP

## Controller Key

- ↑ = Up
- ↗ = Up-Toward
- = Toward
- ↘ = Down-Toward
- ↓ = Down
- ↙ = Down-Away
- ← = Away
- ↖ = Up-Away
- FK = Fierce Kick
- FP = Fierce Punch
- MK = Medium Kick
- MP = Medium Punch
- QK = Quick Kick
- QP = Quick Punch
- K = Press any Kick button
- P = Press any Punch button



**Motion** = Move the joystick in one smooth, continuous motion.

**Tap** = Tap the indicated buttons or directions in sequence.

**Charge** = Hold the direction or button indicated for the time indicated.

**()** = Execute commands in parentheses simultaneously.

**Special Note:** All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.



**Gladius**

**Blade Arm**

Motion ↘ ↓ ↙ QP

**Arm Extension**

Tap QP rapidly

**Bouncing Fireball**

Motion ↓ ↘ → P

**Shoulder Charge**

Charge ← two seconds, tap →, P

**Teleport Behind**

Motion ↓ ↘ → QK

**Teleport Uppercut**

Motion ↓ ↘ → MK. Use FK to knock down your opponent

**Air Juggle**

Motion ↓ ↘ → FK

**Counter Projectiles**

Motion ↓ ↘ → MK or FK

**Knockdown Move**

After being knocked down, motion ← ↙ ↓ ↘ → K

**Combo Breaker**

Charge ← two seconds, tap →, QP

**Ultra Combo**

As part of a combo, charge ← two seconds, tap →, FP

**Release Move**

After a combo breaker, hold QP, motion ↓ ↘ →, release QP

**Humiliation**

Tap →, →, ←, K

**No Mercy - Number One**

From one character's distance, tap ←, ←, ←, FK

**No Mercy - Number Two**

From one character's distance away, motion → ↘ ↓ ↙ ← MK

**No Mercy - Number Three**

From one character's distance away, motion ← ↙ ↓ ↘ → MP

**Spinal**

**Shield Charge**

Charge ←, hold QP

**Fireball**

Motion ↓ ↘ → P

**Red Fireball**

Hold QP, motion ← ↙ ↓ ↘ →, release QP

**Sword Attack**

Charge ← two seconds, tap →, MP

**Shield Charge**

Tap →, →, P

**Teleport**

To teleport in front of an opponent, tap ↓, ↓, ↓, P

To teleport behind an opponent, tap ↓, ↓, ↓, K

**Slide**

Hold ↙, tap FK

**Morph**

As part of a combo, tap ↓, ↓, ↓, P or K

**Air Juggle**

Motion ↓ ↘ → P

**Combo Breaker**

Tap →, →, MP

**Knockdown Move**

After being knocked down, tap ↓, ↓, any button

**Ultra Combo**

As part of a combo, motion ← ↙ ↓ ↘ → FP

**Counter Projectiles**

Tap ↓, ↓, ↓, K

**Release Move**

Hold QP, jump in the air, tap ↓, ↓, ↓, release QP

**Teleport**

To teleport in front of an opponent, hold QK

To teleport behind an opponent, jump in the air, tap ↓, ↓, ↓, release QK

**Humiliation**

Motion ← ↙ ↓ ↘ → FK

**No Mercy - Number One**

From one character's distance away, tap ←, ←, ←, MK

**No Mercy - Number Two**

From one character's distance away, tap ←, ←, →, QK

**Orchid**

**Fireball**

Motion ↓ ↘ → P

**Tiger Morph**

Charge ← two seconds, tap →, P

**Charge**

Motion ↘ ↓ ↙ QP or MP

**Spinning Swords**

Motion ↘ ↓ ↙ FP

**Back Flip Kick**

Hold ←, tap FK



**Spinning Kick**

Charge ← two seconds, tap →, K

**Air Juggle**

Motion ↓ ↘ → QP

**Combo Breaker**

Charge ← two seconds, tap →, FK

**Knockdown Move**

After being knocked down, charge ← two seconds, tap →, K

**Ultra Combo**

As part of a combo, charge ← two seconds, tap →, MP

**Counter Projectiles**

Charge ← two seconds, tap →, P

**Humiliation**

Motion → ↘ ↓ ↓ ← FP

**No Mercy – Number One**

When close, tap ↓, →, ←, QK. After your opponent transforms into a frog, tap FK to step on 'em

**No Mercy – Number Two**

From one character's distance away, tap ←, ←, →, →, QP

**Riptor**

**Fireball**

Motion ↓ ↓ ← P

**Air Fireball**

While jumping, motion ↓ ↓ ← P

**Head Butt**

Charge ← two seconds, tap →, P

**Low Flame**

Motion ↘ ↓ ↓ FP

**Flying Feet Attack**

Charge ← two seconds, tap →, K

**Flip Attack**

Motion ↘ ↓ ↓ K

**Air Juggle**

Motion ↓ ↓ ← QP

**Combo Breaker**

Charge ← two seconds, tap →, FK

**Knockdown Move**

After being knocked down, charge ← two seconds, tap →, K

**Ultra Combo**

As part of a combo, charge ← two seconds, tap →, QK

**Counter Projectiles**

Charge ← two seconds, tap →, FK

**Release Move**

Hold MP, motion → ↘ ↓ ↓ ←, release MP

**Humiliation**

Tap ↓, ↓, →, →, FP

**No Mercy – Number One**

From two characters' distance away, tap ←, ←, ←, MK

**No Mercy – Number Two**

From two characters' distance away, motion ← ↓ ↓ ↘ → MP

**No Mercy – Number Three**

From two characters' distance away, tap →, →, ←, FK

**Cinder**

**Mini Flame Torch**

Tap ←, ←, QP

**Charge**

Tap →, →, P

**Air Charge**

While jumping, tap →, →, P

**Outline**

Motion → ↘ ↓ ↓ ← MP

**Invisible**

Motion → ↘ ↓ ↓ ← FP

**Flame Torch**

Tap →, →, K

**Uppercut with Kick**

Motion → ↓ ↘ K

**Air Juggle**

Tap →, →, FP

**Combo Breaker**

Motion → ↓ ↘ MK

**Knockdown Move**

After being knocked down, motion → ↓ ↘ K

**Ultra Combo**

As part of a combo, tap →, →, FP

**Air Combos**

While jumping, tap FK, charge → one second, tap ←, MP or tap MK, charge → one second, tap ←, QP

**Counter Projectiles**

Motion → ↘ ↓ ↓ ← MP

**Humiliation**

Tap ←, ←, ←, ←, FK

**No Mercy – Number One**

From two characters' distance away, tap ←, ←, ←, MP

**No Mercy – Number Two**

From two characters' distance away, motion ← ↓ ↓ ↘ → QK

**Sabrewulf**

**Fire Bat**

Motion ↓ ↓ ← P

**Spinning Claws**

Charge ← two seconds, tap →, P



**Claw Roll**

Charge ← two seconds, tap →, QK

**Charge Uppercut**

Charge ← two seconds, tap →, MK

**Jump Attack**

Charge ← two seconds, tap →, FK

**Howl**

Motion ↘ ↓ ↙ FK *Note: This increases the length of your moves and makes them stronger*

**Combo Breaker**

Charge ← two seconds, tap →, MK

**Knockdown Move**

After being knocked down, charge ← two seconds, tap →, K

**Ultra Combo**

As part of a combo, charge → two seconds, tap ←, QK

**Air Combos**

While jumping, tap FK, charge → one second, tap ←, MK or tap MK, charge → one second, tap ←, QK

**Counter Projectiles**

Charge ← two seconds, tap →, QK

**Humiliation**

Tap →, →, QP

**No Mercy – Number One**

From one character's distance

away, tap ←, ←, ←, MK

**No Mercy – Number Two**

From one character's distance away, tap ←, ←, →, MP

**Chief Thunder**

**Spinning Axe**

Charge ← two seconds, tap →, P

**Uppercut**

Motion → ↘ ↓ ↙ ← P

**Tomahawk**

While jumping or after an uppercut, motion ↓ ↙ ← FP

**Fireball**

Motion ↓ ↘ → K (tap ↑ or ↓ to direct the Fireballs)

**Knee Charge**

Charge ← two seconds, tap →, FK

**Air Juggle**

Motion ↓ ↘ → QK

**Combo Breaker**

Motion → ↘ ↓ ↙ ← QP

**Knockdown Move**

After being knocked down, motion → ↘ ↓ ↙ ← P

**Ultra Combo**

As part of a combo, charge ← two

seconds, tap →, QP

**Counter Projectiles**

Charge ← two seconds, tap →, P

**Humiliation**

Motion ↓ ↓ ↓ → QK

**No Mercy – Number One**

From two characters' distance away, motion ← ↙ ↓ ↘ → FP

**No Mercy – Number Two**

Motion → ↘ ↓ ↙ ← FK in close

**Fulgore**

**Fireball**

To throw one fireball, motion ↓ ↘ → P

To throw two fireballs, tap ←, ←, ↓, ↘, →, QP

To throw three fireballs, tap →, ←, ←, ↓, ↘, →, QP

**Uppercut**

Motion → ↘ ↓ ↙ P

**Teleport**

To teleport in front of an opponent, motion ← ↓ ↙ P

To teleport behind an opponent, motion ← ↓ ↙ K

**Reflector**

Motion → ↘ ↓ ↙ ← P

**Claw Charge**

Charge ← two seconds, tap →, K

**Laser Shot**

Motion ↘ ↓ ↙ ↙ K

**Air Juggle**

Motion ↓ ↘ → QP

**Combo Breaker**

Motion → ↘ ↓ ↙ MP

**Knockdown Move**

After being knocked down, motion → ↓ ↓ ↘ P

**Ultra Combo**

As part of a combo, motion → ↓ ↘ QP

**Counter Projectiles**

Motion → ↘ ↓ ↙ ← P

**Humiliation**

Motion ← ↙ ↓ ↘ → MK

**No Mercy – Number One**

From two characters' distance away, motion ← ↙ ↓ ↘ → FK

**No Mercy – Number Two**

From two characters' distance away, motion → ↘ ↓ ↙ ← FP

*Patronising Note: Do not attempt any of these moves on your friends*

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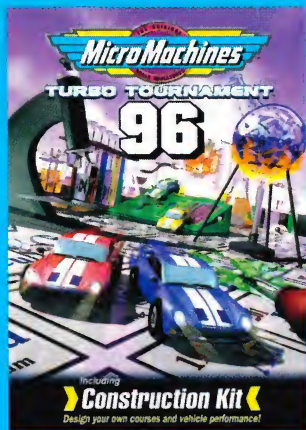
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