

GAP

Games - Amusement - Pleasure

Issue 3

NEO GEO CD

REVIEWED:
FINAL FANTASY III
SAMURAI SPIRITS
SLAYER
NOSFERATU
S. FINAL MATCH TENNIS
M. M. POWER RANGERS
BLACKTHORN
ROAD RASH
INDIANA JONES
SONIC & KNUCKLES
WAY OF THE WARRIOR

and lots more....





Issue 3 - 1994
<<Samurai Issue>>

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for latest news, gossip, fea-
tures, hardware and software
to preview/review... If you can
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Voice from the depths

Okay.. Okay, this issue is late. The reason was, I was waiting for a number of articles to turn up for the fanzine... which in the end, didn't arrive. Lewis hasn't returned from Greece, nor Brian from Japan (or either refuse to respond), so we haven't got a techie section or our promised Japan report. We've also been let down by a promised Rebellion interview from someone, plus a guy from Sega Europe said he'll write us a column on what's happening for the 32X... but NOTHING! In fact, due to all these let downs... thus reducing the writing staff down to myself and David Simmonds, this may be the last issue of GAP unless things improve. Should this issue be the last, then all subscribers will be refunded their money by cheque. We hope it won't come to this how-ever.

Anyway... should issue 4 of GAP appear, it will be the start of the Japanese 32-bit scene not to mention the CD-Rom scene - with Sega's Saturn, Sony's PlayStation, and NEC's PC-FX waiting to part with your cash. Let us know if you get one of these mega systems, and what you think of it (them).

With the 32-bitters waiting in the wings - will the 16-bit systems die out? The Megadrive wouldn't survive long (I give it up to Mid '95 before the Japanese slow down on software for the system) if it wasn't for the Super 32X propping up the system.

The Super Famicom will be at full strength, and likely to power it all the way to the end of '95 especially with Donkey Kong Country, and the planned titles from Capcom and Konami. How who sell their SF when they know there will be another Contra, Castlevania, etc. By then, Nintendo's Ultra 64 will be available, and we can expect most Japanese SF owners trading in their systems for the 64-bitter.... where upon, the SF will go down the tube like it's 8-bit brother.

The PC Engine unfortunately have gone down hill the past year... and is now more aimed towards the late teens and young adults as most of the titles released last and this year have been adventures, RPGs, and Strategy games... a number of which have adult themes. NEC will be very hard pressed to keep the machine above water after Christmas. The Arcade Card could have saved it, but was released too late.

With so many machines to choose from, no one company will have it all their way.... and that old argument that 'my machine is better than yours' will no doubt raise it's ugly head.

One thing I would like to see is a company who can produce games for all formats and have them linkable between different machines.. ie. EA release linkable versions of Road Rash for ALL systems, and each system can be linked together - ie. two PSX, two Satums, a 3DO, a Jaguar, a PC-FX and an Ultra 64 all networked playing Road Rash against each other... Bliss!!

Well, that's all for this month,

Onn (Ed.)

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NEWSLINE...

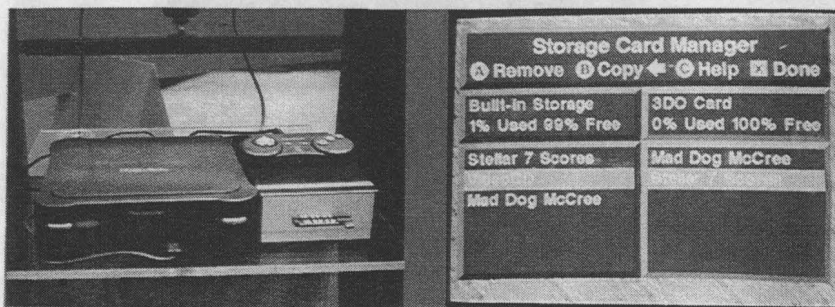
GAP's round up of what's new in the world of Video Games

3DO IC Card & Price Cuts

As mentioned in last month's issue, a memory IC card is underway for the 3DO. The company responsible for manufacturing the add-ons which will plug into the expan-

sion slot will be TDK. Currently, the 3DO only has 256k of SRAM... which is okay for one game, but not enough for several. The adapter and Cards should be available in early 1995.

Still on the 3DO - with the 32-bit machines coming from NEC, Sony and Sega - all of which are expected to sell for around 50000 Yen (£320), the Japanese Panasonic 3DO FZ-1... together with the Sanyo's (HC-21) will be reduced in price from the original 79800 Yen (£514) to 54800 Yen (£350) to compete. Although the 3DO will be hard pressed to compete



The prototype IC card at the CES and the option screen available for it.

with the competition, it does have one major game in it's favour - Capcom's Super Street Fighter II X. As the game is currently in the number two spot in the Japanese arcade

charts - you can bet 3DOs will sell well just because of this game... not to mention Samurai Showdown. Incidentally, SSFII-X is currently 14th in the most wanted games list featured in Famicom Tsusin's Weekly Top 20. This might not sound very high, but the chart is dominated by



Role Play Games, so it's actually quite high in arcade games terms, although Virtua Fighter is higher up - so Saturn sales might be high!?

Sanyo's 3DO - looks almost identical to Panasonic's.

Nintendo CD-ROM?

Word on the Japanese horizon is that Nintendo are planning to release a full-blown prototype CD-ROM unit for the Super Famicom (possibly to counter Sega's release of the Super 32X) in the coming months. Like the Sega system, the CD unit will also contain a few extra hardware chips... including a brand new Super FX Chip (version 3) and a 32-bit R3000A CPU (as used by many computers including the Sony PlayStation!!!). More news on this when we have it.

Sega in Company

Sega have joined up with another company - AIWA to released a combined Mega-CD gettoblaster with radio and tape recorder called the CSD-GM1... and cost around £300. The system will ofcourse play audio CDs and CD-G discs, as well as Megadrive carts and Mega-CD titles, and come with a standard Sega pad. The system was released on the 1st of September and looks rather cool.

Talking of Sega joining forces with out big names - it's likely Sega will license the Saturn to their partners in crime so that they can release their own versions of the Saturn too. First of the big companies is likely to be JVC who has already released the combined Mega-CD & Megadrive systems and is the developer of the Saturn's CD-ROM Drive. Hitachi, who produced the custom SH1 and SH2 chips for the Saturn will likely release their own Saturn machine, and possibly Yamaha (who designed the 16-bit sound board)... and maybe AIWA will get into the act too.



AIWA's multi-purpose gettoblaster -

GAP's round up of what's new coming on the new 32/64 bit game systems - Sega Saturn, Super 32X, Sony Play Station, etc.....

Future Games for Future Machines

PLAY STATION

On the hardware front, A number of Japanese magazines has revealed the more important rear-end of the machine which shows that it has standard composite video and audio phono sockets, plus a S-Video socket (great if you currently own an imported 3DO!), plus the all important RGB AV socket. Yes... this means that importers shouldn't charge over the top for the machine as no conversion process should be required - hopefully Sony will release a 21-pin Scart cable on launch of the machine, or bundled with one. As well as these sockets, there's also a serial-link port which will enable multi-play games by linking two or more machines together (certainly better than split screen) and an expansion port for whatever Sony comes up with. The machine is still scheduled for a December 9th release with a possible £50,000 price tag (£320) although we suspect it will be more like a week before Christmas!



Sony's Playstation... the features a bank-full sockets... etc..

On software, most of the titles that are expected to be available on release will be from Sony... in fact, it's very likely that only around 5 titles will be available on release... although 12 titles are expected to be available in December. The five will likely be Artdink's A.I.V (A-train game) and 4 Sony titles - Poly Poly Circus Grand Prix (now called 'Motor Toon GP'), Phirosoma, Crime Stalker - a great 3D RPG Dungeon Master style game which features 3D modelled characters, and V-Zone - a Pachenko game (I bet you'll all be getting this!).



Motor Toon GP.. cross country too!!

Motor Toon GP is a superb looking polygon racing game that's better than Virtua Racing as it uses smooth gourand shaded polygons, but not quite up to scratch with Ridge Racer or Daytona as there's little texture mapping. It's said to run at an incredible 60 fps... you can't exactly get any smoother than that eh? There will be five different cars to choose from with four different courses, and will be linkable with another PlayStation for head-to-head racing.... time to persuade your mates to get a

PlayStation!! The tracks are not all bog standard road circuits like VR or Daytona, but roller coaster-style ones too like those in Stunt Car Racer.



The great intro. sequence in SCE's Shoot'em up game -Phirosoma..

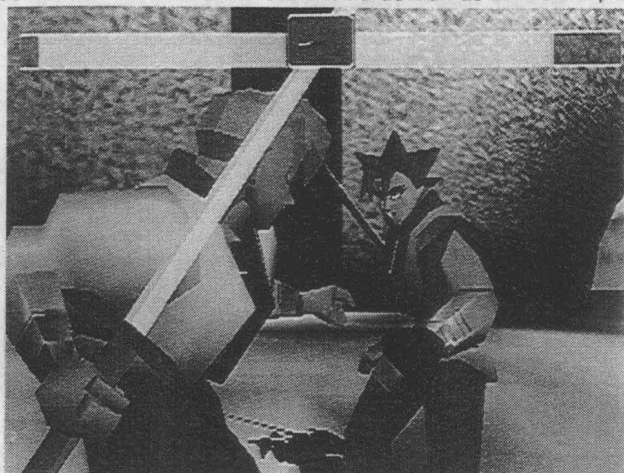
Shoot'em up fans can look forward to Phirosoma, which was previously called ORA-194, which now includes a wicked fully rendered intro. sequence which is totally amazing - TV quality, plus latest screen shots show it's also scrolls vertically two ways (standard top down view like Raiden, and one like Axel) as well as horizontally, and these are also 3D sections too. The latter however will be Computer Graphic sections where the graphics are streamed off the CD. Konami's Parodius 2 is also looking great, and you can hardly tell it from the coin-op.... possibly available at launch. Word is that, the original Parodius game will also be included too... a bargain or what!? Konami will also have their tetris-variant puzzle game converted to the PlayStation for December and current screen shots look identical of the coin-op (not to mention their cool Powerful Pro baseball title for release in early '95).

Another title that's going to be a major hit with multi-player Battlemech'ers is Pony Canyon's Metal Jacket. What's so amazing about this game is that it can be played by up to eight people - eight linked PlayStations.... the game comes with a bundled connector. Manga/Anime fans will know what the game's about - big battle suit 'bots strolling around the cities slugging or blowing up other robots. As it's on the PlayStation, it's played in 3D with various views, full texture mapped graphics running at 60 fps in 24-bit colour!! Possibly available on launch, but very doubtful.

But one of the best looking games coming out for the PS is from Takara - yep! those people responsible for all the Neo Geo conversions. They have a superb Virtua Fighter-style beat 'em up that makes Sega's game pale in comparison. The game, which doesn't have a definite title as yet, features eight selectable characters all drawn in 3D gourand-shaded polygons... giving them a smoother look than Sega's VF. The main difference between the PS game and VF is that, each character have their own weapons, so is more like Samuari Showdown. Early screen shots look very promising with neat animation frames. No release date as yet.

As for Namco's Ridge Racer - latest screen shots of the PS version looks great - although the car is a bit on the rough

side. Everything from the coin-op seems to be ported across to the PS although there's less detail - but the speed apparently makes up for it. It's also quite likely that the game will make it for the launch - but fingers crossed! The game will also feature a behind the car mode as well as in-the-car, and



Takara's rather cool Virtua Fighter-style beat'em up.. but with swords.

features several options like race half a course, or full course, and four difficulty levels from Novice, advance, expert to T.T.

One game that will be out on the Saturn as well as the PlayStation at possible launch will be Tengen's TAMA - See Saturn Page for more.

We mentioned PS Boxing in the first issue from a company called NEW, although they won't have their game ready until Feb. '95.

From Coconuts Japan will be the sequel to Lawnmower Man called Cyber Wars, as you control a computerised metallic 3D person that's armed with a gun, and can fly around the place. The game's graphics looks brilliant. More

news of this in future issues!

Techno Soft, who have made some of the best shoot'em ups - not to mention pinball games, are to release a Final Fight style beat'em up for the Play Station in December. The game - called Hot Blooded Family, feature superb colourful graphics with big sprites and look very much like a coin-op game - you can also bet the sound will be great from Techno



Namco's Ridge Racer on the PS looks almost identical to the coin-op.

soft. As these games goes, expected a lot of action with combos and super moves. Looks like the PlayStation won't just be a machine for 3D texture-mapped polygon game....

If you've seen the great Jaguar game by Ubi Soft called Rayman, then you'll be delighted to hear that Ubi will also be converting the game to the PlayStation... although they haven't given a release date.

SEGA - Super 32X / Saturn

Super 32X

As well as titles from Sega... which includes After Burner, Cyber Brawl, Doom, Ecco the Dolphin, Fahrenheit, Golf Magazine Presents 36 Great Holes Starring Fred Couples, Metal Head, Midnight Raiders, Nautilus, Star Wars Arcade,



Super Star Wars on the 32X

Stellar Assault, Super Motocross, Super Space Harrier, Tempo, Virtua Fighter, Virtua Racing Deluxe, and Wire Head, here's a rundown of some of the other games coming from third party companies.

Acclaim

Acclaim have three games in the works for the 32X... conversions of NBA Jam and Mortal Kombat II - both of which should be exact copies of the coin-ops down to the last pixel, and Alien Trilogy - an arcade game based on all three of the hit alien movies.

Capcom

Capcom have announced that they will release Street Fighter

II for the 32X system... although didn't announce which version - but very likely to be the Super Turbo version considering the standard Super game is already on the Megadrive. Rumours are, digitised sequences from the film currently in production will be incorporated in the game too. But great news it that, Capcom will also convert their brilliant Aliens Vs Predator game for the 32X... we can't wait!

Core Design

The team that's propping up the Mega-CD will also be supporting the 32X CD with Soul Star - an upgraded version of the latest 3D shoot'em up. Core also have a golf game in the works for the system too, and a conversion of BC Racers.

Human

As expected, Human will be converting a version of Fire Pro Wrestling for the 32X... hopefully it will be more similar to their currently worked coin-op version (see Coin-op page).

Interplay

Clay Fighters was a pretty good game on the SF, but the sequel looks likely to be even better, and the it will first appear on the 32X courtesy of Interplay. With more colours, and better sound.... the could be a winner.

Konami

Konami's first titles for the 32X will likely be Castlevania and Contra... although you'll have to wait for next year to see them.

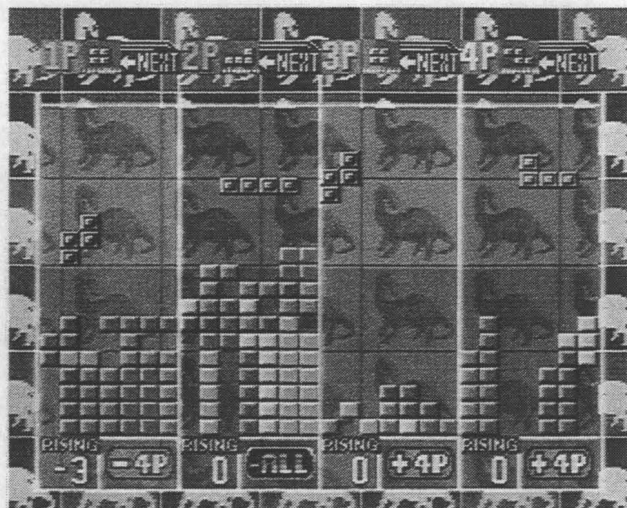
Continue on pg. 15

SF

SUPER FAMILICOM SOFTWARE NEWS

Bullet Proof Software

Guess what? Yep! BPS have ANOTHER Tetris game coming out for the SF - called Super Tetris 3. The 8meg title will be available in December and feature several different games including Bombliss type games, but the best features is a four player mode, so you can battle it out against three other players. BPS also have another 1-4 player game called Dotchers, which is very similar to Hudson's Bomberman game. If it can emulate the playability of Bomberman, then this should be worth checking out. Available around October.



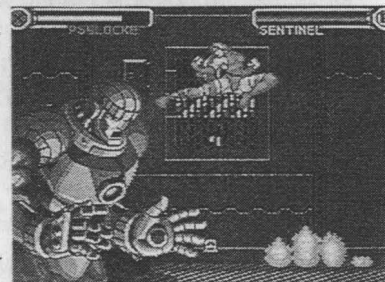
Super Tetris 3 - With Four player option for extra fun!



Captain Commando - Will include 2 play mode!

Capcom

Captain Commando is looking really cool on the SF, and WILL have a two player option - Hurray! The 16meg game will be available in November and feature everything from the coin-op. Another great looking Capcom game is X-Men... although this isn't a conversion of the coin-op, but a brand new game based on the cartoon Storyline currently on the TV.... one player



X-Men - One player only arcade action!

only unfortunately. The game will be a single plane platform action game (ie. like Rockman) but feature big colourful characters. The game features five selectable X-Men characters including Wolverine, Psylocke and Gambit. No release dates as yet, or size of cart.

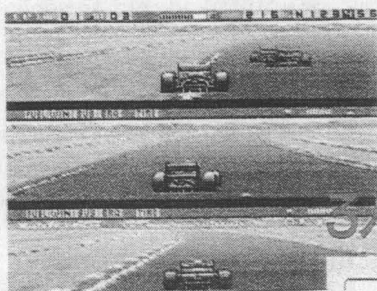
Rockman X 2 will be available in December and will be a 12meg game and incorporate a DSP chip! The game will feature a ton of special effects including one big boss!

Hudson soft

Hudson are more known for their cute platform adventures, but are soon to release a wicked looking Super Shinobi-style game called Hagane. The game has you controlling an ancient Samurai warrior in a multi-level platform action game. He has a massive amount of moves from different ways of using his sword, throwing shurikans, flying flaming kick, to the super power weapon. Hagane features brilliant graphics... a cross between Super Shinobi and R-Type, and some excellent enemies with lots of special effects. Coded by RED - one of the best game design teams (IPC Kid, GunHed, Gates of Thunder, etc. on PC Engine), this is one game not to be missed, and something all Super Famicom Shinobi fans have been waiting for. Out 18th of November in Japan on 16meg cart.



Hagane - Riding high against a boss!



3 player action from Human in HGP3

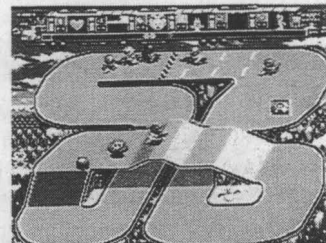
Human

Human will soon release Human Grand Prix 3 (end of September) for the SF, which will not only feature real formula one tracks and correct drivers to constructors, but a 3-way split screen for three player simultaneous action!

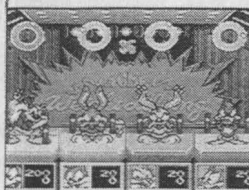
Imagineer/Zoom

Puzzle gamers will know of a game produced by Konami called Quarth where shapes drift down the screen and you have to shoot blocks to make them rectangular so they disappear. Well, Imagineer/Zoom are to release a '94 version at the end of October on 4meg cart.

Imagineer will also have Battle Cross for release in late December. The 8meg cart. is very much like Super Sprint with single screen tracks and small vehicles... in this case hover bikes. It will also be the first five player game on the Super Famicom (if you don't count the quiz games!), although the computer can be used as a sixth player too. With lots of obstacles like jumps, oil, water, humps, shooting cannons, bumpers... not to mention collectable items which you can use including rockets, speed-ups, Nitro, mines, and so on, this is going to be one excellent game not to be missed!



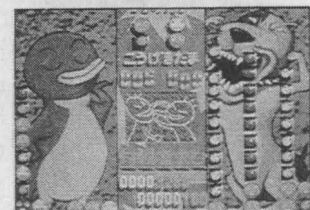
5 player Battle Cross on SF soon



Tiny Toons Sports

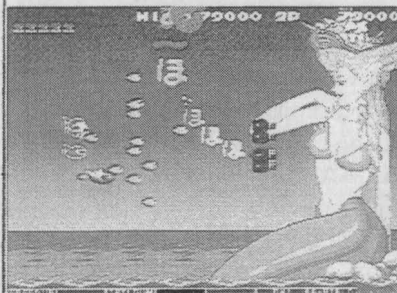
Konami

It looks like Konami are planning to release a minimum of a game a month for the SF! End of September will see Tiny Toons Adventure Sports featuring some crazy events (Check out next issue!). October will see Konami convert their Tetris variant game currently in the arcades. November, and Konami will have Perfect Eleven - the rather good Soccer game from the arcades



Konami's Tetris-style game

and Parodius 2, and December - watch out for the return of Goeman and gang in Goeman 3 - where there's a possibility of a 3 player mode!! Word is, the team will also be converting the most excellent PC Engine Castlevania X for the Super Famicom for an early '95 release. Not to mention - the possible Castlevania V on 32meg... although don't expect to see this until late '95. Contra V is also rumoured to be planned - the latter could even include a four player option!!



Parodius 2 - Great conversion but 1 player

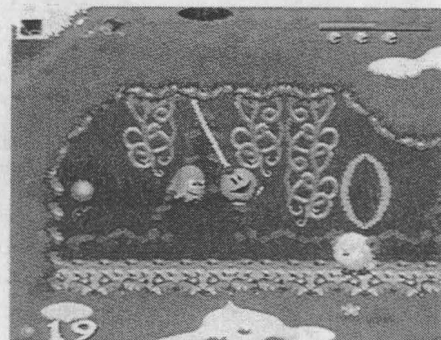


Goeman 3 - coming soon!

Namco

A few years ago, Namco released a crazy multi-player horse racing game on the PC Engine called World Jockey which wasn't bad. Well, Super Famicom owners will be able to experience the game early next year in the form of Battle Jockey. The game can be played by upto four people as you race around different courses jumping fences, picking up items, attack the opponents, and so on. As well as the action part, the game also features a strategy game for managers.

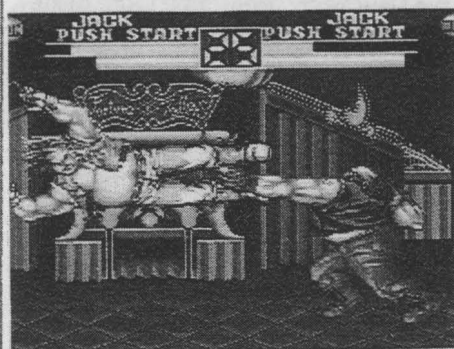
Pacman will also be back again in a new action Pacland adventure for release in Jan '95. The 8meg game, produced by Kalist, will have him running along collecting pills, swinging on ropes, swimming underwater, and so on. The game is a modified conversion of Fury of the Furries... where you control four different fury creatures. As you'll expect, as well as a host of nasty creatures, the ghosts are after Pacman too... so getting to the power pill is rather essential.. where he can gulp them up, or breath fire. The game look great.



Pacman goes swinging in Namco's new game!

NCS

NCS' Mario Kart rip-off - Rider's-Spirit should be available as you read this. Like Mario Kart, the game will also include a DSP chip, but you (and a friend) race on motorbikes instead of Karts.



Art of Fighting 2 - looking good from Saurus!

Saurus

Saurus are nudging Takara for Neo Geo conversions as they have snapped up Art of Fighting 2. This will be another big 32meg cartridge - and will be available sometime in December. Early screen shots look very promising with full scaling like the coin-op, and big sprites when up close, although not as big as the Neo original.

Squaresoft

With Final Fantasy under their belt, every RPG player are waiting for Square's next title which will be called Chrono Trigger a 24meg Action RPG like Secret of Mana. And the graphics in this game are brilliant. No release dates as yet... we'll keep you posted!

However, Squaresoft will soon have Final Fantasy III out in English.. so that's one game you shouldn't miss! Hopefully a full review in next month's issue!

Sunsoft

After the rather cool Albert Odyssey RPG released over a year ago, Sunsoft are working on a sequel for release in Jan. '95. The game looks very much the same but will feature new characters, but the easy set-up and gameplay are still there. One to look out for. Hopefully, the US will get round to converting the original into english!

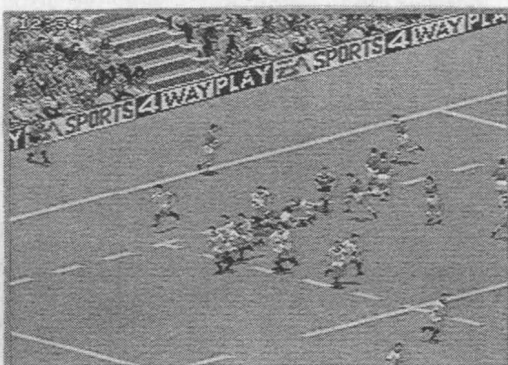
Electronic Arts

EA are to storm the Megadrive once again after a rather slim line-up in the early half of '94. Already with NHL '95 and Urban Strike, EA have a number of new sport titles for the MD. After the success of FIFA Soccer, FIFA Soccer '95 is on it's way... although it won't have the look or sound of the 3DO version. The game will basically be the same as the old game but will be a lot faster and will have improved playability. These include more control of headers and volleys, better aftertouch for curling the ball, and more. It'll have better animation and sound, and will come on a 16meg cart. Hopefully a full review in the next issue of GAP.



FIFA '95 - more soccer action, but should be even better!

After Football, there can only be Rugby - and EA are currently busy on Rugby World Cup 1995. The game is viewed just like FIFA and will be compatible with the 4-way Play adapter for multi-player action. I have to admit, Rugby games haven't been very successful on computer format, but if it's anything as good as FIFA, this should be worth checking out when it's released.



RUGBY '95 from EA. One for all Rugby fans.

From Rugby to Golf, and the third PGA game - PGA Tour Golf III (although it should really be IV if you count European Tour) will hopefully be available around November. As expected, the game will be more or less the same as previous games in terms of playability, but with improved graphics and sound (now using 32 colours instead of 16), 4 brand new additional courses added, a new interface, more tournament options, and other touches. Golf fans are

in for a treat.

Golf to basketball - and EA will have NBA Live '95. Although you might have expected EA to release another game in the side-on view like Bulls Vs Lakers Vs Blazers Vs Celtics theme, it seems EA liked the FIFA isometric-style view so much, Live '95 will be using just that. Again due out around November and work with 4-player adapter, this game will be one of the best basketball games around, and could challenge NBA JAM. Expect to see real fast pace action, and hundreds of Slam Dunks and other crazy shooting!



Basketball given the FIFA treatment - Live '95

What's the most famous EA sport title? Football ofcourse - and as you might have expected, John Madden NFL '95 will be coming to the MD... likely for the New Year. Likely to be more of the same with up-to-date stats. and very minor improvements. Strangely, aswell as Madden, EA are also to release Bill Walsh College Football '95.. I mean, when Madden is so great, why would anyone buy Bill Walsh's? Only for the American College students I suppose and their parents.. so they can have the ir names in the game! Also on the cards is Tony La Russa Baseball '95.. can you stand another baseball game?

JVC

Amazingly, JVC are to convert a couple of Neo Geo games for the Mega-CD. These will be Fatal Fury Special and Samurai Showdown. If they can do a better job than Takara, then they should have two winning titles. Unfortunately, no news as to when they will release either game, or screen shots. JVC will also be releasing the Mega-CD version of Rise of the Robots.

Konami

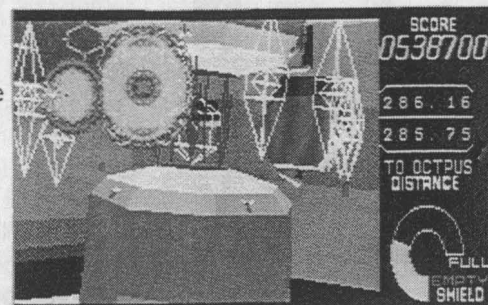
Konami are beginning to look great on the Megadrive, what with the great Contra:Hard Corps. (reviewed in this issue), and coming soon... Sparkster 2 and Tiny Toons Acme All-Stars Adevntures (see next issue) plus Animaniacs. The latter



looks to be one of the best platformers around. Like the PC Engine game Blue Brink, you control the three Warner Bros. and sister (Yakko, Wakko and Dot) simultaneously. Well, you control the person in front which you can toggle, while the other two follows. Each of the characters have different moves, and the levels are as wacky as the cartoon! Full review in next issue.

Namco

Amazingly, Namco have converted their rather cool Star Blade arcade game to the Mega-CD... which should be available as you read this. Unfortunately, the game features a rather small window screen, plus all shoot-able objects (ie. those that aren't streamed off the CD-ROM) are displayed on screen as wire-frame instead of filled polygons. Considering the main attraction of the coin-op was the groovy graphics, this version of the game is as playable as Microcosm. Namco will do a bit better with the Sony PlayStation with this title!

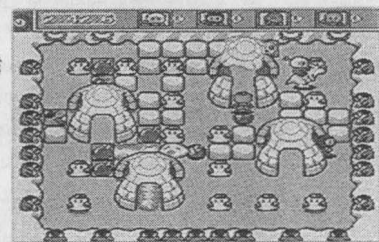


Namco's Star Blade on the Mega-CD..

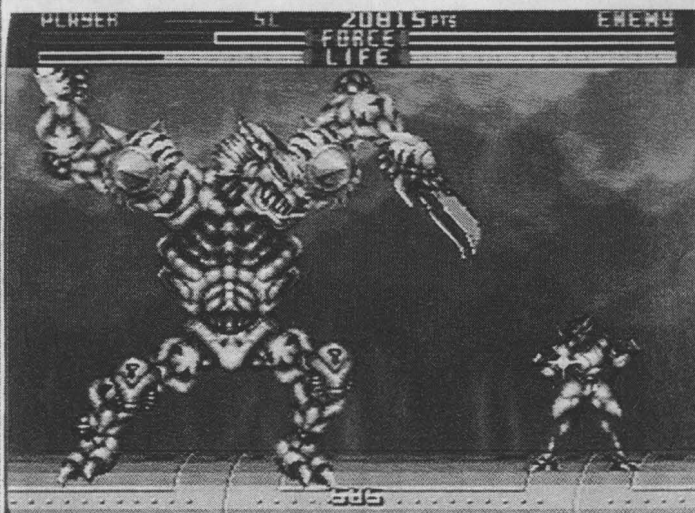
Sega

Not only are there a number of Batman games on the market at the moment, Sega are to release another in December called The Adventures of Batman and Robin - based on the animated cartoon series. As with most Sega license deals, the game will be a side-scrolling platform beat'em up as Batman and Robin take on the various baddies including The Joker, Scarecrow, Two face, and the biggest baddie of all Mr. Freeze.

More action from Sega for December is Baby Boom. Here you play a babysitter in charge of hundreds of babies in a high tech building. Why would you care for so many rascals? \$1,000,000 that's why. But they don't just sit around being nice little angels.... no... they roam around causing mischief, knocking valuable objects over - which will come out of your pocket! So you have to stop them by getting them to sleep, turning them around, and so on. Also, having spent a wad of money for the Jurassic Park license, it's no surprise that Sega are to release a second Jurassic Park game called Jurassic Park: Rampage Edition. The game looks very much like the original game - but with more levels, and a few extras thrown in. Check out next issue to see if Sega can improve the average gameplay of the original.



Mega Bomberman - about time too!



Treasure's Alien Soldier - Here's one boss you don't want to meet anytime!!

One of the best multi-player games ever released on any system is Hudson soft's Bomberman, and Sega owners will soon be able to play it on the megadrive with Mega Bomberman. The game is based on various versions of the game including the last PC Engine version which enables you to ride on kangaroos. With various multi-levels in a one player mode, and a great 1-4 player Battle game - this is a must for all Megadrive owners!

Treasure is becoming one of the best software producers around. Already with the brilliant Gunstar Heroes, and Dynamite Headdy (Full review in next month's issue - came too late) - they also have the four-player SFII beat'em up Yuyu Hakusho, which should be out as you read this. But their next game will be Alien Soldier - a Contra style arcade shooter with incredible graphics. As with Gunstar Heroes, the game features some amazing multi-limb bosses that animate brilliantly. Early screen shots look great - looks like Treasure has another winner!

Sega have also started a set of games for younger children for release in the coming months. These will include Creative Antics, Disney's Bonkers, Berenstain Bears Camping Adventure, Richard Scarry's Busy Town, Crystal's Pony Tale and Ecco Jr. Well, once you have that Sega Saturn, you have to do something with your Megadrive I suppose!

Time Warner Interactive

A few years ago, HAL released Super Dunk Shot on the SF - the first 3D basketball game on console. Well, Time Warner are to release a similar game for the Megadrive titled Dick Vitale "Awesome Baby!" College Hoops (also probably the most ridiculous title for a game this year!). Like the SF game, the court/players scales and rotates in 3D. How the game plays remains to be seen however. Time Warner also have a game called Generation Lost for the MD - which looks very much like Sega's X-Men game, as you control a guy called Monobe in an arcade platform adventure - for release in November.



Awesome Baby - 3D basketball on the Megadrive!

3DO

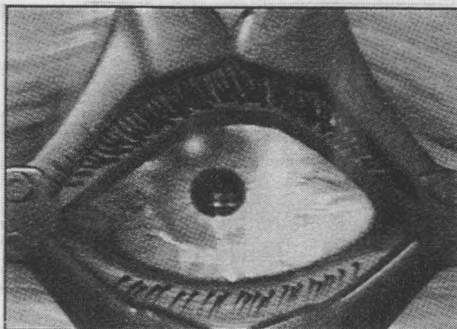
3DO SOFTWARE NEWS

Capcom

At last, the first showing of the 3DO version of Super Street Fighter II X - Grand Master Challenge, is looking brilliant... as good as the coin-op version with great definition and colour. The game has all the moves, super special moves, and everything! Looks like the 3DO is worth getting to play beat'em ups after all. As for a new 3DO controller for the system with six buttons - plans are afoot from Panasonic to release such a controller when Capcom's game hits the shelves in November.



3DO SSFII X - Chun Li shows Ryu her new kick. The game that'll sell 3DOs ?!



CyberClash - jack into VR device in your eyes

Crystal Dynamics

As well as a number of titles available for the 3DO coming soon like Off Road Interceptor, Samurai Showdown, and GEX, they also will have a fighting game called CyberClash. Not much news of this game, apart from that, you can morph into various combat vehicles, feature a lot of Full motion video, and likely to be in 3D, and it's expected in the next few weeks! More of this next issue if it turns up! Looks like a good end year for Crystal Dynamics!

Domark

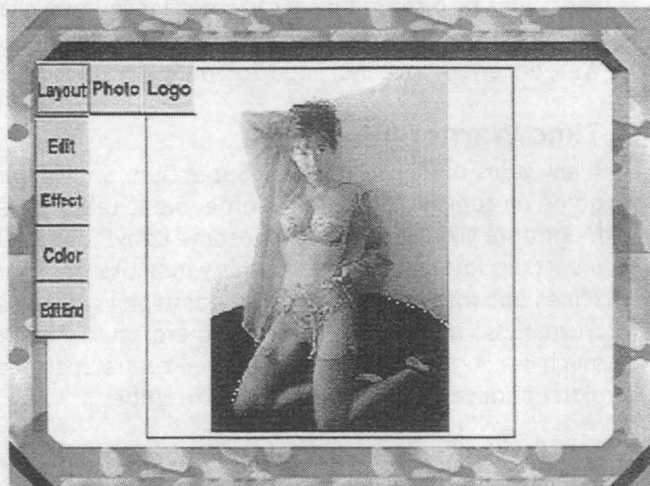
Although it looks like Morpheus Interactive will be first with a flight simulator for the 3DO with VR Stalker (hopefully it'll arrive for a review in next issue), Domark are hoping to beat it with Flying Nightmares - a proper flight sim. as you fly US Marine Harrier Jump Jets in a host of deadly missions... hopefully available in December.

Electronic Arts

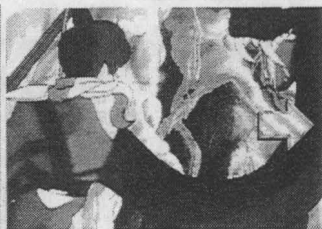
As we all wait for EA to release FIFA Soccer (which will be called J.League Soccer in Japan) which should be available in November and The Need for Speed (which should be out at the end of October (so expect a full review in next issue!)), word is, with Origin investing \$3 million on their epic game Wing Commander 3 which features more than two hours of live action video including actors like Mark Hamill of Star Wars fame, you can expect the game to be converted to the 3DO soon after the PC version is released in November. Hopefully the game will play a lot better than previous Wind Commander titles including the 3DO game.

Glams Interactive Labo.

With the 3DO costing more than your average games console, the machine is aimed more towards young adults, and it seems Glams Interactive has caught on to this as their first release is a game called SECRE... an adult Strategy game featuring young Japanese females in scantily clad clothing... stills and FMV! The game is a



Sexy strategy 3DO game coming to your machine from Glams.

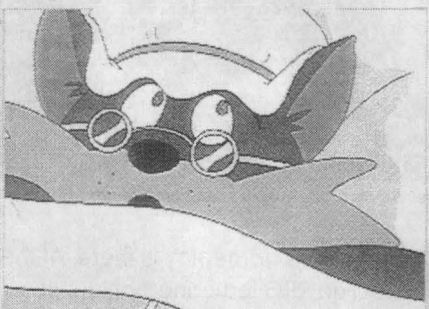


Dragon's Lair style game - Strahl

conversion from a Apple Mac title where you play the manager of a model agency and must promote your models to the top. Because of the high resolution and fair amount of colour available on the machine... picture quality is very good. Hmmm. Available now. However, if you don't like the Japanese models, and want American girl - Penthouse Virtual Photoshoot will be available in December for all you pervs!!

Media Entertainment

Media's first title for the 3DO will be Strahl based on a game produced by Data East, which looks like a Dragon's Lair style graphic adventure as you control a hero who has to battle Dragons, and other monsters and creatures to save his kingdom. Out in November.



Little Red Riding Hood - This Wolf pretending to be Grandma doesn't too menacing !!

Nippon Animation Co. Ltd.

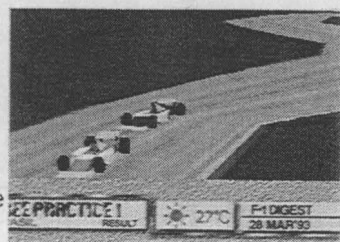
As well as games, the Japanese are bringing out lots Anime on CD-ROM for the 3DO. The first few will come from Nippon Animation with three titles... unfortunately, I don't know the names of them apart from one that looks like Little Red Riding Hood, but they are more for kiddies than stuff available under the Manga label over here. Each CD-ROM will be available for 1980 Yen (£13), so not too expensive.... although you'll be better off buying videos as the picture quality will be better.

NHK will also be releasing a number cartoons on CD-ROM. Even some of the classic fairy tales will be reproduced

on CD-ROM including Snow White and the Seven Dwarfs, the little mermaid, etc.

Pony Canyon

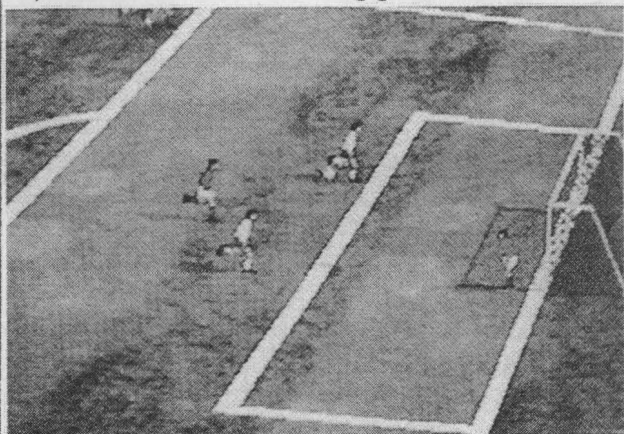
If you're after a Formula 1 racing game, then should look no further than Pony Canyon who have



F1 from Pony Canyon - early shot

F1 (provisional title) in the works for the 3DO for release early 1995. The game will be very much like Virtua

Racing/Indy Race with polygon/texture-mapped graphics and different views. The game is looking good.



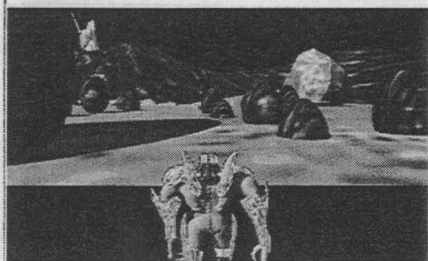
Striker 3DO - more 3D soccer for your 3DO... better than FIFA?

Rage Software

Rage Software haven't produced many games that run off your tongue apart from Striker on the Super Famicom, and believe it or not they have been working on a version of Striker for the 3DO for the past year. The game features fully digitised players, and texture mapped pitches, different viewing angles including full motion video clips to add a bit of spice... very much like EA's FIFA Soccer. The game should play more or less like the SF game... so you now have a choice of EA or Rage if you're a soccer fan. Personally, we think FIFA Soccer is a better game! Striker 3DO should be available early '95.

Sala International Inc.

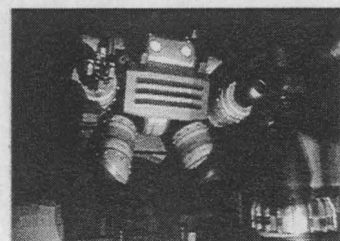
December will see Sala release Virtual Dragon Worlds:EDGE, a 3D action RPG. The game has you controlling a futuristic guy viewed from behind in a wierd world of nasty creatures all created in brilliant looking 3D texture-mapped graphics.



Virtual Dragon World:EDGE.. wierd RPG.

Synergy

Synergy are to return with Tetsujin Returns, the sequel to the 3D robot dungeon game. The graphics look pretty cool - hopefully it'll be more action packed with smoother scrolling, animation and none of this getting stuck against the wall buisness as with the first game. Available sometime early '95.



Tetsujin Returns will appear in '95

AND THE REST...

Other games planned for the 3DO from the Japanese includes Pretty Soldier Sailor Moon S.. which as yet hasn't been decided if it will be another crap beat'em up or a RPG/Strategy game; Yuyu Hashuko.. which is likely to be strategy beat'em up rather than an arcade beat'em up, and a game based on the little cartoon blue cat - Doraman.

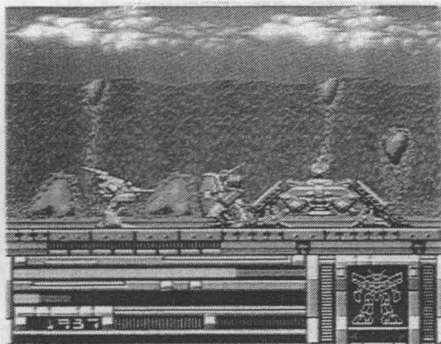
**Banpresto**

Pretty Soldier Sailor Moon Collection will be coming to the PC Engine Super CD-ROM around November - but unlike the SF final fight game, it'll be a puzzle/quiz game... not recommended if you don't know Japanese, although graphics are brilliant.

Hudson soft

By the time you read this, Hudson's conversion of Fatal Fury Special should be out. The game is a masterpiece of a conversion - everything is near identical to the Neo Geo original. Hudson have made the characters the same size as the coin-

op, same colours, backdrops including animation, and the all important gameplay is there. At the end of October, Hudson will have Blood Gear, a side-scrolling action RPG featuring battle-suit robots.



Hudson's Blood Gear - Action RPG with 'bots



Pretty Soldier Sailor Moon - new quiz game for the Engine

Human

After the Super Famicom version of the All Woman's Pro Wrestling game, Human are to convert the game for the PC Engine too. It'll be available around December.

NEC Avenue

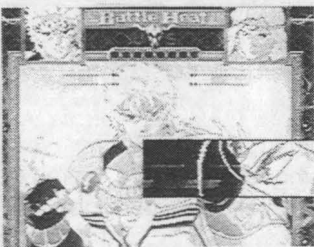
Coming out third week in October from NEC Avenue is a action RPG called Basted. The game will be a Ys/Zelda style game and available on Super CD-ROM. NEC have also joined up with Compile to produce a very good looking Dungeon Master style RPG for the PC-E Super CD-ROM. As yet, no release dates.

Riverhill soft

Riverhill soft are to release Graduation II - Neo Generation on Christmas eve. The game's a strategy game based around five teenage girls. The game will be on CD-ROM and requires an arcade card. Another interesting thing about the game is it's sponsoring 'Act Against AIDS'.

PC-FX

Not much news on NEC's 32-bit machine, now called the PC-FX. However, it seems the system will be available at around Christmas... likely Christmas eve (NEC still have a November '94 release date) with currently three possible titles available on release - one from Riverhill soft and two from Hudson Soft.



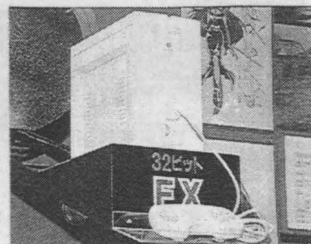
Battle Heat - Anime Beat'em up

The titles that will hopefully be available with be Battle Heat from Hudson - a one or two player beat'em up featuring

Anime-style cartoon warriors. The game features twelve fighters to choose from and looking very impressive - apparently each character has around 20,000 different attack, movements and damage animations; Team Innocent will be Hudson's great looking Computer Graphic adventure game which will feature 16million colour ray-traced graphics - looks brilliant; and from Riverhill soft, will be

Graduation II FX - a conversion of the PC Engine strategy girly game, based on the 18-rated video.

However, ten more titles will be available in the first couple of months of '95 which will include a conversion of Infocom's Return to Zork, T&E Soft will be converting Pebble Beach Golf and Augusta Golf, there'll be a Mah Jong and Pachenko game, and Nihon Bussan are working on a 3D Formula 1 racing game for the system. As for Hudson's FX Fighter... which is to be called The Point of No Return, it's likely to be available early 95.



NEC's PC-FX system



Adv. action in Team Innocent

Gameboy

Konami

Although coming soon on the SF will be Tiny Toons 3 - Sports - the game will also be converted to the Gameboy which will be available at the end of November on a 1meg cart. The game will feature American Football, Basketball, Crazy Golf and Baseball.

Nintendo

Aswell as Donkey Kong Country for the Super Famicom, a Gameboy version is also underway called Donkey Kong Land. The game will be very much the same as it's big brother featuring Donkey Kong and his sidekick Diddy Kong. The game will feature ray-traced graphics, but as you'd expect, with only four colours to play with - it won't be that good! Expect it around November.

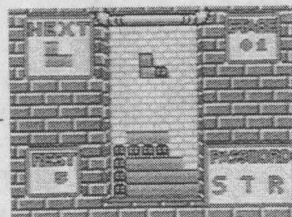
Namco

From Namco will be two Pacman games for the mono machine.



Pacman goes swinging in new title

Firstly, there's the conversion of their Cosmo Gang Puzzle game - which like the US version will feature Pacman characters - so called Pac Attack. The game will be available early December on 1meg cart. The second release will be a game also available on the SF (see SF news), and is a new Pacland adventure on 2meg cart. The game is by Kalist, and is a modified version of the hit Amiga/PC game Fury of the Furries, as you can control four creatures with different abilities... like swimming under water, jump high, break wall, swing around like Spiderman.



Pac-Attack on the GB

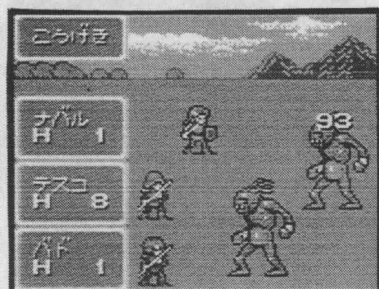
Gamegear

Absolute

Star Trek fans can look forward to Star Trek: The Next Generation for the Game Gear, and this one looks pretty good.

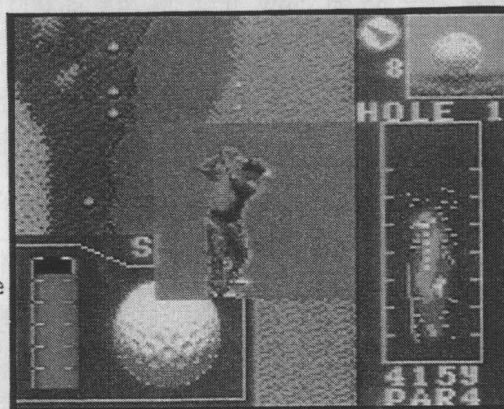
Sega

Sega's next sonic game - Sonic & Tails 2 will hit the streets at the end of November. The game will be



Sega's Moldorian Role Play Game

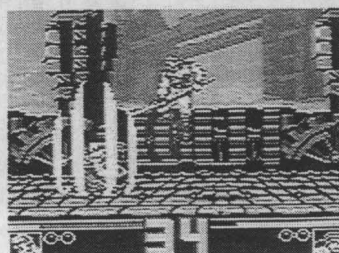
basically another Sonic adventure game but you can control either Sonic or Tails, and the game features a 3D bi-plane section where sonic flies into the screen collecting rings. Looks real cool. Coming soon for end of October will be a new Golf game - Fred Coupies' Golf.. and at the same time, a japanese RPG called Moldorian - hopefully Sega will convert the game into english soon!



Sega's rather cool looking Golf game

Takara

Not content in converting Neo Geo games to the Gameboy, they are to start converting them to the Game Gear too. Their first will be Fatal Fury Special on 4meg cart. for release in December. The game looks pretty good., and will feature 12 characters to choose from - certainly better than Mortal Kombat II conversion. Even Ryo of Art of Fighting is selectable. The game also has a team mode where you can select 6 characters versus 6 chosen for the computer.



Fatal Fury Special GG style

GB/GG

HAND / HELD
SOFTWARE
NEWS

Still not much news on the Jaguar. Infact most of the games planned/in production for the system are conversions from other machines. We have 21st Century with Pinball Fantasies, Accolade with Barkley Basketball: Shut up and Jam! and Hardball III, Activision with Return to Zork, Atari will have Bubsy - although the levels will be different, and Zool, Ocean with Theme Park and Syndicate, Silmarils with Robinson's Requiem, Tradewest with Troy Aikman Football, and US Gold with Flash Back.

21st Century

The top Amiga pinball game Pinball Fantasies will be converted to the Jaguar for release around Christmas. The main difference between the Amiga version and the Jag. version will be the addition of 32,000 colours and better 16-bit sound. Pinball fans are in for a treat!

Beyond Games

It seems beat'em ups attract gamers - well, why do you think

there are so many on the Neo Geo? So, not only is there Kasumi Ninja, Double Dragon V, and very possibly Mortal Kombat II for the Jaguar - Beyond Games are working on a Mortal Kombat-style beat'em up called Ultra Vortex. Featuring fully digitised real fighters, lots of moves, and very likely - deathly fatalities... this one could sell a lot of Jaguars.. then again, maybe not. One thing's for sure, the background graphics are superb!



Kasumi Ninja - will it better Way/Warrior?

Rage

From a company called Rage, comes a Rally Racing game called Rage Rally... a similar game to one that's knocking around arcades around the country. Viewed from top-down, you get race through a number of tough courses - skidding of the dirt tracks, slipping on snow, jump the ramps, and so on. Available around December.

Team 17

Team 17... more known for their rather average Amiga games are to release games for the Jaguar too. One title that's been worked on is Witchwood - a Zelda-style action RPG with great graphics. Unfortunately, don't expect this on the Jag. until middle of next year.

Ubi Soft

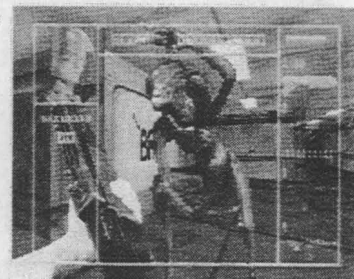
One of the best looking games for the Jaguar is coming from French software house Ubi Soft with a great platformer called Rayman. Not only are the background graphics look superb, but the character sprites are just as good - totally crazy looking with a lot of character.



Ubi soft's colourful action game - Rayman. Best on Jag.



Bubsy on the Jaguar.. better than on SF?



Aliens Vs Predator - now available on the Jag. - but it's very jerky! Checkout next issue for FULL review. Maybe you should wait for Doom!

The game has around ten levels and runs at a very smooth 25 frames a second. Nintendo might have Donkey Kong Country for the Super Famicom, and 3DO might have Gex from Crystal Dynamics, but Rayman is a sure contender for best platform adventure of the year... not to mention the game that could sell more Jaguars. Expect it around November.

And the rest...

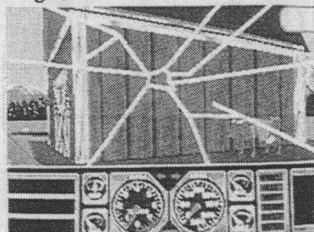
Also watch out for two other new games coming your way - a vertical shoot'em up called Zzyorxx featuring big graphics with multiple weapons, and Indiana Jags - a comical Action adventure game featuring a crazy cartoon jaguar character. Both look pretty good.

Saturn

The Saturn will hit stores in Japan in November, but not in the expected white colour - but like the PC Engine - from white to a gun metal grey, and it's expected that at least five titles will be available for the machine on release. Three will be by Sega and likely to be Virtua Fighter - which current screen shots look identical to the coin-op with superb animation. Early screen-shots had the game running in low-res-



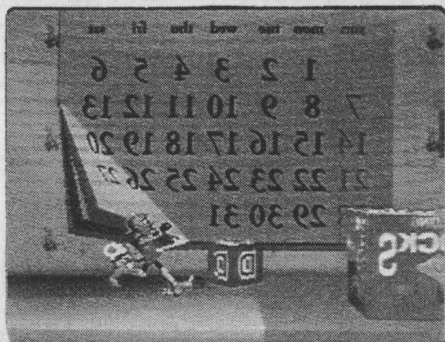
olution (320x224) and look pretty poor - but Sega have stepped up the resolution to high-res. 640x224 - making it look great as you can see by the screen shots! Clockwork Knight, and Victory Goal will be the other two titles from Sega, and the other two will be by Tengen - Race Drivin'



Race Drivin' - 1st on Saturn.

(looks identical to the coin-op which isn't saying much) and something called TAMA - which is a 3D Marble Madness-style game. Remember Taito's Cameltry? Well, it's a 3D isometric version with texture mapped graphics, where you have to

move the course around to get the ball from start to finish. I can see thousands of people buying a Saturn to play this game... NOT!



Sega's cool looking Clockwork Knight platformer.

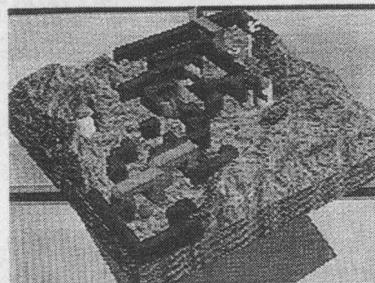
what's expected on the Saturn to date:

Alien Trilogy - Acclaim's multi arcade game

Blue Seed - a traditional RPG

Castlevania - Konami's Saturn spectacular with Mr. Whippy

Clockwork Knight - Sega's most complete platform game



Tengen's TAMA.. strange puzzle game

with rendered graphics and lots of special effects like books that fall from shelves in 3D.

Chinese Detective - FMV murder detective adventure

Daytona USA - 3D texture-mapped racing game (linkable!). Current screen

shots look average - hopefully the final game will be much better.

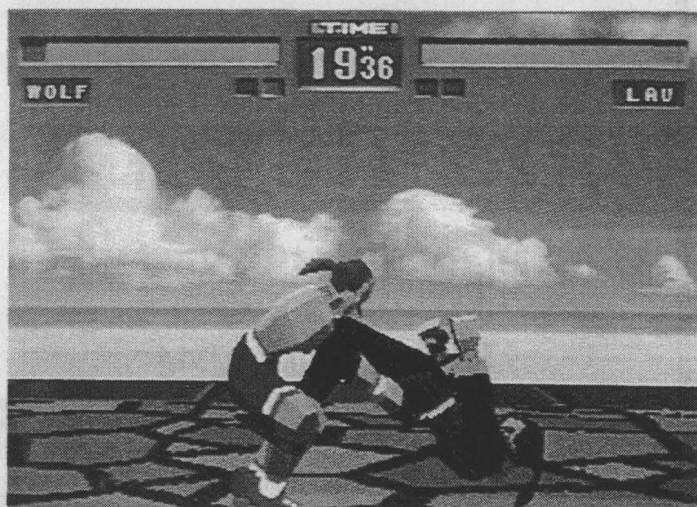
Deadlus - 3D Doom-style game with rendered graphics... very much like Tetsujin on the 3DO.

Dream Mansion - 3D FMV Adventure

Magic Knight - RPG

Mortal Kombat II - Acclaim's bloody beat'em up conversion

Myst - Sunsoft's conversion of the great looking PC graphic

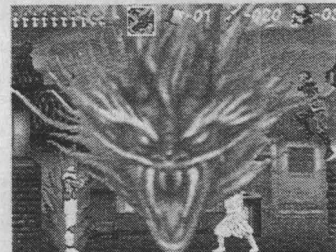


Sega's Virtua Fighter - looking as good as the original coin-op game.

Adventure. The game looks real cool with superb graphics.

NBA Jam - Acclaim's arcade Basketball conversion

Panzer Dragoon - real time 3D textured-mapped polygon shoot'em up as you ride on a back of a dragon with multiple views.



Shinobi X - that's a special power!!

Parodius 2 - Konami's debut shoot'em up for Saturn... likely to be as good as the PS version which looks identical to the coin-op.

Pebble Beach Golf Links - Golf

Rad Mobile 2 - Sequel to the cool Sega racer - which should be even better.

Rampo - 3D FMV Murder mystery based on a Japanese mystery movie.

Shinobi X - new arcade Shinobi game with digitised graphics for background and sprites, plus lot of special effects.

Simcity 2000 - as on the PC

Street Fighter II - Capcom's most well known title but which version?

The Pinball - have a guess!

Victory Goal - 3D footie game with scaling... although it doesn't look as good as EA's FIFA Soccer for the 3DO.

Virtua Fighter - 3D one-on-one beat'em up.

Twelve more titles will be available for the system before the end of the year however... again most from Sega.

Here's a rundown of

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Letters Letters Letters

If you want to express your views, ask a question, then write in... We need to fill these pages somehow... so write to: GAP, 25 Arnold Road, Bestwood Estate, Nottingham. NG5 5HR. (Sorry, but no personal replies.. unless there a big donation to the 'Lack of money to buy Neo Geo games society')

Q. If I bought Japanese PlayStation, will it be compatible with US/UK games when they are released?

A. Well, we aren't absolutely sure about this although word is, Sony will put in something to detect if you are using a JAP, US or UK machine... so that different country software won't work on different country machines. Hopefully this isn't true, or if it is, there is an easy way around it like on the Megadrive. Fingers cross.

Oh yeah... we had more people asking for the SF/SNES PAL/NTSC

switch thing. If you've read the editorial, Lewis still haven't got in touch with us, so we are unable to print how to 'DIY' a switch. If anyone out there knows, and care to reveal all - please write in.

Q. I've heard that the new Neo Geo CD machine has different joystick ports - is it true? If so, will that mean I can't use my Neo Geo joystick with the system?!

A. Although I forgot to mention it in the Neo Geo CD feature... you are correct. The Neo Geo CD does indeed have different connections, so you can't use those sticks on the system! Bummer eh?!

Q. As the official 3DO is now available, and cheaper than the imported machines.. are there any differences between the UK one and the US one.. like software compatibility?

A. As with the Megadrive and Super Famicom... the UK PAL

machine runs slightly slower... and any games that are produced in the US or Japan, you will get a border, although games made for the UK machine - should be full



Micro Cabin's cool ray-traced role play game for the Saturn coming soon!

screen. Some games also won't work 100% correctly on a different system to the game. Check out the reviews of Sherlock Holmes in this issue for compatibility problems.

Q. I'm thinking of getting a Sega Saturn... but I'm a big role play fan... do you know if any RPGs are coming out for the machine? Will Sega release a Virtua Fighter 2?

A. Well... you're in luck, as one of the first few games out for the system will be a role play game by Micro Cabin Inc. and features brilliant ray-traced graphics. If you read our previous issue, you'll know Micro Cabin was responsible for the 3DO RPG called Powers Kingdom... well - the Saturn game will be very much the same as that, but with improved graphics and animated sequences. Check out

the screen shot below. Virtua Fighter 2 - check out our arcade section for info. on Sega's VR game.

Q. We all know about the various 32-bit and 64-bit consoles, but what I want to know are the prices of the games for the machines?

A. According to Sony - their CD-ROM games will retail between £30 and £50. If so stick with this, Sega and the rest should follow suit. However... I won't be surprised if CDs go over the £50 mark... especially the complex strategy games which always seem to cost more in Japan. Talking of which, if it's like the 3DO, even when games cost the same as cartridges, importers seem to slap a massive amount. For example, Powers Kingdom (JAP) cost 8800 yen (around £56)... and importers where charging around £100 for the game!



Virtua Fighting 2 - here's the characters from the game in glorious render!



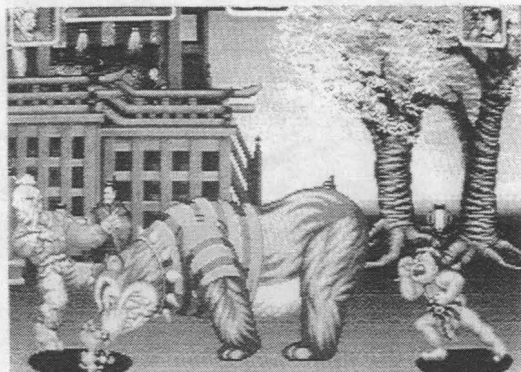
£1 a Credit?!

Here's a round up of some of the best coin-ops heading your way from the land of the rising Yen, and very likely the games that will be converted to your home console system.... well... most of which will only be converted to the top 32/64-bit machines because of the technical hardware and size of game. Sequels are becoming the big thing in the arcades at the moments... and so are one-on-one beat'em ups.

Atlus

With Power Instinct coming out for the Super Famicom and Megadrive soon, Atlus have released the sequel in coin-op form.

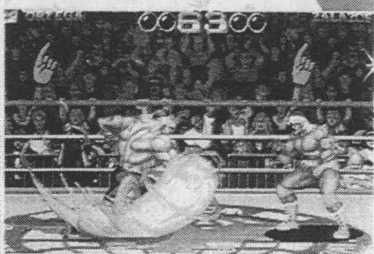
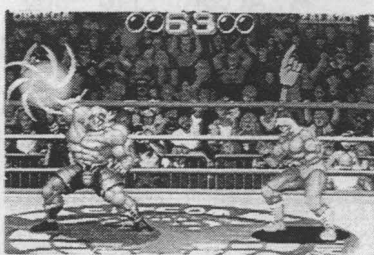
The game features 11 selectable characters - all of which look really stupid with crazy attacks. We have to admit, the original game wasn't that hot, and we can't see the sequel been much better. Possible console conversion: Graphically, it's no better than original, so possibly on SF and MD.



Power Instinct 2 - Here's a strange 'Bear' move!!

Capcom

No... not Street Fighter III, but Super Muscle Bomber - The International Blowout... the sequel to their popular wrestling game. As with Super SFII, Super MB features extra moves for each of the original characters and an extra four new wrestlers. They include Wraith - a ghoulie character who looks like he has just come out of a coffin and has a nasty move where snakes appear from his hood to attack opponent; Ortega - a muscle-bound Zeus-like character with super powerful fireball; Black W - a super hero character with deadly fireball; and Sabre - an army dude (Guile with a helmet!!) who has a rushing flaming power-punch. Another difference is that, like SFII, each character has their own ring style. Possible Console conversion: Knowing Capcom with SFII, you could see this on the SF, MD and a number of the forth coming



Super Muscle Bomber - Ortega unleash a mighty fireball attack.

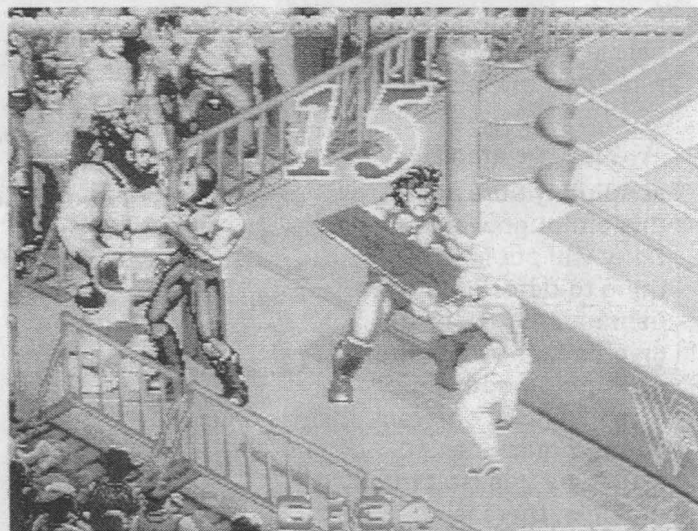
machines.

Interesting Fact:

One of the best features of beat'em ups is how many hit combos you can perform. If you thought between 8-10 is a lot on Super Street Fighter II Turbo, then you'll be surprised that, Capcom's Vampire (Dark Stalker) can get as many as 24-hit combos. In a recent Japanese coin-op magazine - screen shots show that this is possible when using Morrigan, the Valkyrie. Strangely enough, you can even perform a one hit combo on the game!?

Human

After many versions of Fire Pro Wrestling for the PC Engine, Megadrive and Super Famicom - Human are to release a coin-op version called Blazing Tornado (The Neo-Heroic Wrestling). The difference however, will be the view - which is more higher up and of course, the graphics are a lot

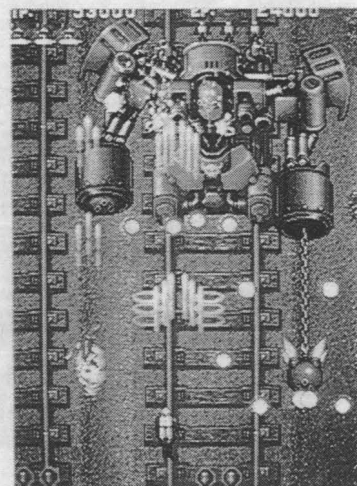


Blazing Tornado - Great out of the ring action - chairs, planks, anything!!

better. The game features 8 wrestlers with a host of moves, and there are lots of objects out of the ring to use against the opponents! Possible console conversion: Likely to be on the PlayStation/Saturn... then again, Human have already planned a wrestling game for both!

PSikyo

If you want a good vertical shoot'em up, then look no further than Gunbird... which I believe is based on a Japanese Original Video Animation.... and the game itself features some great anime itself! Although the game is a vertical shoot'em up, you don't control space ships, but flying characters - either a cute girl on a broomstick called Marion, a super-hero woman called Yuan-Nang, a jet-pack bloke called



Gunbird - Mega shoot'em up action

Ash, a robot called Valnus or a old bloke in a helicopter called Tetsu. As with Raiden and Toaplan shooters - there's lots of power-ups, and loads of enemies attacking you, and big gi-normous bosses to destroy. Looks good. Possible console conversion: Unlikely on any system, unless someone license the game, or Psikyo do it themselves.

Rare Design/Electronic Arts

Over a year ago, Rare Design announced that they were to release a Battletoads coin-op, but since then not a word from the company - more than likely they were too busy rendering graphics for Donkey Kong Country and Killer Instinct! Well, now the game has been complete and will be available not from Tradewest, but from Electronic Arts! The game looks totally amazing with massive boss sprites, with tons of special effects like scaling and rotation, plus different gameplay styles. And it has a three player option.. so should be a real laugh. Battletoads looks to be a big smash hit! Possible console conversion: A definite possibility on the Ultra 64 especially with Rare's tie-up with Nintendo, but with EA releasing the game, it could appear on the other 32-bit systems too.

Sega

As well as Virtua Cop mentioned in last issue of GAP - which now include some great graphics, Sega are to release a new version of Columns in coin-op form. Possible console conversion: Both likely on the Saturn/32X. However, the best game from Sega is Virtua Fighter 2 which uses the same system as their Daytona USA simulator. The game features totally awe-

some graphics - not only are the fighters more realistic with more polygons and texture maps, but there's better backdrops with mountains, trees, buildings, and so on. The



VF2 - Superb Textures - Pai shows off her high kick.



VF2 - Great detail features.

game also features two extra characters - an old man with a white beard called Shun and a tough guy in a padded jacket called Lion. Oh yeah... although I said two new characters... I believe there's another two as well, but are bosses, and not selectable (well, unless there's a

cheat to access them!). Possible conversion will of course be the Saturn - but we'll have to see if they can pull off Daytona first.. as current screen shots aren't too hot!

SNK

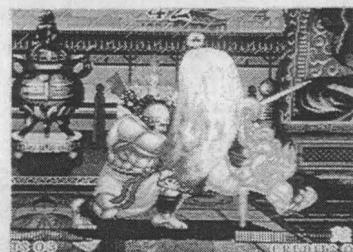
SNK have the sequel to Samurai Showdown and latest screenshots of the game is looking great. The sequel features all of the original cast, five new ones - The extra characters are a big bald monk - as large as Earthquake and carry a large column of stone as his weapon; a samurai

warrior with a long blade called Genjurou, a little old fellow wearing a large hat who has magical abilities called Jiji, a green-haired jungle girl with



Shin Samurai Showdown - Ukyo rolls underneath Charlotte's lunging attack.

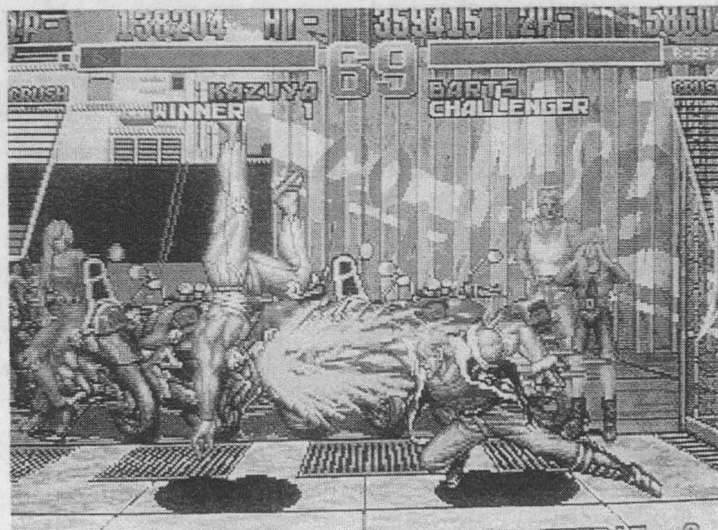
a monkey who has a very large boomerang called Cham Cham, and a muscle-bound guy with a large shielded arm called Zigar. All the graphics have been redesigned - with all new backdrops, and each character's special moves have been redone with better animation... not to mention more moves. A number of the characters can now duck low to avoid fireball attacks. The game should be available in the arcade as you read this. Possible console conversion: Apart from the Neo Geo of course, unlikely to appear on the SF or MD due to size - the original is already 32meg for both.... and this game is a whopping 202meg in size!! As Takara are producing PlayStation games (see PS News), maybe they will convert this to the PS.



SSS - A killing blow from Genjurou

Taito

Taito aren't known for one-on-one beat'em ups but are to release one called Kaiser Knuckle. As SFII-style beat'em up games goes... this looks pretty good... although I have to admit looks very much like Fatal Fury as some of the special moves are the same including Andy's windmill attack, fireballs that run along the ground, etc. In fact, it looks like Taito have taken bits from all current beat'em ups. There's a jungle girl called Liza who has an attacking bird (Samuari Showdown?). Possible console conversion: Likely to be on the SF as the graphics are very Fighter's History-like.



Kaiser Knuckle - Another SFII clone from Taito.

ECTS... THE SHOW THAT WASN'T !!!!

Thanks to Philip Turner of Krazy Konsoles for report

The European Computer Trade Show opened its doors at the beginning of September to show what the industry can expect in the coming months... and most of the attendees came out disappointed.

Nintendo was there but didn't have either the 64-bit Ultra 64 or even the hottest game on the Super Famicom - Donkey Kong Country! The only product they seem to be promoting was the Super Gameboy adaptor.

Sega wasn't any better... no Saturn present in any form, although there were a few early versions of Super 32X games... although Virtua Racing Deluxe didn't look any better than the Megadrive version.

3DO warez were a little better with Rise of the Robots (not as good as the PC version mind you) and Elite's titles on show. Although most of titles were already available.

Anyone wanting to have a glimpse of the Sony PlayStation had to board a waiting bus outside the show which whisks them to a not so secret location... where they were shown a few seconds of the system in action... not really worth the bus trip!

The best title at the show was on Jaguar amazingly. Ubi Soft's Rayman is a great colourful platform adventure which will be the game to sell Jaguars.. well... it would if the other 32-bit machines weren't available by the time the game comes out.... especially as we've heard that Ubi will be converting the game to the PlayStation in the not too distant future.

Apart from that, the PC CD-ROM games were possibly the highlight of the show...

Overall, a disappointing show, and shows that Europe take a back seat compared to Japan and the USA.

Movie: Future Cops

As we wait for the official Street Fighter II Movie... either featuring real actors or the Anime, I managed to watch a rather crazy Street Fighter II inspired film from Fantasy Productions inc. called Future Cops which was release a year or two ago.

The film is a Hong Kong one (in Cantonese incidentally!), and is even more crazy than Jackie Chan's Street Fighter II scenes in the brilliant City Hunter film. Although the main characters in Future Cops are based on characters from Capcom's hit game, they don't actually have the same names or any connections with Capcom... unless you count the Street Fighter II coin-op in one scene in the film. Future Cops starts off in the year 2043 with the announcement of the arrest of 'the General' (Looks identical to M.Bison) - the leader of the biggest criminal group in the world and to be sent to trial in a week's time. The Judge is known to be the old Yu Ti Hung, and there's no way the General will be let off by this guy! So the General's minors have decided to go back in time to the year 1993 and search for the Judge, and brain-wash him! Thus when the trial comes around, the Judge will let the General off. Unfortunately the time machine is not 100% hunky dory! Incidentally, the General's minors (also known as the Future Rascals) are played by a guy with a patch over one eye and bandaged hands - Thai King (Sagat-like?), a big fat Sumo - Toyota (Honda-like?) and a long-haired guy in a red jacket - Kim (Ken-like?).

Pursuing the villains are the Future Cops played by a Ryu look-a-like in white karate suit - Ah Lung, an Indian with stretchy arms (Dhalsim-like), a long-haired guy with mask and claw - Ti-men (Vega-like) and a soldier with an extremely stupid looking haircut - Broom-man (Guile-like). Before the time machine can be activated, the baddies take on the good guys with each of the characters performing their stupid looking special attacks like in City Hunter. Whirlwind kicks, fireballs, Sonic Booms, hundred hand slap, yoga flame, etc... all done in the craziest fashion. In the end, the baddies gets the worst of it, but makes it to the time machine and departs in a flash to the past.

So, the cops, Guile, Dhalsim and Vega-like heroes, are sent back in time to stop the Future Rascals. Oh yeah, each of them have being implanted a chip inside them so that they will always tell the truth - tell a lie and they'll get an electric shock. The cops arrive at a student's house called 'Tang Hung', who agrees to help them locate Yu Ti Hung who attends the same school as he does, in return for protection from the school bully, not to mention all his desires and dreams! The cops arrive 14 days before the Rascals, so the main part of the story is wrapped around the crazy antics of how the cops fits into present time. They become students and teacher at the school, enter a video game to become Mario and Luigi, beat up the school bully 'Kei-On' and his gang, help win the sports day events, and so on... until the Rascals gang appears on the scene and fights starts.

While this is happening, the General escapes from capture and warps back in time to kill Yu Ti Hung himself. Tang Hung then learns his mother is to get married to a man named Yu... so it seems Tang Hung is actually Yu Ti Hung!! SO, with the baddies knowing who the future judge is, the final battle commences. As the General is so powerful, the future cops also implant power-chips into Tang Hung, his sister, his mother and husband to be, to turn them into super heroes.... two Chun Li look-a-likes called Chun May and Chun Tai with super Spinning bird kicks, a Blanka-character called Green Face who turns into a big beachball and electrifies anyone he touches, and Ng Kwun Yu - a Songoku look-a-like from Dragonball.

Overall -, Future Cop is a mad mad film - and very funny in places, although you have to know the lingo and some Chinese humour. But generally, it's one of the craziest films I've seen and any one who enjoyed the Street Fighter II scene in City Hunter will love this film as it's full of the same. Unfortunately, as very few Hong Kong films makes it to this country for official release, trying to get hold of it will be difficult. If you do find it - go for it - it's a must to watch. For people who doesn't understand Cantonese, there are subtitles, but they are in the dreadful all white type... which is impossible to read on white or very bright parts of the film!

WHICH 32/64-BIT?

In around a month's time, the console scene will burst open once again from the Japanese mega companies. Although it seemed the Americans were going to take over with Atari with the Jaguar and the 3DO group with the 3DO - neither have made a major impact on the 16-bit consoles... mainly due to the lack of decent software for the 32-biters. Although, the past month - the 3DO have started to pick up with some great planned titles like FIFA Soccer, Off Road Interceptor, Samurai Showdown, GEX, Super Street Fighter X and The Need for Speed... and more.

However, Sega, Sony and NEC have major backers (well, NEC doesn't have that many), and it would be the software that will sell the machines and not how good the hardware is. So the question is, which machine should you go for?

Obviously, if you have a Megadrive - Sega's Super 32X is the cheapest upgrade path. However - the currently developed games for

the system doesn't look too hot. As seen at the Autumn ECTS, Virtual Racing Deluxe isn't much of an improvement over the standard Megadrive version apart from more colours and the addition of extra tracks and cars, and Doom is very jerky... certainly not what's expected - you might as well play it on the PC. It might be worth waiting for some decent games for the system to turn up before deciding to get one. That is, unless you love the Star Wars Arcade machine?!

Out of the three 32-bit dedicated systems... of which all three will be priced the same... Sony's PlayStation

must be odds on favorite to succeed sales as they seem to have the backing of a number of major software producers, not to mention more complete games. Another thing the

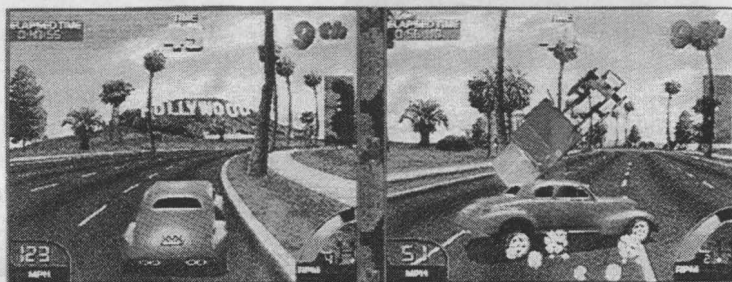
PlayStation has over the Saturn and FX is the diversity of games that will be available for the system. With shoot'em ups, RPGs, Racing games, Beat'em ups, etc... the machine will have something for every-

one. If Ridge Racer is available for the system on launch... you can bet the Japanese will be clammering over themselves to get the machine - especially as Sega is a long way off finishing Daytona for their Saturn. You can also see Sony selling the

system and software in all electrical shops because of the Sony name.

Sega's Saturn will be second contender especially with Virtua Fighter - one of the most awaited conversion in Japan, with NEC's PC-FX a sole third because of little support for the machine.

Nintendo's Ultra 64 is looking good, but the question is, can it stand up to the competition when it is released



Midway's Cruis'n USA... looking more like Outrun than Daytona.

in late '95. By then Sony and Sega will have a stack of games for their systems not to mention, have their systems more well established. Although the Ultra 64 boost better specs. than the above systems when it is released, the current two Ultra 64 games - Killer Instinct and Cruis'n USA, don't look that impressive. Cruis'n is more or less a glorified version of Outrun, and not a patch on Ridge Racer or Daytona USA. As for Killer Instinct, the graphics may look absolutely brilliant, but the gameplay looks very Mortal Kombat-ish with dodgy collision, and doesn't look like taking over Capcom's Street Fighter II beat'em up crown. The 27-hit combo as seen in Bad Influence might be spectacular, but doesn't look at all impressive - especially those stupid knee attacks, and if it kills the opponent in one combo... there's not much in the playability if you can perform it each time! Now, if Capcom converted Vampire (Dark Stalker) to the Ultra 64 - then that's a different matter (then again, if Capcom converted Vampire to any of the 32-bit systems - you can bet I'll be queuing for that machine!



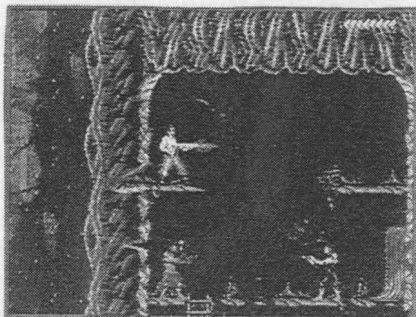
PlayStation

REVIEWS

BlackThorn

Black Thorn is basically Flash Back set in a different realm... which is not a bad thing as Flash Back is such a cool game. Forget the boring storyline... what you have is a long haired guy with a shotgun working his way through caves, caverns, etc.. blasting the hell out of nasty ogres and other creatures who are keeping your people as slaves. As with Flash Back, the animation is

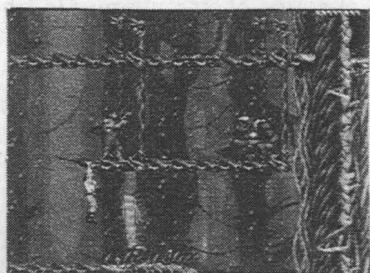
wards and backwards, and more. As well as blasting the baddies, you have to solve a number of puzzles... which usually involve locating an object from some place and using it at another



Armed with a shotgun... you're hard!!

er.. ie. a bridge card or a levitator. As you wander around, you gain information from your people, find secret locations, and finally, once you reach the end of each stage, given a password.

Apart from the great animation, the rest of the graphics are great... very



Hand onto the platforms and avoid baddies

silky smooth as you can perform everything from simply walking forward, to running, jumping, hide in the shadows, cling onto/climb up ledges, shoot for-

dark and gaugy. Sound is used to good effect too.

There's not much else I can say about Black Thorn really - except, if you like Flash Back, and want more of the same with a tad more gruesome action, then this is for you. It's certainly more playable than Nosferatu.

Video - 88%
Audio - 85%
Playability - 85%
Lastability - 80%

Overall - 85%

...ONN

Machine
Super Famicom
Publisher
Interplay
Format
8meg

Nosferatu

This has to be the most long awaited game ever... well, apart from Braben's Elite 2:Frontier. If Nosferatu was released when it was suppose to, it would probably be in the first 20 games released for the system.. as it was suppose to follow Seta's original Exhaust Heat game!

feet, and a few bosses thrown in. You have to rescue your girl from old Dracula, and all must be down within the time limit. AS with PoP, you have to jump onto platforms, climb up ledges, avoid the traps, step on the pressure pads to activate the gates, push large block, slide under gaps, kill off or avoid

the nasty creatures roaming the place, locate chests to gain extra health, gems, or time... and reach the exit so you can tackle the next stage. At the end of each level - you'll meet a boss, which you must defeat. Fighting just requires you to pound the attack button or attack and jump to kick... therefore attacking the enemy only requires you to get in close, pound the fire button, and retreat or jump if the enemy attacks.... not

as good as PoP.

The trouble with Nosferatu is that the game is just too similar to Price of Persia, there's just nothing new about the game - well, not the first few levels 'anyway! Even the graphics are very

bland... each stage has the same gaugy brown cement structures... and the music constantly repeats and gets very annoying. The stages are also very repetitive...

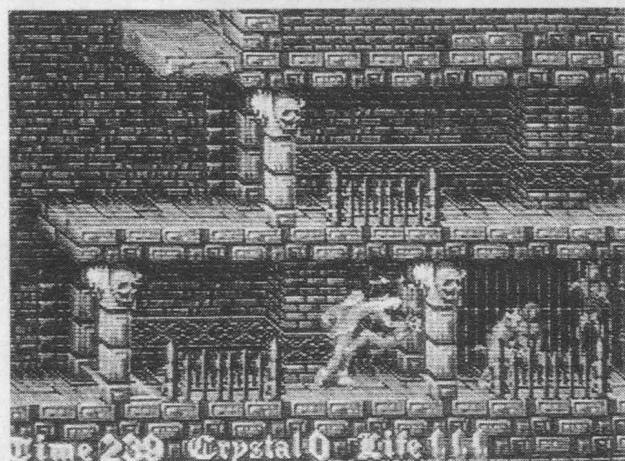
mostly jumping platforms and pushing stone blocks. Compared to something like Castlevania or Super Ghouls and Ghosts where there are lots of special effects using mode trickery - Nosferatu is an average game. I would go as far to say - Prince of persia is better... at least the sword fighting is much more challenging. If you want a more action packed 'new' game, get Black Thorn instead.

Video - 75%
Audio - 70%
Playability - 70%
Lastability - 60%

Overall - 70%

...ONN

Machine
Super Famicom
Publisher
Seta
Format
16meg



Prince of Persia meets a horror flick. Pound those nasty zombies!

So was it worth the wait? Ermm.. NO! Nosferatu looked promising from the start with a rather cool (but very short) intro., but when it comes down to the game - it's basically Prince of Persia with the ability to fight with fists and

Samurai Spirits

Takara haven't done the best of jobs when it comes to converting Neo Geo games to the Super Famicom... although with each release, they do seem to be getting better - their best is probably Fatal Fury Special... so Samurai Spirits should be an even better conversion. Well... I'm sorry to say it's not.

Firstly, the main disappointing feature of the conversion are the graphics. Although all the backdrops and in-between scenes are identical to the Neo Geo game, the sprites are very small, and the game doesn't scale at all - really ridiculous when you consider that their Art of Fighting conversion did! Because of the small graphics, the game has lost a lot of it's appeal. Earthquake is so small now, he doesn't look like the awesome fellow in the Geo game. Animation isn't as good as the Geo version either, but adequate. There is also less interaction between the fighters and the backdrops.

Soundwise, it's rather average, the tunes are the same but doesn't sound as good... rather tinny, although the little sound effects that accompany them are the same. The main sound effects

aren't up to the Neo Geo game either.

The game itself play pretty well - with all the moves of the Neo Geo game, although some of the special moves are more difficult to pull off. All the extra bits like the guy throwing bombs, food and coins into the arena are present, so if you have never played the original Neo Geo version, you might consider



Smaller graphics and no scaling Samurai Spirits

this a very good beat'em up in it's own right. But as a player of the original, without the big graphics and scaling, it just doesn't feel like Smaurai Spirits. It's like having to play Street Fighter II with graphics the size of Yie Ar Kung Fu.

Overall, a worthwhile game, but

could have been a lot better especially when compared to their Art of Fighting conversion - not to mention the size of the graphics of the Megadrive version! Worth checking out, but if you have a Megadrive, wait for our Megadrive review when we get the game... or if you are desperate - consider a Neo Geo CD system!

Video - 75%
Audio - 75%
Playability - 80%
Lastability - 80%

Overall - 75%

...ONN



Star Control 2

(Supplied by Video Game Centre)

Wow - another English 3DO game. Is this the start of a new age? This is a translation of an old PC game that involves combat, exploration and diplomacy among the stars. An alien force has taken over the earth, encasing it in a shield that can't be entered or left. Our only hope is a lone battleship created from alien technology that can hold smaller fighters, and an earth docking station that can supply you with weapons, people and ships - if you can find the materials.

The majority of the game involves scouring the thousands of planets in the galaxy for minerals to use, all the while looking out for alien races that may help you. There are about a dozen, some friendly, some very nasty. You engage in conversation (multiple choice questions) and the animated alien talks back with real speech. If he's not in a good mood, you must pick a fighter and engage in combat.

The combat is played like 'Asteroids'

(or 'Space War' by Atari if you want to show your age!). You pick a ship with a primary and special weapon and rotate and thrust around the screen trying to nail the enemy ship. Apart from the commodore 64 graphics, this is the best part of the game, and it's wisely been given it's own game at the begin-



You don't want to meet these spiders period!

ning, so you can practise, or play a friend in a tournament.

The graphics vary from the superb (the intro., of course) to the frankly cack

(the awful type-face used on some menus) and the music is wierd new age synth. The sound effects are quite good, but curiously not as varied as the Megadrive version. (Original Star Control)

If you can live with the variable graphics, this is actually an engaging and deep adventure, but most will be put off by the looks and not the substance. Shame.

Video - 70%
Audio - 67%
Playability - 75%
Lastability - 85%

Overall - 70%

...DAVID

Machine
3DO
Publisher
Crystal Dynamics
Format
1 CD-ROM

NEO GEO SOFTWARE NEWS

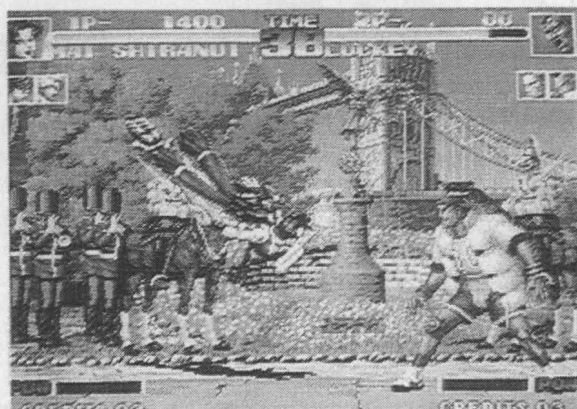
SNK have got three new games for the Neo Geo - and would you believe it - all are one-on-one beat'em ups! The best of the



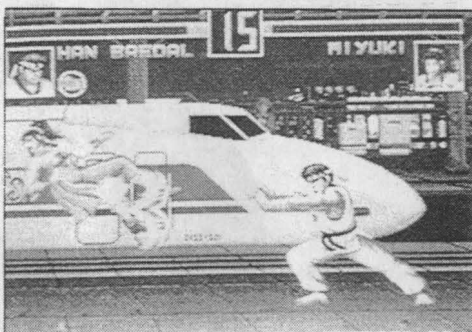
Andy shows off his new windmill punch on new guy Ralph

moves (including that mega fireball) whereas all the rest have 4 or less... apart from King and Yuri who have five being the other members of Art/Fighting. The graphics have been totally redone and are brilliant - all characters have light-sourced touches giving them an almost 3D look... it's probably the best looking Neo Game we've seen. TKOF'94 is likely to be Mega Expensive - so it might be worth getting a Neo Geo CD system! Incidentally the CD-ROM version will be out on December 15th according to SNK Japan... although we suspect it to be a little later. Probably worth getting a Neo Geo CD for!

three and one of the most wanted is The King of Fighters '94. This is one of the biggest games too - at around 225megs!!! The game features 24 fighters to choose from and include some of the cast from previous SNK Games - Ryo, Robert, Takuma, King and Yuri of Art of Fighting series; Terry, Andy, Joe, Kim and Mai from the Fatal Fury series; Athena from the game Athena; Ken Su - the second character from Psycho Soldier; Hydelen, and Ralph, and Clark from Ikari Warriors series. The rest of the crew are all new including a little guy with Freddy-style finger knives, a Samurai-like character, and several Street Punks. Although I mentioned one-on-one beat'em ups - The King of Fighters '94 is actually a 3-on-3 beat'em up.. as you select teams of three in survival matches representing selected countries. Strangely, Great Britain is represented by the all female team of King, Mai and Yuri. A nice touch is when one member is fighting, the other members cheer you on in the background! Another thing is... the game seems to be a bit unbalanced - as the Art of Fighting boys have 6 special



The London Dream girl Team - Mai in action against Lockey



SNK's other beat'em up - not too hot... eh?

The second beat'em up is the long awaited sequel to Samurai Spirits (Showdown) - Shin Samurai Spirits which features 5 new characters and lots of new moves... check out coin-op section for more on this mega-megabit (220megabits !!) awesome title.

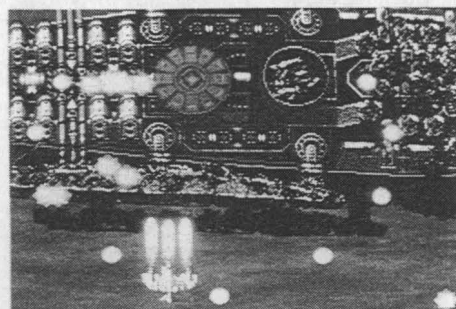
The other SNK beat'em up - unfortunately, doesn't look half as good as the others. The game features ten characters and the graphics are very much like World Heroes - have SNK poached some ADK guys too we wonder? Or are these the SNK YTS team? The characters are very Street Fighter II like with a Ryu look-a-like who throws fireballs the same way, and a guy that has a Guile-style somersault kick. Again, a CD-ROM version is also planned for a mid. Decemeber release.



Shin Samurai Spirits - select you hero!

SNK also have a vertical shoot'em up called Aero Fighters 2 (Sonic Wings 2) developed by Video Systems - which looks pretty average, and according to out arcade man, slows down when things gets a bit too hot.

Although SNK announced a number of CD-ROM titles for release at the launch of the CD system, they have announced that all SNK (2020 Baseball, etc.) and other third party titles (ADK's Magican Lord, World Heroes series, etc.) will be converted to CD format early 1995... exact dates haven't been given.



Aero Fighters 2 - not a beat'em up but shooter



NEO GEO CD

To kick off the launch of the Neo Geo CD, SNK toured six of the major cities of Japan to show off their new system. The Neo Geo CD Live Tour started off at Hokkaido, and ended at the capital - Tokyo. So what is the system like?

Unfortunately, trying to get one of these new beast is very difficult as SNK have only produced a limited amount...



Samurai Spirits on CD-ROM

although SNK plan to release a cheaper top-loading system instead of the motorised front loader around December. The price for the front loader is around £320, although you can expect to pay between £350 and £400+ over here from various importers.

The big black plastic box measuring 345x280x104 (mm) and weighing around 2.7kg... looking like a more refined 3DO, features seven megabytes (56 MBits) of DRAM, and improved VRAM (512k) and SRAM (64k) internally, while instead of a single joystick, you get a pair of joypads. These work okay, although the buttons are arranged in a rather awkward position for some games. Strangely, they have put A and B buttons on the bottom - so fighting games are awkward until you get use to having punch at the bottom and kick on the top buttons.

In terms of hardware, it's a sound unit... well... apart from the single speed CD-ROM. SNK have really made a big mistake with this... loading times are s-l-o-w!! Most games load in around a minute... but when playing say Samurai Showdown.... although it may take a minute to load in the main game, it takes an extra 20 seconds or so when you

select a character each time. This is very annoying, and is like playing a Team 17 game on an Amiga again. I suppose once you've had the machine for some time, you won't mind it too much... especially if you are used to playing games from floppy disks on computer. (Personally, after getting a Hard Drive for your computer - playing games from floppy is a crime!!). As you might expect, apart from the long loading times compared to cartridge, the games themselves play exactly the same as the original cartridge formats... PLUS there are some even better music

on a number of the CD-ROMs, as they have specially being re-recorded onto the disc.... especially good is Samurai Showdown's.

If you already own a standard cartridge-based Neo Geo - don't worry about SNK dropping cartridge games in favor of CD-ROMs... as SNK plan to release all future games on cartridge format first, followed closely by the CD-ROM release. Well... it makes sense really, as SNK only has to modify the arcade cartridges to work on the home cartridge Neo Geo. i.e. The



King of Fighters '94 was released on cartridge at the end of September (hopefully we'll have a review of it next issue), whereas the CD-ROM version is expected in the new year and ADK's Gan Gan fighting game is now available on cart., and will be out on CD-ROM at the end of November. But of course, prices on CD-ROM are a lot cheaper. Art of Fighting 2 on cartridge may cost around £194 new (in Japan)... whereas the CD-ROM version only cost around £31.

However, rumours are, SNK may release a NEO GEO CD with

a cartridge port as well next year, so owners of the standard Neo Geo can keep all their cartridges, and use it on the system as well as using CD-ROMs.



If you want a joystick, SNK have released a new rounded joystick looking very much like the Sega's Powerstick which retail



Top: Select your character. Middle: Wait for it to load in around 20 seconds.. Above: Then you can play!

Street Racer

After seeing previews of this game, I was desperate to get it - after all - Mario Kart is so brilliant with two people - with four, it should be twice as fun to play. Unfortunately, I have to say, I'm rather disappointed with Street Racer.

Firstly, the one player game gives a full screen display - so you get to see a lot of the course - well, you would if it wasn't for the view angle in which Ubi soft have employed. The camera is so near the ground, that you only see a little of the track in front of you, making seeing what's ahead limited. The tracks are also very flat.. like F-Zero, with no bushes, banners, ramps, and so on. So, in four player mode, where the screen windows are smaller, it's even more difficult to see what's going on.

Then there are the characters you can select. The eight characters are varied, from Sumo San - a big Sumo wrestler to Helmut, the old ace pilot. Each character have different attributes in terms of speed, acceleration, etc., and have different attacks. Attacks are basically limited to side attacks, or jumping/flying. Each car has a damage indicator, so if you can pound the opponent enough you can get them out of the race. This is

a good idea, but most of the time you are never next to an opponent.. you tend to charge into them, or speed past. What is really needed are weapons where you can launch a homing missile forward, or drop oil behind you.



Hodja races into first place...

The multi-player game would be great, but the four individual screens are so small it's hard to see what going on. As with the one player game, you can basically forget about trying to attack your opponents if you want to win the game... you're more better off hitting the nitro whenever possible, and trying to speed ahead. It's still fun, but could have been a lot better.

There are also Rumble Mode and

Soccer modes. Rubble mode basically has you trying to knock opponents off a grid which is okay, but not terribly exciting, and football is quite fun .. a bit like Ballblazer.

Graphics are okay, but not as good as Mario Kart. Unfortunately, everything is so flat looking.. even the cars look squashed although the game doesn't slow down even when in 4-player mode... as for sound, it's average.

Overall, Street Racer is a neat game... not as good as Mario Kart but comes a close second. The four player game is fun to play (as with most multi-play games) but as I said before, Ubi soft should have added a bit more front and rear attacks. Worth checking out.

Video	- 75%
Audio	- 70%
Playability	- 80%
Lastability	- 75%

Overall - 75%

...ONN

Machine
Super Famicom
Publisher
Ubi soft
Format
8meg

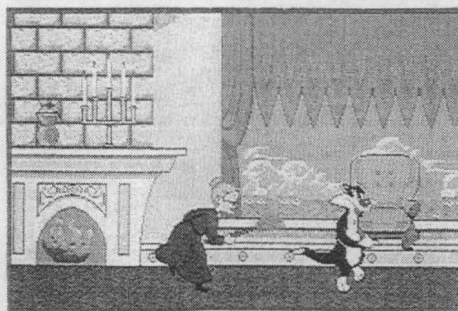
Sylvester & Tweety

If I ask you which is the worst Super Famicom software company - the word THQ would probably be on most people's lips. If I ask you which was the worst Megadrive company - then you might ponder in thought, ...but my nomination would be Tecmagik - so you won't expect a good review of their latest title - Sylvester & Tweety here.

The day before I got the game, I saw a demo of it on the TV (can't remember what programme - more likely Bad Influence or some other crap) but it looked pretty good which Sylvester chasing Tweety while hiding in baskets, chased by granny and the bulldog, and so on... pretty neat.

However, what looked good on the telly, is a load of cat poo when you come down to actually playing the game. The object of the game is to chase Tweety to the end of the level, when you'll be able to get your hands on the irritating little yellow parrot. To do this, you have to get near to Tweety,

thus making him fly off and closer to the end of the level. Being a blighted buzzard, Tweety can fly about, so most of the time is perched somewhere high up. So Sylvester has to climb book



Granny's about to get you... where's that bird!?

shelves, bounce on chairs, and so on to get to the miniturised osterich.

This is where the game falls apart. Firstly, the background graphics blend in with the foreground ones, so you can't tell if you can jump onto them or not. Once you have figured out that you can say bounce on a sofa... moving it to the exact spot is another disaster. Then

precise jumping is required to get over or onto objects. The game plays very much like THQ's Home Alone... shifting left and right, jumping around and not getting much progress... especially with granny and the bulldog after you.

The graphics are brilliantly defined and just like the cartoon, but the animation isn't very smooth. But it's the poor gameplay that lets it down.. avoid this!

Video	- 70%
Audio	- 60%
Playability	- 50%
Lastability	- 40%

Overall - 50%

...ONN

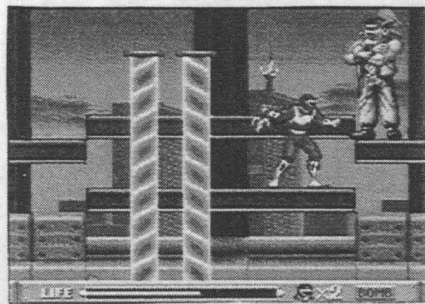
Mighty Morphin Power Rangers

As I'm not an early riser, I can't say I have ever watched the Mighty Morphin Power Rangers... and if it is anything like the game, I'm rather glad I haven't.

Basically the game is a Ninja Warriors style (single plane) scrolling beat'em up. This sort of game would have been pretty good - Ninja Warriors Again is actually one of my faves, but Bandai has cocked it up slightly. As the game is based on the TV show, you get to select any of the five Power Rangers... all of them having different attacks.

Unfortunately, the difference between them are very minute. When they are 'normal' all of them have a standard punch, kicks and jumping attacks with no special attacks. This makes the game very boring... so it basically walking close to the enemy and pound the fire button. In fact, because the leg sweep has the longest reach, you can keep on doing this to take out all enemies. Which brings me to the point of the enemies. There's only one type - ones like those foot-clan characters from the Turtles series... viewers of the cartoon will know I'm sure. The only difference is that, occasionally they appear in different colour suits wielding different weapons from knives and

swords, to a bit more adventurous attacking patterns like jumping in with a flying kick. Each different colour attacker requires different number of hits before they die... or should that be



Blue Power Ranger meets a pirate boss.

explode. Occasionally, there are gun turrets you have to destroy before they can fire at you, a few spiders, and other mechanical moving firing objects to stem the boredom.

Anyway, after you have decked a few dozen baddies while scrolling the never changing landscape... you'll meet the boss. At this point, you'll morph into a Mighty Power Ranger... WOW!! Each character has a different weapon... either a sword, axe, bow, etc. If you thought that in this mode, there will be more moves.. then you'll be wrong. The main advantage in morphin' is the with the weapons it does more damage

and the range is longer. Also if you press Up and fire, you can perform a more devastating attack. With the girl with the Bow, she can fire arrows, and the fat guy with the axe can spin it for multiple hits. As for the Boss - he buggers off, and you have to continue moving forward while disposing of a few more scores of repetitive enemies until you finally catch up with him... which isn't too difficult to take out. In fact, the whole game is rather easy... the first time I played it, I didn't lose a life until the fifth level, and that was because I picked the fat guy who isn't that hot.

All in all, Mighty Morphin Power Rangers is a below average beat'em up that offers nothing new. Give this a miss unless you are a Nice and Spicy Mighty Meaty Morphin Meatball Power Rangers Fan.

Video	- 65%
Audio	- 65%
Playability	- 65%
Lastability	- 50%

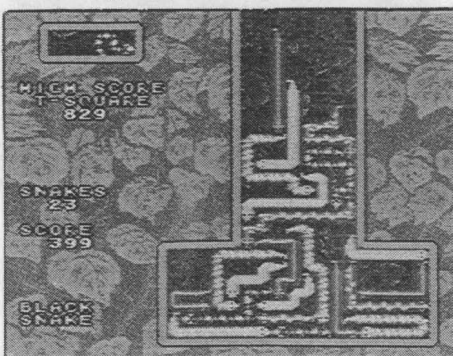
Overall - 60%

...ONN

Wild Snakes

Wild Snakes is definately one of the better Tetris games around, as it's a lot different. Instead of falling shapes, the game has falling multi-colour and multi-length snakes which you can direct. You have to direct falling snakes to touch other snakes of the same colour, and the snake at the bottom will disappear. As you progress, more and more different colour snakes appear, and they drop down faster. Some strategy is required to not block of whole sections of other snakes... a bit like playing the light-cycle game. Aswell as the standard - 'how long can you last' type of game, there is a tournament game where you are given tasks like - get 20 matched snakes in a specific time. This is certainly more challenging. As well as this, you can change the grid

style from standard rectangular cylinder to an 'X' grid, an hour glass, cross, etc.



A 'T-Square' grid packed out with snakes.. trouble

And there is a two player mode where making a number of matches puts obstacle blocks in the opponent's cylinder.

Overall, Wild Snakes is a very

playable game - that is, in the first hour or two. After that, it can be very boring as it seems you can only ever get so far in the game. The graphics and sound are average.. and I have to say it again - another Tetris game not worth getting on the SF. If it was on a handheld, it might be worth considering.

Video	- 70%
Audio	- 70%
Playability	- 80%
Lastability	- 50%

Overall - 60%

...ONN

Machine
Super Famicom
Publisher
Square/Capcom
Format
12meg

The Firemen

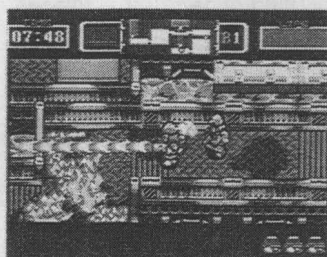
Human are certainly releasing some great games on the SF... already with Super Final Match Tennis (see elsewhere in this issue), and now with The Firemen. The game is presented in a similar manner to their other disaster game SOS/Septension, where you get information at the bottom of the screen... but unfortunately in Japanese. Unlike Septension however, the game is played in a Gauntlet/Alien Syndrome style view where your objective is to:

- put out as much of the fire on each of the floors as possible.
- rescue anyone trapped in the building
- most importantly, destroy the fire monster boss on each floor.

Although this is a one player game, you actually control the fire chief and another fire man will tag along controlled by the computer. The fire chief is armed with a powerful hose to put out large fires, or he can use a spray to put out smaller fires. As well as these two different 'attacks', you can crawl under obstructions, and use a water-bomb (these are limited) which sprays water in a wide area for a few seconds. The computer fireman is armed with an axe

and can't be killed off. He will usually rush forward chopping down fires, locate exits and open doors, and once you find a trapped person, he'll take them to safety.

The game plays extremely well, very much like Alien Syndrome... but better.



Fire in the hole... hose it down!

Each floor is set out well with large rooms, staircases, corridors, lifts, and so on. Although you might think charging through each floor hosing down fires can be boring, there are a whole load of different types of fires to contend with. These range from small fires to roaring flames, you get fire walls, flames that home in on you, crazy robots of fire that go barmy, floors that crumble underneath your feet, pipes that fall down, and so on.

The bosses range from fires that drift slowly around the screen to a fiery robot that bounce around the screen at

speed firing fireball at you! The graphics are cute and cartoon like, and sound is good. With Great game-play, and as you don't get any energy restorers during a floor, and with only one life... lastability is fairly high. Not the greatest game around, but certainly one of the better playable ones this year.. recommended. The only real put-off is the Japanese text!

Video	- 90%
Audio	- 80%
Playability	- 85%
Lastability	- 80%

Overall - 85%

Machine
Super Famicom
Publisher
Human
Format
8meg

...ONN

NOTE: Don't get confused with this game and the upcoming 'Fire Fighting' by Jaleco coming out next month!

Soccer Kid

First off, this is a conversion of the (now) old Amiga game, so no points for originality. The plot is bizarre to say the least, apparently Aliens have stolen the world cup (?) and our child hero must race through 25 levels (plus bonus levels) to retrieve it. He also needs to collect football player cards for some odd reason.

All this is of course crap, but it's all shown in the rather good cartoon intro that combines traditional animation with computer graphics.

The game is a platform romp, the first on the 3DO actually - so it has a lot to live up to. Unfortunately, while it's pretty good, we've been spoilt by other machines' platform heroes and it seems a little shallow.

It certainly plays well, the characters you meet as you travel the world are all humorous (and cliched - Britain is full of fat builders and bulldogs) and well animated and the backgrounds are varied and colourful, but not as much as they could have been. The kid can run and

jump, but his main weapon is his football, which, via some tricky pad presses he can use to attack enemies both in front and behind and even in the air with a nifty overhead kick.



Kick that ball up his behind...

There are treasures to find as well as information blocks which can be hit to provide clues (the Mario influence). The music is jolly and varied, but sounds a little too much like the Wonderdog CD music to be called original, there's also little in the way of sound effects except the ball bouncing and the occasional pick up chimes.

There's little else to say about the

game. While it's fun to play it's just totally devoid of any originality, so while 3DO owners desperate for a platform game will love it, the rest should try it first. And remember, Crystal Dynamics' own platform game - Gex is out soon.

Video	- 80%
Audio	- 70%
Playability	- 80%
Lastability	- 70%

Overall - 75%

Machine
3DO
Publisher
3DO Company
Format
1 CD-ROM

...DAVID



Slayer

Supplied by Video Game Centre
0202-527314

Official Dungeon and Dragon games are usually confined to the PC's of the world, but S.S.I. have released this 3D adventure for 3DO only.

Anyone who has played Ultima Underworld (or Doom) will feel at home here. You choose a single character



Here's a tip - don't get near this nasty fire demon creature - he's rather nasty... don't forget your burn cream.

from various mixes of race and profession (or create your own), then enter a multi-level Dungeon, the object being to simply survive and escape - collecting magic and treasure as you go.

It's superficially similar to Monster Manor on 3DO in it's freedom of movement and smooth scrolling, but here, the graphics have improved in leaps and bounds. At last you can walk (or run!) 'around a gloriously texture mapped dungeon with detailed walls and realistic floors and ceilings complete with pits and walkways above. You can even look down into pits or up at the ceilings and watch the bats as they swoop down at you. This attention

to detail extends to windows in walls which you can look through to check a room before you enter the door (and attack any creature inside with a missile weapon without putting yourself at risk - heh heh!) and the various fittings and lamps scattered around.

Combat is fast flowing and simply a case of pressing a button to stab or choosing a spell if you're a mage and

letting rip. It's all real time though, so don't take too long or some of their mates might join in. The monsters are varied, from slimes to Mind Flyers (which you don't want to meet) and walk (or crawl, or fly) smoothly towards you, with no 'breaking up' when they're close. The animation is limited, but effective, but the sound effects are good and sometimes damn scary!

The main interest about Slayer though is it's customizing feature. You can alter everything from the number of levels to the amount of treasure, food or monsters around, then enter a password, and the game will reset the dungeon each time exactly as you left it. Of

course you can leave it as it is and it will generate a random dungeon each time instead, so no game need ever be the same. It also comes equipped with different styles of dungeons to keep you from getting bored and a useful automap feature. And of course you can save the game as you go (only one save available, but it also includes an excellent memory editor if you want to clear some space).

If you're into Dungeons and Dragons, or 3D walk around games in general, you'll love this. It's a great indication of the next generation of 3DO games and a brilliant game in it's own right. By the way, an american source tells me that someone is programming a little game called DOOM for 3DO as well. Read it and weep Jaguar.

Video	- 90%
Audio	- 70%
Playability	- 90%
Lastability	- 95%

Overall - 92%

...DAVID

Shadow :War of Succession

I was quite looking forward to this, thinking it was based on the (pretty good actually) film with Alec Baldwin, but sadly it isn't. It's actually another beat'em up, but it makes pitfighter look like a work of art.

The story (all rendered of course) shows the local gangland boss being killed in his penthouse by a helicopter gunship (shades of Gadsfather 3). This has left a vacuum in the local crime gang (not to mention the boss' stomach!) and so eight fighters step forward to kick each other in for the right to run the gang.

The fighters are all digitised, as are the backgrounds and vary from the usual ninjas (complete with swords) to a private detective complete with shotgun. However, when you start playing,

a creeping dread starts. It begins with the absolutely awful speech which is so scratchy and muffled it would shame a spectrum, but then the players start



Erika Wins! But this game is a loser!

lurching around with all of three frames of animation each and utterly crap scaling. To cap it all, the special moves are limited and have some of the worst effects I've ever seen, the shotgun blast

travels at about three miles an hour and can actually be jumped over.

Unless you are severely sad, please don't even think of buying this, and if you do, don't say I didn't warn you!

Video	- 50%
Audio	- 20%
Playability	- 15%
Lastability	- 15%

Overall - 25%

...DAVID

Machine
3DO
Publisher
T&E Soft
Format
1 CD-ROM

Road Rash

One of the most eagerly awaited 3DO games is finally here for the official launch of the system (They should really bundle the game with the system instead of Total Eclipse! ..Ed).

Already a hit on the Megadrive, it's a motorcycle race through 30 levels where anything goes to win, including kicking opponents off their bikes or hitting them with metal bars!

It can be played in either a short game (pick a track and go) or a campaign where you win money for races to buy better bikes and save as you go. You can also play with two players, but sadly not simultaneously.

The in game graphics are superb. The digitised bikers respond well, depending on the bike and the track scenery flies by, even on hugely detailed levels like the city. The amount of detail even extends to things you're normally too busy to notice. For instance, if you fall from the bike, you

can walk to a cross-road and start walking left or right and the sides of the buildings are still detailed, even though you'll never see them during normal races. (Incidentally, while playing the game, a couple of times - the textures disappeared revealing standard poly-



Ride through the City Streets... but watch out!

gon blocks for houses... strange! ..Ed.)

This care extends to trackside objects (bus stops with signs and working traffic lights - which computer cars actually stop at when red) and even the victims - pedestrians you can run over includes zimmer-framed grannies and skateboarders (who, let's face it deserved to get run over)(.. so does the grannies... Ed.). The funniest however is the business-man who swings his case at you, but if you hit him, his trousers fall down revealing spotted boxer shorts!

You have three basic attacks (kick, punch and backhand swing), but can grab weapons from other bikers and use them instead. In fact when you start

the campaign, your character might already have a weapon, but a slower bike to even things up.

And finally someone has included music into the game by mosh bands such as Sound garden and the excellent Paw. In fact if it wasn't for the awful droning bike noise, I would give it full marks for sound which really gets you in the mood. The in game music and effects (pedestrians shouting at you - beeping cars and the excellent police siren that gets noisier as you approach them) all add to a superb slice of action, as do the video clips when you win, lose or - heaven forbid, get arrested.

This is just sheer class and is easily the best reason to buy a 3DO. Goon, burn some rubber.

Video	- 95%
Audio	- 95%
Playability	- 90%
Lastability	- 88%
Overall	- 95%

...DAVID



Great FMV adds to the game.

Microcosm

Psygnosis have always been famous for games that are 'all show and no go' (apart from Lemmings.. Ed.), Flashy graphics, but little game, but is this a turning point for them?

As always, you get a long intro, explaining the plot. It seems a rival company has injected your boss with miniature subs programmed to kill him from within after a set time (you have to wonder why they bothered - why not just inject him with poison and finish it?).

So you also have to be injected into him to destroy the enemy before time runs out.

Alright, the plot is complete cack and the intro. has the worst voice dubbing

I've ever heard - bar none, but what's the game like.

If you can imagine the Mega-CD game 'Silpheed', played inside someone's veins instead of space you'll have a good idea.

Your small ship flies into the screen which are usually the inside of veins, but occasionally branches off into larger areas (the stomach?). The enemy ships zoom out at you, and from behind in great blurring waves that guarantee you lose half your energy bar because you've no chance of getting out of the way. There are also boss ships that take hours to die and weapon pick ups that are largely useless apart from the spread shot. And that's about it.

It's an incredibly frustrating game, grossly unfair and with little to recommend it unless you like collecting flashy

intros. (or a medical student maybe?... Ed.). Avoid.

Video	- 80%
Audio	- 75%
Playability	- 40%
Lastability	- 50%*

Overall - 45%

*for masochists

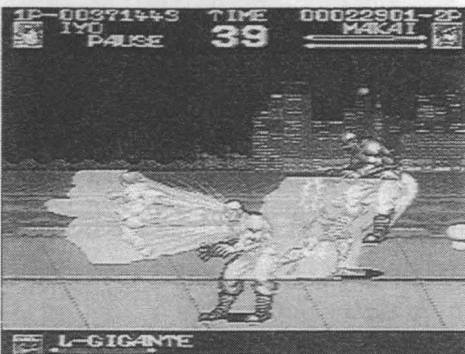
Machine
3DO
Publisher
Psygnosis/T+E
Soft
Format
1 CD-ROM.

...DAVID

Sorry, no screen shots - they are too dark! Not much to see anyway!

Ghost Chaser

Let me think... is there a Banpresto game that I like? Probably not... but amazingly, their latest is one of the best beat'em ups for a long time. Ghost Chaser is basically a Final Fight style scrolling beat'em up, but the difference here is that, each of the characters have special moves... and lots of them! The game can be played by one or two people simultaneously and you can



The twosome perform their shadow super moves

choose from three fighters... a human male, a cat-like girl (she has a long tail) with a mace, or a robot. Incidentally, both players can select the same character.

Although each character has tons of moves, the game only uses a jump and an attack button... plus a Special button if you want to cheat a bit. As with Final Fight, each character has a selection of standard moves including combination punches, behind attack, run forward (including a running throw), several jumping attacks, a grab and pound opponent, or different throws. As with Bare Knuckle - you can also interact with your partner for extra attacks. For example, the girl has a wicked air-spinning pile driver throw. So if you grab the girl, you can throw her at an enemy that's in the air, and she can execute the move on the baddie!! You can also hold down punch to block... handy when opponents are shooting at you. Special attacks can only be activated if you have enough spirit energy - represented by a red bar underneath your

energy bar. This slowly creeps up when you're not performing special attacks, or if you stand still doing nothing, the bar will quickly shoot up as your character charges up. The amount of energy used depends on the special move you perform and these include a flaming multi-hit dragon punch, flaming multi-hit cyclone kick, an upward spinning kick.... and if you charge up (takes time) - you can fire off multiple fireball, throw a massive whirlwind forward, or perform a super multi kick come cyclone or super dragon punch.... and all of these moves are just for the bloke! The girl has a charging attack, an upside-down spinning punch, plus a super tornado attack and a multi-punch come dragon punch attack (but using the mace of course!). The robot can grab and electrify the opponent, hundred hand punch them, multi-hit upward knee them, spinning punch plus a charging combination punches.

As well as this, if you're playing in two player mode, there's also a super special move where both characters perform the move together. In the case of the girl and the bloke... they lock together and fly across the screen like M.Bison's Flaming Torpedo... but more powerful! There's a different super special attack depending on which two characters you and your friend are using. i.e. with the bloke and the robot, they meet in the centre and part outwards releasing an electric field between them frying anyone in the middle that's caught up.

With all these moves... you can also perform great combinations too. For example, jump in with a flying attack while holding down so not to knock them down, throw a few normal hits, and finish them off with a special attack for loads of hits. Unfortunately, if you play it in Battle mode, you have to be careful when playing with a friend as the moves are so deadly, you can take them out quite easily!! With the above

combo, you can reduce your partner's energy from maximum to a few pixels left!!

The baddies come in all shapes and sizes from muscle men that can score three hits with a jumping kick, big fat blokes that charge at you or belly flop you, nasty were-wolf creatures, leggy women that somersault all over the place, robots that fire at you or electrify you, sneaky guys that fire guns or throw grenades, and more. As you only have one life per credit, you can break objects to get extra food or other items including weapons. As for the bosses, they are well defined and with special attacks of their own too... including draining your spirit level as in Art of Fighting!

All in all, Ghost Chaser is a cool game... extremely playable, and with only one life per credit - although there's six continues, it's very tough. The main problem with the game are the special attacks which are very difficult to pull off when you want them. Some of the time it's hit or miss, or you do them accidentally. The graphics are good, but nothing special... not quite up to the Capcom/Konami high standards but fit well with the game. Sound is very much the same... average music, and okay sound effects. Ghost Chaser is the best Final Fight/Bare Knuckle game for the SF for some time, and worth getting until Capcom brings out Captain Commando.

Video	- 80%
Audio	- 70%
Playability	- 85%
Lastability	- 80%
Overall	- 83%

...ONN

SNIPPETS

- Word is, Mortal Kombat II may soon be converted to the 3DO with FMV taken from the upcoming movie. The game will be one of the first to take advantage of the MPEG add-on.
- Bally/Midway have signed up to produce arcade games on the PSX hard-

ware - so instead of MKIII coming out for the Ultra 64 first - Sony's machine is likely to get it first - and will be arcade perfect.

With 3DO upgrade - Bulldog coming out next year (plus the stand alone machine), what games will be available? Well, already in the works is Desert Strike, a 3D racing game, an

action game with rendered graphics (a la Donkey Kong Country), and a 3D Bare Knuckle style beat'em up.

Latest news is that Victor will release their version of the Saturn sometime next year. As Sega's machine is called 'Sega Saturn', maybe Victor will call theirs 'Victor Saturn' - or maybe 'WonderSat'?

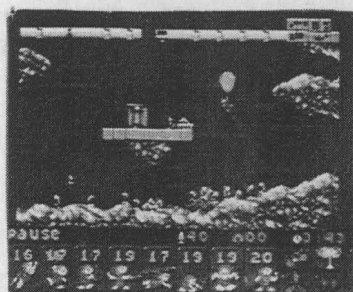
REVIEWS

Lemmings 2

I won't explain how to play Lemmings 2 as you should all know by now... same as the original Lemmings but with more acts like hang gliding, swimming, skiing, using rocket launchers, stop lemmings by playing musical instruments, fire bow and arrows, use glue plus turning into Super Lemming and flying!

Sunsoft now gives Super Famicom owners the pleasure of playing the game on their system - and although the control has been improved, it's still not as playable when played with a pad. However, they have made a few adjustments to make it a lot easier. One is the cursor-attach option. By pressing the 'X' button, the cursor turns into an orange cross-hair, and when you place it over a Lemming, the cursor sticks onto him. This means when there is a whole bunch of Lemmings in a small space, you can tell which direction the Lemming you are about to activate is facing! Another is that, some of the levels are a bit easier too. ie. On the first stage of the Circus level, on the Amiga

version, you had a cannon which you had to move back and forth to get the right trajectory for your flying Lemming when he gets blasted out of it so that he lands on the platform on the other side. In the SF version, the cannon is on a stone platform and can't be moved... so



there's no need to worry about distance etc. The Lemming just walks up and climbs in. Alternatively, totally new stages have been used, making it a tad easier. Who remembers the stupid Athletics level where you have to bounce around the steam pipes and stuff - and there seems to be no way you could ever get 100%? Well, they've decided to take that out and replaced it

with a more simpler stage.

Strangely, if you scroll the screen, everything stops... I'm not sure if this is intentional or the SF couldn't handle it? Overall, apart from a few differences, this SF version is more or less the same as the Amiga original... graphically looks identical and the music and sound effects are the same too. If you've never played the computer versions before, and love Lemmings, then I suppose this will be a must... but if you own a computer, then you'll be better off with the computer version.

Video - 90%
Audio - 85%
Playability - 85%
Lastability - 70%

Overall - 80% ...ONN

Machine
Super Famicom
Publisher
Sunsoft
Format
16meg

Power Instinct

I have to admit, I didn't think much of the coin-op game, it was pretty poor with bad animation. So when I go this Super Famicom conversion - I expected the usual second-rate SFII clone. But to my amazement - Power Instinct on the SF is actually quite good. The smaller graphics, less than perfect animation, crazy sound effects and music, and lot

opponent from the air, and the most deadly - fire off around 6 rockets at the opponent! Not only that, but she can give you a big sucker kiss, and turn into a young girl that can fire flaming hearts too! Then there's a guy like Ken/Ryu that can perform a flaming Dragon-punch, throw fireballs, hundred foot kick, and dive-kick opponent from the

However, once jumped in, and you see the opponent about to unleash the dragonpunch, you can jump again backwards... and maybe perform an air-attack to counter!

The graphics are cartoony - not great - but suit the game. Sound is average, with stupid samples.

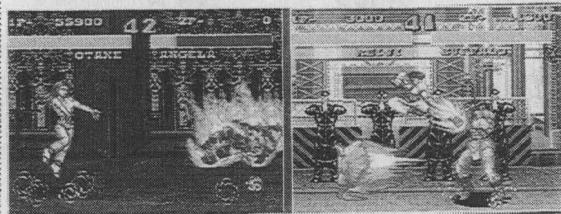
All in all, this is one of the few playable SFII clones for any home system, and worth checking out if you are bored stiff playing SFII or MKII. Unfortunately, the computer player is not very intelligent!

Video - 85%
Audio - 80%
Playability - 85%
Lastability - 75%

Overall - 80%

...ONN

Machine
Super Famicom
Publisher
Atlus
Format
16meg



easier playability just makes it better on the SF than it did in the arcades.

The most interesting feature of the game is the amount of special moves each character has and the speed in which you can perform them, thus some devastating combos can be unleashed. There are eight fighters which included an old granny that can fire off here teeth, unleash hundred-hand punch, perform a sort of dragon-'face' (if you know what I mean!), dive at

air. The other fighters include a big indian with deadly fireballs, a monk with a spinning air kick, a ninja with fire bombs, a muscle-punk woman with a whip, a cute girl that can launch fire-birds, and a street punk with devastating combo-attacks.

As well as their special moves, all the characters can rush forward, and back away by tapping left or right twice, and strangely, they can also double jump. This feature seem rather stupid in a one-on-one beat'em up, but as it's so easy to perform moves quickly, it's the only real evasive defense you have. For example, if the opponent throws a fireball, he can instantly perform a dragon punch should you decide to jump the fireball and get in with an attack.

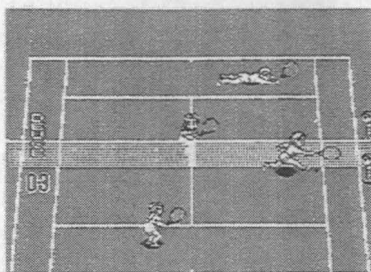
Super Final Match Tennis

When Super Tennis first appeared on the SF, I didn't think anything would better it, apart from one that would have a 4 player option. Then Namco brought out the classic Super World Court - a conversion of the great PC Engine game... which stole the title of best Tennis game on the SF. Now, another PC Engine classic hits the SF from Human to take the Tennis prize. Everything that you can think of have been crammed into this title. In terms of options, there's a whole sack load from single matches to tournament and world tour, plus single player to four player including Clay, Hard and Grass courts. The players all have different attributes too... ranging from super fast servers, fast runners, great smashers, even trick shots!

One of the best things about the game are the graphics. Everything is animated brilliantly. The players walk and run superbly, while keeping both eyes on the ball at all times. Even the ball boys run after every ball and roll them back to the... ermm... standing ball boys (ball handlers?! Do they call them something else?). Sound is also great. At last, there's decent score samples.

But it's the playability that makes Super Final Match Tennis above the rest. Using the pad and the full range of buttons, you can get your players to walk, run, dive up and down the court

as well as left and right, plus standard forehands and backhands, smashes, lobs, drop shots, half volleys, slice shots, etc.... Unlike some tennis games where you have to be very precise when hitting shots... SFMT is very gener-



4 player action... best tennis game on SF!

ous, and a number of times you can makes shots even though your racket doesn't even touch the ball. This might sound a bit ridiculous, but it makes for longer rallies, thus keeping up the excitement and enjoyment of the game - something that's lacking in real professional games like the Wimbledon Final. Other neat touches include balls that land just inside, on, or just outside the line... which quickly brings up the words 'IN' or 'OUT'. The computer players are also very good. Unlike most tennis games where specific shots can fool the computer player, these guys and gals can take anything, and fairly intelligent. For example, if you run to the net for a volley return to the corner, the

computer opponent will likely produce a top-spin lob which will land on the baseline. Even the standard serve deep to the far corner and volley to the other side won't fool the computer as they will return, scamper across and dive for the return ball resulting in a lob or good passing shot.

On the down side... there's only a few niggles. The scrolling is occasionally a bit slow, with the ball flying faster than the scrolling can keep up. And the service rules is a bit muddled. i.e. If you happen to hit the ball back when the server over hits it.. the point goes to the server!

Overall however, Super Final Match Tennis is the best Tennis game on any system... and a must, especially if you have a multitap for four player action.

Video	- 95%
Audio	- 90%
Playability	- 93%
Lastability	- 90%
Overall	- 92%

...ONN

Machine
Super Famicom
Publisher
Human
Format
8meg

ECCO 2 - The Tides of Time

The original Ecco game was a pretty cool original title - but I have to admit - it never appealed to me. Although many people loved it to death, playing it all hours of the morning, day and night just to complete each of the stages. Me... I found it very boring, monotonous, and the droning sound gave me a blinding headache after 15 minutes. So... could the sequel change my mind of the game? NO! Ecco 2 is basically more of the same as you control the bottle-nose dolphin in 25 levels of swimming, diving, throwing out ecco waves, charging into jelly fish and sharks, gulping down small fish and solving devious puzzles. The main addition to the game is the 3D sections. Although, when I first saw screen shots of the 3D bits, I hoped they would have

made the game more exciting and playable.. - but these are limited to inbetween levels... as you have to swim or jump through rings to get to other levels... which is very boring! Other new sections are levels where Ecco swims out of the water through strange tunnels that lead up to the sky, and you can turn into Ecco the Seagull!

It would have been nice to have Ecco take out Fishermen using Drift nets, sink the Japanese Whaler, torpedo oil super tankers, and so on, instead of these very boring enviromental, non-violent action puzzles.

Anyone who has played the first game will feel at home with this one, as a number of the puzzles are very much the same. Level one has you bringing together four of those crystal things, and

other levels have you diving down fast flowing water by dislodging a rock, and push it.

Overall... if you like the first game, and want more of the same... this is for you. If however, you didn't think much of Ecco 1, then forget this. I have!

Video	- 80%
Audio	- 30%
Playability	- 50%
Lastability	- 50%
Overall	- 50%

Machine
Megadrive
Publisher
Sega
Format
16meg

...ONN

REVIEWS

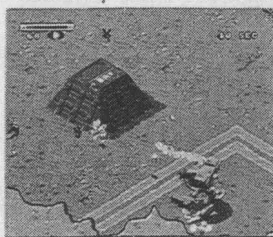
Battletech

Battle Tech is basically Desert Strike but instead of controlling a helicopter gunship, you have a whopping big robot. However, this robot is no R2D2 as this sucker is armed to the teeth with a host of Mega weapons and stomp around all terrain. The gameplay is very much like Electronic Arts' 'Strike games, where on each of the missions, you have to perform a specific task... usually in a certain order (although like the 'Strike games, you can do most tasks before others).

Before you start on each mission, you can select from a range of three types of weapons... all of which are limited and have different power ratings. These include laser, flame thrower, scatter shots, machine gun, short and long range missiles, etc. Like EA's game, the weapons are activated by the three joy-pad buttons. The more powerful the weapon, the less you have of them, so you have to be quite selective when to use which weapon. On mission one, you basically have to take out four sites - starting with the enemy Radars, to enemy Mech centres and compounds. Your mech is flown in and dropped off nearby and you are given orders to attack a specific point. Each of the sites are highly protective, and range from little men with poxy guns, to tanks, gun emplacements, rocket launchers, to the highly deadly enemy mechs that fire missiles and all sorts of weapons at you, and require a large number of shots to destroy.

Now... this brings me onto the gameplay. It's one thing controlling a gunship, as it's high manoeuvrable - but this hunk of metal is a different matter entirely. One thing is, it's big... dodging

enemy fire is near impossible. It's also not very fast.. outrunning missiles is not something it's designed for, although it can rotate it's turret so that you can fire one way and walk in another.. which I



Flame thrower that base!

have to admit is quite tricky to do when you have half the enemy attacking you at the time, and you've run out of rockets. Like 'Strike, you can gain extra weapons and coolant (over heat and it'll explode!) by taking out specific buildings and structures - and occasionally enemy armaments. A map can be activated by pressing the Start button to reveal everything... the complete level map with locations of your mech, enemy, hidden objects, mission objective location, etc. Getting past just the first mission is very tough - and latter levels are even more deadly with air-forces, slippery ice making control of your mech even more difficult to control, gun emplacements that pop out of the ground as you get near, volcanic activity which really heats up your mech, and more harder enemy mech warriors. Worst is, there are missions which require you to locate items and destroy them within a set time - which means you have to be extremely lucky to head in the right direction, or you have to do the mission several times just to find where the items are. Good job there is a password for each level.

Graphically Battletech is really cool. The Mech trundles about very realistically (for a mech that is) and the

weapons fire out of the correct slots too... and not just coming out of him from anywhere. i.e. fire a missile, and it comes out of his shoulder pack, while use his machine gun and it fires from his gun arm. In fact, all the graphics are similar to Desert/Jungle Strike is look and animation. Sound is great with some atmospheric tunes, and explosive sound effects. And the woman computer speech is clearly sampled... given you minimal info. during the game like enemy mech approaching.

Overall, Battletech is a very nice game... a different approach to EA's 'Strike titles, but doesn't quite match it because of the difficulty in gameplay. There's just too many enemies attacking you from all sides, and your mech is just too large and cumbersome. There's also lots of unfair parts in the game like undetectable mine fields which you have to cross. It's no wonder EA didn't decide to release a Desert Strike game where you control a tank instead of a 'copter! Worth a look, but only get if you are mad on Mech Warriors, or if you are a 'Strike enthusiast!

Video	- 90%
Audio	- 85%
Playability	- 80%
Lastability	- 75%

Overall - 80%

...ONN

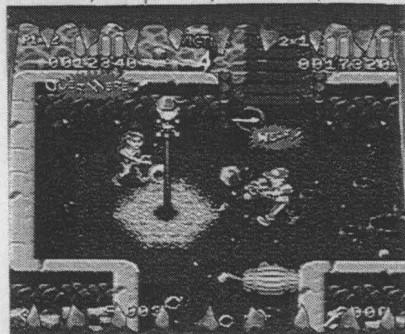
**Machine
Megadrive
Publisher
Extreme
Format
16meg**

Ghoul Patrol

Ghoul Patrol is basically Monsters or My neighbour ate my pet hamster with different graphics, sound and layout. Lucas Arts has kept the same old gameplay where you control one or two kids (with a friend (Zeke or Julie)) in a Gauntlet style game where you blast the ghouls and monsters, rescue the innocent people, find the keys to open doors, collect weapons and potions, and once you've got your quota of people, enter the portal to the next level.

The game is set in a library (very

Ghostbusters!) with flying books, demons, live plants, zombies, etc... and



Two player action - find those innocent people!

you can armed yourself with crossbows, mortars, laser and plasma guns, and so on. Potions are scattered all over the place too which can either increase or reduce your energy, limited invincibility, or turn you into the Grim Reaper where you can drift around faster and slash anything that gets in your way. Unfortunately, the latter doesn't let you

**Machine
Super Famicom
Publisher
JVC
Format
8meg**

cont. on pg. 35...

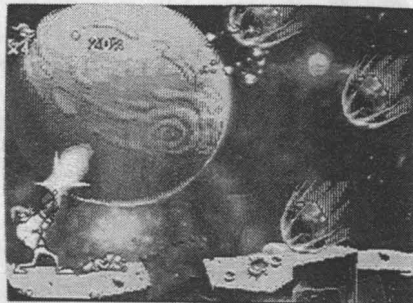
Earthworm Jim

Earthworm Jim must be this year's most hyped game... so is it as good as we're led to believe? The game does have two main things going for it. One is the animation... which are certainly the best I'm seen on a machine. Not only is the animation of Jim superb, but the rest of the cast in the game are brilliant too. The way Jim moves around and fires his gun is great - very reminiscent to Space Ace... smooth animation with spectacular facial expressions.

Secondly, the levels are very varied... very much like Rare's Battletoads... starting with a standard Junglebook-style platform stage to bungee-jumping against a slimey boss, riding a hamster through tubes, jetting around in an underwater pod, and getting a small

puppy to the end of the stage without harming him - or yourself!! This makes the game more interesting, and more challenging.

Okay... with these two elements... (the sound is pretty good too, but not outstanding), Earthworm Jim must be a



Save the little doggie - shoot those meteors!

top game?! Yes!.. and no. Although in most parts, the game plays a dream, I think Shiny have rather gone over the top in some cases. Although the animation is excellent... the actual colours and background graphics aren't amazing. A lot of the time, you are wondering if you can past through objects, climb them, or grab onto them... or if you touch them - will they hurt you! On the tubes and hamster stage, there's a switch above the bunged-up hamster to free it, and to the left of it a platform. I tried almost fifteen minutes trying to get onto this platform.. only to find out the platform was part of the background and the way to get to the switch was on the right side!! A lot of the levels are very frustrating too... like tyres that bounce you all over the place, enemies that attach themselves to you and drain your energy, a stage where you have to 'helicopter' yourself down passages

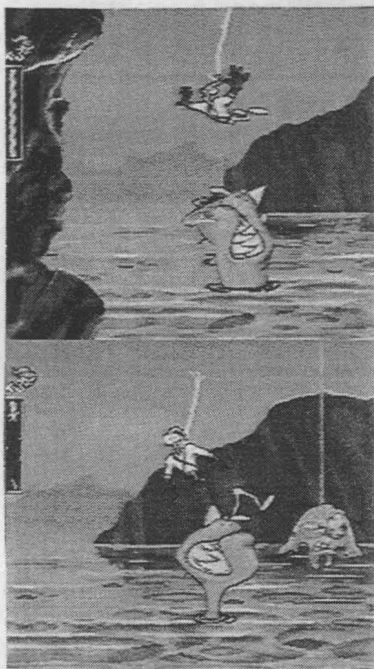
of spikes (deadly and near impossible!!), and the bosses take a million shots to kill... that Evil cat boss may have nine lives... but in reality, it's more like 50,000 lives! Yes... Earthworm Jim is tough with a Capital TOUGH! Getting through the first couple of levels is a real achievement - especially the bungee-jumping blob - which requires more luck than skill!

Overall - Earthworm Jim is a very good game... some of the animation will have you rolling. A lot of the platform stages are highly playable but a few are more frustrating and have you pulling your hair out. With no password or save game options, completing the game in one sitting even with the continue option is going to take some doing especially with all the bonus asteroid stages too. If you're after a crazy over-the-top and extremely tough platform game (incidentally, I played the game in Normal setting ofcourse!!), this is definately for you.

Video - 90%
Audio - 85%
Playability - 80%
Lastability - 80%

Overall - 80%

...ONN



This is the bungee-jumping stage - watch the nasty monster at the bottom of the goo!

..cont. from pg. 34

use other objects, so can't open doors... so you have to wait to the effect wears off. The graphics are very cartoon like and animated very well, and the sound is very haunted-inspired and fit well with the game.

As for the levels, they are very varied... from bog standard mazes to walking dangerously along window ledges (one false move off the ledge and it's one life loss!), and quite a challenge... especially as this game doesn't have any continues! Although there is a password for each level... each level comprises of several stages... there's nothing worst than getting to the end of the stage and dying!

Ghoul Patrol is a great game, BUT is too similar to Monsters/MNAMPH, and



if you already have the original or played it, I really can't recommend buying this.. as there aren't anything very

new in this game.. well... not that I got very far into the game.

Video - 85%
Audio - 80%
Playability - 70%
Lastability - 70%

Overall - 70%

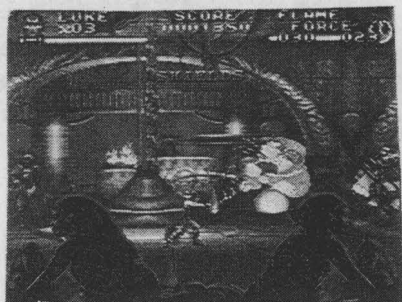
...ONN

pics taken from Gamefan Vol.2-issue 10

super Return of the Jedi

At last, Lucas Arts brings out Return of the Jedi (my favourite film out of the trilogy) - but can they improve on the first two games? Star Wars was brilliant, but was a bit easy and repetitive.

Empire was basically the same with some dodgy mode 7 levels (especially the Walker section). And Jedi? Well, as expected, Jedi yet again is the same... 90% of the game is boring old, repetitive, and very frustrating multi-scrolling platform stages based on the storyline of the film. The only added attraction to the platform stages is that, a number of the stages, you get to play an Ewok, armed with his little bow and arrow (one level is very similar to Sonic as you shoot down chutes, jump and spinning, etc.)... but apart from that, it's either Luke, Leia, Chewie or Han, with their different weapons running forward dispatching the enemies, climbing up platforms - suddenly falling all the way down to the bottom and having to

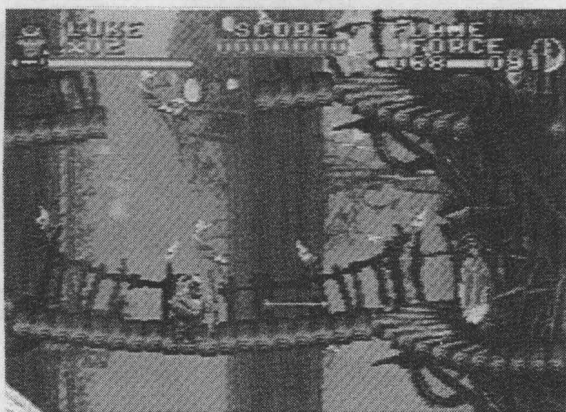


Luke battles it out in Jabba's 'Hut'

climb all the way back again!, and then reaching the boss (which are pretty good - most massive sprites that move well) which requires a million shots/hits to destroy, and can take ages!

Apart from the platform sections... there's the few 3D mode 7 bits. On stage 1, you have a basic F-Zero style zooming along sand dunes and jumping over gaps... as you head to Jabba's base. Later on, you'll be flying the

Falcon while shooting the tie fighters which isn't that impressive. Then zooming on the speeder-bikes through the jungle. This seemed a great excuse for a brilliant mode 7 stage - but instead of loads of actual tree sprites zooming towards you, the impression of speed is



Play as an Ewok in Jedi, and use that nifty bow and arrow!

given by boring old scrolling on either side of the screen with the occasional tree heading your way - so it's more like the Death Star trench sequence with tree-texture sides! I suppose we'll have to wait for a conversion to the more powerful 32/64 bit systems if we want to speed through a forest!! And then there's the zooming into the Death Star bit in the Falcon. Here - the view isn't behind the Falcon but you get a first person perspective - and instead of a proper 3D tunnel - you get a bit-map that rotates and zooms out (like diving towards the surface when playing Pilot Wings) - looks very cheap and nasty.

Overall... after the similar gameplay in Empire, I have to be disappointed with Jedi. I'm not against platform games that are very much the same as previous game (look at Castlevania X/Bloodlines, Sonic and Knuckles....), but the Star Wars engine had a lot of flaws in the first game which haven't been sorted out in either Empire or Jedi

- like the constant stream of attacking creatures that require loads of hits to destroy, levels that require you to climb upwards only to be

knocked off and return you right back to the start, levels that are very much the same not to mention long, and lots more I can mention.

Graphically, the platform stages are great - like their previous games, although the 3D sections are rather average. Sound - well - more or less the same as the previous two games in terms of music and sound effects.

Although I'm desperately waiting for the next Star Wars film to come out, I am also rather glad there was only three episodes as I can't stand another similar SF Star Wars game!!! Return of the Jedi is definitely recommended if you absolutely loved Empire Strikes Back after playing Star Wars - but if you thought Empire was too much of the same like most of us - then I would give Jedi a miss... alternatively, try it out first! Personally, I'd save your money and buy the three Star Wars videos for around £30 and still have money for that Imperial Star Destroyer model kit!!

Video	- 85%
Audio	- 90%
Playability	- 70%
Lastability	- 70%

Overall - 70%

...ONN

Machine
Super Famicom
Publisher
JVC/LucasArts
Format
16meg

Machine
Super Famicom
Publisher
Culture Brain
Format
20meg

Karate Club

If you're a fan of Japanese Anime, the you will know of this TV series known as Karate School or something like that.

As it is all in Japanese, I'm really guessing about the plot as I really don't read Japanese, but it goes along the lines of this. You're the leader of a bunch of school kids who knows Karate (if he's at school, I should be in nappies!). As the story goes on (I'm guess-

ing again) you fight various bosses to the end and that's it (what do you want? It IS a beat'em up).

The game itself looks and feels too much like Dragonball Z i.e. crap!! Call me Mr. Picky, but it looks like someone has just changed the graphics. As with most beat'em ups now, you have a special move which is just like Super Street Fighter II-X. Block and when your

bar flashes, go mad on the joy-pad trying to find out your super move.

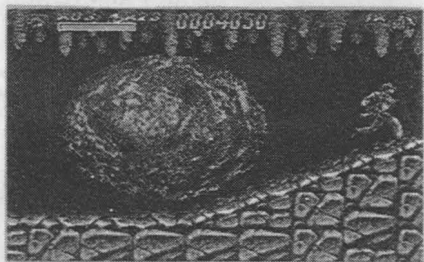
Karate Club is overall just a basic beat'em up - nothing brilliant. There's nothing about it that sticks out. If the characters move a bit more

Cont. of pg. 37...

Indiana Jones

Although this game is produced by Lucas Arts, the actual programming team responsible are Factor 5 - possibly one of the best programming teams around. And Indy is a rather cool title based on all three of the Indy movies... although it's very much like the Star Wars games on the SF - a side scrolling platform action game.

The game starts off with the first movie - Raiders of the lost Ark, and follows the storyline... as Indy sets off to steal the golden statue from the deadly cave in South America. Before the action starts, the game features a fair amount of great digitised pictures taken from the film to explain the plot - and I have to admit, these are certainly the best digitised pics I've seen on the SF... especially the title screen which is identical to the Raider's film poster. Anyway, as Indy, you have to avoid or take out



Now that big boulder behind you is dangerous

the nasty scorpions, spiders, several different types of traps, use your whip to swing across bottomless pits or jump them, and so on. Once you reach the end and got the statue, the next level have you escaping the cave while a big boulder is after you as the screen scrolls along. This part is a right bugger!! Where most games have something chasing you (ie. Konami's Castlevania X with the bull on the PC Engine, or Nemesis II's first level on the Gameboy), the chasing sprite stays at the back of the screen so you have

more of the screen to see what's coming ahead... this isn't the case with Indy. Here, the boulder starts at the back of the screen and steadily rolls forward, and should you make a mistake, the boulder rolls more forward until it gets you - and one life is lost. Because of



Temple of Doom - Indy zooms down the railway of fire

this, you have to stay right at the front of the screen, and keep on jumping and hope that you don't hit anything. Very annoying indeed.

If you're lucky, you'll get a password code and enter the next level... a snowy stage which is very much like in Empire Strikes Back game. Then it's climbing staircases and platforms up the burning bar... a bit like playing Donkey Kong and Castlevania. Should you reach the top, you'll have to defeat the nasty Nazi guy who throws bombs at you... the one that has the burnt imprint of the medallion on his hand. This is dead easy a requires you to jump around and whip upwards. Then it's off to Cairo and more platform action.....

Overall, Indy is a very good platform game... and certainly a change from the Star Wars titles.... although it's very much the same formula. The graphics are brilliant with good animation, and sound is neat - featuring music from the films and effective sound effects. The only thing lacking is speech during the in-between levels... it's a shame

Nintendo haven't released a CD-ROM for the system, as this game would have benefited greatly. The game plays okay... most of the levels are well laid out but there are a number of flaws. The scrolling sections like the boulder stage mentioned above and a few stages later where a man in a cart throws items at you as you run after it, are very annoying - one mistake and you can lose a life. Some levels require you to move barrels to a certain place, jump up on them to get higher, then use your whip to get further.

If you make a mistake, and fall down, the barrel is reset to it's original position, so you have to go back to move the barrel again. Occasionally, if you don't scroll the screen enough, the barrel isn't around at all... thus requiring you to scroll the screen completely so that when you return, the barrel reappears. Very annoying.

All in all, if you like the Star Wars games and want something a little different... then this is for you. The game is massive and will take you sometime to complete (even with the password) especially with those annoying difficult levels.

Video	- 90%
Audio	- 90%
Playability	- 85%
Lastability	- 85%
Overall	- 85%

...ONN

... Cont. from pg. 36

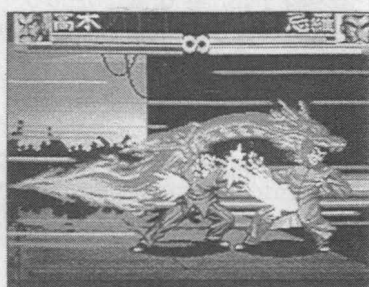
smoothly, it might have been a bit better, but not by much!

Anybody buying this should go to a hospital and book themselves in for a frontal labotomy my lad.

Video	- 58%
Audio	- 75%
Playability	- 63%
Lastability	- 62%

Overall - 59%

...DAVE 'SWEATY' DEXTER



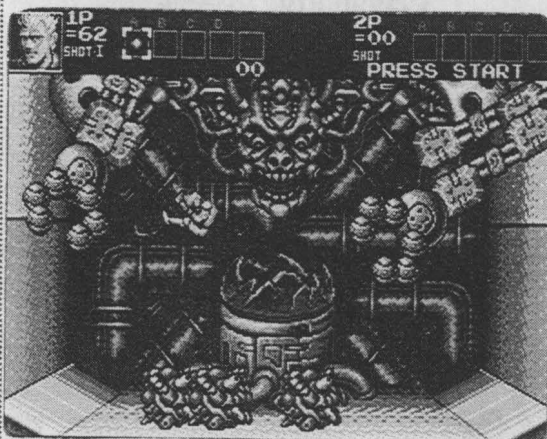
Contra:Hard Corps

Machine
Megadrive
Publisher
Konami
Format
16meg

Contra on the SF is still one of the best games on the machine, so I was really looking forward to the Megadrive version - especially as it looked to be even better what with four different characters to select from, plus different weapons for each of them. The game-play is also varied, with lots of special effects.

As the game is Japanese - I can't explain the plot - but your objective seems to be to take out known criminals and their gangs on each of the levels. The game can be played by one or two people, and you can select from a human male, human female, a wolf man, or a squat robot. Each have their own attributes and weapon systems. For example, the robot is slow, but is much more powerful, while the opposite can be said for the human female. Each character starts with a basic rapid fire weapon, but weapon pods occasionally float above you. Shoot these, to gain extra firepower depending on your character. These range from laser, multi-way blobs (like in Midnight Resistance), homing lasers, grenade launcher, power punch, boomerang shot, and rotating shield balls. As well as the weapons, you can also gain a smart bomb - which is mighty handy. Unfortunately, the Smart Bomb must be selected as a weapon before you can use it - which is a bit of a bugger when you are about to die, and you are fumbling to select it.

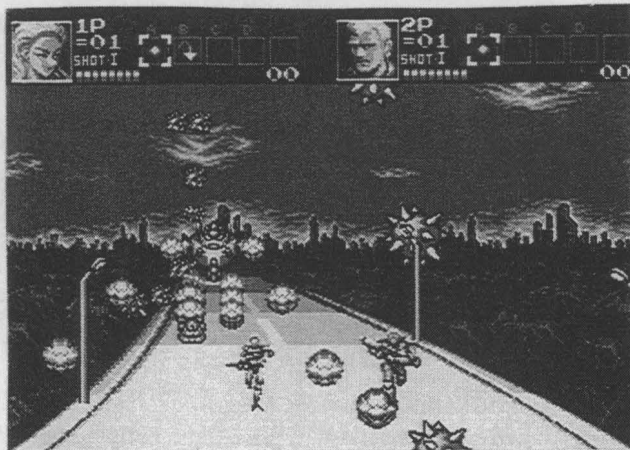
The levels are pretty much like the SF game as enemy soldiers attack you



This is one difficult boss to kill... doing it with one life is hard... assuming it is possible!

from all sides, and you can hang onto walls and ceilings. Most of the levels are straight forward moving left to right and shooting everything in sight. However, other levels include running

on a road in 3D (out of the screen) while chased by a big robot, and riding a hover-bike while being bombarded by enemies. There are also levels where you hang onto helicopters, and run along a speeding train. Unfortunately, the levels themselves are fairly short,



Chased by the robot boss... Contra is one of the best MD games!!

although they are partly made up by the mid-way and end bosses. All of them are visually great with special effects. They range from a big multi-limb alien, to a 'Treasure' style transforming shape boss and bosses with multiple working limbs, a creature that emerges from the waterfall shooting lasers and grabbing the rope bridge you're standing on, and a big mechanical slug-thing that chases you along a multi-way scrolling tunnel while you cling onto the sides... while it bounces around, shoots at you, cuts into the walls with it's blades, and more!!

Graphically, the game is excellent - but not a patch on the SF game. The game lacks colour and has that usual Megadrive look - with noticeable stipple shading. Still, it's better than most games, with good animation and parallax scrolling, and super effects.

As for sound - there's the usual thumping soundtracks that compliments the game - although when you're getting stuck into hundreds of attacking baddies and crazed bosses that are after your blood - you don't really notice the music... especially as there's so much sound effects going on! Oh yeah... the samples are pretty awful as with most Megadrive games with scratchy screams of death, and mumbled samples from the bosses.

The game plays really well, and very tricky indeed. As there is so much going on, dodging everything is nigh impossible. The bosses are real

tough... especially the small ones that can easily run into you and take out one of your three energy units per man. As far as I can tell, there's no energy restorers during the game to pick up, or even extra lives!! (unless they are very well hidden!) However, the game does have infinite continues... so completing the game is fairly easy if you can't resist using them!

Overall, Contra Hard Corps. is one of the best scrolling platform shooter on the Megadrive, although I was a little disappointed that it wasn't better. After the SF game, there's not a lot new in this version apart from the bosses. The addition of the four characters is interesting, but as some of the characters have useless weapons - it's not worth selecting them. i.e. The robot has a rotating shield weapon, which means you have to get real close to opponent to zap them, and the wolf man has a crap power punch (again short range) and a slow fireball weapon... so the two humans are easily best... especially as the man can gain a great multi-way shotgun and the girl can gain a super multi-way homing laser weapon! However, it's still easily the best game for the MD for some time.

Video	- 90%
Audio	- 85%
Playability	- 85%
Lastability	- 85%
Overall	- 85%

...ONN

Final Fantasy III

At long last, Final Fantasy III is on the Super Famicom - and is without doubt the best Role Play Game ever produced... once you've started playing this, you'll know why thousands of Japanese queue for hours to get their hands on it.

One of the things that differs FFIII from other games is the storyline, which is superbly written, and if it was on paper-back, it would be probably be a best seller. The story is rather complex, but basically after a 1000 years of war, 'Magic' has being forgotten and doesn't exist anymore - replaced by mechanical technology. However, a mon called Kefka is determined to acquire magic to rule the world, and stumbles on a girl called Terra with such powers which he enslaves. Anyway, she escapes and find new friends, who set out to end the Imperial's destruction on the world.

The game at first looks very much like Final Fantasy II, which I have to admit wasn't very impressive. But as you start playing, you realise that Square haven't just used the same graphics... each character have neat animation. The graphics of the towns and cities are also more complex (infact, sometimes too complex - it can take 15 minutes or more to meet and talk to everyone!), and there's the use of Mode 7 in the map scene, which I personally didn't

think was a good idea as trying to find caves entrances, etc. are difficult. Some of the scene are even digitised to look very realistic, and the game apparently runs in 256 colours too. The additional improvements include more objects and attacks. These include 'Relics' (like wearing rings) that can make carriers run faster, protect colleagues from cer-



Sabin uses Blitz move (Press Left, Right, Left) on Vargas.

tain attacks, and so on; 'Tools' which certain people can use like automatic crossbow, energy gun, etc.; and special attacks which when activated, must be followed by a Street Fighter II style movement to perform them. ie. Sabin has Blitz - which you must select, then press Left, Right, Left then button A to activate a sort of hundred hand punch attack!! or a yoga-flame half circle

move for a fire-storm attack.

Sound: FF3 has some of the best pieces of music heard on the SF... it's so cool, I want the Game Music CD - PLEASE!! The sound effects are great too

- especially good is the haunted train. Again, the only thing missing is the lack of speech.

With superb graphics, sound, and new objects and attacks, plus a beautifully written script... Final Final III plays brilliant. There's something new in every scenario... including riding on a raft, trying to stop a runaway train, and so on... so you sure won't get bored. Once you've started, you just don't want to stop. FFIII is a must - if there's one game you need to get this year - FFIII is the one.

Video	- 99%
Audio	- 100%
Playability	- 98%
Lastability	- 97%
Overall	- 98%

...ONN

Machine
Super Famicom
Publisher
Square Soft
Format
24meg

Breath of Fire

I reviewed this game over a year ago, and rated it highly, and now that the game has been translated in to English, it's still one of the better RPGs around. What really makes Breath of Fire stand out amongst other RPGs are the graphics, which are stunning... certainly more appealing than Final Fantasy or Dragon Quest's fairly bland looking ones. Capcom don't make that many great games, but one thing's for sure, they are the best when it comes to creating characters that you can relate to. All eight of the main characters have their own personalities making it more involving.

Difficulty-wise, Breath of Fire is fairly moderate... starting off rather hard (as with most RPGs when your hero has sod all HP, weapons, etc.) then getting easier as you go. The puzzle element is fairly straight forward, although you do

have to keep tab as to where places are as you tend to have to go back and forth - getting an items from one place, then taking it to another. Battle sequences are done well, presented in superb isometric view (not as good as Ogre Battle mind you) with manual and automatic options. I have to admit, after a few days of playing, the battle sections can get extremely annoying... so are the repetitive music scores. The music is very much Super Ghouls and Ghosts style - great the first few times you hear it, but very irritating after the 500th time.

Lastability-wise, the game should take around one to two weeks to complete if played solid, although the later sections are very difficult... including a tower with three floors of invisible mazes (hope you have some graph paper handy, a good memory, or a lot

of luck!!!), a maze that revolve each time you meet at the intersections, and the collection of four ingredients for a Tonic... one of which requires you to shoot a white deer - which appears randomly throughout the game - so the chances of actually seeing it, never mind taking a pop shot at it, is very remote!!!

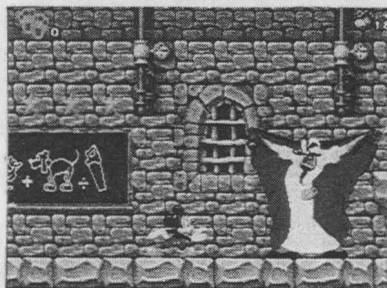
So, all in all, Breath of Fire is a rather cool RPG, and I have to recommend it highly. It's not as good as Final Fantasy VI ofcourse(see above), but certainly one of the better traditional English RPG going, unless you're after A-RPGs where Gaia will be more your cup of tea.

Machine
Super Famicom
Publisher
Square/Capcom
Format
12meg

Mickey Mania

M... L... C... K... E... Y...
M... O... O... yes... that old mouse is back in another Megadrive platform adventure game. The first release - Castle of Illusions was one of the best platform games around... I thought it was better than Sonic. Unfortunately, the games that followed Illusions weren't that great - especially Fantasia. This latest title isn't as good as the first, but is still one of the better platformers on the system.

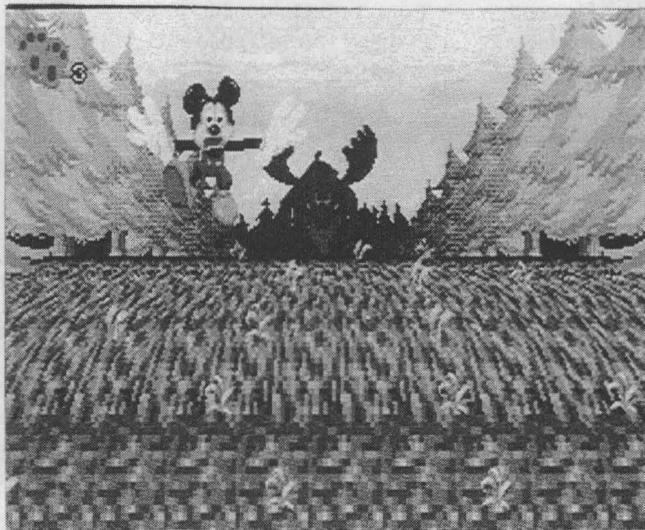
As you might know, the game is based on all of Mickey's cartoons... starting off in black and white with Steamboat Willy level as you try to make it to the end of each of the stages... which are fairly short. Each of the stages are nicely thought out with neat effects, and require a bit of thought too. As Mickey is a non-violent sort of chap, like previous games, he can bounce on the opponent's head to knock them out, or if he can collect the spheres scat-



Mickey meets the 2nd boss. Nasty Prof.

tered around the place, throw them at the opponents. As with other platformers, you'll have to jump on moving and falling platforms, swing on ropes (spiderwebs), ride a number of rail-carts, descend a rotating tower (Nebulus

style), avoid the nasty sharp instruments and traps, despatch all baddies, and once you reach the end of the level - destroy the boss - which range from a mechanic crane thing, to the mad professor. The game also features a neat moose chase, presented in 3D as you



The 3D Moose chase stage... rather cool - and different!

run out of the screen avoiding obstacles while being pursued by an raging moose. This part of the game is rather cool.

Graphically, the game's great - superb backdrops and sprites with great animation - I really can't fault this game. Well... Mickey does jump around fairly awkwardly like a right prat with this arm flailing about, so it's sometimes difficult to judge his landing, etc. Sound is good - very... well... cartoon style, that suit the game.

Overall, Mickey Mouse is a neat game. It plays well, and as each of the

levels are so varied - you won't get bored with it too quickly. However, the game is fairly tough. It has Normal and Hard levels - and getting

past the second takes some doing... and you don't get many continues, plus no passwords system! Having to start the game right from the beginning each time you die after a few goes on a level is extremely frustrating indeed!! Then again - the Sonic games were very much the same - so all diehard platform gamers probably won't mind - I bet there's a level select in there somewhere!! Mickey

Mouse is one of the better platformers currently for the machine, and definitely worth checking out.

Video - 90%
Audio - 80%
Playability - 85%
Lastability - 75%

Overall - 85%

...ONN

Machine
Megadrive
Publisher
Sony
Format
16meg

Way of the Warrior

Supplied by Video Game Centre
(0202) 527314

The first beat'em up on the 3DO is a Mortal Kombat look-a-like (it's full of huge digitised fighters in silly costumes) that tries very hard to impress, but ultimately feels disappointing.

You can choose from nine fighters all with special moves, which can be hard to pull off with the 3DO pad, but you get better with practise. The fighters range from sword fighters (with a brilliant gory fatality) to a green Beret 'Guile' rip-off, but unfortunately it's lack of originality that lets this down as most of the spe-

cial moves have been seen before.

In it's defence, the characters are very big and the screen panning in and out as in Art of Fighting is very smooth (but



ShakyJake shows Fox the Yoga Flame trick!

annoying. I would prefer to keep them the same size all the time) however they lack animation and the effects for special moves are rather feeble. The ridiculous high leaps into the air also fail to impress as you spend most fights bounding around like kangaroos! Some of the backgrounds are very nice, the fight on a floating board in a lava pit is especially impressive, it even produces it's own fatalities.

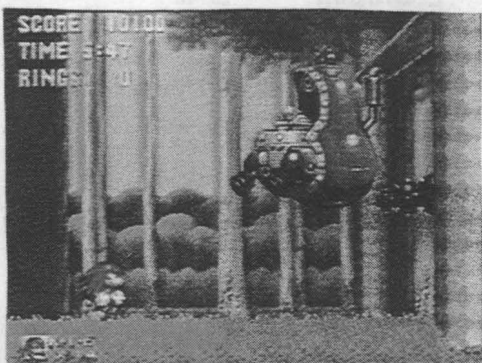
Machine
3DO
Publisher
Naughty Dog
Format
1 CD-ROM.

Cont. on pg. 41...

Sonic & Knuckles

Sonic is back... and have given Tails the boot in favor of the rather pinky Echidna - Knuckles, in another mega fast platform adventure against Dr. Robotnik... won't this guy ever die?! I have to say, after the first Sonic title, the following Sonic games haven't been too impressive - they were basically more or less the same with very little new... even the graphics were pretty much the same.

This latest is a mark improvement over the others - with newer improved graphics and extra items thrown in. The obvious addition is the ability to play as Knuckles instead of the blue hedgehog.

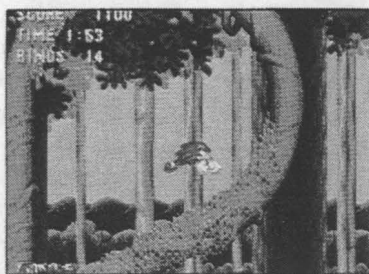


Knuckles meet Dr. Robotnik again... time to hit him!

Incidentally, the game is one player only. As far as I can tell - Sonic has an edge over Knuckles in terms of speed - but Knuckles can also climb up walls and glide too, making him more versatile. So, should you get stuck in a pit, instead of having to backtrack to get to

a spring to push you forward, etc..., you can jump onto a wall and climb up!

Like the last couple of Sonic games, the levels are very varied - starting off in Mushroom Hill Zone - which is a vast improvement over the first Sonic game as there is much more animation with



Knuckles shows he can glide with the best of 'em

giant swaying mushrooms that you can bounce on, See Saw mushrooms that spring you upwards, pulley systems that get you upwards, use mushrooms to parachute down, poles that you can swing on, a weather clock that blows you back, and lots more. Other levels have you swinging on ropes, climbing on the hangover rails, shoot around cylinders, bounce on springy items, and more. As usual, there are power-ups available. The bonus stage is basically the same as the previous game - as you run around a 3D area collecting the correct coloured balls.

The bosses are fairly simple to take out, just dodge their fire, and bounce on them a few times... although they soon get tough after a few levels. Oh

yeah, Robo Sonic is back from Sonic 2... and he's very angry this time!

Talking of tough - this game IS tough - with no continues and no password system - you'll have to do the game in one sitting with one credit!!!! This is definitely one only for the hard core platform freak!! If you can't get half way through any of the Sonic games with one credit, then you won't get far with this one!!

Overall, Sonic & Knuckles is an excellent sequel - and fans of the game will love it. Another reason for getting this title is that, it can be used in-conjunction with your previous Sonic cartridges by plugging them onto the top of the Sonic & Knuckles cart. for more action packed levels, and the ability to play Knuckles instead of Sonic in the older games. Unfortunately, I don't own any of the previous Sonic games, so I couldn't try this feature out. Great Game!

Video - 85%
Audio - 85%
Playability - 88%
Lastability - 85%

Overall - 85%

...ONN

Star Con.2 - cont. from pg.40

There are plenty of options, from altering skill levels for individual players to altering the music and effects volume, supplied by Trash band White Zombie. My tip is turn off the disappointing effects and crank the music up!

The special moves are limited at first, especially as there are hardly any listed



Crimson Glory uppercuts Dragon... bad animation!!



Way of the Warrior - These are the last two bosses in the game - will you reach them?

in the book, so it's a case of try it and see. However, coins drop down occasionally that bestow extra points, energy (very useful!) and 'dragon magic'. It's this magic that is the key to new moves - but once again you have to find it yourself.

As I said, this is an okay game with some good ideas and some excellent backdrops and fatalities, but it lacks the fluid play of Street Fighter.

Obviously, if you play with a friend, it's a much better game.

Video - 80%
Audio - 80%
Playability - 76%
Lastability - 79%

Overall - 70%

...DAVID

Sherlock Holmes: The Lost Files

Here's a novelty, this is out on the English 3DO before America (well, Mr. Holmes was English!.. Ed.), which does cause some problems, but more later.

Despite being in the plural, there is in fact only one mystery to solve on this CD, but it is huge. It's played like the Lucasarts adventures such as Indiana Jones where most of the screen is a picture of your location and any characters are controllable sprites that can be commanded to search the scene or talk to each other.

Conversations are usually multiple choice, just highlight one and you'll get a reply. This would normally limit the game, but there are so many options the feeling of being pushed in a certain direction is small. Unfortunately, because of timing differences you can only watch your conversation being

played out (and spoken) by actors on an english 3DO, it crashes the American system. It's a shame, as there is apparently about 3 hours of speech on the disc, but it doesn't really matter, it's just icing on a very well made cake.

I won't into the story as it might spoil things, but it involves a murdered woman and possibly the return of Jack the ripper. All this is shown in a short cartoon intro. that is obviously sanitised to appeal to a wide audience.

The music varies from location to location, but it's mostly victorian piano stuff, although the 'roll out the barrel' tune in the pub is fun. Talking of which, there's an excellent darts game you have to play to continue in the pub. It's quite easy to forget the adventure and just play darts for ages!

This isan excellent adventure in the 'Monkey Island' mould with an easy

interface and a challenge that will will last at least a week of solid play (and I mean 24 hours a day - ask Martin at the Video Game Centre!). Of course when you finish, that's it, but you'll enjoy it whie it lasts.

Video - 80%
Audio - 77%
Playability - 83%
Lastability - 70%

Overall - 80%

Machine
3DO
Publisher

Format
1 CD-ROM

...DAVID

Elite Soccer

Supplied by Raven Games London:
Tel: 081-663 6810

There are so many soccer games around the past months, that I'm confused who did what and what each one is like.. so when I got Elite Soccer for the Gameboy for review - I was confused as the game is released under the Gametek label, although it's by Rage Software, but actually programmed by Denton Design and has nothing (as far as I can tell) to do with

Elite Software.

Anyway, this is actually a Super Gameboy compatible title - although not that you'll notice when you play it on the Super Gameboy, as menu select screens are all in black and white, and the main game is in four colours anyway. Only the title screen is in glorious multi-colour. Anyway - the game itself. Elite Soccer is an up/down Kick Off style footie game with fairly large decent characters - unlike some spastic looking players in other games I could mention on the Gameboy. Although you can't really have outstanding animation on the GB, the player's movements are pretty well done... thus making the game quite playable. Note I mention the word 'Quite', as Elite Soccer has a number of bad points that lets it down. Firstly, the game is rather slow. You can adjust the speed, and it's pretty good in the fastest option, but I still think the players are slow. Although you can boot the ball hard and it whizzes around, the players aren't very speedy. Curling the ball (bending it) is not too hot either.. and the referees are euro nuts - try to tackle a player and the whistle is out for a foul! Definitely no tackling from behind in this game!

Soundwise, there's the irritating rushing of leaves for a crowd, and the ball

bouncing effects sounds just like a blown-up balloon being hit against a table! The game does have a few pluses in that it has a number of options including cup game, penalty shoot outs, game speed settings, weather conditions, duration of matches, etc. Overall, Elite Soccer must rank as one of the better Soccer games on the Gameboy - but I have to say it - why would anyone want to play soccer on the Gameboy... especially on the Super Gameboy? You're better off playing FIFA Soccer on the Super Famicom with better animated players, nice green pitch, proper cheering crowds, more control over your men, and generally seeing what's going on!

Video - 80%
Audio - 65%
Playability - 75%
Lastability - 65%

Overall - 75%

Machine
Gameboy
Publisher

Gametek
Format
1meg

...ONN

Mini Competition

We've got a few spare copies of some Japanese Magazines - so if you want to win them (we might even throw in a few other goodies)... answer the following:

How many selectable characters are there in Virtua Fighter 2?

Send your answer to: Virtua Mag Compo., 125 Arnold Road, Bestwood Estate, Nottingham. NG5 5HR.

The winner will be first out of the bag.

JAP FILMS NOW AVAILABLE!

Japanese films are quite rare in the UK.. in fact, since the explosion of Japanese Anime flooding the country last/this year, there's more Anime than proper Japanese films.

However, ICA Projects have released two titles which should be out as you read this called *Boiling Point* and *Sonatine*, both films by 'Beat' Takeshi Kitano. here's the blurb from the press release.

This autumn ICA Projects release two masterpieces from the increasingly renowned Japanese actor/director 'Beat' Takeshi Kitano. Described by Empire magazine as "the next international cult figure", Kitano's first film, *Violent Cop*, achieved phenomenal critical success when it was released earlier this year. *Boiling Point* is Kitano's quirky second feature, made immediately after *Violent Cop* and a precursor to the masterly *Sonatine*.

Over the last few year, Kitano's international reputation as a major new director on the world cinema scene has grown. he is also one of Japan's biggest stars and continually in the media eye. Not only a film director, author, film and television actor, Kitano is also a top-rated TV personality with his own show and can even be found on Japanese game shows!

Takeshi Kitano was born in Tokyo in 1948. In 1978 he teamed up with a partner to form a comedy duo called "The Two Beats". It was their success that made 'Beat' Takeshi famous, although he is better known by western audiences for his performances as Sergeant Hara in Nagisa Oshima's *Merry Christmas Mr Lawrence*.

With the exception of *A Scene at the Sea* (1991), Kitano has starred in all his films to date, playing, in his own inimitable, highly charismatic style, either a tough Dirty Harry style cop or a ruthless gangster. his three crime films *Violent Cop* (1989), *Boiling Point* (1990), and *Sonatine* (1993) approach the genre with a freshness and originality that justify the claim that Kitano is re-inventing the form, just as Scorsese did with *Mean Streets* or Tarantino with *Reservoir Dogs*.

Sonatine

Sonatine was included in *Un Certain Regarde* at the 1993 Cannes Film Festival and has consolidated Kitano's reputation as a major player on the world cinema stage. Of other recent gangster movies, only *Reservoir Dogs* has given the genre the tough refreshing twist that Kitano so effortlessly delivers in *Sonatine*. hard action combines brilliantly with haunting stillness and infectious humour. 'Beat' Takeshi Kitano plays the lead role in this very original, elegiac tale of the last days of a tough Tokyo gangster. Kitano is Murakawa, an established and ruthless yakuza, sent outside his usual turf to intervene in a gang war on the tropical island of Okinawa.

Things go badly wrong and he and his gang get caught in the crossfire. Forced to retreat to a seaside hideaway they playfully kill time on the beach, but then

their enemies again start to pick them off. Marakawa decides to go on the offensive for a final and breathtaking showdown.

Boiling point

Boiling Point has all the qualities of style we have come to associate with Kitano: an off-centre approach to story telling, frequent moments of off-beat comedy and calm interludes all interrupted by bursts of fierce violence.

The central character of *Boiling Point* is an ineffectual young man, Masaki, who distractedly plays baseball for an amateur team and works as a gas station attendant. In spite of his inert disposition, he attempts to slug a swaggering gangster on the garage forecourt and gets everyone into serious confrontation with the local yakuza. he then enlists the help of the baseball team's coach, himself an ex-gangster, but matters only get worst and Masaki and his pal decide to set off for Okinawa to buy a gun. There they fall in with a ruthless thug, played by Kitano, who is also in deep water with his local yakuza for embezzlement and has been asked to hand back the money along with one of his finger tips. In their different ways, both Kitano and Masaki decide to go out fighting. The conclusion is explosive.

"There is no doubt that Kitano is a major discovery" - The Guardian.

"Japan's answer to Clint Eastwood" - GQ

"One of the key fil-making figures of the 90's" - Time Out

Credits:

Title:	Sonatine
Label:	ICA Projects
Writer/Director:	Takeshi Kitano
Starring:	Takeshi Kitano
Executive producer:	Kazuyoshi Okuyama
Photographer:	Katsumi Yanagishima
Catalogue No:	ICAV 1011
Certificate:	18
RRP:	£13.99
Japanese with English subtitles	

Title:	Boiling Point
Label:	ICA Projects
Writer/Director:	Takeshi Kitano
Starring:	Takeshi Kitano
Executive producer:	Kazuyoshi Okuyama
Photographer:	Katsumi Yanagishima
Catalogue No:	ICAV 1013
Certificate:	18
RRP:	£13.99
Japanese with English subtitles	

GAME DISSECTION

This is the good ol' Tips and Cheat section - so if you happen to have some juicy tips - don't keep them to yourselves - send them in and share it with everyone. Send all mail to the usual address found in the front of the fanzine.

Aladdin (Game Gear)

For invincibility, enter AIQY as the password code.

Bomberman GB (Gameboy)

If you want a rather groovy code for this game enter the password code - 4622.

Brutal (Sega CD)

On the title screen, press Up, Down, A, B, C, C, B, A, Down, Up... and you will be able to play Karate Croc!

Burning Soldier (3DO)

You can have 4 people play the game at the same time - assuming you had four joypads ofcourse! Asfar as I can figure out, on the menu screen, when Music Volume is highlighted, with pad 2, press L & R & C & X & Right, and hopefully you will get the Debug Information screen. Here you can alter a number of options like toggle enemy firing missiles, clear boss easily, area select option, and four player option! In four players, each player has a different colour laser.

Also, for level select, do the same (with pad one or two) but instead of pressing Right, press Play button or button A.

Clayfighter Tournament Edition (SF)

For the secret option menu, on the character select screen, select your character(s) and then press and hold Select and Left simultaneously... and hey presto - an option menu where you can select Game speed, Difficulty and toggle timer.

Double Dragon V (Super Famicom)

Here are a number of codes for this average beat'em up. You must do 'em on the Menu select screen:

- *To fight as Shadown Master or Dominique: L, R, Up, L, L, Down, R, R.
- *Extra 2 Attribute points: L, L, L, R, L, R, L, R.
- *Extra 4 Attribute points: Up, Right, Down, Left, Down, Right, R, R.
- *Extra 6 Attribute points: Right, Down, Down, Left, Up, Right, L, R, L, R, L, R.
- *Nine Continues: Left, Right, Left, Right, L, L, R, R, R.
- *Disable Dizzies: Down, Down, Left, Up, Down, Down, Left, Up, R, R, L.
- *Disable Throws: R, Right, L, L, Left, Left, R, R.

Fatal Fury 2 (Megadrive)

To play the bosses - on the Takara logo, press quickly Right, Down, Right, Down, Down, Left and B button. Now, if lucky, you can select the last bosses in arcade game mode.

For 9 continues, when the continue screen appears, press Down, A and B, then C button six times.

John Madden Football (3DO)

When playing the game, Pause (with P button), then press Right, Down, Left, Up, Right, Down, and the referee will become a giant! Alternatively, press Left, Down, Right, Up, Left, Down, Right - and he'll turn into a midget.

Lethal Enforcers (Super Famicom)

This is quite a difficult game especially with a pad, so how about 8 continues. To do this, while playing Pause the game, then press Up, Up, Up, Down, Down, Down, Left, Right, Right, Right, B, A, A, A, A. Unpause, and you'll get 8 continues.

Masters Golf (3DO)

When you register players, enter your players as normal, but move down to the 10th, and enter any of the following - 'RAIN', 'FINE', or 'CLOUD', for different weather conditions!

Mortal Kombat II (SF)

If you want to play a 4 fighter team Elimination match against a friend, on the menu screen where you get 'START', hold down both L and R block buttons and press Start. Now choose you 4 fave characters.

Also, if you hold down the two block buttons when you reset the game... you'll see a different start intro.

Muscle Bomber (SF)

If you want to use items like chairs, etc. in the ring... in a single match, go out of the ring, pick up object, move to the side of the ring, jump and throw the object in the ring.

Outrunners (Megadrive)

How about driving the Virtua Racing F1 car in this bog-standard game? Well - on the title screen, press Left, Right, Left, Right, B, C, and A. Now choose the Virtua Racer from the car select screen.

Puyo Puyo (Gameboy)

On the Key Config screen, press A and B button together five times, and press Start for a piccy screen!

Rebel Assault (Mega-CD)

Here's all the passwords for normal setting:

- Chapter 2: BOTHAN
- Chapter 3: HERGLIC
- Chapter 4: LEENI
- Chapter 5: THRAWN
- Chapter 6: LWYLL



GAME TIPS

...cont'ed from pg 40

Chapter 7:	MAZZIC
Chapter 8:	JULPA
Chapter 9:	MORRT
Chapter 10:	MUFTAK
Chapter 11:	RASKAR
Chapter 12:	JHOFF
Chapter 13:	ITHOR
Chapter 14:	UMWAK
Chapter 15:	ORLOK
Game Ending:	NKLLON

Samurai Showdown (Super Famicom)

Here's another we're not sure about as we haven't got the game when we got the tip. But this hopefully will enable you to select the boss in Vs mode. On the Takara logo, quickly press A, Y, X, B buttons. Then on the title screen, select V.S. Play... where you'll have the boss characters. Now this is a tricky bit... by using the top L and R buttons, I believe you can also revert the boss character to the proper character... but I can't be sure... just experiment.

Anyway, if you did have to boss... to control him, try Cyclone kick move with punch to throw a firey creature. Try all four buttons (X, Y, A, and B) together to throw a black fireball. rapidly pressing X button for a fireball. Fireball move with punch for disappear - and same again to reappear (or is it teleport?).

SD Golden Fighters (Super Famicom)

Not sure about these tips, as we haven't tried them. Anyway, on the title screen where it flashes Press Start, press Up, up, Down, Down, A, A, A, then Start. Next press Select and Start buttons, and hopefully you'll get the Sound test screen.

Alternatively, Press Up, Up, Down, A, A, A, then Start. Select Options, and press Start, and you will be able to select speed of 3.

Sonic Spinball (Megadrive)

On the option screen press A, Down, B, Down, C, Down, A, B, Up, A, C, Up, B, C, Up. You should hear a sound. Go to the title screen, and hold A and Start for level 2, B and Start for level 3, or C and Start for level 4.

Star Trek: The Next Generation (SF)

For the level select menu... on the title screen, press Y, Y, X, X, A, A, B, B... where you'll hear a sound. Press Start to start a new game, and then Pause (Start), then press Y button for level select menu.

Super Final Match Tennis (Super Famicom)

For the Special menu, enter Exhibition mode, then on the screen where you select your players with the cursor on MEN's, on pad 1, press and hold L+R+X then move pad left/right... and you should get SPECIAL screen.

Super Street Fighter II Turbo (Arcade)

Okay, here's how to play Akuma: When on the character select, move to RYU and leave for around 4 seconds, then move to T.HAWK, wait 4 secs., Repeat with the following - Guile, Cammy and lastly Ryu again. The press Start then all three Punch Buttons. If lucky, instead of Ryu, you'll get a black

picture (Akuma). This will work with player 1 and player 2.

Akuma's moves:

Dragon Punch: Normal Dragon Punch move.

Standard fireball: Normal Fireball move.

Multiple Flame fireball: Yoga Flame move.

Air fireball: Jump up in the air, and perform a fireball move.

Cyclone kick: Normal Cyclone kick move.

Shadow move: Dragon punch move to left or right with either all three punch or kick buttons.

Oh yeah... we've heard also that Akuma has a SUPER move whereby you do SIX cyclone kicks then two dragon punches with kick button. Unfortunately, we haven't managed to do this!

The Horde (3DO)

To see all the Cinema sections of the game - while playing the game, hold UP, A and B, and press P button to pause. Then press Right, A, Left, Left, A, Up, B. Unpause and you can watch all the scenes.

Wild Guns (Super Famicom)

On the Select Player screen, press the following buttons - A, A, A, A, B, B, B, A, B, A, B, A, B, A, B. You can then select any start screen.

Yogi Bear (Super Famicom)

On the title screen, enter Up, Right, Down, Left, Y, B, Up, Right, Down, Left, B, Y, Up, Right, Down, Left, then press Start... and you will be able to enter any stage from all five levels.

Yuyu Hasjuko 2 (Super Famicom)

This crazy Street Fighter 2-style game also has four extra characters. On the title screen, press Sown, Up, L, L, R, R, Y, X, A, Y. You will then get Toguro (80%), Toguro (100%), Genkai, and a masked character.



WAY OF THE WARRIOR Moves

List V2 By 2TUFF

Here below, is a short list of moves i've found so far. Thanx to SHREDDER, BEAN, DAVID for helping compile a list of moves. If you find more... please let us know!

COMMAND KEY

C	Close	CP	Centre Pad
D	Down	DB/L	Down-Back diag.
B	Back	DF/R	Down-Forward di.
F	Forward	U	Up
UB/L	Up Backwards diag.	UF/R	Up Forwards diag.
T	Taunt = [F + B]	A	'A' Button
B	'B' Button	C	'C' Button
L	'L' Button	R	'R' Button
FL	FLIP		

DRAGON

D,DR,R + A = Fireball
D,DR,R + L = Fast powerful fireball
A [FASTx?] = Thousand fist punch
C [FASTx?] = Thousand foot kick
F,DR,D,DL,B = Jumping spinning double kick (*)
D,DL,B = Jumping spinning double kick (*)
B(Few),F + R = Fast shadow kick
DL(Few),UR + R = Fast shadow kick
U,D + R = Lunging punch
F,F = Jump forward
B,B = Jump backwards
A+B = Splits on floor & punch upwards
B+C = Doublekick left and right (splits) in the air
C+R = Kiai front kick (more powerful)
L+A = Powerful striking forward punch
F,F + R(2nd F and R at the same time) = Double forward kick
F,F,U + R (U+R during hop) = Shadow Flying kick
U,U + L = Upwards air swipe
DF,C = Diagonal downward kick
MAGIC #1 ... T,B + A,B or C [LEAST HEALING/SKULL POINTS]
MAGIC #2 ... T,DB + C = No jump
MAGIC #3 ... T,D + B = Shrink
MAGIC #4 ... T,D,DF,F,L+R = 1 hit kill [NEEDS 3,000 MAGIC POINTS]
DEATH #1 ... T,D,DB,B,C + R = ?UNKNOWN MOVE?
DEATH #2 ... R + C (Dojo/Bridge) = Powerful lifting kick
DEATH #3 ... DF,C (Cliffs) = Diagonal downward kick

SHAKY JACK

B,DL,D,DR,F + R = Blow acholol fire
F,DR,D,DL,B + R = 360 cartwheel spinning multi kick
L+A = Powerful up striking bow strike
DL(Few),UR + R = Spinning torpedo attack
B(Few),F + R = Spinning torpedo attack
B,DL,D,DR,F + L = Throw large hunting knife
D,A + B + C = Transportation
UB,DF + R = Air Torpedo
B + L = Spin attack
D,DB,B + L = Stick uppercut
C,DF,L = Stick throw
U,D + C = Stick pogo [USE OVERHEAD OF OPPONENT]
MAGIC #1 ... T,B + A,B, or C = Heal
MAGIC #2 ... T,D + B = Shrink
MAGIC #3 ... T,D,DB,B = Invisible
MAGIC #4 ... T,DF + C = No jump
DEATH #1 ... T,D,DF,F,C + R = Burn opponent to sinders with

breathe

DEATH #2 ... D,DB,B + L (Dojo/Bridge) = Stick uppercut
DEATH #3 ... UB,DF + R (Cliffs) = Air torpedo

NOBUNAGA

B,DL,D,DR,F + R = Powerful overhead sword attack
B(Few),F + R = Shoulder charge
DL(Few),UR + R = Shoulder charge
D,DR,F + A = Throw Shuriken
D,DR,F + L = Throw Shuriken fast
F,DR,D,DL,B + L = Double sword attack
F,F + R = Fast flying kick
U,D + L = Straight down sword tip attack
DF + C = Slide kick
UB,DF + C = Jumping diagonal kick
D,DB,B + L = Sword Uppercut
D,DF,F + R = Long sword slice
B + A [RAPID] = Turbo sword
D,DF,F,CP + hold R = Super slice
MAGIC #1 ... T,B + A,B, or C = Heal
MAGIC #2 ... T,D + B = Shrink
MAGIC #3 ... T,D,DB,B = Invisible
MAGIC #4 ... T,D,DF,F,L+R = 1 hit to kill [NEEDS ABOUT 3,000 MAGIC POINTS]
DEATH #1 ... T,D,DB,B,L + R = Spinning decapitation [NEED TO BE INCH AWAY]
DEATH #2 ... D,DB,B + L (Dojo/Bridge) = Sword uppercut
DEATH #3 ... UB,DF + C (Cliffs) = Downward diagonal kick

NINJA

B,DL,D,DR,F + A = Lightning bolt
B,DL,D,DR,F + L = Fast Lightning bolt
B,DL,D,DR,F + R = Jumping flying thrust down kick
F,DR,D,DL,B + R = Flying spin/helicopter kick
R+C = Fierce front kick
L+A = Fierce punch
DF + C = Sliding sweep kick
D, A + B + C = Transportation
U,B + R = Flying spin kick
UB, DF + C = Mid-air diving attack
DB + L = Uppercut
A + C = Knife attack
F + R = Forward leaping kick
MAGIC #1 ... T,B + A = Heal 1
MAGIC #2 ... T,B + C = Heal full
MAGIC #3 ... T,DB + R = Shrink
DEATH #1 ... D,DF,F,A + C = Slice hole in opponents stomach
DEATH #2 ... D,DF,F,L + A = Shock you to crumbling bits
DEATH #3 ... DB,L (Dojo/Bridge) = Uppercut or knife attack
DEATH #4 ... UB,DF + C (Cliffs) = Mid-air diving attack

KONOTORI

D,DR,R + A = Throw fan
D,DR,R + L = Throw fan fast
U,D + R = Swan dive bomb with hat point
B(Few),F + R = Torpedo attack
U,B(Rapid) = Fly around using fans
F,DR,D,DL,B + R = Spinning multi fan attack
DF,L + A = Throw fan low
B + L = Spinning attack
B + L + A = Invisibility (No skull cost)
U,DF + L = Diving air torpedo
U,D + C = Bounce

cont. on pg 47....

DEATH #1 ... T,D,DF,F,L + A = Throw fan hard and slice head off
 DEATH #2 ... U,D + R + C = Drop opponent on head [OVER-HEAD OF OPP]
 DEATH #3 ... C,F + R (Dojo/Bridge) = Unblockable, instead of throw
 DEATH #4 ... U,DF + L (Cliffs) = Diving air torpedo

NIKKI CHAN

D,DR,R + A = Medium power ponytail hair attack
 D,DR,R + L = Hard power ponytail hair attack
 F,DR,D,DL,B + R = Spining front back kick
 L+A = Powerful lunge punch
 R+C = Powerful Head front kick
 F,F = Front cartwheel forward
 B,B = Backflip cartwheel backwards
 A(Rapid) = Hundred fist punch
 F,DR,D + R = Upwards tuck spin
 B,DL,D + C = Sliding sweep kick
 B(Few),F + L = Torpedo attack
 Hold Block,Hold L = Hair twirl
 DB + R = Spinning upwards ball
 U,D + C = Head stomp [OVERHEAD OF OPPONENT]
 U,D,DF,F(in air) + L = Diving punch
 C + R = Throw from flip
 L {from forward flip} = Ball attack (when she's straight upside-down)
 FL,U + R = Flying kick
 MAGIC #1 ... T,B + A, B, or C = Heal
 MAGIC #2 ... T,D + B = Shrink
 DEATH #1 ... C,F + A + B + C = Your heart is mine move
 DEATH #2 ... C + R (Dojo/Bridge) = Strong kick

MAJOR GAINES

D,DR,F + A = Throw handgranade
 D,DF,F + L = Throw delay handgranade
 B(Few),F + R = Thunderroll
 DF + RS = Low thunderroll
 R+C = Small jumping drop double kick
 UF,U + L = Mid-air splash
 DB + L = Uppercut
 F,F + R = Flying ball attack
 A + B + C = STEROID BOOST/INJECTION
 WHILE BOOSTED:
 A + B + C = De-Boost
 A+B = Ground lightning
 F + RS = Sidewinder kick
 MAGIC #1 ... T,B + A,B, or C = Heal
 MAGIC #2 ... T,L + R = Untouchable (NEEDS ABOUT 600MP)
 DEATH #1 ... BOOSTED: T,CF + R = Back breaker
 DEATH #2 ... BOOSTED: T,CF + L + A = Suplex throw
 DEATH #3 ... DB + L (Dojo/Bridge) = Uppercut
 DEATH #4 ... UF,U + L (Cliffs) = Mid-air splash

FOX

D,DR,R + A = Green stun powder
 D,DR,R + L = Throw death dart
 DL(Few),UR + R = Charging knee
 B(Few),F + R = Charging knee
 DB,R = Power vertical back thrust kick
 R+C = Powerful side kick
 L+A = Powerful punch

D,A + B + C = Transportation
 DF + A<=>L = Ball attack
 UB,DF + C = Downward diagonal kick
 U,D + C = Backwards jumping kick
 D,DB,B + R = Spin Kick
 Right + L = Mid-air split throw
 DB + R = Uppercut kick
 MAGIC #1 ... T + B & A,B, OR C
 MAGIC #2 ... T, D + B = Shrink
 MAGIC #3 ... T, D,DB,B = Invisible
 DEATH #1 ... T,CF,L + A = Grab and take overhead, slam head first
 DEATH #2 ... DB + R (Dojo/Bridge) = Uppercut Kick
 DEATH #3 ... DF + C (Cliffs) = Diagonal kick

GRIMSON GLORY

D,DR,R + A = Throw wine bottle [Covers character with acholol]
 D,DR,R + A = Throw a lighted match [For use when character is Green]
 A+B = Punch & Block combination
 L+A = Powerful punch
 C+R = Powerful kick
 U,DF + A = Flying elbow
 F,F + R = Flying kick
 Hold Block, F or UF = Block and grab [WHEN OPPONENT TRIES TO ATTACK]
 DB + L = Uppercut
 DEATH #1 ... DB + L (Dojo/Bridge) = Uppercut
 DEATH #2 ... U,DF + A (Cliffs) = Flying elbow

>>> HOW TO USE THE 2 BOSSES <<<

Highlight the 'NAME' option on MAIN MENU, and enter
 Name: 'A GAVIN'
 Month: 'JUNE' For character/boss called "KULL"
 Day: '11' (Enter on either controller)
 Year: '1970' 'MOVE ONTO GRIMSON GLORY THEN RIGHT AGAIN'

Name: 'J RUBIN'
 Month: 'JAN' For character/boss called 'HIGH ABBOT'
 Day: '6' (Enter on either controller)
 Year: '1970'

>>> HOW TO SELECT A NEW LEVEL <<<

Name: 'PARANOID'
 Month: 'MAY' To select the "" PSYCHEDELIC STAGE ""
 Day: '5' *CHOOSE IT FROM THE STAGE SELECT*
 Year: '1975'

KULL

D,DF,F + R<=>A = Axe throw
 B(Few),F + R = Knee attack

HIGH ABBOT

D,DF,F + L = Fireball
 DB + R = Ball on ground
 B(Few),F + R = Ball attack

GAP NEWS

Monday, October 24th 1999 UNTRUE, SHABBY, POOR

**WIN absolutely
nothing with GAP**

**SMALL IS
BEAUTIFUL**

**SONY
RELEASES
PLAYSTAMAN**

**PLAY IT
AGAIN
GEORGE**



IN an exclusive interview with George Michael we have learnt that the millionaire pop star will start work on a new album to be released by Sony Records after the bitter court battle. GAP has learnt that the deal was only clinched last week when Sony gave in to Michael's demands that he will have the *first* PlayStation off the production line.

**NEW
BOOK
BY DI-
"Di-
Hard
Games
Player"**



●Turn to pages 50 & 51

**I don't need a man
when I have my pad**

**PLAY LIVE SUPERMARKET
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