Britain's Biggest Selling Games Magazine

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He may think he's the law but we are the judges. p36

M2 - 3DO moves into the fast lane. Blimey! p22

Wing Com 3. Best looking shoot-em-up ever? p50

GAMES MASTER

CHANN TELEV

Issue 31 Jul

IT'S SHOWTIME!

Don't miss out on our massive guide to THE games of 95/96, direct from the US of A!

BE AFRAID!

THE GAMES THEY SAID COULD NEVER HAPPEN!!! KILLER INSTINCT AND DOOM HAVE ARRIVED!

p17

SEGA, NINTENDO, AMIGA, PC, 3DO, SONY

07

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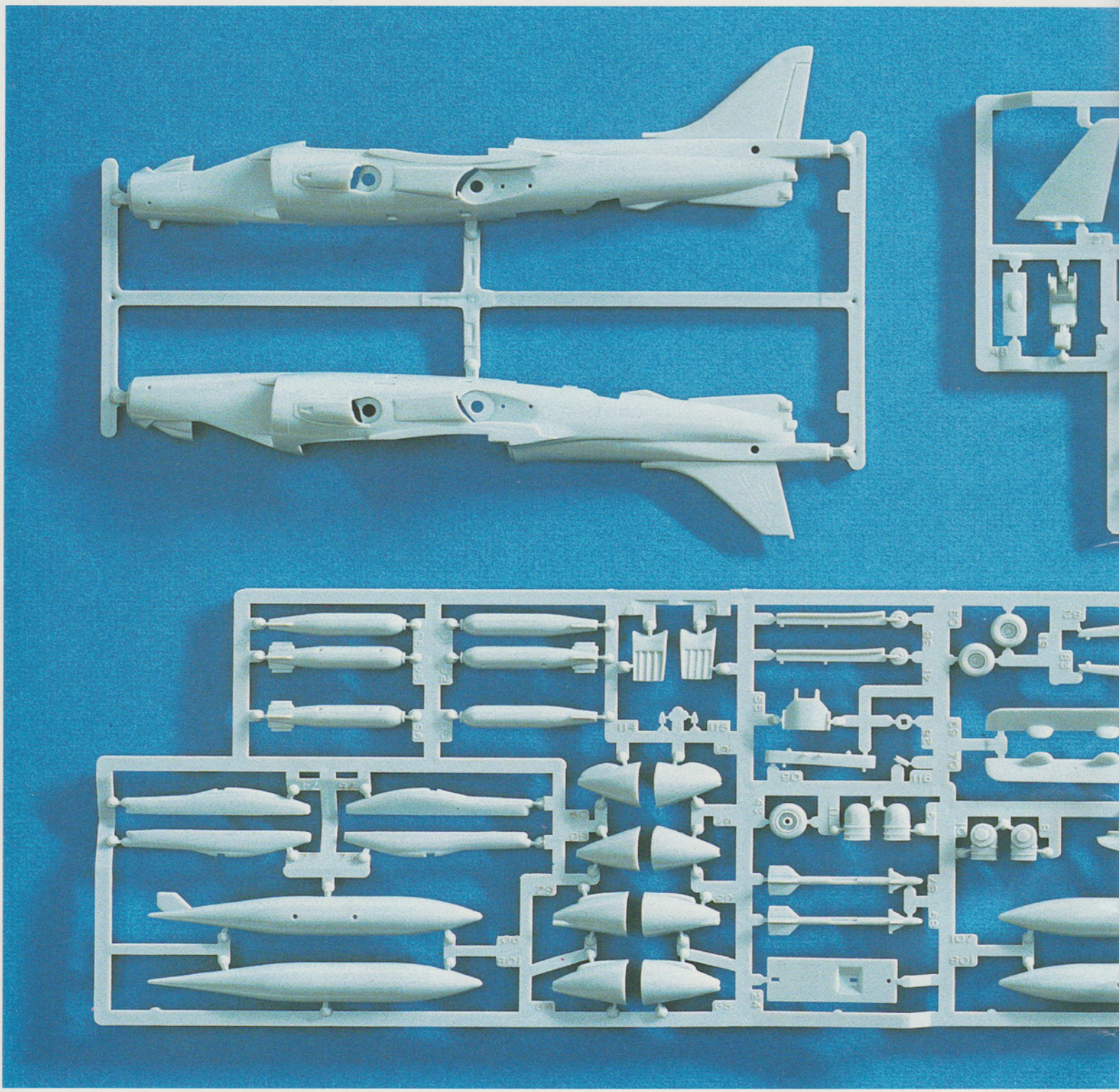
LIKE TO TRY IT FOR REAL?



Well, we're able to fix it for you. RAF Ground Trades offer a wide and varied choice of engineering careers.

Perhaps though, engineering just isn't your game. Not to worry, because whatever line of work you're thinking about you can probably do it within the RAF.

Environmental health technician, data analyst, medical assistant, even photographer.

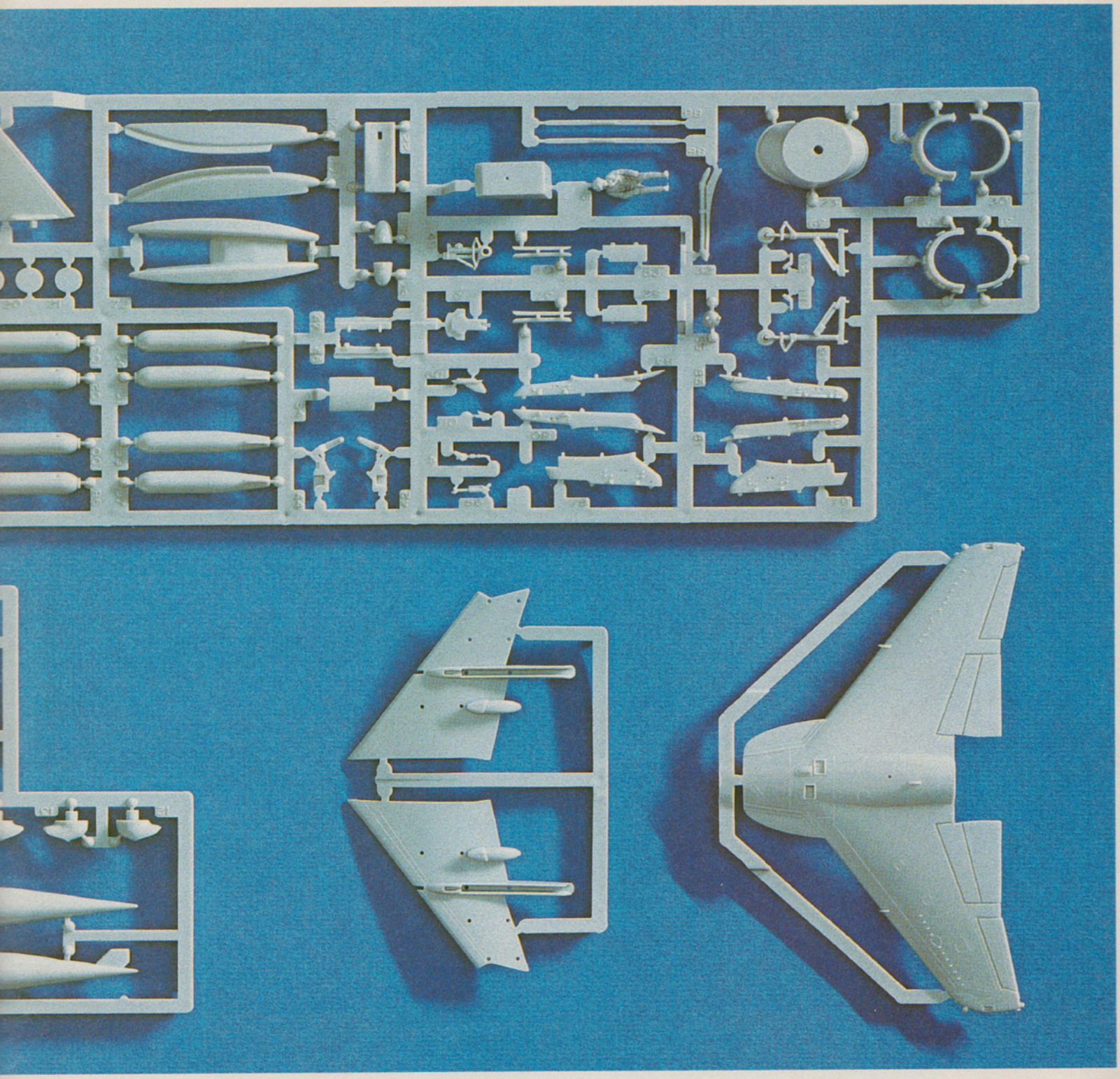
There are some 70 different trades in all. That should give you some idea of the scale we're talking about.

Every single one of them plays a vitally important role within the RAF.

Every one of them helps to keep us operational 24 hours a day, seven days a week. Whichever trade you choose though, you'll receive the best training possible.

So what do you need to get in? Some trades require four GCSEs, some none at all, but it's enthusiasm, energy and commitment that we're really looking for.

It's not just jobs for the boys either, because opportunities exist for both sexes.



You will have to take a few tests. However, these will help you to determine where your talents really lie.

Once accepted you'll complete seven weeks recruit training. This is followed by intensive training in your specialised trade. Then comes the real thing.

Your first posting. It could be anywhere in Great Britain. It could even be overseas.

Wherever it is though, you'll be a highly skilled, key component of the RAF, and of the defence of the nation.

What happens next is up to you. Continue to fulfil your potential and you'll get every opportunity to earn promotion.

If by now you're toying with the idea of a career in the RAF, telephone us on 0345 300 100, and we'll send you further details of exactly where and how you could fit in.

ROYAL AIR FORCE
GROUND TRADES

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GAMES MASTER

We've jetlagged and partied out but we still bring you the best news from the E3 show...

COVER FEATURE

DOOM and KILLER INSTINCT

Resigned yourself to never playing these on your SNES huh? Better think again then. Check out page 14

SEGA'S ROSTER

Sega won't let Nintendo steal all the limelight though. Turn to page 18

NEXT GENERATION

And the super-machines just roll on, with hot news of yet *more* STUNNING releases. 20

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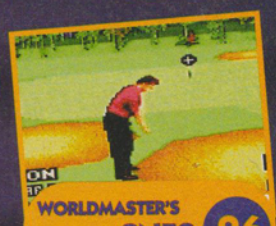

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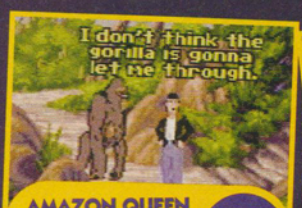

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FREE!!! A Day out at ALTON TOWERS. Turn to page 17 NOW, you lucky people.

NETW

E3 BOOST TO CONSOLES

At the recent E3 show in Los Angeles in the good old US of A several announcements were made that mean nothing but good news for console owners.

Nintendo announced that they are delaying the launch of the Ultra 64 until next year but are releasing some incredible SNES games this year to make up for it.

Check out page 14 for more details but we can let you know now that both *Doom* and *Killer Instinct* are on the way for the SNES. There is only one word to sum this up, wow.

They also had *Donkey Kong Country 2* to show off as well. An early version of Shiny's *Earthworm Jim 2* was also on display. Movie mogul Steven Spielberg even stopped by to take a look.

Sega, not to be outdone by the opposition, surprised everyone and launched their Saturn early in the States. The shock news meant that they have a head start over Sony of several months AND they have games out there to support it as well. In fact by December Sega are confident that they can have dozens of games ready to support their big Christmas push. A strong Mega Drive and 32X line up was on show to make this a very interesting Christmas for the big two. Sony were not going to be left out of the argument altogether and started a price war with Sega over the next generation consoles. You can read more about that later.

Check our our full US update starting on page 14.

Atari showed that the Jaguar hasn't had its claws clipped just yet with the news that a VR headset would be ready before Christmas. The version they showed here impressed everyone who saw it. The official launch date of the CD add on has also been set for mid June. Next ish we'll have the first Jag CD games for review.

3DO did their best to spoil the party for both Sega and Sony by showing off its new M2 add on. Check out the feature on page 22 for more news on this.

Life is also looking very rosy if you own one of those meaty PCs. Some of the products on show here were truly breathtaking with *Heart of Darkness* wowing anyone who was lucky enough to see it.

The future's looking brigher than ever.

Nintendo managed to keep *Killer Instinct* and *Doom* under their hats pretty well.

ORK

WIN A NEO GEO CD

This month we have got together with the wonderful East2West Films to offer you a stunner of a prize. See, this is how much we think of you. The winner of this competition is going to walk away with a brilliant Neo Geo CD console and a game. Impressed? You had better be.

But that's not all. To celebrate the launch of their new Japanese cartoons, Kekkou Kamen and Wicked City, East2West are also offering the winner copies of their first three releases and an indispensible copy of A Beginners Guide to Japanese Animation.

That's pretty cool but we've hassled them non stop until they've agreed to giving us five runners up bundles of the three videos and the book.The videos are quite possibly the funniest things ever to appear from Japanese cartoon makers and have to be seen to be believed. Totally outrageous stuff, this.

If you want to win, and let's face it you would have to be completely insane not to, just send the Japanese for goodbye to...

MEO WANTO NEO GEO, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

Not only do you get a stunner of a console but you also get some amazing films as well. Not to mention a free game that's almost guaranteed to be a beat-em-up. They don't seem to release anything but beat-em-ups on this thing but hey, you can never beat enough people up, ahem, on screen.

"SHOCK ! HORROR !

FEVER PITCH IN BETTER THAN FIFA SHOCKER ! IT'S FASTER, MORE CONTROLLABLE AND INFINITELY MORE PLAYABLE. NUFF SAID ?"..

STEVE MERRET MEAN MACHINES

Fever pitch soccer

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Earthworm Jim: the movie

After the resounding failure of Streetfighter: The Movie and Super Mario Bros to prove that games can be made into movies it's the turn of platform superstar Earthworm Jim to try and grab some Hollywood success.

Hollywood giant MCA are putting a script together now although they were keen to emphasise that the project would only get the final go ahead if the script was good enough. Scripts allowing we should be able to follow Jimmer's antics on the big sreen sometime next year. Watch out next month when Dave Perry brings you the latest installment of his Interview With An Earthworm column, including exclusive, never before seen screenshots.

Erthworm Jim's a great game, but then Mario was no slouch. Can Jimmer succedd where others have failed? Or what?

Playstation gets *BUSTED!*

There are only two ways to tell when a machine has been well received. Number one, it sells loads, obviously. Number two, things like cheat cartridges start to appear.

The Mega Drive has one. So do the SNES, PC and Amiga. Even the handhelds have their cheat carts. Now it's the turn of Sony's PlayStation to get the cheat option, even if it isn't officially available here yet.

Datel, those clever bods responsible for the Action Replay series, have just released a cheat plug in card that will let you have your wicked way with the first batch of imported games.

For £29.99 you get cheats for *Ridge Racer, Tekken, Parodious, Parodius Deluxe, Jumping Flash, Fantastic Pinball, Kileak the Blood, Crime Crackers* and *Kings Field*. This is just the first volume and Datel will be releasing more every few months to keep up with the flow of games.

Using this nifty little device couldn't be easier. You just plug it and turn your machine on. Sadly there is no trainer mode but hey, you can't have it all, sorry.

Keep reading this mag, though, and you'll soon see a competition giving the little beauties away. Ace.

WIN!

QUITTERS INC

Sonic's sidekick, Knuckles, has joined the latest campaign to stop smoking among young people. As part of the new "Smoking – Who Needs It?" campaign, the front of thousands of Sega games will carry the special sticker with Knuckles punching a packet of cigarettes.

At last, videogames can do you good. Show this to your parents. Anyway to celebreate we have got two Sega 32Xs to give away with a copy of *Doom* for each. Don't ask us why, we're just nice like that.

All you have to do to win one of these fabulous prizes is answer this criminally easy question and send it in to us on a postcard to **QUITTERS INC, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.**

What will smoking do?
A) Make you attractive
B) Attract dogs or
C) Kill you?

16-20 year olds. Got room in your pockets for free cinema vouchers?

Empty pockets? What a waste of space. Open an Interest Cheque Account at TSB, and you can fill yours up with ten £2 cinema vouchers.

What about jacket pockets? They're tailor made for a handy TSB cash card which gives you 24 hour access to your money through Midland, Nat West, Clydesdale and Link machines.

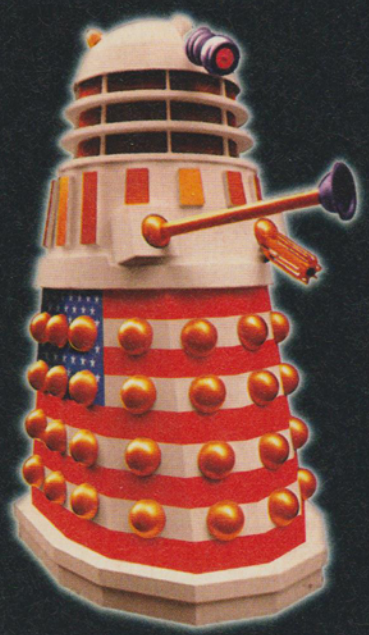
To keep control of your money, most TSB machines will give you a full and instant statement. Even if you're not loaded, at least your pockets will be.

Interest Cheque Account.

TSB We want you to say YES

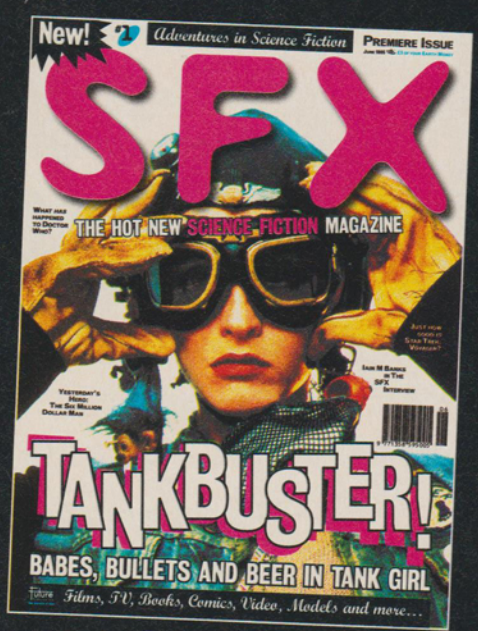
Offer available to 16-20 year olds opening their first Interest Cheque Account, subject to status. Offer subject to availability at participating cinemas. Offer closes 30th April 1996. Full details of entry to free prize draws are contained in the newsletter sent to customers on opening an account. TSB Bank plc, Victoria House, Victoria Square, Birmingham B1 1BZ. TSB Bank Scotland plc, Henry Duncan House, 120 George Street, Edinburgh EH2 4LH.

RESISTANCE IS USELESS!



HAS DOCTOR WHO GOT A FUTURE?

FIND OUT IN ISSUE 1 OF SFX, THE SCIENCE FICTION MAGAZINE



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NET

FEVER PITCH CHALLENGE

US Gold, fresh from the success of *Fever Pitch* on the Mega Drive and the SNES are challenging anyone whio thinks they're good at games to come and prove it.

They have teamed up with HMV to arrange special challenges, the winners of which will receive an all expenses paid trip to the national finals in London on July 1. The winner will receive a Sony PlayStation and every single game released by US Gold for it. Runners up will get *Fever Pitch* goody bags.

The instore challenges are taking place on June 10 in the following places.
Newcastle, Northumberland St
Manchester, Market St
Leeds, Victoria Walk, The Schofield Centre
London, Brent Cross Shopping Centre
Reading, Friar Street
London, Trocadero, Picadilly
London, Croydon, North End

The challenges will run from 12pm to 3pm so make sure you get there early to register. Come on then guys, let's make sure a GM reader wins this.

if you can't get to one of these venues then there is no reason why you can't still be a winner. We've got 30 T-shirts offering various cool logos just waiting for new owners. We haven't tried them on so there's no sweaty patches on them.

Just send in your name and address to the usual address.The first thirty get a T-shirt.

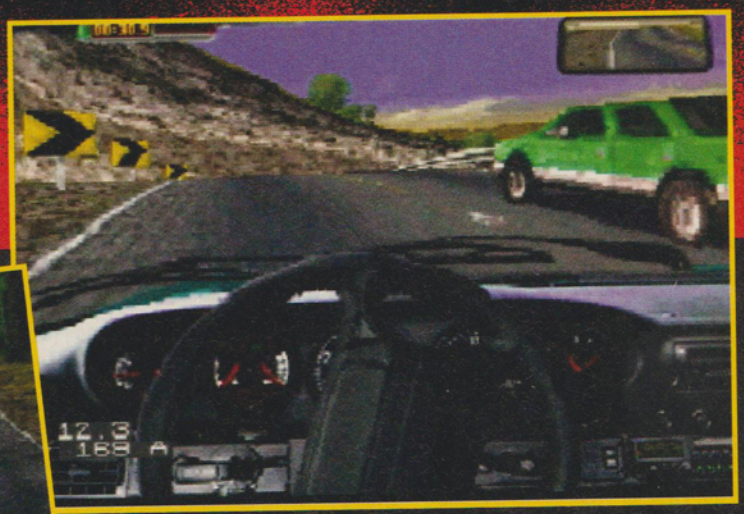
WORK

The best gets better!

Forget *Ridge Racer* and *Daytona*. *Need for Speed* is the best racing game ever and we're got some sneak news on the most incredible version that is in production as we speak.

Electronic Arts are going to be releasing a PC version of this incredible racing game that just happens to include stunt tracks and test tracks. Just imagine it, jumping a Lamborghini Diablo at 200 MPH. Not bad. Course, we do that sort of thing all the time. As if that wasn't enough it can also be networked for multi-player games.

There is no firm release date for this incredible feat of programming yet but we'll let you know the very second we hear any more news. Guaranteed.



If you thought that Fireblade motorbike that got stopped for doing 160 was fast you should see us on *Need for Speed*. 202 MPH, no probs. Course, we do crash but at least they are spectacular. None of these minor dents for us, we want write offs.

NEXT GEN PRICE WARS

The most asked question on the planet has fially been answered with some announcements at the recent E3 show.

Sega launched their Saturn at $399 with *Virtua Fighter* bundled. This is likely to lead to a possible £400-£450 pricepoint when the machine is launched here later this year.

Sony responded to this by announcing that when the PlayStation is launched in the US it will retail for only $299, a full $100 less than Sega's offering. Sony's entry into the super console wars however does not come bundled with a game. With most games coming out at approximately $50 this cuts Sony's lead down significantly. This will most likely lead to a UK pricepoint of £300 but don't be surprised if it comes out at £350 with a game bundled in (quite possibly *Mortal Kombat 3*).

PlayStation

The next person who phones us up asking how much these machines are going to be will get a right earful. You now have no excuses for not knowing.

GAMESMASTER GUARANTEE OF EXCELLENCE

GamesMaster is the biggest selling videogames magazine in Britain right now and we know that it's you who put us in this spot. We take great pride in this and make every effort to make sure every snippet of information is absolutely correct. You know that you can rely on us for the facts, and nothing less.

Our tips section in particular is the biggest and best in any magazine. You will probably know from past experience that tips and cheats in other mags are unreliable at best. We are so confident that what we offer is the best and most reliable magazine tips service in the country that we want to make you this guarantee.

If you find a tip that we print that doesn't work we'll give you a fiver. All you have to do is send us a letter explaining which tip didn't work and exactly how you tried to do it. The first ten letters (if we get that many) WILL GET A *CRISP NEW FIVE POUND NOTE* FROM OUT OF COLIN THE PUBLISHER'S WALLET.

This month Dom's all upset again. It's time to bite the hand that feeds.

DOM'S RANT

PR is a funny thing. When it's good, it's very good, but when it's bad it's worse than a pair of tight pants in summer. All you whippersnappers eager to forge a career in computer games journalism can look forward to endless parties where you are plied with free food and fizzy pop as a way of making up for the meagre wage you receive. Apart from me that is, because I am loaded.

Some classic PR excursions have included the *Seventh Guest* launch, where we had a haunted murder mystery party in an old house in the middle of the country, *The Player Manager 3* launch, where we went to Milan to see Arsenal play in the San Siro; and the *Sensible World of Soccer* junket where we had a 5-a-side tournament at Highbury, written about in heart-rending detail by yours truly a few months ago. The general rule is to take journalists out, ply them with liquid, try and add an original spin to it and leave them with happy memories and a copy of the game. I love it.

We went to see Arsenal play Milan in the San Siro

But sometimes there is really dreadful PR, and it's those crazy people at Sega who have pulled my pedro this month. I received in the post two Sega games: *Desert Demolition* and *NBA Action 95*. Fair enough, but accompanying the games was a letter stating that if I didn't return them after a fortnight, I would be charged the full retail cost of the game. I have two words for Mr Sega, and one of them is "OFF!" There is no way in the world I am returning those games.

Being allowed to keep the games is a small trade off for the amount of dross software I have to plough through every month. Why do they need them returned? Each year Sega makes more money than several small European states. Journalists are here to do them a favour by giving their games coverage. You have to treat us like a lover. Caress us, cuddle us, talk to us in the morning. So basically, Sega, "BEHAVE!"

Oh yeah, the two games in question are crap as well. DOM DIAMOND

CHARTS

SNES

1. INTERNATIONAL SUPERSTAR SOCCER — Konami
2. UNIRALLY — Nintendo
3. SUPER PUNCH OUT — Nintendo
4. SECRET OF MANA — Nintendo
5. DONKEY KONG COUNTRY — Nintendo
6. RETURN OF THE JEDI — JVC
7. STAR TREK: FUTURES PAST — MicroProse
8. NBA JAM T.E — Acclaim
9. CANNON FODDER — Virgin
10. DESERT FIGHTER — US Gold

MEGA DRIVE

1. BRIAN LARA'S CRICKET — CodeMasters
2. RUGBY WORLD CUP — Electronic Arts
3. FIFA SOCCER '95 — Electronic Arts
4. JIMMY WHITE'S SNOOKER — Virgin
5. 32X MORTAL KOMBAT 2 — Acclaim
6. METAL HEAD — Sega
7. NBA ACTION 95 — Sega
8. PGA TOUR GOLF 3 — Electronic Arts
9. NBA JAM T.E — Acclaim
10. STRIKER — Sega

AMIGA

1. SUPER SKIDMARKS — Guildhall
2. MAN UTD THE DOUBLE — Krisalis
3. ULTIMATE SOCCER MANAGER — Daze
4. SENSIBLE WORLD OF SOCCER — Virgin
5. PINBALL ILLUSIONS — 21st Century
6. THEME PARK — Electronic Arts
7. FIFA SOCCER — Electronic Arts
8. ALL TERRAIN RACING — Team 17
9. ROADKILL — Guildhall
10. BEAU JOLLY COMPILATION — Virgin

PC

1. FULL THROTTLE — Virgin
2. FLIGHT OF THE AMAZON QUEEN — Warners Interactive
3. PSYCHO PINBALL — CodeMasters
4. FIRST ENCOUNTERS — Gametek
5. DISCWORLD — Psygnosis

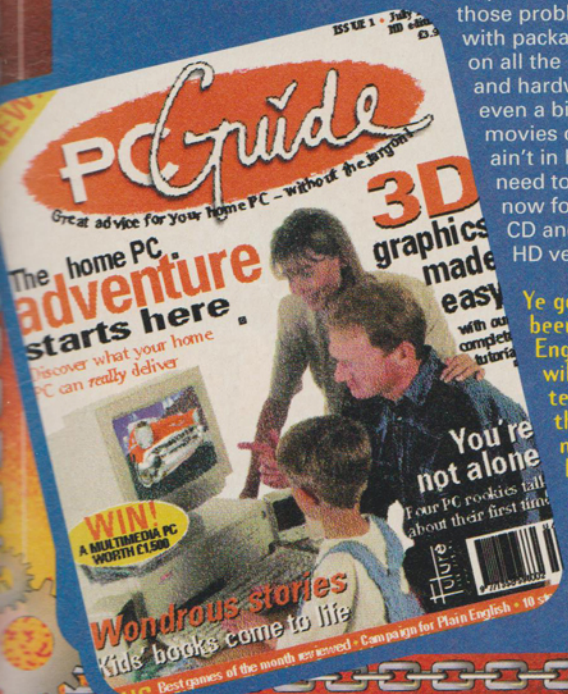
3DO

1. GEX — BMG
2. RETURN FIRE — 3DO
3. VR STALKER — BMG
4. WAY OF THE WARRIORS — Interplay
5. THE NEED FOR SPEED — Electronic Arts

PC GUIDE DOG

Take a look at that cover down there. If you've got a PC then you are probably crying out for something like this. You see it's been produced by the same people who make the very mag that you are reading now. That's right. This mag is produced in an office not unlike ours (except they haven't got all the cool consoles that we have and we play better music) and is being aimed right at you.

It's packed with features like a rookie's guide to messing about with your PC, a solution to all those problems you have with packages plus features on all the latest software and hardware. There's even a bit on playing movies on your PC. If it ain't in here, you don't need to know it. It's out now for £4.99 for the CD and £3.99 for the HD version.



Ye gods it's even been written in English, not all that wibbly wobbly techno rubbish that most PC mags are full of. How can you live without it? Go on, buy it. We told them you would. Don't make us liars.

WIN!

Chewits. Don't ya just love 'em. The way your mouth feels like it's being tackled by an entire rugby team when you put three or four of them in your mouth at the same time. Especially the lemonade flavour ones. The latest batch of Chewits have been sporting a smart offer to join a special software club.

We've got together with the Chewits people to bring you this great competition. Our three winners will each receive a Fizzy Chewits bundle including a sports bag, watch, baseball cap, packs of Fizzy Chewits, mousemat and a copy of *Tracksuit Manager 2* on A1200 or PC. There are also 60 mousemats for the runners up.

All you have to do is answer a question and send it in to FIZZICAL ASSAULT, GamesMaster Mag, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.

What is our fave flavour?
a) Lemonade? b) Cola?
c) Apple?

E3 NINTENDO GOES TO HOLLYWOOD

At E3 show Nintendo pulled off one of the shocks of the year. They announced one of the hottest ever line ups for the SNES. Just get your head around this little lot.

EARTHWORM JIM 2

Release: October

Much as we hate to say we told you so, we did. We told you that this was on the way several months ago. You heard it here first. The Shiny boys have almost finished the follow up to last year's hit. If you thought the first game had a dumb storyline just wait until you see this.

We won't go into it now for fear of driving you completely insane but we can tell you some of the new stuff in the game. Shiny are using a new animation technique to get motion picture quality to go with their new rendered characters. Jim and his sidekick Snott have new hidden moves. Jim can even use Snott as a swing or parachute to help him through the new levels. He also has a total of seven different guns to use. Most scary of all is the news that Earthworm Jim: The Movie is on the way. God help us.

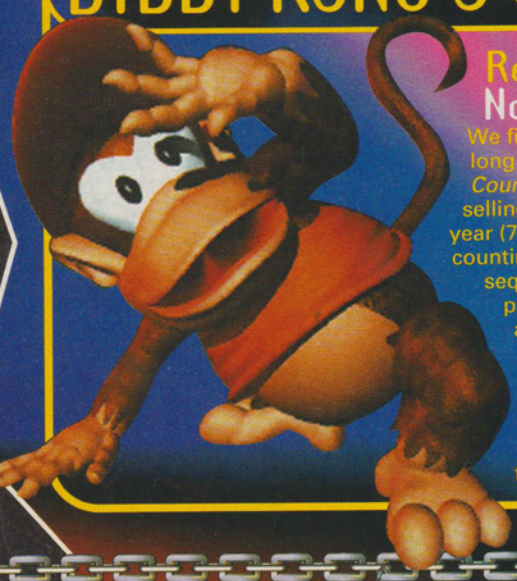
VIRTUAL BOY

Release: August

The Virtual Boy is finally starting to catch on. The new 32bit system got a poor reception when it was announced in Japan but here in America things look brighter. For $180 you can get hooked into the most advanced portable system anywhere. For a start you don't need a TV. Just look through the goggles and you enter a virtual world. Well, that's what Nintendo call it. We prefer to call it a red on black 3D two colour screen.

Nintendo seem quite keen on it though. They call it a unique gameplay experience and they've put £25 million into pushing it. Games available at launch will be *Teleroboxer* (a boxing game), *Galactic Pinball*, *Mario Clash*, *Mario's Dream Tennis* and *Red Alarm* (a space shoot-em-up). There are also 100 third party developers working on titles for it now. A UK release date has not yet been confirmed.

DONKEY KONG COUNTRY2: DIDDY KONG'S QUEST



Release: November

We figured it wouldn't be long before *Donkey Kong Country*, the biggest selling SNES game of last year (7.5 million copies and counting), spawned a sequel. This is being produced by Rare again, only this time they reckon they have got an even more powerful system than before. They're claiming that they now have better special effects than ever.

The plot is predictably weak. Donkey Kong has been kidnapped (or kongnapped as Nintendo insist on calling it) and his little buddy Diddy has to rescue him. This time around though Diddy has got himself a girlfriend, Dixie, to help him through the 100+ levels. The game is teeming with new features and the graphics are supposed to make *DKC* look out of date. There is also more interaction with your co-character, so she isn't there purely for decoration.

Anyone fancy betting against this going to number one the very second it's released?

KILLER INSTINCT

Release: August

Killer Instinct rocked the arcades in more ways than one when it was released months ago. Now Nintendo have rocked everyone with their announcement that they have got *Killer* lined up for release on the SNES this August.

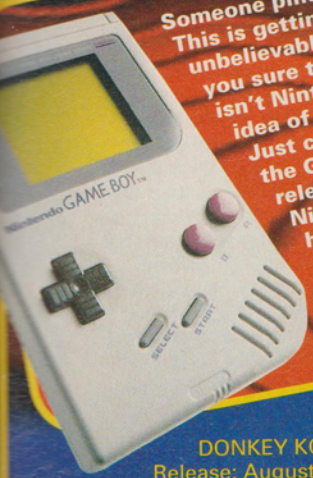
The arcade version used Silicon Graphics technology to produce those mind blowing graphics and Rare in the UK have somehow managed to cram it all onto a monster 32MBit cart. The characters look as good as the arcade and the backgrounds have been designed especially for this version.

Everything else from the arcade machine has been included, from those awesome combos to finishing moves and that weirdo two-headed Eyedol geezer.

The first two million copies of the game are also being bundled with a free CD featuring the in-game music.

Now that will really, *really* annoy your Mega Drive owning neighbour.

GAMEBOY



Someone pinch me. This is getting unbelievable. Are you sure this isn't Nintendo's idea of a joke? Just check out the Game Boy releases that Nintendo have planned for the coming year.

STREET FIGHTER 2
Release: TBA
Yep, that's right. Streetfighter 2, as in Guile, Ken, Ryu, Chunners, Bison and all that. Straight up. No one saw that one coming. Did they?

MARIO'S PICROSS
Release: August
A pure logic puzzle game featuring over 250 mind-bending levels.

DONKEY KONG LAND
Release: August
Take that DKC advanced graphics technology and stuff it onto a Game Boy cart. Here's the result.

ARCADE CLASSICS
Release: September
Two crusty old arcade games on one cart. Choose between Asteroids and Missile Command or Centipede and Millipede.

KILLER INSTINCT
Release: August
Now this has to be a joke, surely. It's supposed to be coming out at the same time as the SNES version. Nintendo must have a miracle worker.

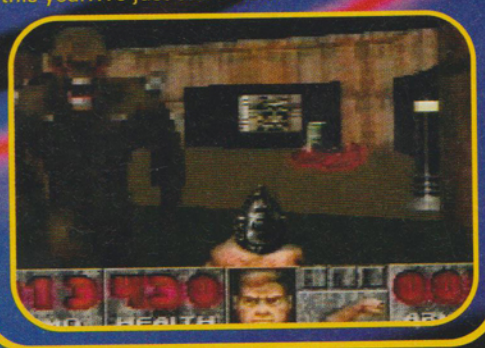
DOOM

Release: September

If ever there was a game they said could never happen, this is it. The greatest gorefest ever to appear on a disk is now set to hit the carts, big time. Forget the crumbly 32X version, the good old SNES looks set to offer the hottest version of the bunch.

In case you've had you head buried in the sand for the last couple of years and don't actually know what *Doom* is, it's just the best thing ever. You view the action from a first person (into the screen) perspective as you wander around corridors and rooms blowing away aliens, mutants and zombies using whatever weapons you manage to lay your hands on. It's extremely gory, extremely violent and extremely good. The PC, Jaguar and 32X versions have all been huge hits and this one is guaranteed to drag you back to the shops.

The game's being produced by Sculptured Software and is due to hit later this year.We just can't wait.



WE'RE NOT DONE YET

These big four titles and the GameBoy boosters aside there are tons of great games on the way, just check out the forthcoming titles on this little list. Not bad.

MORTAL KOMBAT 3
If you don't know all there is to know about this game yet then you haven't been paying attention and you're not really worth telling, are you?

SPOT GOES TO HOLLYWOOD
Your favourite dot is back in a platform game based on some of the greatest films in history, so Streetfighter: The Movie won't be in there then. The early shots look, er, cool.

CONVERSE HARDCORE HOOPS
A three-on-three street basketball game.

PHANTOM 2040
Another game based on a dodgy American cartoon hero.

ZOOP
A bonkers out of its head puzzle game.

GARGOYLES
After Pinocchio this is the next Disney thing. Don't expect anything new though.

POCAHONTAS
The same goes for this.

MEGA MAN X3
More sequels than the Friday 13th movies and about as much variety as well.

PRIMAL RAGE
Expect to see more on the dinosaur beat-em-up in the next issue of GM.

REVOLUTION X
American rockers Aerosmith appear in an *Operation Wolf* style shoot-em-up.

E3

DEATH AND RETURN OF THE ULTRA 64

ULTRA 64

NINTENDO'S BIG BOY

Without doubt the biggest news at the E3 show was about the Ultra 64. It will not be coming out this year, as originally planned. Nintendo have delayed the release of the system until April 1996, giving the opposition almost a year's head start, although they are confident that they will eat the PlayStation and Saturn for breakfast. The good news is that the European launch will be almost simultaneous with the US debut.

The machine has been in development for 19 months and has been seemingly dogged with problems from the start. The Ultra's 64bit technology (the result of a deal between Nintendo and Silicon Graphics) has now been completed and will launch at the $250 price point which Nintendo love.

Nintendo's reasons for the delay are quite simple. They want the maximum number of great titles ready for the launch. In their own words, "We don't want to do a 3D0 or a Jaguar". Howard Lincoln, top dog at Nintendo US, explained the delay to GM, "It's this never ending quest for better games that's really behind our decision to move the introduction of Nintendo Ultra 64 in North America and Europe until next April. I can tell you that Silicon Graphics and Nintendo have created an extraordinarily powerful new hardware platform. This means that the quality of video games now under development for Ultra 64 must be that much better." From that you can assume that when the machine hits the shelves you're going to have loads of titles to choose from. Just cast you eyes over the Wot No Games box to see what's on offer.

WOT NO GAMES?

DOOM – The ultimate version of the ultimate game. Just imagine those Silicon Graphics rendered zombies. Gimme gimme gimme.

PILOTWINGS 2 – Mario creator Miyamoto's new project promises to be a stunner.

KILLER INSTINCT – Like you really need us to tell you about this one. The first arcade game to use Ultra technology.

CRUISIN' USA – And here's the second. A top racing game with multi-player options.

RED BARON – Top World War One flight and fight simulator from flight sim specialists Sierra.

MORTAL KOMBAT 3 – A top GM matey geezer has told us that the Ultra *MK3* will be better than any other version, including the arcade. It will be packed with features exclusive to the Ultra to make use of all that extra power.

AKIRA – Based on the first Manga cartoon to make it big.

ALIEN TRILOGY – The one that sci-fi fans the world over are waiting for. Using state of the art graphics technology this will be a big one.

FINAL FANTASY 8 – The most popular RPG series in history gets the Ultra treatment.

WATERWORLD – Based on the already doomed film starring Kevin Costner, coming from Ocean but could be dodgy.

THE RIDE OF YOUR LIFE

Alton Towers
Where The Magic Never Ends!

There isn't much that competes with the fast, furious in-yer-face world. Until now. Alton Towers, the purveyors of the best rides in the country now have an awesome range of thrills at their disposal.

NEMESIS

Nemesis will take you on a journey to the very limit of your senses as, unlike any other ride in Europe, you ride outside the loop of its chillingly alien-like skeletal framework! As it twists and writhes, swooping through narrow ravines and tunnels, riders will be subjected to loops, stall turns, four seconds of weightlessnes and be pulled by four times the force of gravity! And to ensure the adrenaline never stops pumping this is experienced from an open ski-lift type chair, suspended below the track, in which your legs will hang free! Riders will feel as if they're flying.

Alton Towers are offering a fantastic 2 for 1 ticket deal exclusively with GamesMaster Magazine. Simply cut out the coupon from this page and present it to any pay booth at the main entrance of Alton Towers for a free Alton Towers ticket when accompanied by a person paying an equivalent full priced ticket value. Please check with your parent or guardian if you are under 14 years of age and will be unaccompanied when visiting Alton Towers. Call 0990 20 40 60 for further details.

THE GAMESMASTER 2 FOR 1 COUPON

Terms and Conditions

1. A child's ticket admits one person aged between 4 and 13 years inclusive. An adult's ticket admits one person aged 14 years and over.
2. This coupon admits one free adult or free child when accompanied by a child or adult paying the equivalent full single-day price. Eg free child when accompanying a full paying child; free adult when accompanying a full paying adult.
3. This offer cannot be used in conjunction with any other Alton Towers promotion, special offer or inclusive coach or British Rail offer. Car visitors only.
4. Alton Towers reserve the right to refuse admission to visitors who contravene the park regulations which are displayed at the admission kiosk.
5. Coupon valid until 27th October 1995.
6. No cash alternative, in whole or part, will be offered in lieu of the special offer. No photocopies accepted.
7. You must be at least 1.4m tall to ride Nemesis.

Alton Towers
Where The Magic Never Ends!

GAMES MASTER

E3 SEGA FIGHTI

SEGA HAVE BEEN AS BUSY AS ANYON

Nintendo weren't the only ones announcing some pretty big games. Sega don't like to take a supporting role to anyone and here's the line up that they think will rule this year.

SEGA

Virtua Fighter - 32X

Release: July/August

Sega's biggest games announcement was definitely *Virtua Fighter* for the 32X. If ever a system needed a boost, the 32X does and this could be the game to deliver it. It's been a huge hit in the arcades and on the Saturn and the developers are confident that they have pulled off another near perfect copy. Some of the speech and sound effects have been sacrificed to keep the speed and animation at their very best.

It retains the changing perspective that wowed people in the arcades and has got over 700 moves included. It's coming on a whopping 32Mbit cart which makes it the biggest 32X game ever. If Sega pull this one off well then they have a real winner on their hands.

Rayman - 32X

Release: Summer

This is Ubisoft's attempt to make the cutest videogame in history. It's a non-linear platform game featuring the cutest characters you will ever see and some of the best animation attempted in a cartoon game. *Rayman* has 60 levels and 50 characters to deal with and for once it's not another platform game where you just jump around. This has a little bit of strategy involved as well because *Rayman* develops different attributes as the game progresses. *Rayman* is seriously looking to put the fun back into video games with a totally non-violent, cute approach. The Jaguar version will also be released soon.

COMES OUT NG

X-perts - Mega Drive

Release: Summer 96

Sega claim that *X-Perts* takes the graphics of *DKC* and mixes them with a *Streets of Rage* style of game. Shadow from *Eternal Champions* leads a merry bunch of ass-kickers against a terrorist with a nuclear bomb in his hands. The game comes on a huge 40Mbit cart and uses the latest in animation technology, but don't they all these days. With these great graphics and popular gameplay (all the *Streets of Rage* games have sold well) this could be the one to watch for.

Garfield - Mega Drive

Release: Autumn

America's favourite stuffed toy makes another appearance in a video game. You don't have to worry about missing the first, it was crap. This time around Garf has fallen asleep in front of the TV and wakes up in a TV adventure. Hmm. You get to romp through levels as unlikely as Count Slobula and Catsablanca which, apparently, are loaded with moves, enemies and special bonus things. Sega Europe are positive that this is going to be one of their big games of the year. The game combines action and comedy, something which hasn't really been done before so it should be interesting at least.

Eternal Champions CD - Mega CD

Release: Summer 96

This goriest of gory beat-em-ups has been delayed again. This time due to certain objections that have been raised about the content. At least it wasn't the blood and violence that they objected to, only the use of innocent little shurikens, which just happen to be completely illegal in this country. Yeah we know, they've appeared in hundreds of games before but the censors have sat up and taken notice of this one. When it does finally emerge though it's still going to be a killer beat-em-up with tons of hidden special moves and other features. Look out for it, if you dare.

THERE'S MORE

BATMAN & ROBIN (MD)
Based on the animated TV series the camp, sorry caped crusaders battle against the usual evil gits that live in Gotham City. I'd move if I were you, mate.

VECTORMAN (MD)
The earth's an abandoned toxic waste dump and the robots in charge of it are revolting. Yes they are rather aren't they? Heh heh. In this 3D platform shooter thing you play a robot called Vectorman who has to, oh you can probably work it out for yourself.

VR TROOPERS (MD)
Good news. Power Rangers is no longer the worst TV series in history. VR Troopers is. And it's made by the same people. And now it's a game. Anyone wanna bet that it's not as bad as *Power Rangers*?

POWER RANGERS: THE MOVIE (MD)
Hmm, enough said.

VIRTUAL HAMSTER (32X)
BE a skateboard riding hamster with a jetpack on your back. And I thought it couldn't get more ridiculous than a spikey blue hedgehog.

RACHET & BOLT (32X)
This sounds kind of like a robot version of Starsky and Hutch. It also features the biggest videogame boss in known history. He's over 30 screens tall. Between them the good guys have over 33 weapons and loads of attack moves. Sounds like a laugh to us.

NEXT GENERATION

Planet PlayStation

may not sound like a planet (and it isn't), but its games make us feel over the moon (crap joke).

SONY'S LINE-UP

ESPN Extreme Games

Imagine *Road Rash*, but instead of motorbikes you're racing on mountain bikes, street luges, roller blades and skateboards. Not bad. This game has the potential to become an immediate classic, just because of the American style of the whole shebang. But of course, if the racing isn't that challenging, it could also be a loser. A two-player option is a must on these kind of games, and speed is essential. Let's hope it has both.

Virus

Based on the coin-op that is due for release in America sometime late summer, *Virus* is a bizarre first-person acradey shooter. You're based in some kind of battle cruiser, you have access to a huge array of weapons – most of which have yet to be invented in the known world – and you have to shoot everything down. Sounds OK to us.

Razorwing

Enter a game with four different worlds and 3D terrains that'll make your jaw drop. Choose one out of three armoured hovering vehicles (as in Psygnosis' *WipeOut*) and shoot the enemy. But, ah-ha, that's not all there is to this game. A very heavy strategic element has been included, something which could certainly add to the longevity of the game.

The Saturn

has landed in the States, and there are pots of games ready to spin round Sega's Next Generation super console.

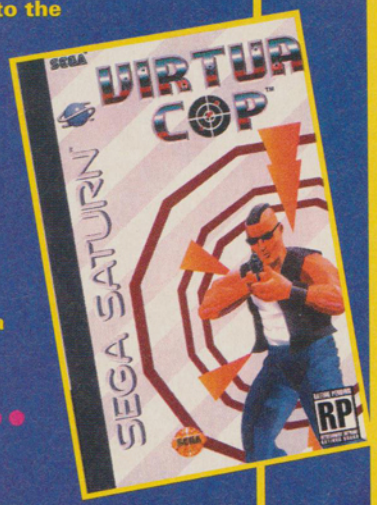
SEGA'S BABIES

Worldwide Soccer

Cast your minds back to our review of *Victory Goal* on the Saturn. Well, *Worldwide Soccer* is an improved version. Soccer sims are certainly starting to look more and more like the real thing, but will the gameplay follow the graphical improvement? When we first saw the import version there was no doubt that it wasn't as fun to play as *International Superstar Soccer* on the SNES or even *FIFA '95* on the Mega Drive. But *Worldwide Soccer* has been tweaked, and we're looking forward to the final version.

Virtua Cop

This top arcade hit follows in the footsteps of other Sega arcade conversions like *Daytona USA* and *Virtua Fighter*. The screen shots we've seen so far definitely prove that there is mileage in the rumour that *Virtua Cop* is arcade perfect. But then again, *Daytona USA* was also rumoured to be just that. And it wasn't. To play *Virtua Cop*, Sega are going to have to come out with a big gun, because there simply won't be any point without one.



BUG!

Now Sega would not be Sega if they didn't come out with some cute characters in a platform game, would they? Even though the Saturn is being targeted at an older audience, the Japanese giants have developed a platform game in which you kill things, walk a bit (there's some great walking upside-down bits) in a 3D environment. Let's just hope it's a little bigger than their other platformer, *Clockwork Knight*.

Virtua Fighter 2

Yep, following on from their stunning conversion of *Virtua Fighter*, Sega are tackling *Virtua Fighter 2*. If they get as close as they did last time then this will be great.

And the rest...

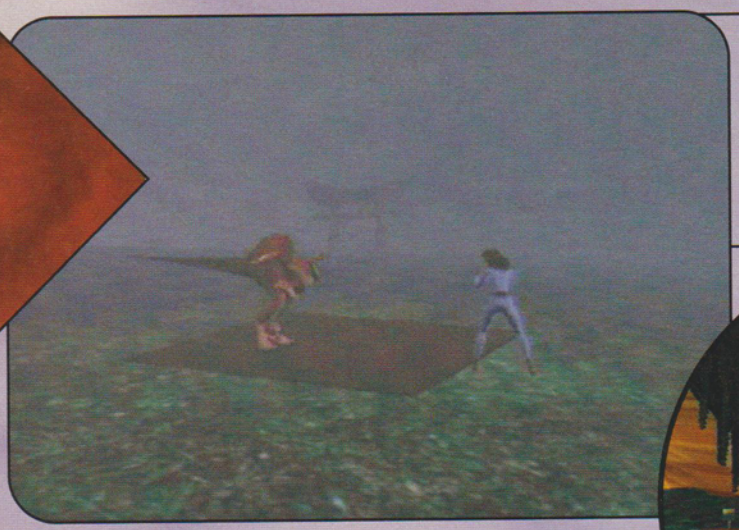
Of course, these games are not the only ones planned for the launch of the Next Gen. The Saturn also has *Black Fire*, a 3D helicopter blasting sim, *Free Runner*, where you become an internet hacker, and *Ghen War*, where you don a natty Hypersuit and have many a dangerous adventure in it.

The PlayStation has *WarHawk*, where you fly high-tech crafts in the future and *Twisted Metal*, in which you pick any vehicle from a cop car to an ice-cream van, and kill thugs.

Loads of sports

No less than three American sports games were on show in Los Angeles. We saw *NBA Action*, *NFL PrimeTime Football* and *Grand Slam Baseball*. All three games look like spruced up versions of a number of games we've all seen before on the SNES and Mega Drive, the graphics obviously showing off the Saturn's capabilities. But as always with sport sims, the gameplay will make 'em or break 'em. Stay tuned.

Close-up detail is a trade-mark of M2.



M2's hardware has all sorts of cleverness technology built-in, like this super-realistic fog effect.

Another complex and difficult-to-explain feature is the hi-res texture-mapping. You can actually see *between* the fronds on the palm leaves.

For UK gamers, 3DO still feels like a 'next gen' machine, yet the first Panasonic consoles have been around in the US for two years now, and already the technology is starting to date. Upgrade time.

But this time, instead of ditching your FZ-1, handing it over to your kid brother to wreck, or flogging it in the local Trade-It paper, you'll simply be able to plug in the extra hardware to bring your 3DO bang up to date. It's called M2 (originally codenamed Bulldog) and is due to go on sale in America this very Christmas.

And when The 3DO Company say upgrade they aren't kidding. M2 is at least SEVEN times more powerful than Sony's PlayStation, a good deal faster than the mythological Ultra 64 and can even outdraw Sega's Model 2 coin-op board – the technology behind *Daytona USA*! It is, in a word, hard. In a fight between M2, PlayStation, Saturn and Ultra 64, M2 would be breaking faces with one hand tied behind its back.

At the heart of the beast that is M2 lies a PowerPC 602 RISC chip rated at 66MHz (v. quick), plus no less than TEN custom co-processors. It also boasts 6Mb of on-board memory and built in MPEG1 comatibility (so it can play Video CDs like Philips' CD-i system). What this means is that M2 can generate the sort of graphics seen in the *coin-op* versions of *Ridge Racer* and *Virtua Fighter 2*. It can plot a million polygons and draw 100 million pixels every single second. It can produce fog effects, transparency and has a clever system called MIP-mapping, so that polygons stay detailed and don't distort, even up close.

The first demonstrations of M2's raw processing power are real eyebrow-raisers. A fully-rendered velociraptor fights against a kung-fu kicking girl in a foggy arena – as the camera zooms in, the characters become clearer; as it zooms out they disappear into the murk. Another demo shows a yacht sailing around an island set against steep cliffs. And everything is rendered real-time: the yacht, the cliffs, the palm trees, the waves, a jumping dolphin – and as the sun goes down, the yacht's spotlight shines against the craggy rockface. Impressive and no mistake.

So, obvious fact number 1: M2 is awesomely powerful. But what's the point of having a V12 Ferrari and no-where to go? M2 needs games to show off. The 3DO company's strategy is to form a 'Dream Team' of a dozen developers who each have access to the technology and are working on games in preparation for the US launch. But with a December on-sale date the Dream Team have just six months to produce some killer titles – and so far no-one has seen or heard of a single game.

M2 is SEVEN times more powerful than Sony's PlayStation

It's planned that M2 will hit US stores with a price tag of $399 (around £260) although no price has been set for the UK as yet (no doubt we'll be stitched up a treat). The unit plugs into the AV expansion port but to be honest, it uses very little of the original chipset. M2's silicon is so far ahead of current 3DO technology, all it can usefully employ is the CD-drive (one of the most expensive bits), a few data paths and the TV modulator. Sort of like plugging a Jaguar into the Jag CD.

The big news is that most of the original 3DO backers are still behind the project and Philips may be joining the 3DO bandwagon – very good news for 3DO as a standard, as the Dutch company is, like, *huge*. And good news for Philips as their CD-i is, like, *pump*.

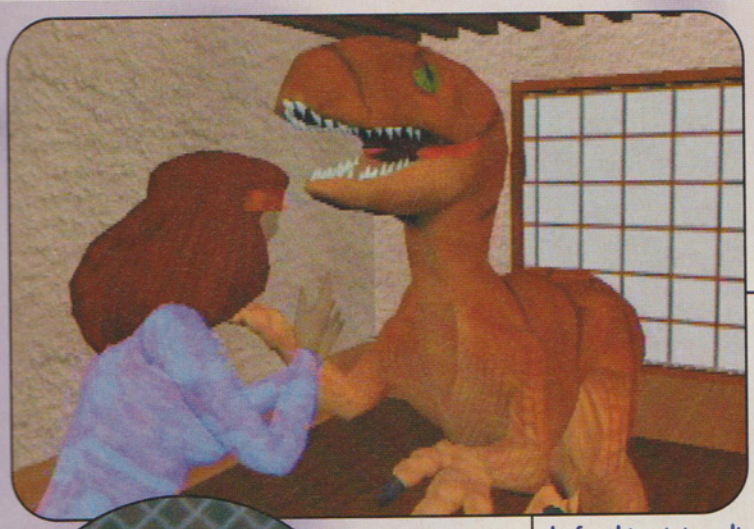
Whichever brand name they appear under, you can bet that stand-alone M2 3DOs will be available soon after launch – say hi to the next 'next generation'.

THE TECH-SPECS

M2 technical bits
It is a true fact that no-one really knows what M2 can do. Certainly not us. However, with GamesMaster's handy cut-out-'n'-keep tech-specs, you can bluff your way against even the most technically boring gamers.

WHAT'S INSIDE THEN?
A custom PowerPC 602 RISC chip running at 66MHz – This is a dead fast chip; it can perform 132 million floating-point operations every second. Which is a lot.
Ten custom co-processors – The other chips that produce the graphics and do all the clever-dickery like transparency and shading and that.
6Mb SDRAM and ROM – Static Dynamic RAM that is. It's like normal RAM only quicker and more expensive. The ROM holds the information to make it all run properly, and put a spinny 3DO logo on screen when you turn on.
A 64-bit memory sub-system bus – This moves the data around inside the memory. And does it bloody quick an' all.
528Mb/second bus bandwidth This is a measure of how fast data moves around between the CPU, co-processors and the memory. This is VERY FAST.

WHAT CAN IT DO THEN?
Plot 1 million polygons per second – This is the sort of 3D performance usually found in high-end coin-ops. And you thought the PlayStation was nippy...
Draw 100 million pixels per second – Absurdly quick drawing potential. If you could do this you would be very rich and famous. And be married to Pamela Anderson no doubt.
Texture-mapping – Right, get this. M2 has destination-based rendering (whatever that is), hardware texture decompression (ditto), linear, bi-linear, tri-linear and point-sampled filtering. Blimey! (Basically, it can colour-in polygons very, very quickly).



Left: this ninja v dino demo is a realtime show of M2's power. Right: a demo of anti-aliased MIP-mapping. We *think*...

Oh, very clever. See the way the wire fence has been thrown out of focus – like it's right up close to the camera.

Some said that 3DO had launched their machine too early and that new machines would sideline it. But 3DO has different ideas and GamesMaster were shown the next phase of their plan...

MIP-mapping – A maths-intensive routine that produces multiple detail levels depending how close to the subject you are. You know how 3DO objects get sort of pixelly and blocky when you zoom in? Not any more.
Gouraud shading – Named after some clever French bloke who invented crayons. Or something. M2 can shade things like when a ball is paler at the top and darker at the bottom. Same thing.
Hardware Z-buffering – 3D objects are plotted using X, Y and Z coordinates. Having Z-buffering enables M2 to 'clip' 3D objects properly so that polygons don't overlap – like in *Virtua Fighter*.
Alpha channel effects – The alpha channel is a (insert complicated sentence here) and it allows M2 to produce effects like fog, depth cueing and transparency.

WHAT WILL IT SOUND LIKE?

66MHz DSP – A very fast Digital Sound processor for top sound effects. And music.
32 channels – And every one has hardware decompression and interpolation (so you can store lots of sound in very little space).
44.1KHz sound – Same sampling rate as used on CDs. So it'll be just like listening to a CD.

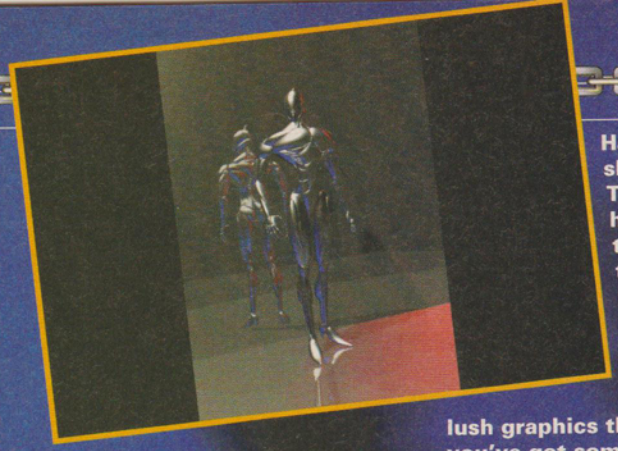
WHAT ABOUT GRAPHICS?

640x480 16-bit screen resolution – M2 can display 307,200 pixels with thousands of colour on screen. That's similar to a PC SVGA screen.
320x200 24-bit screen resolution – M2 can display 64,000 pixels with millions of colours on screen. About a quarter the resolution of a TV. Good for showing video footage.
MPEG1 video built-in – No buying a plug-in pack to watch Video Cds – just pop 'em in and watch movies. Like VHS video. Only a bit pixellier.
JPEG graphic support – The bit that decompresses MPEG video can also handle JPEG pictures, which are better quality but still images.

WHAT DOES IT LOOK LIKE?

Not a clue – We haven't seen one yet. There's a good chance it will be black and a bit boring.

RISE OF THE ROBOTS 2



FROM – MIRAGE
FOR – MULTI-FORMAT
PRICE – £TBA
AVAILABLE – TBA

We don't know whether you remember or not, but *Rise of the Robots* was quite possibly the most eagerly awaited and intensively hyped game ever. Unfortunately it was also one of the worst, and we gave it the unreserved slagging it undeniably deserved. Sadly, lots of people still got taken in by the beautiful visuals and there must have been more than a few punters who wish they'd listened to us.

And, Aaargh, it's back. They've done another one.

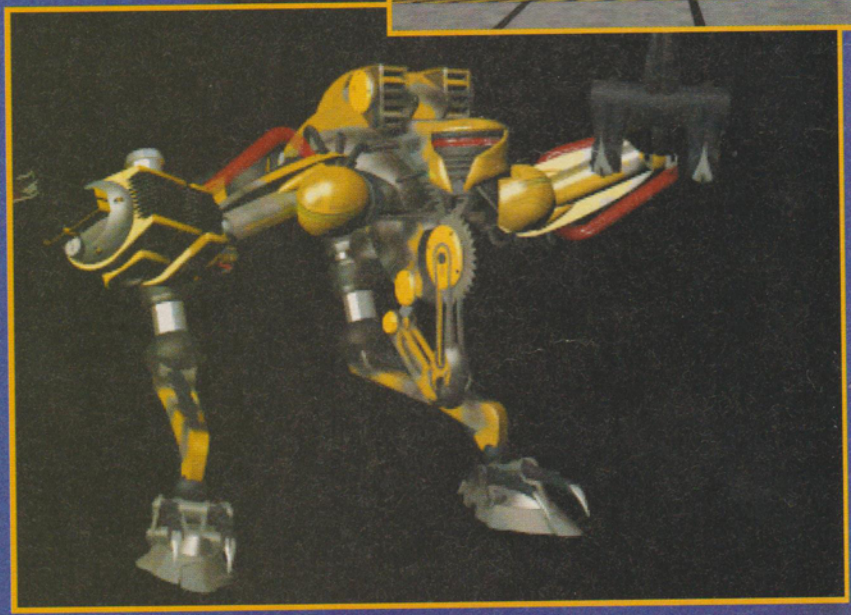
Rise of the Robots was never an ugly game, we'll give it that, and it looks as though its little brother has inherited plenty of those lovely rendered sequences. But has it got the family crapness? Eh?

Have they no shame? But, wait. The makers can hardly have failed to be affected by the criticism their baby got and now's their chance to make amends.

We'll keep the lush graphics thanks, but unless you've got some pretty massively improved gameplay to show us then you'd better get out, Mr *Rise of the Robots 2*.

We're sceptical after the last time, but we're fair minded folk here and we'll be letting you know what it's like just as soon as we can.

WILL



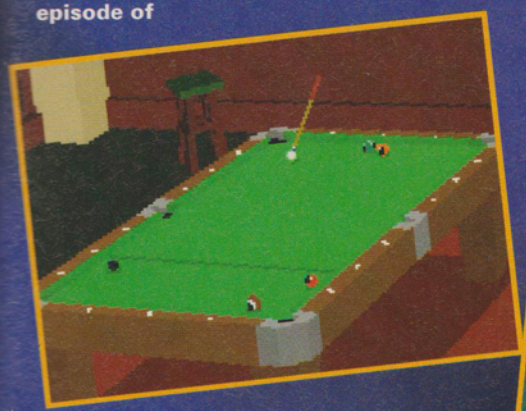
VIRTUAL POOL

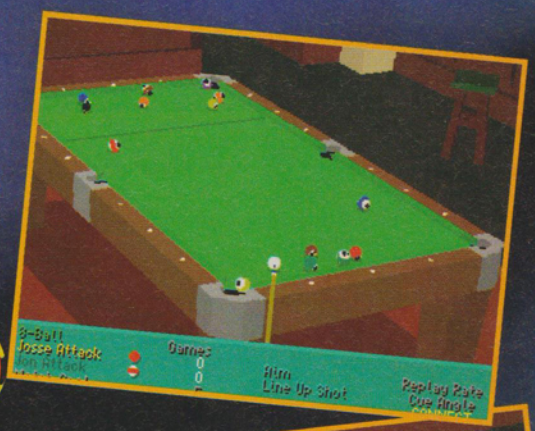
FROM – INTERPLAY
FOR – PC CD-ROM
PRICE – £45
AVAILABLE – JULY

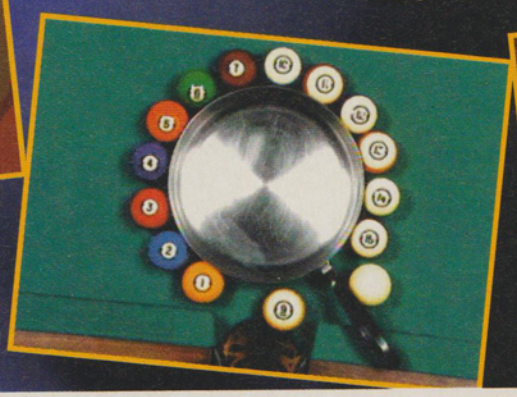
Pool games pop up on every system – and with the exception of Archer Maclean's efforts, they're all average at best. But Interplay's hot new PC game looks like turning that particular episode of history on its head. And spanking its bare bottom.

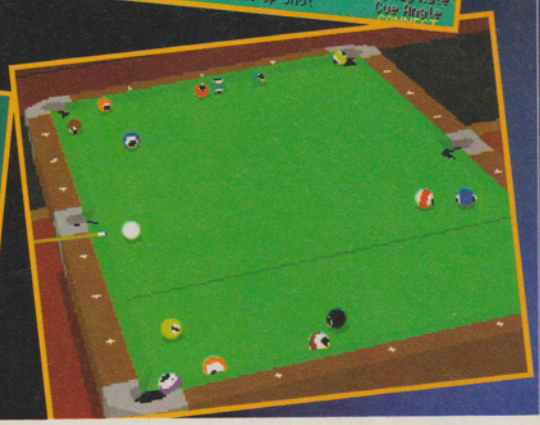
Virtual Pool, you see, looks brilliant. You can view a simulated pool table in either VGA or breath-taking SVGA graphics modes from literally anywhere within a simulated pool hall. Yep, anywhere – under the table, above the fans, behind the cue, behind the balls, even in the pocket.

It's American but the wide range of game options meanS that without too much menu-trawling you can set up a game that roughly equates to what you'd play down the pub. WILL GROVES









It's got just about everything proper pool has, except players, oddly. You seem to be invisible. And you're wasting your time playing pool?

–An Exclusive Offer to Games Master Readers–

If extremity of language, pictures & music is your thing - and you don't mind a bit of blood - then why not take advantage of proving (or disproving) the accusation that shoot 'em up games users love a bit of thrash / death / speed metal to provide the correct sonic backdrop to their game playing.

As the most brutal /uncompromising thrash /death metal band on earth SLAYER (and their Record label) are interested in exploring the correlation between violent games & brutal music. So, fill in the coupon below & return it (free) to the address below and you could be one of a bunch of 'guinea pigs' to not only win tons of awesome SLAYER swag, but also to meet the band when they appear back in the UK in Autumn. Watch this space for future (even more intense) SLAYER promotions.

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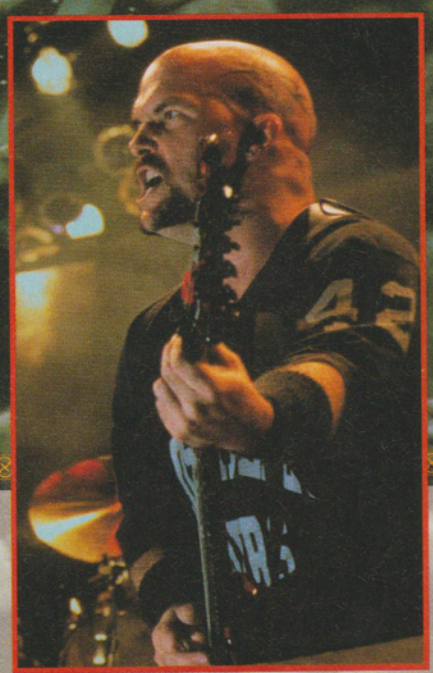

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Address .....

..... Postcode ..... Age .....

Fav band other than SLAYER? .....

Do you own any other SLAYER records? ..... Would you like SLAYER full discography ☐ yes

WORLD MASTERS GOLF

FOR - SNES
FROM - VIRGIN INTERACTIVE

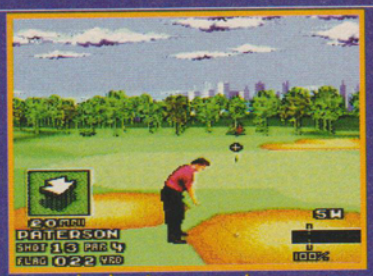
AVAILABLE - SEPTEMBER
PRICE - £49.99

Hoo-bloody-ray, a brand new golfing experience on the SNES. Just what we need. Golf games, like tennis games, are fundamentally pretty simple and have been virtually perfected before, gameplay-wise. It's generally a question of balancing the game so that, like *PGA*, it's not too hard and it's not too easy. You should feel a challenge but you should also see your handicap going down.

Apart from that it's all trimmings - not that we've got anything against a game tarting itself up. On the contrary, if a game plays well and looks good, then we'll just love it to pieces.

Worldmaster's offers all the usual options and trimmings, but will it surpass *PGA* and capture that lucrative cardigan and slippers market?

WILL GROVES



Just a little chip onto the green and Bob's your uncle.

There's all the usual 3D views of the course.

It's hard to see what *Worldmaster's Golf* can offer to a fully explored genre. None of these shots show anything breathtakingly original. Still, we'll give it a go.

COBRA

FOR - MEGA CD
FROM - HUDSONSOFT

AVAILABLE - JULY
PRICE - £TBA

Here's a riddle for ya. What's a game, but not a game? *Cobra*, that's what. In the words of Hudsonsoft it's a sort of interactive comic game type thing.

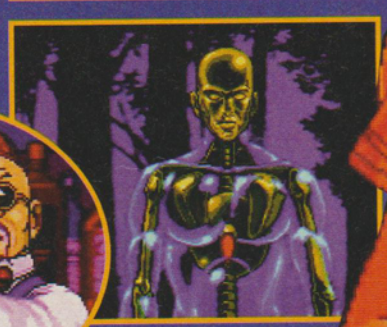
The Cobra comics and videos are a huge hit in Japan where this no doubt will be a scorching success. The main character is some sort of loveable rogue who happens to have a huge gun in the place of one of his arms. The problem is that whenever he fires it the bounty hunters who are chasing him know where he is.

In the game you are presented with a series of screens and occasionally you have to choose an option. If you imagine an RPG like *Snatcher* but take most of the actual game away, then you have *Cobra*. The feel is supposed to be like flicking through the pages of a comic except you decide what the hero does next.

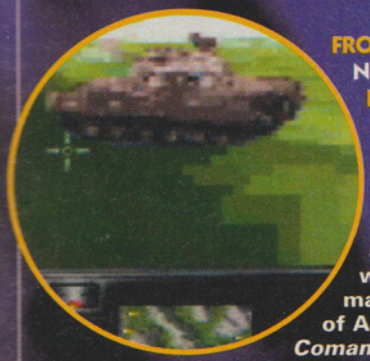
From what we have seen it's an ideal way for any comic buff to while away those long winter evenings (*especially as we're in the summer now* - Will). There's not much in the way of action but it has got quite a compelling storyline to keep you involved. I don't know quite how this will go down when we review it as it is unlike any other game (and we don't use that term loosely, y'know).

LES ELLIS

Cobra gets the girl after viciously stabbing someone in a bar.


This looks more like something out of one of those weird UFO books.

COMANCHE



FROM – NINTENDO US
FOR – SNES
PRICE – £45
AVAILABLE – TBA

Just for anyone who watched too many episodes of Airwolf here's *Comanche*. Nintendo's planned release is a helicopter flight and fight sim that has more to offer than any other flight sim. Come to think of it, there aren't any decent flight sims on the SNES so this could very well be the first of a kind.

Comanche puts you in control of a high-tech helicopter carrying out those missions that only ever happen in those hero war movies or in the pages of Tom Clancy or Craig Thomas novels. The sort of thing that would never happen in real life, no matter how brave or stupid the pilot was. Take on huge amounts of enemy craft and buildings single handedly and waste millions of pounds worth of missiles blowing them all away. It all seems so easy doesn't it?

Comanche uses the latest version of the FX chip, FX2. It's the same chip that has been used in *Doom* and guarantees that the 3D graphics and complex scenery do nothing to slow the game down. A UK release date hasn't been confirmed yet but this is bound to go down a storm with war hungry Americans and we nearly always get (like we really needed to have the Power Rangers and VR Troopers shown on TV) what they like so expect a release later this year.

LES ELLIS

Nice view isn't it? Still a couple of my missiles will soon put paid to that. Hooray for me. I'm the greatest.

Zoom, zoom, swoop, zoom, ack ack ack! Zoom, swoop, BANG!

You've got long range scanners, short range scanners, wheels, rotors, HUDs, seats, and GUNS.

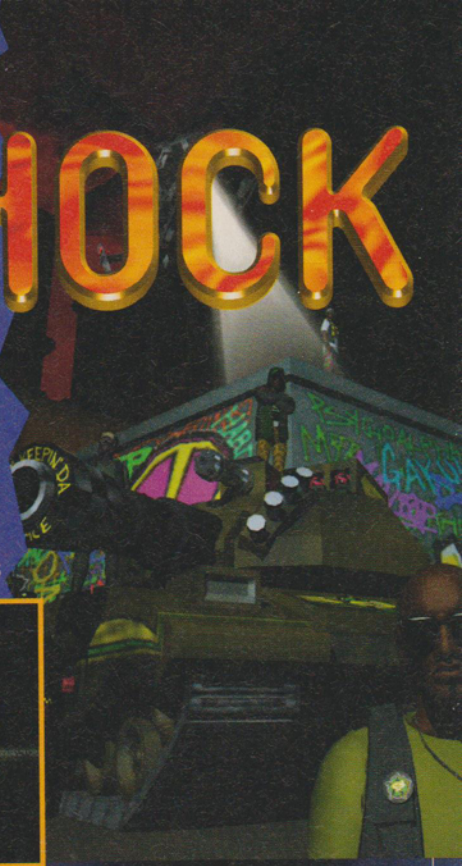
SHELL SHOCK

FOR – PC CD-ROM/PLAYSTATION **AVAILABLE** – AUGUST
FROM – CORE DESIGN **PRICE** – £39.99

I loved *Battlezone* and now we're gonna get a *Battlezone* for the 90s. *Shell Shock* puts you in control of a tank full of mercenaries carrying out supposedly politically correct missions. What's so politically correct about killing people though?

Anyway, the game is viewed from a first person *Doom* perspective using Silicon Graphics imagery.

Top features include customising your tank, calling in air support, network battles and pure arcade action. Forget those boring old sims, this could be the best thing ever. I can't wait to play it. LES ELLIS



SOULSTAR X

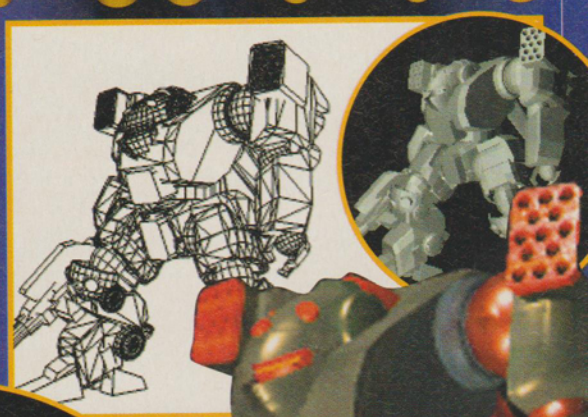
FOR – 32X **AVAILABLE** – AUGUST
FROM – CORE DESIGN **PRICE** – £50

The Mega CD and super slick shoot-em-ups don't really go hand in hand (come to think of it, the Mega CD and decent games don't really go hand in hand very often) but *Soulstar* broke that particular pattern.

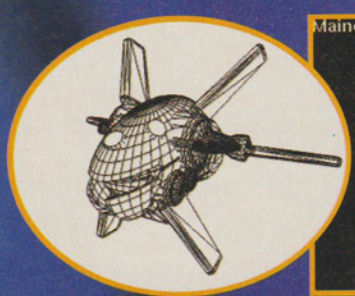
Now Core (who produced the only other half decent Mega CD blast, *Thunderhawk*) have revamped the game completely for the 32X. As you can see, the graphics have been improved using the lastest technology. That all important gameplay has been tweaked but don't worry, judging from our early look at it, *Soulstar* is still the slick shoot-em-up it always was. But now it could be even better.

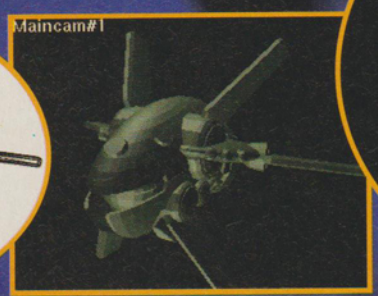
So if you like your games full of huge robots stomping around and blowing things up then start holding your breath now because this could be the one you have been waiting for. We'll give it the full GM treatment next issue (okay you can breathe now) and we'll see how it does then.

LES ELLIS



The line drawing here is how a giant robot starts off its life. Then just add a few hundred thousand pounds worth of technology and they turn out to be the evil creations you see over there.





One of the cool features of *Soulstar* was the way you used different craft on different levels. Here's the improved ship you use on the flying bits.

FX FIGHTER

FROM – GTE
FOR – PC CD-ROM
PRICE – £TBA
AVAILABLE – TBA

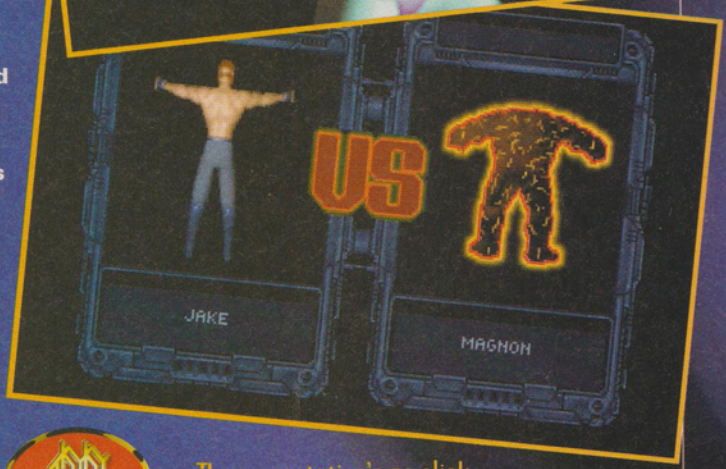
This frightening woman pops up on the title screen and does a sort of yoga routine. Smart.

Ever since *Star Fox FX* hit the SNES a couple of years ago FX has become a bit of a magic word. On the SNES it referred to the magic chip that allowed the sort of polygon shifting that we didn't believe could happen and now that games are crossing from the SNES to other formats the word's coming with them. Touted in the same way as Sega like to use Virtua, the word implies three dimensions, speed and that little bit of magic. So we'll be expecting quite a lot from *FX Fighter* then won't we? The PC version obviously can't have a custom chip so it falls entirely to a rather clever 3D modelling routine named Brender (which we fearlessly expose on page 86) to shift the polygons at the required beat-em-up speed.

You know the score. A group of characters, a dodgy tournament plot and (hopefully) lots and lots of top fist in face action.

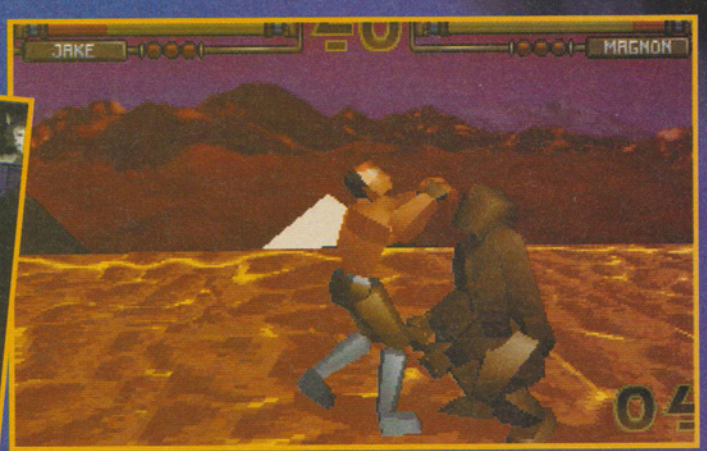
With its polygon based fighters this is obviously setting itself up as a *Virtua Fighter* beater so it's going to have to be very good. We'll either be the first to kick it when its down or we'll be the first to pat it on the back when it comes through with flying colours.

WILL GROVES



The presentation's as slick as any of the slickest, slickety-slick games out there today. Which is slick.

Yep, it zooms in and out like the real thing and all the fighters have their own moves. What did you expect, ground-breaking game-play? Well, did you?



BEAT THE
"Original addictive and oozing with fun"
Sega Power 95%
"..the hottest Mega Drive game of the year.."
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ENTERTAINMENT SYSTEM
SEGA
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Future Games

Blighty joins the Next Generation!

Hold your breath, 'cos you won't believe what's in store for the Next Generation in Britain. We round up all the UK development teams and find out what they're planning for the super consoles, we give you all the latest technical info on the European machines, and answer those compatibility questions. All this is exclusive to Ultimate Future Games – so if you're looking to buy a Next Gen console, you can't afford to miss our July issue.

And also...

Reviews of Virtual Hydlide (Saturn) and Gunner's Heaven (PSX)

•

Sex in games – should it be censored?

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Enter the Ultimate Videogames Quiz and win £250!

July issue out on Thursday 1 June

Don't leave the 16-bits without it!

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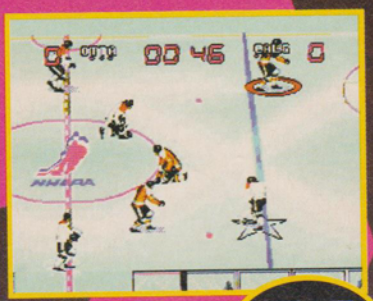

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MISSING IN ACTION Simon Kirrane, Tim Tucker DODGY SECOND HAND CAR SALESMAN AND ART EDITOR Simon Barnes HAPPY PERSON AND DEPUTY ART EDITOR Lisa Kellett CIDER DRINKER AND STAFF SUB Will Groves REVIEWS EDITOR Les Ellis AD MANAGER Louise Woods SALES EXECUTIVE Joe Morris LINO AND SCANNING Mark Glover, Chris Stocker, Jon Moore, Simon Windsor, Jason Titley SYSTEMS MANAGER Avi Abidi MAC SERVICES Christian Goddard PUBLISHER Colin Campbell CIRCULATION DIRECTOR Sue Hartley PRODUCTION MANAGER Judith Green ADMINISTRATION ASSISTANT Suzannah Angelo-Spirling PAPER CONTROLLER Fiona Deane PRODUCTION CONTROLLER Matthew Parker PRODUCTION CO-ORDINATOR Collette Varga AD DESIGN Claire Russell PRODUCTION MANAGER Richard Gingell GROUP ADVERTISING MANAGER Mary De Sausmarez JOINT MANAGING DIRECTOR Greg Ingham CHAIRMAN Nick Alexander COLOUR ORIGINATION Pheonix Repro PRINTING St Ives UK AND OVERSEAS NEWSSTAND DISTRIBUTION Future Publishing Ltd EDITORIAL AND ADVERTISEMENT OFFICES GamesMaster, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW TEL: 01225 442244 CUSTOMER SERVICES Future Publishing Ltd. FREEPOST BS4900, Somerton, Somerset TA11 6BR TEL: 01225 822510. COVER ARTWORK Paul Kidby GamesMaster Magazine © 1995 Future Publishing. GamesMaster TV Show © 1995 Hewland International. GamesMaster recognises all copyrights contained in this issue. Where possible we have acknowledged the copyright. Please contact us if we have failed to credit your copyright. Contributions are only accepted on the basis of full assignement of copyright to Future Publishing. UK subscriptions rate for 12 issues including postage: £27, Europe £42, rest of the world £54. Printed in the UK. You can email us on skirrane@futurenet.co.uk BYE!

Hey team, where are you going on holiday?

Will Groves

I'm going to Ashton Gate so I can watch City's pheonix like return to the top flight of Europe.

Simon Kirrane

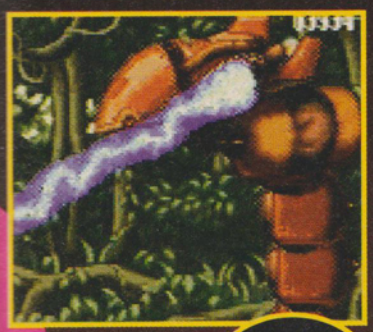
I'm off to Zaire because the rest of the team told me to. Can't think why. Anyone seen Outbreak lately?

Les Ellis

Can't tell you where I'm off to but needless to say the direction to get there is straight down.

Tim Tucker

I'm going somewhere over the rainbow, way up high. There I can spread love and peace to all.



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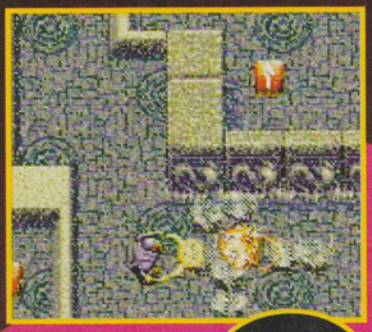

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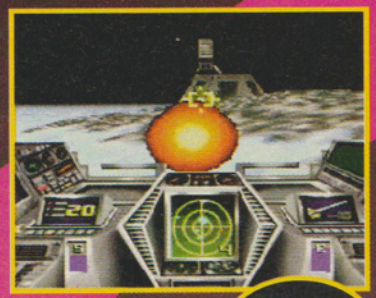

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KILL 'EM ALL

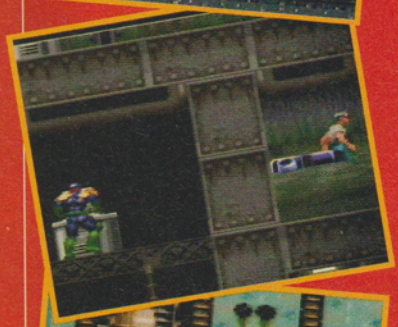
His crime? Firing rockets at you. Sentence – Instant death.

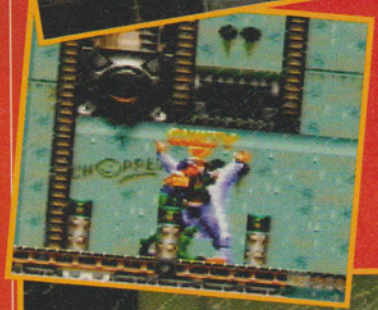
His crime? Throwing axes. Sentence – bullet in the gut.

His crime? Wearing those stupid mirror shades. Kill him.

This guy tries to help you and then promptly drops dead. Cool.

This is a Judge Hu Judge. Best DO hi

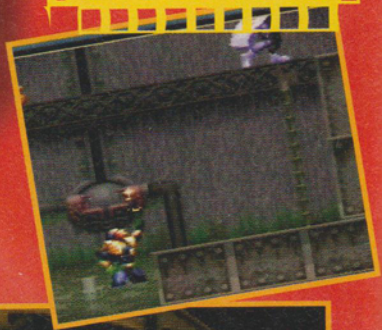


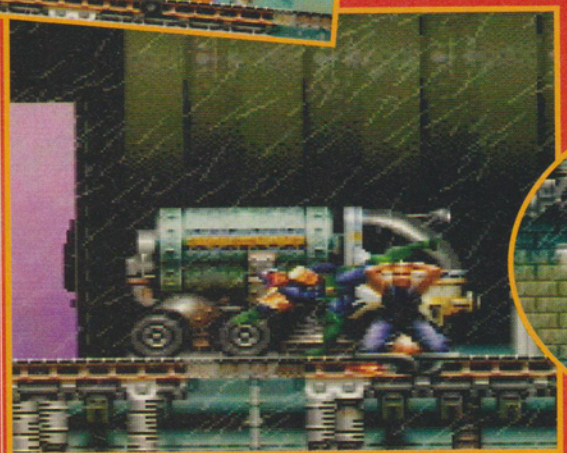


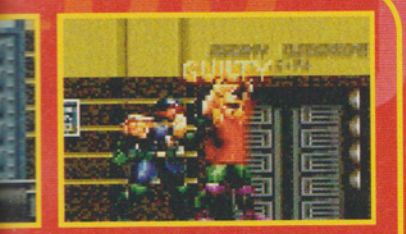
JUDGE DREDD

I must admit that when I first saw this I was very dissapointed, if not surprised. Just another brilliant character and plot distilled down into just another poor platform slog. But, strangely, I was wrong.

Once you play it for a bit you get sucked right in. For a start the animation's excellent, fittingly. it almost looks rotoscoped – maybe it is. Next you'll succumb to the gameplay, which at first seems incredibly average. Yes, it's just a question of jumping around and fighting a bit, but that's what we used to love, right? *Dredd* reminds us why. **WILL GROVES**







Shucks. It takes all the fun out of it if you give up, punk.

You have the right to remain, er, dead. Am I s'posed to question it?

This is the council chamber and there is unrest about the poll tax.

I want to be Judge Dredd. I would be so cool as the Judge. That guy next door who complains whenever I play my music loud. Oh, would he get a surprise wake up call. His door kicked in and head opened up with a high speed projectile for instance. And those geezers down the road who keep playing that awful classical music on a Sunday morning. Oh would I dish out some 'justice' to them.

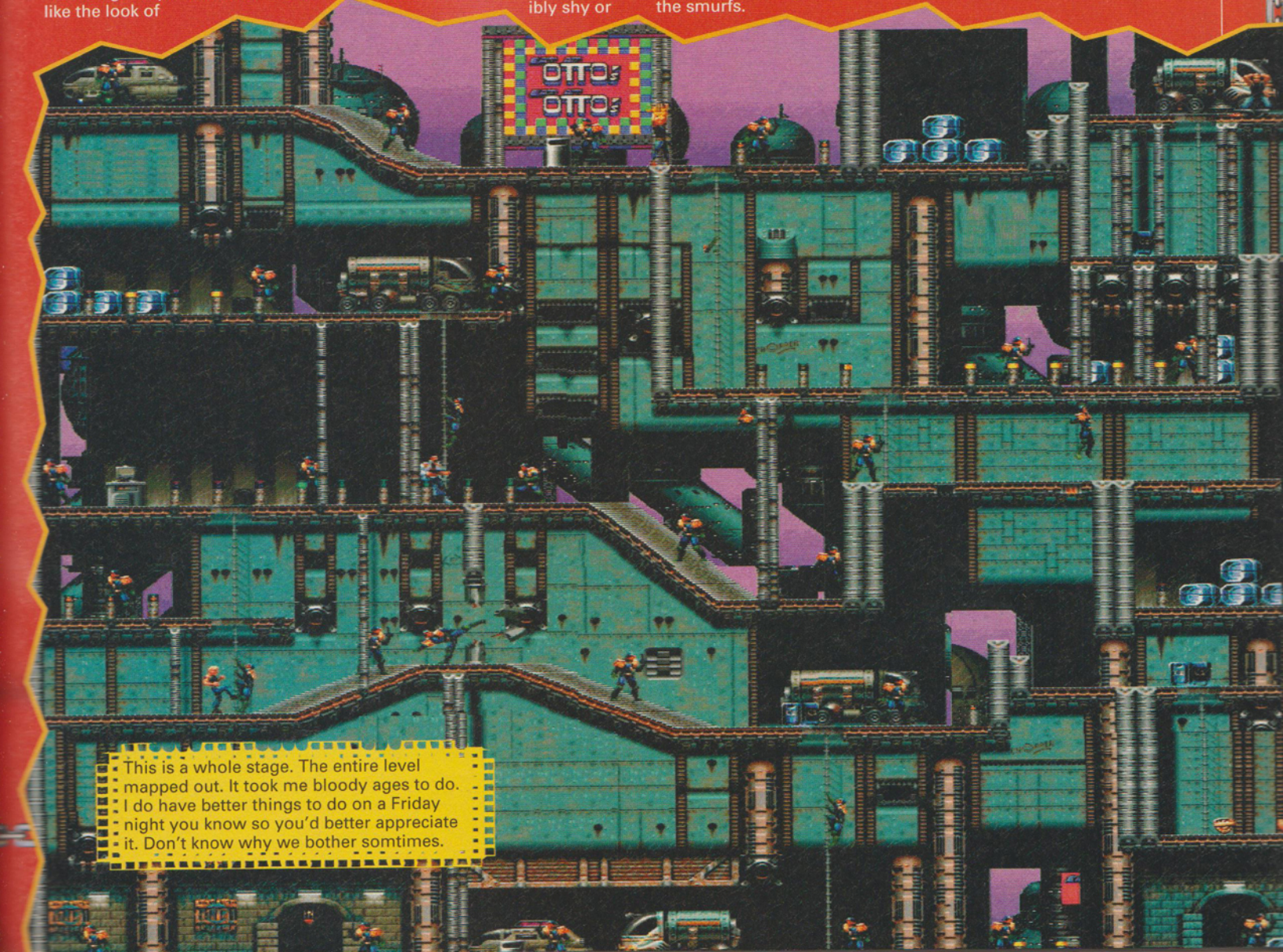
That's the beauty of being a judge you see. None of this being diplomatic or following codes of conduct. If someone does something wrong, you just blow them away, no problem. It must be a bit like being a cop in America. Don't like the look of someone walking down the street. No problem, just get a load of your mates and kick his head in. Just make sure there are no camcorders about.

Now this Dredd chappie is a bit of a psycho if you ask me. Reason number one – he has killed over ten billion people and hasn't received so much as a slap on the wrist from his bosses. If we so much as step on a crack in the pavement here we get told off by that 'nice friendly' community policeman. Reason number two – he's never shown his face in public. Either he's incredibly shy or he's so ugly he'd make Kirrane look like a fashion model. Reason number three – the guy is dead. But unlike most people, who when they die just stay dead (or at least have the decency to come back as ghosts or vampires), this guy was resurrected and just carried on killing where he left off.

Reason number four is the most important. He's got a game. This is a sure way of uncovering his psychoness because nearly every hero who has a game made ends up with a crap one. Superman and Spiderman have both had diabolical games, so did the smurfs.

So here we go then, another film license and it's off to a bad start. It's a platform shoot-em-up affair. How many times has this been done? Think of any old film and it's probably been a platform game. But the Judge does have the benefit of being in a vastly superior platformer.

You're the Judge (no surprises there) and you have to carry out missions, which strangely enough consist of you killing vast numbers of people (no surprises there either). However you do have the privilege of doing it in one of the smartest looking film licences



This is a whole stage. The entire level mapped out. It took me bloody ages to do. I do have better things to do on a Friday night you know so you'd better appreciate it. Don't know why we bother somtimes.

ever. The graphics are all futuristic and quite superbly animated. The Judge swaggers about looking all manly and tough (except when he jumps when he discovers a more effeminate side). The level design and graphics recreate the dark gloomy atmosphere of the movie and comics perfectly. If the future really is as depressing as this then I'm getting off right now.

For what could have easily been a mindless platformer there's a surprising amount of strategy involved. You have to find out which weapons work best against which perps (bad guys). Then of course you have to figure out how the hell to get around the levels. It's not so much of a problem at the start but when you hit the later stages you'll be all over the place unless you know what you're doing.

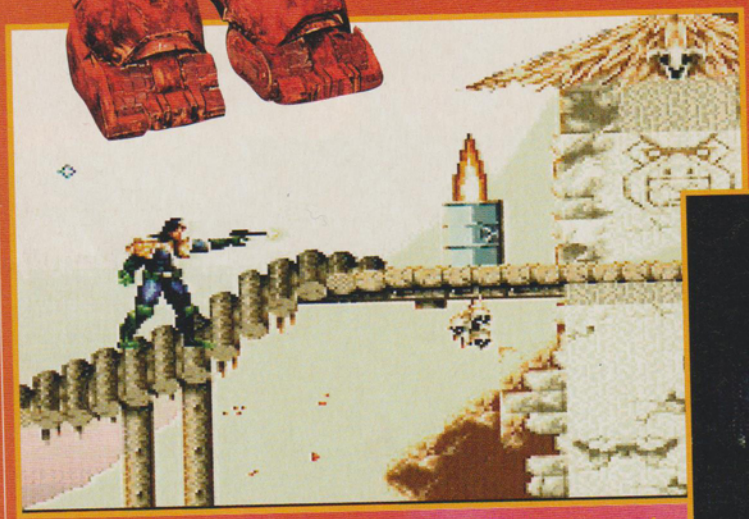
The action may not be the fastest or most frantic ever but it is totally absorbing - after a few goes you'll be pulling off moves like sprinting along a level, taking on a perp, jumping onto a ladder and firing off at angles to take out perps and toxic barrels.

LES ELLIS

GM TIP

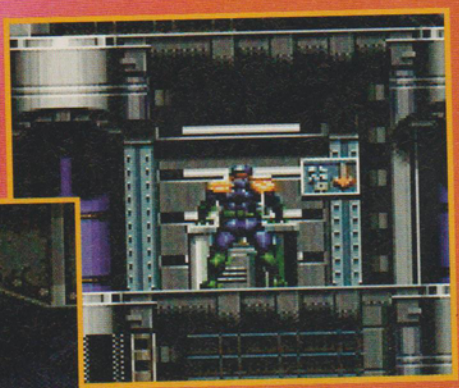
Head straight for this room on the first level as it holds energy, an extra life and ammo. You'll need this later.

FOR - SNES
FROM - ACCLAIM
TEL - 0171 3445000
AVAILABLE - JUNE 16
PRICE - £40
STOP ■



Look up Judge. Now do I shoot him or shall I ask him to come quietly? One shot and it's the Vienna Boy's Choir for him.

Oh very good Dreddy babes. You managed to take down a barrel. Now I'm impressed. Let's see you question it then, come on.



Judge Dredd stops his carnage just long enough for a quick go on *Alien 3* on the SNES. Surely it's not the same game engine is it? I wonder if Stallone had a buttock double for wearing the costume.

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
87	79	84	86	Solid gameplay, absorbing action and bloody difficult to boot. One of the most playable games I have seen for months. LES
Great animation and a gritty, dark feel to the game.	Music gets monotonous but the blasting effects are well 'ard.	There's not too much variety but it's very absorbing to play.	Some of the bosses and levels are total gits, you'll keep coming back for more.	

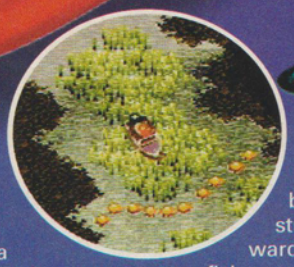
JUDGEMENT 87%

FOR - SNES
FROM - HOT 13
TEL - US IMPORTERS
AVAILABLE - NOW!
PRICE - £40
STOP ■

Fight all you like, little fish. You're MINE!

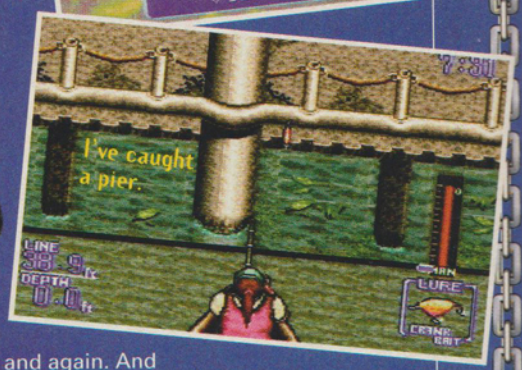
BASSIN'S BLACK BASS

Choose a lure. Go on.



Bassin's Black Bass is weird, there's no two ways about it. Not weird because it's a fishing game, although they are pretty few and far between, admittedly. And it's not weird because it's got wacky characters or a twisted plot.

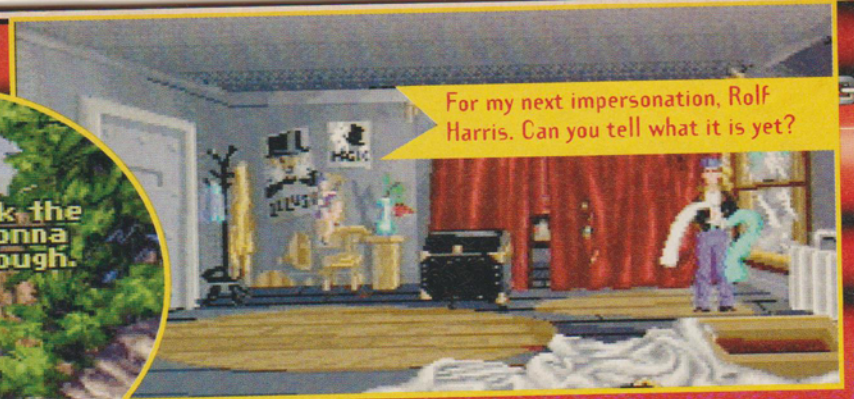
What could be more straightforward than a group of fishermen competing in a variety of conditions and lakes to catch the most Bass? *Bassin's Black Bass* is weird because it's a fishing game *and* it's actually pretty good. It's simple enough. Pick a spot, choose a lure and try your luck, but what keeps you coming back is the fact that you can see the bloody fish. They *will* bite eventually and until they do it's quite disturbingly satisfying to just sit tight in your boat and cast again and again. And this is what's really odd. If you actually think about it when nothing's had a nibble for two hours you find that you are bored. But you won't stop. Oh no. That would be letting the little bleeders off, and they *must* be caught. You don't do much and it's not even that hard but it is addictive. Very odd. **WILL GROVES**



GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
80	76	79	75	
The graphics aren't that spectacular but they work pretty well.	Ok, so there's not much for the sound to do, but it does evoke that lazy day's fishing feeling.	It's a fast and furious game. Well, alright it's not but it's easy to pick up and instantly addictive.	You'll compete at first, but it's more like therapy than a game and you'll come to your senses eventually.	*Black Bass* offers a very strange gaming experience which could eventually lead to higher levels of consciousness. Or sleep, as the case may be. WILL

JUDGEMENT 79%

FLIGHT OF THE AMAZON QUEEN



Now here's a game with its foundations stuck firmly in the old B movie traditions. Just like those crusty old movies that are especially reserved for showing on BBC2 at tea time on a Friday or on Channel 4 at any time. The story line is always the same. Evil science bloke doing nasty things to impossibly proportioned women. In walks muscley hero who can drive a car, fly a plane, recite a science book cover to cover and make an armoured car from two bottles of washing up liquid and an old bath that always seems to be hidden in a bush.

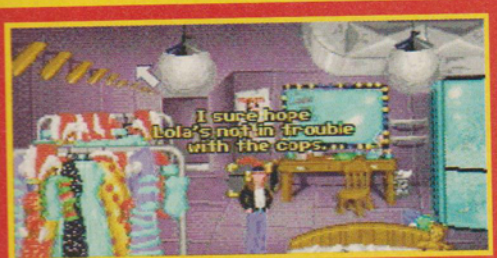
You must have seen movies like this. It's the kind of thing that would end up sinking as fast as Kevin Costner's Waterworld set these days. As films they suck, big time. But as games they have more luck. Especially these point and click adventure jobs, just like *Flight of the Amazon Queen* here. All the B movie plot lines are in place but instead of crass dialogue and crusty old actors (who you never heard of and are probably dead by now anyway) you get mind bending puzzles and amusing scenes (usually containing stuff they could never do in the movies in the old days).

Amazon Queen is high on snazzy graphics with amusing cut scenes and ideas. Luckily it's low on those puzzles that never make sense, even when you solve them. Yes folks, for once we've got an adventure game that actually makes sense.

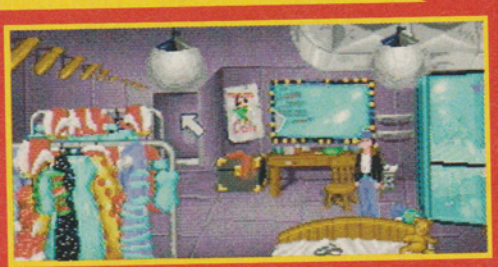
Need to sneak past the guards to get out of the building? Just use that handy dress and wig to divert their

DEFINITELY NOT A PC GAME

I know this is the 90s but dressing up and wearing comedy breasts is not on at all. Nice dress though.

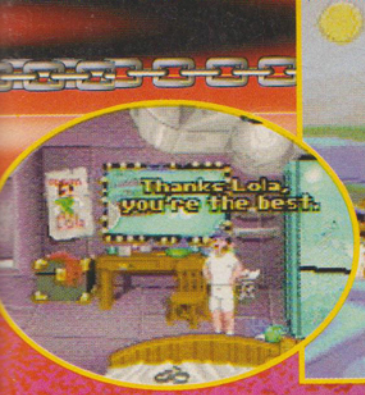


Catching a quick glimpse while a young lady takes a shower. Not politically correct.



Handcuffs on the bed. When she says she's tied up at the moment she means it.

Now come on boys. Fighting over the little lady is definitely not politically correct.



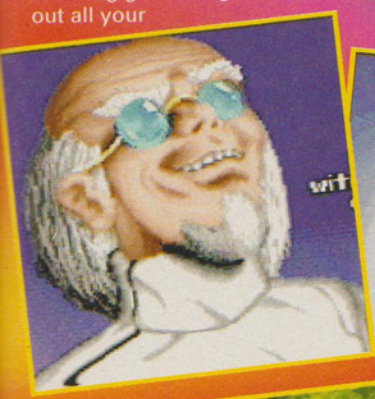
Don't think much of the unmarked cop cars.

attention. See, it's all nice and logical for a change.

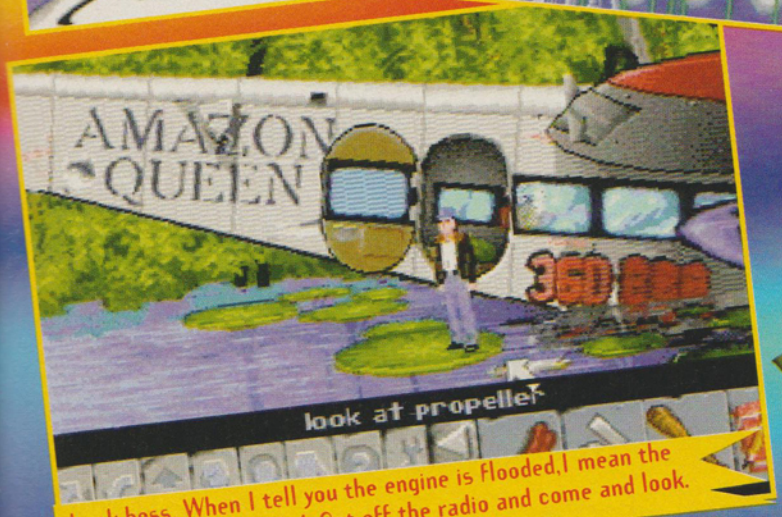
This does have a downside of course. As everything is so logical the game is a bit on the easy side. For once though that doesn't let it down too much. It's a pleasure to wander through all the scenes, rescuing girls and generally acting out all your hero fantasies.

Amazon Queen may be no *Secret of Monkey Island* but in these days of practically no decent Amiga releases it's good to see someone making an effort. Worth a try.

LES ELLIS



FOR - AMIGA
FROM - WARNER
TEL - 0171 3914300
AVAILABLE - SEPT
PRICE - £29.99
STOP ■



Look boss. When I tell you the engine is flooded, I mean the engine is really flooded. Get off the radio and come and look.

Flight of the Amazon Queen eh? Point 'n' click adventure eh? Let's just have a little look see shall we? These type of things aren't normally ny cup of tea. At all. But, predictably, I like *Amazon Queen*. As Les says it actually makes sense. Which is unusual.

SIMON

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
85	75	81	74	
Wonderful, wunderbar, toptastic kids. Er, they're very nice actually.	Ah, the music is a bit archaic but it does speed up when the action gets going. Best leave it turned down though.	Logical puzzles and a dead easy interface make for top gameplay.	Quite a big game but a little too easy to keep us old hands busy. It's ideal for beginners though.	*Flight of the Amazon Queen* is one of the best new games to emerge on the Amiga for a long time. If only there was a little more to it to compensate for the easiness. **LES**

JUDGEMENT 79%

gunners

FOR - PLAYSTATION
FROM - SONY
TEL - IMPORTERS
AVAILABLE - NOW
PRICE - £50
STOP ■

Gunner's Heaven is not where ex-Arsenal goalkeeper's go to. That, of course, is Gunner's Hell. But it wouldn't be completely disastrous to let this one slip through your fingers.

It's not that it's bad. Indeed in the world of 2D scrolling platform shoot-em-ups it would be a respected member of the community. In the future world, however, where the Playstation is lord and master, this is just another peasant that will have to scrape around for small scraps of respect.

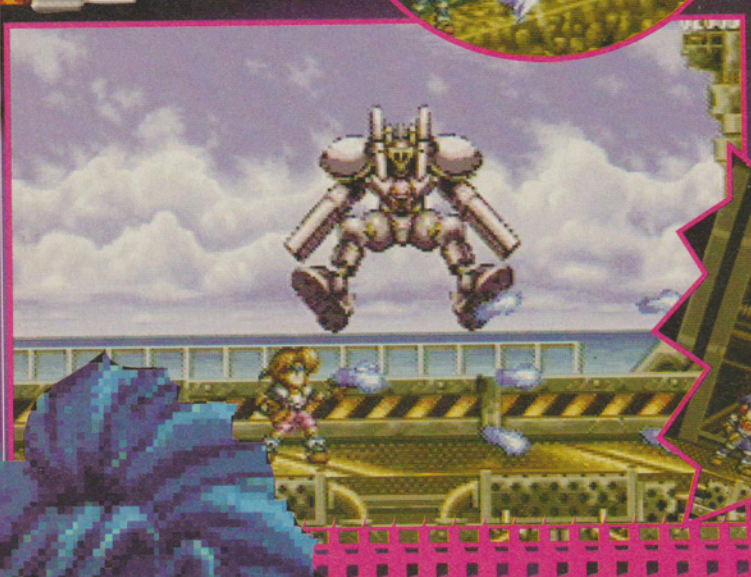
At first glance it looks excellent: Great colours, sharp resolution and slick animation. But when you accept that it's just your basic parallax scrolling effect you wonder why this is being hyped as the future of games.

The gameplay is similarly unrevolutionary: it starts off full of action and is initially a great buzz. Then you realise it's actually very easy and the buzz wears off. Then, just as you're becoming complacent, it all goes pear-shaped and you can't get any further. A game of two halves, as the best footy sim reviewers will tell you.

Some of the bosses are superb, of that there is no doubt. The movement of the multi-jointed sprite beasts are beyond most 16bit titles but it's the polygon-gone factor that is beginning to worry PlayStation owners, used to the joys of *Tekken* and *Ridge Racer*.

The game itself is similar to *Hagane* in nature. You play one of a choice of two characters: a young Japanese boy hero cartoon character or a young Japanese girl hero cartoon character. Your aim in both instances is to kill stuff, avoid the bullets and get to the end of the levels. Simple. It's a lot more accessible than *Hagane*, but the learning curve is bumpier – the early stages don't really prepare you for the strife ahead.

As usual you face an array of human and mechanical enemies on your quest and have four weapons (plus smart bombs) which can be powered-up for maximum effect as you progress, much the same as in *Raiden*. In



Beating many of the beasts is a matter of getting in the right place to pick them off.

The end-of-level bosses are excellent looking sprites which are beautifully animated.

FOOD FOR THOUGHT

There's some tasty weaponry in the game. No, I mean it actually looks like food.

The rapid fire smart gun fires yoghurt covered peanuts. So watch the enemies choke on those.

This weapon spits out shuttlecocks. Not strictly food, but, hey, if you're hungry they'll do.

The fire gun chucks out Wotsits in rapid succession. Eat that, snack-loving alien suckers.

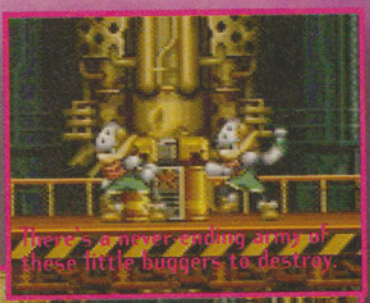
And just to be on the safe side, the last weapon squeezes out minty gel toothpaste.

heaven

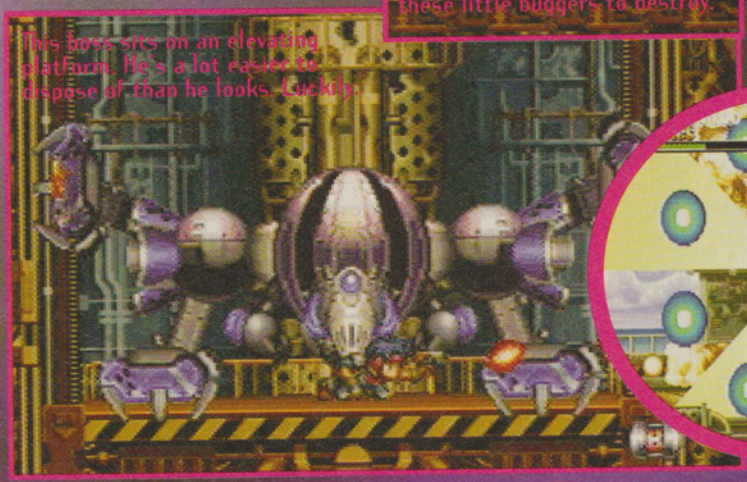
fact if you were looking for Next Gen comparisons, *Raiden* would be your yardstick.

A year ago, this would have been guaranteed a 90% score. Now, however, we've seen the future.

WILL GROVES



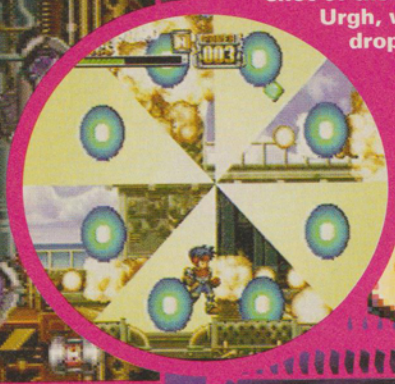
There's a never ending army of these little buggers to destroy.

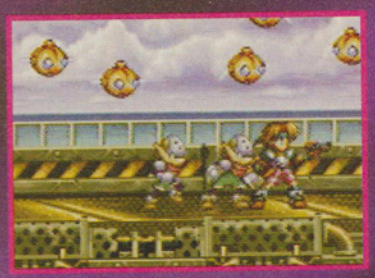


This boss sits on an elevating platform. He's a lot easier to dispose of than he looks. Luckily.

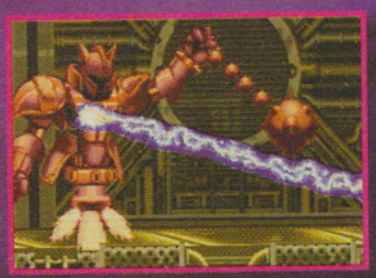
GAMESMASTER TIP

As ever there's a smart bomb or two to be had. If you want to progress properly in the game then save them for the fifth end of level-boss you come to. He's a real sod and unless you have plenty of energy and a decent set of weapons you've had it. Just so you know how it looks, here's a shot of the aftermath. Urgh, who's dropped one...

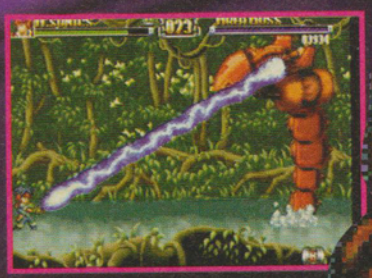




Kill all of the floating mines as many contain small power-ups.



The laser gun turns into a blue death ray after enough of them...



... which is essential for beating bosses.

GRAPHICS

88

Clear, sharp, bright and busy, but still just 2D parallax platform stuff, really.

SOUNDS

76

Standard stirring platform stuff, but again the clarity is enhanced by the CD capabilities.

GAMEPLAY

80

Great shooting action. Bit of a difficult learning curve which swings wildly from easy to hard, though.

LIFESPAN

72

Flips from easy to impossible, but you'll win through fairly quickly with some patience.

OVERALL

Another shooting by numbers platformer, which is fun and looks great on face value, but stretches neither the graphical or gameplaying capabilities of the Playstation. WILL

JUDGEMENT 78%

FOR - MEGA CD
FROM - HUDSONSOFT
TEL - 0181 5631153
AVAILABLE - TBA
PRICE - TBA
STOP ■

Galaxian, dressed up in spunky Japanese costumes, to the sound of Eric Clapton. No, this isn't some young Conservative's party, it's the latest shoot-em-up to grace the Mega CD. And, apart from the Clapton, it's pretty good. But no more than that.

With a choice of four elemental weapons (fire, wind, water and earth) and six lands to choose from (weird post-apocolyptic landscapes) you blast your way across countless screens of lurid colour. At times the action is so hectic you have no idea what you're shooting at, but it's still good fun.

Everything you hit becomes a crystal and when you beat the end-of-level boss you get the chance to trade them in at the shop run by a lovely blonde wench.

After sampling her wares and getting yourself fully powered-up, it's on to the next level for more mayhem. As I said, it's like *Galaxian* on its side, or a scrambled *Scramble*. This makes for hectic blasting, which is fun but a tad repetitive.

Restart points occur every time you dispose of one of the bosses who, compared to the rest of the animated characters, are a bit crude and clumsy.

And that's about it, really. A reasonable learning curve allows you to progress smoothly, but even with the various lands and levels it doesn't take too long to complete. A predictable enough horizontal-scrolling shooter with the standard mix of skill and random blasting which is a welcome addition to the Mega CD collection, but hardly an original and exciting move forward. Can't say fairer than that. **WILL GROVES**

LORDS OF THUNDER

GRAPHICS 84
Generally smooth animation, but with some dodgy-looking end-of-level bosses.

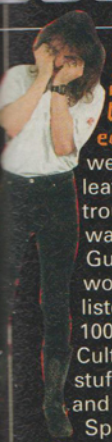
SOUNDS 82
Weird guitar solos punctuate quality CD platform toons, great mates.

GAMEPLAY 76
Fast and exciting shoot-em-up action. Always frantic, but sometimes lacking a need for real skill.

LIFESPAN 72
Too few stages, although the difficulty levels should prolong your enjoyment slightly.

OVERALL
A decent horizontal-scrolling shoot-em-up which is great fun, but lacks real staying power.
WILL

JUDGEMENT % 78



Just imagine if a big time machine came down and transported us back to the early 80s. We'd all start wearing deely boppers, thin leather ties and grey drainpipe trousers . We'd have to start watching Roland Rat, The Fall Guy and Street Hawk. It gets worse though. We'd have to listen to Kajagoogoo, Haircut 100, Altered Images and Culture Club. Then we'd play stuff like *Scramble*, *Defender* and *Gauntlet*.

Spooky. Anyway, here's *Dungeon Explorer*. Aggghhhhh. It's *Gauntlet* all over again. We're not back in the 80s just yet though. It's just Hudsonsoft running out of ideas. That's okay then. *Dungeon Explorer* is just your run of the mill souped-up version of *Gauntlet*. One or two-players choose their characters and run around eating, casting magic spells and killing things.

Unfortunately this hasn't got quite as many levels as the original *Gauntlet* and most of those it has got look the same as the aforementioned crusty classic. The only differences are the outside levels where you slaughter endless weird creatures in beautifully tended gardens.

Dungeon Explorer is structurally flawed too. You tend to flick back and forth between levels seemingly going round in circles and having the enemy creatures restored as soon as you re-enter a level makes this pretty bleedin' annoying.

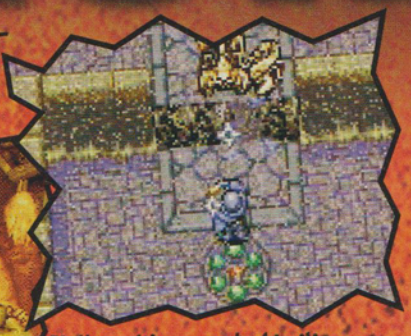
It's an interesting clone but we've seen it all before. **LES ELLIS**

If this said 'elf needsfood' it truly would BE the great *Gauntlet*.

DUNGEON EXPLORER

Ever wondered how we go about planning an issue of GM. Here's your answer.

Cor. Remind me never to eat that many beans again.



Nothing like a spot of boiling water to scare off these lobsters.

FOR - MEGA CD
FROM - HUDSON SOFT
TEL - 0181 5361153
AVAILABLE - JUNE
PRICE - £TBA

GRAPHICS 78
The outside scenes are good but inside looks almost exactly like the old *Gauntlet* graphics.

SOUNDS 54
Definitely a blast from the past. Squelchy effects and horrible noises.

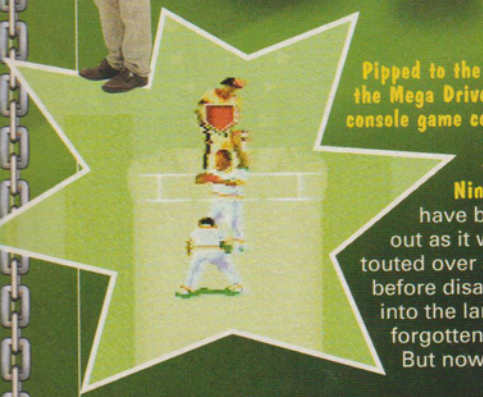
GAMEPLAY 77
Amusing in two-player mode and the levels are big enough to explore.

LIFESPAN 79
Not as big as *Gauntlet* but you'll keep coming back for a while.

OVERALL
Dungeon Explorer tries to recreate the magic of *Gauntlet* and comes close. It's let down by retro graphics and confusing level structures. A few more original ideas wouldn't have gone amiss either. LES

FOR - SNES
FROM - NINTENDO
TEL - 01703 652222
AVAILABLE - JULY
PRICE - £39.99
STOP ■

SUPER INTERNATIONAL CRICKET

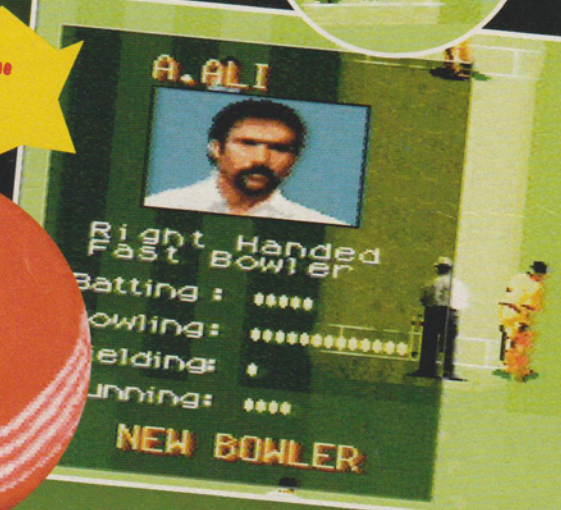


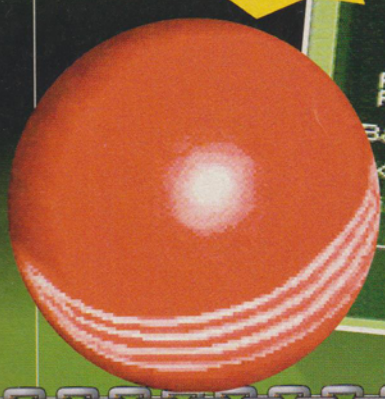
Pipped to the post by *Brian Lara* on the Mega Drive this is the second console game concerning the game of willow and leather, this time brought to us by Nintendo. This could easily have been the first game out as it was being touted over a year ago before disappearing into the land of forgotten software. But now it's back and it's ready to play.

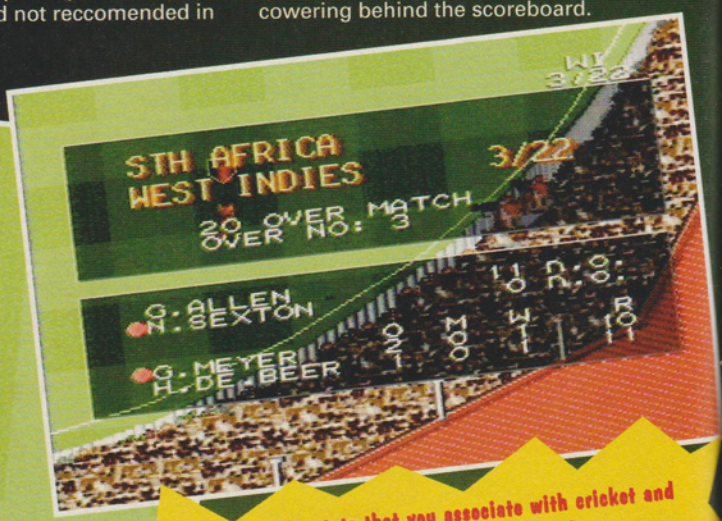
The game does its best to emulate the great game allowing you the freedom to rearrange your fielders, use spinners or fast bowlers and, happily, it gives you the bodyline option where the fast bowler aims to hit the batter's body and not his stumps. This puts the batsman off, and if you're lucky you can knock him out. Of course this is only funny in videogames and not reccomended in the real world where it can end in all manner of tears.

It's a pretty fast moving game, although the fielders are really too slow, and certainly don't think for themselves in the manner of international cricketers. Rather they act as though they're 8 year olds playing with a corkie for the first time; the batsman swings, connects, the ball soars high into the sky, plummetts earthwards and you look around and all your men are cowering behind the scoreboard.

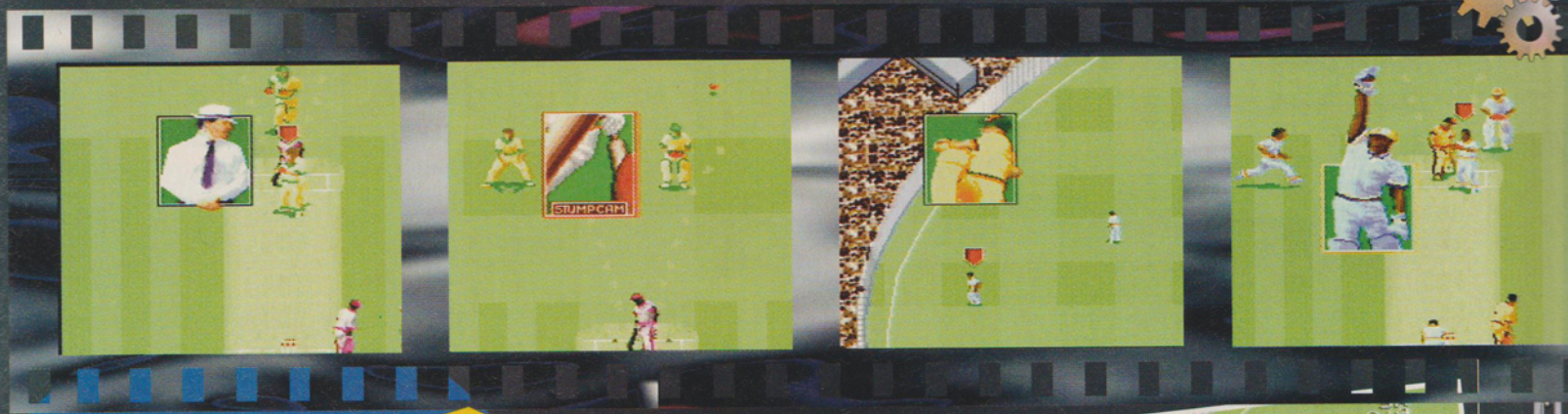
Players are selected on the basis of moustache size.







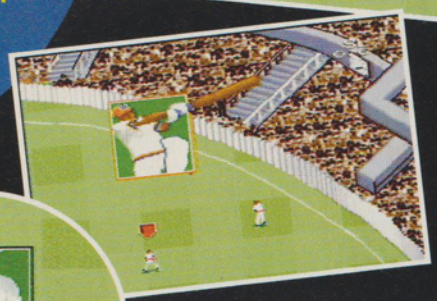
You get all the stats that you associate with cricket and that's a lot of stats, isn't it Les? (*Yes* - Les)



GAMESMASTER TIP

In a two-player game, if you're batting, you could do worse than take the odd run up the wicket as the ball is delivered, making your own full toss. As well as getting a few extra boundaries you'll look good.

The fielders take a break for a quick chat.

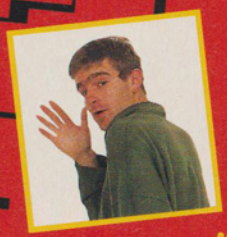


The umpires have the full complimemt of twitches.

There's also a bit of irritation with the time it takes to make each delivery. For some reason after ever delivery everyone stands about for a bit. Also, by pressing the Y button the fielding side can appeal. This involves them all jumping up and saying "'owzat!" (though it sounds more like "hurrah!", as if it were some kind of hooray Henry party). Unfortunately you have to do this for lbws, otherwise you won't get the batsman out. This obviously lengthens the time it takes to complete each over and also gets you sick to the back teeth of that awful "hurrah" sample.

But all this is nitpicking really. *International Superstar Cricket* manages to both evoke the hazy, lazy atmosphere of Test Cricket and be good fun to play. No mean feat.

SIMON KIRRANE



Well, it must be summer if people are suddenly clamouring for cricket games. What better way to spend a nice summer's day than inside, with the curtains drawn, trying to get that elusive century?

Mind you, given this country's weather you might want to get the fire going as well. Super International Cricket takes a more serious approach than Brian Lara, lookswise, but there's little to seperate them in the gameplay department. Lara tends to favour the bowlers while this is more generous to the batting team.

WILL GROVES

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
87	86	88	87	
More convincing than *Lara* and pretty excellent all round.	Some good samples, especially the old school tie umpire, and the restrained crowd noises.	Nicely balanced between batting and bowling and just quick enough.	Well, it's a two-player game that's good so it should last a while.	Better than *Lara*, it has to be said, so if you've got the choice between the two, you'd better plump for this one.

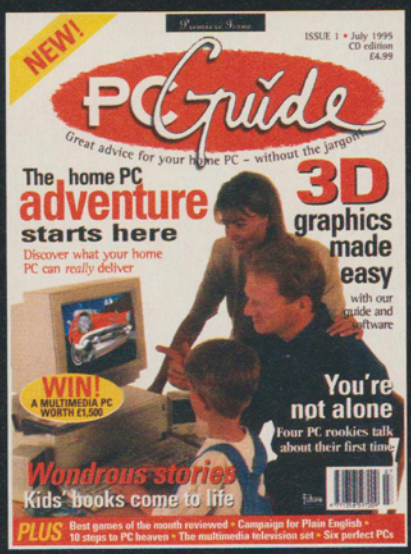
JUDGEMENT 87%

To get to grips with

...read through all these weighty tomes

...and you'd be talking in computer gibberish for ever more

the PC you could...



...or you could just read *PC Guide*

...and your arm muscles might waste away

Let's get a few facts straight. Nowadays everyone knows you don't have to be a boffin to use a PC. Everyone also knows that PCs are the biggest thing to hit the home since the video cassette recorder. So the big question is why do all computer magazines talk to readers as if they're experts? Answer – they don't. Not anymore. *PC Guide* talks to you like real people and we talk about the things that you're interested in – we don't get bogged down with databases and we don't fill over 50% of the magazine with dull reviews. Instead, we'll introduce you to new PC applications, show you how to get more out of your PC and solve any problems that come up. In short, we'll make your PC a dream to use.

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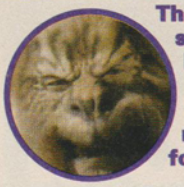
OUT NOW

PC Guide

WHERE DO WASHED UP ACTORS GO?

They go to their agents and their agents get them 'exciting opportunities' in games like *Wing Co 3*.

Oh dear Luke. The years haven't been kind have they? If only Darth could see you now.



This is what the star of the Lion Bar ads had to lower himself to. There isn't much demand for oversize cats.

A bit of a Meg Ryan lookalike (they couldn't afford her) who fancies Mark. No accounting for taste I guess.

Now this bloke is a ginge. Remember kids if you see a ginge in the street cross to the other side.

WING CO

Heart of

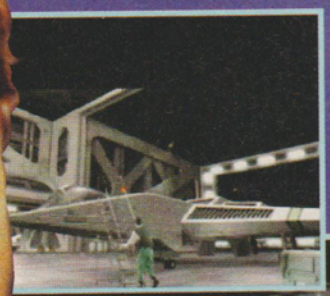
This was on Tomorrow's World a couple of weeks ago. There was poor little Howard Stapleford (isn't he getting fat lately?) harping on about interactive movies like he actually knew what he was on about. Like, yeah, Howard. That bit where they showed a scene from *Wing Commander 3* and you chose what to say to someone from two options. That's not exactly an interactive movie you know. Go and shoot your researchers because they made you look thick.

Anyone with any sense knows that a real interactive movie is such a long way off it's not even a dot on the horizon yet.

Everyone has had a go at one and no-one's had much success. Sega had all those awful Mega CD affairs, Philips tried with stuff like *Voyeur*, Virgin had *Demolition Man* and EA had *Wing Commander 3*. Out of the bunch *Wing Co 3* came the closest to achieving interactive nirvana.

The game features Mark Fatboy Hamill (Luke Skywalker from out of the Star Wars movies) and you're him. Don't worry though. You won't have to fight Darth Vader or find out your sister is the girl you fancied for the first two movies. All you have to do is sit back and watch him going where you tell him in the video sequences. That's about as interactive as it gets. Mind you, that's still more interactive than most of these games.

The video sequences are bolted around what is a fairly standard *Wing Commander* shoot-em-up. Which is still head and shoulders above most games. On the 3DO it easily surpasses *Super Wing Commander* and *Shockwave*. It looks better, moves



Hamill couldn't look after his ship in Star Wars so this one is bound to get trashed.

Nope. Haven't seen this guy in any films. It's no suprise really. He's bad enough to be a soap star.

This bloke hides a dark secret. Either he had to have acting lessons to be this bad or he wears dresses.

He was Biff in the Back to the Future movies. He plays pretty much the same-role here except he's much fatter.

It is a well known fact that this guy has been in loads of films but no one here can think of any of them. Weird.

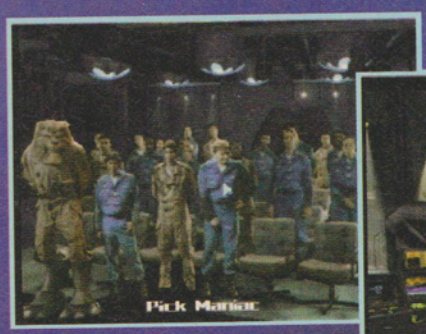
MANDER

...he Tiger

FOR - 3DO
FROM - EA
TEL - 0173 549442
AVAILABLE - WHEN
PRICE - £40
STOP ■

faster and has a more absorbing storyline. The plot even changes depending on how you are doing. If you're rubbish you'll lose the war. Be good and you'll win it almost single handed.

Wing Commander 3 is the kind of game that is at last starting to show just what the 3DO can do if someone takes the time to push it. It is limited though, as all these so called interactive movies are. After a while the missions tend to get a bit samey. You launch, you fight, you escort and you return to your ship. But *Wing Commander 3* is so impressive that this doesn't matter. It ranks with *Need for Speed* as a must own game for the 3DO. **LES ELLIS**



Damn, these uniforms get itchy. I pity the cat with his claws.

A space version of a drive-in MacDonalds. They still get your order wrong though and if you want a plain burger you'll have to wait.

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
93	92	87	87	Considering that they cut this down from four PC CDs to one for the 3DO it does well. A great shoot-em-up with those incredible video scenes creating an unbelievable atmosphere. Top stuff. LES
The video footage is pretty impressive even without the use of an MPEG cart. A beefy looking shoot-em-up.	Tons of speech and very dramatic music throughout. Let down a bit by the effects though.	Very involving storyline evolves as you play. An in your face blast and no mistake.	A hell of a lot of missions but not all that much variety. Pretty addictive though.	

JUDGEMENT % 90

SEGA POWER

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ZEEWOLF

ISSUE 69

Desert Strike in 3D? Believe it when we show you Zeewolf, exclusively, next month...

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PRICE - £44.99

FEVER PITCH SOCCER

Imagine, if you will, a Premier League for soccer games. *FIFA* and *Sensible* would be the Man Utds and Blackburns while at the other end you would get the equivalents to Leicester and Ipswich. These would have to be *Striker* and *World Cup 94*. Somewhere in the middle, right around the Southampton area comes *Fever Pitch*.

It has arrived in a blaze of hype and everyone's been talking about how it could be the surprise of the year. Well, rather like the Saints, *Fever Pitch* is not much more than an average footy effort which will never trouble the big boys but might well produce a couple of dazzling displays.

It's got a few Matt Le Tissier style features that the other games would be interested in if they were up for grabs but most of the others are quite happy with their Cole/Hughes or Shearer/Sutton line ups. Take *FIFA* for example. Without a doubt the finest footy game on the Mega Drive. Ultra sharp graphics and gameplay to die for. The only thing it lacks is a bit of speed and control. Then there's *Sensi*, all that speed but the control is a little intimidating for beginners and it's hardly the best looking thing in the world.

Unfortunately for *Fever Pitch* these other games have a hell of a lot of good features which it doesn't. The control in *Fever* leaves a little to be desired and the graphics are not what you would call ground breaking. However, it is a fast little footy game that can be quite fun once you get your head around the controls. It's delightfully violent at times and two players can have a go at each other if that's how you like your games.

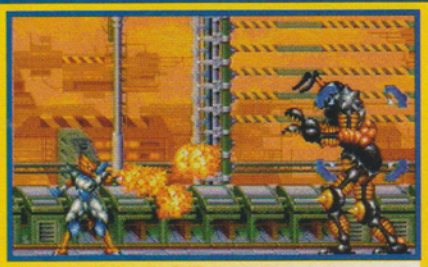
Fever Pitch, although kind of fun, does not measure up to its rivals. It won't win the title and it probably won't get into Europe but it sure as hell won't be going down.

LES ELLIS

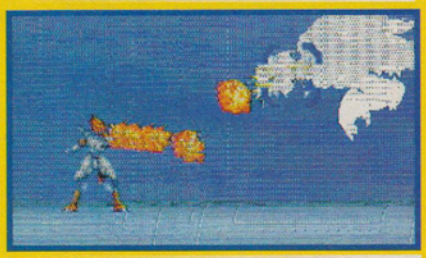
GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
70	67	72	71	
The small graphics lack detail but move extremely quickly.	It may be a Premier League game but the effects are definitely Endsleigh.	It's a fast and furious game, no mistake. Nice and violent as well.	Footy games tend to last as long as you want them to. Two-player mode adds more to it.	*Fever Pitch* is by no means an incredible footy game and doesn't really add all that much to the genre. It is fast and fun to play though. Definitely worth a look if you don't want a precise, simmy kind of game. LES

JUDGEMENT 72%

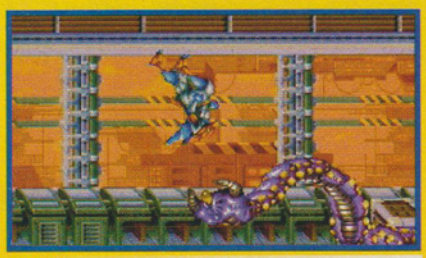
Beastly bosses



"No – it is NOT my turn to make a cup of tea!"



"Shut up. No – I made it the last time."



"I'd rather stand on the ceiling than make you a cuppa."

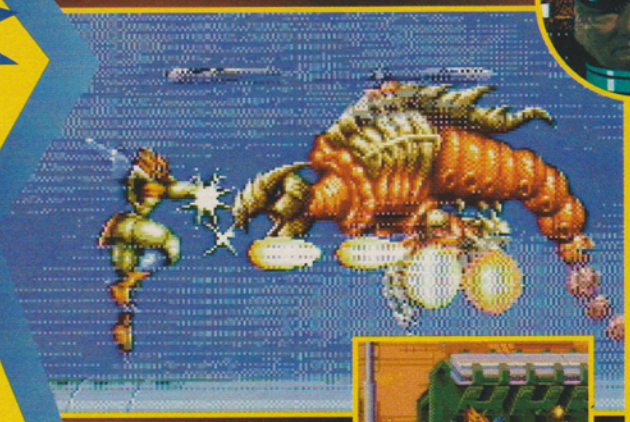
"Oh don't you start as well."

"No I'm not making coffee either. Make it yourself."

Bosses, eh? Never make their own cup of tea.

GM TIP

Dancing on the ceiling? Well, not quite, but it's a delicate little shimmy, and when timed correctly it's the best way to avoid the troublesome static mid-level bosses. Jump, jump and spin and you're on the ceiling.

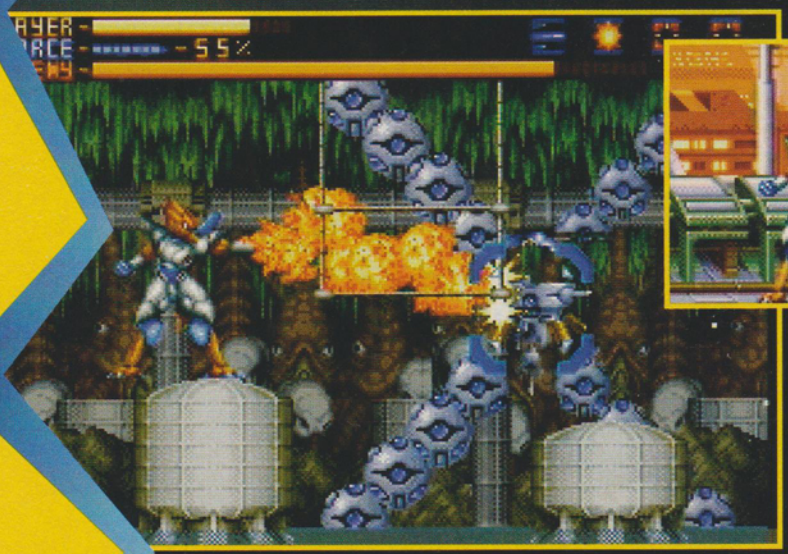


The big sprites battle it out with surprising speed.

ALIEN

A one-player horizontally-scrolling platform shoot-em-up is not going to be ground-breaking. Well, is it? Well, no. Countless Mega Drive games fall into this rather frowned-upon genre – some feature puzzles, others concentrate on flashy graphics, relentless baddies, tight control, massive firepower, tough bosses and big, solid sprites. *Alien Soldier* pretty much covers all these bases except for the puzzles. No of course it's not ground-breaking but that doesn't necessarily mean that it's not fun to play – because in a fast-scrollin', weapon-selectin', baddie-blastin' way it's just that – fun. I'm not going to get on my high horse and say that a shoot-em-up MUST offer something new and impressive (like *Earthworm Jim* or *Super Metroid*). It's fun because from the very outset – and, with a name like *Alien Soldier*, before you've broken the seal on the box – you know what you're getting. A big

You can never have too many shoot-em-ups, that's what I always say. Well, not all the time, that would be boring. Which is something you can't accuse *Alien Soldier* of. You know what to do because you've done it before, but it's not easy. Oh no. This is a tough game and you can never have too many shoot-em-ups. SIMON KIRRANE



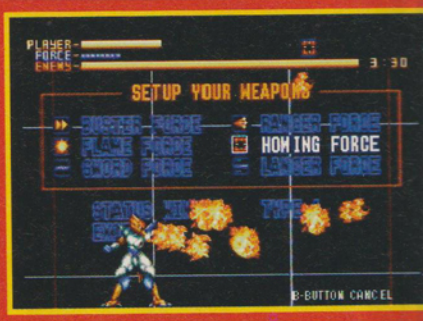
No shortage of explosions the Jolly good.

Maximum Firepower

The default setting *Blaster* is a good all-rounder.

Lots of smaller baddies who only need a few hits? Use the *Ranger*.

The *Sword* and *Lancer* weapons are best for long-range attacks.



The *Homing Force* is best – use it against big bosses.

SOLDIER

FOR - MEGA DRIVE
FROM - SEGA
TEL - 0171 2442475
AVAILABLE - NOW
PRICE - £49.99
STOP ■

sprite, a big gun and a big grin. But open that box, give the game a couple of levels, and you're in for a pleasant surprise.

The controls are very tight and thus the gameplay's responsive and fluid. The graphics, while not jaw-droppingly smart (explosions, ugly baddies, futuristic settings and a modicum of parallax scrolling) are at the very least workmanlike. The game is huge and the challenge and the compulsion to complete it are addictive in that special 'I'll get him next time!' kind of way.

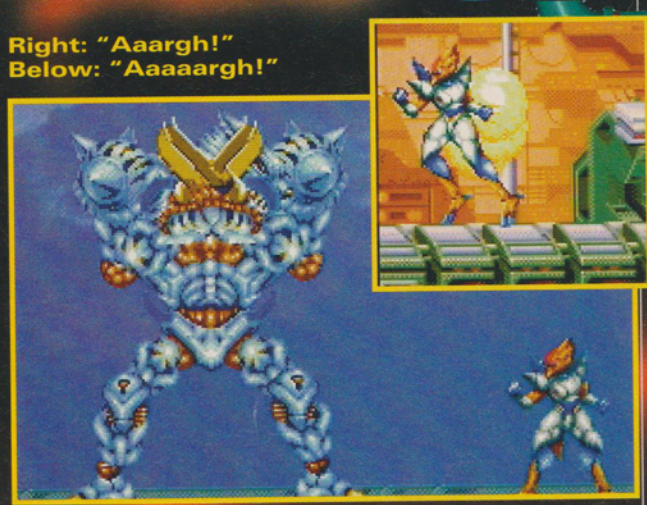
Skip through the tawdry plot – some load of old codswallop – just allow yourself to be led by the hand through a predictable and entirely linear amble to a series of progressively testing bosses.

Even on SuperEasy setting, getting past about level five out of 25 takes some practice, but the difficulty curve is well-worked so that with each new boss you learn to defeat and every time you hone your blasting skills a little further you reap immediate reward with progression. The easy-to-use passwords for each level mean that you're likely to keep coming back to *Alien Soldier* like you would to an adventure RPG, so even if you're a shoot-em-up nutter it should last you a while.

It's nothing too sophisticated or surprising, but it's quite refreshing to play a game based on such a simple premise that's been executed so well.

LES ELLIS

Right: "Aaargh!"
Below: "Aaaaargh!"



GRAPHICS
88

The big sprites move surprisingly well and the backgrounds are neat, colourful and detailed.

SOUNDS
70

Lots of blasting plus the occasional roar, whimper or warning. The quality is good although the effects aren't too imaginative.

GAMEPLAY
76

Shoot different creatures from different angles with different weapons, but the bosses and upside-downy bits make for variety.

LIFESPAN
80

Its sheer size and the tough learning curve ensure that you won't be binning this after a couple of days.

OVERALL

There's nothing particularly clever or ground-breaking about it but *Alien Soldier* is a great gun-toting blast and a snappy looker.

LES

JUDGEMENT
82%

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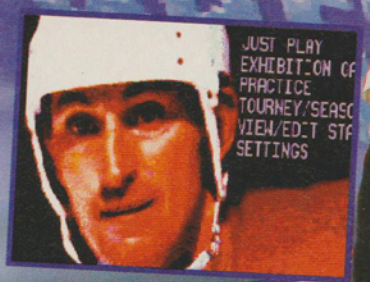
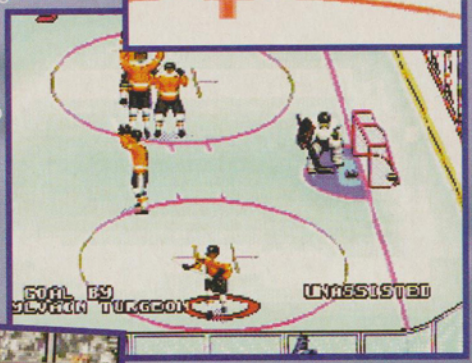


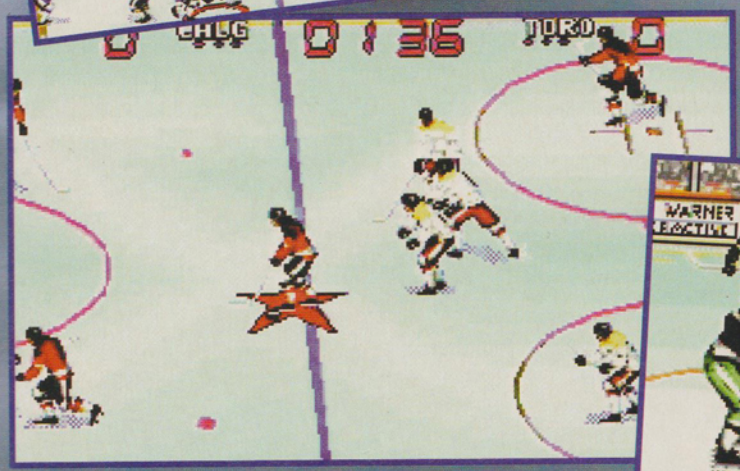
Ice Hockey. Now there's a sport for real men. Forget about the skill of moving the puck about on the ice and cunningly getting past your opponents. I've seen this on TV and all you need to do is hit your opponents as hard as you can until there's no one left standing between you and the goal. If they don't go down when you hit them then it's gloves off and fists in face action, Nigel Benn style.

Luckily Time Warner have captured this side of ice hockey perfectly. Forget any skill, just blast it and hope. Passing? Forget it. It's much easier to take the puck all by yourself and just smack it at the poor old goalie's head. It's not even fast for God's sake. Gretsky's may look better and have more options than any other ice hockey game but that's about it. EA's hockey games have all had more playability than this which is a real pity because *Gretsky's* could have been the world beater that it was hyped up to be.

Ice Hockey is a fast moving, skilful and violent sport. *Gretsky's* ain't fast, ain't skilful and, er, well it is violent but you don't get as many fights as in EA's games. Seeing as the EA range is getting on a bit now you can probably find them cheap in a shop somewhere near you and anything would be cheaper than the fifty quid you're expected to shell out for this.

LES ELLIS





The judge is either brave or stupid to stand next to these nutters when they want to knock each other's heads in.

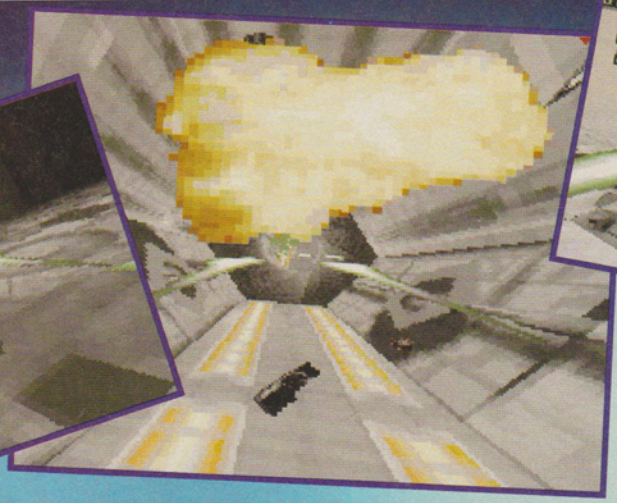
Want to see a violent game? Just watch America when they play Canada. It's far better than watching Bruno.

FOR - MEGA DRIVE
FROM - TIME WARNER
TEL - 01604 602800
AVAILABLE - NOW
PRICE - £49.99

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
82	70	72	70	
If only this moved faster it would have it all looks wise.	Things haven't really moved on much from the first EA game.	No skill. Passing is not worth the effort and everything seems to be more down to luck than judgement.	Loads of options to keep things going but the game lacks a lot.	Most of the action relies more on luck than anything else - surprising when you consider how slow the game is. It has some good ideas but doesn't play as well as the EA games. Tough luck Time Warner. LES

JUDGEMENT 73%

(Below) Look familiar? Yep, this is the *Star Wars* style level. Except it's far better than that.



Unsurprisingly, you've just destroyed a target (left) but this (below) is what it looked like before you started.

(Left) Just because you're zooming through a tunnel doesn't mean you shouldn't enjoy a spot of blowing things up, does it?

Speed, guns, destruction and more speed. That's *Terminal Velocity*. Speed because you're flying in a ship that moves faster than Kirrane when there's a free bar and guns because you need 'em. How else are you going to annihilate enemy forces and blow their buildings. And more speed? That's the special thing about *Terminal Velocity*. All first person perspective games rely on speed to make them good but this blows everything away. It's the fastest thing you'll ever see.

This is the stunning view as you swoop down to the final level.

If it wasn't this lightning fast as your craft swoops through valleys and over hills, heads to the clouds and then breaks through the cloud cover to attack enemy ships it just wouldn't work at all. If it were any slower than the warp speed it runs at it would be crap.

But it's great and I'm more than happy to say that. The combination of raw speed and the total freedom to fly anywhere you want in the huge 3D worlds makes this stand out from the crowd. The levels in this version are gorgeous. The snow world is a nice introduction to the speed and the forest world has you swooping all over the place desperately trying to locate targets and avoid fighters. Then, best of all, there's a *Star Wars* style Death Star level.

This level rips those old *Star Wars* games apart. This is how they should have all been done. It's embarrassing to admit that as I was playing this I was swaying in my chair as I swooped around the levels but it's the only way to put across just how fast and real this feels. *Terminal Velocity* is a fabulous flight and fight game with tremendous atmosphere and that all important freedom of movement. Of course if you want the ultimate experience then play this over a network. In-ruddy-cer-edible. Did I also mention that it was fast?

LES ELLIS

FOR - PC
FROM - US GOLD
TEL - 0121 6253366
AVAILABLE - JULY
PRICE - SHAREWARE
STOP ■

TERMINAL VELOCITY

GRAPHICS 93

A little pixelly when you get too close but this looks incredible, and moves very, *very* quickly.

SOUNDS 94

Top sci-fi blasting noises. Just listen to those other craft as they pass you by. Unreal.

GAMEPLAY 92

The incredibly fast blasting action makes this a roller coaster ride of a game.

LIFESPAN 92

This shareware version contains the first three worlds of the game which is enough to keep you going.

OVERALL

This is the kind of game that PC owners will use to show off. Stomach churningly fast and the best airborne shoot-em-up to hit the shelves for a hell of a long time and the full version's on its way.

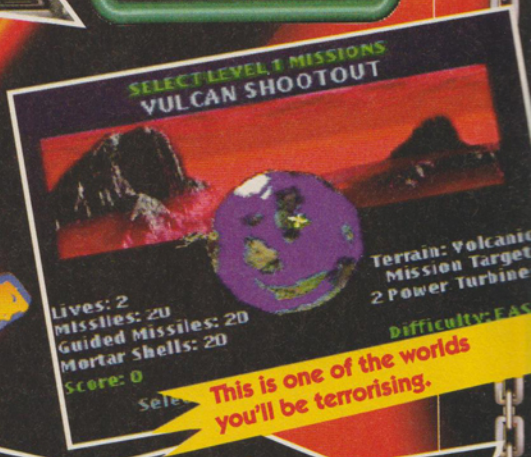
LES

JUDGEMENT 93%

FOR - JAGUAR
FROM - ATARI
TEL - 0753 533344
AVAILABLE - JULY
PRICE - £50
STOP

...t concrete bunker produces
...o-legged death machines.

HOVER STRIKE



This is one of the worlds you'll be terrorising.

And this is a missile launcher that you'll be blowing up.

The Jaguar seems to be producing a pile of these three dimensional affairs. There's the perfectly alright *Cybermorph*, which you're probably familiar with if you've got a Jag, there's the abysmal *Club Drive* and now there's a new fully 3D, free movement world to explore in *Hover Strike*.

It looks a bit dodgy from the start. The plot's a bit of a worry initially. You're off on an intergalactic jaunt, taking out certain ground targets whilst fending off the attentions of enemy ground defences. Luckily though, you could take the enemy by surprise. They'll be expecting you to turn up in the latest space cruiser/ground attack hell beast turbo nutter with all the latest weapons and incendiary devices. Ha! Little do they know you're going to turn up in a hovercraft.

Yep, you'll have all the advantages of a lawnmower on a skirt. You won't be able to move very quickly and if you do get some speed up you'll have a hell of job turning without sticking the brakes on, stopping and rotating or blasting almost back the way you came. Now, this might be exactly how a hovercraft behaves and the aliens make for a more interesting challenge than the average channel crossing but is the world really crying out for a hovercraft simulator, of any sort?

Probably not. For the record, it's not too bad to play and looks OK, but a lot more could have been done. **WILL GROVES**

GRAPHICS
75
The 3D's pretty good and the whole thing's nice and dark, but there's that slightly grotty look to it.

SOUNDS
67
There's nothing here that'll blow your socks off.

GAMEPLAY
72
Once you get the hang of you hovercraft it's actually not too bad but there's not much variety in following your scanner around.

LIFESPAN
71
Once you get past the learning stage this is probably just a bit too easy for some of you hardened gamers.

OVERALL
It's a very odd idea, but to an extent it works. As far as we can tell the Hovercraft's dynamics are realistic but more work seems to have gone into them than anything else. **WILL**

JUDGEMENT %
72

EDGE

3DO's secret weapon exposed

M2

Edge: defining the future

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FOR - SATURN
FROM - SEGA
TEL - 071 3733000
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PRICE - £60

That blur in the distance is actually a zombie who explodes in style when you hit him.

Why do I always get the bent sword? I want a straight one.

The sign says wet paint. Is that an instruction?

Oh dear. This is one of those games that everyone thought was really going to sell the Saturn when it was released. Time for a wake up call folks because this couldn't sell scarves in Siberia.

Damn. I know I left the remote control for the TV around here somewhere, where is it?

Virtual Hydlide is a sort of *Doom* clone. It's a sort of clone because the viewpoint is slightly different. Instead of looking through the eyes of the character you view the action from just behind him. You could be fooled into thinking something different when you play though. Get close to another object or character and the game can't seem to make up its mind about exactly where it wants to view things from.

It's also sort of like *Doom* because *Doom* is sort of wildly brilliant and this sort of isn't. The graphics may look almost impressive from a distance but when you get close it gets all blocky and crap looking. Wandering around samey looking landscapes looking for a few poxy objects and slashing at the occasional badly drawn enemy character gets so dull you wouldn't believe it. Before long you really start to wonder just what the hell you are supposed to be doing.

Virtual Hydlide is also in bad need of a turbo boost. When anything happens on screen it slows to a crawl. To get any real impression of movement you have to keep the sprint button held down, which completely defeats the object.

Virtual Hydlide is a good idea destroyed by lousy gameplay and shoddy graphics, a chugging RPG affair with few redeeming features. Save your money for something better.

LES ELLIS

It's too late to run away you know. Everyone knows that you're a cruddy game so you may as well come back and face it likea man. You'll just make it worse for yourself if you try to get away. Oh just get out of my sight then.

VIRTUAL HYDLIDE

GRAPHICS 59
Pretty shoddy looking when you get close to anything. Generally poor, in fact.

SOUNDS 43
Normally CD games are guaranteed to have good sound regardless of the game. *Hydlide* is the exception.

GAMEPLAY 59
Walking around dull landscapes doing dull things is, er, dull.

LIFESPAN 60
Mildly interesting for a short while if only because you can kill things.

OVERALL
Virtual Hydlide **is a real disappointment. If there was more to do and more speed and variety in the graphics it could have really rocked. Sega may well want to brush this one under the carpet.**

LES

JUDGEMENT 59

CD SYS

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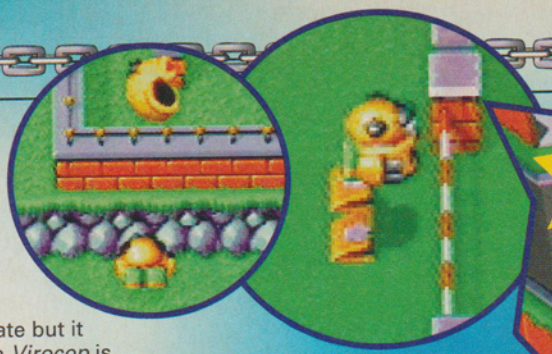
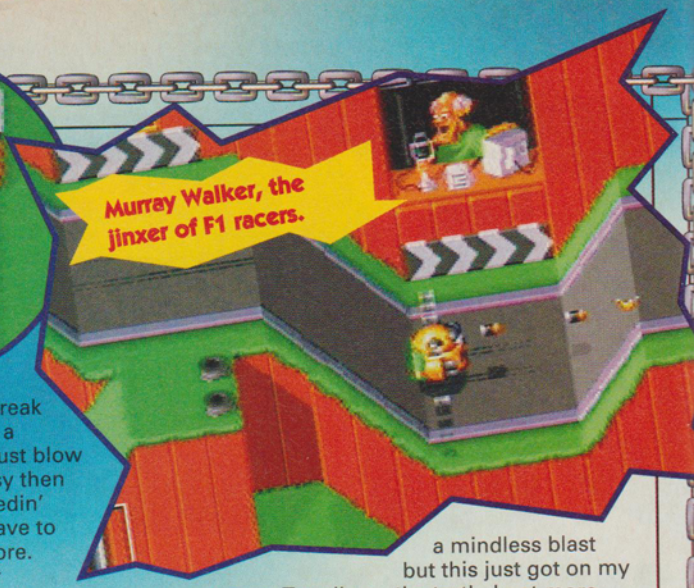
VIROCOP

How about this for the unlikeliest of combinations ever? A game that's a cross between fab shoot-em-up *Chaos Engine* and fab race-em-up *Micro Machines*. I know it sounds about as likely as Saddam Hussein joining the US Senate but it has happened. The action in *Virocop* is pure *Chaos Engine* while the graphics are *Micro Machines* in disguise.

You, in your new role as DAVE the virus killing robot, have to blast your way through various levels clearing out the scummy viruses by shooting them. Obviously the boys in Outbreak had the wrong idea. Why look for a scientific solution when you can just blow them away? If only it was that easy then Will would have got rid of his bleedin' cold ages ago and we wouldn't have to listen to his titanic sneezes anymore.





FOR - AMIGA
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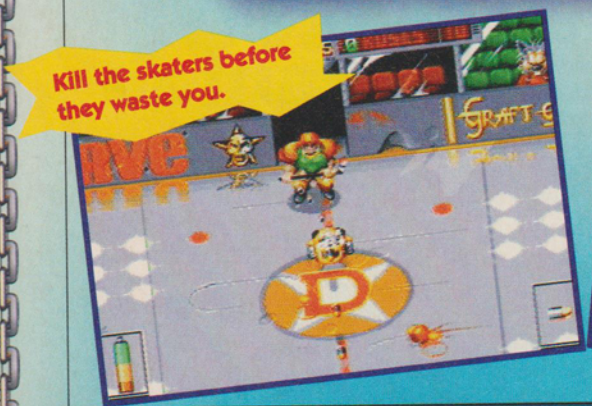
Virocop has got a lot of clever ideas in it, like the weapons purchasing screen or the way that some of the levels are designed. Unfortunately all of these clever ideas are lost in a combination of unimaginative gameplay and boring stages. A round blob moving around shooting isn't exactly inspiring. In actual fact it's very dull. If there was something a little different to do occasionally, something to actually make you think then this could have been so much better.

Virocop is a very fast moving mindless blast. Usually there is nothing I like more than a mindless blast but this just got on my nerves. To tell you the truth, I got more excited the last time I found out I had to visit the dentist. It's not as if they've tried to do anything different with it. They have simply taken the gameplay of *Chaos Engine*, stripped some of the good bits out and bolted on some pretty average graphics. Shop around and you'll find that there are many better shoot-em-ups than this. I'd go for one of those instead if I was you.

LES ELLIS



GRAPHICS 74
The first few levels look just like a bad *Micro Machines* and the rest are rip offs of other games.

SOUNDS 74
Keeping your finger on the trigger is painful for the ears although the music is kind of funky.

GAMEPLAY 73
Lacks any real meat. Just steer and shoot. Unimaginative.

LIFESPAN 73
Yeah it's big and yeah it's clever but you get bored far too quickly.

OVERALL
For the first few goes *Virocop* looked like it was going to be a fun shoot-em-up, one that you would want to come back to. Believe me, that feeling doesn't last. A distinct lack of gameplay ideas spoils it, big time

LES

JUDGEMENT % 73

KIRBY'S AVALANCHE

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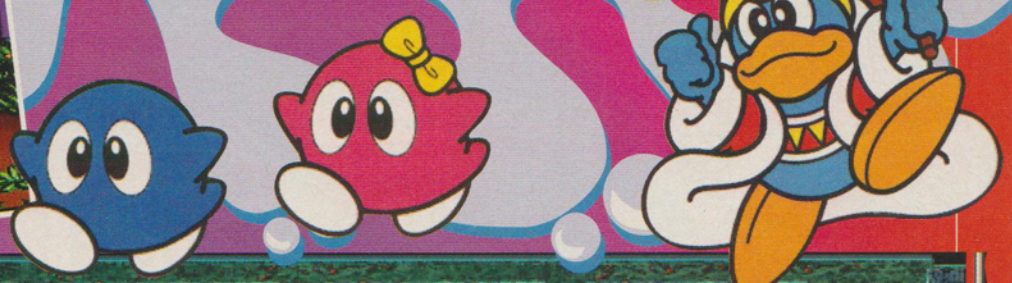
Yes, yes, you've seen this before. That's because it's the near pixel perfect counterpart to a Mega Drive game. *Dr. Robotnik's Mean Bean Machine* to be precise. Obviously Nintendo couldn't have one of Sega's characters running around their console so they've plucked Kirby from their own stable of videogame 'personalities' and stuck him in this, *Kirby's Avalanche*.

Who'd have bet that these falling games could be some of the best fun going? I mean, blobs falling from the top to the bottom of the screen, begging to be re-arranged so they dissapear and you've got room for some more tidying. It doesn't sound that good does it?

But it is. These bean games use a more competitive approach than the self-test *Tetris* style experience and they benefit as a result. Not only are you fumbling with the blocks that the computer sends out but you're also flooded with a percentage of the beans your opponent manages to chuck away. If you've played any of these games you won't need convincing. If you haven't then you'll just have to take my word for the fact that *Kirby's* is as much of a head-spin as you could ever want.

LES ELLIS



GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
80	85	90	90	
Exactly as before, but with different characters. Not too technically impressive but slick in a cutesy way.	Mmmm, not too much to rant and rave about, but a lot less annoying than it could have been.	Parents should stop worrying about beat-em-ups and consider the brain destroying compulsion of *Kirby's Avalanche*.	It's not all that tricky in one-player mode and lacks *Tetris*' test of endurance, but in two-player it's pure addiction.	The chances are that you've come across something very similar. If you have then you know how it gets under your skin. If you haven't, prepare to be enslaved. LES

JUDGEMENT 88%

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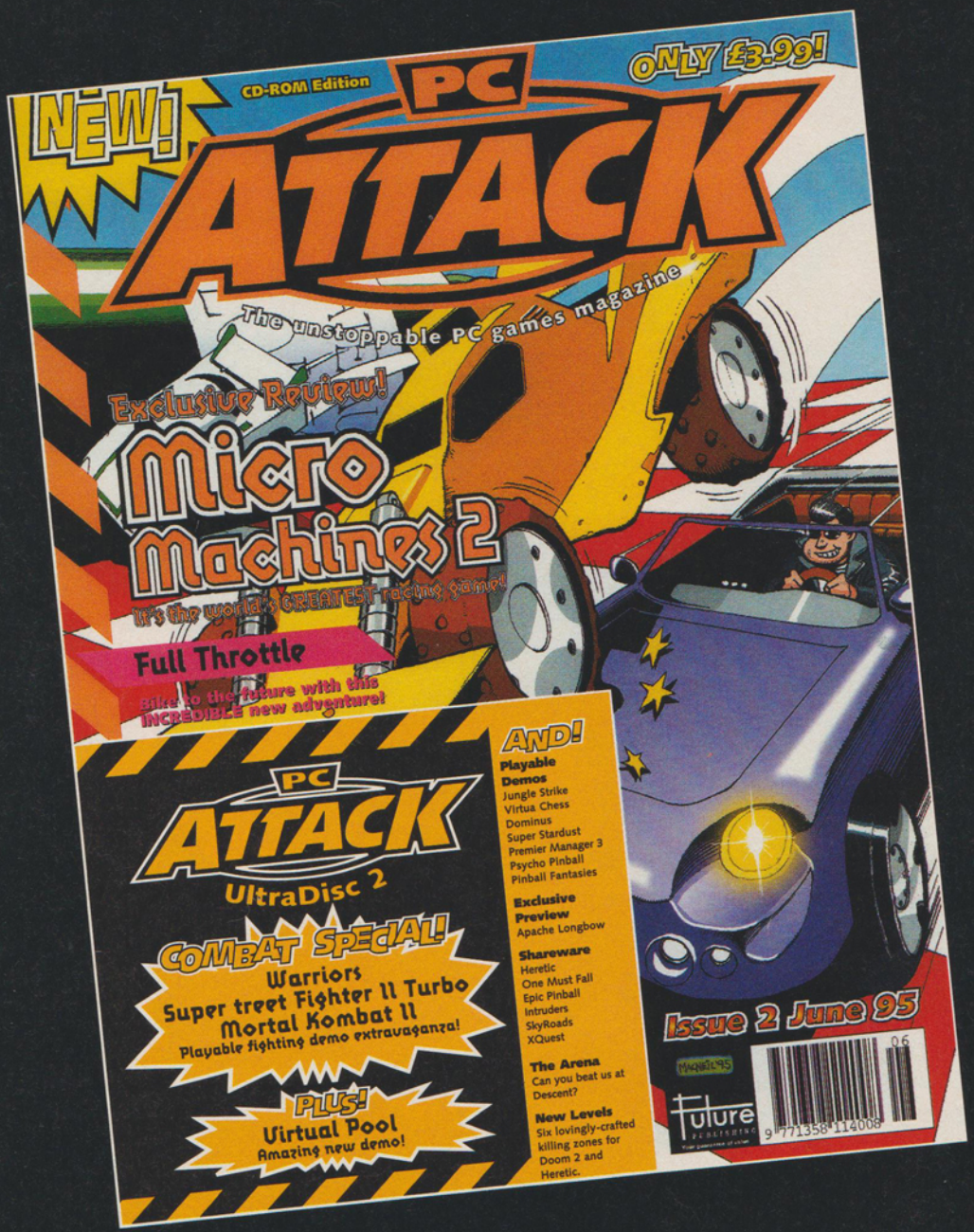

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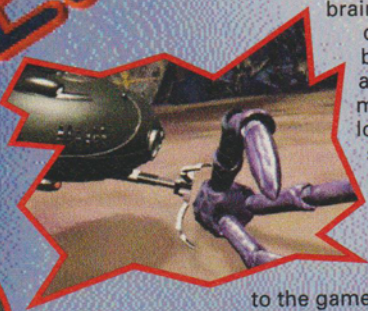


Hanks he ain't.

Completely gratuitous shot of Tia in skimpy costume posing her head off.

Here's a one-for-the-lads game if ever there was one. Need an explanation? Why else would you put someone like Tia Carrere in a game? It sure as hell ain't because of her acting talent and I'm pretty sure it's not because she has something to offer this game. No, It's more a case of putting Tia in some skimpy costume in just about every stage so that "the lads" think they're getting something they can spend all night gawping at and dreaming about.

You can almost hear the programmers designing the game: "This level needs something. I know, stick a video scene with Tia in there, that'll work." *Daedalus* is an interactive movie featuring an actress that most males would like to get seriously interactive with.

Unfortunately, your chances of that are pretty slim as you are little more than a brain (your body was destroyed in a crash, according to the story) and have to rely on a kind of robot suit type thing to keep you alive and give you things to do.

So basically there are lots of shots of Tia running around while you push a few buttons occasionally to solve the puzzles. She gets all hot and sweaty, you get brainache. *Daedalus* is quite possibly the best attempt yet at an interactive movie. It *has* got a lot of puzzles to solve and all the footage ties in quite well. Unfortunately there just aren't enough guts to the game. Just clicking an icon in a given amount of time doesn't exactly inspire involvement and that's all Daedalus has to offer.

Oh sure, the flash video will show off your PC to some of these console upstarts but even this goes badly pixelated when you switch to a large play screen. *Daedalus* is a brave attempt and is actually entertaining for a while but soon becomes standard fare for PCers.

LES ELLIS

FOR - PC CD-ROM
FROM - VIRGIN
TEL - 0181 960 2255
AVAILABLE - NOW!
PRICE - £50
STOP ■

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
76	91	76	74	
Great video on the small screen but blow it up and everything falls apart.	Packed with the cool speech and excellent sound effects you would expect from a CD.	Solving the puzzles is okay but the interface is a bit limiting. You don't actually do that much.	Entertaining for a while and a good show off piece but it lacks that mystery element that makes great games.	It's got Tia Carrere in it so it'll sell bucketloads to the lads but it doesn't take long to see what *Daedalus* is all about. They've tried something different but haven't quite pulled it off. Nice try Virgin, better luck next time. LES

JUDGEMENT 76%

SKILLAGE

Games are all very well, but what if you can't finish them? May we humbly suggest that you make your way through the best and biggest tips section in the business.

BRIAN LARA CRICKET

Let's be frank, you'll never be as good at cricket as the great Brian Lara. No you won't. But with the help of our player's guide you could easily whip him at *Brian Lara's Cricket*. Let's face it, he's probably never even played it before in his life.

P72

Reckon you can have our top tipsters in a tipping fight? Well, don't just mumble discontentedly to your mates, write in and prove it. Send your games-busting advice to:

Tips Zone - GamesMaster,
Future Publishing,
30 Monmouth Street,
Bath, BA1 2BW...

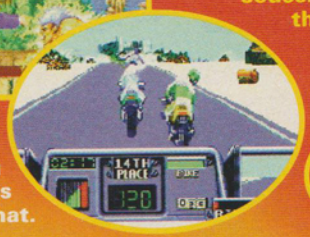
If they're any good, you'll win something. If they're crap, we'll ruin your life, and tell that weird person that you fancy them.

TRUE LIES

This is it, the end of our epic solution of *True Lies*. It gets rough, mind.

P74

ACTION REPLAY CODES



Look, for the last time, you need an Action Replay to use these codes. That's why they're called Action Replay codes.

Lots of fighting and bikes and that.

P78

DARK FORCES

One solution ends, another begins. Part one of our *Dark Forces* walkthrough.

P80

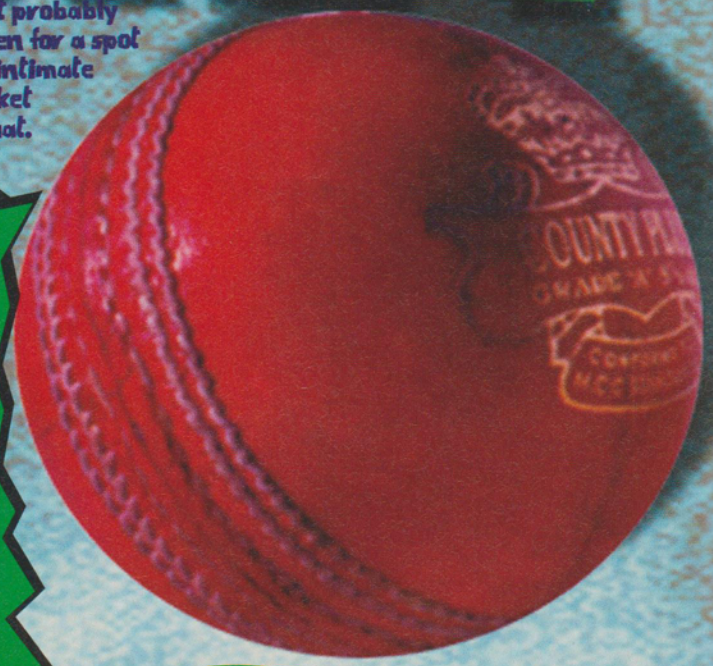
CONSOLETATION ZONE

Poor old posty, struggling through the early morning streets of Bath every day, burdened with, ooh, tens of your most annoying gaming problems. We then send him on his way with a flea in his ear and tinhead answers the ones he can. All for you lot.

P83

BRIAN LARA CRICKET

Ah, Springtime, and a young man's fancy turns to... cricket? Maybe, but probably not. Anyway, for those too scared to venture forth to the village green for a spot of prancing about wearing brilliant white clothing and rubbing balls in intimate places, Codemasters give us *Brian Lara Cricket*, a surprisingly good cricket simulation which is actually far more fun than the real thing. Funny that.



THE BASICS OF CRICKET

Before you dive headlong into the computer game itself, we thought it might be wise to warn you of some of the basic – and more bizarre – rules of our fair game.

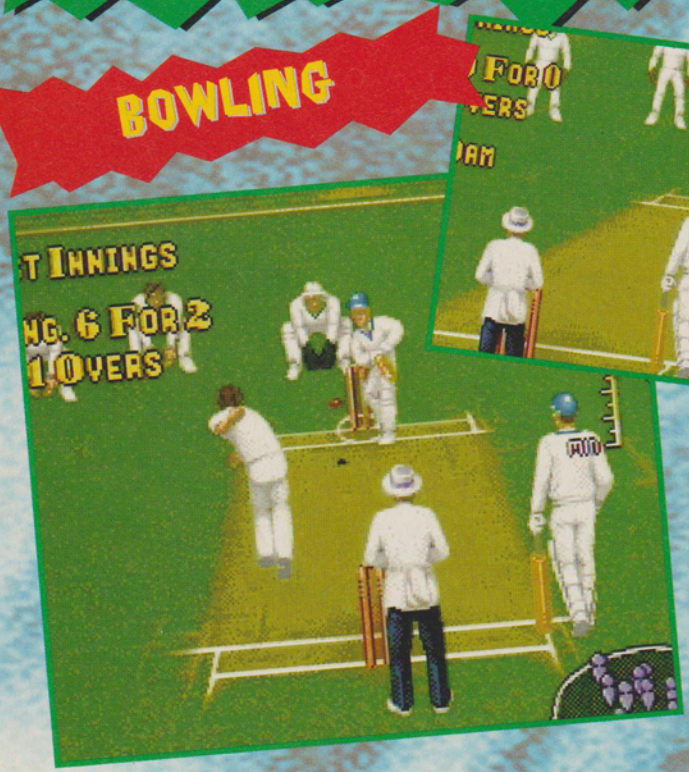
1) Cricket consists of two teams of 11 men. One side 'fields' and the other side 'bats'. Still interested?

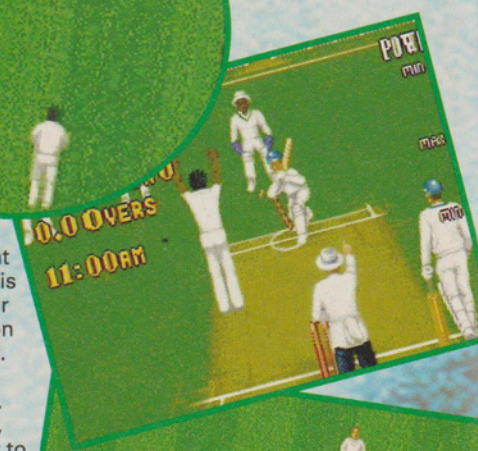
2) Cricket bats are made from willow – as are the funny things behind the batsman, called 'stumps' or 'wickets'.

3) Other assorted 'gems' in cricket include... Wicket-keepers, Umpires, Bails and silly mid-offs – I kid you not.

So, with this fresh injection of healthy cricket-type information firmly implanted in your young minds, it's time to get onto the computer game itself.

BOWLING





The most important thing to remember is to keep varying your style. The batsman will soon cotton on if you repeat the same delivery. Use as many varied bowlers as possible (spring, spin, power, etc).

During our extensive research, we found the best overall strategy to use is to lure your opponent into a false sense of security.

Do this by laying on a couple of quite weak deliverys (but with plenty of spin), then throw down an intense bouncer. Do this by playing the ball fairly short, so that by the time it reaches the batsman it's at head-height. He's more than likely to hook it straight into the careful hands of one of your fielders.

BATTING

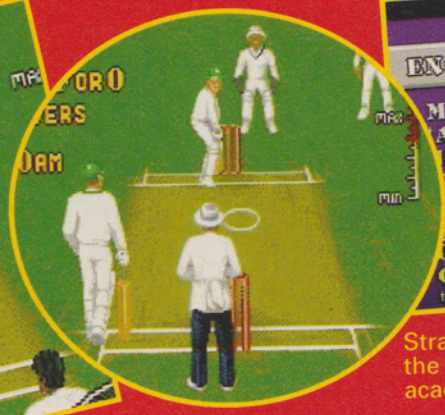
Batting is also a matter of cunning over strength. Whacking the ball here, there and everywhere may get you a brief round of applause, but our experience tells us that nine times out of 10, you're more than likely to hit the ball straight into the hands of one of your opponent's fielders.

It's much better to start off fairly safely, and if you're playing against the computer, he's sure to move all his fielders in. Use one of the drive shots and stick to the A button. This won't give you a very high score initially, but patience will bring its rewards.

Learn the different bowling techniques, and keep an eye on the fielder layout at the bottom-right of the screen.

When you feel confident with a shot, smack the B button. Also, remember to look at both the power and speed meters of the bowlers – these will affect the strength of your shot greatly.

To avoid running, which isn't really in the spirit of the game, hit sixes.



Strangely, all the players look exactly the same. Must be an Australian style academy system.

GENERAL TACTICS

That's a good tactic (above). Simply wait for the batsmen to wander off and stump 'em.

1) Remember that your first bunch of batsmen are easily your best ones. Be extra careful with them as the later ones aren't usually capable of knocking up the higher scores that you'll need.

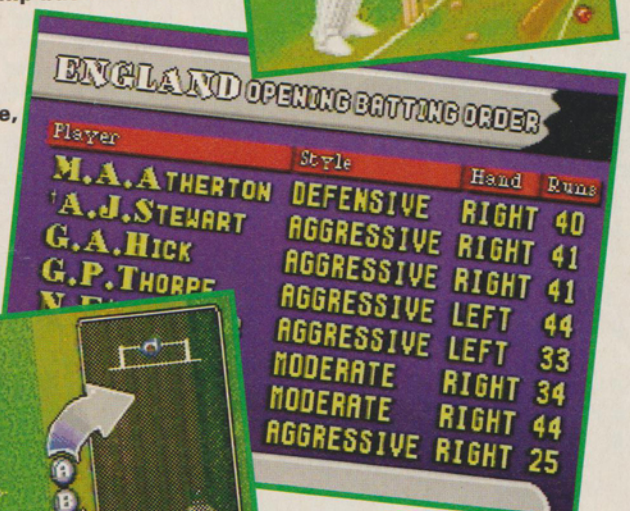
2) Manual fielders do give you a better feel for the game, but the automatic ones will always react quicker.

3) Don't be afraid to change the placings of your fielders. Keep an eye on the way your opponent's playing.

4) I found the straight on view best for both batting and bowling. It's fun to experiment with the different camera views, but it does become difficult to see exactly where the ball's going to end up.

5) Always risk extra runs... you can always nip back if it's looking unsafe.

7) Turn the teapot twice, make sure the sandwiches are crustless and pray for rain...



Mike Atheron's getting a bit defensive and with Hick and Stewart getting all aggressive it's not really surprising.

True Lies

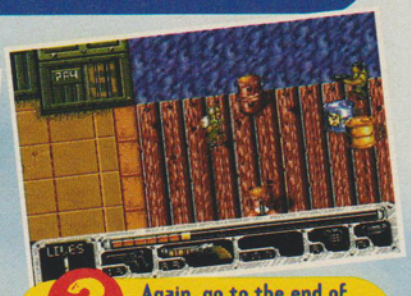
Finish off that nasty Jihad with the help of this, the second part of our *True Lies* solution.

THE DOCKS

The object of this level is to blow up all the crates and avoid getting killed. It really is as simple as that. Or is it?

1 Er, yes it is. After picking up the shotgun to your right, head along the first wooden pier and go right to the end. Don't attempt to take out the flame-thrower yet. At the end is your first crate and some grenades.

2 On the way back you can now take out the big man holding the flamethrower with some top grenade action. Head back left for the second crate and then move to the second wooden pier.



3 Again, go to the end of this pier. To kill the enemies, lure them towards the oil drums, shoot the drums and they will explode killing the bad guys. At the end of the pier is some lovely ammo.

4 Watch out for the machine gun heavy, luckily he's fairly slow. Behind the oil drums are some more grenades and you can never have too many bombs.

5 The maze isn't as big as the next one or the previous one, so crates are reasonably easy to come by. There are less avenues to explore, but still plenty of heavy-duty guards, so take your time.

6 If crates look easy to get, take time to kill the guards in the surrounding area first, as an exploding crate is often a signal for more enemies to come after you. There are 11 crates in all to find.

7 Once you get onboard the ship, you should be virtually home and dry. There are three crates left. This one at the stern is ahead of you when you get on (and contains extra health).

8 Find the next one by entering a side door in the corridor leading to the front of the ship. You are now on the upper deck with the crate to your left and some more ammo to your right. Now for the final crate.

9 At the front of the ship there's all manner of unpleasantness waiting. If you're well armoured then just make a dash for it and take the crate out. You're likely to take some fire, but none of your weapons are being taken to the next level, so go wild.

CHINA TOWN

This is one of the biggest levels of the whole game, with three separate arenas: the gardens, the palace and the

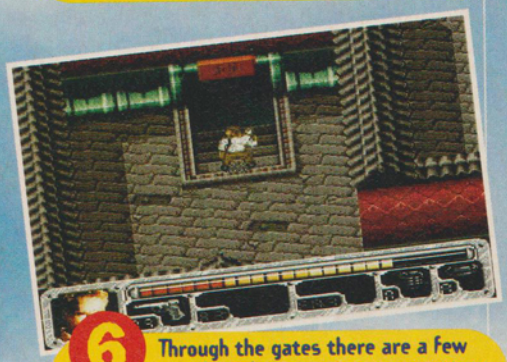
1 Enter the pavilion early on to pick up power-ups. They're rarely guarded from inside, but often there will be Flame-throwers or red guards nearby so kill them before entering.

2 When you reach the trees beware of the guards which skirt their edges. There are two gaps in the tree as well, one for ammo and one here for extra health. Head south in search of the key.

3 Roll quickly past the two rocket launchers and a red guard will come to attack you. Kill him quickly with the shotgun and then blow up the small gates.

4 The first key is not too far away. Make use of your grenades in this section, especially if there are three or four guards in

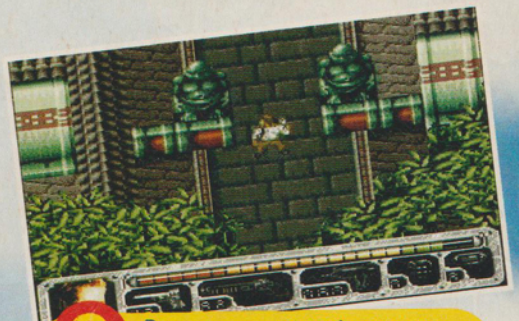
5 The key to the catacomb gates can also be found here. Once you've got it carry on exploring, as there are no deadly enemies awaiting, just some light-weights. Now head back to the gates.



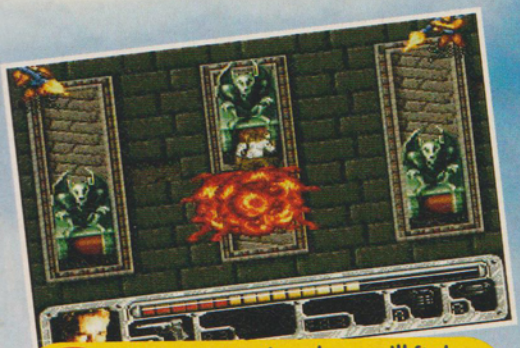
6 Through the gates there are a few guards and some mines to negotiate, then it's down into the depths below for the second series of encounters.

7 There is a hidden extra health icon in one of the dungeons. Enter a dark exit and Harry will disappear. Make him wander about inside and eventually he will hit an icon in the dark. It isn't guarded so don't worry.

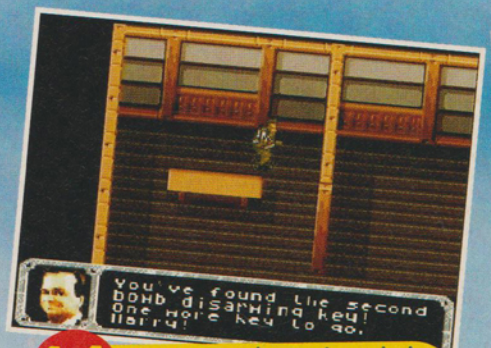
8 The key to the palace can be found here. Once you've got it, continue exploring as before and then head back to the trees where the gate to the palace can be found.



9 Retracing your steps is easy now that everyone has been killed. Don't become too complacent though. As soon as you're through the gates it's time for the third part of your violent journey.



10 Upon entering the palace you'll find two missile launchers to get past. Hide behind a statue and you're safe, then roll between the two of them and they'll shoot each other.



11 Inside the palace isn't too bad. Just remember that those screens are flimsy and you can shoot through them. Pick up another disarming key and continue your mission.

12 You need *all* the keys to disarm the bomb. Don't worry if you reach here and they're not around though. All you have to do is go searching for the last one. Most guards are dead and it's now just a leisurely stroll.

THE REFINERY

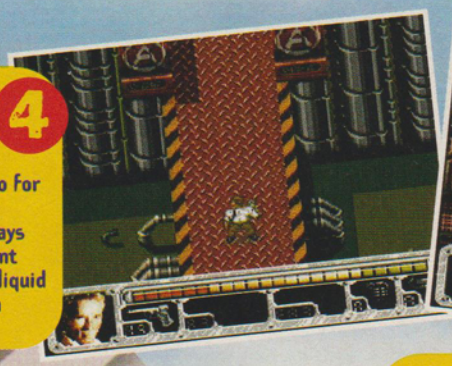
The Refinery is basically two levels in one, each part of which requires a different approach. The first bit is chaos and you need to move quickly but the second requires a more careful strategy.

1 Before you head up the road, which has been normal practice in levels so far, head to your left along the fence. Here you'll find a shotgun waiting behind the oil drums, which need exploding.

2 Beware when heading along corridors like this. In the park you could hide behind all of the hedges. Here there are some pipes which you can hide behind and some which you can't. It's best to treat them all as though you can't.

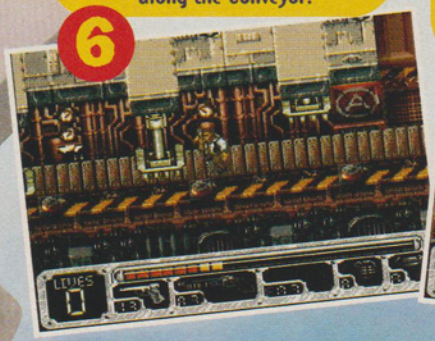
3 Keep heading as far north as possible. It doesn't matter whether you go left or right, but left does seem to be easier to handle. Towards the end of the outside bit it may be necessary to do a series of rolls. Then duck under the garage door and enter the plant.

4 Here you're relatively safe, and there's an opportunity to replenish your ammo for the next couple of minutes. The walkways automatically prevent you falling into the liquid so don't worry when avoiding bullets.



5 Head to the left and take out the guards up above you. Then head back down and the walkways will take you round in a big loop. Eventually you pick up a passcard. Continue the loop and you come out above where you started.

Shoot the barrels on the belt and run onto the belt itself turning quickly right. Then avoid the stamping machines and continue along the conveyor.



6

At the end you jump off and the passcard will allow you into the later part of the level. If you don't pick up the card first time it is possible to get back along the belt in the wrong direction. But obviously it's not worth the hassle.

7

The last section involves blowing up oil cans and taking out some pretty dodgy guards. Use your pistol a lot and shoot across the water onto other platforms to clear the way. It's time consuming, but will ultimately speed your progress.

8

THE HARRIER

This part of the game is different to everything else that goes on and can throw you. Keep your cool and it shouldn't be a problem. It simply becomes a vertical scrolling shoot-em-up, which isn't too hard, but is

1 Stay well back and swing from left to right avoiding the fire from the jeeps.

2 Take out the vans with your missiles, but be careful not to waste them, they're in short supply. By this stage, you'll have passwords, so if the change in gameplay throws you slightly just keep going.

THE OFFICE

Right, now it's time to put all the skills you've learnt so far together in one last push. This is the last level and you'll see some familiar faces popping up. Just keep your head, you should be pretty good by now.

1 The first problems are the two flame-throwers opposite each other (roll between them and past one, and take them out from behind one at a time). Remember that guards can shoot through some of the walls.

2 When you kill people don't run off immediately as occasionally they turn into icons and an extra life at this stage is utterly vital.

3 Also shoot all of the crates - not all of them contain power-ups, but none of them contain nasty surprises so there is no reason for not checking them. If you can lure a guards towards one then so much the better.

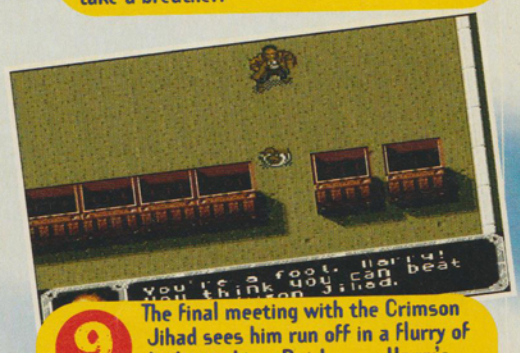
4 This whole level is a series of reasonably small playing arenas followed by an exit to another floor. There are about eight to get through, so don't worry if it all seems to be getting too much.

5 You really need to start moving quickly at this stage. Roll and lock your gun in quick succession. There is also a harmless looking guy - he's strapped to a bomb! Make him follow you over one of the mines.

6 Again, as in the refinery, there are certain sections where it's simply easier to roll quickly past a series of enemies just to make it to an exit and take a breather.

7 You pick up a flame-thrower half way through the office level. This replaces your handgun, so it's obvious that close up fighting is going to be the norm for the rest of the game.

8 Two rocket launchers are in either corner. Avoid them for a while and stay fairly central - each heat-seeking missile will attack its own comrade. Kill the guy with two guns and you're free.



9 The final meeting with the Crimson Jihad sees him run off in a flurry of bad-mouthing. But by now Harry's game is complete and you can switch off your SNES and rest easy. Might as well see Jihad die first. He deserves it, after all.

THE ROOFTOP

Once you reach this stage you're home and dry. I'm not saying it's easy, I'm saying you're home and dry. This isn't another diversion like the harrier, it's simply a sequence you watch before the credits roll.

1 No need to push any buttons, just sit back and relax as you finally see off the evil Jihad. Now you see him...

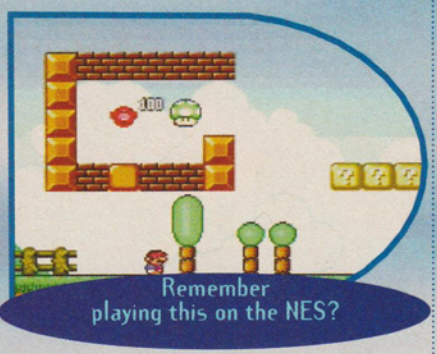
2 ... and before you can say, now you don't, you don't. Now that wasn't too difficult was it?

ACTION REPLAY CODES

SNES

MARIO ALL STARS COLLECTION

0080 3280 Removes the Japanese version's protection.



Remember playing this on the NES?

MARIO ALL STARS - SUPER MARIO

7E17 2A05 Infinite lives for Mario.

7E17 3605 Infinite lives for Luigi.

7E07 EB09 Unlimited time, switch Replay off at end of level.

7E07 5606 Invincible plus fire, when hit makes Mario big.

MARIO ALL STARS - SUPER MARIO 2

7FFB 02XX Replace XX with the required stage number.

7E07 5A05 Infinite lives for both Mario and his mate Luigi.

7E07 EB09 Unlimited time.

7E07 5606 Invincible plus fire, when hit makes Mario big.

MARIO ALL STARS - MARIO USA

7E04 EE05 Infinite lives for all characters.

7E04 CB3C Always active super jump.

7E04 C33F Unlimited energy.

7E04 E130 Invincible.

MARIO ALL STARS - SUPER MARIO 3

7E07 3605 Infinite lives for Mario.

7E07 3705 Infinite lives for Luigi.

7E05 F009 Infinite time for both characters.

7E1D A263 Coins are always at 99, every coin collected gives you an extra life.

7E07 47XX Replace XX with number to change Mario's image.

TURTLES TOURNAMENT FIGHTERS

7E0E E460 Unlimited energy for player 1.

7E0F C460 Unlimited energy for player 2.

7E00 8E59 Unlimited time.

7E1A CE0B Player 1 plays as Karai.

7E1A CE0A Player 1 plays as Rat King.

7E1B 1E0B Player 2 plays as Karai.

7E1B 1E0A Player 2 plays as Rat King.

7E1F 920X Replace X to change speed.

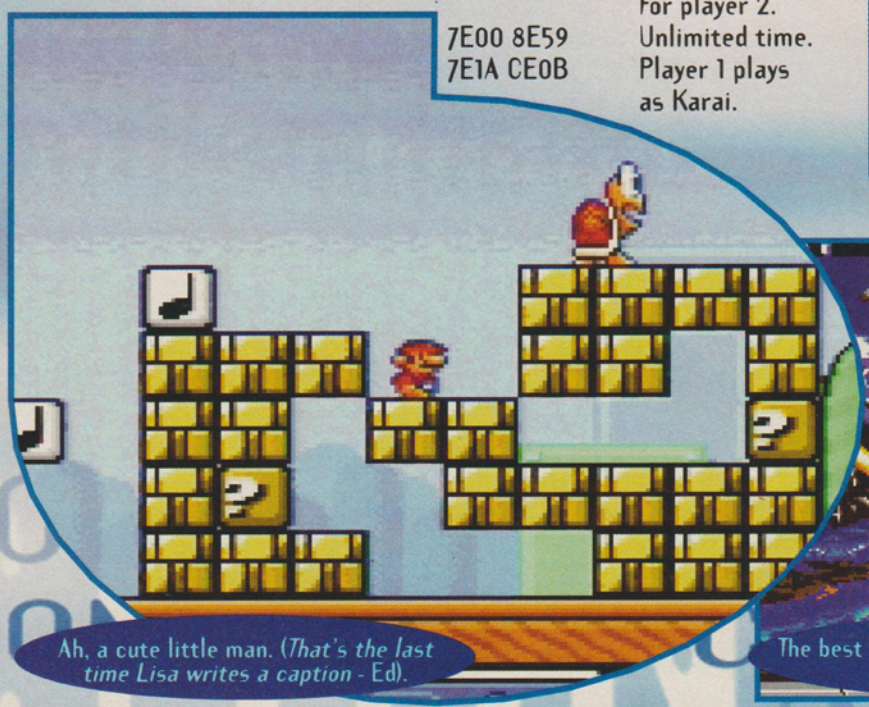
7E0E 9F40 Use with code below for super jump (player 1). Turn Replay on at energy screen.

7E1E F809 Use with the above code.

STREET FIGHTER II TURBO

7E18 8F0B Allows you to go straight to Bison.

7E07 30C0 Finish the game on the hardest level.



Ah, a cute little man. (*That's the last time Lisa writes a caption* - Ed).

The best weapon to use against a turtle? A tin opener on the shell.

MEGA DRIVE

FIFA INTERNATIONAL SOCCER

FFFC3 70000	Infinite time.
FFFC4 700XX	Changes the number of goals for player 1 (00-FF).
FFFC4 800XX	Changes the number of goals for player 2 (00-FF).
FFEC3 D0000	Always win the coin toss.
FFFFC 70001	The ball is invisible.

MEGA BOMBERMAN

FF954 30003	Infinite lives.
FF953 B000X	Area select.
FFA46 2000A	Infinite bombs.

LANDSTALKER

FF543 E000A	Infinite energy (except against bosses).
FF104 00008	Infinite lives (except against bosses).
FF309 70004	Infinite statue of Gaia (once you have one).
FF234 90004	Infinite golden statues (once you have one).
FF1F4 90003	Use with code below to have infinite Dah (once you have one).
FF2D5 90003	Use with above code.

GREATEST HEAVYWEIGHT

FFF1A D0001	Fight as number one contender in career mode.
FFF1A E005F	Have 95 wins.
FFF1A F0000	No losses.

VIRTUA RACING

FF900 6000X	X is 6-F for current speed.

"HOORAH! AFTER 81 YEARS OUR DREAM'S FINALLY COME TRUE!"

"YES, WHO'D HAVE THOUGHT IT - A FOOTBALL MAGAZINE ACTUALLY WORTH READING?"

YES, IT'S

"TOTAL FOOTBALL"

ALIVE AND KICKING THIS AUGUST...

STAR WARS DARK FORCES

CRUSH THE EMPIRE ONCE AND FOR ALL (WELL, UNTIL THE SEQUEL ANYWAY) WITH GAMESMASTER'S TWO PART PLAYER'S GUIDE TO THE BEST ROUTE.

Level 1 Death Star Plans

Begin by going forwards and left to get the shields and ammo. Open the door by pressing the button next to it and head right around the big building until you reach a door in a wall against the rocks. Ignore this one and go for the next door. Enter and get the red key from the officer in the lift. Go left and activate the switch, drop down and enter the new area. Throw this switch and return, then jump across and get the power-ups. Now open the curved door and activate the switch. Once outside go across to the far side and jump from a small outcrop there over to the other side.

Jump onto a ledge in the rock wall and explore. Push the walls and find a switch. Trigger it and walk right onto the moving platform. Through the door to your left you'll find the infra-red goggles. Now return to the lift and go down the stairs. When the lift is up you can get a shield and ammo boost. Descend the next stairs and go through the door. Throw the switch, get the plans and go through the door. In the far wall is a secret door. Use the lift to return to your ship.

Evade enemy fire by staying close to the wall.

Take out the officer to get the red key.

Level 2 Talay – Tak Base

Go right and jump up the pile of rubble you'll find. Follow the wall left until you reach a clearing and a river. Jump down here, go over the bridge and enter a room. Leave via the window on the right and go left. Once through the door use your infra-red goggles. Climb the stairs to a room with an opening in the ceiling and leave via the right window.

Switch on the generator and travel the rotating walkways for some much needed goodies. Go back outside now and follow the wall to the right into another clearing, then follow the wall left. Through the white door throw the switch. Go through the door on the left and across the walkway. Trigger the switch and go through the now open door. Go through the hole in the corner and on to the building with the white door. Go inside, up the stairs and through the door on the ledge. Get the Dark Trooper stuff and return to the start.

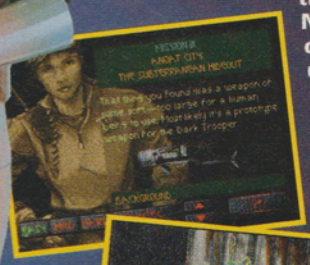
Watch your step here, these guys are tricky.

I crossed this walkway to get the goggles.

Level 3 Anoat City

Use the stairway and lift to get the medikits. Pull the lever and go left. Enter the grate and follow the stream, jumping onto the ledge in front of you. Get the power-ups and jump up to the clear area. Use the lift and pull the switch. Next travel down river, using your infra-red goggles for the dark pit. There 's more stuff through a door to the right. Head towards the southwest corner, through the door there and return to your ship. Go back to the grate lever and pull it again. This time go northwest and through the grate. Leap onto a ledge, go left and pull the switch. Jump down into the passageway and go through the door on the right in the pit. Pull the lever and travel through the tunnels until you reach the grates. Pull the lever there. Swim northeast through the grate and jump onto the ledge again. Avoiding the creature go right to the clear ground and pull the switch you find there. Jump down and go through the open door.

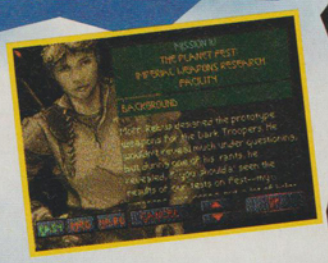
In the sewer pit pull the lever to steady the floor and follow the sewage back to the pit. Go through the doors, push the button and follow the sewage. Back at the grate pull the lever again, this time going through the east grate. Get the power-ups, return and hit the switch three times. Go back through the northwest grate, following the passage through the door. Go through the passageway opposite, take the lift down and go through the door. Push the button on the column and jump to the other side. Follow the ledge then jump into the opening on the left. Through the doors there's lots of stuff for you while up the stairs there's Moff Rebus.



That handy sewer grate switch.

Stacks of top power-ups!

Level 4 Imperial Weapon Research



Go left and over the walkway. Turn right up the stairway, then left and up. Drop down and go right around the building then up another staircase. Over the door take the lift up into the tower. Go back down and jump down behind the door. Turn left down the corridor – there's a switch to open the main door. Outside, walk against the rock wall. Go back up via the lift and down the steps before jumping into an alcove. Walk up the steps on the left, through the arches and down to the ventilation shaft. Jump into it using your goggles and return by crouch-jumping. Go left, then right, kill the bad-guy, and go right past the stairs to get the ammo. Go up the stairs, left and around the walls to the switch. Activate it, run back past the stairs, through the new door. Turn round the corner, go down in the lift and collect the shield-ups you'll find through the left corner door. Now go up the stairs, past the right-hand door, to the passage ahead. Go through the left door, then the right and up in the lift. Through the door lies the Imperial Repeater Rifle. Return via the left door and go the other way. Go to the slide-door with a red circle, through, right, and up in a lift. Collect the stuff, press the button, and then go back to the dark corridor. Here, open the other door, go round the corner and input the code. Go up the stairs behind you and enter the room.

Use the walkway switches to enter each door, throwing the switches inside each. Next move the walkway up and past the window. Climb the stairs on the right. Grab the metal, and run through the doorway to the left. Go to the 'circle' door and jump off the walkway into the corridor. Go left, shoot the switch on the pillar and return to the other side. Fall off and go through the door for extra stuff. Return through the door and up in the lift to the right. Exit via the door, go right, up the steps and left. Return to the landing area.

Watch for troopers sneaking up.

Level 5 Gromas – The Mines

Go right, down towards the mine. Keep to the west until you reach the lift. Get the Fusion Cutter and head east, past three drills, and jump onto the slow drill. On the way down, leap into the small passageway. Fall onto the other mining machine, jump out and get past. Turn left, then right to a deep chamber. Collect the blue key from the right-hand chamber and go back and left, past the machine to a blue key door. Open it, go through, past the machine, to another that you can fall into, and follow the passage ahead. Walk on to another machine, then into the chamber again. Leap to the nearby passageway, onto another one and into a chamber. Drop to the ledge below.

Once the machine has risen, leap into the passage. Now continue round to the lift and down to the reactor. Go round the nearby corridors collecting stuff and destroying ceiling turrets before locating the coupling on the reactor and setting the charge. Attack the Dark Trooper then enter the small door, go up in the lift and leave. Return to your ship and go through the new door. Push the lever in the doorway, and wait until you can see the other side. When all the doors are down, run through the closing doorways to your ship.

You've got your work cut out.

Loads of power-ups to be had.

STAR WARS DARK FORCES

Level 6 Imperial Detention Center

Go to the controls in the rocks, push the button and enter the shuttle carrier. When you stop shoot the switch on the left and go through the large doors into the centre. Go left and through the door to blow apart the split in the wall with a thermal detonator. When you come back out, activate the switch on the wall. Walk onto the big door, shoot one of the switches on the ledge, whilst still on the door, and rise up. Turn left and push a switch to reveal another button. Turn right and hit the crack with an explosive. Next drop down or go back over the door and fall off the end of the other passage where a lift will rescue you. Either way, go to the other end and through the door. Press the button near the door and go up in the lift by pushing the revealed button. Go into the dark corridor, blow open the crack, go back to the lift and onto the next floor. Set off the mines on this level by running towards them then back, or using explosives. Go right and kill an officer. Now use his code in the terminal near the lift. Go through the revealed door to get the Mortar Gun.

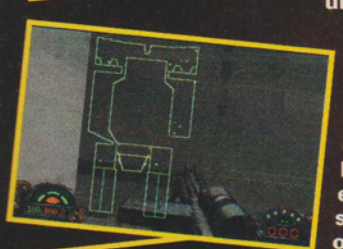
There's a trooper waiting in every passage.

On the next floor go right, avoiding the flashing green door, back through the other opening, jump into the hole in the wall, and find the switch – this will turn the field off. To turn the barrier off from the other side, look behind the console in the room next to it. Go down another level, through the other barrier whilst it's off and through the door. Shoot the button and enter the white room. Go to the large door, run through the on/off barrier and grab the key. Go back to the other lift, and up a floor. Go into the dark corridor, past the huge chamber to a small lift. Input the two new codes, each of which opens a door. Afterwards, go up in the main lift. Get the codes from the two officers, then return to the bottom floor.

Make the lift go one floor up from outside, and return to the other lift. When on the top floor, make the lift go down one from outside it. Go around to the right and open the door, go through, drop down and study the diagram. Go through the door next to you, and drop onto the top of the first lift. Go through the right door to the next shaft. Drop onto this, to the next door. Go through and round to the trash compactor, leap from one to the other, looking for a door fronted by a ledge. Jump to this, and open the door to the block Madine is in.

Now try the codes you collected at the console next to the large door – one contains Crix Madine.

Level 7 Ramsees Hed Docking Port



Go to the lift to get inside the port. Push the nearby switch, then go forwards under the walkway. Turn right and collect the yellow key. Blow up the 'DANGER' crate. Go back into the open area and pull the left switch. Go back under the walkway and up in the lift, first pushing the button under the walkway and moving back. Once over the walkway and on the other side, move right, fall down the drop and onto the lift. Pull the switch next to the crates and the one hidden in the dark area. Progress through the revealed corridors, pulling switches. Go up in the lift, onto the grey walkway and across to the passage. The lift here leads to a drop – fall down and walk onto the large lift. When it stops, open one of the large doors and walk into the white corridors. Jump onto the crates and pick up the stuff, but first go left, searching each room. Down a small drop is the red key. To get back up shoot the button. On your travels, skirt the walkway around the deeper drop which will lead you to a room of screen displays. The blue key is in the right-hand room. Return to the big crate store, opening the door with the key. Go through and place your tracking device.

Another level, another switch...

In confined spaces shoot first and ask questions later.

CONSOLETATION ZONE

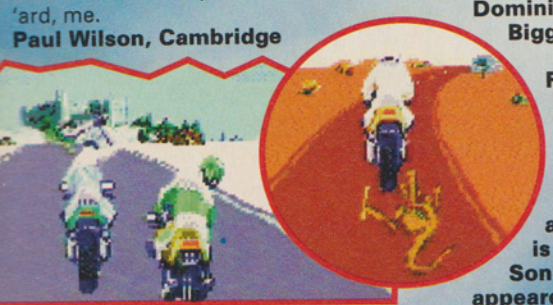
REMEMBER, IF YOU'RE STUCK SEND YOUR QUERIES TO: THE CONSOLETATION ZONE, GM MAGAZINE, 30 MONMOUTH ST, BATH, BA1 2BW.

MEGA DRIVE

DEAR GAMESMASTER

Nuff respect to the bloke with the cheats. I have just got *Road Rash 2* for the Mega Drive and I need some cheats that will give me a hunky chunky bike that will really shift. While you're cheat seeking could you find me some cheats for *Castle of Illusion* starring Mickey Mouse? Ta mutchly. I am well 'ard, me.

Paul Wilson, Cambridge



If you're so well 'ard, young Paul, why do you need help on dead easy games like *Castle of Illusion*? Is little Mickey Mouse proving a little too hard for ya? Consider yourself scorned. *Road Rash 2* is another matter entirely though. I can understand how you would be stuck on this one. Enter the code 0, 0, 9, N-1, V, 0, 0. You will now get yourself a gorgeous black mean machine that can go up to 230 MPH. Of course this makes it that much more difficult to control but hey, no one said that speed came cheap, did they?

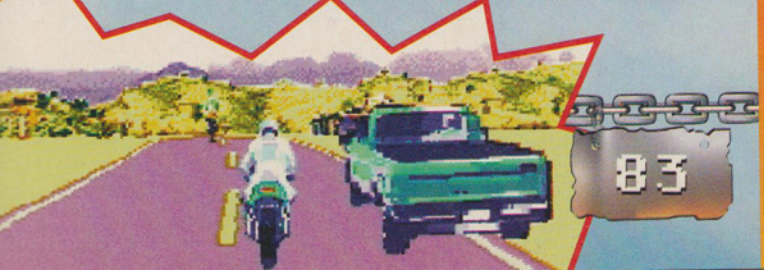
DEAR GAMESMASTER

I recently bought *Pete Sampras Tennis* for the Mega Drive and have heard that there are two more options. Can you tell me how to get them, or is that a stupid question? Please, please put this in GM mag as I've sent many letters and none of them have been published. Cheers.

Dominic Lawrence, Biggleswade

Rather predictably I'd have to say yes, it is a stupid question. Rather like asking if politics is interesting or if Sonic has ever appeared in a video nasty. But seeing as it was so stupid I'll give you a sensible answer so that you can practice talking sense. Select the world tour, choose any player, don't enter your name, select yes to enter a password and enter ZEPPELIN. Now you'll be back to the main screen with a couple of new options. Now the passwords, try these. Start, car, vegan, star, lcd, wall, sinkorswim, shelf, window and pool. To argue with the umpire press down-right and start on the joypad when you are about to serve.

Road Rash 3? I reckon they should've called it *RR Wee*.



DEAR GAMESMASTER

Being a huge fan of the *Strike* series from EA I couldn't resist buying *Urban Strike* when it came out months ago. Out of them all I think that this is the hardest so can you give me some level codes? I am, as they say, well and truly stuck.

Jake Hanson, Dudley

Actually Jake, I thought that *Urban* was the easiest of the bunch. Maybe it's just me being the all powerful gaming god that I am, or maybe it's just you being crap.

Either way here are the codes. C9ND63JYW3W, 9GRTKG-DT9GN, NWDTNW6SGRR, L6VZHD-3XB63, GPTXLGDTHWG and W7K9LP7C6JF. You should at least be able to have a little look round the levels before you die.

JAGUAR

DEAR GAMESMASTER

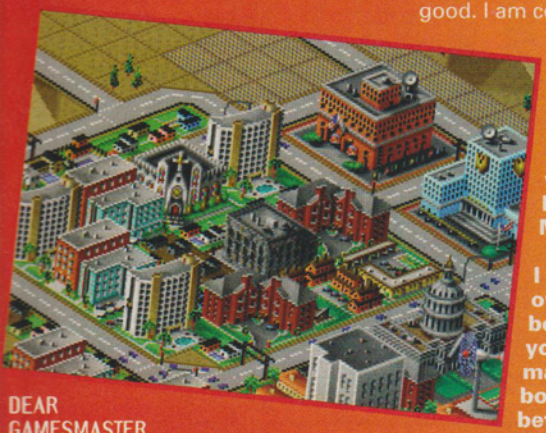
I have a Jaguar and watching your GamesMaster Gore Special I saw *Tatsumi Ninja*. I thought it looked good so I bought it. I was disappointed to find that the manual did not have any special moves or fatalities. Please send me a sheet containing the special moves and fatalities. Please help me, I am in great distress.

D Maguire, Belton

***Tatsumi Ninja*, haven't heard of that one. Maybe you mean *Kasumi Ninja*. If you had the game I would have thought by now you might have looked at the box or title screen to see how it was spelt. I don't know, the youth of today. First I have to put up with those young ruffians who produce the rest of this magazine and now I have to put up with readers who don't know what their own games are called. Death moves galore, here we go.**

Habacki - hold C, diagonally up and away when you're close.
Angus - hold C, toward, back, down when you're close.
Senzo - hold C, up, down when you're up close.
Thundra - hold C, toward, up, towards repeatedly from far away.
Danja - hold C, away, up, away repeatedly from far away.
Pakawa - hold C, back, forward repeatedly when you're close.
Chagi - hold C, down forward, down back, down forward, A (do this in a rolling motion while holding C the whole time) when you're close.
Alaric - same as Chagi except press B at the end instead of A.

AMIGA



DEAR GAMESMASTER
What with all the fuss going on about *Judge Dredd* I thought I'd drag my old Amiga version of the Dreddster out and have another go. At least now I know why I put it in the loft. It's too bleedin' hard and I can't get anywhere. Can you give me any help at all?
John Davidson, Preston

John, this game is old. Why are you still playing it? It was never any good in the first place. Still, what's the betting that Acclaim's new *Judge Dredd* game won't be any good either? To get help for your creaky old version all you need to do is log onto the computer as Dredd, type in BRUCKEN PLAYING HERO QUEST and hit return. Exit the computer and whenever you want to skip a level just hit the help key.

DEAR GAMESMASTER
Being the owner of a rather tasty A4000 I figured that *Sim City 2000* was just made for my machine. After all, those little A500 and bog-standard A1200 owners couldn't run it on their poxy machines so it must be pretty good. I am completely addicted to playing it but always seem to run out of money just as my city starts looking good. Is there a way to get loads of money every year without doing anything?
Daniel Wicheard, Melksham

I see, a stuck up A4000 owner huh? Just because you think you've got a good machine. Well Danny boy, we've got even better machines than that so if you want to try some one-upmanship try it on someone your own size. Like me.

The cheat you are after is a pretty simple and effective one. Start a new game on the hard level. Now type in FUND until your cash hits the $60,000 mark. You may have to answer some questions but just keep replying yes. Go to the budget screen, enter the bond repayments and hit repay. Again you'll have to answer yes to any queries about repaying a bond at 3%. Now play the game as normal and you will receive an additional $50,000 per year, without doing, as you so nicely said, anything.

But that's not all. A little bird has told me a load more cheats but forgot to tell me which version they are for. Try 'em and see what happens.

Type in these codes for lots of extra good things. VERS, JOKE, HECK, DAMN, FUND, CASS, PORNTIPSGUZZARDO and ARDO.

just for you. 2264, 4778, 5819, 0362, 1048, 3710, 2514, 2134, 9091, 4092, 4163, 7689, 4881, 5296, 4185, 0930, 6007, 1415, 0164, 9653, 4628, 8282, 1543, 4780, 0105, 6271, 0160, 8169, 2077, 0117, 6318 and last but not least 8513.

DEAR GAMESMASTER
I'm a huge fan of all the *Bomberman* games on any format possible. I have got them on Amiga, SNES and Mega Drive. The latest addition to my little bombing family is *Wario Blast* on the Game Boy, although I play it on Super Game Boy of course. Is there any chance that you have got the level codes for it as I am a little stuck in a couple of places. Go on mate, dip into that little tips bag and see what you can come up with.
Rog Bates, Wakefield

The only little tips bag around here is the PG one that I use in my tea. And that's getting a bit worn out, I'll have to send one of the lads out to get me another. While I'm waiting here are all the level codes,

DEAR GAMESMASTER
I have recently bought *Wrestlemania* for the Game Boy and it's total wik. I don't suppose you've got any cheats for it have you? If you do could I have them please?
Chris Hepworth, Planet Earth

I'm sorry but I don't speak trendy. What does wik mean? And are you sure you're from the planet Earth? I sometimes wonder. *Wrestlemania* on the Game Boy is going back a bit but that's never stopped me yet. Ah yes, this is a good one.

All you have to do to win a fight is climb onto the turnbuckle. Then just wait until you automatically jump off and for some reason your opponent will always walk into your path. Handy that.

GAMEBOY

PC - three dimensional death spesh

DEAR GAMESMASTER
Come on then big guy. Try this one for size. I want all the cheats and codes for *Dark Forces* on the PC. It's the best game I've ever played so give me everything you've got.
Douglas Atkinson, London

Not so much for Douglas because he's an obvious contender for git of the month, but for the other people who have written in to me asking (and in some cases begging for) help on *Dark Forces*, here are some cheats.

Most of the cheats are actually quite easily displayed on your PC. All you have to do is run the sound card setup program IMUSE.EXE. Hold down both shift keys, a ctrl key and type the letters:
WORK – A message appears on the screen, followed by the cheat codes.
LABUG – Insect Mode. Makes you smaller so that you can squeeze through tiny gaps and avoid enemy fire.
LACDS – Supermap mode. Type it in once during the game to get the full map with all items displayed as well as the location of enemy troops.
LADATA – displays your co-ordinates on screen.
LAIMLAME – turns full invincibility on or off.
LAMAXOUT – gives you all the weapons, ammo, inventory and shields.
LANTFH – bring up the map and centre it at the point you want to warp to. Then type in this code to go there.
LAPOGO – allows you to jump up chasms (but not across them).
LAPOSTAL – gives you all the guns, ammo, shields and health.
LARANDY – increases the firing

SNES

DEAR GAMESMASTER
On *Super Streetfighter* for the SNES is there any way to get the same character over and over again on the tournament section as I'm only any good at being Guile. If there is then I can keep picking him and beat everyone in sight.
Alan Biggs, Notting Hill

At last, someone who wants some genuine help (sort of) and not just a cheat. Try this with my blessing. On the Matchplay/Elimination screen highlight Matchplay and press L, R, L, R, L R, R and L on controller two. You should now hear a laugh. You will now be able to choose the same character eight times.

DEAR GAMESMASTER
How can I break this to you gently? Um, I managed, somehow, to lose one of my issues of GM. I know in some countries this would be a hangable offence so I'm just glad I live in the good old U of K, or something like that. Anyway, what I was looking for before I realised that I had lost it was the cheat for *Rock 'N' Roll Racing* that gave you an extra character. Could you oblige?
Jeff Evans, Manchester

It's alright Jeff. You can relax. We've decided not to press charges against you for losing your copy of the mag but you're going to have to live with it for the rest of your life. Right then, your cheat. Hold down L, R and start on the planet select screen. Scroll through until you get to NHO. Now press right and instead of the next planet being Chem VI it will be INFERNO. Try this as well. Hold down L, R and start on the player select screen and scroll through until you get to Tarraguinn. Now press right and Olaf (from out of *The Lost Vikings*) will appear.

MEGA CD

DEAR GAMESMASTER
Rebel Assault is the best game I have ever played on the Mega CD. I love it with all of my little black heart. What I don't love, however, is the difficult setting, which is more than I can handle at the best of times. Can you provide me with some level codes so that I can get through it?
Marcus Hedges, Wimbledon

Certainly, even if you are quite wrong in your opinion of this being the best Mega CD game, here are your codes. Now go away, very quickly. Try these, BOTHAN, HERGLIC, LEENI, THRAWN, LWYLL, MAZZIC, JULPA, MORRT, MUFTAK, RASKAR, JHOFF, ITHOR, UMWAK, ORLAK and NKLLON. That'll get you through the game.
This isn't fair. I wanted to be in *Dark Forces* but they stuck me in *Rebel Assault* instead. Damn.

DEAR GAMESMASTER
After reading your review of *Cannon Fodder* on the SNES I went straight out and bought it. I'm pretty good at it but just can't get off of the ice levels. Some geezer with a rocket launcher always blows up my troops before I can complete the mission. Can you give me some level codes or cheats? Anything to help me get past these levels would be greatly appreciated.
Stuart Barnes, Staines

You are a most deluded fellow young Stuart. It was not my review that you would have read. Just because I lend my name to this magazine doesn't mean I write it. I leave all that pen and paper stuff to that mob in the office. Bunch of lazy gits that they are, at least I agreed with them this time. *Cannon Fodder* is great and because I'm in such a good mood here are all the level codes. NBPBZ, SCSDX, TDSHT, SGPLR, XHSPN, WKPSK, XLPWG, BNSYC, BPSZZ, HRXCX, CSRGT, GTTKP, BCBCY, CDBGW, HGDKS, GHBNP, LKDRL, NLDTH, LNBXD, NPBZP, SRGBY, TSGDW and STCHS.

rate of your weapon for 50 seconds of mayhem.
LAREDLITE – freezes the enemy but they won't die until you turn it off.
LASKIP – brings your current mission to an end, credits you with a complete success and then shows cut scenes.
LAUNLOCK – puts all the keys, code cards, broken Dark Trooper gun, the Phrik metal, data tape, ice cleats and IR goggles into your inventory.

As if that wasn't enough here are the codes. Type them in to go straight to these missions.

LASECBASE	Secret Base (The Death Star Plans)
LATALAY	Talay: Tak Base
LASEWERS	Anoat City (The Subterranean Hideout)
LATESTBASE	Imperial Weapons Research Facility
LAGROMAS	Gromas Mines
LADTENTION	Imperial Detention Center
LARAMSHED	Ramsees Hed
Docking Port	
LAROBOTICS	Robotics Construction Facility
LANARSHADA	Nar Shaddaa
LAJABSHIP	Jabba's Ship
LAIMPCITY	Imperial City
LAFUELSTAT	Fuel Station
LAEXECUTOR	The Executor
LAARC	Arc Hammer

That's not all though. When you're starting *Dark Forces* type in DARK followed by one of these for even more cheats.

-c0	Disable cutscenes, brief and agent menu
-f	Disable FILES= test
-g	Record file name list
-l<level-name>	Run level by name
-m	Disable memory check
-p	Use JEDIPATH environment variable for search path
-shots	Take screenshots Press printScreen to save current screen in PCX format, as SCRSHTnn.PCX where nn goes from 00 to 99.
-t	Auto Test
-u<GOB-name>	Load user GOB file
-x<drive-letter>	Force CD drive letter

DEAR GAMESMASTER
You must be sick of people asking for *Doom 2* cheats by now but I seem to have missed the issue that you gave them out in. Give them to me.
Martin Russam, Greece

Ooh, a reader from Greece. We've had them from all over the world but never from Greece. I'm surprised they've actually got PCs in Greece. They've only just discovered fire. Oh and Martin, I'd never get sick of *Doom*. It's without a doubt the greatest bloodfest there has ever been, and now the sequel is out as well. These cheats work on both games: IDDQD for a god mode, IDFKA for full ammo, 200% armour and all weapons, ISSPISPOPD to walk through walls and IDCHOPPERS will give you the chainsaw. Enter IDDQD for a god mode, IDBEHOLD followed by S, V, I, R, A or L will give you weapons power-ups. IDCLEV followed by episode number and level number will warp you straight there. IDMYPOS will display your

WHO'S BRENDA

That nice old lady down the local chip shop? Your mum's cousin? No. BRender is a tool developed by Argonaut to help write the fastest games you've ever seen. There goes one now in fact.

During December of last year, *Donkey Kong Country* proved that 16bit platforms like the SNES could match anything that the PC and PlayStation could throw at it. Rare's special relationship with Nintendo had allowed them to generate visuals that wouldn't look out of place on a Silicon Graphics setup. So what if GamesMaster told you that every SNES and Mega Drive game could look as good as this? You wouldn't believe it, but thanks to Argonaut, you'd be wrong.

Argonaut are the company that designed the SFX chip and pushed Nintendo's games beyond anything that had been seen. They haven't been doing nothing since they made Mario possible. While working on *Starfox II*, Argonaut have been writing a program called BRender (it stands for Bazing Render – and for once the name means something). BRender is an entirely new kind of computer operating system that enables 16bits to run their fastest games ever.

The power comes from a new approach to making 3D quick. Normally 3D games (like *WildTrax*) are much slower than 2D games (like *Sonic*) because the computer has to perform more calculations to produce each frame. Because every chip can only run so fast, 3D games simply cannot keep up with 2D ones. The traditional way to get round this is to take longer writing games, using complicated languages like Assembler. This is one of the reasons why so many 3D games are delayed for months.

So what if GamesMaster told you that every SNES and Mega Drive game could look as good as this?

BRender is designed to speed up the frame rate of 3D games. Instead of programmers taking years to write code to make the game faster, Brender will do this for them. All they now have to do is design the spaceships (or whatever) and add the gameplay. Brender writes the code to move it all. The saving in time is amazing – programs that once took years can be done in a month.

So, if better games can be created in less time, why isn't everyone using BRender? Well, many companies are but the great thing about it is that the companies now have longer to concentrate on the gameplay than the mechanics. Right now, people are designing the fastest 3D beat-em-ups, sports games and platformers for the SNES and the Mega Drive yet.

But what about the next-generation machines like the PlayStation and Saturn? The joy of systems like BRender is that their code can be quickly transferred to all platforms to create new optimised games. When the 32Bit machines arrive in September, there should already be games written with BRender's help that run faster than anything you've ever seen. It you think you've got it good with *DKC*, then just wait to see what you'll be playing in six months time...

Video Walls 'R' Us. If you want Day-glo colour clashes and lots of extra detail, it looks like BRender has the power to generate it. First games are here soon.

3D APIS? YOU WHAT?

Argonaut aren't the only firm working on this type of program. There are two other companies, both of which are British, that have been developing 3D APIs (as they are bafflingly known) for years.

RenderMorphics' Reality Lab is said by some to be the most powerful of all three. They have worked closely with Sony on the PlayStation project and have developed 3D libraries (these move the graphics you see) for this potent machine.

Their programming skills have obviously been recognised because Microsoft, the world's largest computing corporation, has just bought out RenderMorphics to help with the PC's realtime 3D over the coming decade.

Criterion's RenderWare is the third, but it is not being used by as many games companies as BRender and Reality Lab. This is despite Criterion claiming that their program is the most powerful. A mainstream advertising campaign may help to change this soon.

In the future teapots will be the size of planets. Maybe. 3DAPIs are set to be the next programming fad. Jez San, of Argonaut, says you can create games as good as *StarWing* (well, sort of).

BRender and the like will let programmers move whatever they like around the screen at an unprecedented speed. This should make it fairly easy to produce games that will blow you away.

A teapot. These are used as power benchmarks (for some obscure reason known only to programmers). They provide the ultimate test of a program's power.

Another teapot, this time with a different marking on it. A sublime marble colour hides the fact that beneath all the glitz it doesn't really exist in the real world at all.

A spaceship skims threateingly towards an usnsuspecting lakeside house yesterday, hang on, that's our office. Is this really happening? Now? No, you're right. Of course not.

We know you've got lots of problems and we know you love/hate us. We know these things because you talk to us in 'letter' things. Send more to:

Letters, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW or e-mail us at gmmag@mail.online.co.uk.

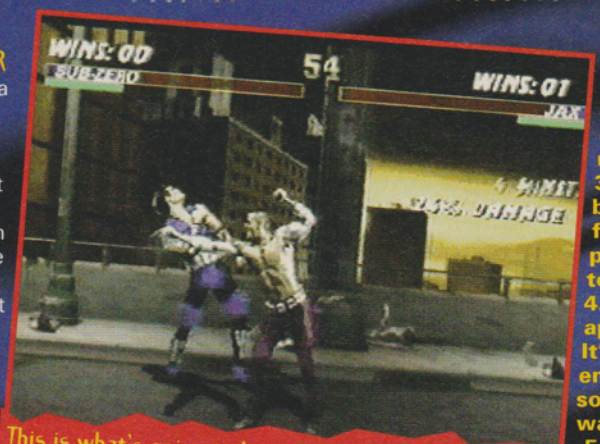
DEAR GAMESMASTER

Hello everybody. I am a human being writing to say how brilliant your magazine is. It's so brilliant that I have put it on top of the telly in the middle of the room so that everyone will see it and I shall be the envy of all the non GM readers in the universe. But I also have some questions that will force you to take several tons of cyanide pills before your heads explode.

1. In the Kombat Kolumn, just after the extremely brilliant, amazingly, grotesquely violent review of the almighty *Mortal Kombat 3* in issue 29, Ed Boon said there would be an update on *MK3* soon but he didn't say whether you would have to buy the first one, so do you? If you do how much will they both cost?
2. Why are the *MK3* team making an update when they could just wait a little longer and program the new stuff into the original cart/disk/CD etc?
3. When will Capcom actually wake up and make *Streetfighter 3* instead of *Super Streetfighter 2 Championship Hyper Turbo Super Deluxe Amazingly Spanking New Edition* etc?
4. Will *Doom* ever come out on the lowly Amiga?
5. How long will it take before *MK3* and update come out on the SNES?

That's all from me as I have to go and play Eric Cantona Footy Skills and throw myself from various local skyscrapers.

TIM JAMES, SWANSEA



This is what's going to happen to the next person to phone and ask when *MK3* is coming on home systems.

You seem to be sadly confused young Timmy.

1. The update is for the arcade machines and it's free to any arcade which has bought *MK3*.

2. They had to get *MK3* out by April to feed the demand in America. Obviously while they were making the game Ed and his team came up with loads of ideas but just didn't have the time to put them all in. So, instead of just keeping them held over for *MK4* and not doing anything original for that game they are doing this update. They are not calling it a different name like the *SF* games.

3. They're working on it, but don't expect to see it for a while. There are probably more *SF2* games to do yet.

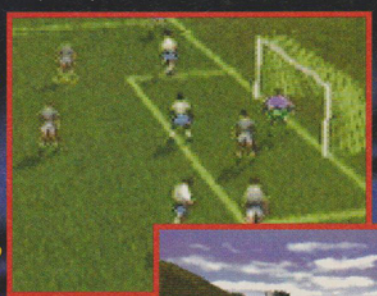
4. *Doom* itself will not be appearing on the Amiga. It's just not powerful enough to do it. There are some *Doom* clones on the way though.

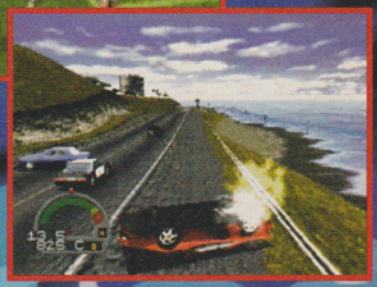
5. Expect the SNES version to appear April 96 and, who knows, it may well have the update built in somewhere.

DEAR GM

In your Jaguar CD feature in issue 28 you pointed out that although the Jaguar CD was a technically impressive piece of kit, Atari may not get the software support. Well, I must point out that Jaguar software support is increasing, with new companies agreeing to produce Jag titles. You remarked, on the subject of software support and marketing that Atari's reputation in these departments still leaves a little to be desired. But that seems hypocritical coming from a magazine which, in its previous issue was going on about EA's decision to support the Jag with the likes of *Wing Commander 3*, *Need for Speed* and *FIFA Soccer*. You also pointed out that the Jag would get *NBA Jam* and *Judge Dredd*, and all of those games are stunners.

The support for the Jag CD is





Coming to a Jag near you (if there is a Jag near you), *FIFA Soccer* and *Need For Speed*. Ace.

The Jaguar CD. We'll give it a chance but will Atari? That's what we want to know.

there as well, though. *Blue Lightning* looks great and Silica are bundling it with Jag CDs, which should go down well. *AVP2, Virtuoso* and the rest are looking superb. In issue 28 you also said that Atari's Cinepak technology was the best of any console, meaning you don't have to shell out more dosh to get the best out of games.

So, Atari seem to have more software support than you acknowledge, and since you thought that Sony's securing of *MK3* was so impressive, I think you'll be amazed to know that Atari have secured *MK3* to appear on the Jag before anything else. Give Atari a break, they're not as bad as you say.

DAVE MORRIS, SOMEWHERE

You may have been amazed to find out about Atari's *MK3* deal. So were they. They sent out their press releases praising themselves on such a fantastic deal. Unfortunately they were wrong. The Jag version of *MK3* WILL NOT be the first to appear. The PlayStation version comes out in September with the machine. The Jaguar version comes out in April next year along with every other version.

As for the rest of your letter, Atari may be getting the software support at the moment but exactly how much of this is turning into products on the shelf? Very little. The Jaguar hardware has sold just over 30,000 units in the UK, most of that due to the Rumbelows sell off.

You can hardly expect companies to spend hundreds of thousands of pounds developing games when they have no chance of getting the money back because the games can't sell enough. The Jag has got, and is getting some great games but Atari's marketing is renowned for making a mess of things so just don't expect too much.

DEAR GAMESMASTER

OK listen hear you lot. This letter is referring to last month's letter from Leigh Loveday. I have always been a fan of your mag, but when it comes to insulting my country, this is where I draw the line. Wales is cool and is better than crappy England, you pea brained English gits (no offence of course). The Welsh football team may be rubbish but at least we don't concede a goal in the first ten seconds against teams like San Marino. Oh and here is a joke.

What's the difference between the England football team and a pile of horse manure?

A pile of horse manure can perform wonders on grass.

I might consider forgiving you if you could give me a cheat to get more money on *Sensi World of Soccer* on the Amiga.

Oh, and you'll be hearing from me again.

ALUN GODFREY, PONTYPRIDD

We'd be the last people to want to upset a Welshman Alun. We'd never have to resort to commenting on how the Welsh team are under the mighty teams of Albania and Moldova in the Euro Qualifying groups. We'd never joke about how they have to coax second rate English players like Vinny Jones to change their nationality because their second cousin's milkman's granny's cat's name was Jones. No we wouldn't do something like that. As for pea brained, that's a pea more than you have. We would tell you a joke about the Welsh footy team, but they are one. I'll be waiting.

DEAR GAMESMASTER GITS

I was wondering if you would print this so I could tell Leah Holmes and Aimee Flower that they are talking crap. Dom is not sexist, he is just telling the truth and I think his column is great.

Now on with my questions.

1. Will the PlayStation have a steering wheel for games like *Ridge Racer, Demolish 'em Derby* or *Wipeout*?
2. Has there been a confirmed release date set for the PlayStation yet?
3. Has there been a price set yet?
4. What are the best games for the PlayStation?
5. Just how much should the games cost?
6. Why did you change the name of Dominik's Big Purple Column to Big Purple Opinion?
7. When is the next show of GamesMaster meant to be appearing on our screens?

Oh yeah, could I also just say Leah (in the words of the great Dom), you are a fit bird (hah, see how you like that), and if you think I'm afraid of you I'm not because I too am a martial artist.

GARY YOUNG, CO. DOWN

Looks like we're going to be having a big Jap slapping fight soon in Ireland then. Where do we apply for tickets? Now for the tedious bit that we really haven't done over a million times already.

1. No plans as yet (they're always crap anyway) but there is an excellent Namco twisty steering joypad.

2. Yep. September.

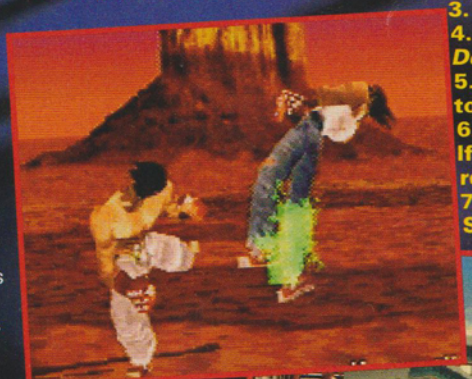
3. No.

4. *Ridge Racer, Toh Shin Den, Tekken* and *MK3*.

5. Anywhere from £30 to £40.

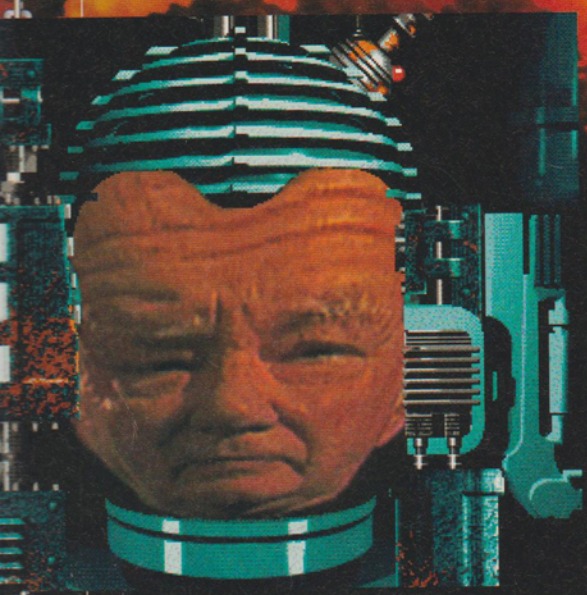
6. Because we felt like it. If you took the trouble to read it you'd know.

7. Later this year, September probably.



Just two of the things that you can look forward to on Playstation. The mighty *Tekken* (above) and the forthcoming *Demolish 'em Derby* (right) which is looking a bit spesh.

GamesMaster says:



The entire world's going mad over the next generation machines.

Maybe you're even thinking of getting rid of your Mega Drive or SNES and saving up to buy a £300 plus PlayStation or a £400 Saturn. Well if you are then we've got news for you. The 16bits ain't dead. In fact, after taking a bit of a pounding recently, it looks as though they may be hitting back.

At the recent E3 show in America games have been unveiled that are yet again pushing back the boundaries of 16bit programming and showing that there's life in the old dogs yet. Nintendo unveiled the biggest and best SNES line up for years. *Killer Instinct* for starters. If there was a game that everyone said couldn't be done, it was *Killer*. But here it is. First news of it was secretly revealed to us on a recent trip to the US and even then the *Killer* Krew knew it was hot.

Then of course you have *Doom* on the SNES. The days of PC owners whining on about how great their machines were because they could play *Doom* are done. Jaguar and 32X owners can and now the 16bit SNES can too, with no expensive add ons. Throw in *DKC2* and you've got a line up to kill for.

On the Sega side you have *Earthworm Jim 2* and *MK3* on the way.

Why spend big bucks on a next gen machine when you can still get some killer carts for your 16bit? By the time you get sick of these, prices of the next gen will have dropped, so hold on. It'll be well worth the wait.

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